

# SHADE User guide

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Welcome to the SHADE user guide listed here will be information on use of the various programs that make up the SHADE package and how they interact with one another and with Microsoft's Flight Simulator 10 (referred to from now on by its commonly known acronym of FSX)

## SHADE Quick Start

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Don't want to read a manual and want to jump straight in?

Ok then follow these simple steps for using SHADE with FSX

1. Start Shade.gui.exe (use the shortcut on your desktop)
2. *Pick a day from the Day Cycle tabs (if you use REX/FEX start with day one)*
3. *Pick a preset to load with the "Load day X from a preset button"*
4. *Change the Day Cycle tab and repeat step 3 (or if you want to use the same values over all days click the "clone Day1 button")*
5. *Go to the "start stuff tab" and click the "Start Shade/FSX" button*
6. *Wait for Shade.exe to load FSX and enjoy your new lighting tones*
7. *For more in-depth info on creating custom presets saving load ect please read the rest of this manual*

## About Shade

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While FSX has its own in-engine ambient light ramp that is non-controllable this light ramp also has a tone/colour subsection that with some tweaking can be control by us as end users, this is where Shade comes in handy, Shade is a small 3 part program which will allow you to setup colours/tones for the 3d shadow and lighting & fog elements for each day of FSX'es ten day sky cycle , the functions of each exe in the Shade package and there use will be explained in further detail later on in this guide, but for now here's a quick rundown of each exe and its basic function

### **Shade\_GUI.exe**

A GUI that allows you to create/load/save custom lighting schemes for each and every one of FSX'es 10 day sky cycle these settings are in turn used by the shade launcher program to set FSX'es rendering engine to use these custom tones for its 3D object/terrain lighting/shadowing & fog bank values

## ➤ *Shade\_palettebuilder.exe*

A GUI that allows you to create load/save 180 slot custom colour palettes for use by the main Shade\_GUI.exe colour pickers

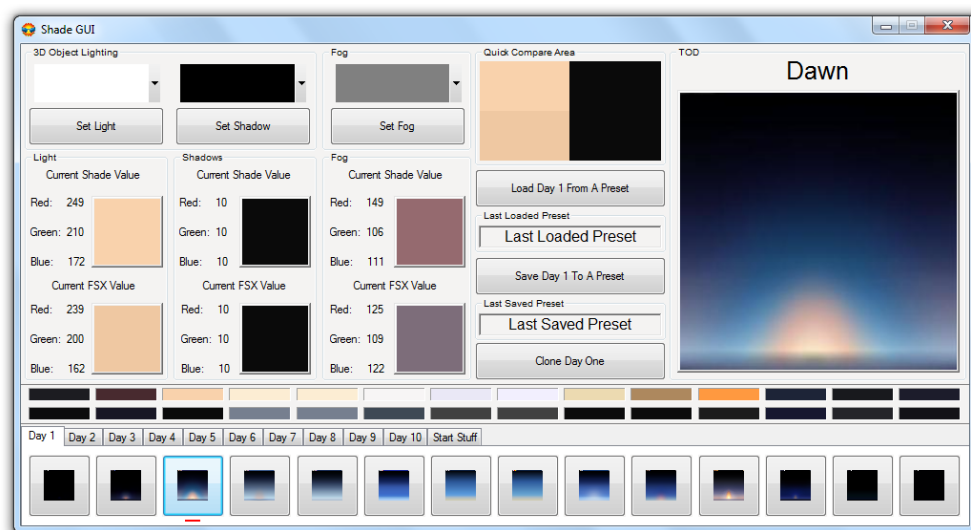
## ➤ *Shade.exe*

A small launcher program that starts FSX after injecting your custom lighting values (created with the Shade\_gui.exe) upon closing FSX Shade will remove these values so no permanent Changes are made thus allowing you to run FSX with or without the custom lighting of your preference

Please read each programs detailed section within this user guide for information on how use the above programs and how they work together & with FSX

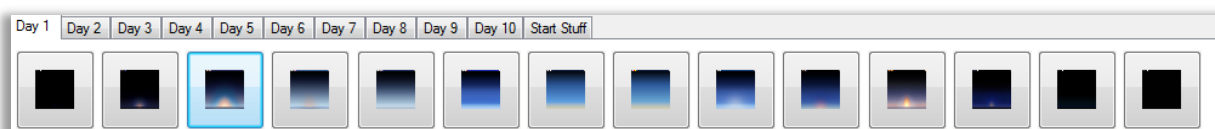
# Using Shade

## *Shade GUI*



Above is a page from the main Shade GUI, in this section we'll breakdown of each part of this GUI and explain how it all works together

