

MSFS ADDONS LINKER

Managing additions (mods, add-ons) in the Community folder

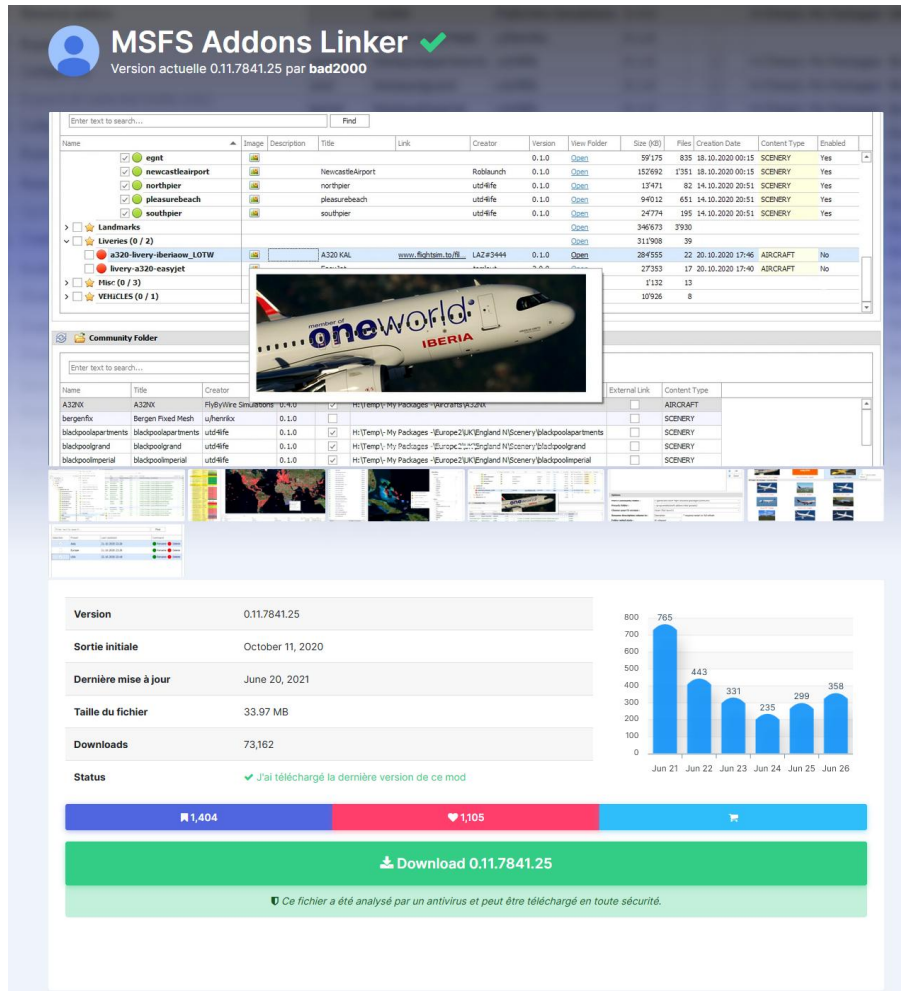
The Community folder which contains all the scenes, airports, planes, modules added to MSFS, can quickly become very complicated to manage because there is no tree structure possible to classify the loaded elements.

There are several programs that manage the "add-ons" of the Community folder.
This tutorial introduces the free software "**MSFS addons Linker**".

NB: french translation in on <https://www.simvol.org>

A- INSTALLATION

- Download the software "MSFS_Addons_Linker_v11_ywFSX.zip" on the developer's website or on flightsim.to :

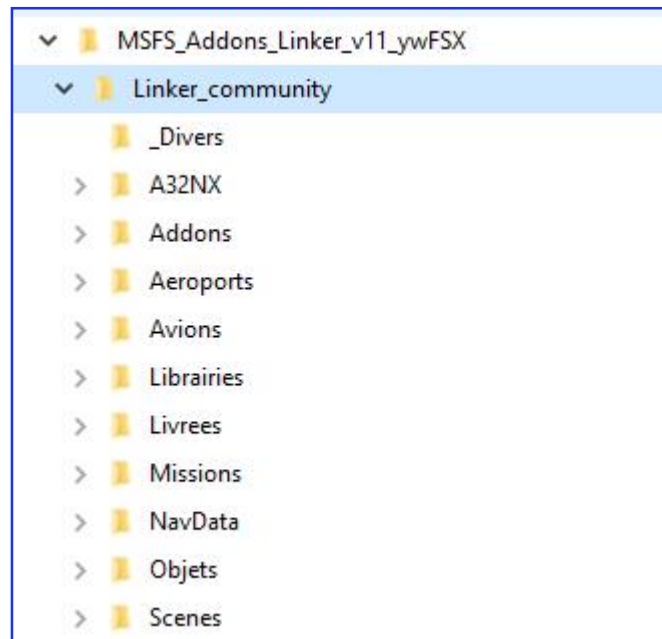


- Once the folder has been unzipped and the product installed on the disk of your choice (C: or another, not necessarily on the disk which contains MSFS) you must create the directory and the subfolders which will receive the addons.

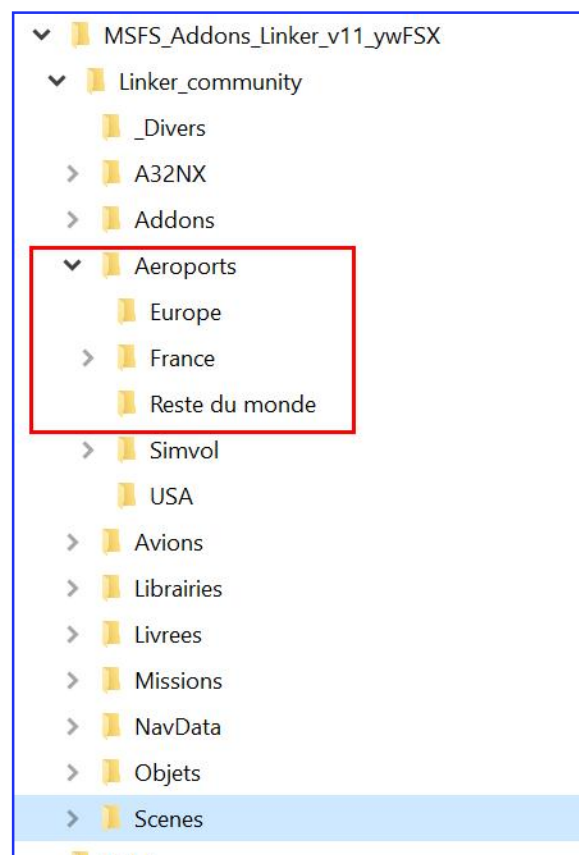
This directory can be created in the "MSFS_Addons_Linker_v11_ywFSX" folder (example below) or elsewhere, or even on another disk. The name is your choice.

It is also necessary to search in "MSFS_Addons_Linker_v11_ywFSX" the file "**MSFS_AddonsLinker.exe**" and create a shortcut to put on the Windows desktop.

