

# WORLD FSXP3D PACKAGE

## Installer Version 13.x

The **World FSXP3D Package** includes a collection of modified BGL files that will update worldwide **en route nav aids (VORs, NDBs)**, **ILS data and markers**, **airport data** (airport names and identifiers, runway identifiers, runway/approach lighting systems, PAPI/VASI, terminal NDBs, COM frequencies), **airways**, **en route and terminal intersections**. ILS data updates include the following elements: Identifier, frequency, magnetic declination, correct localizer alignment or offset, beam width, glide/DME positions, DME reading 0 at threshold when documented.

*By now, the following elements remain partly or fully unchanged: **airport layout** (except some elements linked to closed or decommissioned runways), **a few terminal intersections** (not yet corrected), **simulator approach procedures** (most being outdated). Note that embedded approaches referencing decommissioned nav aids or intersections are removed and this will affect AI traffic as well as automatic ATC.*

A dedicated installer is provided in order to select the regions and facilities to be updated, move the necessary files to their FSX/P3D locations, backup the original files and restore them as needed.

This package is intended for **FSX, FSX-SE and P3D v1 to v4** but not P3Dv5 for which a dedicated package is required (available on request).

## 1 – PACKAGE CONTENT

Unzip the *World\_FSXP3D\_Package* zip or 7z file in any temporary folder **outside the sim folder** and check that the following files have been extracted:

### A) In the root directory

*World\_FSXP3D\_Installer.exe*: the program that will automate the install/uninstall process,

*World\_FSXP3D\_Package.pdf*: this file,

*Magdec.bgl*: an updated (2023) magnetic variation file for FSX/P3D,

*Cycle.txt*: the current AIRAC cycle,

*World\_Regions.jpg*: an image file itemizing the geographical delimitation of the selectable regions,

*APXFileList*, *ATXFileList*, *NVXFileList*: text files for subfolder content check.

### B) NVXFiles subfolder containing the new en route nav aid BGL files.

### C) APXFiles subfolder containing corrected ILS, markers, terminal NDBs and airport data.

### D) ATXFiles subfolder containing corrected airways and en route intersections.

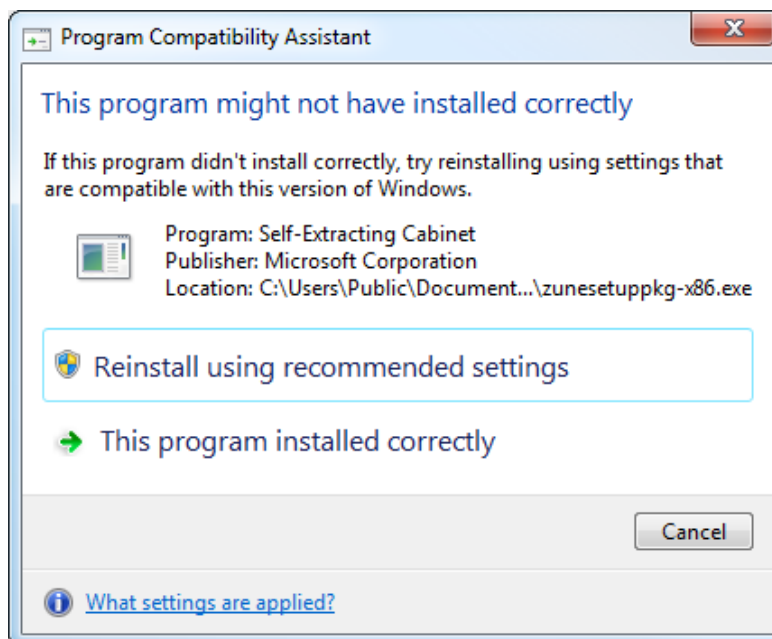
After you performed the desired update, *the provided package is not needed anymore and can be deleted* (unless you want to install more files or uninstall some of them). Each new AIRAC cycle will include a full package including the installer.

## 2 – DOWNLOAD, INSTALL, UNINSTALL and PROGRAM OPTIONS

I recommend you temporarily disable your antivirus that may prevent downloading the package and/or running the installer (see [false positive antivirus warnings information](#)).

