

Immersion Manager

User Manual

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OLD
PROP

Introduction

First and foremost, thank you for purchasing one or many of our Immersion Packages. Lots of passion and hardship went into making those with, as a goal, to develop a one-of-a-kind series of products.

We hope you will have as much amazement and fun using them as we have developing them. What follows is a comprehensive explanation guide on how to use Immersion Manager to customize your experience with the effects provided by your Immersion Packages(s).

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Minimum requirements

As a baseline, Immersion Manager and Immersion Packages requires the following items. While the product might work on systems below these requirements, we will not offer support on those systems.

- Lockheed Martin Prepar3D v4 or newer;
- Windows 7 or newer (64 bits);
- Quad Core, 3.0 GHz processor or faster, at least 4 GB of RAM;
- Active Internet Connection is required to install and activate the software;
- VFXCentral (You can get it at oldprop.com/vfx);
- An OldProp account (Create one at oldprop.com/create);
- Microsoft .NET Framework 4.7.2 or newer

Supported simulators

Unless stated otherwise, Immersion Manager and every Immersion Package it contains supports every Prepar3D simulator after v4.2.

Support

If you need help at anytime, you can always get assistance through the following channels:

- User-to-user AVSIM forum section
[avsim.com/forums/forum/723-fsfx-packages-support-forum](https://www.avsim.com/forums/forum/723-fsfx-packages-support-forum)
- Facebook Group
[fb.com/groups/fsfxsupport](https://www.facebook.com/groups/fsfxsupport)
- Frequent issues, solution & direct support
[oldprop.com/help](https://www.oldprop.com/help)

Installation

Immersion Manager will to be installed when you install at least one Immersion Package product through VFXCentral. You can get VFXCentral from the OldProp website at oldprop.com/vfx.

Once you have VFXCentral installed and running, make sure you account contains at least one Immersion Package. It will appears under **YOUR PRODUCTS**. If you do not see your Immersion Package product in this section, please go through the activation process to add your product to your account. You can follow the steps listed at oldprop.com/install

We are now ready to install! Press **DIRECT INSTALL** under your Immersion Package and choose where you want to install Immersion Manager. If you already have one or more Immersion product installed, you will not be allowed to change the location of the Manager. We recommend leaving the path as is so that it remains easy to find. Press **APPLY** to install your Immersion Package and Immersion Manager. After this process, your Immersion product and Immersion Manager are installed, you can now close VFXCentral.

You will be asked to activate the Immersion Manager add-on the next time you launch Prepar3D.

You're done and ready to go!

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Installed Files

Here is a list and explanation of what constitute the Immersion Manager installation.

In the Immersion Manager install directory
(%PROGRAMFILES(x86)%\OldProp Solutions Inc\Immersion Manager)

- **Effects** folder serves as a working directory when Immersion Manager is running.
- **Libraries** folder includes the various moduels required for Immersion Manager to work.
- **Immersion Manager.exe** file is the main executable of Immersion Manager. This is the executable that will run when starting your simulator.
- **log.txt** file contains details about the last execution of the Manager. This file might be useful for our support team.
- **Logs** folder will include log files if a crash happens.

In the Immersion Manager AppData folder
(%APPDATA%\OldProp Solutions inc\Immersion Manager)

- *_Prefs.json file contains user preferences for the various effects contained in an Immersion Package.

