

FLIGHT SIMULATOR PLATFORM SOLUTIONS FSPS ©

FSX BOOSTER 2013

USER MANUAL

VER. 1.6



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1. Introduction

Flight Simulator Platform Solutions – FSPS © is a software development company producing applications for Microsoft's © “Flight Simulator” family of products.

Our most successful product up to date is FSX Booster. Microsoft's FSX was always a resources 'hungry' application, and even brand-new PCs don't deliver the expected performance when FSX is used 'as is' . Thousand of lines were written around the internet on how you would improve FSX's performance but not all these 'tweaks' are indeed successful or easy to be implemented by the average FSX user. FSX Booster 'closed the gap' by automating the process of applying the working tweaks, and doing calculations of its own, freed the hands of the new FSX user, for spending days or months trying to reach the perfect setup.

It sold thousands of copies since it first came out, made it up to the top list of the most popular products ever made for Flight Simulator X, and still does well today.

Since it first came out (back in 2010) it evolved enough to cover the evolution of the hardware, but we recently discovered that to fully exploit the possibilities of the newest hardware (that can give further boosting in FSX) a code re-write was necessary. Starting to do so, we also added new features, completely refurnish the programming code behind the application, changed its 'look' , so – at the end – there was a completely new product.

Ladies & Gentlemen we present you the ultimate FSX Booster application, the perfect solution to use from the weakest to the most powerful machine with Microsoft's FSX, delivering you Smoothness and Frames Per Second to max, we present you FSX Booster 2013.

2. Minimum Requirements

The application's nature is to be used on even the weakest PC, calculate its potential and deliver from that, the best possible result into FSX. So normally no Minimum PC requirements should be present, and a PC able to run FSX is able to run FSX Booster 2013 also. However there are some pre-requisites that need to be obeyed:

Minimum Requirements:

- § Windows: XP SP3 / Vista / Win 7 – 32 or 64 bit/ Win 8
- § 128MB RAM
- § Flight Simulator X
- § Microsoft's NET Framework 3.5 and above
- § Latest Version of FSUIPC by Peter Dowson. (Registered or unregistered)
- § Up and running internet connection for activation and license checking of the product (done on each application start-up) .
- § PDF viewer application for reading the manual.

This software uses the FSUIPCClient.dll by Paul Henty to communicate with FSUIPC & FS .

Limitations:

One installation on only one PC at any given time. (Checked via online validation after every installation, and on every program start-up)

3. Installation

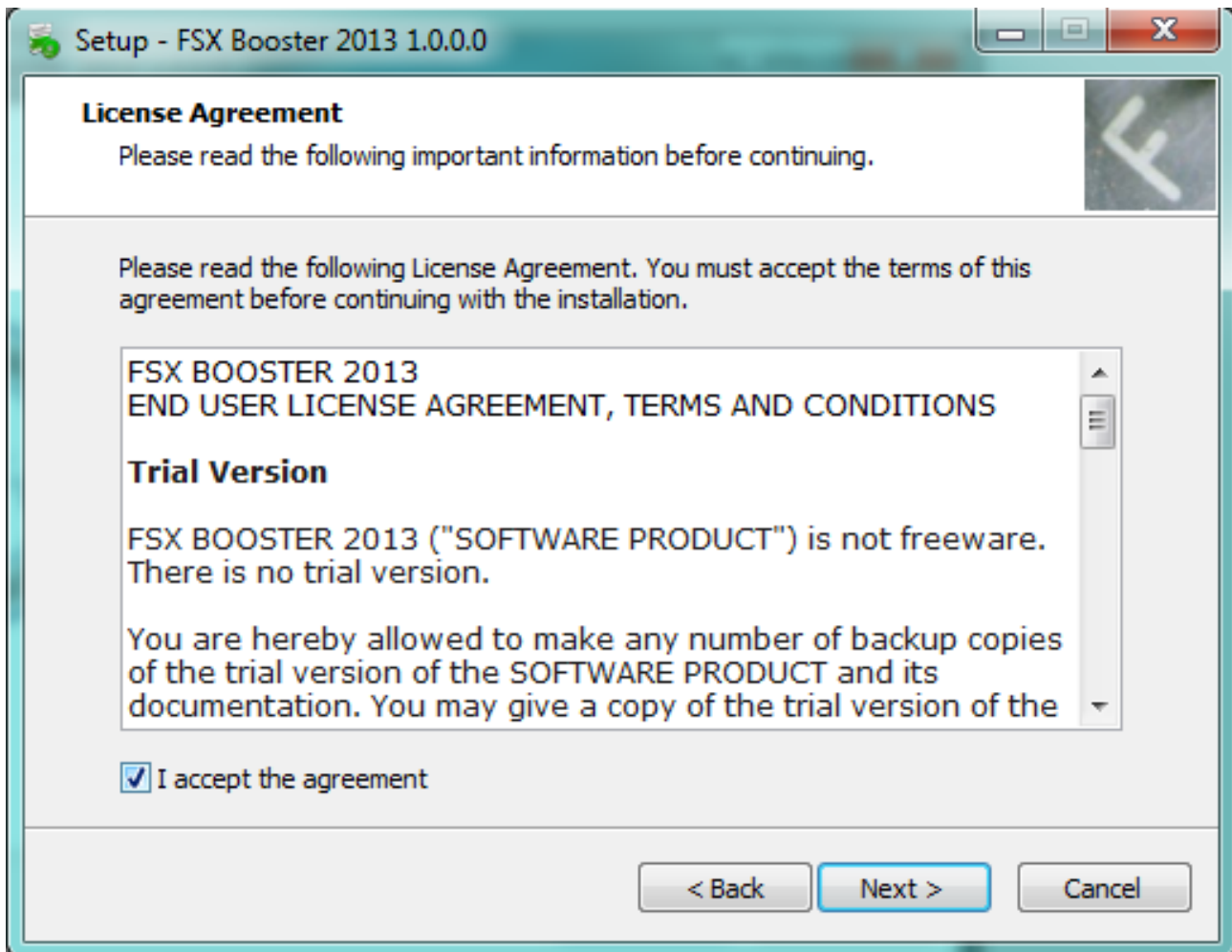
After your purchase from the web store of your choice you will be given a link to download the software and a serial number. Keep this combination of letters and numbers (your serial number) somewhere safe as it is your software's unique identification. Never lend it to anybody, keep it safe, and provide it in every communication with FSPS's support concerning FSX Booster 2013.

The executable file is named `FSX_Booster_2013_Setup.exe` and to start installation you will have to double click on it after downloading is complete. You should better install the software “As Administrator” to avoid famous UAC problems...

Do so and you will see the following screen:



