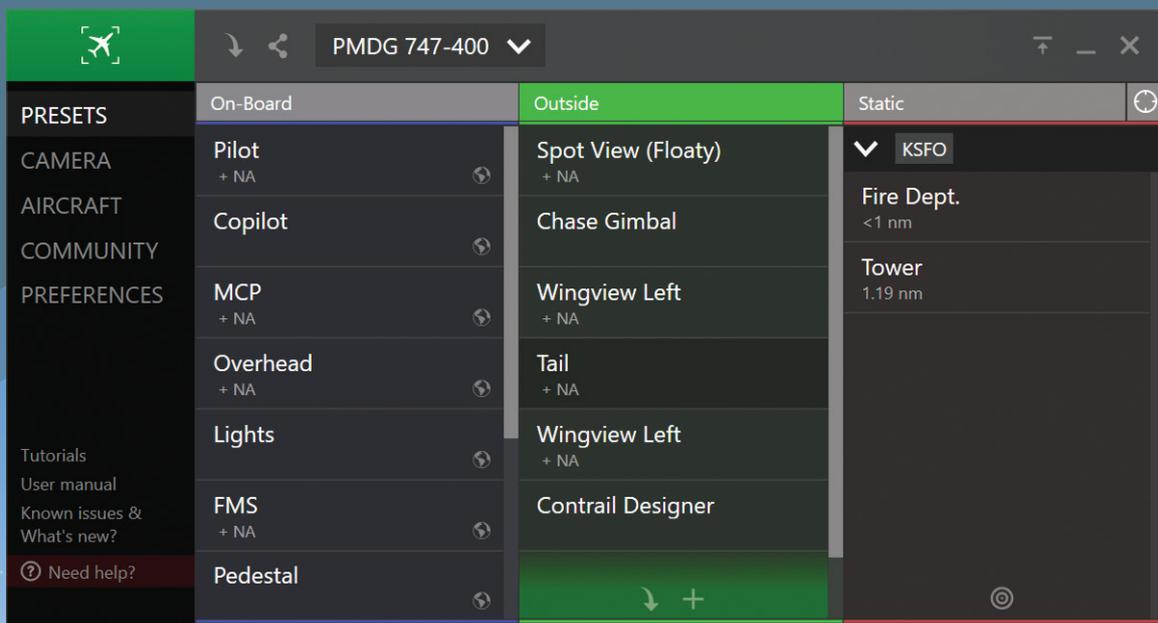


ChasePlane

User Manual

Last updated on **January 30, 2020**



42

Introduction

First and foremost, thank you for purchasing ChasePlane. We believe you own the best camera software available in flight simulation today. ChasePlane is the result of years of research and experiments. We are proud that ChasePlane is coming to fruition and we hope you will enjoy it!

3

What's this?

In creating this user manual, we aimed at providing you, the user, with a short and sweet but detailed explanation of how ChasePlane works. In addition to built-in tutorials, YouTube tutorials and our Avsim and Orbx Forum section, this guide will serve as your go-to resource to answer all of your questions. And as always, we made it easy for you to retrieve the information you are looking for.

We believe it is necessary to fully go into details in order to bring about the knowledge required to use all the functions ChasePlane has to offer. All in all, ChasePlane is meant to be easy of use while providing full freedom customizability. We want you to be able to fully utilize ChasePlane and all of its components!

One more thing before we get started... We grow from constructive feedback. Please don't hesitate to send us a message through our support system on the website or on our Avsim Forum.

Now let's see how this thing works!

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Minimum requirements

As a baseline, ChasePlane requires the following items. While ChasePlane might work on systems below these requirements, we will not offer support on those systems.

- Microsoft Flight Simulator X (with SP2, Acceleration Pack or Steam Edition) or Lockheed Martin Prepar3D v2.5 or newer;
- Windows 7 or newer (64 bits);
- Quad Core, 3.0 GHz processor or faster, at least 4 GB of RAM;
- Microsoft .NET Framework 4.7.2 or newer

Supported simulators

ChasePlane's basic features are supported in all ESP-based simulator starting from Flight Simulator X SP2.

Advanced features such as *smooth zoom*, *transitions* and *static camera* mode are supported in the following simulators:

- Flight Simulator X: SP2
- Flight Simulator X: Acceleration
- Flight Simulator X: Steam Edition v10.0.62615.0
- Prepar3D v2.5.12946.0
- Prepar3D v3.4.22.19868
- Prepar3D v4.5.13.32097

Custom flight models

Some aircraft have custom flight models which prevents the good functioning of motion effects including acceleration, gyroscopic, engines, blast and anticipative motion effects.

We suggest turning off these motion effects to prevent unexpected behaviours. You will be notified of this issue when loading up the aircraft for the first time. Every other camera functions should work properly. For now, only the following aircraft is affected:

- Majestic Software Dash 8 Q400

Support

If you need help at anytime, you can always get assistance through our support channels listed on the Parallel 42 website.

parallel42.com/sim/support

Installation

ChasePlane has to be installed through Orbx Central. You can get it from the Orbx website at orbxdirect.com/central.

Once you have Orbx Central installed and running, make sure ChasePlane appears under YOUR PRODUCTS and click on it.

We are now ready to install! Press **INSTALL**. After this process, ChasePlane is installed, you can now launch it by pressing the **LAUNCH** button. You can now to configure ChasePlane.

Follow the steps described on the Initial Setup process. Note that ChasePlane will set itself automatically for every simulator you have installed on your system.

You're done and ready to go!

12 Installed Files

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

In the ChasePlane install directory
(%PROGRAMFILES%\Parallel 42\ChasePlane)

- Splash folder includes all the pictures used in the Splash Screen sequence. They will be redownloaded if an update is available or if files are missing.
- ChasePlane.exe file is the main executable of ChasePlane. This is the executable that will run when starting your simulator.
- Logs folder will include log files if a crash happens.

In the ChasePlane AppData folder
(%APPDATA%\Parallel 42\ChasePlane)

- x.x.x folder contains local information for aircraft, camera presets and other files required to run ChasePlane offline.
- x.x.x/Region contains airport data for your computer. This folder will only appear after the Scan Airport process.
- x.x.x/Cache.dat file is a cache file used to speed up the aircraft scanning process.
- ChasePlane_Bridge.exe file is the secondary executable used by ChasePlane to communicate with the simulator. This process is executed automatically by ChasePlane and does not require user interaction.

If configured to Auto-launch with a simulator, ChasePlane will add entries to the exe.xml file (%APPDATA%\<simulator>)

After the Initial setup process, ChasePlane will add entries to the cameras.cfg file (%APPDATA%\<simulator>)

13 Antivirus configuration

Microsoft's ESP platform (platform on which FSX and P3D are based) is very limited when compared to the platforms available on the market today. To accomplish a goal, developers often have to create their own paths to get where they want to go, and it's not always straightforward.

For example, in order to do something as simple as moving a camera across the globe in ChasePlane, it requires us to create new techniques that involve injecting data from the ChasePlane application directly into the memory of the simulator to move the camera to the right position. This process called "memory injection" will oftentimes be flagged by antiviruses as malware as it tries to modify the state of another software on the system.

This can result in an issue where ChasePlane or one of its components will be slowed down, limited in its capabilities or even terminated by antiviruses to prevent the "potential malware" from spreading.

We recommend excluding both ChasePlane executables from Windows Defender and any other antivirus you have installed.

- ChasePlane.exe located in the install directory of ChasePlane (Defaults to %PROGRAMFILES%\Parallel 42\ChasePlane);
- ChasePlane_Bridge.exe located in %APPDATA%\Parallel 42\ChasePlane.

The Cloud

Previous versions of ChasePlane would automatically upload your camera presets to your OldProp account in the cloud. Starting with v1.1 this is no longer the case.

Learn more about this change here:
parallel42.com/old-cloud

Cloud data used to includes the following items:

- Camera Presets
- Aircraft data (Hot Corners)
- User Preferences
- Control Assignments

Things we recommend

1. ChasePlane works best with its own camera modes (On-Board, Outside, Static). In other words, when the simulator is loaded, make sure you are in the On-Board (ChasePlane) viewing mode. You can use default camera modes supplied with the simulator but controls will not be as smooth as the cameras generated by ChasePlane or might not function at all.
2. Make sure Windows 10's Game Mode is disabled for your simulator. To ensure Game Mode is disabled, press Win+G while in your simulator, click the Settings icon and make sure "Use Game Mode with this game" is unchecked.
3. We recommend using FSX/P3D with your framerate locked at 30 or 60 fps for a better experience with the camera movements.

Detailed guide

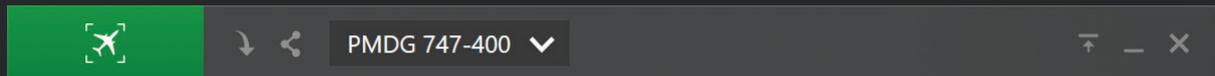
First and foremost, we believe it is important to take a moment to explain how the first part of this user manual is set up. We believe that it is really important for you to get familiar with the user interface before anything else.

To learn the ChasePlane jargon as well as to learn how to navigate through the interface composed of navigation bars, menus and tabs will enable you to be more comfortable and at ease when setting up your first camera presets.

We tried to make this first part a little more entertaining by giving you tips which hopefully will be useful when using ChasePlane.

17 ChasePlane User Interface

Let us first guide you through a list of terms that will constitute the jargon used within this user manual.



Upper Navigation Bar

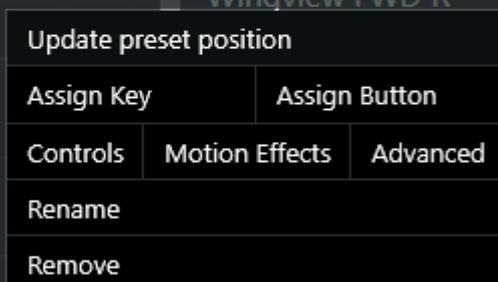
refer to the top navigation bar of the user interface.

Tabs refer to each menu found on the upper navigation bar. tabs on the upper navigation bar will change from one menu to another.



Left Navigation Bar refer to the left navigation bar on the left side of the user interface.

Menus refer to each menu on the left navigation bar. They will always read the same.

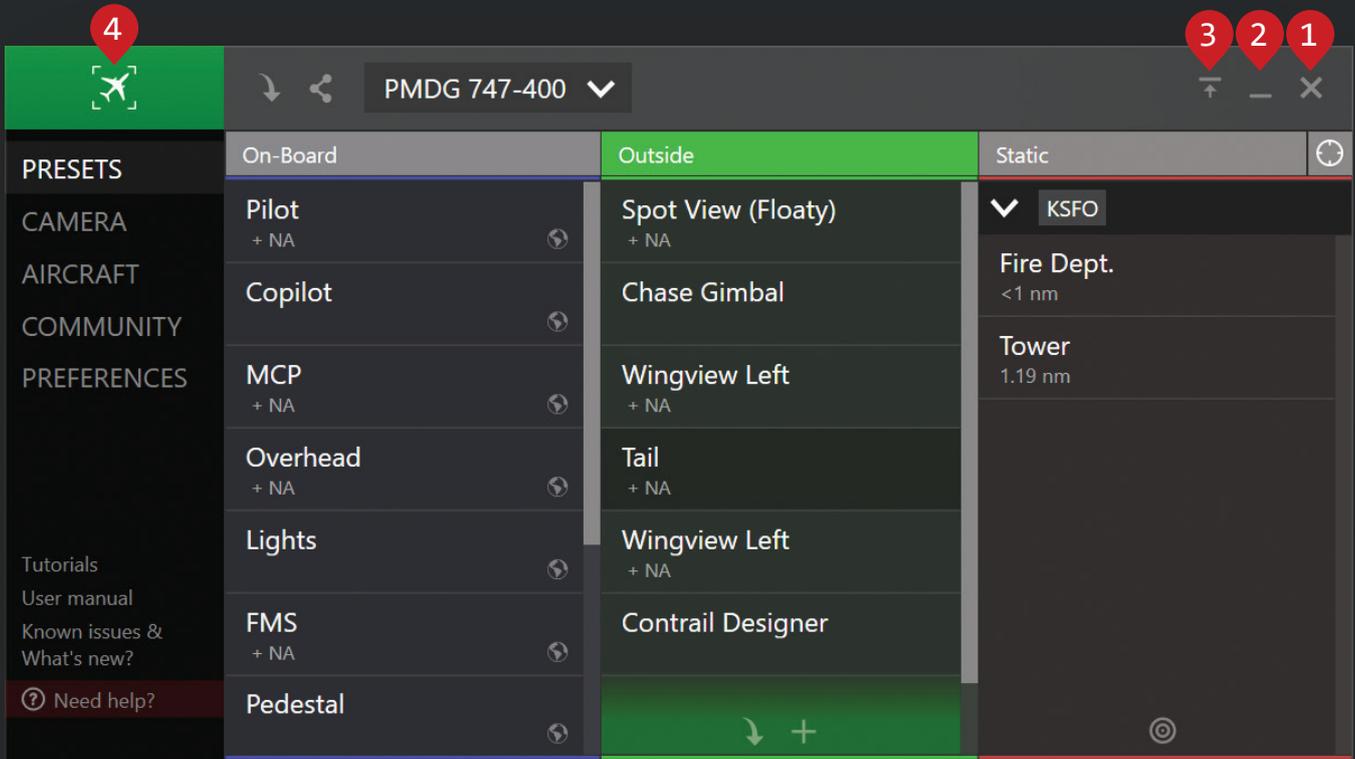


Contextual Menu refers to the menu that will appear when you right click on a text box, option, or slider.