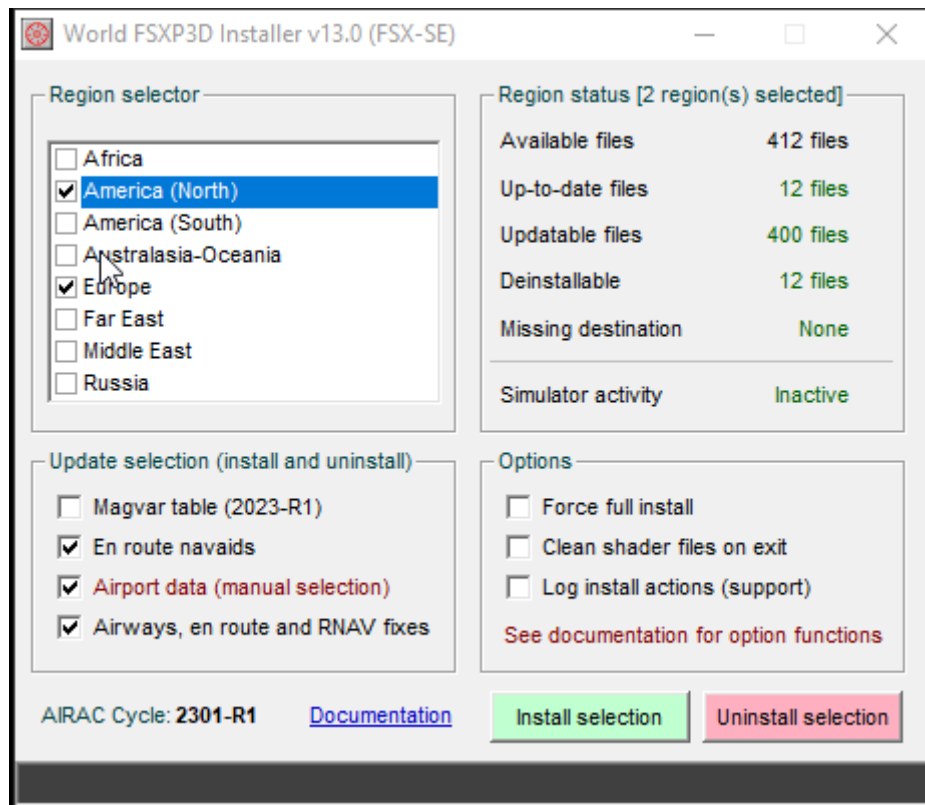
The World\_FSXP3D\_Installer.exe program automatically checks the available simulator versions (a choice will be proposed if several are detected), then installs or uninstalls the necessary BGL files for it. When installing, only more recent BGL files than the current ones are replaced in the regions and for the elements that have been selected. All default sim files are saved with a **[.hsbckup]** extension in their original directory. These backup files are necessary for uninstalling the package. **DO NOT delete them**. Previously used extensions for backup files (including the latest “.bglbackup”) will be automatically converted.

The World\_FSXP3D\_Installer is compatible with Windows Vista, Windows 7, Windows 8/8.1, 10 and 11. For Vista and above, a pop-up warning message may be displayed if you didn't disable the Program Compatibility Assistant feature. In such a case, just select “This program installed correctly”.



Note that the installer runs only for administrators and requires it is launched with the full access rights of an administrator. This is to ensure file replacement is possible and disable UAC virtualization if FSX/P3D is installed in a protected system folder (e.g. Program Files (x86)) or Program Files (p3Dv4). In some rare cases, it may still be necessary to change file/folder permissions for the FSX/P3D directory and its folders (see [here](#)).

**In case the installer crashes at startup (stop working message), ensure you temporarily disable your antivirus that may prevent the program to execute correctly.**



### 2.1 – Region selector

Select or unselect here the regions to be updated. Note that **region selection both applies to the install and uninstall processes**.