## ➤ *Days & Time Of Day (TOD)*



At the bottom of the GUI you'll see a section of page Tabs these tabs represent each day of FSX's 10 day sky cycle, with each day tab split into 14 TOD (time of day) subsections

A quick word here to users of environment add-ons such as FEX/REX etc. etc., to my knowledge all 3<sup>rd</sup> party environment add-ons will unify the 10 day sky cycle to a single set of duplicated textures (i.e. they use the same TOD textures for all days 1 – 10 just renamed), this does not stop you from using shade to edit the lighting values of each day in the cycle it just means that unlike the default FSX sky textures that change every day at dawn/sunset to give you a variety you will only see the same texture set no matter the day, you can see these differences from within shade GUI by changing days then TOD with your add-on skies installed (you'll see every day has the same set of TOD textures), Then after restoring your default FSX sky textures and re-checking the days & TOD in shade GUI you'll see how they change across all 10 days (just check out how different day 1's sunset is to day 10's in the default skies set)

Shade doesn't care which of these options is in use (I just thought I'd bring this up now in case people were wondering why there's 10 days to edit when all their skies textures look the same) so for those Add-on users I've added the option to just setup day 1 with custom values and then allow a quick clone of those values to day 2 thru 10 so they can easily keep their lighting unified (More about how to do that a bit later)

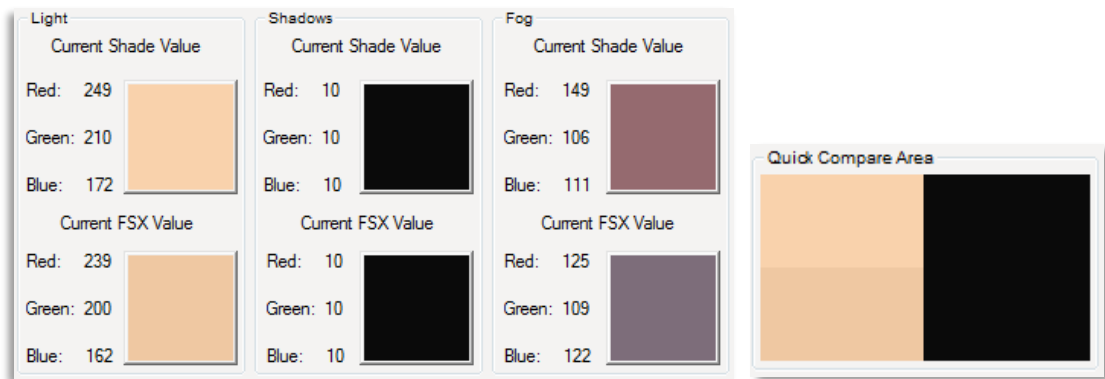
The 14 subsections within each day of in the 10 day cycle are as follows

- Pre-Dawn 1
- Pre-Dawn 2
- Dawn
- Post-Dawn 1
- Post-Dawn 2
- Morning
- Noon
- Afternoon
- Pre-Sunset 1
- Pre-Sunset 2
- Sunset
- Post-Sunset 1
- Post-Sunset 2
- Midnight

These times of day are blended together with the lighting of the fixed ambient light ramp in the Sims rendering engine to create FSX's ever changing Sky colour and lighting/Shadow Values, the blending of these TOD differs based on the seasons/times you choose to fly within FSX but they always remain locked within a 10 day cycle

Clicking upon each TOD button along bottom of the GUI will show you that other sections of the GUI update to give you the current values used by both FSX & Shade for that Day/TOD

## ➤ *Light,Shadows,Fog*



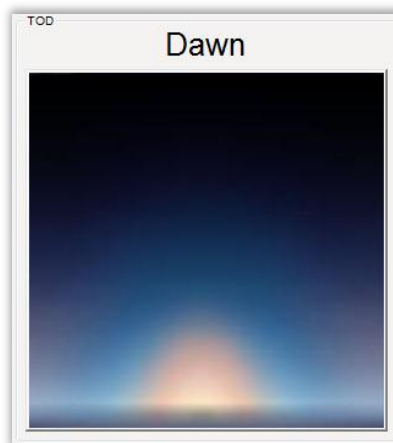
These displays represent

- **Light:** The colour of light cast from FSX's in-sim Sun
- **Shadows:** The colour used for FSX's Terrain Shadows
- **Fog:** The colour used for Fog banks (can be seen by setting insim weather to "fogged in")  
(Note: This is not a setting for the View distance/Horizon haze value)