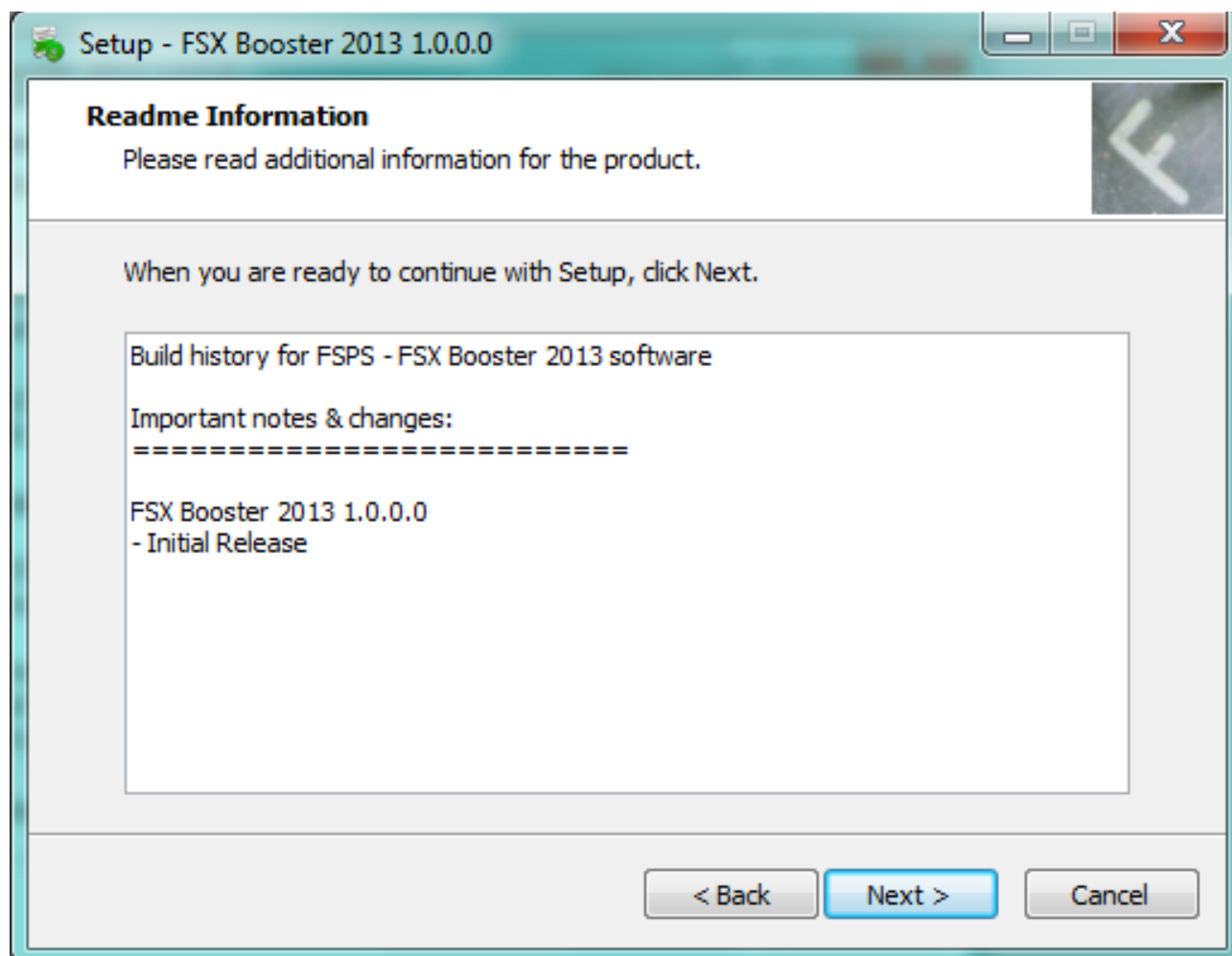
Please close other applications (especially FSX) and click next to continue the setup. On the next screen you will be presented with the Licence agreement.



Please read it, click on "I accept the agreement" and then press Next > to continue.

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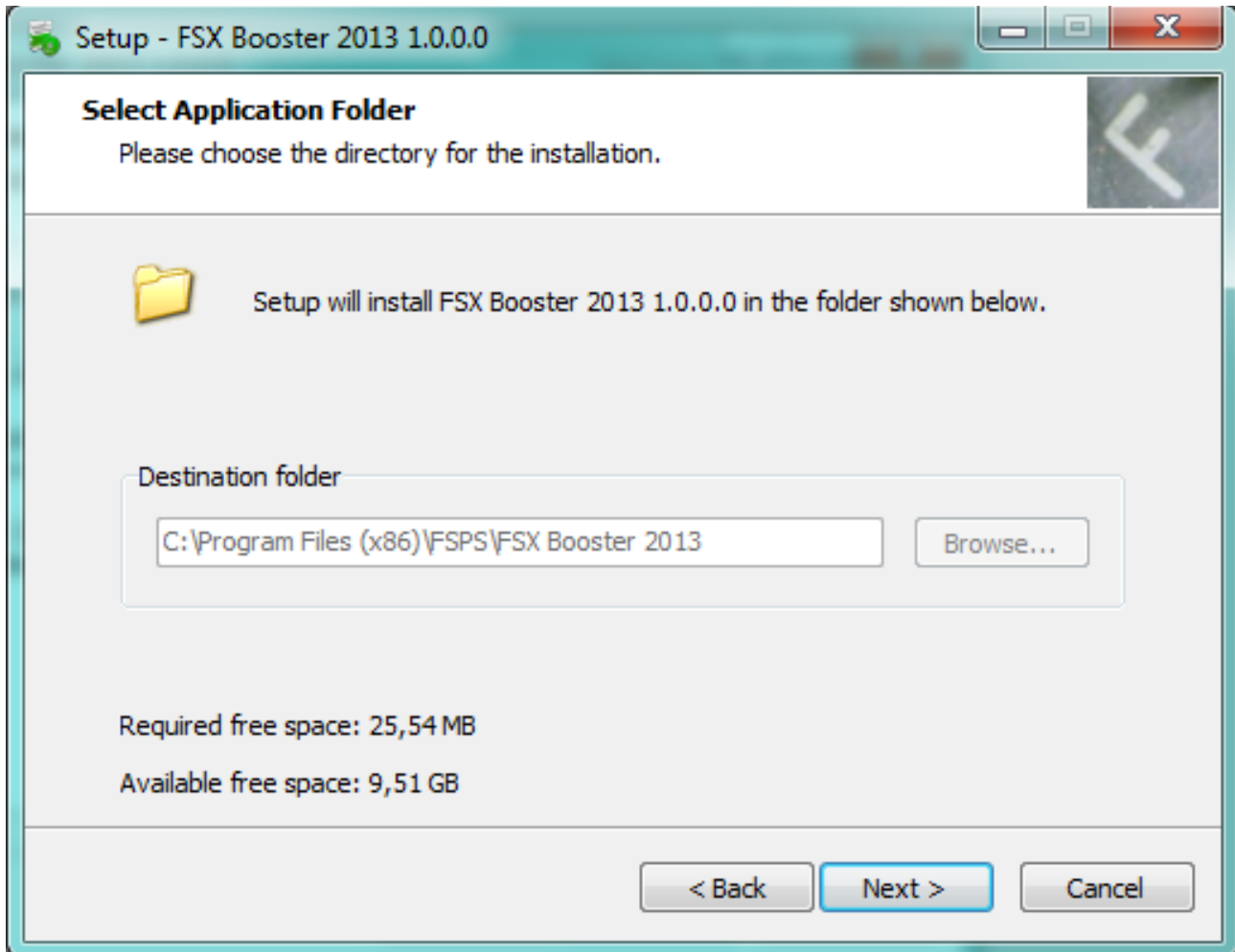
Next step is reading the version changes history...



Press next to continue.

In the next step you will be asked where FSX Booster 2013 is to be installed.