Camera modes

- **On-Board** cameras are positioned inside of the aircraft, usually in the cockpit. On-board cameras can include a view from the captain's/first officer's point of view; a view for the left/right FMCs, a view for the overhead panel, a view for the pedestal, a view for the MCP, etc. On-board cameras can also be placed within the aircraft's cabin.
- **Outside** cameras are attached to the outside of the aircraft, usually a wing view, a tail camera or a chase camera just like your regular spot view with the default view system.
- **Static** cameras are detached from the aircraft. They can be placed anywhere in the world, usually on a runway, in a control tower, or in an airport's terminal building (at a gate for instance). They are therefore independent of the airplane's position. We encourage you to use this camera mode as it is little known but has the potential for a lot of fun!

19 Window controls & indicators

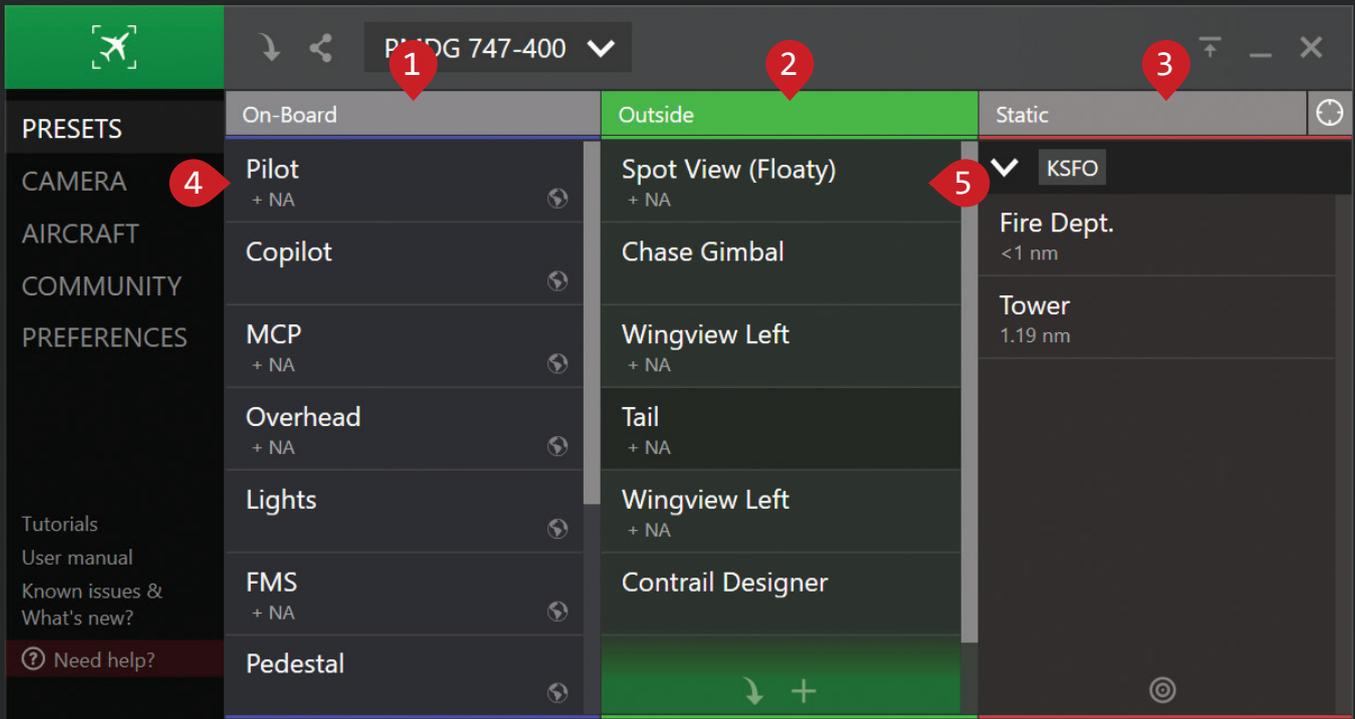


As you would expect from a normal application running on Windows, at the top right, you have a **1** X to close and a **2** _ to minimize the window.

Next to those icons, you have an additional control to **3** pin ChasePlane above every other window. use ful when you want to setup your views to play around with settings while in the sim.

On the left we have the **4** connection indicator. Green means ChasePlane is connected to the simulator and red means it is disconnected. Hovering your mouse over the indicator will reveal the version of the simulator you are running. A TrackIR logo will appear next to the ChasePlane logo if TrackIR is connected to ChasePlane.

20 Presets



In the Presets menu, you will be able to find, at a glance, all the presets you have created. The presets are views that you will be creating along your experience.

They will be all lined up in three different columns titled **1 On-Board**, **2 Outside** and **3 Static**. These three columns are the three different Camera Modes in ChasePlane. Clicking those camera modes will bring you to the last camera position in that mode.

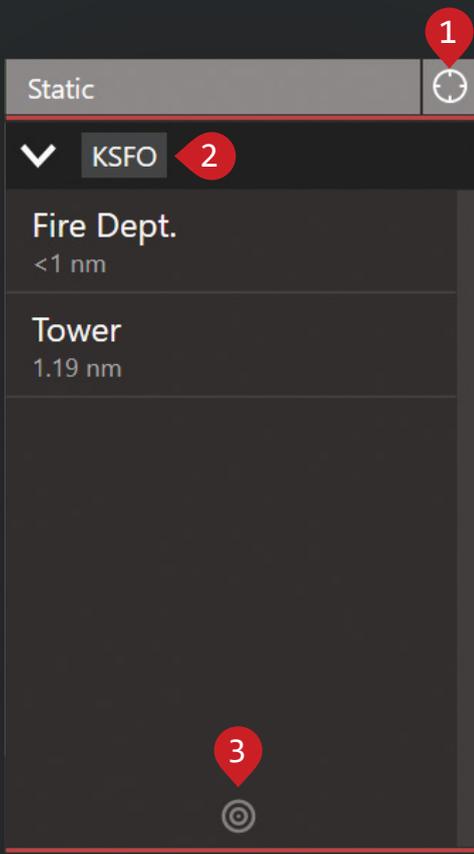
For instance, the first view we like to set up is the **4 Pilot's** view. The second view we like to set up is a generic outside view that will enable us to pan around the aircraft, i.e. **5 Spot View**.

The presets you create will be attributed to the camera mode used to create the preset and will inherit the camera settings and position at the moment of the presets' creation.

We encourage you to create your own presets and want your imagination to be your only limit.

21 More information on static cameras

The **1** reset button when pressed will reset the camera position behind the aircraft. From there, you will be able to move around from this position to any new venture point in the vicinity of the aircraft using the controls to move the camera.

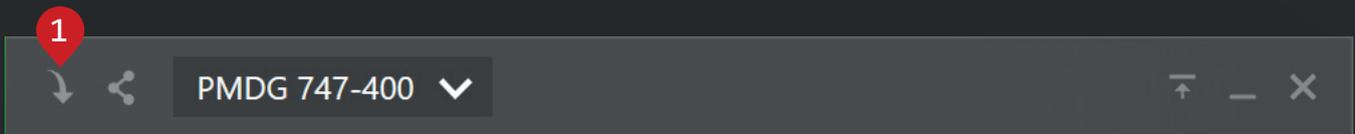


Under that button, you will find a **Scan Airports** button which will scan all airports in your sim and bring about potential locations where you might want to place the camera in the surroundings. The **1** list of nearby airports will be displayed horizontally under the column. If you then click on the airport, a drop-down menu will enable you to see all positions ChasePlane has found for the selected airport. Click on the spot you want to place the camera and voilà!

The **1** range icon enables you to change the visible range of the Static cameras between 5NM, 10NM, 30NM or 300NM, filtering cameras to only show the ones that are closest to you.

Presets in this column are always sorted by distance, showing the closest ones first. Pretty neat!

Importing presets

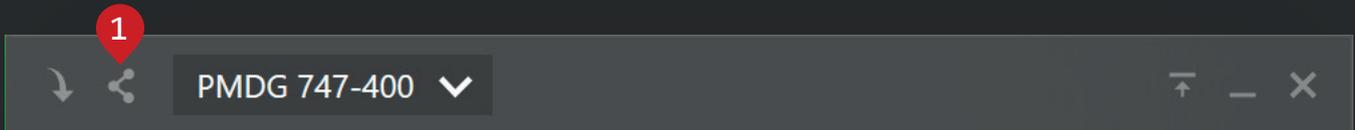


On the upper navigation bar, you will find the **1** import button.

When pressed, it will bring about an overlay in which you will be able to import views from either a file or from other aircrafts you have set up presets for beforehand.

Don't worry if you don't have presets yet, we will get there shortly!

Sharing presets



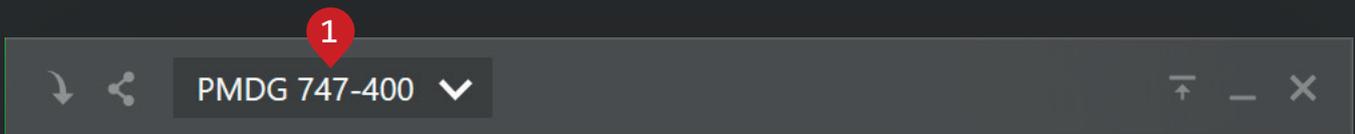
The **1** share button, used to be part of the ChasePlane user interface but has been removed in v1.1.

Read more about that change here: parallel42.com/old-cloud

You can now share your presets with your friends directly from your Presets Library folder.

By default, your Preset Library is located here:
`%appdata%\Parallel 42\ChasePlane\1.1.0\Presets`

Group aircraft



Finally, the last information displayed is a **1** drop-down menu listing other aircraft in your collection. Using this dropdown, you can group multiple aircrafts under the same name like for example the PMDG 747-400 and PMDG 747-400F.

Be aware, in this example, modifying a camera presets in the 747-400 will also modify it in the 747-400F.

Modifying to your presets

When you are done creating a few presets, you can right click on any of these presets to update the preset position; assign a key to the preset; assign a button to the preset, bring about the Controls, Motion Effects or Advanced sections of the Camera page; rename the preset or remove it.

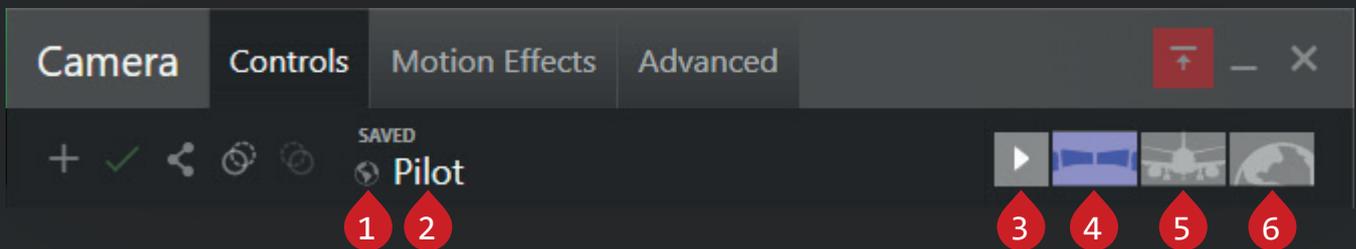
To reorder a preset in the list, simply click on one, hold it steady, for exactly 300 milliseconds, and move it to the position you want it to be. You will also be able to reorder presets by holding the Ctrl key and pressing the arrows to reorder.

For now, even if the columns are empty you can still right click in any column to bring about a list of actions.

26 Camera

Let's now hop into the Camera menu. In this menu, you will find in a nutshell all the different control sliders that will enable you to move the viewpoint.

