

XTraffic Plugin Quick Start Guide

This document is intended to get you started quickly with my XTraffic plugin. I will create a proper user guide when time permits.

Send any bug reports to sandybarbour@xpluginsdk.org

Don't worry if I don't get back to you right away as I am always busy. However I always reply to emails.

Please be as explicit as possible.

I always create plugins for Linux, OSX and Windows so I need to know what OS is being used so I can try and reproduce the problem.

I have run the plugin on XPlane V7.63 but I have not done extensive testing on that version.

Introduction

The XTrackRecorder plugin allows you to record flight around an airport. Fly as many different type of aircraft to generate traffic.

The XTraffic plugin is like like a multi track player.

It allows you to load aircraft previously recorded into each of the 9 tracks.

You can play back each track separately to check the flight and also step through a second or a frame at a time.

Use my Virtual Camera plugin to get close to the aircraft.

Once you have positioned the aircraft you select the All Aircraft option and all the aircraft will be played back together

You can disable a track by deselecting the check box.

Installation

Extract the archive for your operating system into the plugins sub directory.

xxx will be Mac, Lin or Win depending on your Operating System.

As well as copying over the plugin files the XTraffic directory will be created and will contain some example files.

Before you use these plugins increase the number of aircraft to one more than the number of extra aircraft that you need.

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XTrafficRecorder

Select the “Plugins” Menu, then select “XTrafficRecorder”.

In the floating menu select “Run”.

This will start the plugin control panel.

Select the “Create File” button and type in or select an existing file if you want to overwrite it.



Press the “OK” button on the plugin widget.

If the file is already present then it will be overwritten.

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Once you are ready press the “Record” button, the text box will show the frames as they are being recorded.

After you have done a test flight press the “Stop” button.
This will save and close the file.

The “Display Data” button will show you the data that is being collected



The recorder samples at a rate of 25Hz (25 frames per second) so your frame rate should be higher than this if possible.

To hide the “Display Data” press the “Display Data” button again.
You may have to press the button twice as the first press will bring the keyboard focus to the control panel.

To exit the plugin control panel select either cross at the top of the widget.
You can also exit by selecting the “Plugins” Menu, then selecting “XTraffic”. In the floating menu select “Quit”

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Flight Playback Usage

Use the Xplane menu to locate your Aircraft at the same location that you recorded the flights.

Select the “Plugins” Menu, then select “XTraffic”. In the floating menu select “Run”. This will start the plugin control panel.

Select the “Load File” button and select the file that you want to play back. Press the “OK” button on the widget.

Press Cancel to exit without loading the file.



This will load the XTraffic file into track 1 which uses Aircraft 1.

This is the default at startup.

If you wanted to load into another track, then use the popup or the arrow selectors to select that track.

NOTE

V1.10 has a Clear Track and a Clear All Track button.

Clear Track will clear the current track data.

Clear All Track will clear all the tracks.

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To see the playback use the VCR like controls.

They will control the currently selected aircraft.

If “All Aircraft” is selected then all the aircraft will be controlled at the same time.

They are as follows.

|< First Frame

<< Previous “Second”, this is only if 25 is entered into the “Skip Inc”.

< Reverse Play Stop

> Forward Play

>> Next “Second”, this is only if 25 is entered into the “Skip Inc”.

>| Last Frame

If you want to move frame by one frame set the “Skip Inc” to 1.

During playback setting “Time Mult” to a value greater than 1 will speed up the flight.

The progress bar shows the percentage of the flight that is being processed.

You can save a segment of the flight, using the following method.

Use any of the buttons to position the flight at the start of the segment and press the “[“ button,

Do the same for the end of the segment and press the “]” button.

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Then press the “Save Segment” button and name the segment file.
If you don't type in the extension .xtd, it will be added by the file name.



If you have the “[” and “]” set and you set the “Loop Playback” check box by clicking on it the flight will loop between the Mark In and Mark Out Points.

This is required when your clips are of different lengths as smaller clips will be looped when their end is reached.

If “Loop Playback” is not checked the clip will stop when it reaches the end.

You can go direct to any frame by typing a frame number into the text box next to the “Goto DP” button and then pressing that button.

The file being played back is shown at the bottom of the control panel. The aircraft that was used during the recording is shown in brackets after the filename.

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The “Display Data” button will show you the data that is being played back.



The player will play back at approx 25Hz (25 frames per second).

The playback will be smoother if the Xplane frame rate is greater than this.

To hide the “Display Data” press the “Display Data” button again.

You may have to press the button twice as the first press will bring the keyboard focus to the control panel.

To exit the plugin control panel select “Plugins”, “XTraffic”, “Quit” or click either cross at the top of the widget.

The “Save Set” button allows you to save any sets of tracks that you have created to an .xts file.

The “Load Set” button allows you to load the .xts file at a later time, thus preserving your sequences.

It also stores any offsets that you have in each track.

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Once you have all the tracks set up the way you want them including any offsets for each track, select the “Save Set” button.

Either select an existing file or enter a new file name and then press the OK button. If you don't add an extension it will be added automatically.

Press the Cancel button to close the widget without saving.



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Whenever you want reload the setup or any other setups select the “Load Set” button. Select the .xts file that you want to load and then press the OK button.

Press the Cancel button to close the widget without loading.

The set may contain up to 9 aircraft and each aircraft has to be loaded so it will take a while before the Widget dialog eventually closes.

Once they are loaded then Select “All Aircraft” before playing them back in order to play the original offsets.

Also any tracks that were not enabled when the set was saved will still be disabled.

You can also adjust each individual aircraft as normal and save the set to another .xts file.



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There are now .ini files for each plugin.

XTraffic.ini and XTrafficRecorder.ini.

At the moment the only option that is active is :-

```
[DEBUG]
LogFile = 1
```

If this is set then XTrafficLog.txt and XTrafficRecorderLog.txt will be created for each plugin.

This is to help me in solving any problems.

If it is set to 0 or there are no .ini files then no logging is done.

XTraffic INI file additions.

You can now have XTraffic automatically start a set.

```
[CONFIG]
AutoStart = 0
DefaultSetFileName = KSBD to L12 Set 1.xts
HideControlPanel = 1
```

AutoStart
Set to 1 to enable, 0 to disable.

DefaultSetFileName
The name of the set file to load at startup.

HideControlPanel
Set to 1 to hide the control panel, 0 to show it.

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Multi Track Widget.

This works in a similar manner to the Main Control Widget but displays all the tracks. You can still use the Main Control Widget to achieve the same result.

Any changes in the Main Control Widget will be reflected in the Multi Track Widget. Similarly any changes in the Multi Track Widget will be reflected in the Main Control Widget.

When you select a button on the Multi Track Widget, the Main Control Widget will change to that track.

This makes interchanging between the two more logical.



The top track is the master, use this to play all the tracks.

The operation of the controls are the same as the Main Control Widget.

The top check box in each track will enable/disable that aircraft.

The bottom check box in each track will allow that track to loop.

The Mark In and Mark Out allow you to just loop a section.

The state of the tracks etc will be saved when you save to a set file.

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