

# XWing Plugin User Guide

This document describes the operation of my XWing plugin.

This plugin allows you to fly in formation with the other aircraft in Xplane.  
The other aircrafts gear, flaps and nav lights will also follow the user aircraft.

## Installation

Unzip the relevant zip file for your operating system.  
The zip file names are :-

“XWingWin.zip” when using Windows.  
“XWingMac.zip” when using OS X.  
“XWingLin.zip” when using Linux.

These contain the plugin and the ini file.

Copy the plugin into the /XPlane/Resources/plugins directory.  
The plugin names are :-

“XWingWin.xpl” when using Windows.  
“XWingMac. xpl” when using OS X.  
“XWingLin. xpl” when using Linux.

Create a directory under the plugins directory called XWing.  
Copy the XWing.ini file into the XWing directory that you just created.

## NOTE

**If you do not create the XWing directory described above the plugin will not show any aircraft as it require the XWing.ini for proper operation.**

Remember to set the number of aircraft in Xplane to one more than the number of AI aircraft (Wing men) that you want.  
For the example ini file you should set the number to 9.

See the Xplane documentation for information on changing the number of aircraft.

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## Menu Options



### Start

This enables the plugin and overrides the AI aircraft.

### Stop

This disables the plugin and releases the AI aircraft.

### Control Panel

This allows control over the XWing plugin parameters.  
It is described in the next section.

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## Control Panel



This allows all the parameters to be adjusted, these are described below. These are initially set from the values read from the XWing.ini file.

### X Separation

This allows the distance between the aircraft in the X axis to be adjusted. The X axis is right and left with respect to the aircraft wings.

### Y Separation

This allows the distance between the aircraft in the Y axis to be adjusted. The Y axis is up and down.

### Z Separation

This allows the distance between the aircraft in the Z axis to be adjusted. The Z axis is forward and backward with respect to the aircraft body.

### Lag (Attitude)

This is the amount of attitude lag that is used when drawing the AI aircraft. With no lag the AI aircraft follow the user aircraft's attitude exactly. With lag the AI aircraft will lag behind the user aircraft. Use the slider to adjust how much lag you want. The Att Lag checkbox must be checked for this to work.

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## **Aircraft**

This adjusts the number of aircraft from 1 to the number that was set in the XWing.ini file.

If you move the slider to a value to less than the number set in the XWing.ini file the AI aircraft will be released back to Xplane and fly off on their own. Increasing the slider will allow the plugin to control those aircraft.

## **Start**

Enables the plugin.

## **Stop**

Disables the plugin.

## **Load**

Loads the previously saved XWing.dat file from the XWing directory.

See below.

## **Save**

This will create a XWing.dat file in the XWing directory.

This file contains the settings in the Control Panel.

This allows you to save a setting that you prefer.

At the moment only one setting can be saved, this may change in a future version.

## **Att Lag Checkbox**

Left click on this with the mouse to enable or disable it.

When it is enabled it will have a tick mark and turn green.

Once enabled the plugin uses the value set for lag, described earlier.