On the upper navigation bar, you will find three different tabs: **Controls**, **Motion Effects** and **Advanced**. Each of these tabs contains a tremendous amount of options for each preset.



The **1** privacy indicator shows if a preset is Private, Unlisted or Public in the community. By default, presets are Private.

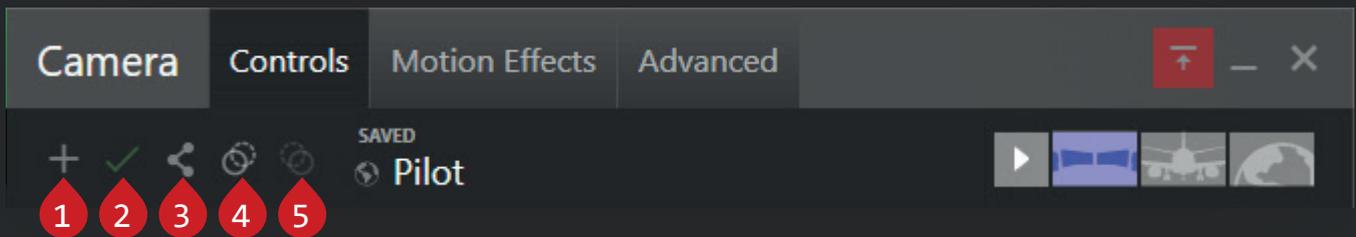
The **2** name of a preset can be changed from here when clicked.

The **3** play button. When pressed, ChasePlane will enter in a Cinematic mode displaying different view points around the aircraft.

The next three icons refer to the **4** On-Board, **5** Outside as well as **6** Static Camera Modes. The purpose of these icons is to change the Camera Mode in which you are to be able to edit the different presets per Camera Mode. You will find these command bar icons under all three tabs of the Camera menu.

27 Camera

Under the each of these tabs, you will find a list of icons, some of which you may recognize from the Presets interface. From the left to the right, we have the following icons:



The **1** + icon which allows you to create a new camera preset based on the current one. By clicking on this icon, an overlay will appear prompting you to enter a name for the new preset.

The **2** checkmark icon. This icon will become green when changes have been made to the camera position of the preset and that those changes haven't been saved. In addition to the checkmark becoming green, a green dot will appear next to the Camera menu on the left navigation pane. By clicking the green checkmark, you will save the changes you've brought to the preset. Note that changes made in the Motion Effects and Advanced pages are saved automatically.

The **3** share icon was removed in v1.1 of the software. Read more about that change here: parallel42.com/old-cloud

The **4** copy icon. This icon allows you to copy the content of the current camera preset to another. Once clicked, an overlay will appear allowing you to select or deselect the data you want to copy over. Next to the double circle overlay is another same icon but oriented differently. This is the **5** paste icon.

Camera

When right clicked, any sliders in ChasePlane's Camera menu will grant you access to four neat options:

Reset to default will recall a value saved using the make it default action.

Make it default (for this camera mode and across all aircrafts) will memorize the given slider value to be recalled later using the reset to default action.

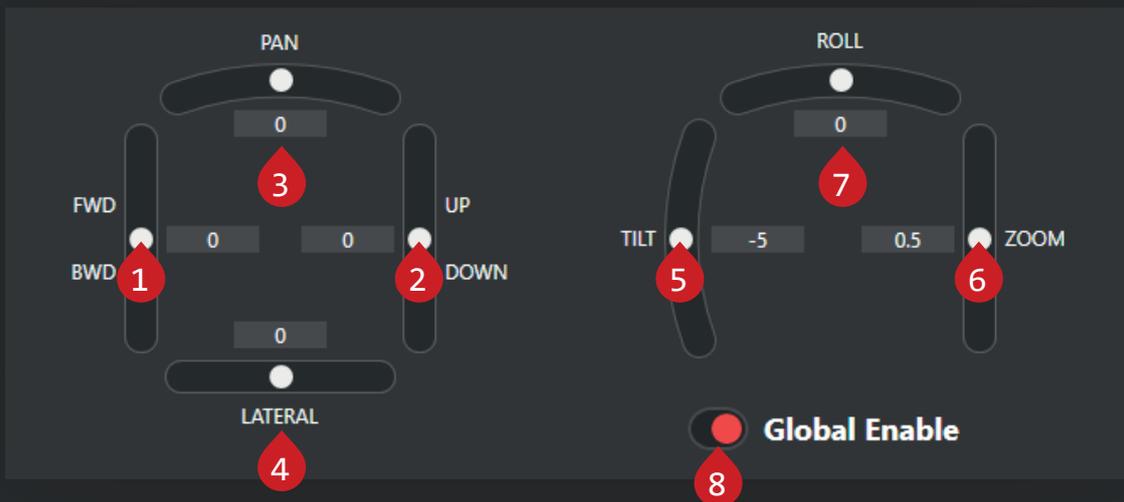
Apply to every preset (for this camera mode, in current aircraft) will apply the given slider value across every preset in the current camera mode in the current aircraft.

Apply to all with the same name (for this camera mode and across all aircrafts) will apply the given slider value to every preset with the same name. A confirmation prompt will give you more details about the affected presets.

AvGeek Knowledge Bomb #2019: the values next to the sliders aren't bunkers! They are in fact the position of the camera, in meters, from the original captain's standpoint.

AvGeek Knowledge Bomb #200: To move the slider, simply click and hold the slider knob (grey dot) and move it across the sliders. If at any point you wish to reset a slider to its default setting, double click on the slider knob in the middle of the slider and it will reset itself.

In a nutshell, the Controls tab contains several sliders and text fields that will enable you to move your viewpoint directly from the interface.



1 FWD/BWD enables you to move forward and backward. In Static Mode, the value shown will represent geographical coordinates;

2 UP/DOWN enables you to move up and down. In Static Mode, this slider will control altitude. The field next to it will show the value in feet;

3 PAN enables you to pan the view left and right;

4 LATERAL enables you to slide to the left and to the right;

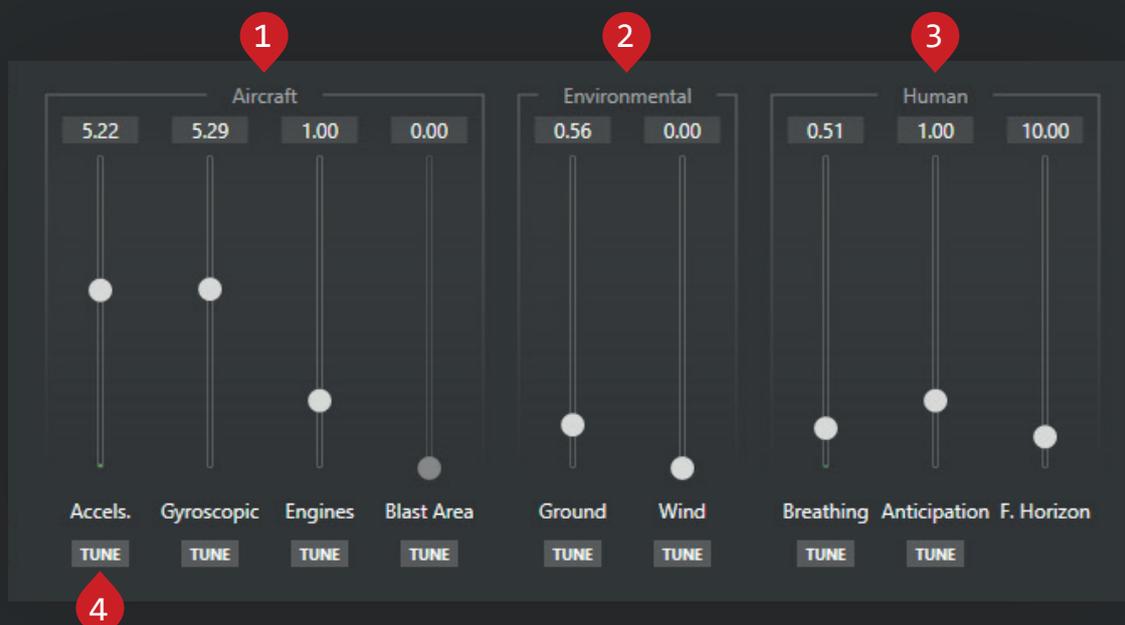
5 TILT enables you to tilt the view up and down;

6 ZOOM enables you to zoom the view in and out;

7 ROLL enables you to roll the view sideways to the left and to the right;

8 Global Enable should always be enabled. It basically disables ChasePlane and prevents data from being sent to the simulator. Useful when you are trying to diagnose an issue or when you are using the camera to do something that is not supported by ChasePlane. But again, leave that on!

This tab is where the fun begins! ChasePlane offers 9 different type of motion effects! They can be tuned independently for every preset and for every camera modes. You can dive deep into most turbulence types by clicking the Tune button below the slider. This will reveal even more options for a given motion effect.

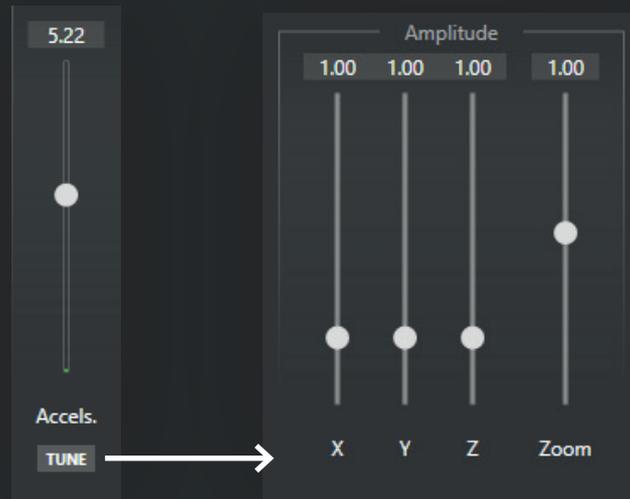


If you move into the second tab on the upper navigation bar, Motion Effects, you will find three sections containing a variety of sliders. The sections are named **1 Aircraft**, **2 Environmental** and **3 Human**.

For all but one motion effect (F. Horizon), you have the possibility to fine tune the effect in terms of amplitude and source for every axis that applies to the motion effect (X, Y, Z, Pitch, Pan, Roll or zoom). In order to access the fine tuning options, click on the **4 Tune** button below each slider.

Keep in mind that each setting you adjust is for the current preset. To apply it to all presets, right click on the slider knob and select apply to every preset.

31 Accelerations Camera Motion Effects

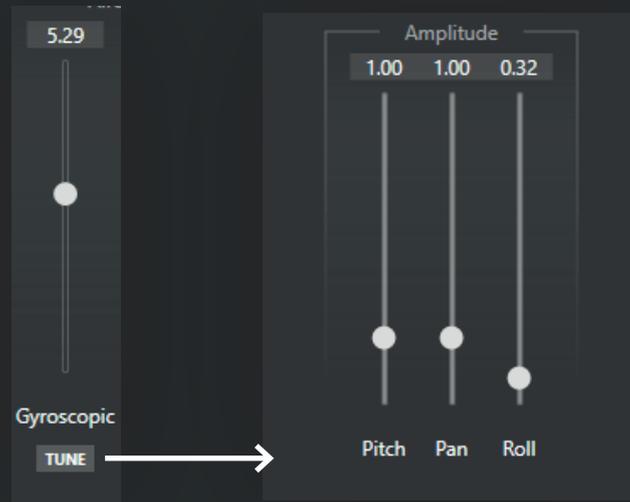


Acceleration (Accels.) allows your preset to move with aircraft's acceleration/deceleration.

This effect is mostly seen during takeoff and landing. For example, when you apply full thrust, your head will move back a little bit and if you activate the reversers on landing, your head will move forward.

This type of motion effect can also be observed when flying through rough air as the aircraft is being moved around quite a bit. This motion effect also affects the zoom setting by default. This may result in the red text at the top right of your screen to remain visible.