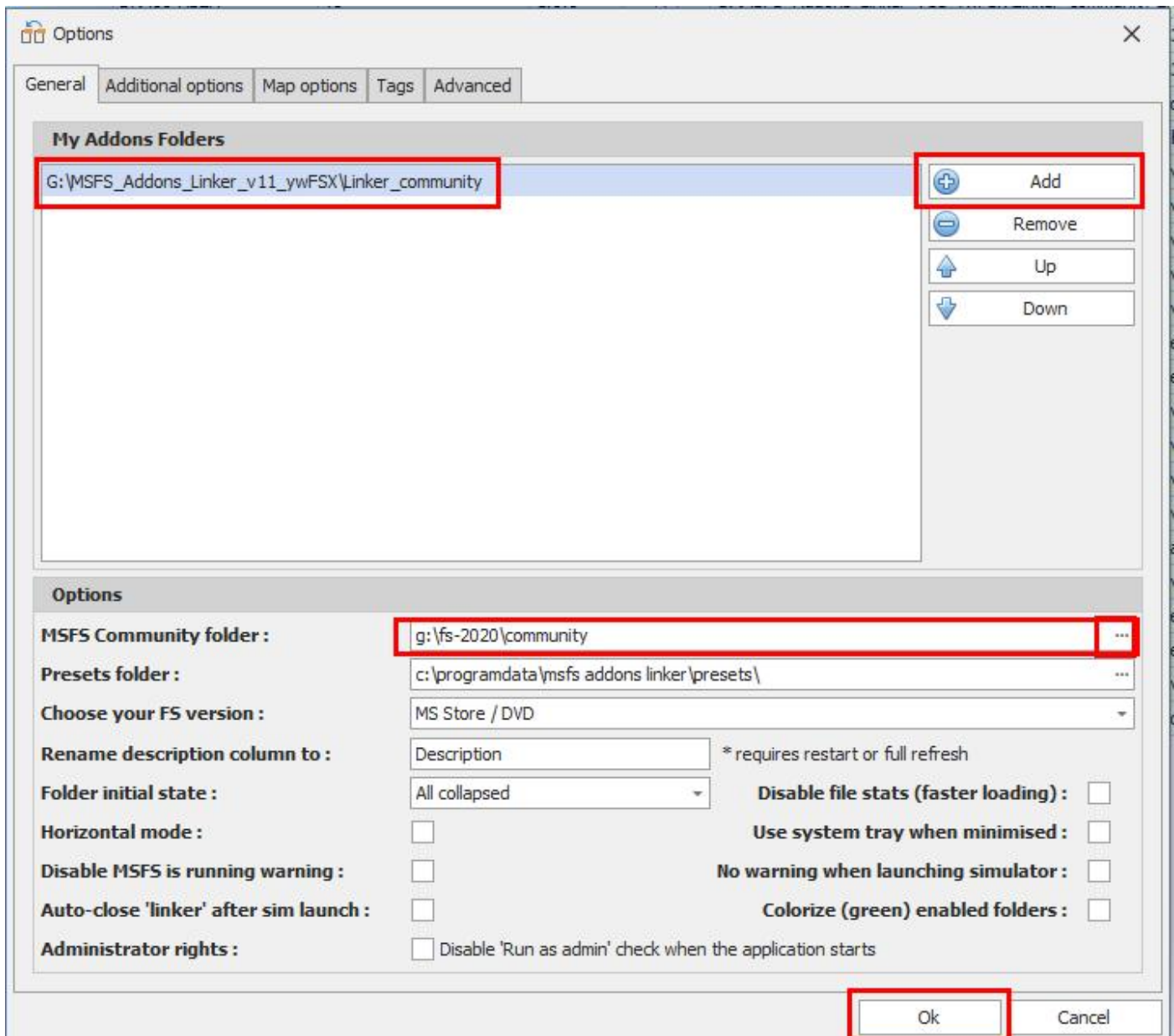
Below, example, with a directory named "Linker_community" with a first level of sub-folders to classify the addons:



You can of course choose the names of subfolders that suit you well and each subfolder can also contain a tree of subfolders:



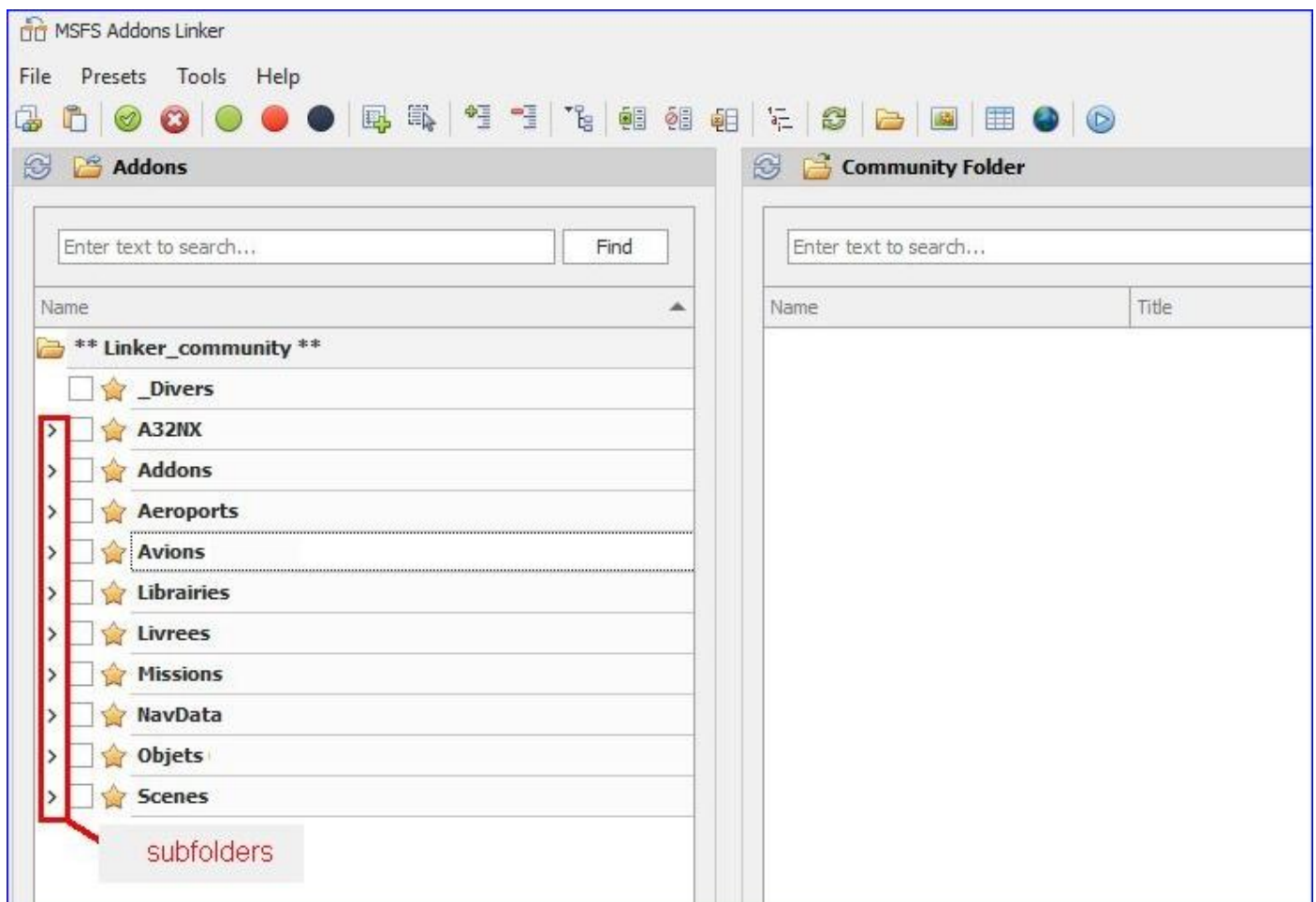
You must then click on the Linker shortcut to launch the program that opens, the first time in an "Options" window"



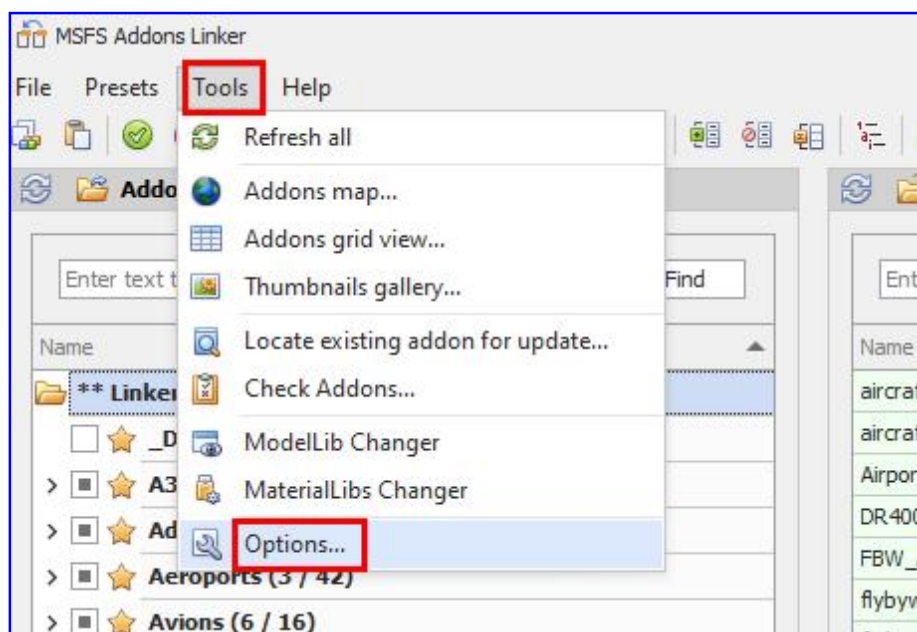
In this window, if it is not pre-filled (you must then check the links), select the directory created previously which will contain all the addons and indicate where the Community directory of FS2020 is located.

