UK Visual Reporting Points for FSX – Installation Instructions

Plan-G

If you use Tim Arnot's Plan-G, you will need to perform the following steps to import the VRP file data in UKVRP.CSV:

1. **IMPORTANT: In Plan-G - Export all your user waypoints as a backup** (just in case!)
   BACKUP
   a. In Plan-G – Data/Manage
   b. Click on the first entry
   c. Scroll down to the last entry
   d. With CTRL+SHIFT click on the last entry
   e. Click on Export to save the entire waypoint data.
2. **In Plan-G** – Delete all the **VRP** entries that have a **TAG** of **UK** or **VATUK**
   DELETE
   a. In Plan-G – Data/Manage – Sort the entries by Category (click the Category label)
   b. Select all **VRP** entries that have a that have a **TAG** of **UK**, **VATUK or CIXUK** using the following method
   c. Click on the first entry to be deleted.
   d. Scroll down to the last entry to be deleted
   e. With CTRL+SHIFT click on the last entry to be deleted
   f. Right click on any of the entries selected and the prompt "Delete Waypoint" appears
   g. Click on that prompt and Plan-G advises this will delete the selected rows.
   h. Select **YES** to delete.
   i. Plan-G will then delete all those rows selected.
3. In Plan-G – Import the new data from UKVRP.CSV
   IMPORT
   a. In Plan-G – Data/Manage – click on Import
   b. Browse to and select the file UKVRP.CSV to import the new UK VRP's.

Scenery - FSX

BGL Scenery File Installation: Copy the **UKVRP.BGL** file into your FSX Addon Scenery folder normally:

{*MS FSX Root Folder*} \Addon Scenery\Scenery (or a folder of your choice) allowing the overwriting of the existing file if an older version is installed.

If not already activated, you will need to add and enable the new scenery located in Addon Scenery\Scenery (or your chosen folder) in your FSX Scenery Library to see the markers.

Disable any previous versions of the BGL (VRP_NATS.BGL and VRP_VUK.BGL) and delete those files.

Scenery – P3D (v3 and v4)

BGL Scenery File Installation: Copy the **UKVRP_P3DV4.BGL** file into your P3D Addon Scenery folder (create folder if one does not exist):

{*P3D Root Folder*} \Addon Scenery\UKVRP\Scenery (or a folder of your choice) allowing the overwriting of the existing file if an older version is installed.

If not already activated, you will need to add and enable the new scenery located in Addon Scenery\UKVRP\Scenery (or your chosen folder) in your P3D Scenery Library to see the markers.

Disable any previous versions of the BGL (VRP_NATS.BGL and VRP_VUK.BGL) and delete those files.

Scenery - Both Versions

I have used a default red/white beacon, sunk to ground level to create these VRP markers in the FSX version. They are not as easy to spot as the Barber's poles which were used in the FS9 version, unless you are quite close to them. They are intended to confirm your position when found rather than to help find it from some miles away.

http://www.cixvfrclub.org.uk