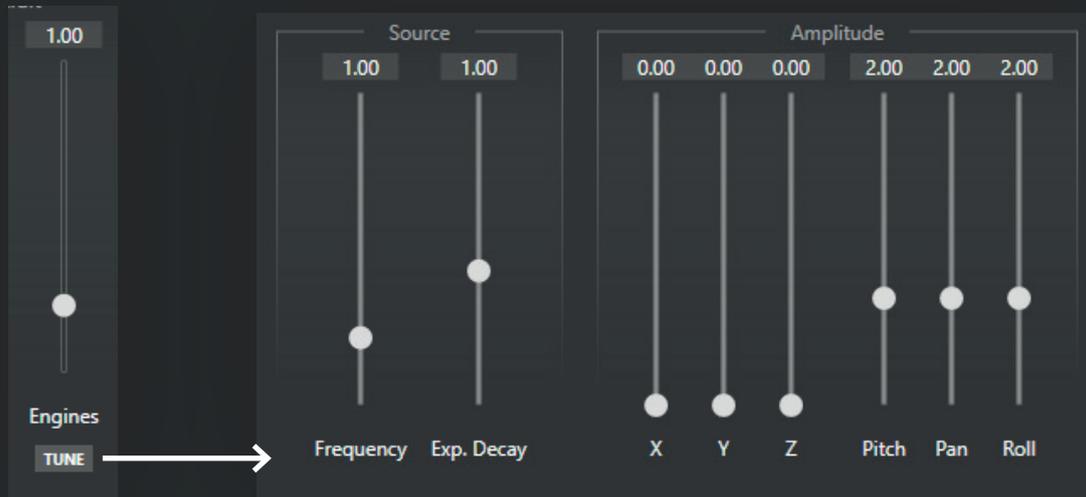
Some motion effects may trigger the red info text at the top right of the simulation window. To hide the red text, you can disable it in the P3D settings or disable the zoom effect in the Tune section of the Accels. slider.



Gyroscopic allows you to choose the intensity at which you want your camera to stay around the axis of movement.

Gyroscopic motion effect will be observed when flying through turbulent air and when taxiing on the ground. For instance, when the aircraft turns left or right without your head expecting the movement, the head will gradually adjust for the change.

This motion effect type is recommended for passenger views as they cannot naturally anticipate the motion of the aircraft;

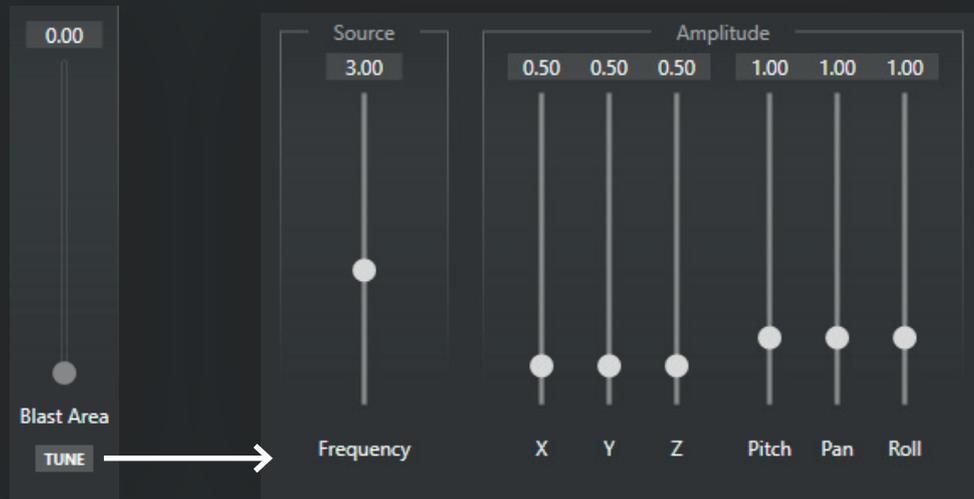


Engines allows your preset to vibrate alongside the engines' output.

Jet engines, turboprop, helicopters and piston engines all have their particularities. This is why we have modelled different engine vibrations for each of them. Engine motion effect will shake the cockpit of a piston-powered aircraft at low RPM and reduce vibrations at high RPM. Engine vibrations from a helicopter will be reflected in the same way, matching vibrations to the speed of the rotor. Turboprop and jet-powered aircraft are much smoother to operate.

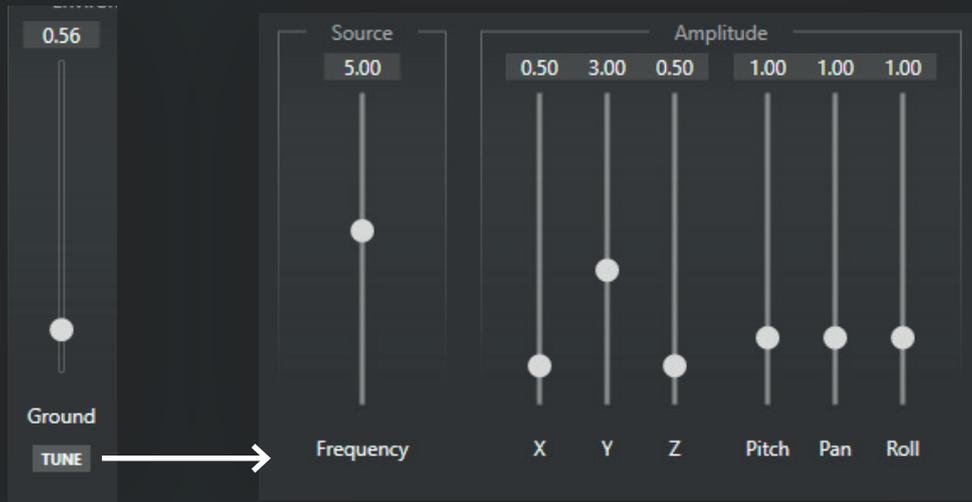
You can tune this motion effect's frequency, exponential decay and amplitude per axis by clicking the Tune button below the respective slider. Keep in mind that some aircraft will output different propeller RPM data compared to what's being shown graphically. Hence, the vibrations might be inaccurate in some situations.

34 Blast Area

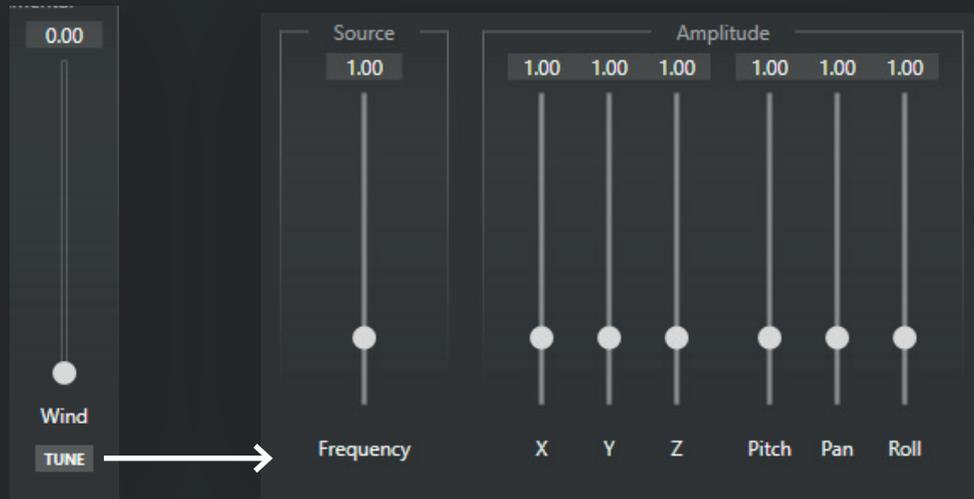


Blast Area allows your preset in the outside camera mode (with gimbal disambled) to feel the engines'/aircraft's blast behind the aircraft.

Standing behind an engine produces a lot of vibrations. In ChasePlane, we reproduce this kind of motion effect accurately using engine thrust settings and engine positions to produce effect cones variable in size.



Ground Most airports have uneven surfaces. Taxiing or taking off on those surfaces can literally break your aircraft apart in extreme situations! In ChasePlane, we use wheel size and RPM, aircraft weight and surface types to shake the camera around;

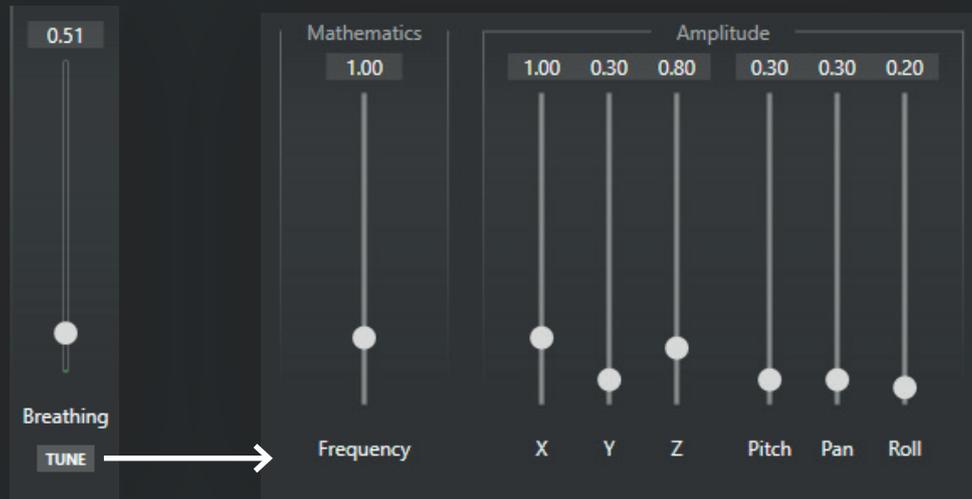


Wind allows you to determine how wind will impact your view.

By default, the wind motion effect type is disabled while On-Board. However, if you fly an open-canopy, turning it up will introduce airspeed into the motion mix. We use airspeed and ambient wind to calculate this one.

This effect is enabled in Outside mode by default. Cruising at high altitude with a fast aircraft will clearly demonstrate this effect

37 Breathing

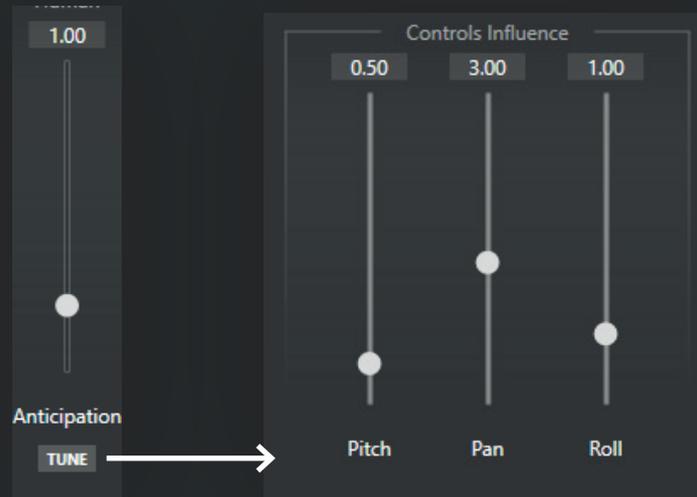


Breathing as the name implies, this motion effect simulates the natural motion of a human head.

It is one of the coolest features in ChasePlane realistically speaking! While breathing, the human body moves slowly. This effect recreates that.

38 Anticipation

Camera
Motion Effects

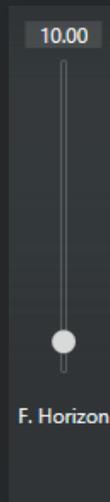


Anticipation allows you to set your view to anticipates control input. This motion effect type is recommended for every preset position where a pilot would be flying the aircraft.

The anticipation motion effect will point the camera in the direction you are going. If you are taxiing a heavy into a runway for example, using the natural gyroscopic motion of the aircraft combined with rudder inputs, the camera will slightly turn towards the direction you are going. VERY cool!

This effect is also very interesting in an acrobatic aircraft and in helicopters as the rotational movements are much more pronounced;

Follow Horizon



F.Horizon will keep your horizon levelled in turns. This motion effect is recommended for every preset positions where a pilot would be flying the aircraft.

The follow horizon motion effect will bank the view to align with the horizon. You can set how pronounced this effect is with the slider. The slider value is expressed in percentage.

Each camera preset, inside and out, comes with the ability to independently change various options related to how the camera behaves. The Advanced tab gives you access to two sets of settings.

On the left side of the divider, you will find settings to influence the speed at which the view moves, and the inertia of the view movement.

41 Control Speed & Inertia

Camera
Advanced



Let's say that you are using the wheel button on your mouse to move around the cockpit but you find that the view isn't moving fast enough (or too fast!) then this is where you can fix this.

This is also where you can adjust the inertia of the movement, which in turn smoothens out the camera motion by adding weight to it.

The **1** first slider of each set will make the camera go faster.

