

**XPLANE11**  
ADD-ON



**AEROSOFT®**

# SHADEX

CONFIG ..... GREEN LIGHT  
FLAPS ..... UNITS SET  
STAB TRIM ..... REVERSED  
TAKEOFF BRIEFING ..... SECURE  
CABIN ..... SET  
MCP ..... TARA  
TRANSPONDER ..... ON  
STROBE LIGHTS ..... ON  
LANDING LIGHTS ..... ON  
**AFTER TAKE-OFF**  
AIR COND & PRESS ..... SET  
ENGINE START SWITCHES ..... UP & OFF  
LANDING GEAR ..... UP, NO LIGHTS  
AUTOBRAKE ..... UP, NO LIGHTS  
FLAPS ..... SET  
**ALTIMETERS**  
**DESCENT**  
PRESSURISATION ..... LAND ALT  
ANTI-ICE ..... DISCUSSED  
APP. BRIEF & FUEL ..... CHECKED & SET  
IAS & ALT BUGS ..... SET  
**APPROACH**  
ALTS & INST ..... SET & X-CHECKED  
APPROACH AIDS ..... CHECKED & SET  
LANDING  
RECALL ..... ON LT  
AUTOBRAKE ..... ON, 3 GREENS  
SAT

# Manual

Developer: Stairport Sceneries  
Manual: Stairport Sceneries & Aerosoft GmbH



# shadeX

## Manual

Copyright: © 2021 / **Aerosoft GmbH**  
Airport Paderborn/Lippstadt  
D-33142 Büren, Germany  
Tel: +49 (0) 29 55 7603-10  
Fax: +49 (0) 29 55 7603-33



E-Mail: [info@aerosoft.de](mailto:info@aerosoft.de)  
Internet: [www.aerosoft.com](http://www.aerosoft.com)

All trademarks and brand names are trademarks or registered trademarks of their respective owners. All rights reserved. / Alle Warenzeichen und Markennamen sind Warenzeichen oder eingetragene Warenzeichen ihrer jeweiligen Eigentümer. Alle Urheber- und Leistungsschutzrechte vorbehalten.

Add-on for

**X-Plane 11**



# Content

- Starting Off..... 6**
  - System Requirements..... 6
  - Installation ..... 6
  - Starting Off / Demo ..... 6
  - Activation ..... 7
  - Updates ..... 7
  - Useful Stuff ..... 8
  - Support ..... 8
  - Copyrights ..... 9
- User Menu ..... 10**
  - Move and Scale ..... 10
  - Presets..... 11
    - Last Preset..... 11
    - Save Preset..... 11
    - Preset for selected aircraft ..... 11
    - Quick Presets..... 12
  - Depth of Field..... 12
    - Automatic focus ..... 13
    - Manual focus ..... 13
  - Field of View ..... 14
  - Colors & Contrasts ..... 14
  - Effects ..... 15
- Screenshot Overlay ..... 16**
- Depth of Field Performance ..... 16**



# Starting Off

## System Requirements

Our addon “shadex” requires X-Plane 11 (11.41+). In order for the scenery to run as smoothly as possible, you need the following:

- Operating system: Microsoft Windows 10 (64bit) / Linux Ubuntu LTS
- Processor: Dual Core CPU with 3.0 GHz
- Memory: 12 GB RAM
- Graphics card: 4 GB, DirectX 11
- HDD: 100MB
- Internet connection required for activation

**Attention: This plugin is not compatible for Mac OS.**

## Installation

shadeX is offered for download as a packed archive. Please unpack the shadeX folder contained therein into the following directory: X-Plane 11/.

After unpacking completely, start X-Plane and load any flight. Then follow the instructions in the following chapter.

## Starting Off / Demo

When shadeX is installed for the first time, it starts in demo mode. The entire X-Plane window is covered by a faint watermark and all effects are initially disabled. In addition, the shadeX menu is automatically opened in the upper left corner of the screen.

The plugin can be fully used in demo mode without any restrictions. Thus, besides the actual functions, the performance and compatibility with third-party applications can be tested.

## Activation



To activate shadeX, click on the orange button in the shadeX menu bar. There, in addition to the serial number you received (alphanumeric, 22 digits), please also enter your e-mail address that you used in the store.

**NOTE: You need an Internet connection for the initial activation and regular checks.**

## Updates

If an update is available for shadeX, you will be notified in the shadeX user menu (assuming an active Internet connection). Follow the on-screen instructions to update shadeX using the update application provided.



