

How to configure Orbiter for graphics client use

The new external graphics clients developed (D3D9) or in development (D3D11) for Orbiter require a precise folder structure in order to work correctly.

Specifically, every add-on based on Vinka's libraries risks to stop working; besides, some users reported some audio problems with OrbiterSound (this issue will soon be solved by Dansteph, with the release of the updated version of "OrbiterSound 4.0 3D", including external graphics clients compatibility).

If you plan using a graphics client, this guide will tell you how to solve these problems.

If you already know *what* a graphics client is, how you can benefit from it, and how you install it and configure it, you may skip to the next paragraph, otherwise read the following threads on Orbiter Forum:

- [D3D9Client Development](#)
- [D3D11Client Development](#)
- [D3D11Client download and installation instructions](#)

The following procedure will create a peculiar kind of link to a couple of Orbiter subfolders: "Config", already part of the default Orbiter install, and "Sound", created by the installation of [OrbiterSound](#) by Dansteph.

Note: it is not mandatory to use OrbiterSound, some users prefer not being distracted by sound, but some add-ons will complain about its absence, for example, the XR fleet. Besides all that, OrbiterSound is too good not to have it!

After this operation, these two folders will be *automatically replicated in real time* in the Modules\Server subfolder, where graphics client expect them to be.

This procedure must be followed **only once**, each time we install Orbiter in a new folder.

The alternative to this procedure would be to manually copy these two folders into Modules\Server subfolder, but every time we install a new add-on we'd face the problem to copy them again, in order to keep their respective content in sync.

Prerequisites

This procedure expects the following:

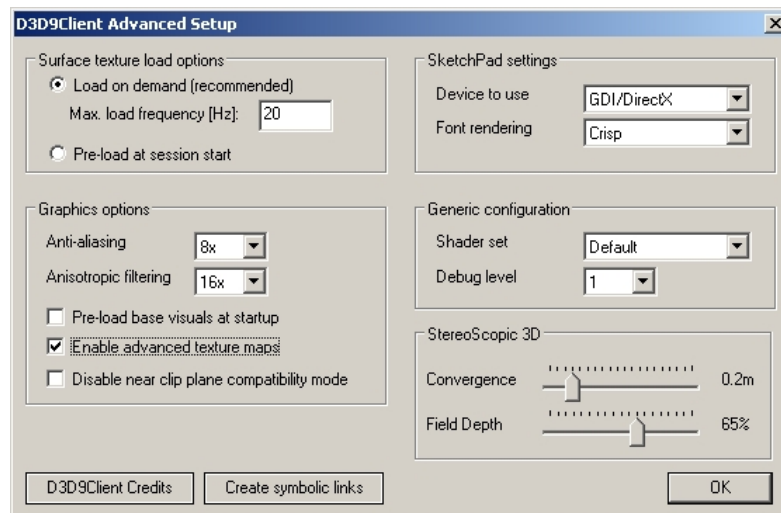
- You already have downloaded and correctly installed a graphics client;
- You have activated it by running orbiter_ng.exe and selected it in the "Modules" tab of Orbiter Launchpad.

For XP, Vista, Win7, Win8 users – D3D9 (build R5c)

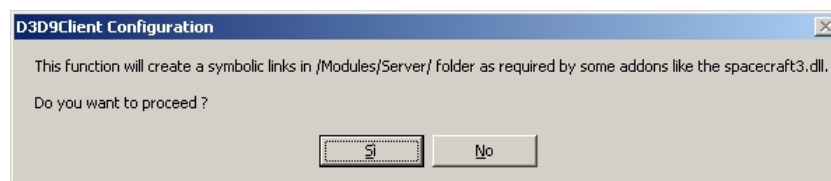
Symbolic links creation utility is built into the client itself.

Attention: the correct client version is **R5c** (or later) [downloadable from this thread](#).

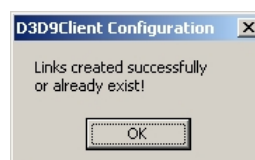
- Run Orbiter_ng.exe (there's no need for administrator privileges;
- In Launchpad's "Video" tab click on "Advanced";
- Following screen will show up:



- Click on the "Create symbolic links" button, in the lower part of the screen;
- Following screen will show up:



- Click on "YES". The client will inform you about the successful symbolic links creation:

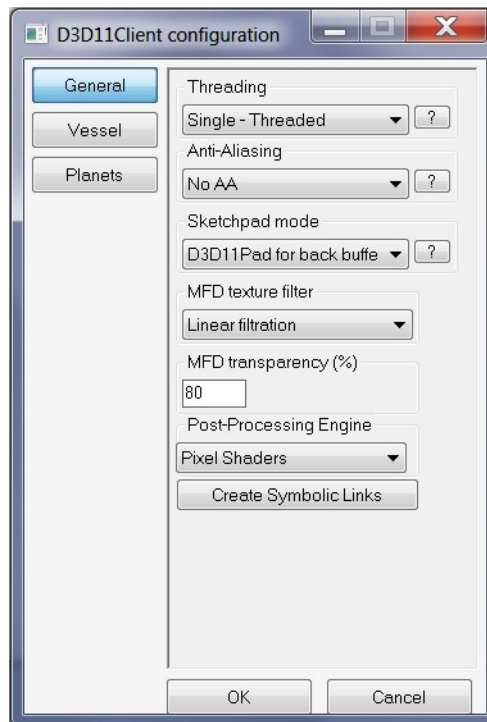


- Done. Go Flying!

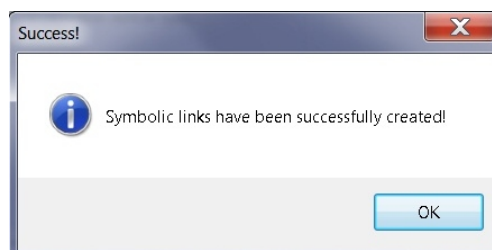
For Vista, Win7, Win8 users – D3D11

Symbolic links creation utility is built into the client itself, so there's no need for third-party tools.

- Run Orbiter_ng.exe (there's no need for administrator privileges;
- In Launchpad's "Video" tab click on "D3D11Client Configuration";
- Following screen will show up:



- Click on the "Create symbolic links" button, at the bottom;
- Following screen will show up:



- Done. Go Flying!

GENERIC INFO

If you are still asking yourself: “...ok, but what’s this all about?” here are some webpages that will explain more in-depth what these links are and what they do.

You can also use find infos on how to remove these links from your system, should you want to.

- Junction Points
 - o <http://technet.microsoft.com/en-us/sysinternals/bb896768>
 - o http://en.wikipedia.org/wiki/NTFS_junction_point
 - o <http://support.microsoft.com/?kbid=205524>
- Symbolic Links
 - o http://en.wikipedia.org/wiki/Symbolic_link
- Link Shell Extension
 - o <http://schinagl.priv.at/nt/hardlinkshellex/hardlinkshellex.html>

Credits and thanks

- Dr. Martin Schweiger, without whose program I would have never asked myself so many questions about so many different subjects;
- 4stormo_Acasto, who started all this with his [original question](#);
- Jarmonik, for D3D9 graphics client development - Kuddel for Link creation integration;
- Asmi, Glider, for D3D11 graphics client development;
- Mir, Pete Conrad, Dany, Andrew, alfistar, Matt44, Fausto, simone, ManuF, ApolloFZ, all Forum Orbiter Italia members, for their participation and posts on the forum which helped me in writing this guide.

A guide by Ripley – www.tuttovola.org – <http://orbiteritalia.forumotion.com>

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