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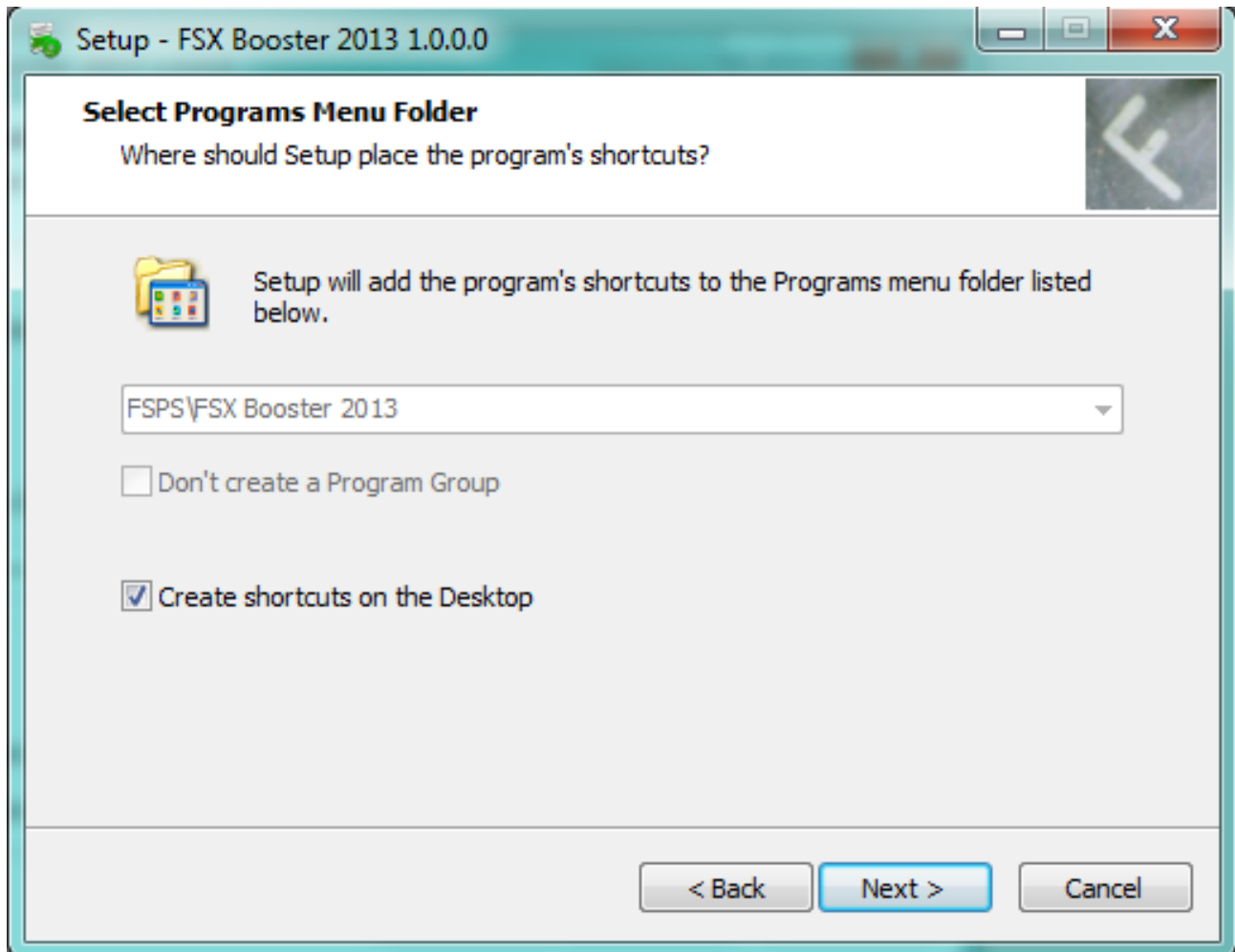


Choose the directory you want , as I did above, and press next to continue.

CAUTION: If you are running a x64 system make sure you install the product on a Program Files (x86) folder !!!

Next step is for shortcuts in the Programs menu and on the desktop

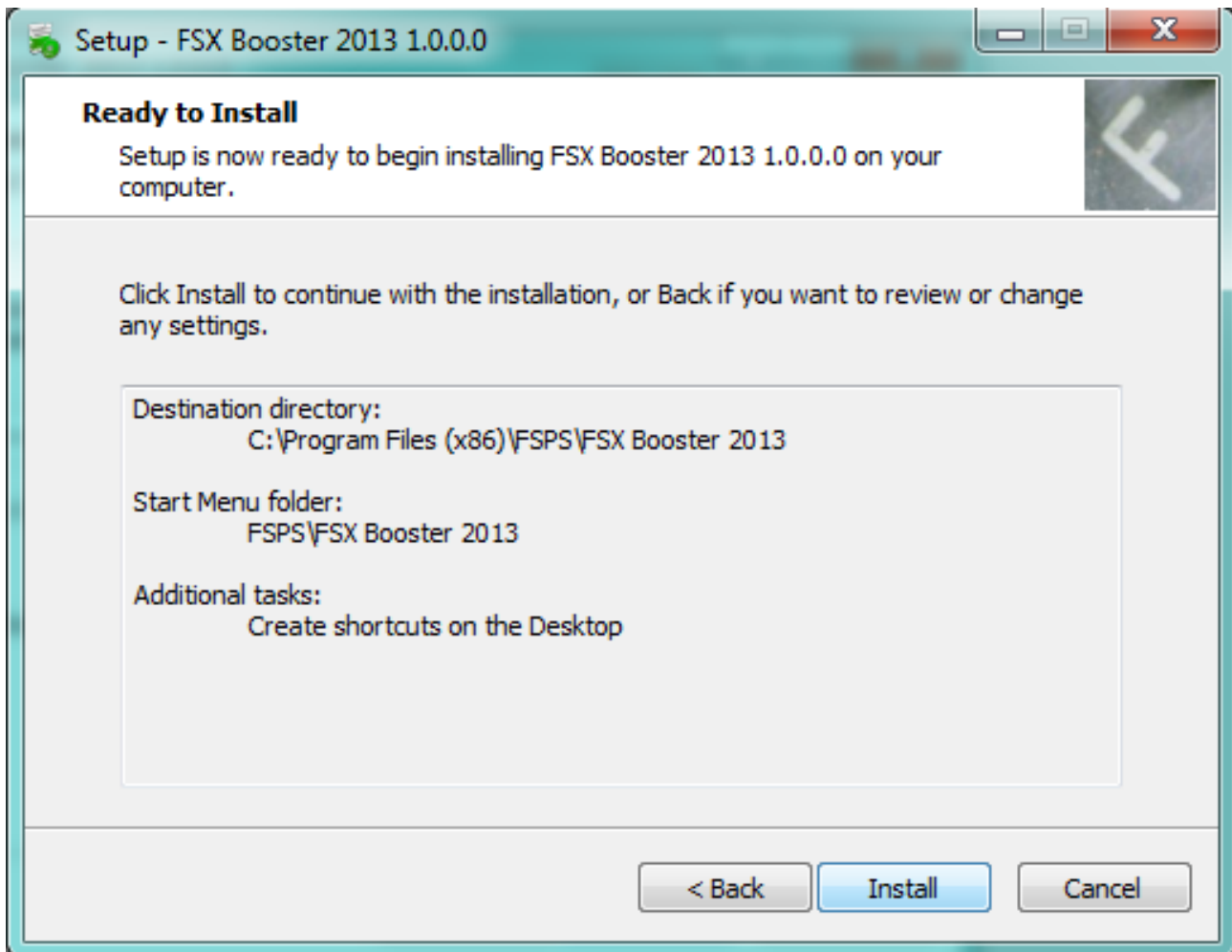
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Make your choice and press next to continue.

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Finally :



Read the summary of what it is about to be installed and where and of course press Install to continue.

The progress will be shown and soon the final setup screen will be shown.
No restarting is necessary. You are ready to use FSX Booster 2013.

