



SceneManager - V2.2.0

SceneManager allows very fast activation or deactivation of scenes and groups of scenes for multiple X-Plane installations, without copying or moving files, while retaining only one copy of each scenery on your hard disks, in one or many "libraries".

It also allows to share the voluminous "Global Scenery" between several installations of X-Plane.

SceneManager works under Windows only.

1. Operation

SceneManager manages the activation and deactivation of scenes via **symbolic links** that it creates or deletes in the **Custom Scenery** folder of each X-Plane installation.

A **symbolic link** is only a redirection, an "alias", that create a "virtual folder" with the contents of another directory placed elsewhere.

In Windows Explorer, like for X-Plane and other applications, nothing distinguishes a **symbolic link** from the real directory to which it points.

On the other hand, deleting a symbolic link deletes only the redirection, the pointed folder is not touched.

2. Creating your library

In order to simplify its management and avoid any risk of mixing, your library should be placed out of the X-Plane installation files. As example, it could be a directory named "Scenes Library" located at the root of a disk, not necessarily the one containing X-Plane.

You can also spread your library on multiple disks.

In each of the library directories, you can create as many subdirectories as you want to classify your sceneries. The important thing is that each scene should be stored as a single copy, SceneManager will allow you to group them differently for use.

Tip: split sceneries that work only for a version of X-Plane from those that only work for another version.

Create your library directories and move in them all the sceneries from the "Custom Scenery" directory of all your installed X-Plane versions.

Do the same for the "Global Scenery" directories.

3. Setup of SceneManager.exe

Copy **SceneManager.exe** in a folder of your choice, for example at the root of your Library directory. Avoid the "Program Files" folder that will cause problems: a program is not allowed to create working files there.

Create a shortcut on the desktop next to X-Plane icon if you wish.

Each time you exit SceneManager, all its configuration will be saved automatically in the file **SceneManager.ini**, created in the same directory than SceneManager.exe. Consider to backup it time to time !

SceneManager does not use the windows registry and does not create any other files.

To use SceneManager in a language other than french, you can download an archive containing a language file [from the site](#). After unarchiving, the resulting file named **SceneManager.Ing** must be placed in the same directory than SceneManager.exe.

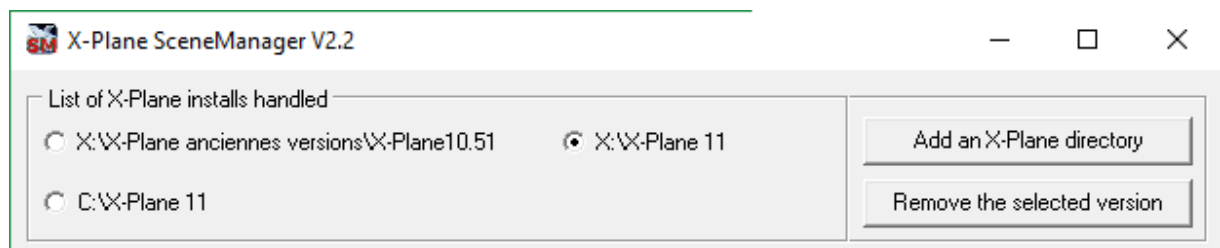
If not any SceneManager.Ing exists for your language, you can translate it easily : it is a very simple text file. Read its header for more infos, send me your file and I will add it on the web site.

4. Use

Run **SceneManager**, it will display an empty form.

4.1 Adding X-Plane directories to manage

For each of your X-Plane setup, click on the button **Add an X-Plane directory** and select the X-Plane directory to be managed by SceneManager.



4.2 Adding sceneries and groups from your library

You can create sceneries groups, which will be all activated or deactivated with one click.

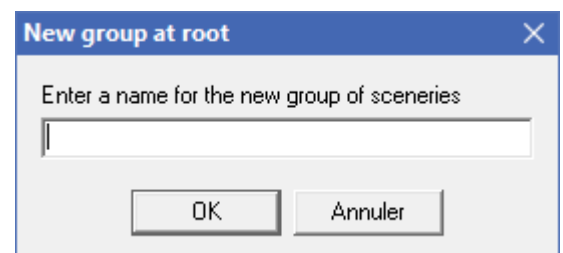
For example, you can create a group containing a region with its own sceneries (cities, airports, etc.) and its zonephoto files, or a group containing all the sceneries required for a flight event, etc ...

The same scenery can appear in several groups, the number of groups is not limited. You can also copy groups in others, for example copy the groups "France" and "Spain" into a group "Paris-Madrid" for the occasion of a trip, which will allow you to activate or remove all the sceneries in 2 clicks.

SceneManager handles both **Custom Scenery** and **Global Scenery** directories through two separate tabs. You will probably only use the **Global Scenery** tab once, to share the (large) Global Scenery content in your library between multiple X-Plane installations.