**TIP:** If you are opening the update application under Windows for the first time, you may have to manually agree to run it. You can also run the update application manually. It is located in the X-Plane 11\ `Resources\plugins\ shadeX\updater` directory.

## Useful Stuff

In the following video you will find useful tips and detailed information about shadeX:

<https://www.youtube.com/watch?v=iAccHx1ysN4&list=PLHiuhwHI-1SkxZkDzrCjlr6J1xy6BUsr>

## Support

Support for this product is offered by Aerosoft. We prefer to have a support forum for the simple reason that it is fast and efficient because customers help customers when we are not in the office:

<http://forum.aerosoft.com/>

And we advise the Scenery section in the X-Plane subforum for any questions on this product. This should be your first stop for any support. If you prefer support by email please do accept that this could take a bit longer as it might be send from person to person if necessary, and that email support during the weekends is always slow:

<https://aerosoft.zendesk.com/hc/en-us/requests/new>

We feel strongly about support. Buying one of our products gives you the right to waste our time with questions you feel might be silly. They are not.

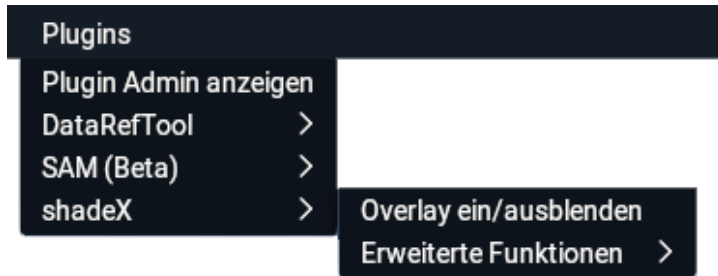


## Copyrights

This software, the manual, documentation, video images, and all the related materials are protected by copyright laws. The software is licensed, not sold. You may install and run one copy of the software on one computer for your personal, non-commercial use. The software, the manual and all related materials must not be copied, photocopied, translated, reverse engineered, decompiled or reduced to any electronic medium or machine legible form, neither complete-ly nor in part, without the previous written permission of the developers of this software and Aerosoft GmbH.



## User Menu



The shadeX user menu can be opened from the X-Plane Plugins -> shadeX menu. This also provides access to advanced functions that allow full control over all effects. This is explicitly intended for experts only and will not be discussed further in this documentation..

**TIP:** A hotkey can be set for opening and closing the user menu. In the X-Plane Keyboard menu, under the shadeX heading, you will find the command Show/hide shadeX overlay. We recommend the combination CTRL+X.

## Move and Scale



The user menu can be moved by clicking with the left mouse button on a free black area to the right of the submenu icons (highlighted in yellow here) and moving it to the desired position. All submenus will automatically move with it.

If you cannot fit all the open submenus on your screen, you can scale the entire menu by right-clicking on the same area and dragging the menu larger or smaller accordingly.

## Presets

The Presets menu allows you to switch between different presets. If you have not changed any values so far, it is set to Default, which deactivates all effects. By clicking on the left and right arrows you can switch through the presets, which are activated automatically.



### Last Preset

The „Last“ preset automatically saves the setting that was last active when X-Plane was closed.

### Save Preset

Individual settings can be saved as a separate preset. To do this, click on Save and enter a name, then confirm this by clicking on the checkmark of your entry. This saves the current settings in a json file corresponding to the name under X-Plane/Output/preferences/shadeX/presets. This file can also be shared with other people.

### Preset for selected aircraft

You can also create a preset for the currently selected aircraft. To do this, save your selected effects with the name „aircraft“ (without further designation). shadeX will now load this preset every time you have loaded the aircraft. The corresponding file will be saved under X-Plane\Output\preferences\shadeX\presets\aircrafts.

This file can also be shared with other people.



## Quick Presets

You can assign a key combination to presets to select or deselect them directly without having to open the shadeX user menu. First open the X-Plane Keyboard menu and assign the desired key combination(s) in the shadeX/quick\_presets section. Then open the Plugins -> shadeX -> Advanced Functions -> Quick Presets menu and assign one of the available presets to each key combination.

**TIP:** If you want to compare the selected preset with X-Plane's default (all effects off), click on the name of the preset and hold down the mouse. The effects will now be disabled until you release the mouse.

## Depth of Field

Depth of field highlights specific areas in X-Plane by applying a blur to the environment.