### 2.2 – Update selection

Select or unselect the elements to be managed. **Will also apply while uninstalling** (except for the Magvar table)

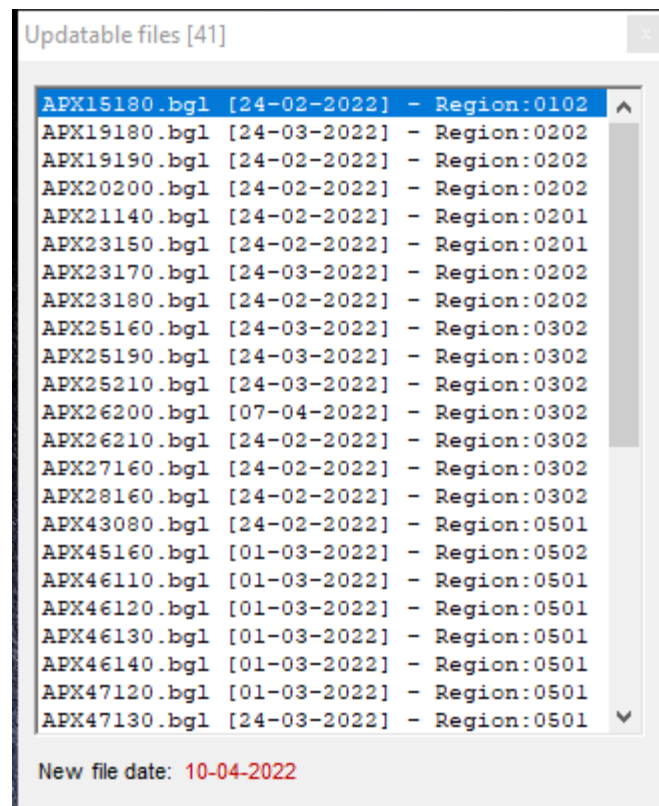
- *Magvar table*: update the magdec.bgl file (grayed if already set to latest version),
- *En route navaids*: include en route VORs and NDBs updates (NVX files),
- *Airport data*: include all airport changes, including ILSs and markers (APX files)
- *Airways, en route and RNAV fixes*: include new airway definitions as well as en route intersections (ATX files),

For a better overall compatibility, *I recommend all elements are selected* although other choices are possible. If you select Airways, I strongly advise you also select En route navaids to avoid possible problems (unreferenced airway navaids, see chapter 4).

### 2.3 – Region status

This frame indicates for a given region and element selection the number of already up-to-date, updatable and deinstallable files. It is automatically refreshed if you change your selection. Missing simulator files and simulator activity are also displayed (see below).

You can click on individual numbers to display a list of up-to-date, updatable, deinstallable and missing files.



## 2.4 – Options

- *Force full install:* updates all selected files regardless of date/time stamps of existing files (only to be used in case some files have not been properly updated),
- *Clean shader files on exit:* cleans the simulator shader cache on program exit if checked and significant changes occurred; shaders will be rebuilt at next simulator launch,
- *Log install actions:* creates an [**Installer\_Actions.log**] file in program directory on Install action (to be used for support in case of problem, see chapter 6.2)

## 2.5 – Scenery rebuilding

After install or uninstall has been completed, simulator will automatically rebuild its indexes at first launch. In a few cases, it may happen this process doesn't occur as expected. In such cases, rebuilding can be forced by going to the World/Scenery Library menu and clicking OK without making any change.

## 2.6 – Missing BGL files (Missing destination status)

Some 3<sup>rd</sup> party add-ons or other update programs may deactivate or replace some stock BGL files. These missing files will not be updated but can be restored if backup files already exist.

However, **it is recommended you restore first the default files in order to avoid possible problems if uninstalling.**

### 3 – LIMITATIONS and ADDITIONAL INFORMATION

3.1 Replacing BGL files within the simulator *cannot be done if the simulator is active.*

3.2 The program automatically detects FSX/P3D installation directories. Sometimes, this process may fail. In such a case, you can disable the automatic detection (see Chapter 7) but it is recommended you repair the Windows registry data. A FSX registry repair tool is available on the [Flight1 software site](#).