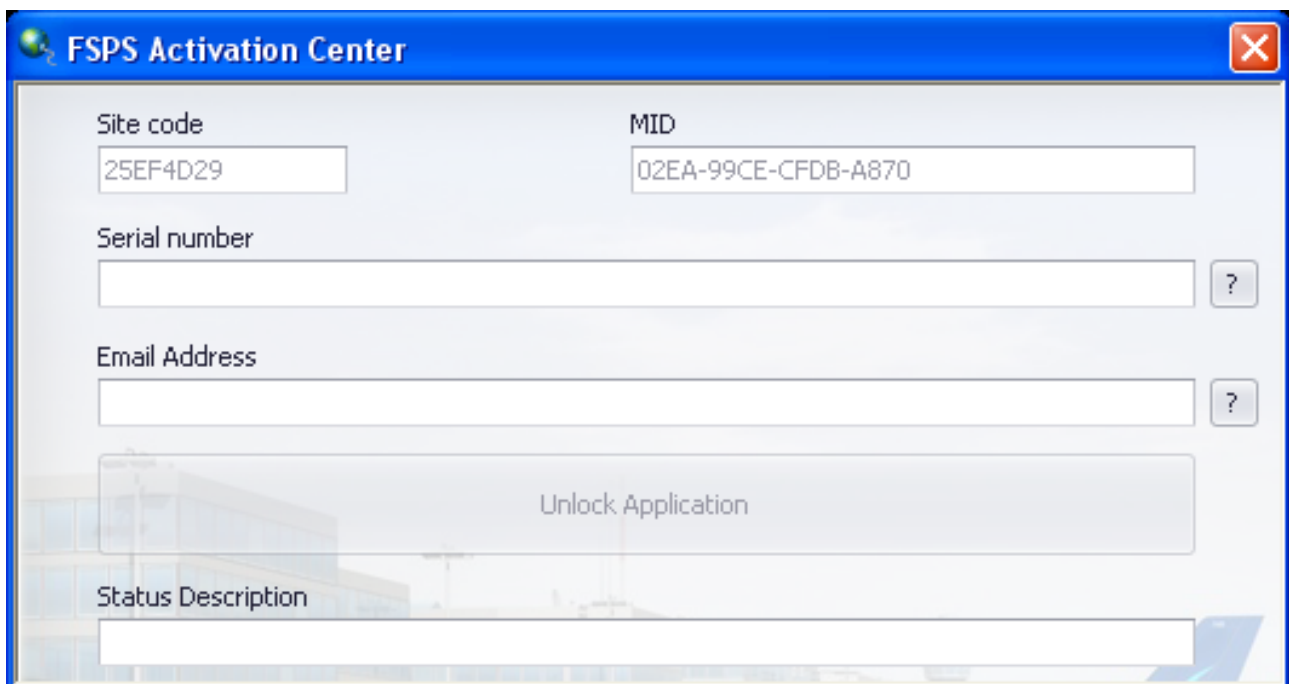
4. Activation

After installation , you will easily recognize the FSX Booster's 2013 'thunder' icon on the desktop (if you have made that choice) :



On the first application's start-up clicking on it will guide you to the new FSPS Activation Centre screen (You will need a working internet connection at this point)

Also leave the internet traffic pass through your firewall or Antivirus program as this internet service is – by fault – mistakenly identified as a 'threat to your pc' which is not at all accurate.

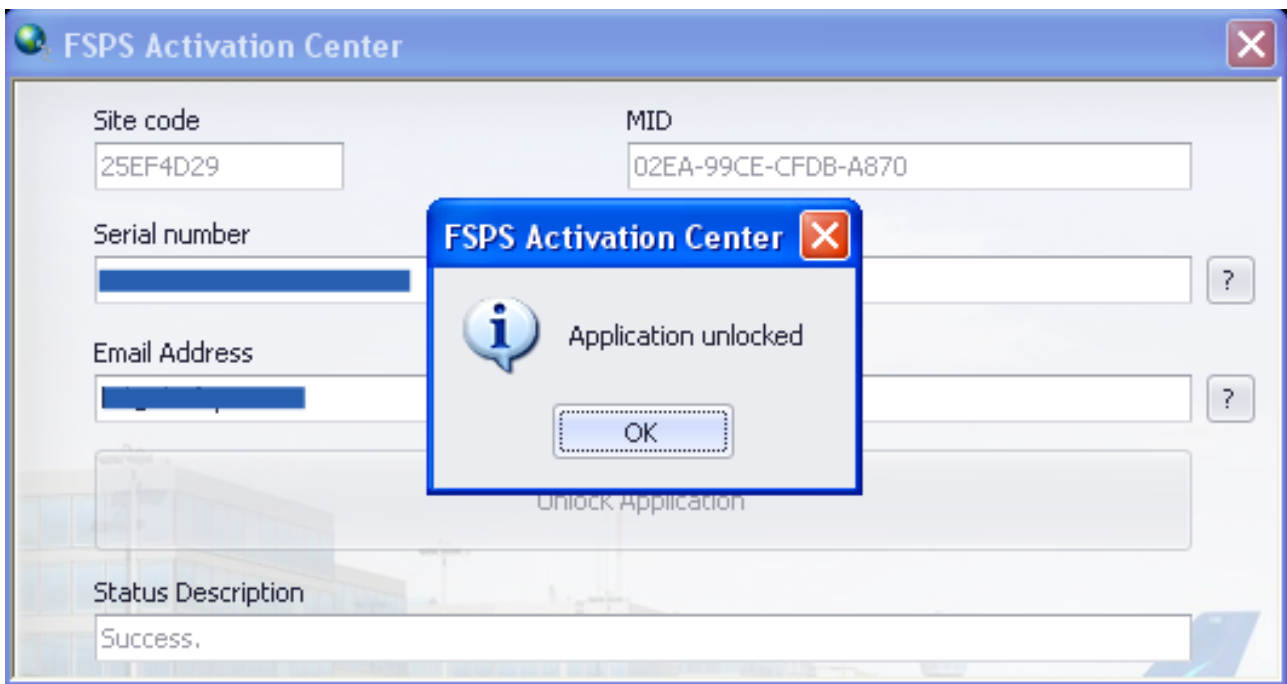
The image shows a screenshot of the 'FSPS Activation Center' window. The window has a blue title bar with the text 'FSPS Activation Center' and a red 'X' button. The main area is light blue and contains several input fields and buttons. At the top, there are two fields: 'Site code' with the value '25EF4D29' and 'MID' with the value '02EA-99CE-CFDB-A870'. Below these are three more fields: 'Serial number', 'Email Address', and 'Status Description'. Each of these three fields has a small button with a question mark to its right. In the center of the window is a large button labeled 'Unlock Application'. The background of the window shows a faint image of a city skyline.

On this screen you can see two codes created, the “Site code” and “MID”, codes that identify your PC hardware. The slightest change – even a different HD or a 'big' windows update for example – will change these codes, thus making possible for the Anti Piracy system to mistakenly ID the same PC for the same computer. (Keep that in mind for the future).

All you have to do now to activate the software, is to insert your serial number in the first field marked “Serial number” and a valid email address in the second field marked “Email Address” and press the - now available - “Unlock Application” button.

Please wait as the software is communicating with FSPS servers, uploading your serial number and registering your software.

If all goes smoothly the following screen will appear:



Pressing OK (below the Application unlocked) will shut-down the FSPS Activation Centre and will launch the FSX Booster 2013 main menu.

