BOUNDLESS GUIDE:

SCENERY LIBRARY



QUICK INTRODUCTION:

The Boundless Library is an important part of our scenery packages. It helps us to keep scenery file sizes low, whilst being able to make sure airports can be created and updated far more easily. Read on to learn more about the library and how it works.

WHAT IS THE LIBRARY?

The Boundless Library is a package of art assets we have created for our XP11 and XP12 sceneries.

It consists of 'clutter' objects which can be used at all airports, things like streetlights, trees and even traffic cones. As well as this, we use it for 'generic' airport textures which include taxilines and hold short markings (basically, all the stuff that you see at any airport you visit).

The library is written so that our sceneries can 'read' these objects individually, or randomly. For example, a single entry can render several custom car models at random – ideal for car parks!

WHY DO WE NEED IT?

Well, you will need the library for the scenery packages to work. Without it, too many objects will fail to load and the sim will crash.

Why do we need it? We use it to reduce scenery file sizes (why duplicate a car object that will be used at every airport?).

We also use it to make sure our objects are quick and easy to update. For example, if we decide to create an improved traffic cone model, all we need to do is update the library entry for the 'traffic cone' and it will be updated in every airport. Without the library, we would have to manually update every single scenery featuring the offending object. Not a quick job when there are over 30 airports!

HOW DO I INSTALL IT?

Just like a normal scenery. It's really easy. Simply paste the folder 'aaa_Boundless_Library_v1.5' into your X-Plane/ Custom Scenery folder.

WHICH VERSION DO I NEED?

We always recommend using the latest version of the Library. Versions are designed with backward compatibility in mind – so if you run a scenery that originally used V1.4, it will work with V1.5 etc.

Each scenery has it's full requirements listed on both the product page of our store, AND in the product documentation when you have downloaded it.

We hope this short guide has helped you.

Enjoy your flights, The Boundless Team