

**BOUNDLESS GUIDE:**

# **XP11 VS XP12 SCENERY**



---

**BOUNDLESS**

## QUICK INTRODUCTION:

Back in 2020, we started development for XP11. Since then, a lot has changed. We have grown from producing one small airport, to creating over 30 high quality scenery packages covering the UK, Ireland and Europe (so far...)

If you're new to the simulators, or perhaps a bit unsure, here is a quick guide to the major differences between our XP11 and XP12 scenery.

## ARE THERE DIFFERENT FEATURES?

Absolutely, when X-Plane 12 (XP12) was released, it enabled us to add in many extra immersive features to our airports. It's important to be clear, that in XP11 our scenery still features a LOT of detail but does sadly miss out on a couple of things that are exclusive to XP12.

All XP12 airports by Boundless have custom dynamic weather textures...this enables rain and snow effects on the ground and these change with the live weather in the sim.

Load up Dublin on a rainy day in XP12, and you'll notice puddles all over the aprons, and in the cracks of concrete and asphalt.



*Dynamic puddles in action at Reus – designed for XP12.*

The other major visual difference between the sims, is the addition of full 3D vegetation in XP12.

Whilst we are rare in creating limited 3D trees in XP11, we are now able to populate entire forests with a full suite of 3D trees and bushes in XP12 – and yes – they blow in the wind!

Full 3D vegetation is featured in all new scenery released after March 2024, and any scenery updated after this date.

## **DOES ALL YOUR SCENERY WORK IN XP12?**

By the time XP12 released, our XP11 development was in full swing and we had over 25 products available for the sim. Therefore, currently – no. Not all products are optimised for XP12.

This doesn't mean your XP11 airports will not work though! Let's take Birmingham (EGBB) as an example. It is designed for Xp11 and as of March 2024 has not received the XP12 upgrade. If you load it up in XP12 you will still see the custom scenery, but you'll lack the new 3D vegetation and dynamic weather effects.

Lighting is a bit different too, and it's common to experience overly bright night lighting in non-XP12 optimised scenery.

This means that we don't endorse our XP11 scenery for XP12 – and we don't offer support on an airport designed for XP11 but running in XP12, as you can probably understand.

However, we are still committed to XP11 and all scenery released for the foreseeable future will include optimised versions for both sims, as standard.

As well as this, we've embarked on a lengthy but fairly intense program of product updates. We're proud of all our work, but as some airports near 4 years old – we know that we can optimise and improve them with the new sim, and with our extensive knowledge compared to 4 years ago!

Each time an XP11 product is updated, full XP12 optimisation is also added.

## **DO I NEED TO PAY FOR BOTH VERSIONS?**

Absolutely not! Simple as that.

If you download an XP12 scenery from Boundless, an XP11 version is always included.

## **DO I NEED TO PAY FOR UPGRADES?**

Unlike many (but not all) developers, we generally do not use upgrade fees. Occasionally, major updates such as our Stansted V2 upgrade can take months of work. To make this sustainable, we asked for a nominal £2 upgrade fee for that project.

Almost all smaller projects receive completely free upgrades, and since XP12 released we have upgraded 9 airports at zero cost to you as a user.

More upgrades are coming this year, and alongside new releases, our XP12 scenery range is growing all the time.

## **HOW DO I GET UPGRADES?**

If you are an existing user of a scenery, and you downloaded it from the Boundless Store, you will automatically be emailed with a link to redownload the airport.

If however, you have downloaded from an external store, you'll have to redownload using their own method.

Should you have any doubt, you're always welcome to contact us providing proof of purchase and we will manually send download links to existing users.

## **WILL YOU STOP XP11 DEVELOPMENT?**

We're committed to still providing full XP11 support and new releases for the foreseeable future.

We hope this short guide has helped you.  
*The Boundless Team*