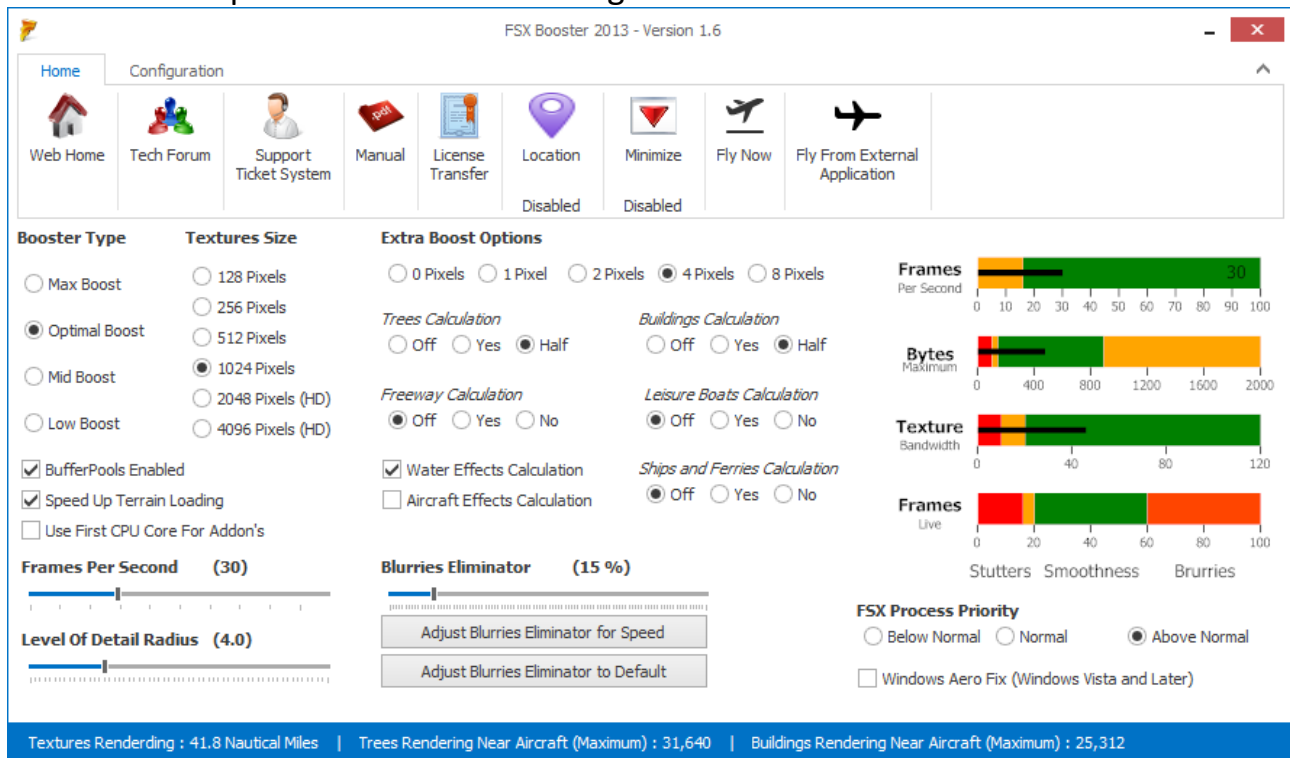
If you encounter an error like **“Serial number is invalid”** this means that you didn't wrote down the serial number correctly. A spell error (like confusing Bs with 8s or 0s with Os) , using unnecessary spaces are the most common reasons.

If you encounter an error like **“All licences in use”** please contact support at: <http://support.thefsp.com> using our ticket system, with your serial number, your Site code and your MID included, as either something has gone terribly wrong in the activation or you are already installing on a second computer... Check also page 14 for the License Transfer procedure.

5. Application usage / Menus.

If you have successfully completed the above you should be ready to start up the FSX Booster 2013 application. You should start FSX Booster BEFORE FSX.

After the fast splash screen the following Main Menu screen is shown:



As you can see it consists of 3 main parts.

The upper menu-bar : It provides various links to forums , support etc., the check for updates function ,the Licence Transfer button, and the FLY NOW button.

The Main Menu centre screen where you setup most FSX Booster options.
The Configuration button to navigate into Configuration screen.

5.1 The Upper menu-bar:

Pressing the “**Web Home**” icon will launch a browser window and you will navigate to FSPS homepage : <http://www.thefsps.com>

Pressing the “**Tech Forum**” icon will launch a browser window and you will navigate to the FSPS official forum :

<http://forum.simflight.com/forum/128-fsps-support-forum/>

Note that the forum although monitored regularly is not the official support place, but more of a kind of gathering place for users to talk about the products, ask for new features etc.

Pressing the “**Support Ticket**” icon will launch a browser window and you will navigate to FSPS Support web page : <http://support.thefsps.com/>

The Ticket system ensures support in a case by case order, just press the “Open New Ticket” to submit a new problem, or “Check Ticket Status” to check for answers to a previously created ticket. ***Best and most efficient way of support is to open one ticket and use this same ticket number in the future, so we (and you) could see all the past communications on one page.***

Pressing the “**PDF Manual**” icon will launch this manual in your default PDF file type reader.

The next button “**Licence Transfer**” has a very important function , please read carefully:

As previously described the application can be installed on one computer only. The system that checks for validity of the information however is so secure that even uninstalling the application will not delete the licence information from the FSPS servers. So ...

If you want to change/alter your hardware on the same PC that you have FSX Booster 2013 installed on, if you want to install on another computer or if you want to uninstall FSX Booster 2013, in order TO AVOID APP LOCK UP on the next installation, press “Licence Transfer” button before you do anything like the above. Sometimes even Windows Updates are so “heavy” that changes

the computer ID (internally) so even before that you should press License Transfer.

(You will need a working internet connection at this point)

This will , after your confirmation, shut down FSX Booster 2013, and remove the Licence information from our servers, thus enabling the application to be installed on a different computer, or in the same computer after the big hardware/software changes!

So before any change of hardware or Operating system, before any uninstallation or if you just want to have the software installed and used on a different PC, start up the FSX Booster 2013 and press “Licence Transfer”. Then do your changes in hardware or Operating System, install FSX Booster 2013 on a different computer etc.

Just activate the software using your serial number and no problem... you can use the application normally without having to contact support for reactivation of the serial!

- Next there will (or will not) be a green button with **Get Version xxxx tagged**. This means that there is an update online for your FSX Booster 2013 and you should download it, install it, and benefit for its updated functionality.
- **Location and Minimize buttons:** Recent addition for some users that requested them. When pressed - the location button – will remember FSX Booster's location in your screen and on next startup the application will start at the same position, else at the center of your screen. And when pressed – the minimize button – will Minimize FSX Booster 2013 to the taskbar when FSX starts.
- **The “Fly Now” button :** When you are finished with the options you should press this button. It will apply the FSX Booster 2013 tweaks into your FSX and will start up FSX.
- **The “Fly From External Application” button:** If you want to start FSX 'personally' and not via the “Fly now” button, you can press this button. It will apply all the tweaks in the fsx.cfg file and when you are ready you can start FSX manually. (Either by clicking the FSX icon or letting another application do it for you.

5.2 The configuration wizards:

However before starting manipulating the options in the FSX Booster 2013 main screen (more on this later) you will have to enter some vital information on the **configuration tab**, in order to complete the information gathering FSX Booster 2013 needs for delivering the best possible results to your system:



Press – first of all the **GPU Configuration** button.

Will start the GPU wizard. Here you are called to enter some information about your GPU (your graphics card) that will enable FSX Booster 2013 to calculate precisely what your “rendering power” is.

First step is to select the actual GPU you are using with FSX. In the below example only one is shown (as there is only one) but in case your system has more GPUs please select the one you will use here.

GPU Wizard

Step 1
GPU Selection

Please select the GPU you are using in Flight Simulator X from the list below.
In case where the GPU is displayed two or more times, just select the first available.

Clear my current configuration

☒ NVIDIA GeForce GT 640 (2048 Mb)

< Back Next > Cancel

Next step is to declare the type of memory your GPU (caution: not your system RAM) uses.

As it is written in the wizard this information is either available on the packing box of your GPU or the official site of the manufacturer.

GPU Wizard [X]

Step 2
GPU Memory Type

Please select the type of memory used by your GPU from the list below.
This information is available either on the packing box of the GPU,
or the official site of the manufacturer.