After pressing OK, the user window opens and you can check the tree structure of your directory and its subfolders:

Example:



NB: you can always come back and modify the options from the **"Tools then Options"** menu:



B- USE

To use MSFS Addons Linker (short for "**Linker**" in this tutorial), you must store the addons in the directory created previously (Linker_Community in our example). **Linker** will be responsible for creating links in the MSFS Community folder, there will never be any duplication of files.

Many sites provide free addons, like flightsim.to and simvol.org. Others are chargeable, but the process is the same.

WARNING: some addons are done by an installer who, implicitly, puts the module in the Community folder and therefore does not go through Linker. This is the case for the Airbus A32NX and for the pilot module with two "Your Controls". But it is possible to configure them so that they create their files in the Linker addons directory.

The downloaded addons are in compressed format and you have to decompress them and only take the folder (or files) containing the files needed by MSFS to store it in Linker.

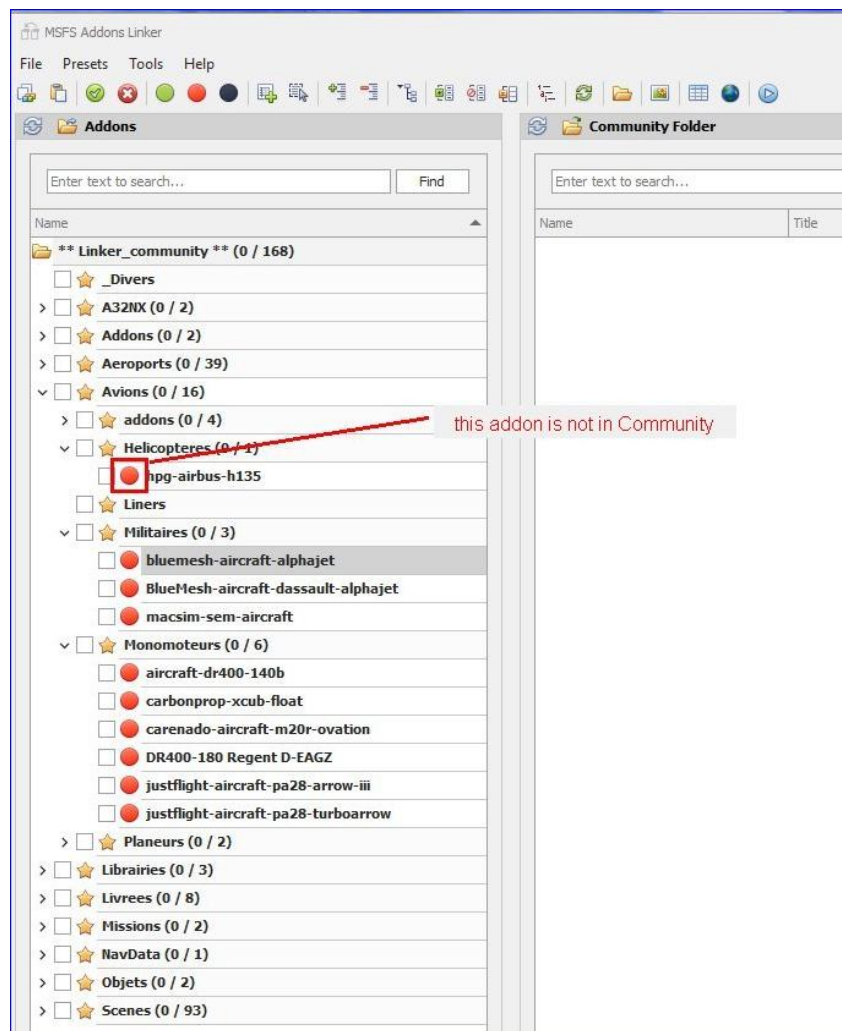
For those who are just starting out, it will be quick, for those who already have a large number of addons, the tidying up will be more important.

CAUTION: Linker is the one who creates the links in Community, so it must be empty at the start: save its content elsewhere.

After installation, Linker opens in a two-part window:

- on the left, the tree structure and its content
- on the right, the contents of the Community folder

Example with addons already loaded and an "unfolded" tree structure:



Addons not present in Community are preceded by a red circle.

The addons that we want to see present in Community will be preceded by a green circle.

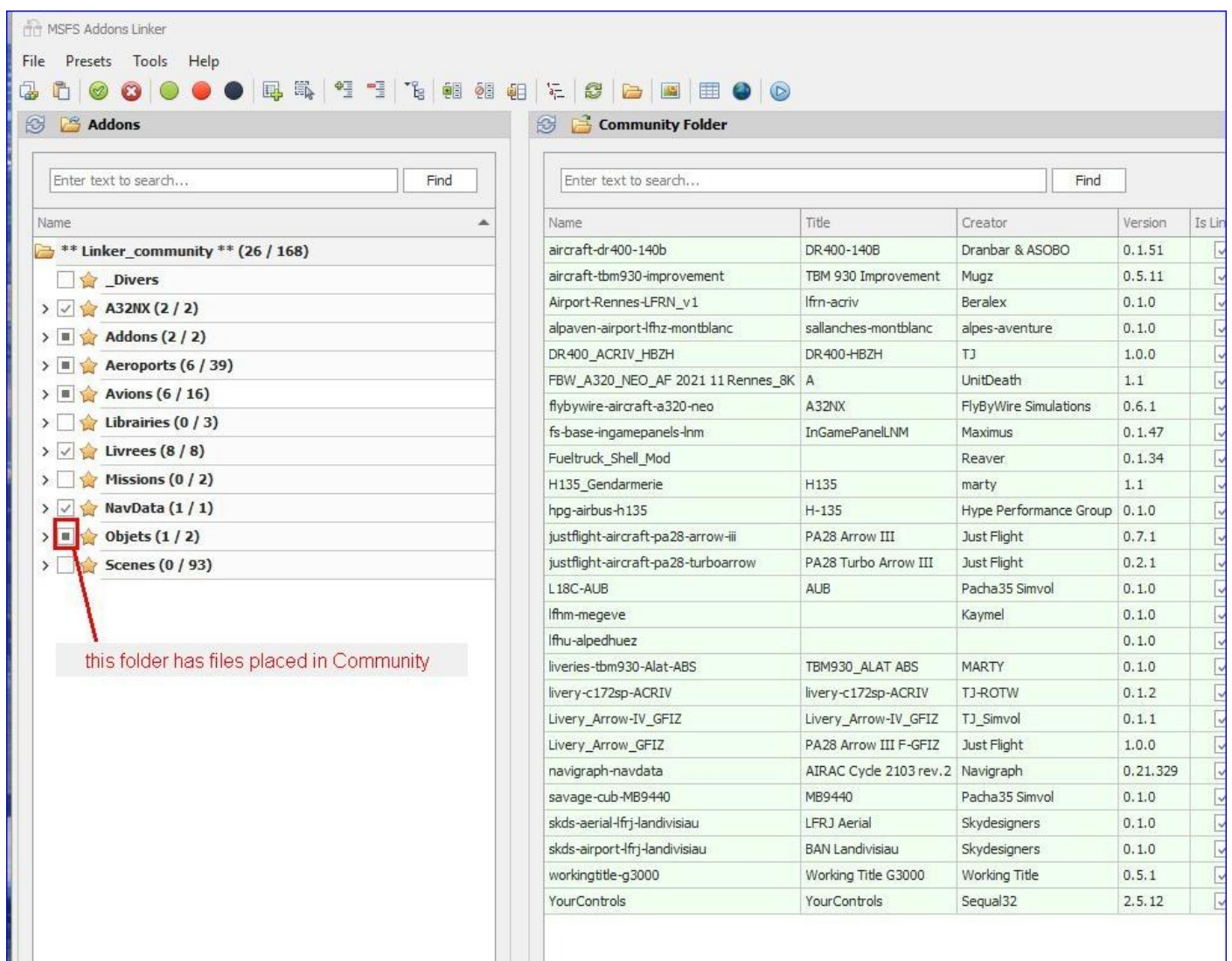


The advantage of this software is to only put in Community what is necessary for its flight (planes, regions, etc.) However, there are some addons that we use all the time and therefore must always be in Community.

