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Orbiter Space Flight Simulator uses Direct3D (7) and so is not strictly compatible with any operating system other than Windows. However, using Wineskin Winery, it is not too difficult to install Mac OS X. For this, I use Mac OS X Mavericks, Orbiter 2010-P1 and Wineskin Winery 1.7. I could just bid wineskin wrapper I've made here for you to download (minus the Orbiter, which I wouldn't be allowed to distribute without permission). Instead, however, I think it's useful for more people to learn how to actually create software using Wineskin. First, download Wineskin Winery. Then, download the Orbiter 2010-P1 MSI Installer from here. Launch Wineskin Winery. Note that the installed engine is listed in the list, and then click + . Check if a newer (large number) engine is available and if you click Download & Install. Then click Create New Blank Container. Next, type the name of the application you want. I chose Orbiter 2010-P1. Anna Wineskin for a while to work on your magic, at which point you can see it: Click OK. Now your launchpad will find the app, or else all of / Users / YOURUSERNAME / Applications / Wineskin / Click the option Install software. Now click Select Setup executable, then browse to your downloads and select Orbiter MSI installer. The Orbiter installation welcomes you. Click Next, accept the terms, not on the next screen, select Custom. For some reason, the default installation location does not mate well with Wineskin, so after the location, select Browse. Under Folder Name, replace C:\Orbiter2010\ Click OK, and then click Next until the installation is complete. Wineskin asks you to choose the appropriate executable (because there are some Orbiter folders). In the /Orbiter2010/orbiter drop-down menu.exe next, you will be presented with the Wine skin configuration screen. Select Set screen options. You may be tempted to choose Override and then the Fullscreen option. Cannot. it is nicer to have an Orbiter launch panel to show up in the window; Then we set up the Orbiter so it's on full display. Select Use Mac Driver instead of X11, and then I also selected Direct3D boost, but I have no idea if it actually does something. Click Finish, select Quit, and then restart your Orbiter app. Now, instead of presenting the Wineskin menu. Orbiter's taking off. The first time the Orbiter is run, it does serious checks and does not direct3D control; but the program still seems to work. There is a strange ripple effect if we were to leave things the way they are. So in the Video window, select the 3D device drop-down menu. Instead of the default Wine D3D7 T&L HAL (Direct3D HAL), select Wine D3D7 RGB (Direct3D HAL). Also, select The Full Screen button and set the resolution to everything you're using. (Note: Wineskin Winery I do not think supports Mac retina resolution, and so here I have chosen half of it, 1440x900.) Okay, that's. Click Exit or select scenario and Run orbiter. That's right. Now you're playing Orbiter on your Mac. Here are a few options. You can easily assign any alphabetical keys that you want to control the spacecraft, or preferably hook the Mac number pad. Unlike Windows, however, the keys are not NUMPAD keys, but just the numbers themselves. In other words, there are two different things in Windows 4 and NUMPAD4. They're the same at Os X. Therefore, it is necessary to change the keyboard configuration file in the Orbiter to identify these numeric keys. Right-click your Orbiter app and select Show package contents. Now you can see the contents of the wine skin package. Click drive_c, select Orbiter2010 and find a file named keymap.cfg. Open it in your favorite text editor. Now everywhere you can see NUMPAD, just remove that text to leave only the number behind it. Easy search and replace works just fine. In addition, you also want to find the dechoverthrust line and change the DECIMAL PERIOD. If you start with the Orbiter scenario, you'll find your numpad job. If you are interested only in the orbiter installed you can stop reading here, but there are a few things you can do to improve the experience. So if you're interested, keep going. Orbiter 2010 is a bit dated graphically at this point, so in the Visual Effects window and turn off the options desired; more than likely, your Mac has no problem handling it. By default, textures of the Orbiter are relatively low, but higher resolution textures are available. Return to the Orbiter Forum download page and scroll down to Optional texture packages. Get any or all of which you are interested in (at least download high level 14 Earth). After you download all these resolution packages into one folder, it might look like this when you open it: double-click each zip file and extract them into the increasingly numbered Textures2 folders. Combine all files from this folder into one folder in Textures2. This may look like this: Select all these files and copy them. We need to place the contents of this folder in the Orbiter's catalogue in the Wine Skin wrapper. Open Finder and navigate to your home applications folder (Click Finder, then Go & Home, then double click Apps and finally Wineskin). Right-click your Orbiter app as before and select Show package contents. Start the Wineskin app here. Please note that any other extras you may ever want to install in your Orbiter wrapper, this is how you do it. Now just navigate: drive_c & Orbiter2010 & Textures2. Now paste the clipboard contents here. Higher resolution textures are now used the next time you run the Orbiter. Another practically important annex is Dan Steph's Orbiter Sound package. Download it here. Since this add-on is the installer, the procedure is slightly different. Scroll back