3.3 **IMPORTANT:** the updates will replace “stock” BGL files. Therefore, *any additional scenery will have the same priority as it had before* by reference to the default scenery files. Third party add-on sceneries usually have a higher priority than the stock simulator files. In such a case, they will conflict with the present updates and usually exclude most elements. Consequently, **modified data in the stock simulator files may be inactive.**

### 4 – KNOWN PROBLEMS

Replacement of stock airport and nav aids BGL files may have side effects on generated flight plans, map display, GPS approaches using default sim data (but not those using external providers) and AI traffic and ATC functionalities.

**Integrated flight planning usually fails and may crash the simulator if en route nav aids or airways are not updated.** Loading a sim-generated saved PLN file may have similar effects as well as switching to map view in some areas. This is because BGLs that contain *airway definitions* may still contain *invalid references to nonexistent VORs or NDBs*. Therefore, I advise either both or none are selected.

*GPS display is not affected* (except for possible problems with approaches).

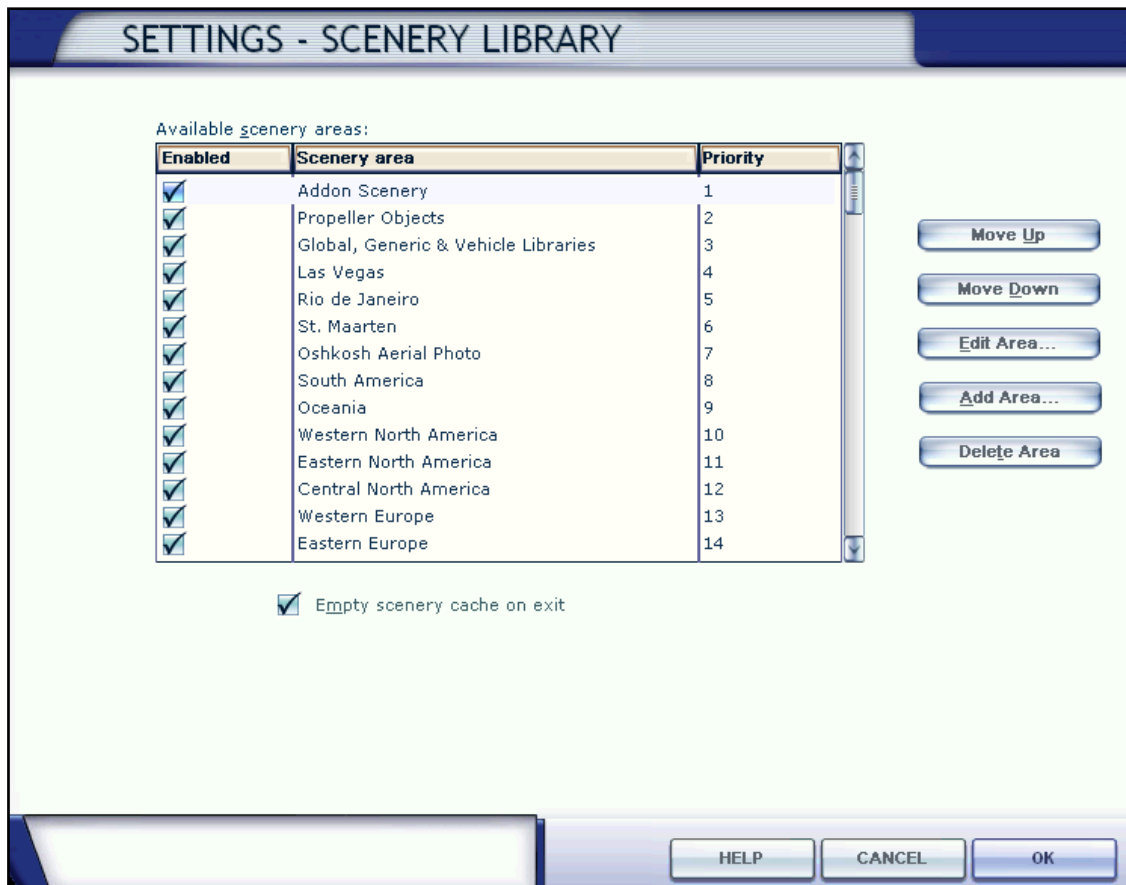
*Integrated approach procedures and Air Traffic Control may also be compromised, most “stock” approaches are now unreliable (most have changed since the release of FSX/P3Dv1-4 that date back several years) and many have been removed from the updated airport files (especially those referring to decommissioned nav aids and intersections).*