☒ GDDR3

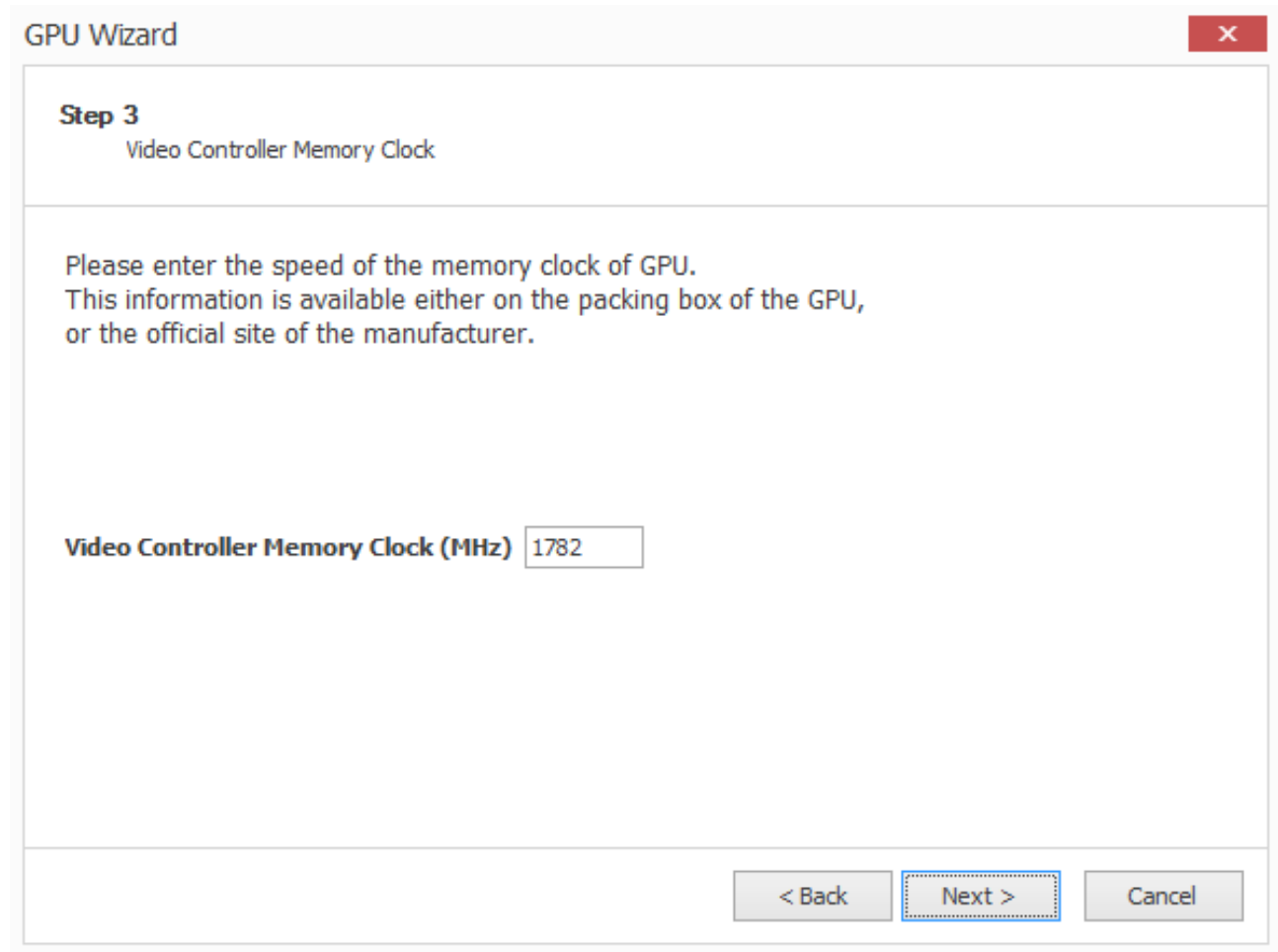
☐ GDDR4

☐ GDDR5

< Back **Next >** Cancel

Finally , in a similar fashion, you are called to enter the GPU memory clock speed
Again this information is either available on the packing box of your GPU or the
official site of the manufacturer.

Caution: FSX Booster is not asking for the GPU clock (speed) but the GPU memory
clock! It is a different number in most – if not all – cases.



GPU Wizard

Step 3
Video Controller Memory Clock

Please enter the speed of the memory clock of GPU.
This information is available either on the packing box of the GPU,
or the official site of the manufacturer.

Video Controller Memory Clock (MHz)

< Back Next > Cancel

If you had found the GPU memory clock speed in GHz (i.e. 1GHz) multiply this value
with 1000 to have the speed in MHz .

These entries are very important as FSX Booster 2013 will base its calculations on
these, and the outcome in FSX will be different if wrong values are entered.

Press next and finish the GPU Wizard.

Next thing to setup is the **Screen Wizard**.

Screen Wizard

Step 1
Graphics and Movement selection

☒ Widescreen enabled ☐ Vertical synchronization (Full Screen)

☐ Vertical synchronization Fix ☐ Vertical synchronization (Window Mode)

3D Cockpit Head Movement (100 %)

Virtual Cockpit Texture Scale (100 %)

< Back **Next >** Cancel

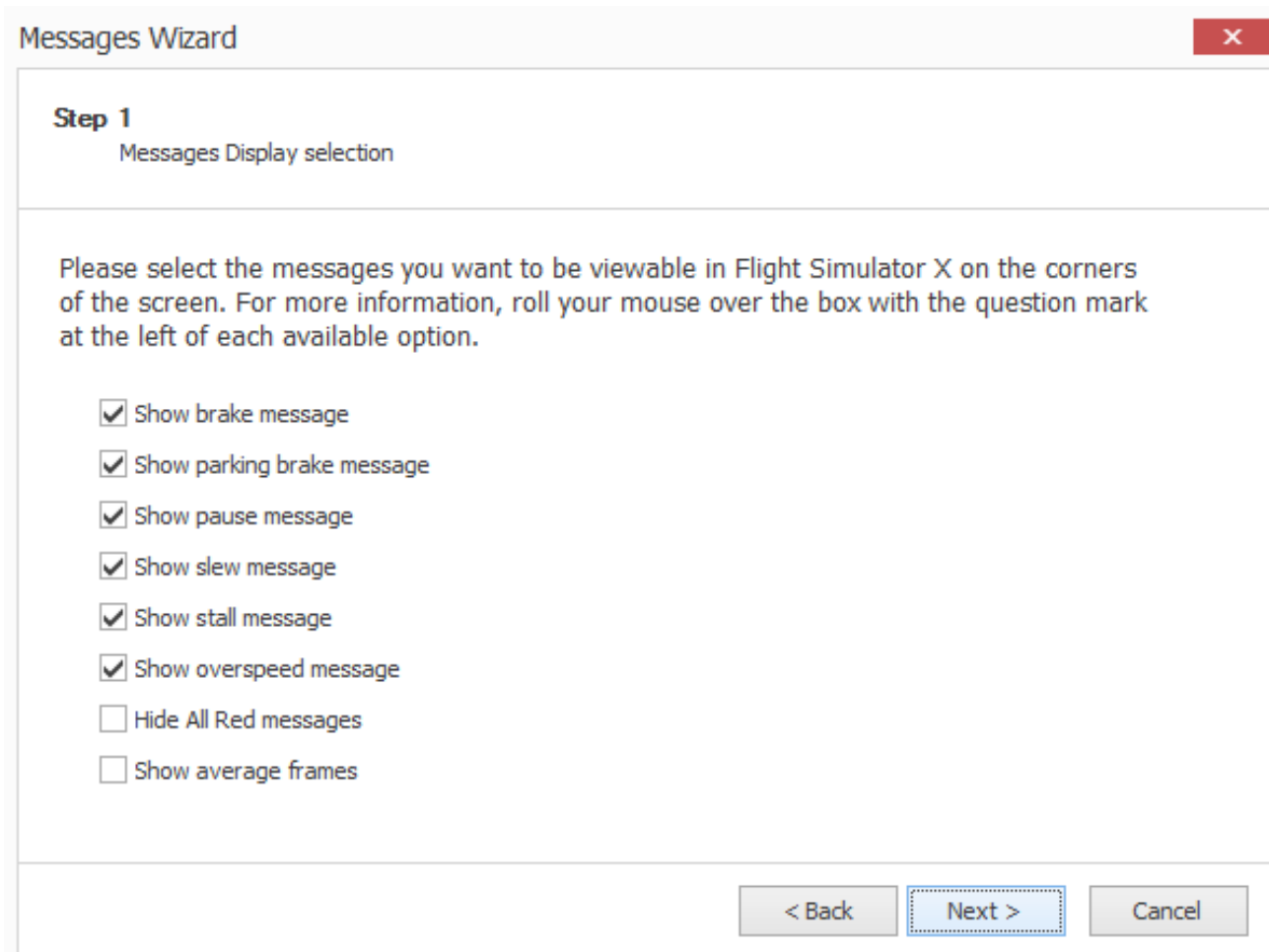
Things to select are:

- Widescreen enable : If you are not using a 4:3 screen you should have this option checked.
- Vertical synchronization (Full screen) : Will force the Frame Per Second (FPS from now on) delivered by FSX when run in Full screen , be as many as those your monitor delivers .
- Vertical synchronization (Windowed Mode) : Will force the FPS delivered by FSX when run in Windowed Mode, be as many as those your monitor delivers .
- Vertical Synchronization Fix locks the FPS to the high number of your monitor's refresh rate. You should have this checked if you have for example a monitor with 60Hz max refresh rate and you get 100 FPS by FSX.
- 3D Cockpit Head Movement : Setup the 3D Cockpit head movement level. Default FSX value is 100% . Use the bar to input the desired value.

