

Simmershome Slim Lights Base V5.3 EA Manual

EN

The new switch for the Slim Lights

Together with this manual a new enhanced base scenery for the Slim Lights are delivered.

The download is optimized for the version of Prepar3D v5 + with Enhanced Atmospheric.

All downloaders can install this package as a replacement for the previous version.

This includes:

- Slimlights Base with the available lights optimized in brightness and size for Prepar3D v5.
- A configurator to completely disable the slimlights without having to make changes in scenery.cfg.
- Configuration of the lights size (added is 140% which is good to use with EA)
- Configuration of 9 color variants all luminosity optimized

Installation:

1. delete the old scenery "Slim Lights Base
2. copy the folder "Slim Lights Base" to the same place from this update
3. the scenery. cfg remains without changes.

Unfortunately, turning off all the other lights in the simulator is quite complicated because OrbX has also completely interfered with the global control of the lights. This leads to the fact that in the Cities and Heavy areas all the lights inevitably overlap and can lead to a higher load overall.

It is not enough to deactivate the lights in FTX Central or Scenery.cfg as mentioned by OrbX. Only if you intervene in "global" all lights are really gone. The disadvantage, the loading of the simulator may be slowed down. This is because obviously contents of OrbX or P3D are looking for the switched off lights and the simulator only gives up when it finds nothing.

The best solution is therefore to only do the official shutdowns at FTX Central and instead turn off my residential lights in the respective configurator or reduce them to 50%.

All 3D lights, both mine and those of OrbX, are also present during the day, just transparent and not visible. In hubs and big cities both together can affect the performance.

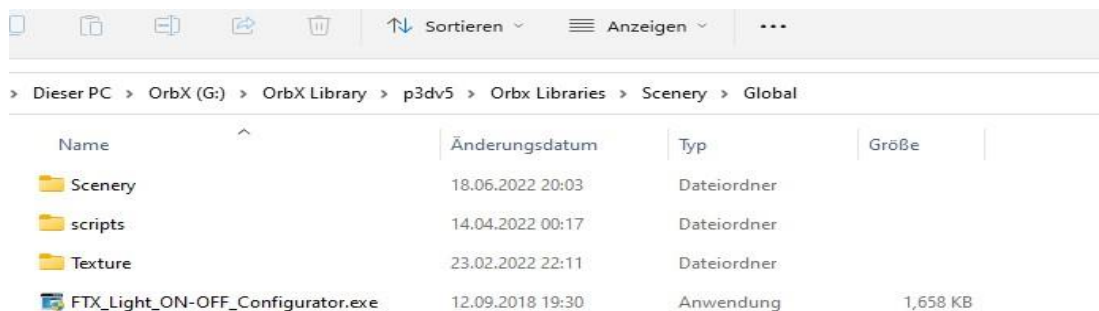
That's why today I'm delivering my lights with a switch that turns off my lights completely during the day without any intervention in Scenery.cfg.

Furthermore, the switch now allows to switch the lights size between 140% and 60%. At the same time I provide different color combinations in the Slim Lights Base directory.

Unfortunately there is no such thing in OrbX, because the lights in the global directory are always on and there is also another library that permanently calls streetlights. Even if the lights in OrbX\scripts\Lights are uninstalled and removed.

That's why I provided the Global Light Switch, which reliably turns off or on the foreign global lights at any time.

Attention who has his OrbX Addons in the Library must install FTX Light Switch (separate download) now according to picture



The new SH Slim Light World Switch 5.3

Structure:

| Name | Änderungsdatum | Typ | Größe |
|----------------------------|------------------|---------------------|----------|
| Color Pictures | 04.12.2018 14:11 | Dateiordner | |
| doc | 28.09.2018 15:41 | Dateiordner | |
| images | 28.09.2018 15:41 | Dateiordner | |
| scenery | 03.12.2018 22:29 | Dateiordner | |
| scripts | 01.10.2018 11:47 | Dateiordner | |
| texture | 04.12.2018 00:01 | Dateiordner | |
| texture.colderlite | 04.12.2018 13:31 | Dateiordner | |
| texture.colderstrong | 04.12.2018 01:20 | Dateiordner | |
| texture.orangelite | 04.12.2018 01:21 | Dateiordner | |
| texture.orangestrong | 04.12.2018 01:21 | Dateiordner | |
| texture.red | 04.12.2018 01:22 | Dateiordner | |
| texture.standard | 04.12.2018 01:22 | Dateiordner | |
| texture.yellow_red | 04.12.2018 01:23 | Dateiordner | |
| texture.yellowlite | 04.12.2018 01:48 | Dateiordner | |
| texture.yellowstrong | 04.12.2018 01:22 | Dateiordner | |
| Color colderlite.cmd | 04.12.2018 13:30 | Windows-Befehlss... | 1 KB |
| Color colderstrong.cmd | 04.12.2018 13:29 | Windows-Befehlss... | 1 KB |
| Color more red.cmd | 01.10.2018 21:27 | Windows-Befehlss... | 1 KB |
| Color more yellow_red.cmd | 01.10.2018 14:14 | Windows-Befehlss... | 1 KB |
| Color orange lite.cmd | 04.12.2018 00:57 | Windows-Befehlss... | 1 KB |
| Color orange strong.cmd | 04.12.2018 00:58 | Windows-Befehlss... | 1 KB |
| Color standard.cmd | 01.10.2018 14:15 | Windows-Befehlss... | 1 KB |
| Color yellow lite.cmd | 04.12.2018 01:43 | Windows-Befehlss... | 1 KB |
| Color yellow strong.cmd | 04.12.2018 01:51 | Windows-Befehlss... | 1 KB |
| SlimLight_Configurator.exe | 12.09.2018 19:30 | Anwendung | 1,658 KB |

