

FAQ

IMPORTANT! Before you ask any scenery / aircraft developer for support, make sure to undo all changes made with this tool and take a look again if it still is broken. Don't waste the time of other devs if it is something caused by this tool.

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Do I really need to enable the dynamic reflections?

Yes. The advanced reflections will only work if you enable the dynamic reflections in P3D.

The performance is not very good

The performance is almost purely dependent on the setting, you set the dynamic reflections to. You can use the dynamic reflections on low, but you will not see much reflections at all with this setting. If you set the reflections to High or Ultra, autogen and clouds get rendered to the reflection map, too – which will stress your GPU very much. Also, if you reduce your autogen draw distance, your performance will increase with High/Ultra.

Even when I set the dynamic reflections to Low, the FPS reduces quite a lot

The extended reflections are designed for higher end PCs.

Something looks wrong / I have weird artifacts

Before you go to any addon developer, reset all modifications made with the tools (including the shaders) and take a look again. If the problem still occurs, contact the corresponding developer. Otherwise, it might be a problem / incompatibility with the tool you might have to live with.

My aircraft is glowing in the night / the reflections don't seem to work

If you want to use the extended reflections, you have to modify the model with the included "DynamicReflectionMaker", too.

I modified the external vehicle, but when I switch to the VC where I can see parts of the external vehicle (like wings) it doesn't work

The external and the internal vehicle are two different models. You have to modify both models to get it working uniformly. In the reflection maker, switch to the VC-Editor in the top right corner to modify the internal vehicle.

I don't see the aircraft in the reflections, no matter which quality I set the dynamic reflections to

That's a restriction of the engine itself. Nor the aircraft neither the VC gets rendered into the reflection map. So unfortunately, this is not fixable by the tool.

The reflection intensity / clearness changes dependent on the livery

That is normal. While you can only change the values of the model in the Reflection Maker, the final values in the shaders get influenced by the specular texture, which can be livery dependent. In the reflection maker, you can set fixed constant values for the materials, but this should not be the way you want to go.

The aircraft lighting changes depending on the camera position / The reflections seem off sometimes

The aircraft lighting was rewritten so that the general ambient color comes from the actual soundings. This is achieved by sampling the reflection texture as well, with different parameters. The reflection map always gets generated from the position, your camera is currently located. This cannot be changed and is a limitation you have to live with.

The reflections change quite significantly as soon as I position the camera very close to the ground

This is a problem you have to live with. I can not change this behavior. It is due to the near clipping plane of the 3D engine, which removes some parts of the scenery.

With dynamic reflections on Medium, I can sometimes see the airport ground in the reflections and sometimes not

When you set the dynamic reflections to medium, P3D renders the ground polygon to the reflection map, too. But the scenery dev must have marked the corresponding ground polygon accordingly to get recognized as a taxiway / runway feature.

The sky is full of clouds but the aircraft shows the blue color from the sky

You have to set the dynamic reflections to High or Ultra to fix that. With lower values, the reflection map won't contain any clouds.

Clouds in the distance are not visible in the reflections

To reduce the GPU load, I greatly reduced the drawing distance of clouds in the reflection map generation process. It is to get better performance. You have to live with that.

Distance night lights are not visible in the reflection map

To reduce the GPU load, I greatly reduced the drawing distance of autogen objects in the reflection map generation process. It is to get better performance. You have to live with that.

ORBX Street Lights are not visible in the reflection map

ORBX street lights are represented as “autogen trees” with an emissive material internally. Because trees only get rendered into the reflection map with the highest reflection quality setting, you would have to set the dynamic reflection quality to Ultra to see them.

The intensity of the reflections change depending on the angle I am looking at it

That is normal. The reflections use a custom fresnel function, which is how real light reflections work, too. I know that there are materials in the real world which always reflect uniformly at the same intensity, independent of the angle you view at them at. But for the moment, these material types are not supported.

When I add reflections to (parts) of the VC, I can see the ground/sky within the reflections instead of the VC itself

That’s a restriction of the engine itself. Nor the aircraft neither the VC gets rendered into the reflection map. So unfortunately, this is not fixable by the tool.

Parts of my VC are more bright compared to the rest

Some VCs has the reflection map active for larger parts of it. When the reflection map is active for that part, the extended reflection shader will kick in and add the image based lighting, too. This lighting is different from the default P3D lighting values, which results in the bright look. You should modify the VC and disable the reflection for the specific glowing part

I don’t see many / no water puddles on the ground at airport XYZ

Unfortunately, that’s not solvable at the moment. The puddles will only work if the scenery ground itself uses the reflection map. So the scenery must be prepared for this.

Wait, there are water puddles on the ground?

As an additional feature, the reflection shader will generate water puddles on the ground when its raining. The size and number of puddles are dependent on the rain intensity. The puddles on the ground will only be visible if the scenery supports the dynamic reflection map.

The puddles are very small / very large at airport XYZ

The puddles are generated from the texture coordinates of the corresponding polygon. So their size depends on how the scenery itself was designed.

The reflection intensity varies greatly between different airports

To achieve the best compatibility with more sceneries, almost all parameters addon developers can set for the reflection map, are respected within the shaders. You have to live with that

Parts of the ground reflection are very noisy

The reflection direction is dependent on the bump map of the ground, too. So if the ground has a very rough / intensive bump map, the quality of the reflection may suffer

There are puddles / reflections on the ground which glow at night

When addon developers add reflections, they can select a custom reflection map. Because custom reflection maps don't have a night texture, the day-time texture gets used for the night, too. This results in glowing scenery parts. This is nothing I can fix and you have to live with that.

Reflective surfaces in the VC react on rain, too

Another part which is not fixable by me. As far as I know, there is no information available inside the shaders, if a polygon is part of the VC or not. So I cannot distinguish between the external and internal vehicle