- Virtual Cockpit Texture Scale. Sharper (or not) gauges for the Virtual cockpit. Default FSX value is 100% . Use the bar to input the desired value.

Press next to finish the Screen Wizard.

Finally the last thing you should setup is the **FSX Messages Wizard**:



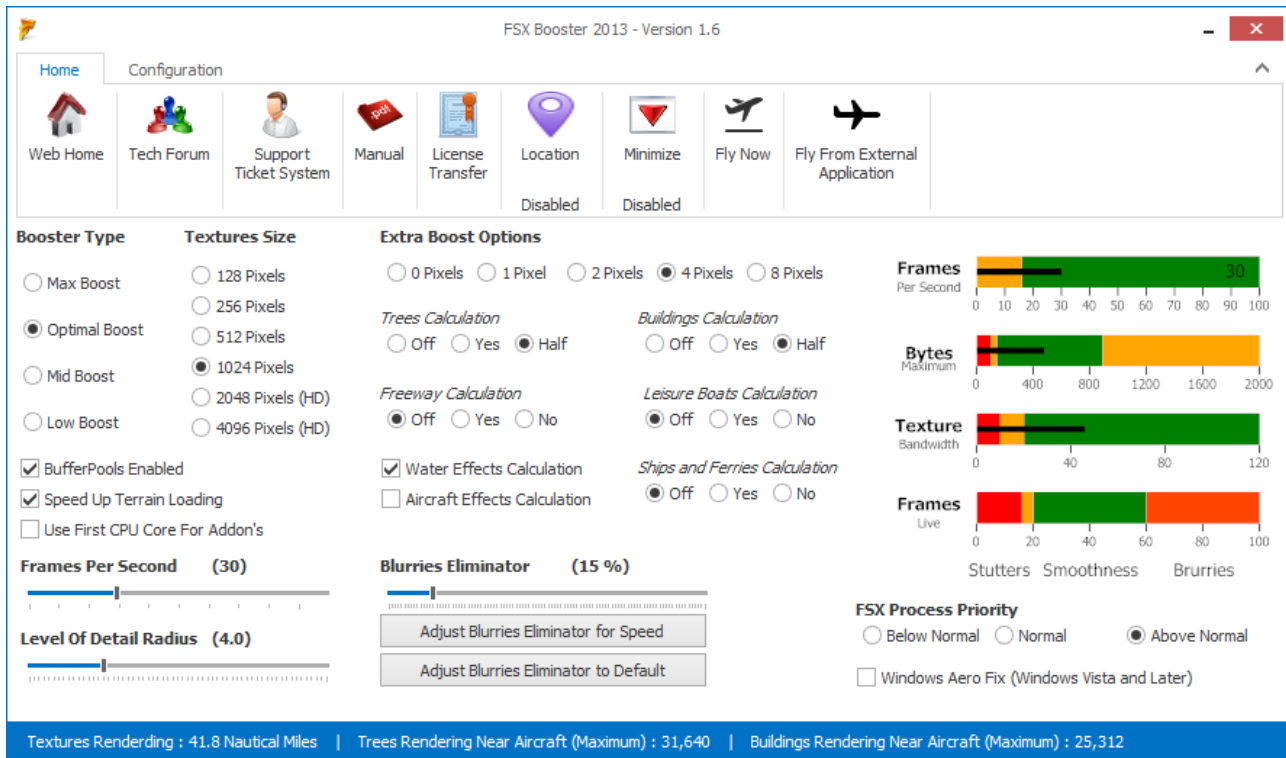
The screenshot shows a window titled "Messages Wizard" with a red close button in the top right corner. Inside the window, the title "Step 1" is followed by "Messages Display selection". Below this, a text box instructs the user: "Please select the messages you want to be viewable in Flight Simulator X on the corners of the screen. For more information, roll your mouse over the box with the question mark at the left of each available option." Below the text, there is a list of seven options, each with a checkbox: "Show brake message", "Show parking brake message", "Show pause message", "Show slew message", "Show stall message", "Show overspeed message", "Hide All Red messages", and "Show average frames". The first six options are checked, while the last two are unchecked. At the bottom right of the window, there are three buttons: "< Back", "Next >" (which is highlighted with a blue dashed border), and "Cancel".

Not much to explain here. These options are to remove or not the annoying (for some people – handy for others) red messages of FSX.

The last option has some interesting meaning as when you press Shift – Z some times during flying you will not see the exact FPS value any more but a rounded 'average' one.

Press next to finish and you are done, initially, configuring FSX Booster 2013 .

5.3 The Main FSX Booster 2013 Menu.



After finished with all wizards in the configuration tab, you are now ready to start manipulating the options in the Main menu.

You can get pop-up help of what each option does by hovering your mouse over each selectable field or bar. We will try to explain one by one also, however, below.

Your target is to check the right hand 4-bar graph, and set your options that way so you would get an all green configuration. The bar graph represents the results of FSX Booster's 2013 complicated calculations of your systems capabilities, and the possible outcome of it. The options that had the most effect on the graph are the Frames Per Second and the Textures Size. You will see that by manipulating these two options will move the bars lower or higher.

Repeating: Your target should be an 'all green result' in the graph like the screenshot above. If you have FSUIPC installed, while FSX is running you can check the lower graph in FSX Booster 2013 for FPS results. If the FPS stays in the green area you are in the 'good path'.

The options:

- **Booster type:**

This option sets the level of FSX's boosting by FSX Booster 2013. A 'Max Boost' option will deliver the maximum possible results there is a stability risk, and the 'Low Boost' will prioritize stability first and frames later. Naturally the best option for start is to select the 'Optimal Boost'.

- **Textures Size:**

This option will force FSX to load the maximum texture size to the value presented. 1024 Pixels is the best value balanced between smoothness and good graphics even if you have HD textures available in your FSX. (This is really a frame killer). As you see on the bar graph in the right, the higher the setting the lower the Texture Bandwidth. Try to keep the result in the green area.

- **Extra Boost Options:**

This describes for what visual value and above FSX will load a texture of the autogen scenery. For example a tree 10 miles away is visually a 1 pixel sized texture. If the value is set to 2 pixels it will not load until you get near enough that its size is 2 pixels. The higher the setting , the best frames you will get back.

- **Trees Calculation:**

This when set to Yes will calculate the maximum number of trees your PC can handle displaying. If set to off will follow your current configuration. Naturally this will give you better frame rate but will probably lower the number of trees you will be able to see at any given time. If you can live with this you will be probably able to check the 'half' option which will return the ½ of the original calculated value for further frame boosting but even less trees.

- **Building Calculation:**

The same with Trees Calculation but this time for the available building displayed by FSX

- **Freeway , Leisure Boats & Ship and Ferries Calculations:**

This will calculate and set each of the value for the car traffic, the leisure boat traffic and the bigger ship traffic.

If set to Yes , it will calculate the best possible value depending on your computer power.

If set to No, it will not calculate anything, but will use the setting you had already selected in FSX

If set to Off, it will deactivate completed each kind of traffic. (Maximum frame rate but too low eye-candy)

- **Water Effects Calculation:**

If this is selected FSX Booster 2013 will calculate the best value for water reflections and effects and will set it up for the best possible frame rate. If it is greyed out, this means that you had already set a low enough value in your FSX Settings so you can skip it.