Two possibilities:

- place them directly in Community without listing them in Linker,
- put them in Linker and create a "Preset" which contains only these addons (see the creation of a "preset" below).

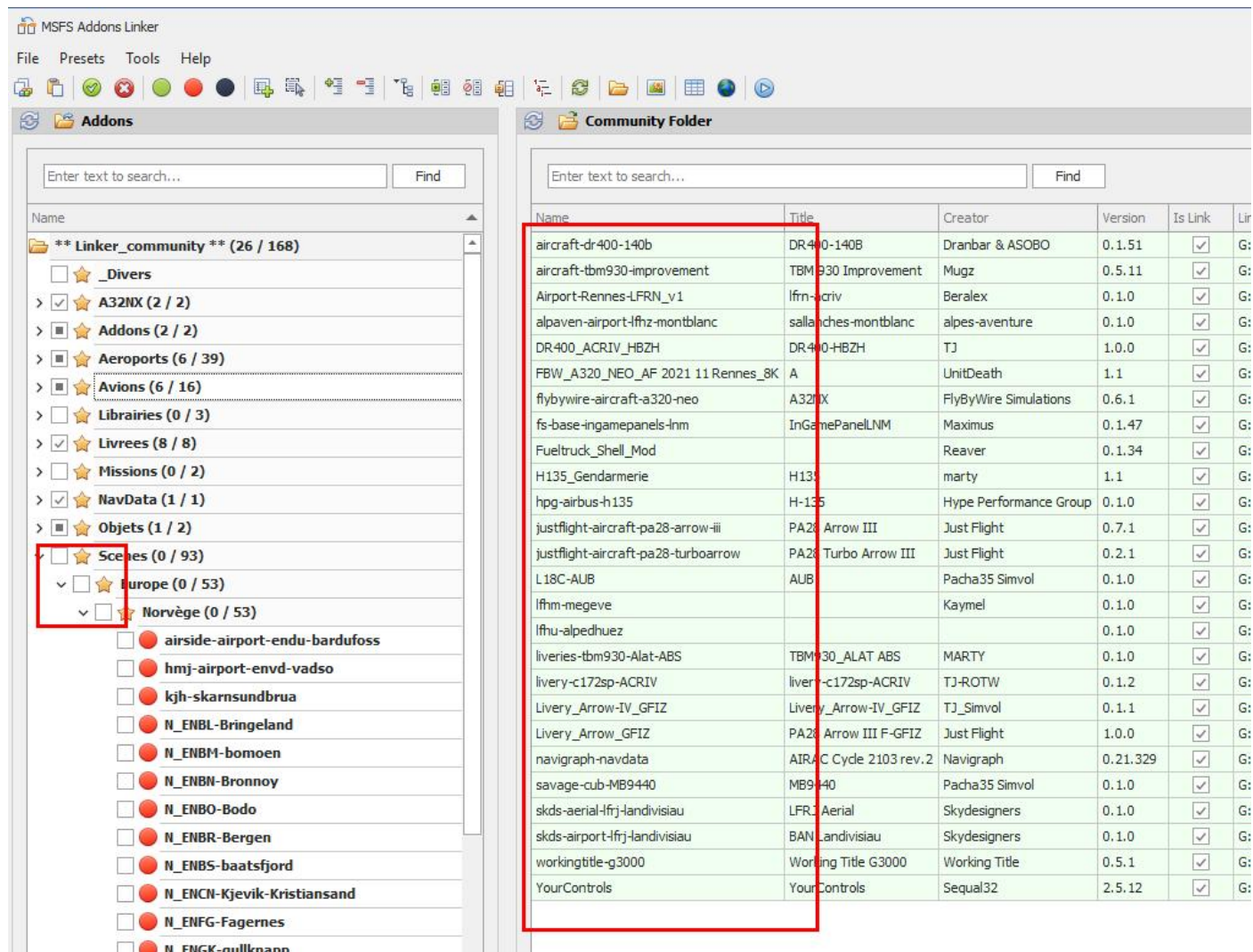
Example of minimum "Community" (everyone puts what they want):



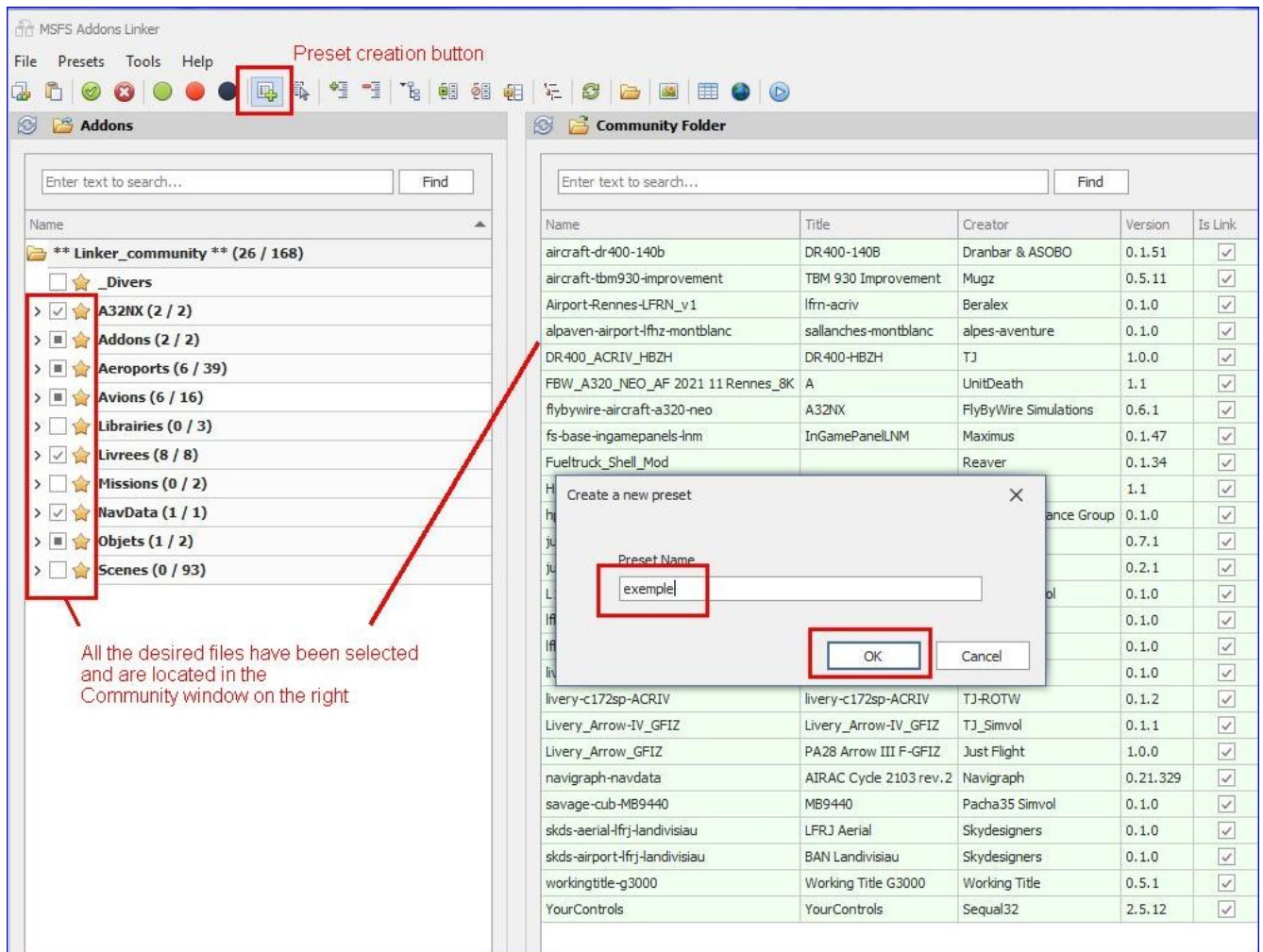
We can then create other "Presets" which take all or part of the basic one and add other addons:

example: adding "Norway" scenes:

