

# Flight1 Addon and Cloud Manager (beta)

## What is the Flight1 Addon and Cloud Manager?

We have built upon our Flight1 Agent framework to create a toolset that allows you a multi-faceted system for interaction with the new Microsoft Flight Simulator (FS2020). This experimental application and associated cloud server include the following features:

1. The ability to manage and organize all your FS2020 addons. It includes features that allow you to customize and sort your addons. Other options include quick enable and disable, delete, and more.
2. An installation utility allows you to open downloaded addons from the Internet and install them into FS2020 (.zip, .rar, .7z file formats supported). We will attempt to repair folder structures that are invalid (if they cannot be repaired you can still manually install the addon).
3. You can download community addons directly from the Flight1 Cloud. These can automatically install into FS2020. Note: The Cloud requires a Flight1 account. The Addon Manager does not require an account.
4. An easy packager allows you to upload and share your addons with the community (as long as you have the right to share them).
5. The Addon Designer allows you to create packages from your files without the need to create projects in FS2020. This is likely best for basic addons such as livery packages, but it can apply to other addons. The tool will create the proper manifest and layout files.
6. Planned: The ability to accept donations for your work or sell premium addons.
7. Other new features based on research or your suggestions.

## Why is the system experimental?

FS2020 is still a new system and evolving. Releasing our system for beta is important as we will learn how the system can integrate into the new FS2020 ecosystem.

## Why is the Cloud search option not working yet?

We need to have a sizable amount of content in our cloud search to be implemented. After the cloud receives sufficient content we will enable these features.

## How to install addons via the tool

There are two different modes available: **Addon** and **Cloud**. When you are in the Addon Manager mode, you will see the vertical "ADDON" text. Cloud mode will show "CLOUD". Also, when you are in Cloud mode the category buttons are shaped like a cloud.

Addon Mode:



Cloud Mode:



## Addon Mode

When you are in Addon mode, you can browse to the archive files you download from any source (.zip, .rar, and .7z format is supported). Use the Install Addon button at the top right:



We will scan the package and show you a list of files. We will try to repair any invalid folder structures. After you review the list you can install the addon into FS2020.

## Cloud Mode

When in Cloud mode, you simply download the addon from the list of addons available. You can automatically install these addons when you select the **Auto-Install Addons After Download** checkbox in settings, otherwise you will be able to review the files then install them from the package review screen.

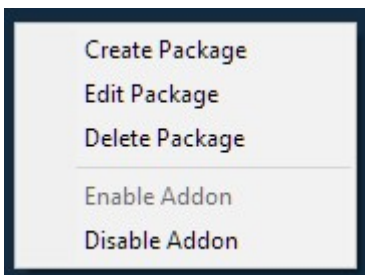
The installed addon will now appear in the main addon list when you are in Addon mode.

## The Addon Manager

One of the current issues with the FS2020 addon system is that management of your addons is quite complex. Be it folder structure, titles, identifying the right addon, enabling or disabling, etc., all of these can be cumbersome. The Addon Manager's goal is to make it very simple to completely organize and manage your FS2020 addon library. You can even make notes about your addon which will allow you quick identification of certain addons.

While you are in Addon mode, we show a list of all your addons which are in your Community folder (make sure the right Community folder path is selected under Settings). You can sort addons by clicking the top header row, or filter your addons by clicking one of the top-row buttons. These buttons can be customized in Settings by setting your custom categories. If you have less than 6 categories, the button will be removed for unused categories.

If you right click the addon in the list, you are presented with multiple options:



Some of these features are also available in the buttons at the bottom of the screen for easy access. There are several other buttons at the bottom of the Addon screen you should be aware of. This includes the Disabled/Enabled List buttons. This will filter your addons that are enabled or disabled.

## Manifest Editor

You can double-click on any addon in the list to open the Manifest editor. You can edit the actual manifest.json file there if you like. There are other options available in the Manifest editor for managing and organizing your addon. Edits made in the Custom Information section are added to a special file outside of the main manifest.json file (this custom information file is not packaged if you are sharing the addon). Note: If you re-categorize the category in the Custom Information field, it will take priority in the main addon list over what is read in the manifest.json file.

## Addon Designer

This button in the Addon screen will allow you to browse to a development folder. Once a folder is selected you will be able to edit or create a manifest.json file as well as the layout.json file. This may be handy for livery designers and other projects that can be developed outside the FS2020 Developer Mode. Usage is pretty self-explanatory.

## My Cloud

Available while in Cloud mode, this tool will allow you to package an addon and upload it to the cloud. Full instructions are available via the Help button in the My Cloud tool.

Note: You must have an account to use any of the Flight1 Cloud features.

## **Please use the Forum**

Please post issues, questions, or ideas in the forum.