In addition to the configurator, there are 9 command files with which the colors can be changed. Especially more warm tones were requested. Since the introduction of the Developer menu in Prepar3D v5 you can execute the desired cmd file and then simply reload the textures in the menu.



The lights have been raised in exposure by 2 levels for Prepar3D v5. The following variants exist:

Standard



Colder lite



Colder strong



More Red



More Yellow and Red



Orange lite



Orange strong



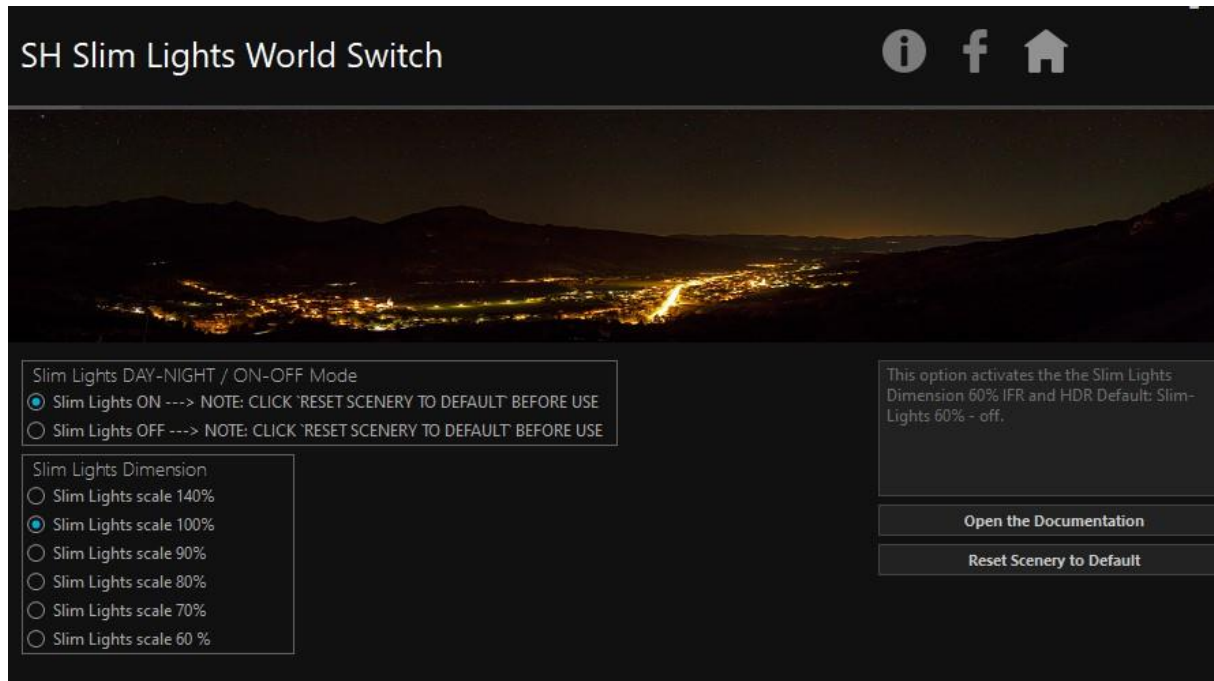
Yellow lite



Yellow strong



The Configurator



In addition to ON/OFF, 5 light sizes are selectable in the configurator in 10% steps, as well as 140%.

This gives a lot of combinations that everyone can set themselves.

Note:

BEFORE USING ON/OFF, the setting must be reset to Standard/Default at the bottom right of the configurator. If this was forgotten, this can also be corrected later.

The use is otherwise self-explanatory. The lights are switched off or on altogether. The scenery.cfg or a configurator of the lights in the continents must not be changed.

During the day I generally recommend switching off.

When approaching hubs in the evening or at night I recommend to switch off the residential lights in the corresponding configurator of the departure/arrival location or to leave them at maximum 50%.

For VFR you can use everything as you like.

For IFR in FL 300 + I recommend the lights with 140 %.

If you use the photo sceneries of MathiasKNU you should either switch off my lights or his lights in the configurator.

Please turn off the road lights in Prepar3D v5.3 as well!

Have fun

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The use of the addon is at your own risk. In particular, the author gives no warranty on the function in the respective simulator and is not liable for any damage that may result, even if the scenery has been carefully tested.

There is no claim for support.

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