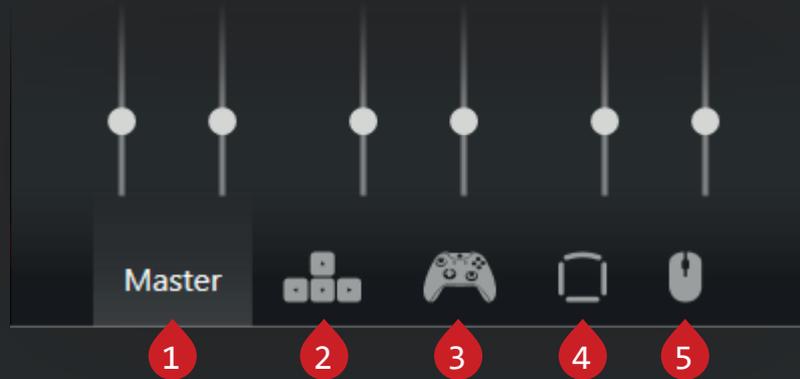
The **2** second slider of each set will smoothen out the camera motion, adding weight to it.

3 The first set of sliders will lets you change the speed and inertia of **directional motion** (up, down, left, right, forward, backward)

4 The second set of sliders will lets you change the speed and inertia of **rotational motion** (tilt up & down, pan left & right)

5 The last set will lets you change the speed and inertia of **zoom in and zoom out motions**.

Control Types



Below the three pairs of sliders are five sections: **1** Master, **2** keyboard, **3** controller, **4** interface sliders, and **5** mouse.

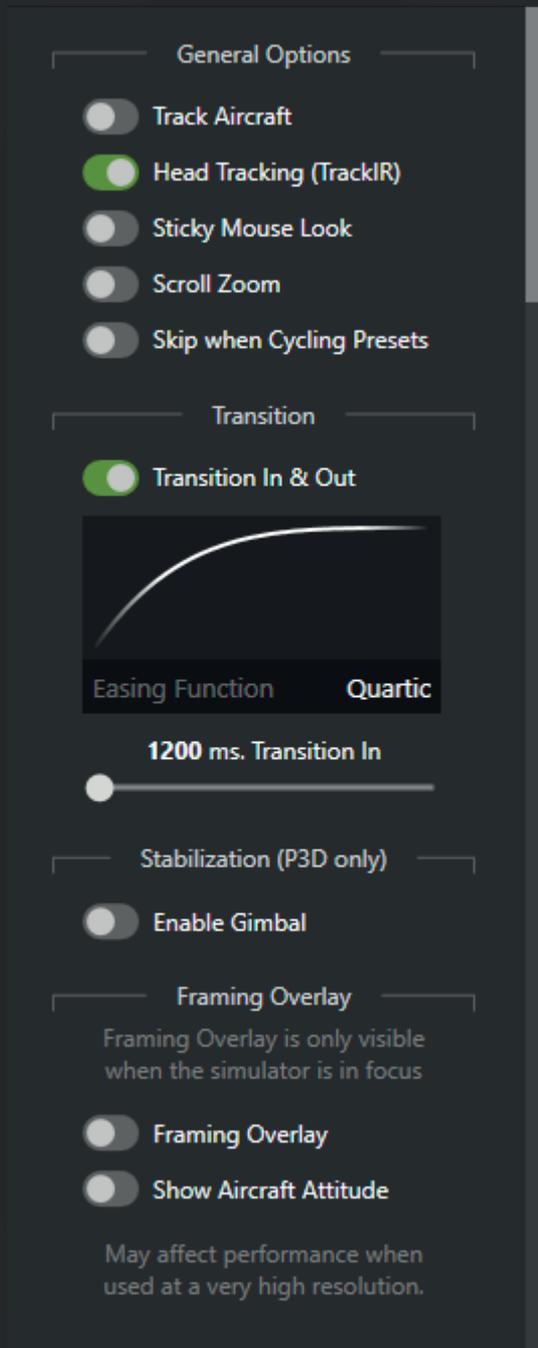
These five icons allow you to change the speed and inertia based on which control type you are using to move your viewpoint.

For instance, if you want to increase the speed of a movement when using a key on your keyboard, you can click on the **2** keyboard icon and bring the Speed slider up. This will not affect your settings for other controllers.

To revert to the original setting, you can click on the Master button above the slider and it will reset itself to the value in the **1** Master section. A grey Master means that the slider value is already following the **1** Master.

The **1** Master, as its name implies, control all different control types under one roof. Any modification made to these sliders will affect all other control types unless they aren't following the master.

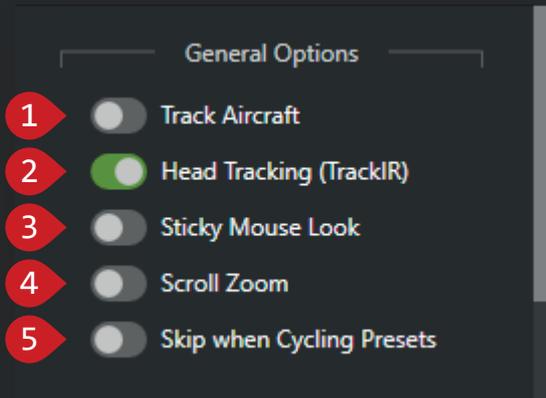
Keep in mind that each setting you adjust is for the current preset. To apply it to all presets, right click on the slider and select Apply to every preset.



On the right side, you will find the general options, the transition options, the stabilization options and a framing overlay option.

Keep in mind that each setting you adjust is for the current preset. To apply it to all presets, right click on the slider knob and select Apply to every preset. Let's go deeper into each of these options...

Changes made to those options are automatically saved. You do not have to press the green checkbox to save your changes.



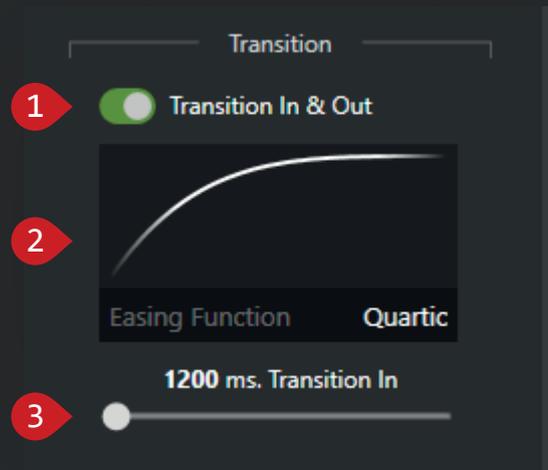
1 Track aircraft feature is available only in the Outside and Static camera modes. Combined with the Gimbal (explained below), this is the closest you will get to having back the spot view you most likely used in the default view system. We highly suggest that you set yourself a view with the track aircraft.

2 Head Tracking is a setting for TrackIR users, tick it on if you use it! You can enable TrackIR for specific presets using this TrackIR toggle. A global toggle is also present in the Preferences page to disable it globally.

3 Sticky Mouse Look lets you move the view around the cockpit by simply moving the mouse around, that is, without touching any button. This mode is only active when the simulation window is in focus.

4 Scroll Zoom allows you to zoom using the scroll wheel on your mouse and without pressing on the middle mouse button to zoom.

5 Skip when Cycling Presets: this function enables you to skip the current selected view when cycling through the presets. For instance, if you have the X keyboard key set up as your way to cycle through your views, you will go from one preset to another within the same camera mode. However, if this toggle is enabled, the selected camera preset will be skipped when cycling through presets using the control assignment.



1 **Transition In & Out** lets you decide if you want to have a transition in and out of the current preset. If this toggle is disabled, the camera will snap into place directly instead of transitioning in or out of this preset.

2 **Easing Functions** allows you to choose how you want the transition to happen. Just click on the box to choose which transition you prefer. You can therefore set how smooth the transitions to this preset is. You can choose from 21 different ways to transition between views.

3 **X ms. Transition In** lets you choose at which speed would you want to transition between views. Speed is in ms. for milliseconds.

If you experience issues while transitioning views, we highly suggest that instead of zooming in and out when setting up new views you use the sliders (or key assignments) to move around the cabin to get closer or farther in setting up new views. Keeping the same zoom will help in providing better and realistic transitions!

**Disabled**

Stabilization (P3D only)



Enable Gimbal

Enabled

Enable Gimbal lets you stabilize the camera with the horizon level at all time. This feature is mostly used in an external view that tracks the airplane (see General options above) We have all been in this situation where we fly a taildragger and the camera never stays aligned with the horizon. Some will say: Hey! Use the spot view! The issue with the spot view is that it's very limited. Indeed, with it,

the aircraft is always in the middle of the frame and you don't have much control over where the camera is pointed. That's where the gimbal comes in! With this option enabled, the ground becomes levelled with the camera and you can move the camera wherever you want relative to the aircraft. ChasePlane is the only view system able to do this, and believe me, it's more useful that you might think!

47 Framing Overlay

Camera
Advanced

PITCH
14.13°

HDG
339.78°



BANK
-26.26°

FOCAL
1.68

AOA
8.85°



Framing Overlay

Framing Overlay is only visible when the simulator is in focus

- 1 Framing Overlay
- 2 Show Aircraft Attitude

May affect performance when used at a very high resolution.

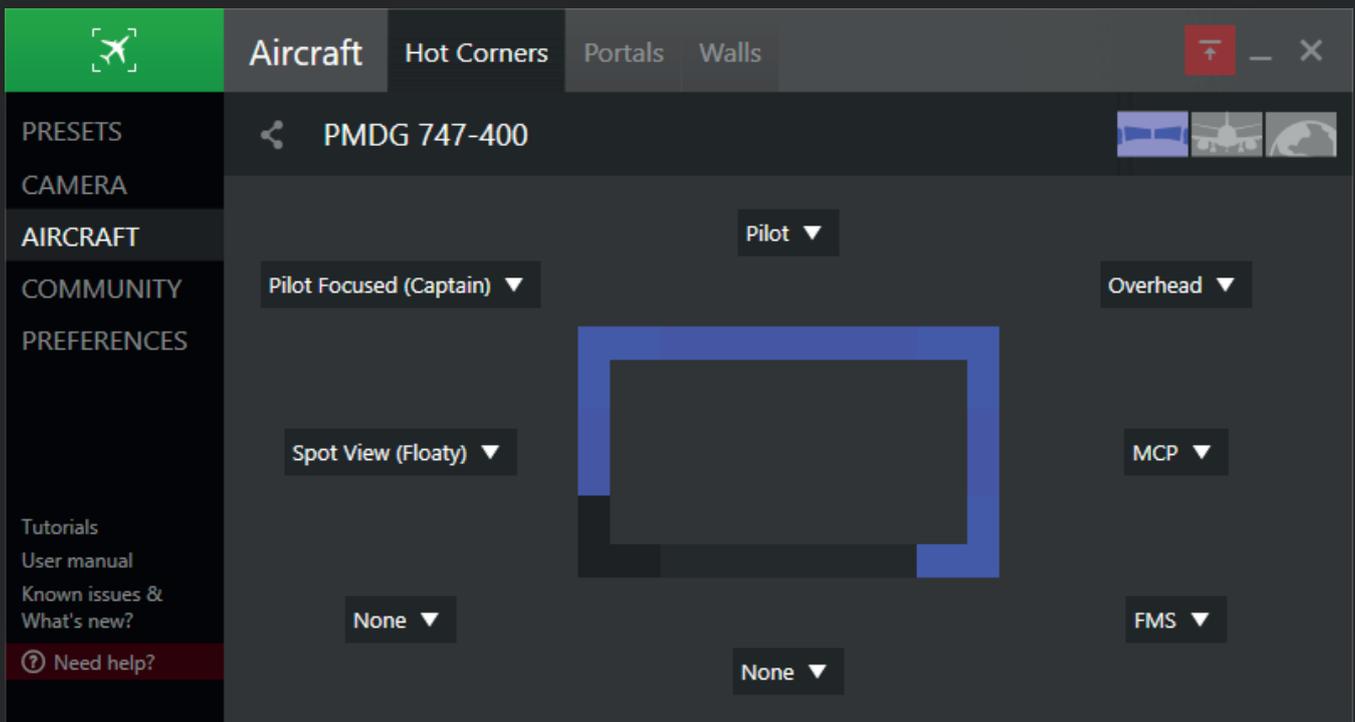
1 **Framing Overlay** this feature will let you enable a framing overlay. Focus the simulator to initialize the overlay.

2 **Show Aircraft Altitude** lets you add an aircraft attitude on top of the overlay.

Be aware that both of these options can affect performance when used at a very high resolution!

48 Aircraft

We've already covered a lot of ground but ChasePlane has so much more to offer, and that's what we're about to find out! In the Aircraft menu, we have the possibility to create hot corners and portals. The Walls and Portals sections aren't available right now and will be released in a future update.