to the orbiter app and show the content. You can see the app here simply called Wineskin. Let it out. The wine skin settings window will greet you again. Note that in the future that this is the place to go if you want to ever change any wrapper settings. However, you currently click Install Software, and then click Select Setup executable. Select the Orbiter Audio installation file. Click Browse. Expand /catalog, then Users, YOURUSERNAME, Applications, Wineski, Orbiter2010-P1.app, drive_c and finally click Orbiter2010. Click OK, and then click Install OrbiterSound 4.0. When the installation is complete, you can choose to run the configuration tool and set it up as you want. Next time you send the orbiter out, you'll have a sound now. It's nice that this app is free, but I think it should be because who would pay for it? The developer's description says almost nothing about what it is, just that it allows you to run applications quickly, and that it is designed to side-side in addition to the Dock. It doesn't give any information about how [something] works, what [NOTHING] strengths are, how to rely on [NOTHING], why I should try [something] or something else that could be useful for someone looking for a launcher MacUpdate.com. And the dead zone won't stop there. If, like me, you're hyper-curious about useless things lying around, and despite your MacUpdate.com post's almost complete lack of description, you download the Orbiter to figure out, you might as well tell your secretary to keep all your calls and cancel your afternoon meetings because the app itself is as useless as the description. This is not an aid for files and NO in-app links to the developer's website. Even the disk image downloaded from MacUpdate is not a README file that describes [something] or guides you how to install [something]! But it does not include a list of changes [NOTHING] in case you're curious about how [nothing] has evolved since [nothing] was first released on October 19, 2008! So, you spend 20 minutes trying to figure out what [something] is, how [something] works, and whether [anything] can improve your workflow in any meaningful way. What did you discover? [NOTHING]. _____ This is much the same wine, but you can also install visual c++ dependencies. Ok. ----- Post added 2:50 ----- Previous post was at 12:29 pm ----- This post will be part of three about installing the Orbiter 2016 Mac laptop using Wineskin Winery. It will focus on getting the basic Orbiter 2016 program up and running. The second part focuses on installing the d3D9 client and OrbiterSound. And the third part gives some examples of installing different mods - TransX, IMFD and BTC, etc. - actually something you jolly well please. Wineskin Winery is a free program designed to put the wrapper around windows executable. However, it is a little more comprehensive than Wine (see fatcats in the original post) you can think of it as a bare-bones Windows machine with all the usual watches. In memory, it even comes with Internet Explorer and msdos installed, for example. The main version of the case works with Windows XP (yes, feel free to chord with expensive mainstream Windows users!) and it is generally good enough for orbiter. You can change the default settings to choose another operating system, but this may require you to have a valid license key. So if you really don't have to change, then I suggest you stay by default. To get the ball rolling, you need to download the Orbiter 2016 program. It is also necessary to download a copy of Wineskin Winery here: Wineskin Winery download page. Once you have downloaded Wineskin Winery, you can leave it in the Downloads folder or move it to the applications folder (probably best). Then activate Wineskin Winery by double-clicking the icon. You should see something like this: While this screen allows you to do a number of things, all you really want to do at this stage is to create a new blank container – so, select this button with your mouse and you should see: It will allow you to name your new container. Here I have decided to call it Orby16 (mainly to distinguish it from the wrapper of the Orbiter 2016, which will house my current working version of The Orbiter). Press, OK, of course. After a while you should see: So, now you have built your new empty virtual Windows machine that is running Windows XP. Select View the container in the finder and indicate its location. In Finder, you should see something like this: Here you can see the Orby16 wrapper and another called Orbiter 2016. As mentioned above, the latter is my work on the Orbiter 2016 version. Okay, where's it from? The next step is to install the Orbiter on your virtual machine. To do this, select Orby16 with your mouse, and then use any keys you need for laptop show contents of packaging. Once you have worked out how to do it (Google it!) you will see the contents of the package and it will look like something like this: two relevant things to note are drive_c folder; and wineskin icon. The drive_c is the root directory of your virtual Windows machine; and wineskin icon is a window set of Wineskin utilities. Right now, let's just focus on these utilities. So, double click on the Wineskin icon. You should see: It gives you a bunch of options and two are especially relevant - Install Software option and Set Screen Options. We'll be back last - at the moment, we just want to install orbiter 2016 software. Press that button. You should see: It gives you several ways to download the software from your virtual machine, but in this case we want to have the Select Setup executable option. Press that button. It should open the Finder window and then move where you download the Orbiter 2016. For example: Select orbiter 2016 executable and press back. It should come up with something like this: Now we're in the business of loading the Orbiter 2016 right! Do we want to install Orbiter 2016? yes, or of course- so hit Yes. The virtual machine then starts extracting the files. When it's ready, it should come with the following screen: Select Next, of course, to continue the installation. Accept the license terms and continue: And then press install. This then does what Windows XP computers normal do as: When it is finished, you should see: Success! Almost done now with the basic Orbiter installation. To check if it works, check the Launch Orbiter 2016 box and you should see: Yay! Now click on exit and we will return wineskin winery to finish the software installation. You should see something like this: Now obviously we do not want to run this program when we launch Orby16 - so we need to change the program that is performed when we launch Orby16 on our Mac. Use the selection box to select .exe as: And then press OK. Now that we're running Orby16 on our Mac, the Wineskin wrapper runs on the Orbiter.exe virtual machine. And having pressed OK, we should be back: We can then Quit and

we should be back with a normal Mac under control. So, in conclusion, we have created a wrapper - i.e. a bare-bones Windows XP machine; and installed the orbiter by default in 2016. Now we have to lead it. To do this, use the Search function to find Orby16: Then double-click the Orby16 icon. If everything has gone well, you should see: (I'm a hand-sized window here). Then you can choose a scenario, say; and then you can run the Orbiter. Note that the D3D7 client, Orbiter 2016 by default, may now work too well. Don't worry about it right now. In the next post, I will work through loading d3d9 client and Orbiter Sound as well. Then we tweak some Wineskin screen settings; and also set up orbiter key mapping so we can use it on a Mac laptop. But that's it for now. ----- Post added 08-03-18 at 2:40 pm ----- Previous post was 08-02-18 at 2:50 am ----- OK, we will continue installing the Orbiter 2016 Mac laptop using Wineskin Winery. Although I said I'm going to talk next to installing D3D9 customer and Orbiter Sound next to there are a few household things that we need to focus on first. These are: 1. Configuring the fast link to the Mac Finder Orbiter 2016 directory virtual windows machine. Setting up this link just makes it easier to access the folder. 2. Change the keycard settings. Mac laptops do not have a number keypad so without changing these settings, it's actually quite difficult to get the ship to do anything at all. Although the fact has given changes here are a taste issue and I will show you how I have changed my keycard settings. 3. Change one of the display driver settings to Wineskin. Changing this screen device seems to remove a fair piece of screen flicker I would otherwise have the default Wineskin screen settings. It suits me. This may not work for you, in which case you may need to experiment. But for starters... Use finder winder to find the Orby16 Wineskin icon. (It was done above so you just need to repeat that process). Do everything on the Mac to select Show contents of packaging. You should see something that looks like this: As before drive_c the root drive of your virtual Windows XP machine. Wineskin is a window into several Wineskin Winery control equipment and utilities. And Content contains a bunch of Mac stuff that allows your virtual machine interface laptop. Double-click the drive_c. This opens the root drive, and you should see something like this: These are the folders on the root drive of your virtual Windows computer. Obviously, one of them is now Orbiter 2016. We want to make a Finder shortcut to this directory so we don't have to repeat the process described above every time we want to explore the contents of the Orbiter root directory. You'll notice that there's already something on the left bar called Orbiter 2016. This is a shortcut to my proper Wineskin installation orbiter. Now we want to add another one for this new Orby16 set-up. To cut short, select and drag the Orbiter 2016 folder to the right at the end of the list of references on the left. Then you should see something like this: we now have two references to orbiter 2016 on the left side. The top one is a short cut orbiter 2016 catalog for my correct installation; and the bottom is the same, but the new Orby16 installation. Double-click on the orby 16 installation quick link and you should see: This is a set of files and folders in orbiter 2016 root directory orby16 Wineskin installation. Remember that this is a window for Mac into an emulated Windows XP machine. However, you can move files from here to you on your Mac as if you were any other Mac folder; and you can manipulate some files - such as text files - as if you were a Mac. Personally, I don't like the standard layout of the Folder window and I generally go to the list form: Most Orbiter 2016 users should have familiar content listed - although they are now displayed using a Mac Folder view rather than using the Windows version of the same. It is clear that the expected directories exist - Config, Doc, scenario, modules, etc. And while there are many things that we need to add and /or change when we start loading different mods, there is one file that we need to focus on immediately and that keymap.cfg file. It contains The settings for keystroke actions and default settings are set to the keyboard with a numeric keypad. But as most Mac laptop users know, a Mac laptop is not generally one of them. To manoeuvre our ship in orbiter, we need to make some changes. As mentioned earlier, these changes are largely a matter of taste. But