Each of these values is represented in the GUI by a coloured block and a split RGB value

The light/shadows values are also represented in a quick compare colour block allowing a quick visual comparison of how your custom values differ to those currently used by FSX

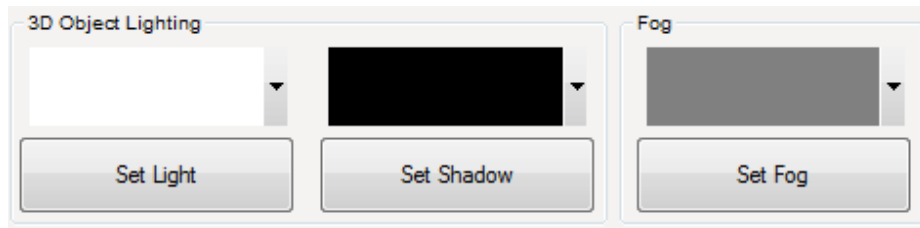
## ➤ *TOD Image*



To the right side of the GUI you will see the TOD image changes to show you the current sky texture in use by FSX for the currently selected TOD, this allows you to gauge the colour you might like to use for your custom lighting values

(If these images seem a little blurry it's because they are resized versions of your installed FSX Sky textures which are only 32x32 pixel bitmaps)

### ➤ *Light, Shadow & Fog colour pickers*



When clicking on the pickers arrowed/colour boxes a 180 slot palette will pop out allowing you to choose a colour value

### ➤ *Light/Shadow Ramp*



Sitting between the day tabs and values display is the Light/shadow ramp, this set of coloured blocks allows you to quickly keep track of your customs values and how they change across the full TOD, its usefulness will become apparent once we get into setting custom value

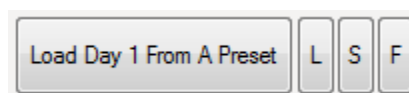
### ➤ *Save /load pre-sets buttons*

Shade's save/load files have the extension .SLP (Shade Lighting Pre-set) these save files store the custom light/shadow & fog values in such away that they are independent of the day they were created on

This way you have the freedom to create then save/load a different pre-set lighting value into each day

There are a number of Presents included in Shade & these were worked up by myself and a few beta testers, I suggest you use them only as a guide to setting your own values after all my eyes aren't your eyes and the contrast/setup of my monitor will almost certainly have affected the pre-sets end result

From version 1.02 of the Shade\_GUI the load preset button for each day has been split into 4 parts



Pressing the "Load Day x From a Preset" section will load all the values from the chosen preset (light/shadow/fog)

Pressing the "L" section will load just the light values of the chosen preset

Pressing the "S" section will load just the shadow values of the chosen preset

Pressing the "F" section will load just the fog values of the chosen preset

This will allow users to quickly mix and match values from different presets to quickly create new or tweaked presets of their own, be sure to save these new/tweaked presets under a different name.

## ➤ *Clone Day One button*

As mentioned above some 3<sup>rd</sup> party environment add-ons for FSX unify the sky cycle to one set of textures

The clone day one button allows you to quickly set the same light/shadow & fog values across all 10 days to those currently set for day one, doing this will keep the lighting consistent across your add-ons duplicated sky set, but if you feel like it you can always setup slightly different values for each day to give your lighting tones a little variety

# Setting Custom Values

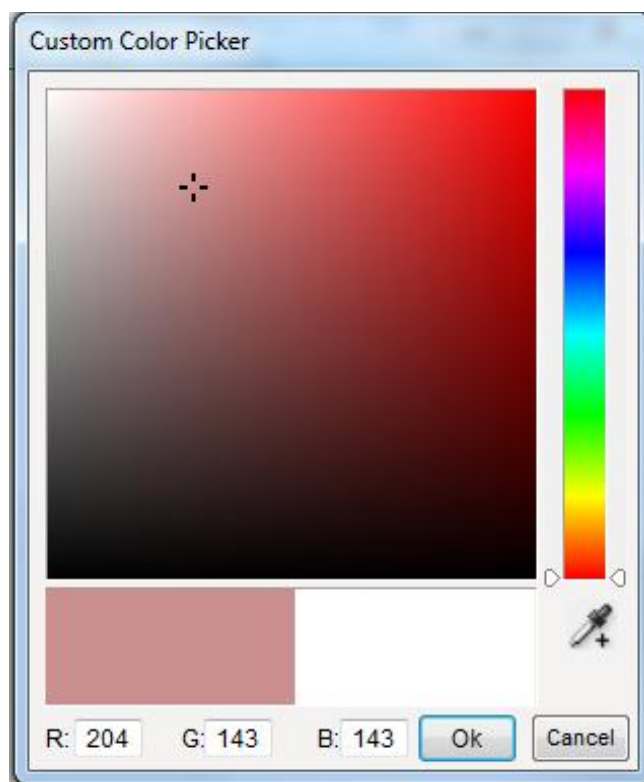
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So after reviewing all the above GUI sections you're now ready to take the steps to setting up your new FSX lighting Tones which flows as follows