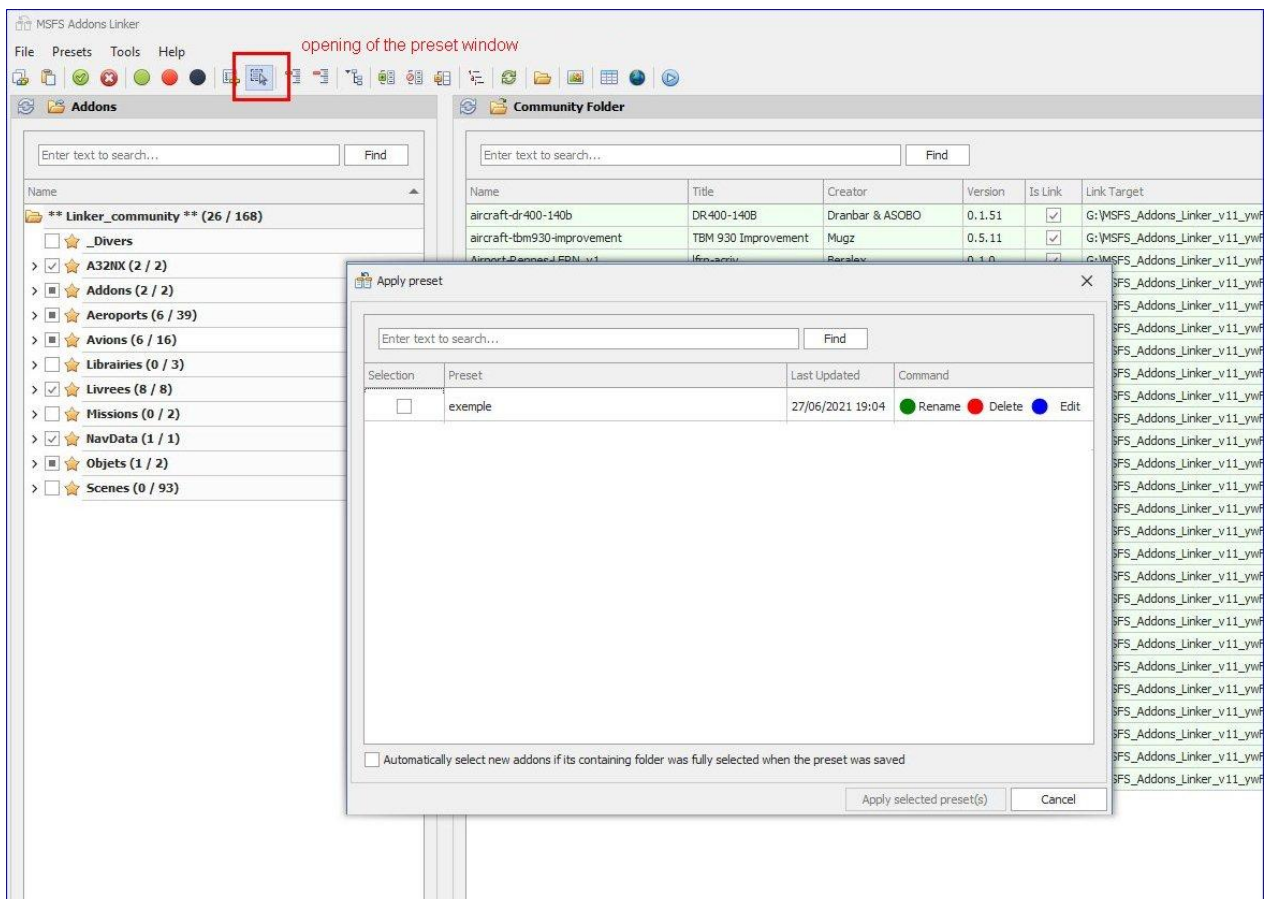
- scenes in Linker but not yet in Community



- scenes added to Community (by clicking on the white square to the left of the name of either the folder or each file)

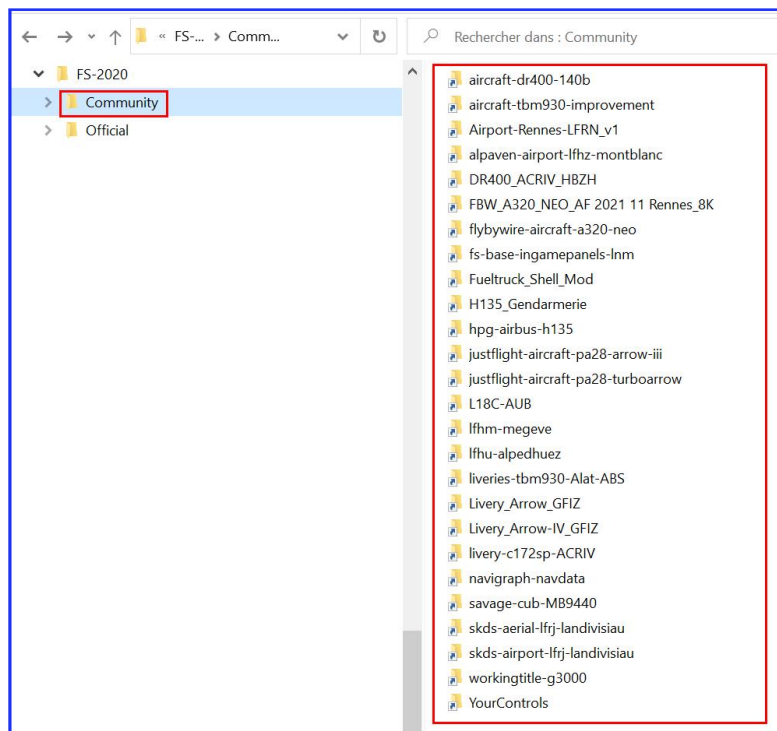


Once OK validated, the “preset” is created and can be found in the “preset” selection window by clicking on the “Apply preset” button:



If you have created several flight environments by “preset”, they will appear in this window and, by clicking on the square in front of the name and pressing OK, the addons replace the previous ones in the Community folder.

All this is very fast because, in the Community folder, the files are not copied, they are links to the files contained in Linker.

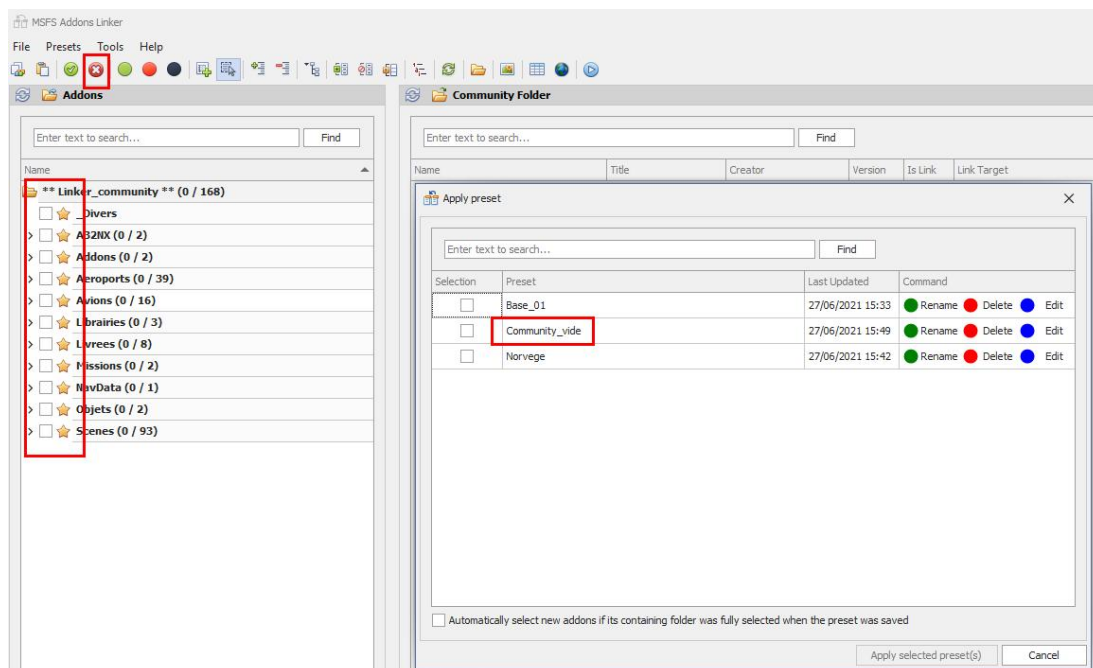


Case of an empty Community

During the updates of MSFS, it happened that the content of Community was corrupted or prevented the update. It is recommended to only do updates with an empty Community.