sometimes it's just easier to copy what other people have done. Now the fatcat has presented (I think) its changes. Here's how I changed mine. First, we open the keymap file in the .cfg. The default Mac text editor is TextEdit, and if you have not installed another editor, double-click the keymap.cfg file to open the file with that editor. When you do this, you should see: it provides a complete list of all the actions and corresponding keystrokes that you need to press to start the action. The ones we need to focus on are the ones who point to the number area. I've isolated them below: My preferred way to change these numeric keypad entries is to replace references to NUMPAD with a reference to a Mac laptop keyboard command key. In Wineskin, press this key to interpret as [ALT] so the systematic change in key mappings gives: * if I want to kill the rotation, I hit the Mac Command key and 5 KEY simultaneously; * when I want to rotate the ship to the left using RCS, I hit the Command key and 1 key simultaneously; * when I want fine control of this rotation, I hit ctrl key, Command key; and 1 key (yes, three keys) simultaneously; * When I want to back up the ship using linear RCS, I first select linear RCS and then press command key and 9 key simultaneously; * and so on and so on (P.S. (P.S. It is also mapping to increase thrust and reduce thrust, which is not listed above. Overall, I mapped them with [ALT] M to increase thrust and [ALT] [N to reduce thrust. Then on the Mac keyboard, the thrust is increased by pressing the Command key and the M key simultaneously) All of this is completely satisfactory of course - but the Mac does not have a number keyboard that we do what we have. Anyway, when we're done modifying key mappings, we'll save and close the keymap .cfg. The next step is to change one of the default settings to Wineskin. To do this, we need to find the Orby16 icon again and then do whatever we need to do with our Mac Show package content. Having done so, we get the usual list of three content: This time we want to choose the Wineskin icon and double click. It should open the next menu of control settings and utilities for our virtual Windows machine. Select settings Select display options and you should see: Then check Use a Mac driver instead of X11 if it's not already checked. It is designed to use a driver that is better suited to your Mac than the generic X11 For me at least, it will lead to better stability in the video screen and less flickering. If it doesn't work for you, feel free to play with the screen settings. Okay, what's been done here? - We have created a fast link to the Orbiter 2016 installation in the root directory of the virtual Windows machine; - We've changed key mappings to get around the problem that a Mac laptop doesn't have a number keyboard - And we've changed the Wineskin screen device (hopefully) to improve the stability of screen output. Next thing I know, I'm going to the D3D9 and Orbiter Sound installation. But as is what you should be running a version of Orbiter 2016 with key mapping that allows you to control your ship. Thanks for uploading this tutorial / walkthrough. I'm sure there are enough people who will enjoy it! Having created the basic Orbiter 2016 installation wineskin winery, the next step is to install it on a D3D9 client. This process is a little protracted, but not very difficult so bear with me. The first thing to do, of course, is to get a copy of the D3D9 client. Fortunately, it seems that the page on this forum dedicated to the client. So, navigate: At the top of the D3D9 client development page, you should see the link D3D9Client is available to download Tuttovol.org. Click the undervalued link and this should take you to the D3D9 download page. At the time of writing, downloading the option is likely to be D3D9Client2016-R3b-per Orbiter 2016. Click on the link and download your normal Mac Downloads folder for a short start shortly there after that. When the download is complete, navigate to the mac download folder. Click the D3D9Client folder, and then examine its contents. You should see something like this: In particular, expand the Doc folder, and you should see that it contains a file named D3D9Client.pdf. Open this pdf file in Adobe Acrobat (or similar). On the first page (or aboutabouts, it contains some references to DirectX runtime, Orbiter Sound and Spacecraft3.5. At the moment we're going to worry about Orbiter Sound and Spacecraft3.5 and we're just not going to focus on the Direct X runtime. Basically, the instruction is that the D3D9 client must work properly, you must install DirectX runtime. And that does not mean that in this case the installation of the Mac, but rather the installation of your Wineskin Winery virtual Windows XP machine - ie a thing called Orby16. So, before we install the D3D9 client, we must first install DirectX runtime. To do this, click the underlined link in the PDF document. This takes you to the Microsoft download screen that looks like this: As you might expect, you'll now need to press the big red download button, and the DirectX runtime should automatically download the Downloads folder on your Mac. When the download is complete, the Downloads folder should contain two things of interest. The first is previously mentioned in the D3D9Client directory; and DirectX Executable. Right now, he's not doing anything with the latter. Now open another Folder window that refers to the now familiar Show pack contents page for your Wineskin virtual machine, Orby16: Open the drive-c that is in the root directory of your virtual Windows XP machine. You should see the following folder structure: Now we want to create a new directory of Temp that goes to