

Living Scenery Technology 1.13.1 Manual

By X-Codr Designs

1 – Overview

1.1 – Introduction

I'm proud to present, Living Scenery Technology! What is LST? LST is a global plugin that provides ground traffic, static object placement (for access to the particle system and X-Plane's 12 FMOD), and Dataref utilities.

LST supports Windows, Linux (compiled and tested on Ubuntu), and Mac OS X, as well as X-Plane 11.x, 12.x, and future versions.

LST is fast, a large airport like Denver costs only roughly an additional 5-10% of performance with very heavy vehicles, for most cases, there will be no hit.

LST is Freeware and will remain that way forever. This is a developer manual providing an overview of LST's features, file formats, and utilities (developer utilities are Windows only).

1.2 – License

- LST, Living Scenery Technology is provided free of charge. That does not make LST public domain or free of copyright. You must still follow this license.
- You may:
 - Do whatever you want with LST in your own home
 - Use the provided utilities to create products (paid or free) that use LST
 - Create and sell products (paid or free) that use LST
- You may not:
 - Redistribute the LST plugin itself (the reason is, I don't want a bunch of different versions running around creating a stability nightmare)
 - Redistribute the utilities for developing for LST
 - Portray that you are the developer of LST. You don't have to give credit for LST, just don't indicate you made it or anything along those lines.
 - Do anything unethical or illegal
- By using this plugin or it's utilities, you agree to use it in a responsible manner that does not impact other addons or the core simulator/
- By using this plugin or it's utilities, you agree that I am not responsible for anything bad that may happen as a result.
- I may offer support as a courtesy; however, I am not obligated to provide support or this plugin or utilities.
- If you have any questions or want to discuss an exception, please contact me via my website, x-codrdesigns.com.

1.3 – Installation

To install Living Scenery Technology, please follow these instructions.

- Copy Living Scenery Technology into <X-Plane Root Folder>/Resources/Plugins
- Enjoy!

The developer tools are standalone executable, just put them in a folder where you can find them.

1.4 – Preferences

LST has optional preferences. It belongs in XP Path/Resources/plugins/Living Scenery Technology/Prefs.lst. The format is COMMAND,VALUE followed by a newline. Valid commands are

- TIMEMODE, SIM or REAL. Sim uses sim timing for animation, real uses real timing for animation. This defaults to real, but if you want vehicles to progress along routes faster when the sim time is running faster (for example by using shift L), set it to SIM.
- PRESISTENT_CACHE, TRUE or FALSE. Can reduce loading load when leaving then returning to a scenery area, you probably don't need to mess with this.
- DEBUG, TRUE or FALSE. Always leave this as false, unless you run into an issue and need to send me your log.txt.