**TIP:** Depth of field is primarily intended for creating screen shots. Therefore, the effect remains active only as long as the submenu is open. If the submenu is closed, the blur effects are deactivated.

## Automatic focus

By default, shadeX focuses on the object or area centered in the X-Plane window. Depending on the distance ratio, the values for the near and far blur are adjusted. These can be adjusted manually by moving the sliders.

You can also overwrite the area to be focused. To do this, first click on the crosshair symbol and then on the area to be focused. If this is an object, the entire object will be focused. Note that each time you change the focus, the blur settings are recalculated. However, you can still change them manually.

## Manual focus

You can switch to manual focus via the arrows next to the focus mode. You get additional controls for adjusting the focal length and the lens light, which allows you to control the focus range more precisely.

This is especially useful for situations where you are looking at an object that has a small distance difference to your position (e.g. a cockpit panel) and therefore the automatic calculation often does not lead to the desired result.





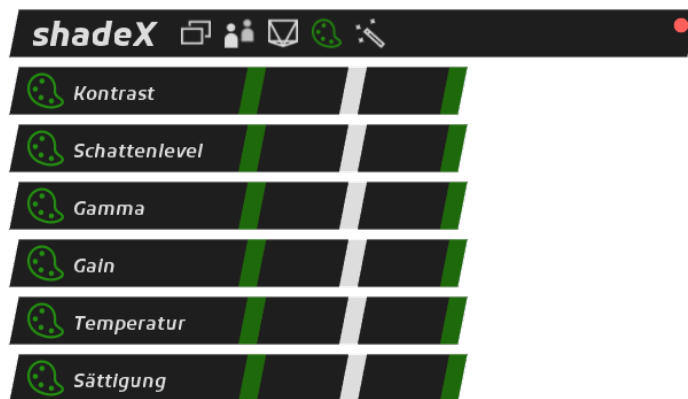
## Field of View

In addition to X-Plane's own zoom, a field of view slider is available. It narrows or widens the field of view, allowing you to create wide-angle views, for example.



**TIP:** The selected field of view remains active only as long as the submenu is open. If the submenu is closed, the field of view is reset to the value selected in the X-Plane settings.

## Colors & Contrasts



In this menu, the following values can be adjusted as desired: Contrast, Shadow Level, Gamma, Gain, Temperature, Saturation.

The set values remain activated until they are overwritten by a preset or shadeX is uninstalled or deactivated via the Plugin Admin menu of X-Plane.

**TIP:** To set a slider to the initial value, simply click on the name of the slider. A second click will set the value back to the value you previously set.

## Effects

In this menu you can set the Sepia, Grain, Vignette and Sharpness effects.

The set values remain activated until they are overwritten by a preset or shadeX is uninstalled or deactivated via the Plugin Admin menu of X-Plane.

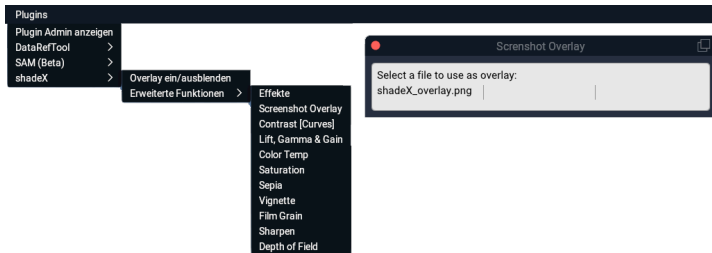


**TIP:** To set a controller to the initial value, simply click on the name of the controller. A second click will set the value back to the value you previously set.



## Screenshot Overlay

If you regularly take screenshots, you can place a so-called overlay over the X-Plane window to insert logos or watermarks, for example. To do this, go to X-Plane Plugins Menu -> shadeX -> Advanced Features and select Screenshot Overlay. In it you can select one of the existing .png files from the folder X-Plane/Resources/plugins/shadeX/overlays.



## Depth of Field Performance

The Depth of Field function has a relatively high impact on the simulator's performance\* due to the complex background processes. Since it is primarily intended for creating screenshots, this should not be a big deal in normal cases. However, it should be noted that this effect should not be used for regular flying if it leads to noticeable performance losses on your system.

\* Depending on the hardware used. If in doubt, test the free demo on your own system.



AEROSOFT



# SAM ***FOLLOW ME***



# SAM ***AIRPORT VEHICLES***

[www.aerosoft.com](http://www.aerosoft.com)