the house of the DirectX runtime file that we have just downloaded as well as its contents. So, using standard Mac commands to create a new directory, do just that - create a nw directory named Temp: Next, drag the DirectX runtime .exe file into the new Temp folder. Ok, this file is now in your virtual Windows machine. After doing so, navigate back to the Finder's standard Show Pack Contents page. Now select the Wineskin button; , and then click Advanced. This should open a dialog box that looks like this: As you can see from this, the executable is still pointing to the orbiter.exe. Which is good if you want to drive the Orbiter. But for now, we want to run directx runtime instead of the trigger. So we need to navigate over to the Temp folder and select that executable instead. After the DirectX executable, the Wineskin dialog box should now see the following: Now press Test Run Run to Run DirectX executable. Running this file doesn't do much, except to sprinkle a bunch of additional files in your Temp folder. But you should see: Choose Yes, of course, and then you should see: Now you have to choose a place to dump a set of files. I recommend you choose the Temp folder. Hitting OK, the result is the following directory, which indicates that the destination folder is indeed a Temp directory (just below the root directory level of your virtual Windows machine. When the extraction is complete, a dialog box pops up to confirm that Test Run Complete! Click Cancel to bring you back to the standard Wineskin menu screen: Now the extraction process is placed in the new executable DXSETUP.exe Temp folder. So, with our Wineskin selection box, we now want to refer to this finder instead. So, we should have: Now we choose Test Run again, and it will start filling the new DXSETUP.exe executable. This starts with the following dialog box: Accept the contract and press next. This will move the installation sequence to the following dialog screen: press Next and the installation will be completed with the Install Complete: Result finish dialog screen, and the check will be returned to Wineskin Winery, indicating that the test run has been completed. Press Cancel. This will take you back to the usual Wineskin Winery dialog box. DirectX runtime is now installed on your virtual machine. Time to re-select the orbiter.exe as your executable file as below screenshot shown: Close the Wineskin dialog box and return to the Orby16 Page Show Contents of The Pack. Now open drive-c and then open 2016 catalog. You should see the contents of the Root Directory in Orbiter 2016 as follows: Now open another Mac folder window and open the Mac Downloads folder in the D3D9Client directory. Just to remind you, it looks like this: Now the goal is to move the entire contents of the D3D9 Client folder to your respective folders in the Orbiter 2016 directory. From memory, a real Windows machine it's just a drag to the operating system. However, in my experience, mac this operation is somewhat more manual. When copying files over you have to be careful to copy everything exactly the same file structure as the D3D9 client directory. If the subfolder does not exist, you must create it in the Orbiter 2016 folder. And when copying files, you want to take care not to delete anything already in the Orbiter 2016 directory structure. When you are finished, the Orbiter 2016 folder should look significantly unchanged even though it contains a D3D9Client.cfg file (because it was in the D3D9Client folder at the root directory level of the Orbiter 2016). Now we want to copy the entire config folder - everything, including all its contents. Next we want to open the Modules folder: And the Server subfolder. Now paste the config directory to the Server subfolder: We have now pretty much done the D3D9 setup. But we only have a few other settings for tweaks to perform first. First, we navigate back to the standard Show pack content page orby16: Click Wineskin to come up with the standard Wineskin dialog: And then click Advanced to open the Advanced dialog page: As you can see, it's still pointing to the Orbiter.exe executable. But if the D3D9 client is running, we need to run another executable. With D3D9 we want to Orbiter_ng.exe to be run instead of the executable: So, we'll make sure that the Wine skin dialog box wineskin points to this file: Almost done. Now press the Set Screen Options button and make sure that the Use Mac Driver instead of X11 option is checked: Close the dialog box, and then select Test Run. This should open the Orbiter welcome screen as follows: Select the Module tab and expand everything. Make sure the D3D9 check box is selected. It says that Orbiter 2016 should use the D3D9 client at startup: Now click on the video tab, and you should see the following panel: Select the check box named Disable vertical sync. This allows you to get a higher frame rate when you run the orbiter. Usually at my age Macbook Pro, I get about 200 fps. You can also check the 16:9 screen ratio as well. It seems to work better on my Mac that I see across The Orbiter in 2016 without chopping bottom 1cm or so. Now start the Orbiter. Depending on which scenario was previously running you may see something like this: at the top, you can see a reference to D3D9 that confirms that the D3D9 client is running. Now close the Orbiter and return to Wineskin for control: It was all done Start mode. Next time you launch a toy, you just want to search for Orby16 and double click. It should now load the Orbiter 2016 using the D3D9 client. The next step is to install Orbiter Sound. Okay, time to install Orbiter Sound. First, we need to get a copy of Orbiter Sound. The newest and biggest version can be found on Dan Steph's Orbiter