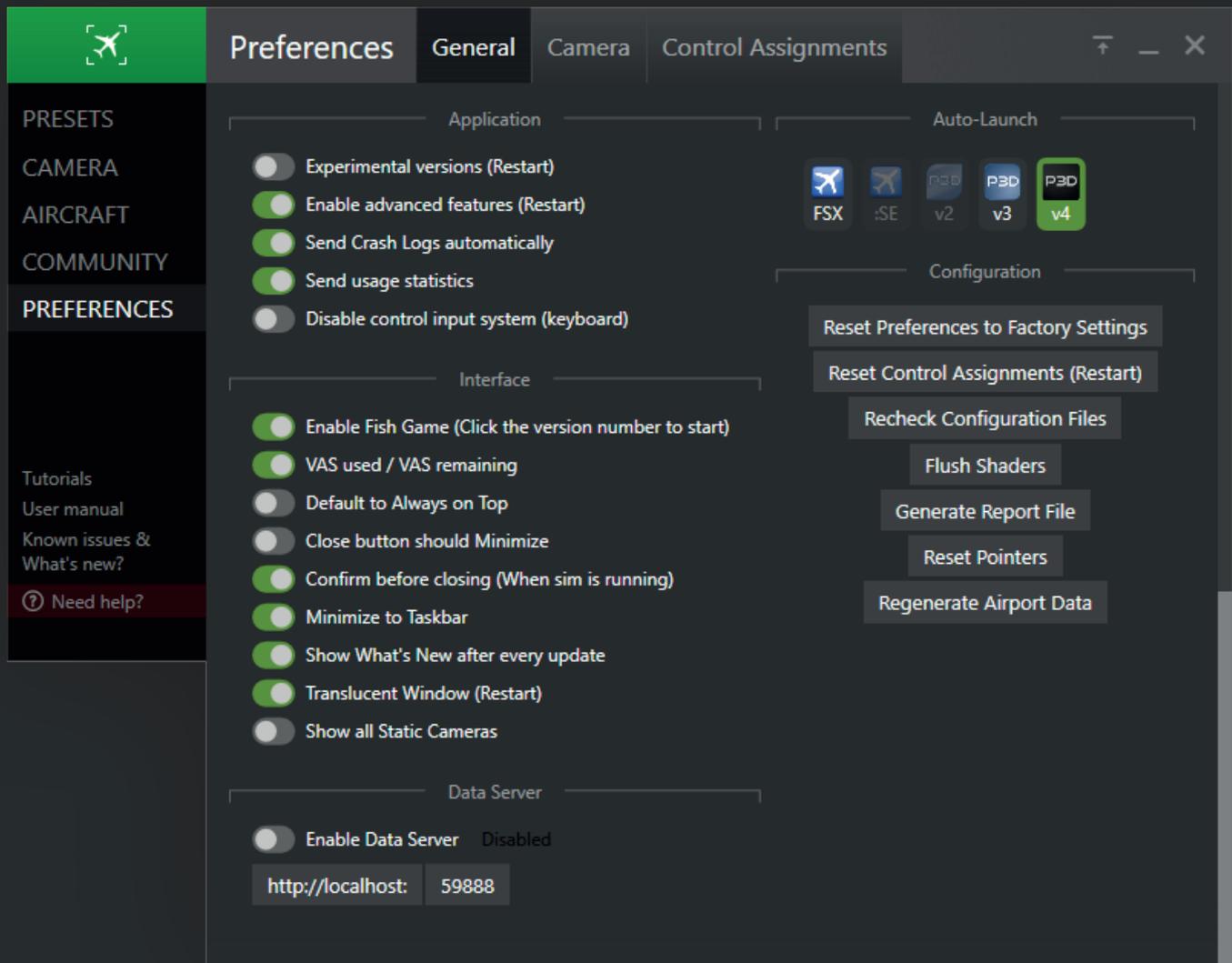
The Hot Corners section allows you to create dynamic corners around your simulator window's edges. You can assign actions from this window by selecting the dropdown menus.

You can assign views and actions present in the Control Assignments in the Preferences.

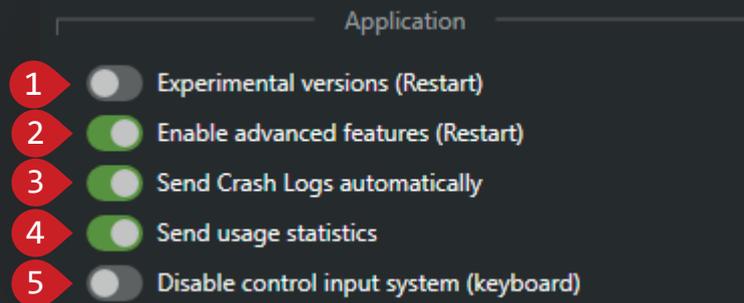
The last item in the list will make your camera dance!

49 Preferences

Let's now turn to the preferences section! Again, as in other sections of ChasePlane, you will find three options in the navigation bar as well as different sections in each menu.



The first tab is General. In this pane, you will find options about the application, the interface, options for auto-launch and configuration of the app! Most of these options speak for themselves but we still want to take a moment to talk about each of them and the reasons why they are useful.



1 Experimental versions (Restart) lets you have access to the experimental versions of ChasePlane. In that version, you can get the greatest and latest from the ChasePlane labs but it also comes with a chance of isolated bugs late in the afternoon!

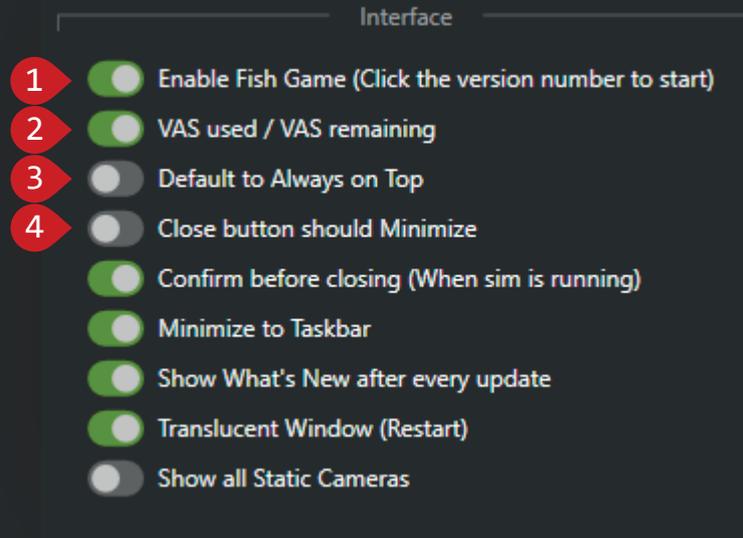
2 Enable advanced features (Restart) enables some features that required us to do some magic to get working like Smooth Zoom, Static Cameras, HDR Override and some other mechanical stuff under the hood. ChasePlane will work in a limited way without those features.

3 Send Crash Logs automatically should always be left on as this is what allows us to fix all the bugs you might

encounter! Log files may include information about your account and the environment surrounding ChasePlane.

4 Send usage statistics allows you to send usage statistics to us for... yes, stats. We won't be collecting private information, but only information that will help us learn how customers are using ChasePlane. This will track data such as the version of ChasePlane you are using, the version of the simulator you are using as well as navigation analysis throughout the app.

5 Disable control input system (keyboard) this switch allows you to temporarily disable keyboard shortcuts. This is mostly used to debug issues with technical support.

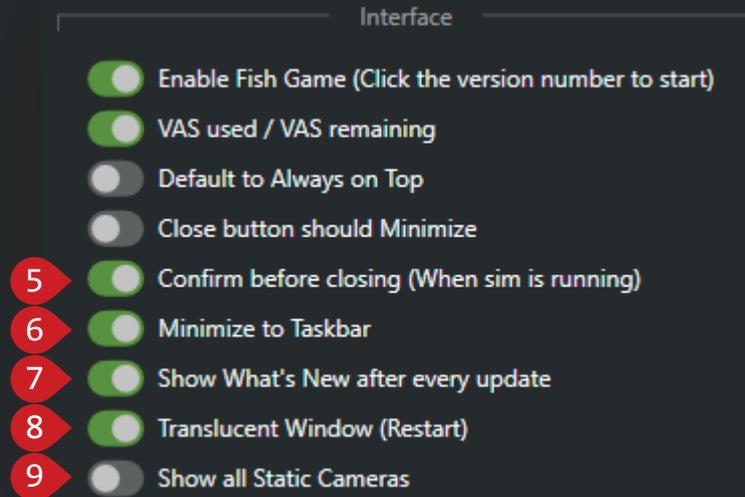


1 **Enable Fish Game** will enable a fish game where you have to click the jumping fish to score points. This was created for 2018's April's fool. Some people liked it so we left it there!

2 **VAS used/VAS remaining** as the name implies, lets you see within the ChasePlane user interface itself your VAS usage. It allows you to toggle the VAS indicator from VAS used to VAS remaining. It is only applicable for 32-bit simulators.

3 **Default to Always on Top** let the application be on top of every other window by default when you launch it. This feature might be useful when you want to see what the different sliders/input on settings will do in the sim (HDR is an example!)

4 **Close button should Minimize** lets you decide if, when the X button is clicked, ChasePlane closes or minimizes. The raison d'être of this feature is that some users may accidentally click on the X rather than the minimize icon.



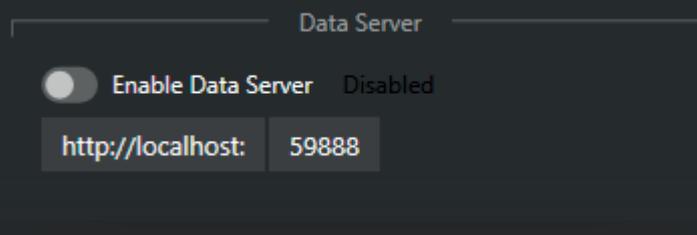
5 **Confirm before closing (When sim is running)** enables you to confirm that you wish to close ChasePlane when the simulator is running so you don't close it by accident.

6 **Minimize to Taskbar** lets you minimize ChasePlane either to the taskbar or to the icon tray.

7 **Show What's New after every update** lets you see through a pop-up what is new every time ChasePlane updates. We highly suggest you keep this feature on as it is really helpful and good to know what is new and what has been improved!

8 **Translucent Window (Restart)** makes the whole user interface translucent, it's that simple! Whether you want this active or not is totally up to you and your personal taste!

9 **Show all Static Cameras** lets you show all static cameras even if you are out of scope of said-cameras. We suggest leaving that feature on off.



Enable Data Server will create a local http server where 3rd party applications can fetch data from ChasePlane.

The output format is in a standard JSON format and can be accessed through a web browser. Information includes the following:

```
{
  IsConnected (bool) Is ChasePlane connected to the simulator
  IsWaitingForSim (bool) Is ChasePlane waiting for the simulator
  Sim (string) Version of the running simulator
  (e.g. P3D v4.3.29.25520)
  VAS (int) VAS usage in Bytes
  IsSimFocused (bool) Is the simulator in focus?
  IsCinematic (bool) Is the camera in Cinematic Mode?
  IsPaused (bool) Is the simulation paused
  CameraMode (int) Current camera mode in sim (0 = On-Board,
  1 = Outside, 3 = Static)
  CameraPresetName (string) Will give you the name of the
  current camera preset
  IsPlayBack (bool) Will return true if ChasePlane is in Replay
  mode.
  + many variables extracted from the simulator directly.
}
```

54 Auto-Launch

Preferences
General

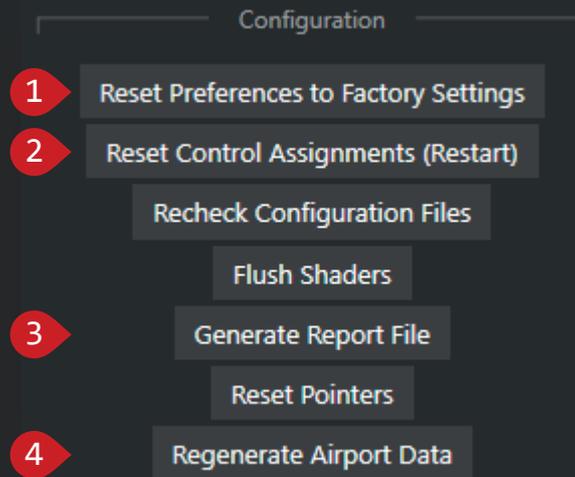


As the name implies, this section lets you choose the option to auto-launch ChasePlane with the simulator.

ChasePlane will launch in a minimized state when launched with the simulator.

We highly recommend you enable (green) auto-launch for the sim(s) you are using the most as this will make sure ChasePlane is always loaded and ready to go!

You can toggle auto-launch for a given simulator by clicking on it.



The configuration part of the General preferences section includes buttons you are most likely not going to use.

