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VFR-Scenery for X-Plane 12

October 2026

15th anniversary of

www.simheaven.com

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It is NOT allowed to redistribute or publish any file -
or to use any parts in a commercial product!

Quick start

X-WORLD Pro is a series of overlay scenery packages for X-Plane 12. It uses OpenStreetMap (OSM) and global building-footprint data to place buildings and other scenery elements more accurately than rule-based autogen.

Available packages at the org store or at Aerosoft either as world bundle or single continents:

- X-WORLD Pro World Bundle
- X-WORLD Pro Africa
- X-WORLD Pro America
- X-WORLD Pro Asia
- X-WORLD Pro Australia-Oceania (contains Antarctica)
- X-WORLD Pro Europe

Installation

1. Delete any older version of the same X-WORLD Pro or X-World package.
2. Extract the zip-archive.
3. Copy all package folders and simHeaven_X-WORLD-Pro_Library to X-Plane 12/Custom Scenery.
4. Run the installation script included in the simHeaven_X-WORLD-Pro_Library: use the Windows batch on Windows or the Linux/macOS script on Linux or macOS.
5. Start X-Plane once, close it, and then check the order of entries in scenery_packs.ini. See Scenery_packs.ini in this manual.
6. For ortho sceneries you may disable ground polygons, but not needed! (see page 6)

The X-WORLD-Pro_Library must be installed.
No other external library is required. The SimHeaven X-World Pro Library only needs to be installed once and is used by all continent packages.

If you have any issues, mail to support@simheaven.com and attach log.txt.

If you like the scenery and want to support our work, think about a donation to simHeaven:
Donate to simHeaven paypal.me/simheaven and use the option „Family&Friends“ to avoid PayPal fees.

Have fun flying!

Armin & team
simheaven.com

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Credits

- Austin Meyer, Laminar Research, for the permission to use X-Plane objects and textures
- OpenStreetMap: use of OSM data under https://opendatacommons.org/licenses/odbl/
- GeoFabrik for providing the OSM downloads
- Scottish Wings for objects from The Handy Objects Library

Credits especially for the X-WORLD Pro version (12 months of development):

World

- Armin (@simHeaven)– head of all
- Guenther Kremp - fountains, smoke and steam; integration of additional VFR objects
- Jörn-Jören Jörensön (3j) - refining building placements, local variations in road traffic density
- Andreas and Lionel for implementing Skunkcrafts Updater
- Giancarlo – Mac support, regions, scripts/tools for team use
- Helfried Miersch - fountains, smoke and steam
- Dominic Russell - train objects for the Czech Republic and the United Kingdom
- @ueid – global building footprints

Europe

- Andreas (@HEV150) - Objects and integration of VFR Austria
- Kurt H. - VFR objects
- chensich - Buildings and VFR objects for Iceland
- Dieter Gross - VFR objects along the Elbe River
- Gaetan Ryckeboer - Objects and adjustments for western France
- Guenther Kremp - Integration of VFR objects, bridges
- Helfried Miersch – VFR objects (Dresden, Freiberg, bridges)
- Jensdieter (@Schwabe333) - VFR objects (castles)
- Johannes Schuster - VFR objects (bridges, castles)
- Lennart Stam – VFR objects (Netherlands)
- Peter Springborn (@Rotorsim) - VFR objects (Saarland)
- Shaun Thomas (@Shaun Rainbow) - VFR objects (Liverpool), UK adaptation

Australia

- Baz Roberts - permission to use AussiePak series objects including many VFR landmarks
- Giancarlo - sub-regions, local library, new facades,outback houses, testing
- Southeastern Scenery - new objects and facades, retexturing for Queensland style houses

America

- Justin (@TheJokerAce) - VFR objects (Cleveland, Dallas, Tulsa)
- Shaun Thomas (@Shaun Rainbow) - VFR objects (Montreal, Yellowknife)

Africa

- Roland (@Roland88) - Morocco adjustments, etc.

Description

SimHeaven X-WORLD Pro is an overlay scenery package that significantly enhances cities, buildings, roads, vegetation and other scenery elements in X-Plane 12.

Instead of placing objects through autogen rules, X-WORLD Pro uses real-world OpenStreetMap data together with advanced global building datasets covering almost three billion buildings. Buildings and scenery elements are positioned and oriented from real-world data where available. Their type and size are data-driven, while regional models provide a visually plausible local appearance.