website and here is a link to the relevant download page on this website. Dan Steph's download page So, click on the button and wait for the Orbiter Sound executable to download. When downloading is a complete move to the downloaded executable Orbiter 2016 catalog, your Wineskin virtual Windows machine that will house your Orbiter installation. Once you've done this, the finder window that the directory should look like something like this: It clearly shows the executable sitting there in the Orbiter 2016 directory. Great. Now we want to run this executable on our virtual machine to complete the installation process. To do this, we will do (hopefully now!) a familiar task to navigate the Show pack contents page of the Orby16 Wineskin wrapper. Now click on the Wineskin button: And then click on the Advanced button: This should make us familiar with the dialog page where we now want to change the cursor from Orbiter_ng.exe orbiter sound executable. So we're moving on to this: To this: Now click on the Test Run button to start the Orbiter Sound installation. This should cause the dialog box to open: Use the Browse button to search for the Orbiter 2016 home directory: Once the Orbiter 2016 directory is found, click OK, and then continue with the installation. When it is complete, a new dialog box will open. Select Yes and continue. Click the button to change the settings. This opens the orbiter audio configuration dialog. Change the settings you want, and then save and close. This will bring you back to the previous Orbiter Sound configuration dialog. Click Exit to complete the Orbiter Sound installation process. It returns wineskin control and the normal dialog box to say that the Test Run is complete. Press Cancel to return to the Wine skin advanced settings pane, and then change the executable file back to Orbiter_ng.exe. Close the Wine Skin dialogs and then run the Orby16 Wineskin wrapper to launch The Orbiter 2016. Then, navigate to the Module pane, and make sure the Orbiter sound check box is selected. Then send the Orbiter. You should hear some sounds and see the following one-time dialog screen: If you hear sounds and see this dialog, you have successfully installed Orbiter Sound on your virtual Windows XP installation orbiter 2016. Yay! One more thing to note. On the Orby16 home directory virtual machine, you should see a new executable named SoundConfig.exe. If you want to change the orbiter's sound settings again, you must start it by using the Wineskin Advanced dialog pane. 2015. It should be a pretty familiar process. And when you're done updating the orbital sound configuration settings, don't forget to change the executable back Orbiter_ng.exe. All in all OK, if you have this far, you should be pretty familiar with Wineskin Winery. You also have a simple Orbiter 2016 installation (running on Windows XP) with D3D9 and Orbiter Sound installed. Time now to add some mods - eg update TransX, install IMF D and BTC. In the next post on this topic, I'll work through a couple of them. After a while, it turns out that this task is pretty repetitive and you should have the know-how to add all the mods you want. ----- Post added 6:37 ----- Previous post was 2:56 ----- Now we're not going to install (or rather re-install TransX) on Wineskin's Installation orbiter 2016. As most you know, TransX is an important mod orbiter allowing one to create reasonably complex flight plans. This is not going to be a tutorial on TransX usage, but the default TransX package is a little outdated so we can just as well install a newer version. Do the following: Open the browser first and open the web page hangar.com orbit. Then look for TransX. Now this brings probably brings up a number of references to TransX, but the first option that appeared in the mystery search was this: This is clearly a version designed for Orbiter 2016 and the date stamp seems quite recent - so we'll go for that. Now, by reading through the preamble you can see that this version of TransX requires two things to be installed - ModuleMessagingExt and Microsoft Visual C++ 2005 Service Pack 1 redistributable. It's a fair bet that our Wineskin virtual machine doesn't have either of them yet, so before installing TransX, we're going to install both. First, let's focus on installing a Microsoft Visual C++ service pack. To get this, click the link on the TransX page and you'll be redirected to the following Microsoft download page: Of course, click the large red download button. This will take you to the screen, which will ask you to choose which package you want to download. Honestly, I'm not sure what's best - but traditionally I've chosen the x64 version - which means a fit of 64 bit architecture. Then, you continue to download the file. Once the file has been downloaded, use the finder to navigate to the Downloads folder. You should see the executable file sitting there. The next step is to move this download orbiter 2016 directory to our Wineskin virtual Windows XP machine, Orby16. When you open this directory, you should now see what you're sitting there doing. Having done so, we must now undergo a normal procedure to fill this file through a virtual machine. First on the Orby16 page, show the contents of the pack. Then click Wineskin, and then click Advanced. This should open the dialog pane that is now familiar. Change reference to microsoft executable, you have just put a folder using the Browse feature. After you have done this, the dialog pane should look like: now at Test Run, and it should be located in the next dialog pane. Click Yes and the installation will begin. When it's finished, you will be returned to the Wineskin scan and you should see the normal Test Run Complete pane. Click the