We can therefore create an empty “preset” which will allow the MSFS update to be launched without risk. To do this, you just have to deselect all the addons present and create the preset.

NB: it is prudent to create this preset before putting addons in Linker.



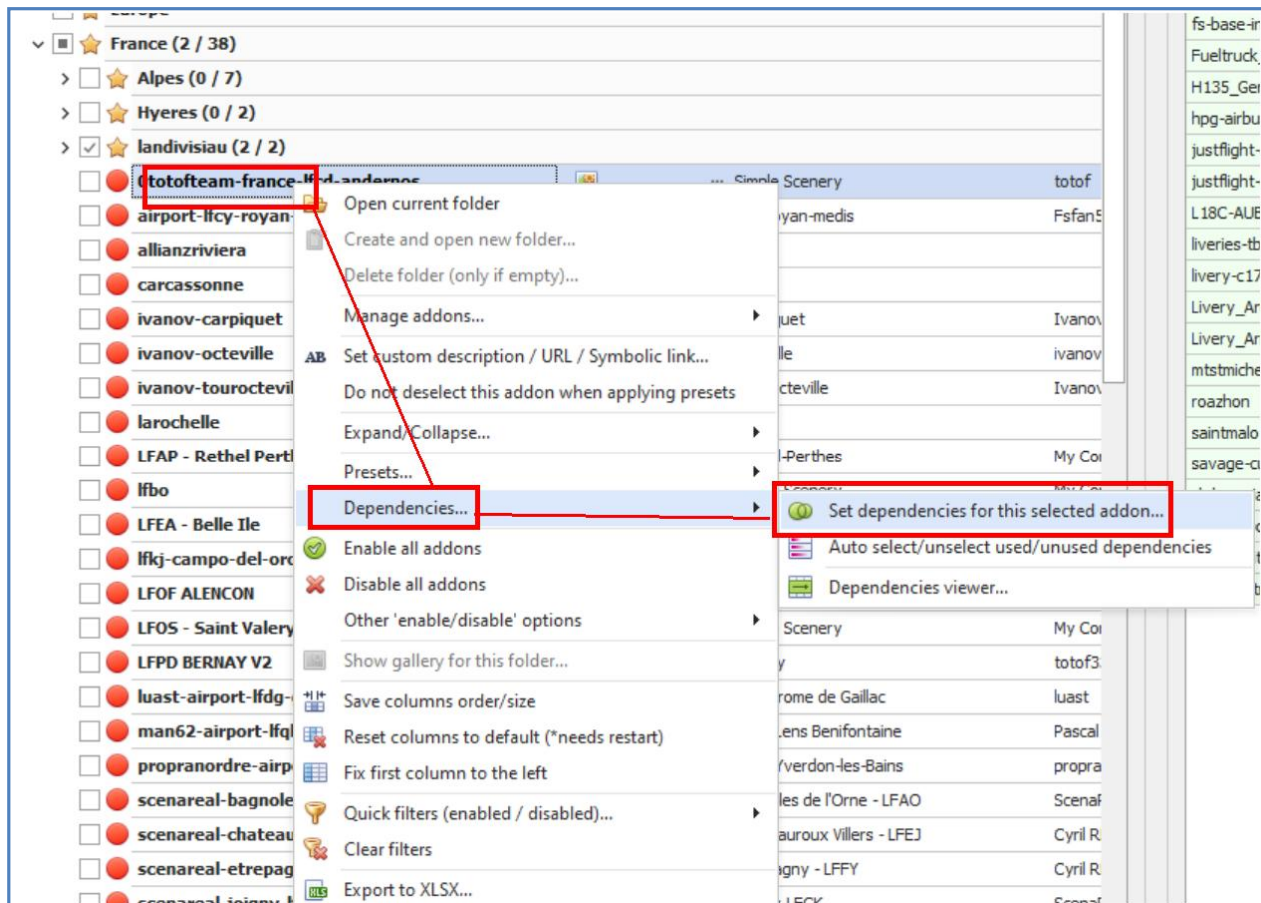
NB: this operation is not mandatory, it is just a security.

C- Manage dependencies

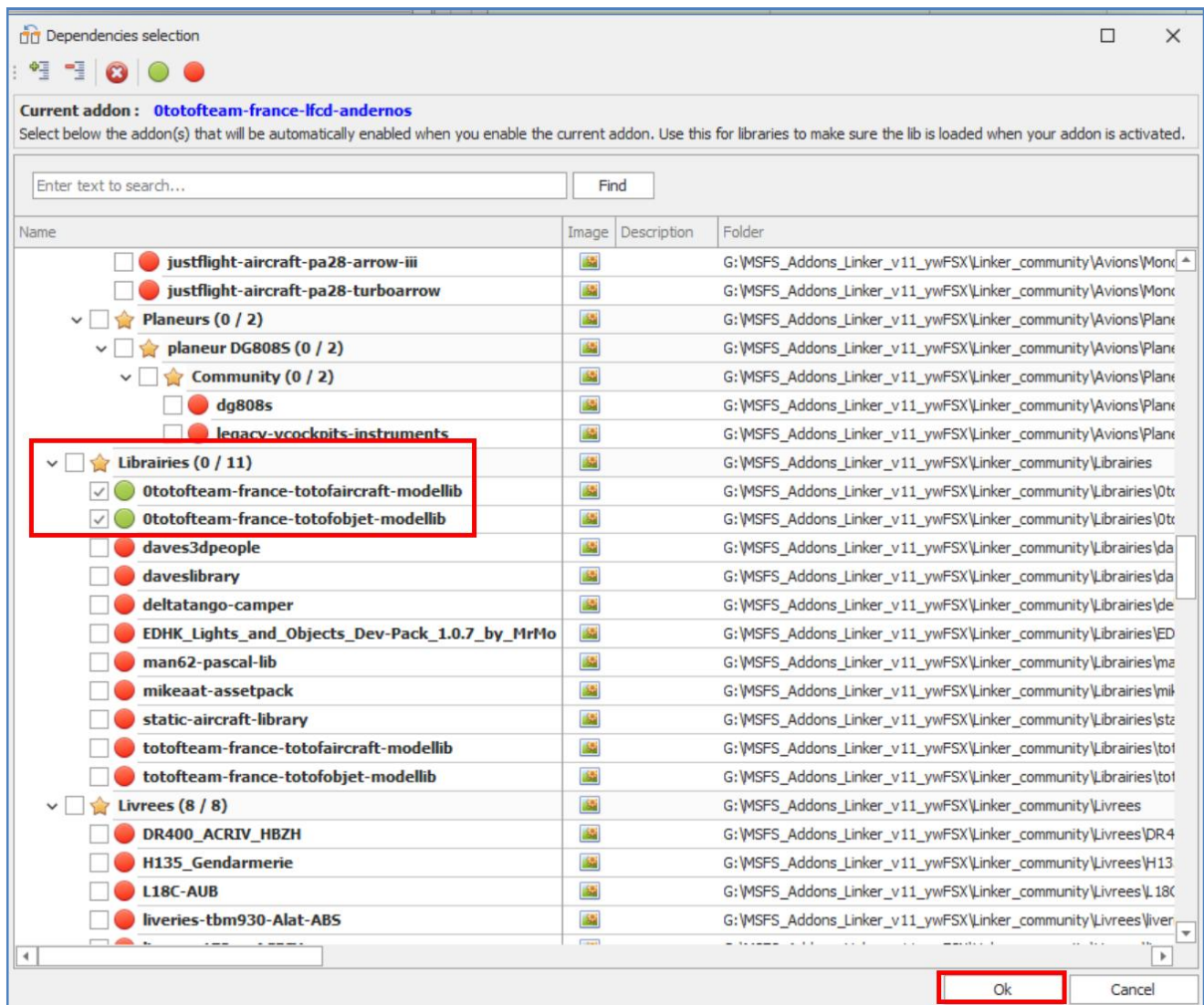
As in any simulator, some scenes or airports can use object libraries (libraries) that must of course be put in Community when you want to use the scene or the airport.