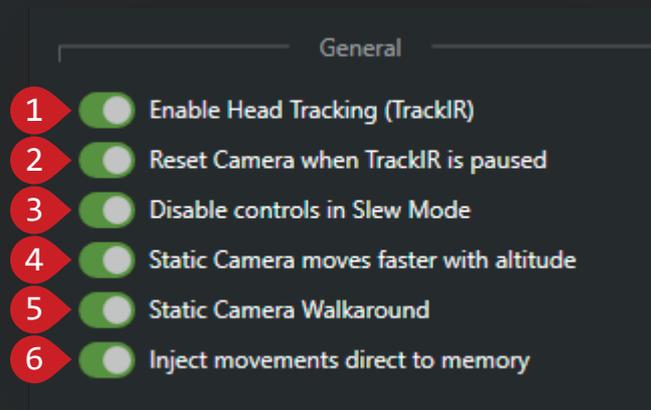
- 1 **Reset Preferences to Factory Settings** and
- 2 **Reset Control Assignments (Restart)** are the ones you are more likely to use if you need to. They are rather self explanatory.
- 3 **Generate a Report File** is very useful to diagnose an issue with ChasePlane. If you are having issues, please generate a Report File from there and send it to us at the address mentioned at the top of the report file. The file will be generated on your Desktop.
- 4 **Regenerate Airport data** will scan new airports that you might have added recently and use those to populate Static Cameras. If you use static cameras, this scan should be made every time you install a new scenery. If a simulator is running, the scan will be limited to it. If no simulator is running, this will scan all your installed simulators.

The other buttons will be use to troubleshoot the application if needs be. Do not worry, none of them should cause damage to your simulator.

This section enables you to change global preferences relative to the camera.

The screenshot shows the 'Camera' preferences window with the following settings:

- General**
 - Enable Head Tracking (TrackIR)
 - Reset Camera when TrackIR is paused
 - Disable controls in Slew Mode
 - Static Camera moves faster with altitude
 - Static Camera Walkaround
 - Inject movements direct to memory
- Mouse Controls**
 - MB Pan & Tilt (Hold + Move)
 - MB Hide (Pan & Tilt)
 - MB Zoom (MB Hold + Scroll)
 - MB View Selector (Hold Steady)
 - Pause Motion Effects (Move)
 - Pause Motion Effects (Scroll)
 - Inverse X when Tracking Aircraft
 - Inverse Y when Tracking Aircraft
- HDR Override**
 - Enable HDR Override (P3D only, Req. HDR)
 - Balance brightness when changing bloom
 - On-Board brightness **1.15** (1.22 Balanced)
 - On-Board bloom **0.75**
 - On-Board saturation **1.3**
- Camera Modifiers**
 - Speed Boost at **5X** normal speed
 - Binoculars **3X**
- Cinematic Mode**
 - Disable in high VAS conditions
 - Fade In from black (Req. HDR Override) **1500 ms.**
 - Fade Out to black (Req. HDR Override) **2000 ms.**
 - Change camera angle every **30 sec.**
 - Automatic camera motion **1x**
 - Zoom offset **0**
 - Auto-Enable above FL180 after **10 min.**
 - Control override Speed **1.00**
 - Control override Inertia **3.00**



1 Enable Head Tracking (TrackIR) enables trackIR and other head tracking software in a global manner. You can enable/disable this per-preset as well in Camera > Advanced.

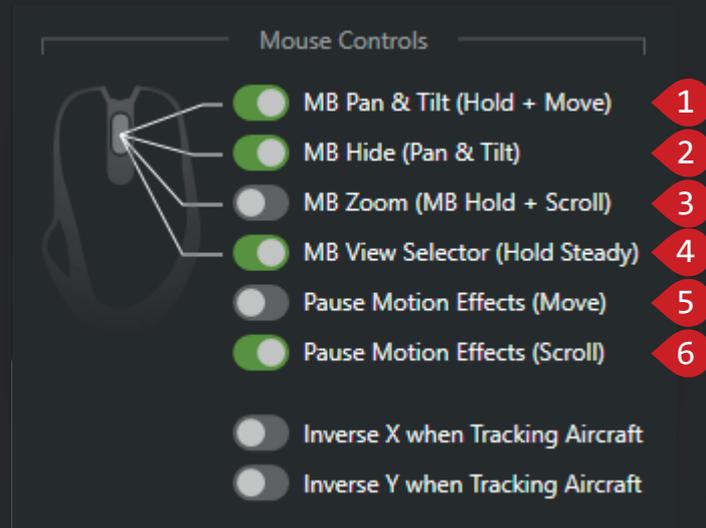
2 Reset Camera when TrackIR is paused will reset the camera position when TrackIR is paused or when the tracking is interrupted.

3 Disable controls in Slew Mode allows to pause the motion effects whilst in slew mode.

4 Static Camera moves faster with altitude enables the camera view to move faster as you gain altitude whilst in Static Camera mode.

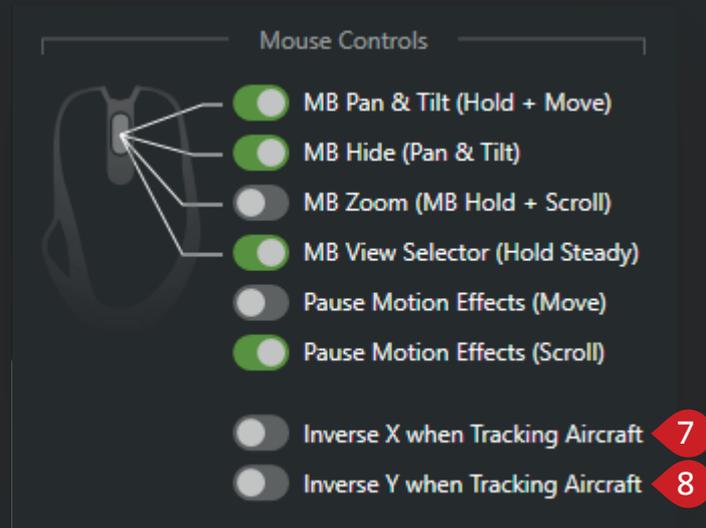
5 Static Camera Walkaround this option enables a walkaround effect when you are close to the ground whilst in Static Camera mode. This effect allows for a more realistic movement around the aircraft for those of you who are interested to do walkarounds with ChasePlane. You can disable it if you want to get closer to the ground.

6 Inject movements direct to memory will send the camera position directly to the memory instead of SimConnect. This results in more precise camera movements but a slightly higher CPU usage.



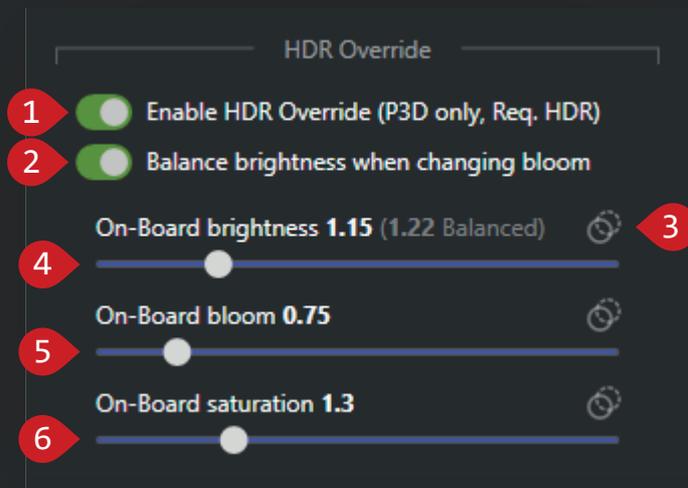
- 1 MB Pan & Tilt (Hold + Move)** enables you to pan and tilt the camera by holding the middle button on your mouse, we highly suggest you enable this feature!
- 2 MB Hide (Pan & Tilt)** enables you to hide the cursor when panning around using the Middle Mouse Button.
- 3 MB Zoom (Hold + Scroll)** enables you to zoom while holding the middle button and scrolling at the same time;
- 4 MB View Selector (Hold Steady)** this is an amazing feature, we highly suggest to have it on! It enables you to pop up the In-Sim View Selector by holding the middle mouse button for a few millisecond and releasing it.
- 5 Pause Motion Effects (Move)** will pause motion effects when you move the mouse view around;
- 6 Pause Motion Effects (Scroll)** will pause motion effects when you scroll to interact with a panel or gauge in On-Board views.

Mouse Controls



1 **Inverse X when Tracking Aircraft** enables you to inverse X axis when tracking aircraft. If you do not know what this means, we suggest you try and see what you prefer. It is based on user preference;

2 **Inverse Y when Tracking Aircraft** enables you to inverse Y axis when tracking aircraft. If you do not know what this means, we suggest you try and see what you prefer. It is based on user preference;



1 Enable HDR Override (P3D only) By all means, take the time to play with this option! It is a game-changer! The HDR you see is based on every individual camera modes. HDR has to be enabled in Prepar3D for this feature to work.

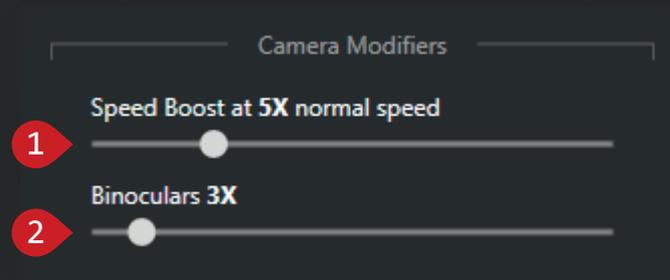
HDR settings are dependent of the camera mode. You can have an HDR setting for On-Board, Outside, Static and even Cinematic Mode. You can only change the HDR setting of the current camera mode. Press the **3 Copy button** above the slider to copy the current HDR setting to other camera modes.

The **2 Balance brightness when changing bloom** feature allows to prevent the bloom setting from affecting the brightness of the image.

The **4 5 6 three different sliders** are yours to play. We highly suggest that you move the sliders with the sim behind the user interface so you can see the changes in **2 brightness**, **2 bloom** and **2 saturation** in real-time! This is an exclusive feature only available with ChasePlane!

Combine that to Matt's PTA tool and the next thing you know, you have a paintbrush in your hand. You can also assign a control assignment to change the brightness setting on the fly without even touching the interface.

Camera Modifiers

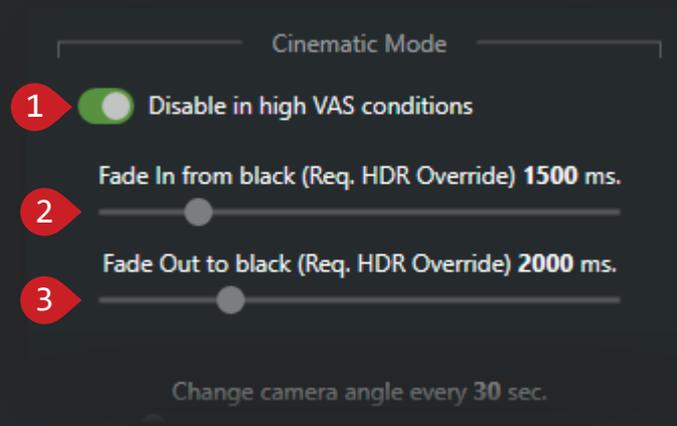


1 Speed Boost slider lets you change the multiplier of the speed of the camera movement when the Speed Boost control assignment is pressed. Obviously, that control assignment needs to be set up in Control Assignments beforehand. This option will let you move around faster, it's that simple!

2 Binoculars slider allows you to adjust the zoom factor when you press and hold the Binoculars control assignments set up in the Control Assignments page. It's an easy way to search for airfields and other traffic from the cockpit.

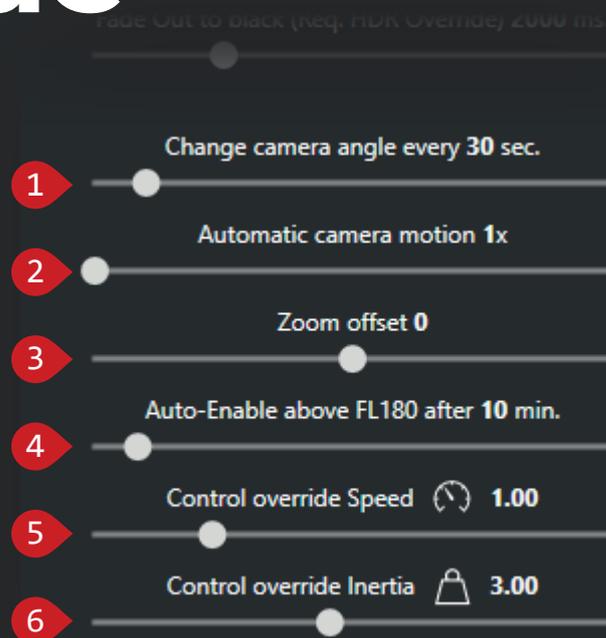
Cinematic Mode

This section enables you to change all settings related to the Cinematic mode. It is a fairly important section as it outlines pretty much everything you can do within the Cinematic mode! Here are one by one all the modifications you can choose from!



