

SkunkCrafts Updater

by SkunkCrafts®

This SkunkCrafts Updater is a free-to-use X-Plane 11 plugin that allows both automatic and manual updates of aircrafts and/or sceneries, but is designed to allow those updates to happen before X-Plane itself loads aircrafts and sceneries, avoiding conflicts with locked or in use files, such as plugins or sound banks.

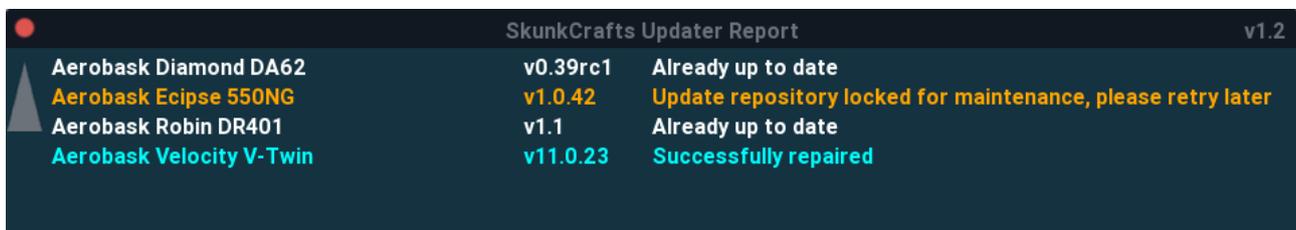
Like any tool or software, it comes with pros and cons. If you do not like the cons, do not use it. If you do not understand how they can impact your simulation experience, please feel free to ask on the x-plane.org support forum before installing this software. Last but not the least, carefully read this documentation.

Pros:

- allows to replace files before they are in use
- keeps all managed aircrafts and sceneries up to date automatically
- automatically repair broken installations or missing files
- only download new or modified files for fastest updates
- allows to freeze versions when needed

Cons:

- can significantly delay X-Plane startup time if lots of aircrafts and sceneries are under management (depending on your bandwidth).
- can significantly delay X-Plane startup time if large updates are needed and automatic updates are allowed (depending on your bandwidth).
- manual updates (in-game) will freeze X-Plane screen for the duration of the updates with only audio feedback in the meantime (configurable)
- requires Internet access on the computer where X-Plane is installed



SkunkCrafts Updater Report			v1.2
Aerobask Diamond DA62	v0.39rc1	Already up to date	
Aerobask Eclipse 550NG	v1.0.42	Update repository locked for maintenance, please retry later	
Aerobask Robin DR401	v1.1	Already up to date	
Aerobask Velocity V-Twin	v11.0.23	Successfully repaired	

Installation

Download latest version from x-plane.org and uncompress the archive file into your <X-Plane>/Resources/plugins/folder with X-Plane NOT running. If properly done you should now have a new 'SkunkCraftsUpdater' folder at this location.

Usage

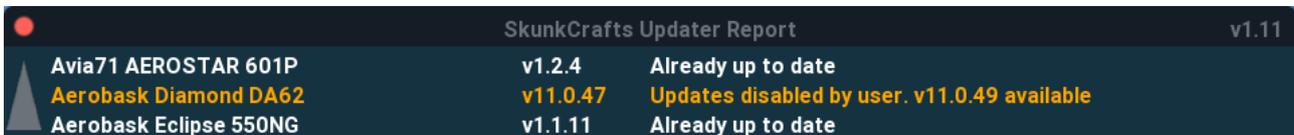
By default the updater will run each time X-Plane starts, ensuring your aircrafts and sceneries are always up to date, with normal logging and audio feedback, and updates are automatically enabled for each aircraft.

You can enable or disable updates on a per-aircraft / per-scenery basis, while still getting notified if a different version is available (version numbering is free text, the updater assumes different version on remote server is always newer than local). The only thing you need to do is click on the aircraft/scenery you want disable/enable. Click again to revert to previous state.



SkunkCrafts Updater Report			v1.11
Avia71 AEROSTAR 601P	v1.2.4	Updates are now re-enabled for this product	
Aerobask Diamond DA62	v11.0.49	Updates are now disabled for this product	
Aerobask Eclipse 550NG	v1.1.11	Already up to date	

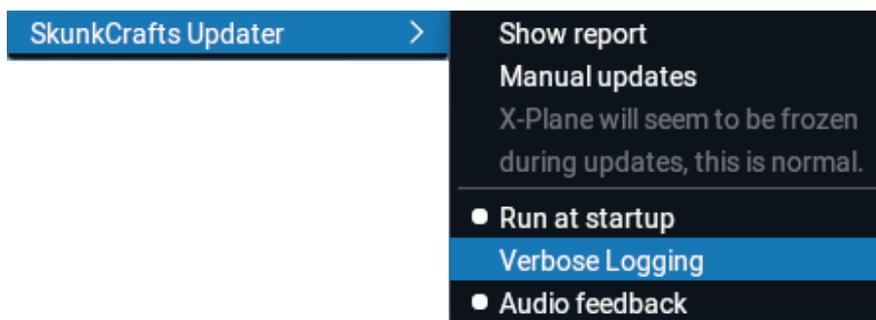
As you can see below, you still get information about new versions.



SkunkCrafts Updater Report			v1.11
Avia71 AEROSTAR 601P	v1.2.4	Already up to date	
Aerobask Diamond DA62	v11.0.47	Updates disabled by user. v11.0.49 available	
Aerobask Eclipse 550NG	v1.1.11	Already up to date	

If there have been any file downloaded during the updates or if updates are available for disabled items, a report will automatically be shown after an aircraft is loaded. Updates can be enabled or disabled for individual aircrafts or sceneries by clicking on them on the report page. If more than 20 items are present you can scroll with the arrows or your mouse wheel. When audio feedback is enabled there is an announcement at the beginning and at the end of the scanning process, as well as audio clues for each file downloaded, and other clues after each aircraft has been processed.

A new sub-menu should now be available in the plugins menu, allowing you to summon the report, perform manual updates or change options.



Manual updates

You can initiate a manual update from the menu, but you must know that:

- this feature is disabled if the loaded aircraft is manageable by the updater
- X-Plane will freeze during the whole update process, this is not a bug
- if sceneries with their own plugins are updated, a crash can occur.

Options

Options can be toggled directly by clicking on them in the menu. A dot indicate that the option is active. 'Run at startup' and 'Audio feedback' are on by default. 'Verbose logging' should be activated before reporting issues on the forum.

Troubleshooting

- If you suspect some files have not been updated, just delete them and restart X-Plane or perform a manual update.
- If an SASL aircraft crashes after an update, delete both '.key' files in the *plugins/SASL/data/modules* folder and restart X-Plane. You should be prompted for activation again.