MSFS Addons Linker allows you to manage these dependencies very easily since they are installed in its directory (in a "Libraries" sub-folder for example).

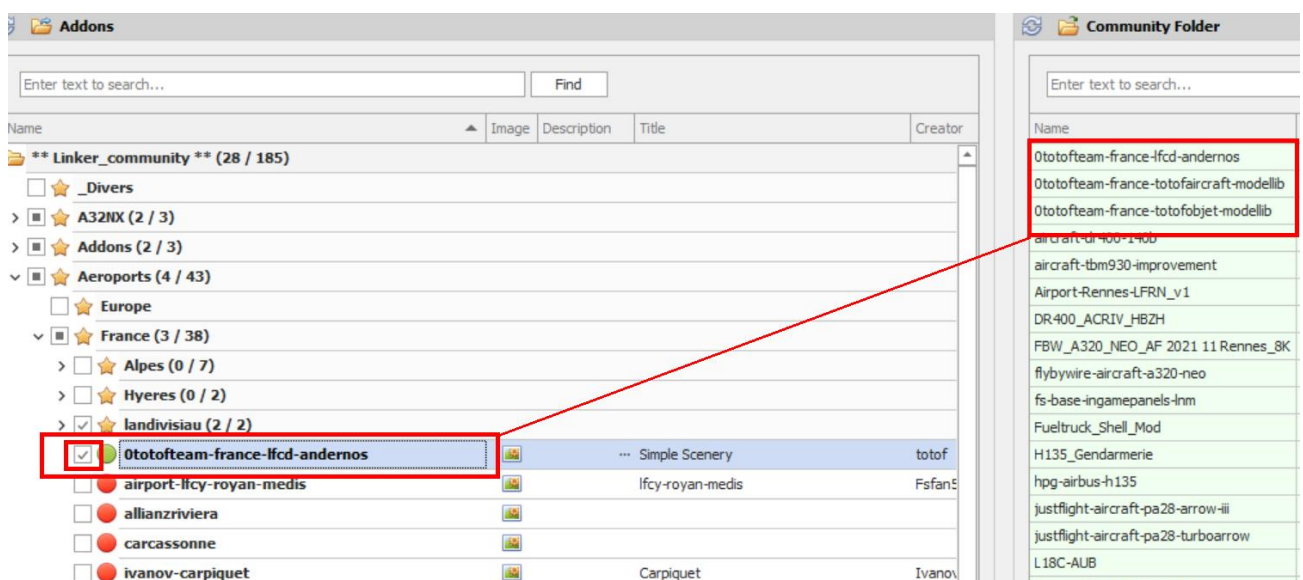
In Linker, find the scene that uses libraries (indicated by the author) and right click on it to open the menu for accessing the **"Dependencies selection"** window. Select **"Set dependencies for this selected addon..."**



In the dependency selection window, search in the appropriate folder for the files that should be installed with the scene and select them.

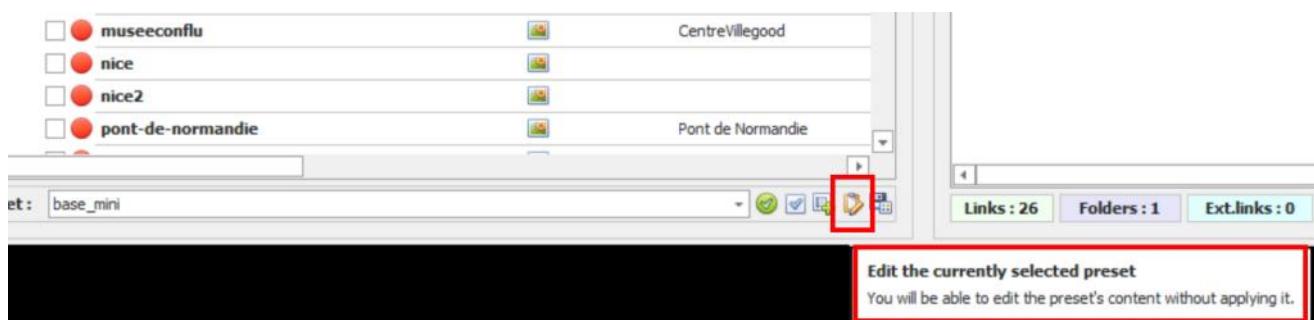


Click on OK and the relationship is established, all you have to do is select the scene for it to be installed in Community with the dependent libraries.

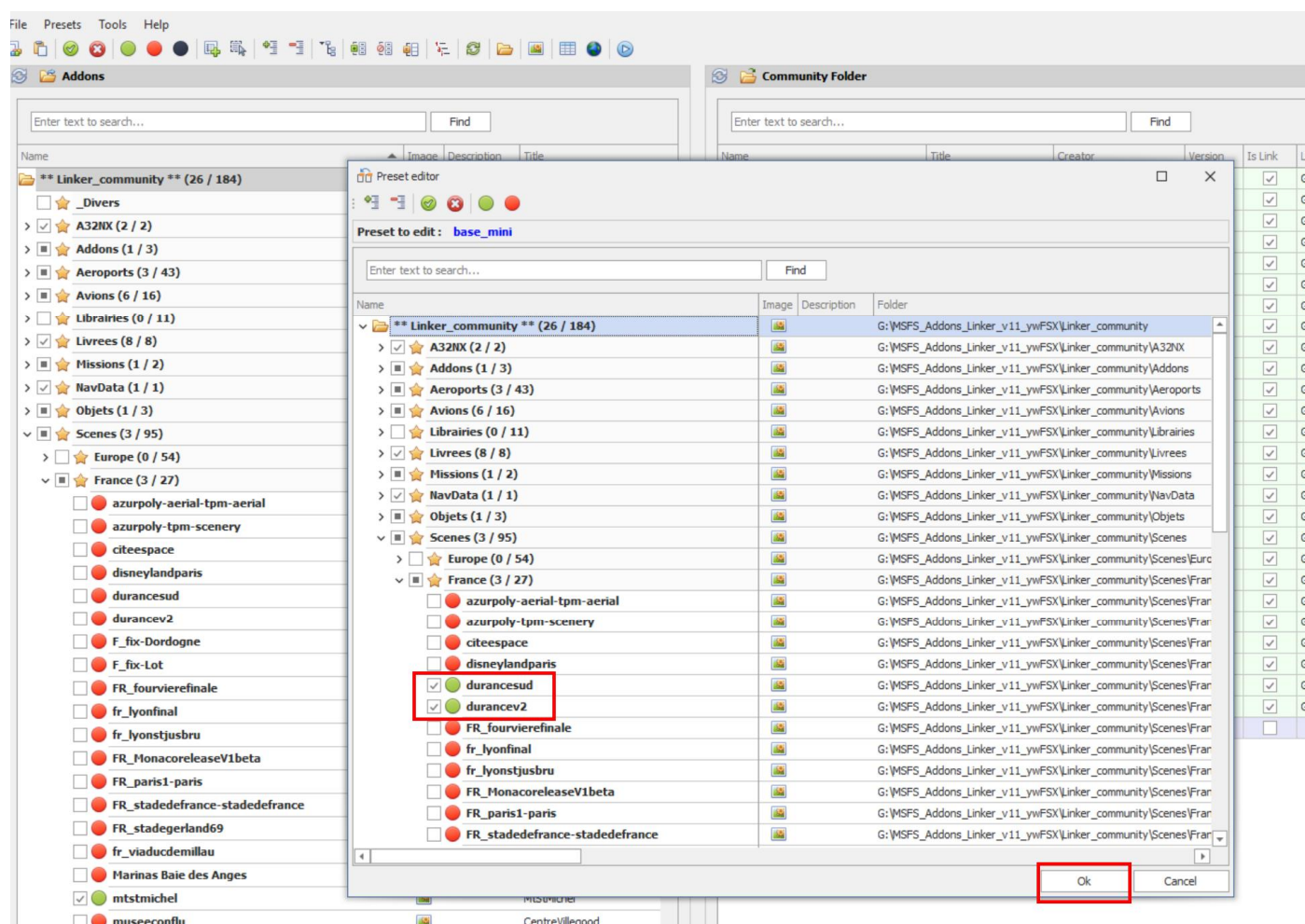


D- Updating a « preset »

You may want to modify a “preset” (add or remove elements) without deleting it and creating another one. You can do this with the “edit” icon at the bottom of the element selection window



Simply select the items to add (turning them to "green") or to remove (turning them to red) and click OK in the update window that opens



The update will be effective the next time the “preset” is reloaded.