Globally, most simmers are searching for an up-to-date definition of navigation aids to use conventional instruments and/or GPS information from current AIPs and/or 3<sup>rd</sup> party providers; they also perform flight planning and published approaches from charts or using 3<sup>rd</sup> party tools that include an up-to-date aeronautical information. *They do not use the integrated flight planner and default GPS approaches.*

### 5 – HOW TO CHECK FOR A POSSIBLE NAVAID ANOMALY

If you think that, after applying airport or nav aids Update, some data are erroneous or not properly corrected, please first carry out the following checks:

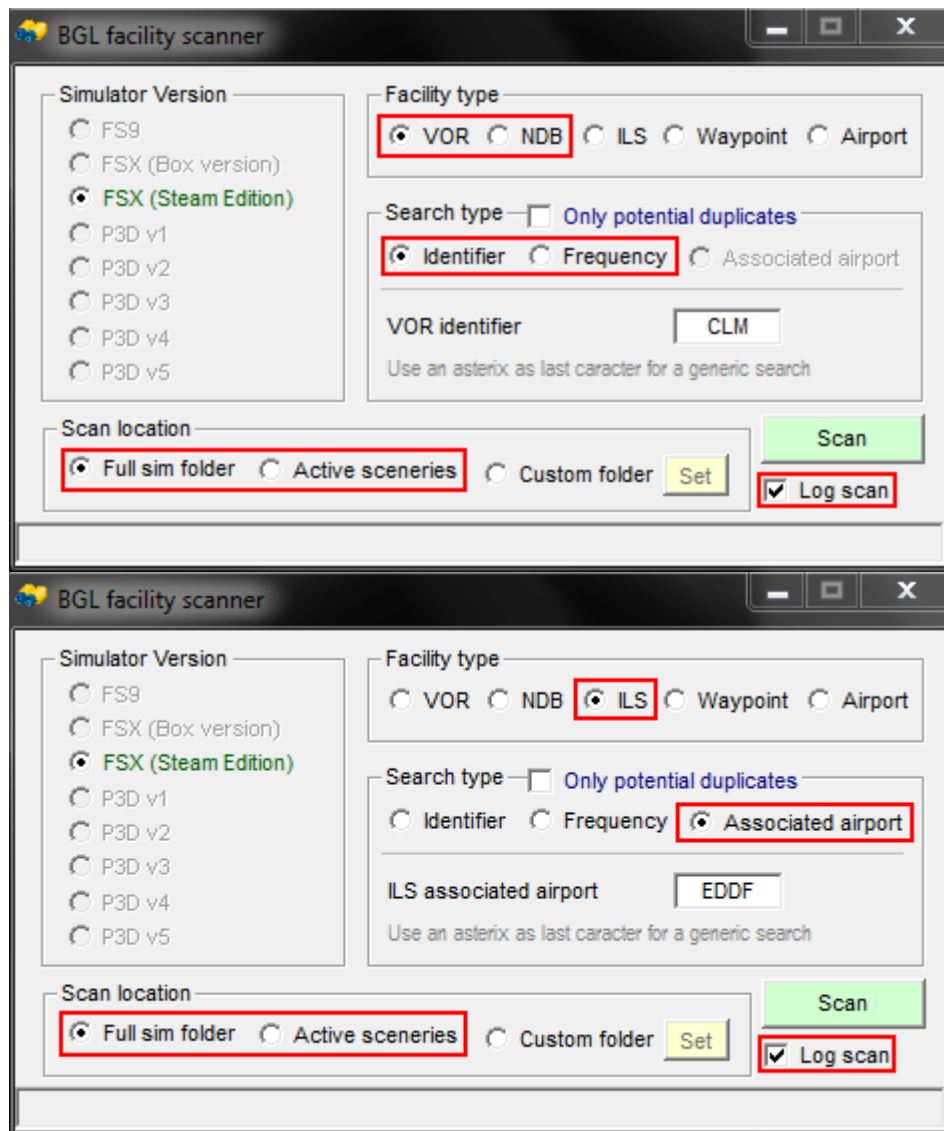
1 – In the World / Scenery Library menu, first **disable all third-party sceneries** as well as the **Addon Scenery** area. Click on the OK button and relaunch the simulator,



2 – Then check again the “dysfunctional” navaid.