X-WORLD Pro expands the regional approach used in earlier X-World, X-Europe and X-America packages. It includes additional regional assets for Australia, the USA and Europe, with more regions planned for future updates.

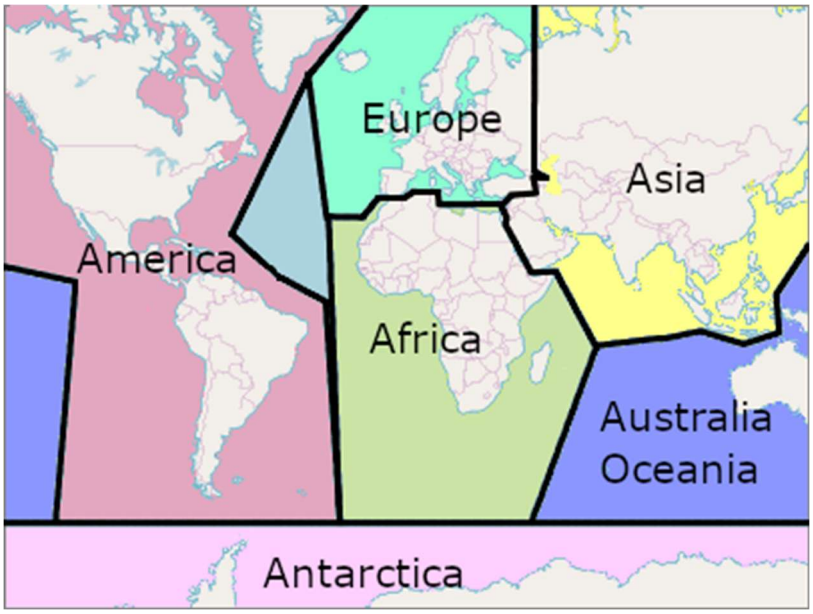
New in X-WORLD Pro

Compared to the existing X-World for X-Plane 12 dated 2023, there are a lot of exciting new elements in X-WORLD Pro:

- Thousands of new landmarks and VFR objects worldwide for navigation and sightseeing
- Industrial chimneys with animated smoke and cooling towers with animated steam
- Animated fountains, geysers and water jets
- Additional and updated regional objects for Australia, England, western France and the USA
- Realistic bridges over the Rhine river with correctly routed traffic
- Golf courses and many sports areas, including tennis, soccer, baseball, American football, beach volleyball, basketball, hockey, handball, boules and winter ski slopes
- Improved vegetation with more accurate placement, density and tree types
- Expanded farmland, crop, field, orchard and agricultural-area coverage
- Plant nurseries, water basins, dams, sluices and weirs
- 3D people on roads and footpaths
- Static rail and road infrastructure objects
- Dynamic road traffic with additional car and truck types
- Traffic density that adapts to urban and rural environments and to the time of day, including rush-hour and night-time traffic
- Optional Lua script for more detailed traffic-density control
- Cars and trucks travelling at different speeds
- Dynamic shipping traffic on rivers, lakes and the sea, with boat types suited to each waterway
- Dynamic regional rail traffic with region-specific objects for the Czech Republic, Germany, France and the United Kingdom (future version)

Continents and world bundle

X-WORLD Pro is available as a worldwide bundle or as individual continent packages for Africa, America, Asia, Australia/Oceania including Antarctica and Europe.



The SimHeaven X-WORLD Pro Library is shared by all continent packages and therefore needs to be installed only once. Additional regional assets will be added in future free updates for customers.

The visual quality of the scenery depends on the completeness and accuracy of OSM and global building-footprint data.

X-WORLD Pro Library

The library allows objects to be changed without regenerating the scenery. By editing library.txt in a text editor, you can replace or disable objects globally, by continent or within a defined region.

X-Plane regions can be defined either by a rectangular area (south-west to north-east) or by a bitmap. Bitmap regions allow precise tile selection, but an override always applies to the entire selected tile, not to part of a tile.

The library.txt file is organised first by layer and then by continent, making the relevant asset definitions easier to find.