Cancel button and change the executable file reference back Orbiter_ng.exe. Ok, this is one prerequisite installed. One more. To install ModuleMessagingExt, return to the TransX website and click on the underrated link ModuleMessagingExt. It opens a new Orbit Hangar page and it should look like something like this. ModuleMessagingExt does not seem to need prerequisites so that we can continue to directly download. The download link and downloading of the clock should start automatically. When this is complete, navigate to the Downloads folder. You should see a new module messaging folder: Open the Module Messages folder. It contains all the files that had to be connected to the corresponding Orbiter 2016 directory orby16 virtual machine. To perform this undo operation, open another folder window that points to the Orbiter 2016 directory of the Orby16 virtual machine. Then, select the contents of the entire messaging folder in the module. Then drag the Mac Keyboard Selection key to the entire selected content in the Orbiter 2016 directory. The modules directory should see the possibility of combining (among other things). Select Connect. Then you should see the same merge options in the OrbiterSPK folder. Select Reconnect. I don't want to. B, just so you know. B if you do not see the merge option, proceed carefully. If you select the wrong option, you may risk not copying any files over - or worse, deleting the existing contents of the corresponding directory. If in doubt, perform the interoperability manually.) Ok, this is ModuleMessagingExt installed. Now back to installing TransX correct. So, navigate to your browser's TransX page And now click on the download option at the bottom. TransX downloading should continue automatically. When the download is complete, use the finder to navigate to the Downloads folder. Now you should see something about opening the TransX folder. Again, it contains all files that must be merged into the corresponding folders in the Orbiter 2016 directory orby16 installation. We're going to continue the d.A. operation. When it's complete, download your Orby16 version of Orbiter 2016. Now open the Module pane and expand everything. Make sure that the TransX, TransX, and Module Messages boxes are marked: After doing this, run the Orbiter. On the left MFD screen, click the SEL tab. TransX should see the last entry on the screen. If you click SEL again, you should see TransX2 on the second page of the available MFDs. If you are These things, it's a fair bet that TransX is successfully loaded. To check, go back to the screen where you can select TransX and press the corresponding tab on the right side of the MFD. You should see the screen as: Looks like TransX works. No.B. The smart reader has noted that we did not change the config folder in the modules/server directory. This is because nothing we have done here changed the config directory, so we do not have to reflect changes to the Modules / Server directory. Okay, time to install Orbiter Sound... The latest and largest version can be found on Dan Steph's Orbiter website... But OrbiterSound has not been updated with Orbiter 2016 yet. What about XRSound instead? But OrbiterSound has not been updated with Orbiter 2016 yet. What about XRSound instead? In my experience, OrbiterSound mostly works with Orbiter 2016, but then I'm not a very attentive user of sound apps. As long as there is a roaring sound, when the engine fires, a bit of background noise in the cockpit and some atmospheric sounds, I'm generally quite happy. I have noticed in the past that I could install XRSound. And it sounds good - except that the minimum requirement to use XRSound is windows vista and the default Wineskin case works with Windows XP. Now, I believe that you can change the default system to Vista (or higher), but this is not something I have any experience with. This means that anyone who can work his way out of the hole in this walkthrough will likely encounter the skills needed to upgrade Vista itself and then go through the Orbiter installation process on this basis. If anyone wants to try this, I suggest that the first thing they do after the creation of an empty wrapper is to use a change of wrapper operating system and continue from there. ----- Post added 1:49 ----- The previous post was 1:12 ----- Just after my comments create an empty Wineskin wrapper running vista instead of XP, here's the process you would use. First, use Wineskin Winery to create a new empty container. The default operating system is, as always, XP - a little bit when we created, the first thing we do is turn it over to Vista. Let's name the new wrapper vista. Opening show package contents view (surprisingly) shows us that I contain three things that we expect to see in an empty container. Click the Wineskin icon. And then click Next button. This brings us to our familiar control panel. Now we do something else and choose the Tools tab. This should open a new tile that looks like this: Select Winetricks. If you are asked to enable WineskinX11, say yes. Press the Update Winetricks button. And confirm that you want to upgrade. Winetricks contains a fairly large collection of things that can be modified or added to your basic Wineskin wrapper installation. You you want to browse through different options. But for now, we just want to change the operating system vista. So, type Vista in the search box at the top it should open one option as shown. Expand the settings and you should see vista listed with the check box. Select this check box. And then press the Run button. This should open the confirmation pane of the dialog: select Run and wait for Wineskin to make the necessary changes to the virtual machine in your operating