***Know that most problems come from installed 3<sup>d</sup> party add-on sceneries whose priority is higher than default sceneries.***

3 – If there is still a problem, make use of my [BGL Facility Scanner](#) to check the navaid and provide me either a screen shot of the search results or the created log file (preferred).



Please feel free to email me in case you detect an error so as I correct it as soon as possible.

## 6 – PROGRAM FAILURES AND INSTALL LOGGING

### 6.1 – Program failures

In case the program warns you about corrupted files or is unable to install or uninstall some of the provided BGL files for whatever reason, a message will warn you and a **World\_FSXP3D\_Installer.log** file will be created in the application directory. In such a case, *close the program without performing any further action* and provide me the following information: operating system, version of the simulator and install folder, installer program version, user privileges (standard user or administrator), User Account Control settings (for Vista and above) and attach to your message the log file.

### 6.2 – Install logging

In case the installer doesn't correctly update some files, checking program actions is made easier by examining a specially created **Installer\_Actions.log** file.

To achieve this, proceed according to the list below:

- First perform all selections as usual (region selection and elements),
- *Check the Log install actions* option (a warning will be issued),
- Note the resulting BGL status numbers (Up-to-date, Updatable, Deinstallable, Missing) or make a screenshot of the main screen,
- Then click the Install button,
- After Install has been completed, note again the BGL status numbers or make a second screenshot of the main screen,
- Close the program *without performing any further action*.

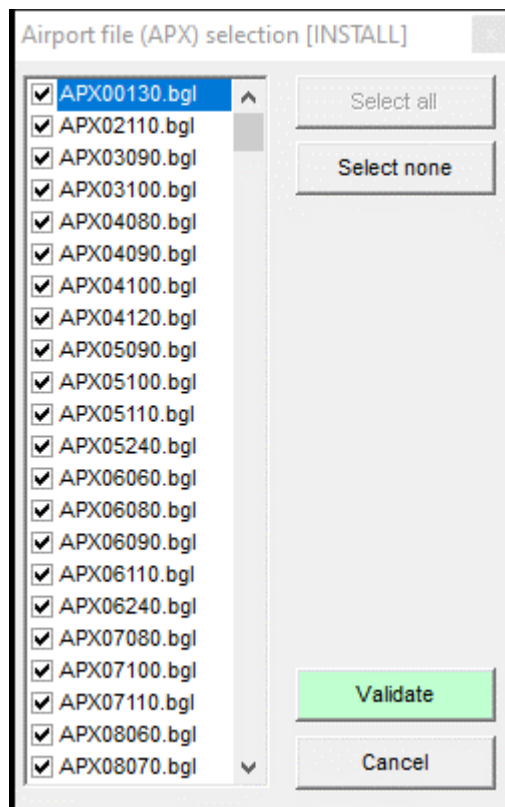
Provide me the BGL status numbers (or screenshots) as well as the Installer\_Actions.log file that has been created in the application directory.



## 7 – INSTALLER SPECIAL COMMAND-LINE ARGUMENTS

The following command-line arguments are available while launching the installer. Using these arguments require you launch the installer in a command window:

- **/nodetect** (World\_FSXP3D\_Installer.exe /nodetect): skip automatic registry sim version detection. Simulator folder will have to be defined manually. Could be necessary in case registry entries for the simulators are invalid or broken,
- **/fileselect** (World\_FSXP3D\_Installer.exe /fileselect): can be used to select the available airport files (APX) to be installed or uninstalled.



## 8 – COPYRIGHT, REDISTRIBUTION, LIMITATION OF WARRANTY

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Hervé Sors - April-2023  
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