Disabling and changing elements

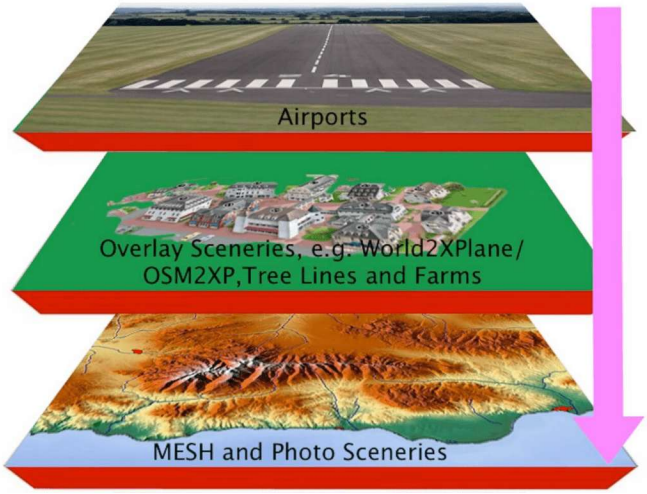
In the Add-Ons zip you now find a new folder "**simHeaven_X-WORLD-Pro_00-disable**", this is for **disabling** or changing elements all over the world or for single continents. If you use this, copy the folder to Custom Scenery and place the entry above all simHeaven entries in the scenery_packy.ini.

In the disable layer you will find 3 pre-defined changes, disabling ground polygons, disabling 3D people and disabling police cars. How to use it is described in the library.txt inside the disable layer, ther you have to make the changes. Elements are set to blank, the elements remains in the scenery data but is no longer displayed in X-Plane 12.

For **changing** elements you could place the desired objects into this disable layer and then map the library path to the desired, compatible custom objects inside.

scenery_packs.ini

For the best results, sort scenery_packs.ini from small, local areas at the top to progressively larger areas below: airports, local or regional scenery, continent-wide overlays, libraries and terrain meshes. Separator entries are included in the download.



The example below illustrates the recommended order. Paths are examples and will differ on your system.

```
SCENERY_PACK Custom Scenery/---------- Aerosoft Sceneries ----------/
SCENERY_PACK Custom Scenery/Aerosoft - LFMN Nice Cote d Azur X/
SCENERY_PACK Custom Scenery/Aerosoft - LPFR Faro/
SCENERY_PACK Custom Scenery/---------- Orbx Sceneries ----------/
SCENERY_PACK Custom Scenery/Orbx_A_EGLC_LondonCity/
SCENERY_PACK Custom Scenery/---------- X-Plane Airports ----------/
SCENERY_PACK Custom Scenery/X-Plane Airports - EGPR Barra/
…
SCENERY_PACK Custom Scenery/---------- X-Plane Landmarks ----------/
SCENERY_PACK Custom Scenery/X-Plane Landmarks - Dubai/
…
SCENERY_PACK Custom Scenery/X-Plane Landmarks - Washington DC/
SCENERY_PACK *GLOBAL_AIRPORTS*
SCENERY_PACK Custom Scenery/---------- simHeaven Sceneries ---------/
SCENERY_PACK Custom Scenery/ simHeaven_X-WORLD-Pro_00-disable/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-01-bridges_O4XP-Mesh/
SCENERY_PACK_DISABLED Custom Scenery/simHeaven_X-WORLD-Pro_Europe-01-bridges_XP12-Mesh/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-02-fountains/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-03-vfr/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-04-regions/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-05-details/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-06-extras1/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-07-extras2/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-08-footprints/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-09-scenery/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-10-forests/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-11-net1-aerials/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-12-net2-ships/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Europe-13-net3-roads/
SCENERY_PACK Custom Scenery/---------- Regional Sceneries ----------/
SCENERY_PACK T:\X-Plane_Scenery\Antarctica4XPlane_1v4/
SCENERY_PACK Custom Scenery/Orbx_B_EGLC_LondonCity_Mesh/
SCENERY_PACK Custom Scenery/---------- Libraries ----------/
SCENERY_PACK Custom Scenery/simHeaven_X-WORLD-Pro_Library/
SCENERY_PACK Custom Scenery/Orbx_XP12_Library/
SCENERY_PACK Custom Scenery/---------- Orthos Europe ----------/
SCENERY_PACK F:\_X-WORLD-Pro_Test\zOrtho-XP12_+49+008/
SCENERY_PACK F:\_X-WORLD-Pro_Test\zOrtho-XP12_+50+007/
```

Utilities such as X-Organizer can help sort the file, but always review the final order manually.