Create a new group of scenes with the button **New group at root** (at top Level) or the button **New child group** (in a previously selected group), name it as you want.

Place scenes in this group with the button **Add some sceneries**. SceneManager will add to the group all the scenes it will find in the directory you

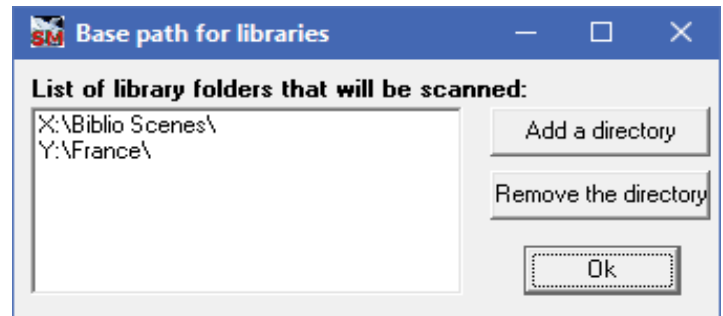


will select. If the directory contains several levels, it will create a subgroup for each subdirectory on the hard disk to reproduce the tree.

You can also add scenes, groups of scenes (multiple selection) or directories tree to a group by **dragging them with the mouse** from a windows explorer.

Note: SceneManager groups (and their content) are completely independent of the directory structures of your libraries. Moving a scene or group in SceneManager does not move them on your disks






The button **Add orphan sceneries** will scan directories containing your library and will add to the selected group any scenery that is not present in any other group. Before performing the scan, a small form will show you the paths that will be analyzed, you will be able to add or to remove some.



4.3 Activating / deactivating sceneries in X-Plane

- a) Select the version of X-Plane to manage.
- b) Select a scene, group, or even multiple items by holding down the Ctrl key, then click the button **Activate Sceneries** (or **Deactivate Sceneries**). All sceneries selected or present in the selected groups are added via symbolic links (or removed) in the Custom Scenery (or Global scenery) directory of the selected X-Plane installation.
- c) Exit SceneManager and/or run the selected version of X-Plane by a click on the button of the same name. If the checkbox labelled **Delete scenery_packs.ini** is checked, the file scenery_packs.ini will be deleted before X-Plane is run.

Icons :

-  This group or scenery can not be manipulated through SceneManager. It contains the sceneries copied directly into the directory corresponding to the tab, without using a symbolic link.
-  The scenery or group is available in the library, it is not enabled in the selected X-Plane installation.
-  The scenery is activated. For a group, all its scenes are activated.
-  The group contains activated sceneries, but not all are activated.
-  This icon appears superimposed on one of the 3 previous ones when the scenery (or when one of the sceneries of the group) no longer exists in the library. Maybe it has been moved or renamed? A group displays this icon if it contains at least one scenery that is absent from the library.

5. Advanced use

5.1 Contextual menu vs buttons panel

SceneManager have a context menu (mouse right click) that enable to do all actions available in the right panel with buttons, so you can hide it to have more place for sceneries and groups tree.

5.2 SceneManager.ini file format

SceneManager.ini is a text file that contains everything:

- Ligne 1 : Version of the file (DO NOT EDIT!)
- Ligne 2 : main windows position and size
- Ligne 3 : Number of X-Plane installation managed, Number of the item selected
- 1 line per installation of X-plane with its install path
- 1 line with flags :
 - (added V3) 1 if auto sort box is checked, else 0, followed by
 - (added V4) 1 if the lateral panel is hidden, else 0, followed by
 - (added V5) 1 if scenery_pack.ini must be deleted before launching X-Plane, else 0
- 1 line per scenery or per group for Custom Scenery tab, with these conventions:
 - a line that begins with "+" is a group whose name follows, which is collapsed (with the [+] icon)
 - a line that begins with "*" is a group whose name follows, which is unfolded (with the [-] icon)
 - a line that begins with "=" is a scene whose path in the library follows. This scene is part of the last group cited
 - a line that begins with "-" indicates the end of the previously opened group.
- (added V4) a line with "-" (end of Custom Scenery)
- (added V4) 1 line per scenery or per group for the Global Scenery tab, with same conventions than for tab "Custom Scenery".

In case of huge changes in your library (directory moved, renaming, ...), it may be more easy to rename all pathes with a text editor.

6. History of public versions

• Version 1.0.1

- Added possibility to deposit scenes by drag-drop from Windows Explorer.
- Merge the two buttons "Delete a group" and "Remove a scene"
- Multiple selection support for deletion

- **Version 2.0.1**

- Added support for the Global Scenery folder in X-Plane 10,
- Added "Add orphaned scenes" function.

- **Version 2.2.0**

- Added the possibility of deleting scenery_pack.ini
- Added the context menu and the possibility of masking the side button panel
- Adding localization using file SceneManager.Ing