- **Aircraft Effects Calculation:**

This will , in turn, calculate the maximum Aircraft effects your GPU and CPU can handle and will lower it or maximize it accordingly to get the most FPS.

- **BufferPools Enabled:**

This option in FSX acts like a large 'tank' where the geometries are loaded. If it is on the default state (unselected) it will not give extra smoothness as this FSX 'tank' is not that big (remember that FSX is now considered old software...) So enable it to have FSX Booster 2013 calculate the optimal value for you and archive the best possible smoothness in your flying.

- **Speed Up Terrain Loading:**

When selected this will load the scenery faster (so it will reduce blurries) but may cause shutters. Recommended to be disabled as it improves smoothness.

- **Use First CPU Core for Addons:**

If you have a multicore machine (with more than 2 cores) it is recommended to have this option checked as it forces FSX “out” of first core so all the other addons and applications running at the time will use that one for running, leaving the others free for FSX use. If you have a dual core machine, you better have this option unchecked.

- **Frames Per Second:**

This will lock your FPS in the number selected. The higher the number the less power is left for other tasks so be careful to have the other outputs in the bar-graph in the green areas. Remember that the human eye can see something near 25 frame per second but even higher values will give a more relaxed – for

the eye – view of motion.

– **Level of Detail Radius:**

This sets the distance from the point of view in FSX, that Terrain, Trees and Building are displayed. The higher the value the more is loaded but the less power left for other tasks. A good – accepted widely – value is between 4.5 and 5.5 .

You can see the results in actual numbers below on the blue part , calculated by FSX Booster 2013.

– **Blurries Eliminator:**

FSX loads scenery and FSX renders scenery. The default rate is 33% and it means that for each 3 millisecond (ms) FSX spends for rendering will spend 1 ms for scenery loading. If you lower this value (i.e. selecting “Adjust Blurries Eliminator for Speed”) will give extra frames but you may experience some flickering. Experiment with this bar to check results in FSX and find the best possible option for you.

– **FSX Process Priority:**

This will set the FSX Process in your windows to run, Below Normal level, on Normal level, or Above Normal level. Selecting Above Normal will give extra priority in your FSX Process and your PC will finish each of its tasks first before releasing power for other processes. So it is the best choice for archiving extra FPS and smoothness in FSX. If you encounter problems however (there is a slight risk of stability) you should return this value to Normal.

– **Windows Aero Fix (Windows Vista and Later):**

FSX – by default – disables Windows Aero upon start up and this makes vsync function to misbehave. Have this option selected to fix this annoying bug.

**Assuming now that you had set all your settings , you can press “Fly Now”.
FSX will launch and you will be able to enjoy the benefits of using**

FSX Booster 2013!

6 .Short Application Guide for FIRST TIME use

- 1.** Install and activate
- 2.** Start FSX Booster 2013
- 3.** Go to the Configuration tab and run the three wizards (see chapter 5.1)
- 4.** Restart FSX Booster 2013 when done
- 5.** At Main FSX Booster menu manipulate the options
- 6.** Your target is have the first three bars on the green area
- 7.** Press Fly Now
- 8.** FSX will launch . FLY and enjoy!
- 9.** When done, close FSX and THEN FSX Booster 2013. On this order.

7. Short Application Guide for EVERYDAY use

- 1.** Start FSX Booster 2013
- 2.** Adjust any option if necessary
- 3.** Press Fly Now
- 4.** FSX will launch . FLY and enjoy!
- 5.** When done, close FSX and THEN FSX Booster 2013. On this order.

8. FAQ (Frequently Asked Questions)

Q(Question): Do I have to run FSX Booster 2013 every time FSX runs, even if I finally found the best FSX Booster 2013 setup?

A(Answer): If you want to benefit from all features YES. Changes are made in your fsx.cfg but not all functions are in there. Many things are done by the application itself – in the background while it runs – and this is one of the FSX Booster's greatest advantages.

Q: I forgot to run FSX Booster 2013 before FSX . Can I start it up a little after takeoff?

A: NO. In order FSX Booster 2013 function correctly has to run BEFORE FSX start up and not after, using of course the “Fly Now” button.

Q: FSX Booster 2013 informs me that my fsx.cfg is probably broken and to check the FAQ or contact support.

A: Fsx.cfg is a very important file for FSX as inside of it, it holds most of its options. In order FSX Booster 2013 to work it needs a “GOOD” fsx.cfg already present in your system. Sometimes , installing addon software or messing with this file – trying to find the best setup - leave errors in fsx.cfg and despite everything looking OK in FSX, the file is actually 'broken' . If you see the message you will have to shutdown FSX and FSX Booster 2013 , browse into the fsx.cfg's position (i.e. for Win 7 the file is in C:\Users\YourUserName\AppData\Roaming\Microsoft\FSX) and delete it.

Then Start up FSX alone and go through all FSX options and settings– pretending you don't have FSX Booster – and set everything up. Afterwards close FSX and it will create a new fsx.cfg for you. Start FSX Booster 2013, and run everything again like the “first time usage” explained in chapter 6.

Q: My system is better than before but from 20 FPS I went steadily only up to 30 FPS.

A: Well that is a 50% more frames. Congratulations! Seriously now, boosting have some limits dictated by your hardware and in general your PC's health.

Fact is that: if you cannot see 'something great' using FSX Booster 2013 to boost up FSX, then it is time for new hardware...

Q: I start the application , I can see the program running at the taskbar and the task manager but I cannot focus on that window despite I click on it to maximize it.

A: For some reason the last known location of FSX Booster 2013 was messed up. Close the application and browse to the installation directory (i.e. C:\Program Files (x86)\FSPS\FSX Booster 2013) and delete the location.xml file . Then restart the application and it will start at the center of your screen. Make use of the **“Location”** button in the upper bar for what suits you best.

Q: With XXX app I was getting a bit more fps. What is going on?

A: Boosting FSX is a complex procedure, like balancing on a rope. On one hand we have the fps on the other the quality of what we see. Achieving unparalleled fps cannot be done without dropping the picture quality. Point is: Do you prefer to get 50 fps but see the terrain loading area by area and also wonder if you have a problem in your eyes because everything is blurred OR get 30 fps having at the same time a great optical result? FSX Booster's 2013 philosophy is the later: Best possible fps but with great graphics and smoothness in texture loading.

Q: I cannot find the correct setup. I also use some of my tweaks in the fsx.cfg .

A: This is probably the problem. FSX Booster 2013 needs a clean of tweaks fsx.cfg to run and configure FSX properly. The best thing to do is to delete fsx.cfg and then Start up FSX alone and go through all FSX options and settings– pretending you don't have FSX Booster – and set everything up. Afterwards close FSX and it will create a new fsx.cfg for you. Start FSX Booster 2013, and run everything again like the “first time usage” explained in chapter 6. Try now to find the best setting (you will this way) and then start to 'experiment' adding new tweaks of yours.

9. Changes History

FSX Booster 2013 1.6.0.0 (26 Aug 2013)

Extra function added:

- Use first core for addon's

New .dll files

New activation executable file

- Changes at blurries eliminator

- Changes at terrain speed up loading

FSX Booster 2013 1.5.0.0 (22 Jul 2013)

Internal code fine tuning

FSX Booster 2013 1.4.0.0 (16 Jul 2013)

Digital Signature updated

FSX Booster 2013 1.3.0.0 (15 Jul 2013)

Internal code updates

External FSX launch possibility added

FSX Booster 2013 1.2.0.0 (11 Jul 2013)

GPU wizard optimization

FSX Booster 2013 1.1.0.0 (9 Jul 2013)

Location option added

Minimize option added

Some typos fixed

FSX Booster 2013 1.0.0.0 (5 Jul 2013)

Initial Release