- 1 Disable in high VAS conditions** will prevent Cinematic Mode when the simulator's VAS comes close to 4Gb. This only applies to 32bit simulators like FSX and FSX:SE.
- 2 Fade In from black (Req. HDR Override)** determines how long is the fade in from black between camera angles in Cinematic Mode. This option requires the HDR Override setting to be on.
- 3 Fade Out to black (Req. HDR Override)** determines how long is the fade out to black between camera angles in Cinematic Mode. This option requires the HDR Override setting to be on.

Cinematic Mode



1 Change camera angle every X sec. ChasePlane will automatically change the cinematic angle after a set amount of time. You can change how long each angle lasts or disable the automatic switching altogether by setting the slider to the left.

2 Automatic camera motion defines how fast the camera is moving the Cinematic Mode. 1x is very slow and 50x is fast.

3 Zoom offset allows you to adjust the zoom offset to zoom out or in as desired.

4 Auto-Enable above FL180 after X min. sets how long it takes before Cinematic Mode automatically enables above FL180 (18,000ft). You can disable this feature by setting the slider to the left.

5 Control override Speed sets how fast the camera is going to move if you manually try to control it.

6 Control override Inertia sets how smooth the camera is going to move if you manually try to control it.

64 Control Assignments

To set keys, buttons or axis assignments, move to the PREFERENCES menu in the left navigation bar. Then, click on Control Assignments tab on the upper navigation bar. From there, you can set up keys, buttons and axes assignments.

Note that you cannot bind keys on two different devices at the same time.

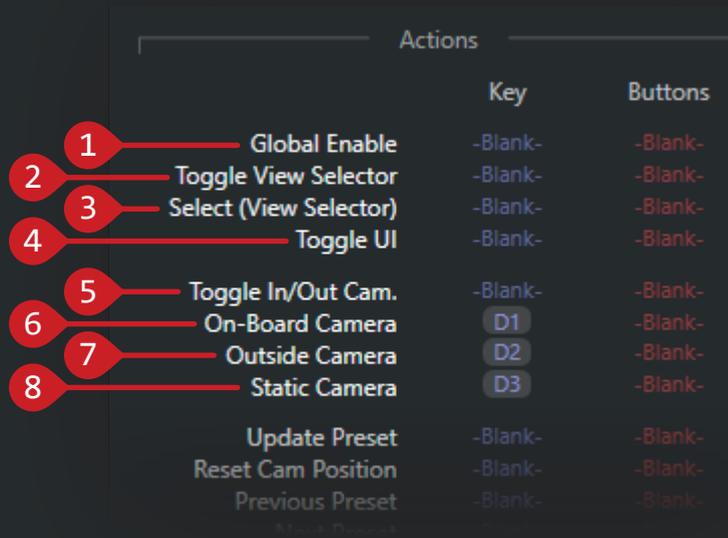
Make sure you remove those assignments in your simulator and in FSUIPC if required

	Actions		Controls		
	Key	Buttons	Key	Buttons	Axis
Global Enable	-Blank-	-Blank-	Forward	W	-Blank-
Toggle View Selector	-Blank-	-Blank-	Backward	S	-Blank-
Select (View Selector)	-Blank-	-Blank-	Move Left	A	XB-LSY
Toggle UI	-Blank-	-Blank-	Move Right	D	XB-LSX
Toggle In/Out Cam.	-Blank-	-Blank-	Move Up	E	-Blank-
On-Board Camera	D1	-Blank-	Move Down	Q	XB-RSY
Outside Camera	D2	-Blank-	Tilt Up	-Blank-	X555-P0
Static Camera	D3	-Blank-	Tilt Down	-Blank-	X555-P180
Update Preset	-Blank-	-Blank-	Pan Left	-Blank-	X555-P270
Reset Cam Position	-Blank-	-Blank-	Pan Right	-Blank-	X555-P90
Previous Preset	-Blank-	-Blank-	Roll Left	-Blank-	-Blank-
Next Preset	-Blank-	-Blank-	Roll Right	-Blank-	-Blank-
Toggle Cinematic Mode	C	-Blank-	Zoom In	=	-Blank-
Request New Angle	V	-Blank-	Zoom Out	-	-Blank-
Toggle Gimbal	-Blank-	-Blank-			
Toggle Track Aircraft	-Blank-	-Blank-			
Mouse Look (Hold)	Space	-Blank-			
Mouse Look (Toggle)	-Blank-	-Blank-			
Binoculars	-Blank-	-Blank-			
Speed Boost	L SHIFT	-Blank-			
Sit (Static Walkaround)	-Blank-	-Blank-			
Add HDR Brightness	NumberPadPlus	-Blank-			
Remove HDR Brightness	NumberPadMi...	-Blank-			

Named Assignments

You can use Named Assignments to search presets by their name and assign control assignments to those presets.

Named Assignment	Affecting	Key	Buttons	Axis
pilot	Affecting 62 presets	L SHIFT+Numbe...	-Blank-	×
spot	Affecting 25 presets	L CTRL+Number...	-Blank-	×
chase	Affecting 24 presets	L CTRL+Number...	-Blank-	×



Actions		
	Key	Buttons
1 Global Enable	-Blank-	-Blank-
2 Toggle View Selector	-Blank-	-Blank-
3 Select (View Selector)	-Blank-	-Blank-
4 Toggle UI	-Blank-	-Blank-
5 Toggle In/Out Cam.	-Blank-	-Blank-
6 On-Board Camera	D1	-Blank-
7 Outside Camera	D2	-Blank-
8 Static Camera	D3	-Blank-
Update Preset	-Blank-	-Blank-
Reset Cam Position	-Blank-	-Blank-
Previous Preset	-Blank-	-Blank-
Blank Preset	-Blank-	-Blank-

1 **Global Enable** will enable or disable ChasePlane from interacting with the simulator. It is mostly used if you want to do something in the simulator that would conflict with ChasePlane.

2 **Toggle View Selector** will toggle the In-Sim View Selector in and out. It will show in the middle of the simulation window.

3 **Select (View Selector)** is used to select an item in the In-Sim View Selector. Note that you can move around the menu using your camera movement assignments.

4 **Toggle UI** is used to toggle the ChasePlane user interface.

5 **Toggle In/Out Cam.** is used to toggle between the On-Board camera and the Outside camera.

6 **On-Board Camera** is used to go in the last loaded On-Board Camera.

7 **Outside Camera** is used to go in the last loaded Outside Camera.

8 **Static Camera** is used to go in the last loaded Static Camera. If you are too far from the aircraft, the view will be reset behind the aircraft.

	Outside Camera	D2	-Blank-
	Static Camera	D3	-Blank-
9	Update Preset	-Blank-	-Blank-
10	Reset Cam Position	-Blank-	-Blank-
11	Previous Preset	-Blank-	-Blank-
12	Next Preset	-Blank-	-Blank-
13	Toggle Cinematic Mode	C	-Blank-
14	Request New Angle	V	-Blank-
	Toggle Gimbal	-Blank-	-Blank-
	Toggle Track Aircraft	-Blank-	-Blank-
	Mouse Look (Hold)	Space	-Blank-
	Mouse Look (Toggle)	-Blank-	-Blank-

9 Update Preset will save any camera position change to the currently loaded camera preset. It is the equivalent of clicking the green checkmark after modifying a view.

10 Reset Cam Position will reset the camera position to the loaded preset.

11 Previous Preset will load the preset above the one that is currently loaded. Triggering this action on the first preset will loop to the last and vice-versa. You can exclude a preset from this cycle in Camera > Advanced.

12 Next Preset will load the preset below the one that is currently loaded. Triggering this action on the last preset will loop to the first and vice-versa. You can exclude a preset from this cycle in Camera > Advanced.

13 Toggle Cinematic Mode will enable/disable Cinematic Mode. Note that a manually enabled Cinematic Mode will not cancel on mouse move.

14 Request New Angle will ask for a new camera angle while in Cinematic Mode.

	Toggle Cinematic Mode	C	-Blank-
	Request New Angle	V	-Blank-
15	Toggle Gimbal	-Blank-	-Blank-
16	Toggle Track Aircraft	-Blank-	-Blank-
17	Mouse Look (Hold)	Space	-Blank-
18	Mouse Look (Toggle)	-Blank-	-Blank-
19	Binoculars	-Blank-	-Blank-
20	Speed Boost	L SHIFT	-Blank-
21	Sit (Static Walkaround)	-Blank-	-Blank-
22	Add HDR Brightness	NumberPadPlus	-Blank-
23	Remove HDR Brightness	NumberPadMi...	-Blank-

15 **Toggle Gimbal** will enable/disable the Gimbal stabilization when running a Prepar3D simulator. This option is not available on FSX or FSX:SE. Contrary to the toggle in Camera > Advanced, Toggling it through a control assignment will not modify the preset.

16 **Toggle Track Aircraft** will toggle Aircraft Tracking when in Outside or Static Camera modes. Contrary to the toggle in Camera > Advanced, Toggling it through a control assignment will not modify the preset.

17 **18** **Mouse Look** will toggle or hold Mouse Look on release. This action is comparable to using the Space bar on default FSX/P3D.

19 **Binoculars** will activate a zoom multiplier set in Preferences > Camera.

20 **Speed Boost** enables you to temporarily boost the speed when moving the camera's position. You can tune the speed in Preferences > Camera.

21 **Sit (Static Walkaround)** enables you sit while in Walkaround Mode.

22 **23** **HDR Brightness** allows you to tune HDR brightness from the simulator without having to go through the user Interface. This feature requires HDR enabled in Prepar3D as well as HDR Override in Preferences > Camera.

		Controls		
		Key	Buttons	Axis
24	Forward Backward	W S	-Blank- -Blank-	 XB-LSY
25	Move Left Move Right	A D	-Blank- -Blank-	 XB-LSX
26	Move Up Move Down	E Q	-Blank- -Blank-	 XB-RSY
27	Tilt Up Tilt Down	-Blank- -Blank-	X555-P0 X555-P180	XB-TRG XB-RAZ
28	Pan Left Pan Right	-Blank- -Blank-	X555-P270 X555-P90	 XB-RSX
29	Roll Left Roll Right	-Blank- -Blank-	-Blank- -Blank-	 -Blank-
30	Zoom In Zoom Out	Equals Minus	-Blank- -Blank-	 -Blank-

24 Forward/Backward will move the camera forward and backwards (z axis).

25 Move Left/Right will move the camera sideways (x axis).

26 Move Up/Down will move the camera up and down (y axis).

27 Tilt Up/Down will rotate the camera on the pitch axis.

28 Pan Left/Right will rotate the camera on the pan axis.

29 Roll Left/Right will rotate the camera on the roll axis.

30 Zoom In/Out will zoom the camera in and out. The zoom movement is corrected to be exponential instead of linear, creating a more cinematic look.

Named Assignments

Named Assignments

You can use Named Assignments to search presets by their name and assign control assignments to those presets.

pilot	Affecting 62 presets	L SHIFT+Numbe...	-Blank-	×
spot	Affecting 25 presets	L CTRL+Number...	-Blank-	×
chase	Affecting 24 presets	L CTRL+Number...	-Blank-	×
tail	Affecting 22 presets	L CTRL+Number...	-Blank-	×
overhead	Affecting 16 presets	L SHIFT+Numbe...	-Blank-	×
/fms radio gps/	Affecting 15 presets	L SHIFT+Numbe...	-Blank-	×
/dashboard hud/	Affecting 12 presets	L SHIFT+Numbe...	-Blank-	×
mcp	Affecting 9 presets	L SHIFT+Numbe...	-Blank-	×
pax	Affecting 8 presets	L SHIFT+Numbe...	-Blank-	×
wingview left	Affecting 5 presets	L CTRL+Number...	-Blank-	×
wingview right	Affecting 2 presets	L CTRL+Number...	-Blank-	×

+ Add a Named Assignment

Build Regex pattern on [RegExr.com](https://www.regexpalace.com/)

Now, if you take a look under Named Assignments, you will be able to use this feature to search for presets by their name and then, assign these presets with shortcut control assignments.

This comes in handy when you have, say for example 19 presets called Cockpit across 19 different aircrafts, and want to set that particular preset name to a control assignment.