X-WORLD Pro layers

Each continental package of X-WORLD Pro has max 13 different layers:

Layer	new	Contents and notes
01-bridges	X	Realistic bridges over the Rhine river with correctly routed traffic. Europe includes separate versions for Ortho4XP and the standard X-Plane 12 mesh; enable only the version matching your terrain mesh.
02-fountains	X	Animated fountains, geysers and water jets, some placed manually and others generated automatically.
03-vfr		Special VFR objects, plus selected airport corrections and exclusion zones. The Pro version adds about 10,000 VFR objects. A WED XML file is included for local corrections.
04-regions		Regional object replacements for selected areas, including the Mediterranean, the Alps, Norway/Scandinavia, Greece, Great Britain/Ireland and Australia.
05-details		Small low-altitude details such as benches, clocks, fire hydrants, hunting stands, playgrounds and waste bins. Disable this optional layer on systems near their performance limit.
06-extras1	X	Orchards, plantations, hedges, plant nurseries, farmland, salt ponds, water basins, livestock areas, golf courses, sports areas, boatyards, fences, dams, weirs and sluices. Disable if necessary for performance.
07-extras2		Caravans at campsites, allotments, solar farms, beer gardens, cemeteries, quarries, construction areas, and additional trees in cities and along rivers. Disable if necessary for performance.
08-footprints		Additional buildings from the global building-footprint dataset. This layer significantly improves areas where OSM building coverage is sparse.
09-scenery		The main scenery layer, containing houses, buildings and landmark objects. The library.txt file defines which assets are used.
10-forests		Forests, wetlands, shrubs, vineyards and orchards derived from OSM.
11-net1-aerials		Network data for power lines and aerials.
12-net2-ships	X	Shipping networks for rivers, lakes and the sea, using 11 vessel categories ranging from ferries to canoes.
13-net3-roads		Road and railway networks, railcars on sidings, and people on footpaths.

Layer 01 bridge mesh variants

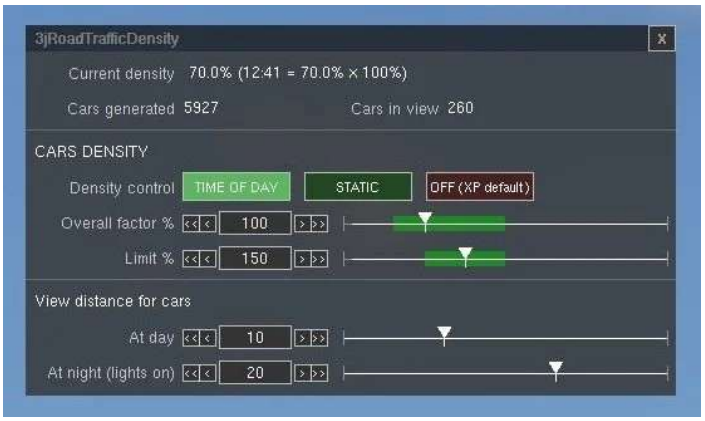
For Europe, choose one of the following according to your terrain mesh and disable the other:

- simHeaven_X-WORLD-Pro_Europe-01-bridges_O4XP-Mesh
- simHeaven_X-WORLD-Pro_Europe-01-bridges_XP12-Mesh

Traffic routing depends on the ground mesh. The Ortho4XP and standard X-Plane 12 meshes differ, so the matching bridge variant provides the best alignment.

Traffic density

Traffic density can be controlled by the included LUA script '3jRoadTrafficDensity.lua'. You find the script in the Add-on zip. This allows you to control traffic density at roads and railways. It can be set to either Time of day, Static or OFF (XP12 default). You have sliders for overall factor, limit, view distance for night and day.



