

## Aerosoft Airbus Pro V5 Series P3D v5.2 HF1 EA Compatibility Update

### EA – Enhanced Atmospherics

When V5.0 first had been introduced, this feature was still a beta-version. However, with V5.2 HF1 it seems that the development has been finished and it is now an “official” feature (enabled during installation).

In the past, there were several reasons not to use this feature like blurry textures; it was not compatible with any weather engine or cloud art program and the exterior plane models as well as the cockpits were much too dark and brown - not displaying anymore the original colors -. Nevertheless, today with v5.2 HF1 LM enhanced this feature; weather engines (including cloud art software) are now fully compatible and the only open reason not to use it until now are “dark” plane exteriors and cockpits. So updating the exterior and cockpits e.g. making those compatible with v5.2 HF1 there are no known reasons anymore to disable EA (see screenshots below).



This is not an official Aerosoft update for its Airbuses Professional V5 series, but Aerosoft supported this update by creating the installer. It will overwrite existing files of the current version 1.430 for the smaller models and version 1.050 for the A330. **Only if your installation is up-to-date and EA is used / enabled, this update should be installed.**

## Video

If you would like to get an impression on this update, please have a look at the two flowing videos:

- Aerosoft A320 P3D v52 HF1 - RNAV Approach LOWI with EA:  
<https://www.youtube.com/watch?v=gPqKnzL95qo>
- Aerosoft A320 P3D v52 HF1 - ILS Approach ENAL with EA:  
<https://www.youtube.com/watch?v=JcFf-521jfl>
- Aerosoft A318 P3D v52 HF1 – Steep Approach EGLC with EA:  
<https://www.youtube.com/watch?v=jQZAmpMpQ5Q>

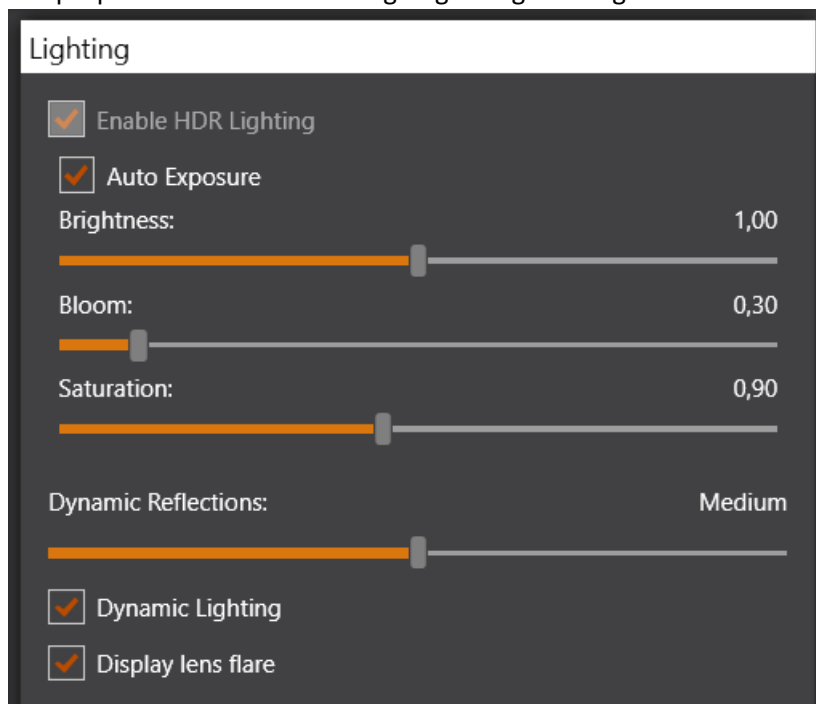
## Update content

If the installer is used for all models app. 800 files in 160 folders are replaced.

1. Cockpit colors (day and night) for all models are adapted to P3D v5.2 HF1
2. For the smaller models (A318, A319, A320 and A321), also the exterior models are adapted. For the A330 it was not necessary to update the exterior models because the development techniques used for the A330 exteriors are much more compatible with the current P3D version.
3. The Aircraft States for all models have been updated, because (when EA is used) the cockpits lights also were too bright. However, the brightness of the MCDU displays manually has to be aligned using the DIM knob.

## P3D v5.2 HF1 – Settings

We propose to use the following “Lightning” settings:



## Installation

Before running the installer, please make a complete backup of your Aerosoft Airbus folders e. g.

...\Aerosoft\Aerosoft A318-A319 Pro V5

...\Aerosoft\Aerosoft A320-A321 Pro V5

...\Aerosoft\Aerosoft A330 Pro V5

Then you are able to revert if you do not like this visual update of the exterior models and cockpits.

Also, please rebuild the P3D shaders before running the installation:

1. Navigate to the Prepar3D.cfg location and delete the "Prepar3D.cfg" file. The location of this file is listed below: Local Disk (C:) ► Users ► You ► AppData ► Roaming ► Lockheed Martin ► Prepar3D v5 ► [Prepar3D.cfg](#)
2. Navigate to the Prepar3D "Shaders" folder and delete the "Shaders" folder. The location of this folder is listed below: Local Disk (C:) ► Users ► You ► AppData ► Local ► Lockheed Martin ► Prepar3D v5 ► [Shaders](#)
3. Launch Prepar3D. Both of the "Shaders" folder and the "Prepar3D.cfg" will be automatically regenerated.

Unzip the download file "A3xx\_P3D\_v5.2\_HF1\_EA\_compatibility\_update.zip" to any directory, read the Readme.pdf and then start the "A3xx\_P3D\_v5.2\_HF1\_EA\_compatibility\_update.exe". It will guide you through the installation process.

### Repaints

Of course, installed repaints will not automatically be updated. If you want to use your repaints in this "new environment" just delete

A318-A321: File AIRBUSX\_VC\_PREPARV4\_MAINPANEL\_C.dds (or any similar named file) in the respective repaint texture.xxxxxx folder.

A330: File A330\_VC\_MAINPNLCENT\_A.dds (or any similar named file) in the respective repaint texture.xxxxxx folder

This means that automatically a standard file will be used, but without the SELCAL number.

### Examples for the update:

On the following pages please find some examples for the A320 CFM what changes are implemented in this update.

EA disabled – DAY (before update)



EA enabled - DAY (before update)



EA enabled - DAY (after update)



EA disabled - EXTERIOR (before update)



EA enabled - EXTERIOR (before update)



EA enabled - EXTERIOR (after update)