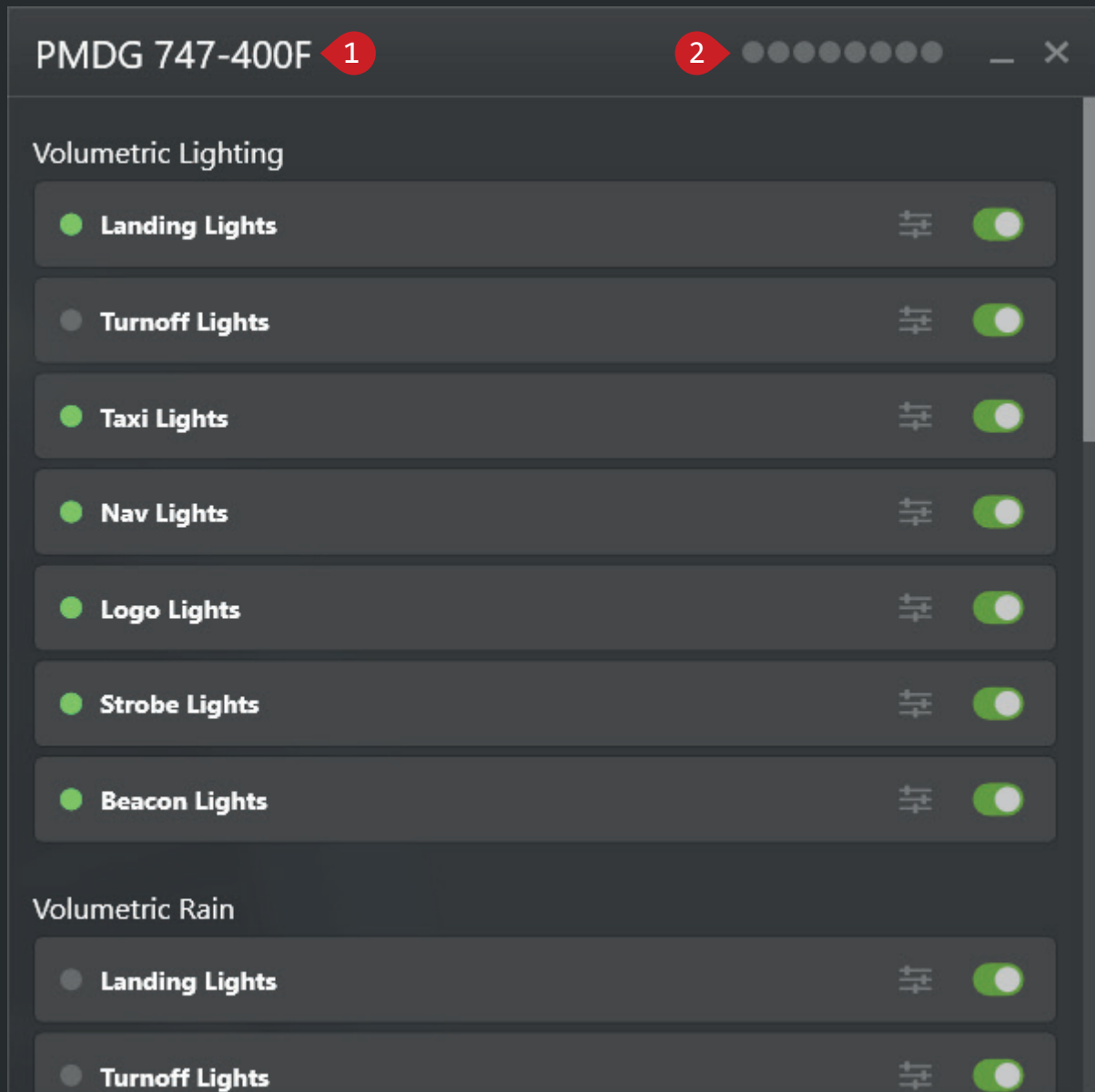
In the Immersion Manager Add-on folder
(%USERPROFILE%\Documents\Prepar3D v4 Add-ons)

- **add-on.xml** file contains the required structure for Prepar3D load the Manager and its components.

Things we recommend

1. Immersion products work best when HDR is enabled in Prepar3D's Lighting settings.
2. We recommend using FSX/P3D with your framerate locked at 30 or 60 fps for a better experience.
3. We recommend setting Special Effects Details to the highest setting in your Prepar3D's Special Effects options
4. Anti-aliasing and screen resolution can seriously affect the performance of your simulator when effects are displayed. We recommend testing any configuration changes with wing condensation or Volumetric Lighting visible.