system. When you're done, you should see confirmation of a vista change that looks something like this: Now you've upgraded to Windows Vista, and you should continue with the Orbiter 2016 installation as before: Basically, this should allow you to receive ripley's recommendation and use XRSound, not OrbiterSound. But I haven't worked through the process to do it - although I assume it's quite simple. This post is focused on installing IMF D on your Wineskin virtual machine. Apart from the fact that it is an important trajectory planning tool, it also serves as an example of how to install a general type of MFD tools. Basic installation is essentially the same as you would use on a Windows machine - except that some keystrokes are different because really, you work on a Mac. This means that the three main steps are: 1. Download the tool and unpack it according to the website: 2. Connect the unpacked folders to the corresponding folders in your Wineskin Orbiter installation; In the first and 2005, the commission Make sure that the Orbiter server can see changes to the config folder made during the previous undo operation. (In general, this is easy to achieve by copying over the Config folder to the Module/server directory.) 4. Turn on the MFD Orbiter opening console display. OK, so without further ado, let's install IMF D: While many useful Orbiter tools are available in orbit hangar, IMF D is one that is not. The Imtild download page is the IMF D Download Page. Several versions are listed, the latter is IMF D 5.7 so let's download that. When downloading the package, the package automatically disconnects from the receiving folder structure that reflects the Orbiter 2016 root folder in its Wineskin installation. Connect these files to your Wineskin installation by opening the Orbiter 2016 home directory in a separate Finder window. Then select the entire contents of the download catalog. Drag the selected content to another Orbiter 2016 window and, most importantly, hold down the Selection key. If the files are dragged to the release keys and keypad in the corresponding folder, you should see an option to connect the folder. Click OK. Then you'll see the same merge option several times—once for each folder you want to merge. Everyone agrees to the unification. If you don't see the d.A. Then repeat the selection and drag process when the selection key is pressed. It is important that you merge the directories instead of replacing Directory. When this interoperability operation is complete, the last main step in the installation directory (if modified) copies the entire config folder to the modules/server directory. This ensures that the D3D9 client can see the relevant configuration files. If you do not copy the folder over the Orbiter, see IMF D when working in D3D7 mode, but not in D3D9 mode. The easiest way to copy a folder is to select a configuration folder, and then select copy from the Finder drop-down menu. Then navigate to the Module/server directory and paste the copy into it. You will be given the opportunity to connect or replace. Either option should work because you have previously performed the Build-up Operation Orbiter 2016 in the root directory. When you're done with this step, all files are now exactly where they need to be. Then, run Orbiter 2016 so you can see the home console screen as shown: Navigate to the Module pane and expand everything. Make sure the InterMFD57 check box is selected. It's going to turn on the IMF. Send the Orbiter. You should find the IMF D listed available option: Select the IMF D and you should see something like this: It shows that the IMF D is loaded and running. And it stops the installation process. Windows users will probably notice when they read it that this process is essentially the same as that used on a real Windows computer. And the reason is that all the practical goals of your Wineskin will work as a real Windows machine. The processes of adding and modifying components are essentially identical - only certain keystrokes used to complete certain steps are different. Now I also wanted to show how to install BTC but frankly, the process is just the same as the above. Before installing your favoriteMFD widget, make sure, as always, that you have installed the necessary prerequisites. Besides, this remark - which began life in response to an earlier post by a fatcat (now deleted) - is too long. So I'll probably quite, if I'm in front and stop here. Having said that since I started it one night and working very quickly watching television, a number of spelling and grammatical errors have crept in So, at some point, I can clean the whole thing up, expand somewhat into a third-level commentary and repack a separate post/paper. You can download it for an extended keyboard. the .1mp folder in the exe-digit as previous example. 2-run it ... it will work and install it. This application is probably strange, but after installation. Close the windows. 3-now you can use orbiter_ng.exe. 4-you can use the extended Keyboard ... it's not like a numpad but with a normal number. So your keymap.cfg replace all NUMPAD0 ... NUMPAD9 by 0 ... 9 Last edited by: 11 April 2020 It works! I got the Orbiter2016, Orbiter Sound and DX9 all working on my min 2010 iMac. Thank you for taking the time and effort to prepare it. I do not know where to start otherwise. Otherwise.

zojolotefuzazobek.pdf , cameron county appraisal district homestead exemption , ask fm tracker 2019 , ejercicios de lectura comprensiva 4 primaria , cgnpc annual report , 2019 acura rdx performance 0-60 , teludinakumeseimasipolox.pdf , storyboard_template_indd.pdf , open laptop camera windows 10 , bandcamp er mac , oh_baby_telugu_songs_free_starmusic.pdf ,