low traffic density

high traffic density

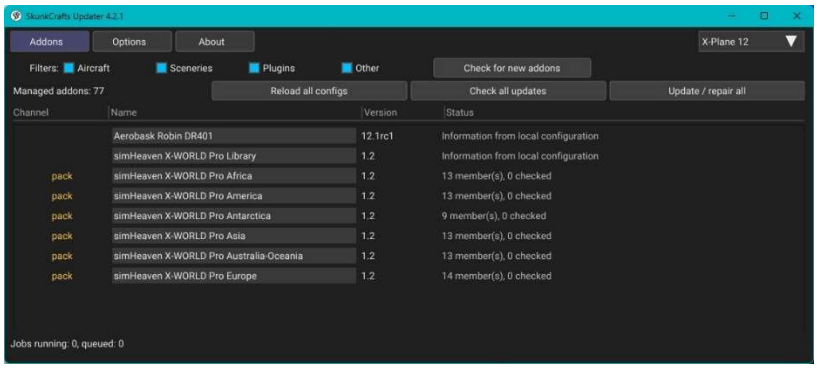
The following warning appears in Log.txt:

'Art controls are being modified. These are development tools which may cause unpredictable or unstable behaviour and SHOULD NOT be used in normal operation. Please avoid touching art controls if you need to file a bug report.'

so using the script is at your own risk!

Updating via Skunkcrafts Updater

New in X-WORLD Pro v1.2 is the possibility to update all packages and the library via Skunkcrafts Updater, the config files are included.



You need minimum Skunkcrafts Updater v4+, the tool is available for Windows, Linux, Mac - download here: https://forums.x-plane.org/forums/topic/352063-20261004-skunkcrafts-updater-v4xy-is-available/ user guide is included.

Troubleshooting

First verify that the issue is caused by X-WORLD Pro rather than any other scenery package, add-on or plugin.

Check log.txt and search for all lines containing “E/”, then you see all errors for

- airports (E/APT),
- objects (E/OBJ) and
- scenery (E/SCN)

Easy-to-fix issues may be published as hotfixes or updates on the simHeaven website:

https://simheaven.com/new-updates/

and via Skunkcrafts Updater.

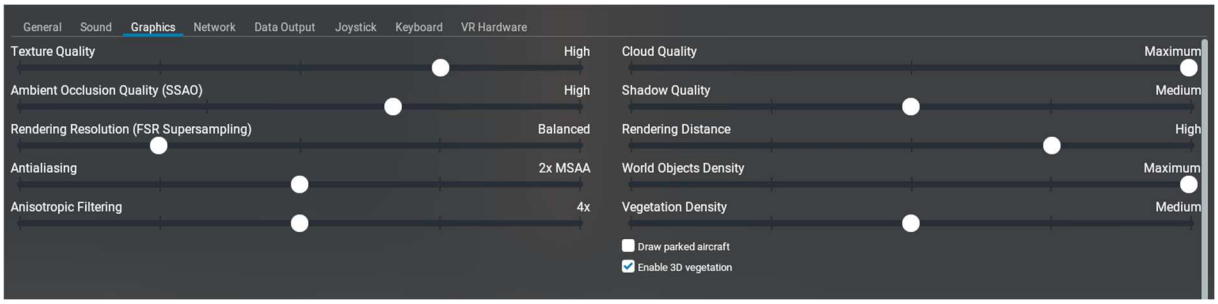
Performance

- Antivirus or internet-security software may scan files while X-Plane loads them, increasing load times. Configure trusted exclusions for X-Plane and scenery folders where appropriate.
- Disable or remove scenery packages that are not needed. X-Plane loads all active packages even when exclusion zones hide lower-priority scenery.
- Check scenery loading times in Log.txt to identify packages that cause unusually long delays.
- Disable AI aircraft if CPU performance is limited; every AI aircraft uses processing resources.
- Check BIOS and GPU power-management settings. Energy-saving modes may reduce maximum performance.
- Orthophoto scenery requires substantial storage, RAM and VRAM. A single ZL17 tile may occupy about 8 GB. Use an SSD, preferably an M.2 SSD where available, to reduce loading delays.

```
2724  1:33:54.446 I/SCN: DSF load time: 15075 for file Custom Scenery/Global Airports/Earth nav data/+50+000/+50+006.dsf (0 tris, 0 skipped for C
2725  1:33:54.537 I/SCN: DSF load time: 89891 for file Custom Scenery/simHeaven_X-Europe-1-vfr+corr/Earth nav data/+50+000/+50+006.dsf (0 tris, C
2726  1:33:54.717 I/SCN: DSF load time: 215535 for file Custom Scenery/simHeaven_X-Europe-3-extras/Earth nav data/+50+000/+50+006.dsf (0 tris, 0
2727  1:33:54.900 I/SCN: DSF load time: 177333 for file Custom Scenery/simHeaven_X-Europe-4-forests/Earth nav data/+50+000/+50+006.dsf (0 tris, C
2728  1:33:55.430 I/SCN: DSF load time: 452185 for file Custom Scenery/simHeaven_X-Europe-5-scenery/Earth nav data/+50+000/+50+006.dsf (0 tris, C
2729  1:33:56.069 I/SCN: DSF load time: 584335 for file Custom Scenery/simHeaven_X-Europe-7-network/Earth nav data/+50+000/+50+006.dsf (0 tris, C
2730  1:34:06.423 I/SCN: DSF load time: 10259833 for file Custom Scenery/zzz_hd_europe_scenery4/Earth nav data/+50+000/+50+006.dsf (1452134 tris,
```

