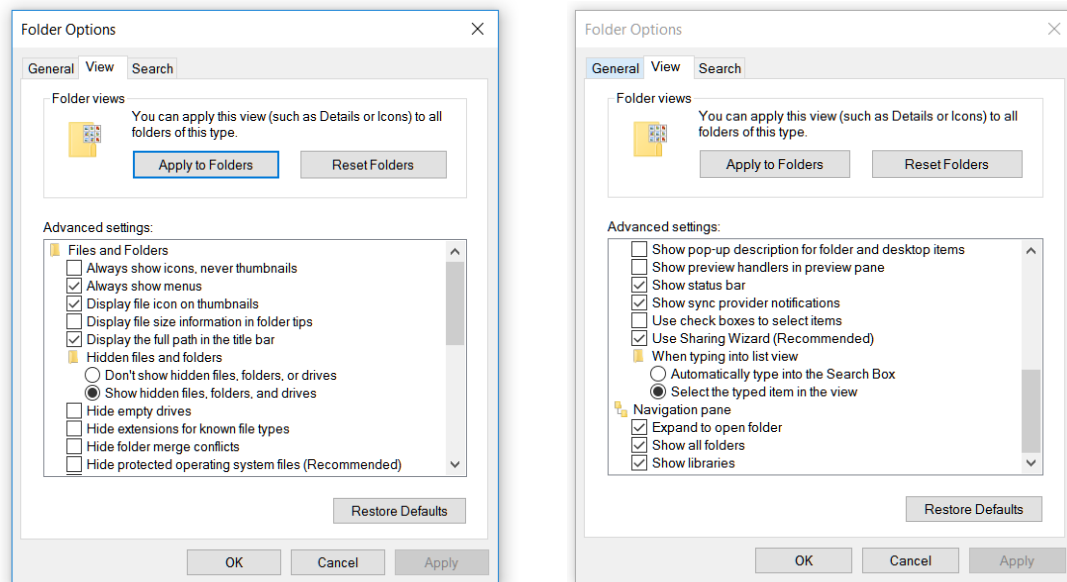


Customizing Camera Views within FSX & Prepar3D

Both FSX and all versions of P3D have tied the **“Spot”** & **“Locked Spot”** views to the aircraft, personally I find this very annoying so I'm offering a simple fix that will free the camera for one or both spot views. It's based on FS9 camera configurations and is intended to simulate a more realistic non-rigid movement. This will require that you have administrative privileges and that you configure your file manager to view system and hidden files. To configure your file manager do the following.

1. Open your file manager and left click on **“Options”** located on the tool ribbon.
2. A pop-up dialog box will appear titled **“Folder Options”** as shown below. Select the **“View”** tab and configure all boxes as shown.



3. When done left click on **“Apply to Folders”**.
4. Locate the **“Cameras.cfg”** file on your computer, copy and paste the path shown below for your simulator.
Example for FSX:
%APPDATA%\Microsoft\FSX

Example for Prepar3D v4:
%APPDATA%\Lockheed Martin\Prepar3D v4
5. Back-UP the **“Cameras.cfg”** file.
6. Open with Notepad, scroll down to the Camera Definition titled **“Spot”** and edit the values for **“Track”** and **“XyzAdjust”** as shown below.
[CameraDefinition.00X]
Title = Spot
Track = Fixedchase
XyzAdjust = True
7. **(Optional View Fix)**, scroll down to the Camera Definition titled **“Locked Spot”** and edit the values for **“Track”** and **“XyzAdjust”** as shown below.
[CameraDefinition.00X]
Title = Locked Spot
Track = Fixedchase
XyzAdjust = True

You should now be able to pan around the aircraft with the 10-Key pad, if not try turning on **“Num Lock”**. Zoom in and out is also allowed.

7. Save and close. Give it a try, if your not impressed then restore your backup. Cheers.