1. *Pick a day from the Day tabs*
2. *Pick a Time Of Day from the bottom TOD buttons by left clicking it to set it to the active TOD*
3. *Choose a colour/tone from the "light Picker" palette rollout*
4. *Press the "Set Light" button to set the chosen colour/tone as the current Light value shade will use*
5. *Choose a colour/tone from the "Shadow Picker" palette rollout*
6. *Press the "Set Shadow" button to set the chosen colour/tone as the current shadow value shade will use*
7. *Choose a colour/tone from the "Fog Picker" palette rollout*
8. *Press the "Set Fog" button to set the chosen colour/tone as the current Fog value shade will use*
9. *Repeat from step 2 changing your TOD until you are happy with your custom vales for that day*
10. *Change to another day and repeat from step 2 or save your pre-set and then either load it into each day you wish to use it in independently or load it into day one and press "Clone Day One" to copy those values for use in days 2 thru 10*
11. *When your happy with the custom tones you've set go to the Start Stuff tab and click the "Start Shade/FSX" button to close the shade GUI & start Shade/FSX with your new lighting values or close Shade GUI with the top right X and start the Shade.exe(in your \fsx\shade dir) so it can to auto start FSX with your new values (if you use the external FPS limiter (or any other 3<sup>rd</sup> party fsx auto starting exe please see below for info on a special non-auto launching version of shade))*

Now you've set up some custom colours across a number of days you can see how the light ramp mentioned above comes in handy as a visual reference for keeping track of how your custom light/shadow colours will change across the in-sim day, values set within the shade GUI do not need to be saved to be used as the current values because as soon as the "set" buttons are press for each day/TOD these become the active values that shade.exe will use next time it is started they are also the values that will be loaded by the Shade GUI next time it starts

From 1.02 the “custom” colour picker option found in each pickers pallet drop down has been greatly improved



This option works much like any other colour picker dialog found in many photo editing apps, Primary Click your mouse within the colour bounding box to select a value and use the arrows on Hue slider to alter the Hue of the selected value, this new value is shown as a split against the current picker value

Primary clicking and holding the mouse button on the eyedropper icon switches the cursor into its value picker mode allowing you to select the colour value of any pixel on your current desktop space, just click hold move the cursor and release to grab a value

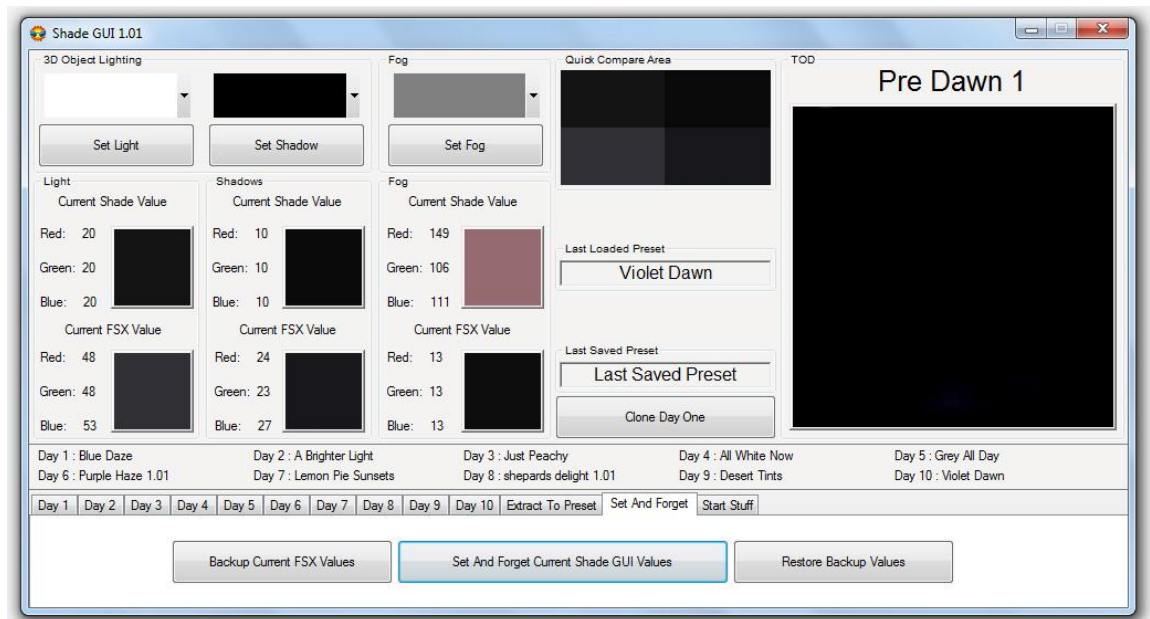
The OK button will set the value to the current picker value (you still need to press the “Set” buttons) Cancel will return you to the last picker value, once you get used to using this picker option you will find it much quicker to set and tweak custom values for your own presets