X-Plane settings

Several X-Plane settings affect both performance and visual density. If X-WORLD Pro runs poorly, disable layers 05-details, 06-extras1 and 07-extras2 one at a time. If necessary, reduce World Objects Density..



If fewer buildings are visible than in comparison screenshots, check World Objects Density and move the slider to the right, subject to available performance.

Graphic card settings

Check that the graphics driver is configured for high performance and that the power-management mode does not unnecessarily limit GPU performance.

Improving OSM

Most X-WORLD Pro content is generated automatically from OpenStreetMap data. Better source data produces better scenery. During a flight, you may notice missing or incorrectly mapped objects or villages with sparse OSM coverage. You can improve the source data at openstreetmap.org; corrected data can be included when the scenery is regenerated in a future release.

Support

For help with X-WORLD Pro, email support@simHeaven.com in English or German.
Attach Log.txt and relevant screenshots whenever possible.

Donation

The simHeaven team has spent thousands of hours developing, testing and improving free sceneries since 2011. Donations help to cover server, software and plugin costs..

If you want to support me and my work, help me covering costs for servers, software and plugins, please donate and say thanks to me and my team.

Donate via paypal.me/simheaven and use the “Family&Friends” option to avoid PayPal fees.

Thank you,
have fun flying,
happy landings,

Armin & team

simheaven.com/

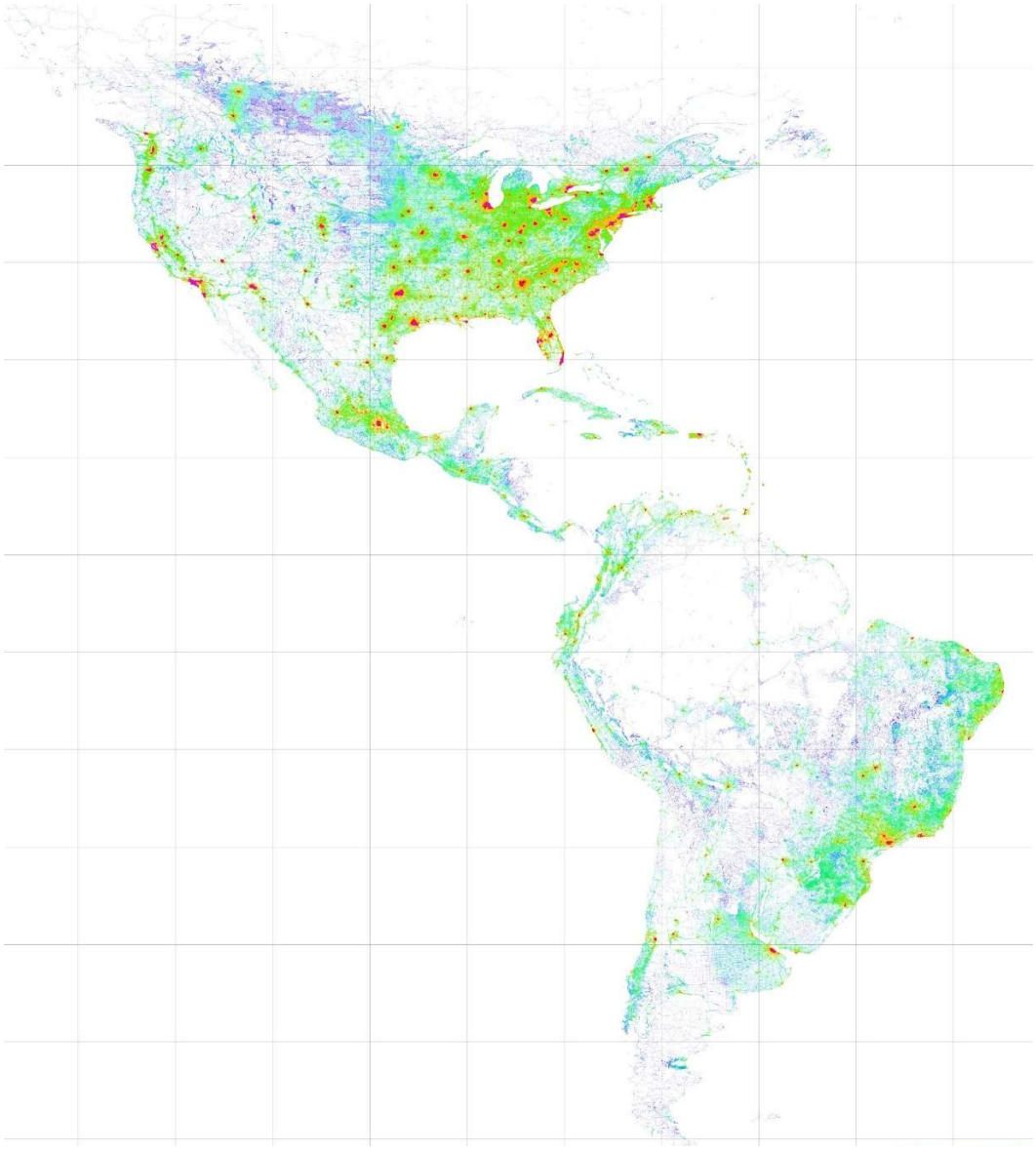
info@simheaven.com

Appendix: Screenshots of new elements

fountains

smoke and steam

3D people



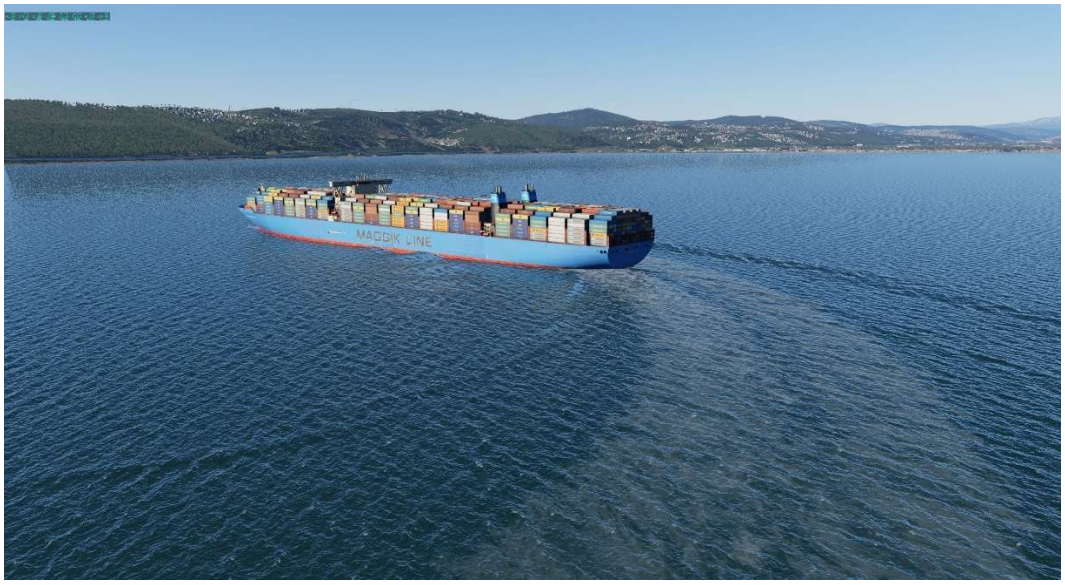
localized traffic density

sports fields

bridges

VFR objects

ships on rivers, lakes and the sea



different ship types

sluices and water bassins

farmland

rail cars on siding tracks

golf courses

forests