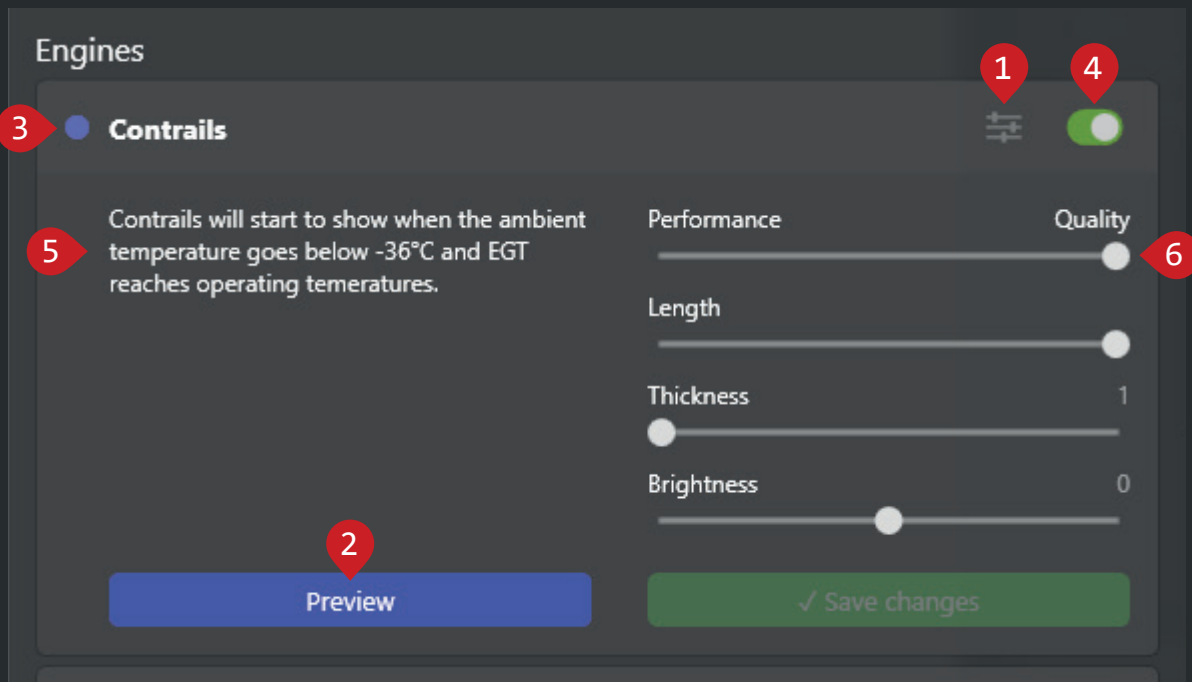
10 Immersion Manager User Interface



At the top, you will find the **1** name of the aircraft currently loaded.

On the right, **2** indicators to let you know if there are effects being sent or removed to the simulator.

11 Effect Settings



The **2 Settings button** will expand this panel, revealing effect options among other things.

The **2 Preview button** enables you to preview effects in the simulator even if they don't meet the right conditions. This is useful to adjust preferences or take screenshots.

The **3 Status indicator** will tell you if the effects is visible in the simulator (green) or if the effect is in preview mode (blue).

The **4 Toggle** allows you to quickly enable/disable an effect.

You can quickly learn about the conditions required for an effect to show by reading the **5 short description** in every effect section.

Some effects have various **6 options** to play with. From brightness to thickness of contrails or simple performance slider, they can vastly affect your experience with the effects.

Any change needs to be saved before it is reflected in the sim.

Sharing your effects settings

If you wish to share your effects options with friends or community, you can do so by sharing the .json files located in %appdata%\OldProp Solutions inc\Immersion Manager