## Extract To Preset



Added to Shade 1.01 the Extract To Preset feature allows you to quickly extract the current values being used in each day of the 10 day cycle and save them to a Shade .SLP file this is handy both for backing up your current values and moving lighting values between custom sky sets

# Set & Forget



Also added to 1.01 (by popular request) Is the “Set & Forget” feature ,as its title suggests this feature will allow you to burn your current Shade GUI values straight into FSX allowing you to run with shade values in-place without the need to have Shade.exe or Shade\_nl.exe inject/remove them at the start up/close of FSX

It is suggested that you use the above “Extract to Preset” feature before you “Set And Forget”

The Backup Current FSX Values buttons will create a snapshot of the current FSX Values, Likewise the “Restore Backup Values” will restore those values & Set & Forget will Burn in your current Shade GUI values (listed presets of each days loaded values are show above the set & forget tab so you can see what you might be burning in for each day) Be Careful Here as you can end up in a loop and wipe out your original values (another reason why you should use “extract to preset” first) Do not Backup>S&F>Backup as this will just backup your burnt in values

If a backup is found you will be asked if you wish to overwrite it, also make note that if you change your sky presets with FEX/REX ect you will need to Re-backup & Set And Forget to allow Shade to reset your Custom Values

## Shade Palette Builder

The Shade Palette builder allows you to create 180 slot custom rollout palettes for the main shade gui light/shadow & fog colour pickers, setting up these palette values is much like setting custom colours in the shade gui, Start the Shade\_palettebuilder.exe from the shade install dir (or via the starts stuff tab in the shade gui) choose which palette you’d like to alter (light/shadow/fog) and click on one of the 180 coloured blocks in that values tab, a colour selector will then popup allowing you to either pick a custom colour with you mouse or enter an rgb value in the split rgb boxes, the values you set here will be used by the pickers in the shade gui next time it is started, you can also save and load custom palettes(.SPP files( shade palette pre-sets)) independently of the light/shadow/fog tabs they were created on so enjoy choosing from the possible 16.7 million colours ;)



# Shade Launcher

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Shade.exe acts as an auto launcher for the main FSX.exe taking a few seconds to temporally inject the custom values set in the shade gui before starting FSX, when FSX is later shutdown shade removes these values, it was designed this way to offer as wide a compatibility with 3<sup>rd</sup> party environmental add-ons & allow end users the option to run with/without shade, without having you install/uninstall/restore things into FSX If you decided not to run with it

While running the Shade.exe you'll see a small sun icon sitting in your taskbar this is for the small monitor program that tells shade when FSX stops running, it uses just a few Mb of system ram (but don't worry it takes up none of your valuable CPU time needed for FSX) This monitor programme is auto exited once FSX (& in turn Shade.exe) is closed once you've already run shade a few times and you find that you are happy with your custom values you could run the set & forget option detailed above removing the need for run Shade.exe altogether

## Non-Auto-Launching Shade

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I understand that it is not practical for everyone to use the FSX auto-launching versions of SHADE due to other programs wanting to auto launch FSX for you (such as the java fps limiter)

These users will find the Shade \_NL.exe (in the shade root folder) handy as this is a non-auto launching version of the main shade.exe

This NL version will load Shade on a 30 second timeout allowing users to start other FSX auto launching apps such as the FSP limiter during the timeout period, Once Shade \_NL. exe is started Shade will inject itself into FSX then monitor the system for 30 seconds waiting the main FSX.exe process to start, If FSX hasn't been started within 30 seconds Shade will unload itself and exit,

