

Installation

New customer

You should download three zipped files:

1. HMS Base package
2. HMS Summer textures
3. HMS Winter textures

You always need the base package. If you only download the “Summer textures”, then you will have summer in your scenery.

Downloading the “Winter textures” will give you the chance to change season from summer to winter.

Unzip the “HMS base package” and the “HMS summer textures” and/or the “HMS winter textures” to your “Custom scenery” folder. Start X-Plane, then quit X-Plane. Go to your Custom scenery folder and open the file “scenery_packs.ini”. SEE INSTRUCTIONS BELOW

The files should be in alphabetical order from A to Q. The rest of the files do not have to be in any specific order.

IMPORTANT: If you have used the HMS DEMO, please delete all demo files prior to installation.

If you have “OpensceneryX” installed, you will get some extra objects in the scenery. HMS will work without OpensceneryX too.

Old customer

If you already have the “Helsinki Metropolitan VFR” scenery, you will have to download the HMS base package and the HMS Winter textures. You do not need to download the HMS Summer textures. The new version 2.0 overlay file has some new objects compared to version 1.0.

IMPORTANT: Please remove all other HMS files except the mesh files. Your old mesh files are the same as in version 1.0. Please rename the mesh files as seen in the image below.

The idea is simple: When you want to fly at summer you do not have to do anything. X-Plane will nor load anything under a base mesh file. When flying at winter, disable all files with the word "SUMMER".

Move "Global airports" under the overlay file.

Restart X-Plane for the changes to take effect.

OR you can simply cut and paste the files to a different folder. Please make a backup copy of all of your HMS files.

See image below. This will get you winter textures:

```
I
1000 version
SCENERY

SCENERY_PACK_DISABLED Custom Scenery/HMS_A_EFHK_Helsinki_airport_SUMMER/
SCENERY_PACK_DISABLED Custom Scenery/HMS_B_EFHF_Malmi_airport_SUMMER/
SCENERY_PACK_DISABLED Custom Scenery/HMS_C_EFHV_Hyvinkaa_airport_SUMMER/
SCENERY_PACK_DISABLED Custom Scenery/HMS_D_Overlay_SUMMER/
SCENERY_PACK_DISABLED Custom Scenery/HMS_E_OSM_Autogen_SUMMER/
SCENERY_PACK_DISABLED Custom Scenery/HMS_F_Exclude_XPlane_roads_SUMMER/
SCENERY_PACK_DISABLED Custom Scenery/HMS_G_mesh_A_SUMMER/
SCENERY_PACK_DISABLED Custom Scenery/HMS_H_mesh_B_SUMMER/
SCENERY_PACK Custom Scenery/HMS_I_EFHK_Helsinki_airport_WINTER/
SCENERY_PACK Custom Scenery/HMS_J_Malmi_airport_WINTER/
SCENERY_PACK Custom Scenery/HMS_K_EFHV_Hyvinkaa_airport_WINTER/
SCENERY_PACK Custom Scenery/HMS_L_Overlay_WINTER/
SCENERY_PACK Custom Scenery/Global Airports/
SCENERY_PACK Custom Scenery/HMS_M_OSM_Autogen_WINTER/
SCENERY_PACK Custom Scenery/HMS_N_Exclude_XPlane_roads_WINTER/
SCENERY_PACK Custom Scenery/HMS_O_EXTENDED_ORTHO_WINTER/
SCENERY_PACK Custom Scenery/HMS_P_Mesh_A_WINTER/
SCENERY_PACK Custom Scenery/HMS_Q_Mesh_B_WINTER/
SCENERY_PACK Custom Scenery/HMS_Z_EFHK_Traffic/
SCENERY_PACK Custom Scenery/HMS_Z_Helsinki_north_Traffic/
SCENERY_PACK Custom Scenery/HMS_Z_Helsinki_south_Traffic/
SCENERY_PACK Custom Scenery/HMS_Z_Jarvenpaa_Traffic/
SCENERY_PACK Custom Scenery/HMS_Z_Kerava_Traffic/
SCENERY_PACK Custom Scenery/HMS_Z_Malmi_Traffic/
SCENERY_PACK Custom Scenery/HMS_Z_Sipoo_coast_Traffic/
SCENERY_PACK Custom Scenery/HMS_Z_Sipoo_Traffic/
SCENERY_PACK Custom Scenery/HMS_Z_Tuusula_Traffic/
SCENERY_PACK Custom Scenery/HMS_ZZ_Backup Scenery Library/
SCENERY_PACK Custom Scenery/HMS_ZZ_DOCUMENTATION/
SCENERY_PACK Custom Scenery/KSEA Demo Area/
SCENERY_PACK Custom Scenery/KSEA Demo Terrain/
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You can disable the files using your "Scenery_packs.ini" file, which is located in your "Custom scenery" folder. Simply use a text editor to edit the file. You only write _DISABLED or delete it. Remember to save the file and restart X-Plane.

Note that "Global airports" needs to be moved under the "Overlay" folder. Also move the "HMS_F_Exclude_XPlane_roads" to the right place (this file will smartly exclude most of the X-Plane roads that do not look very nice in the scenery. DISABLE it and you will get all X-Plane roads).

The "HMS_Z_xxx_Traffic" files only contain traffic to the roads. The files are same always.

The file "HMS_extended_ortho_WINTER" adds low resolution generic winter textures around the scenery. This way you will not easily see the X-Plane default green mesh around the scenery. This file can later be replaced with a true orthophoto scenery, when we get it ready.

Try the winter textures by xflyer, although I have not yet had to time to test it with HMS. It would be nice to hear how it works.

http://forums.x-plane.org/index.php?/files/file/24997-winter_package/

HIGH AND LOW RESOLUTION OBJECTS

There are high and low resolution versions of the objects in the file: HMS_D_Overlay. The default is low_res, since the difference is small when looking from flying altitudes.

To change from low to high resolution objects, simply copy the "objects" folder from "HIGH_AND_LOW_RES_OBJECTS/HIGH_RES_OBJECTS. Delete the "objects" file in the "HMS_D_Overlay" folder and paste the copied "objects" file there.

TruScenery airports

Please move the TruScenery airports to the top of the list in your "Scenery_packs.ini" file. DISABLE the HMS airports.

The guys at TruScenery are working on a winter version of EFHF, but since we live amidst the holiday season here, it will take some time.

You can make an own winter version of EFHF. Make a copy of the EFHK folder (IMPORTANT! Always work on a copy) and name it something like "Truscenery_EFHF_Winter. Then use Marginal's OverlayEditor to delete all .pol files (the ground textures) from the scenery. When you open it in X-Plane, the HMS ground textures are now visible. Remember to disable the summer version of EFHF.

In the (EFHV) pack you will need to delete the “Truscenery - EFHV Autogen” and “Truscenery - EFHV Photoscenery” files.

Thanks for flying with us!

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