Due to the way shade works with FSX it is not possible to use shade in a batch file command (if you do so all lighting values will be set to 0 meaning you will see nothing but a blacked-out sky) you will have to launch Shade \_NL.exe manually before starting any other FSX auto-launching apps, or if you've already run shade \_nl a few times and are happy with your custom values you could run the set & forget option detailed above removing the need for Shade \_nl altogether

# Help

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Both Shade\_GUI.exe & Shade.exe are setup to read the full program path to your FSX directory directly from the windows registry, in some rare cases this path setting can become corrupted or is set incorrectly if this is the case then you will see the following error message appear when trying to start either of these .e



To reset the FSX registry path please download the Flight1 FSX/FS9 Registry Repair Tool from the following link

<http://www.flight1.com/view.asp?page=library>

After downloading/unpacking run the exe & then choose the path for your FSX install dir to reset the registry path

After resetting the path both Shade exe's should start as normal

If FSX should abnormally exit for any reason while shade is running the next time you start FSX please insure that you do so Via Shade.exe this will make sure you recover FSX to a non-shade enabled status, once recovered you can exit FSX as normal and restart without shade if you wish to do so

## **FSX/Shade and protected DIR's**

If your FSX is installed to a protected Dir. (i.e. Program files) you may need to set Shade to run with Admin privileges

You can do this via either the program shortcuts on your desktop or via the main exe's by right clicking them choosing properties from the popup dialog then selecting the Compatibility tab And ticking the "Run this program as an administrator" box and clicking the apply button

If you have any other problems/issues with running any part of the shade package please contact me via email at

[Shade4FSX+Support@gmail.com](mailto:Shade4FSX+Support@gmail.com)

Describing the problem as best you can, please remember to add you purchase Id/order number, as email received without these **will be ignored**; I will endeavour to answer valid support queries within 48 hours but please understand that life can get in the way of things at times so there may be a delay in me responding

I Have a Small Shade GD\Support Forum over at the Ozx you can jump there quickly by using the visit button in the start stuff tab or by following this link

<http://www.aussiex.org/forum/index.php?/forum/169-mogwaisoft-shade/>

# Other Stuff

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## ➤ *Piracy*

If you see shade being illegally distributed I'd be very grateful if you could forward me the URL of the hosted files or any link to the sites its being linked/distributed from

## ➤ *Promotion*

If you are a 3<sup>rd</sup> party add-on developer for FSX and you are going to use Shade to enhance the promotional Screen shots/videos for your product I'd be very grateful if you could take the time to mention to viewers

That you are using shade & that you might share any pre-sets used with the FSX community

You can send any pre-set to me via email using

[Shade4FSX+general@gmail.com](mailto:Shade4FSX+general@gmail.com)

Or leave them attached at a comment in the Pre-sets listing post at

<http://shadeforfsx.blogspot.com/>

Or if your just a fan and have taken any cool screenshot or you've made any cool videos of FSX while using Shade I'd love to check them out and maybe link them on the shade Blog

## ➤ *ENBSeries .Dll hook*

Shade has no effect on the use of the ENB series Dll rendering hook for FSX

I have placed my own personal ENB.ini config in the Shade goodies Folder if you'd like to check it out

This config is set up to use ENB for bloom only and does not include any darkening (not needed once shade is used to alter the in FSX shadow contrast) again I'd recommend using it only as a basis to work from for your own systems settings, if you come up with any cool tweaks to this ini please drop by the ozx shade forums and feel free to share them with other users ☺

## ➤ *Testing Thanks*

Shade has been tested by a number of different Beta Testers during its development and while a few of these testers wish to remain anonymous I would like to again extend my thanks for their feedback

A very special Thank You goes to Mr Mark Abdey (known to many as Redline) for his excellent feedback and suggestions; I very much doubt that shade would have ever been released without his value input and constant encouragement in convincing me that it would be of value to the FSX community, so if you enjoy what Shade brings to FSX and see Mark about give him a quick thanks 😊 A Big thanks also goes out to Jay (a true FSX superhero) Over at Ozx for setting me up a support forum for shade and giving everyone a place to share their preset files

Many thanks go to Yashied for his many helpful posts and example's that has allowed me to add extra custom colour code to the Shade GUI

Hope this guide has been of use and I hope you enjoy using shade and that It improves your FSX simming experience as much as it has mine 😊

All the Best

Steve A.K.A Gizmo