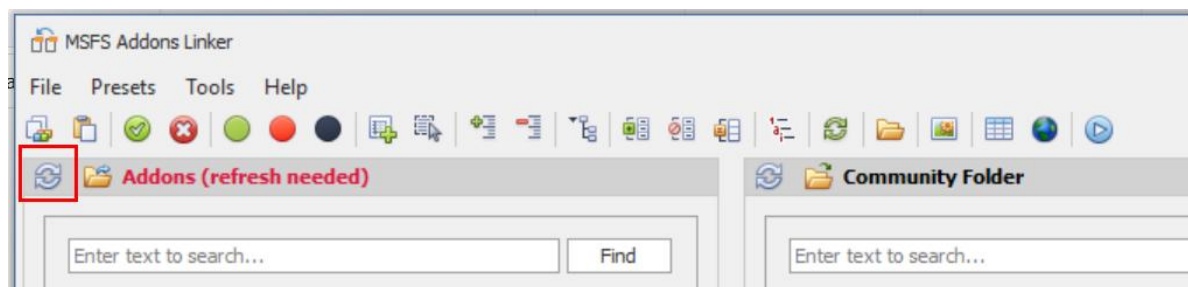
E- Additional informations

1- It is possible that by loading your addons file in Linker you have duplicates: they are indicated as follows:

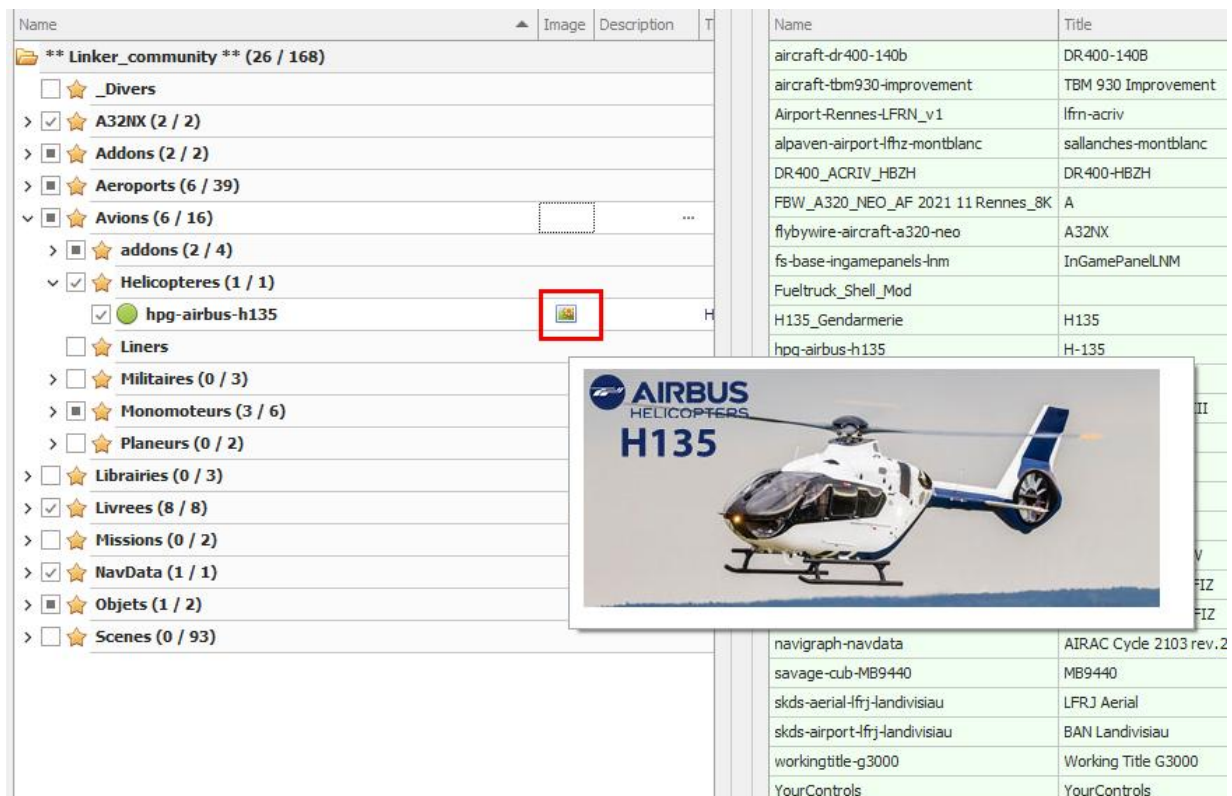


It's not a gene, but it's not very "aesthetic".

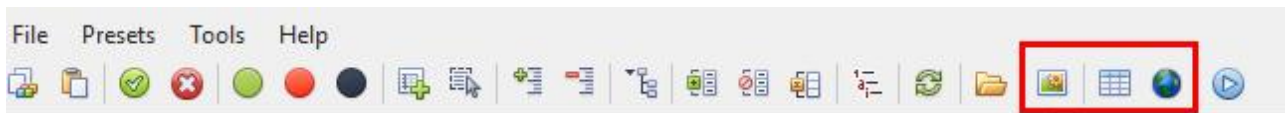
If, when you add new addons in the folder used by Linker, it is already launched, you will be warned by a message and you will have to click on the icon to its left to update (refresh) Linker.



2- You can view the thumbnails of the addons by hovering the mouse over the icon to the right of the file name.



3- In the icon bar, you will find 3 specific buttons:



- an **"Addons map"** button which displays a zoomable map (several base maps) of the scenes and airports contained in the Linker's addons folder

Enter text to search... Find

Location	Name	Title	Country	Author	Link	Latitude	Longitude	Region	Continent
OK	OtotoTeam-france-ffcd-andemos	Simple Scenery	France	Totof		44,7556762397289	-1,06570869684219	Western Europe	Europe
NO	OtotoTeam-france-totofaircraft-modellb	Simple Scenery		Totof		0	0		
NO	OtotoTeam-france-totofobjet-modellb	Simple Scenery		Totof		0	0		
INC	aircraft carrier-zacuk-superspud					50,5969414114952	-1,4693047106266		
OK	airport-icgx		United States of America			41,8600626289845	-87,6086014509201	Northern America	America
OK	Airport-KCGX-Meigs-Field		United States of America			41,8600626289845	-87,6086014509201	Northern America	America
OK	airport-icfy-royan-medis		France	Fsfan50 & BeviJo33		45,6311586499214	-0,975424647331238	Western Europe	Europe
OK	Airport-Rennes-LFRN_v1		France	Berallex		48,0717180669308	-1,72986432909966	Western Europe	Europe
OK	airport-vihx-kaitak1.3-superspud		Hong Kong			22,3149044439197	114,20582190156	Eastern Asia	Asia
OK	airside-airport-endu-bardufoss	ENDU - Bardufoss Airport	Norway	Airside Designs		69,0557120740414	18,5405914485455	Northern Europe	Europe
OK	allianziviera		France			43,7035794183612	7,18773499131203	Western Europe	Europe
OK	alpeaven-airport-lfHz-montblanc	sallanches-montblanc	France	Alpes-Aventure		45,9477632492781	6,64020851254463	Western Europe	Europe
OK	alpeaven-airport-lf7427-avoriaz	Simple Scenery	France	Alpes-Aventure		46,1978842690587	6,76474258303642	Western Europe	Europe
OK	annecyfinal	annecy v2	France	Legofun1974		45,9039409831166	6,13027319312096	Western Europe	Europe

Options

Map Type: Area

Show labels: ☐

[Load flightplan](#) [Clear flightplan](#)

Simulator connection

☒ Connection Off

Move Altitude: 5000

[Move user aircraft to altitude](#)

Show aircraft: ☐

Follow aircraft: ☐

- an **"Addons grid view"** button which displays a window summarizing all the content of the addons folder with their situation in relation to the current "preset" (red or green circle), their type, size and more.

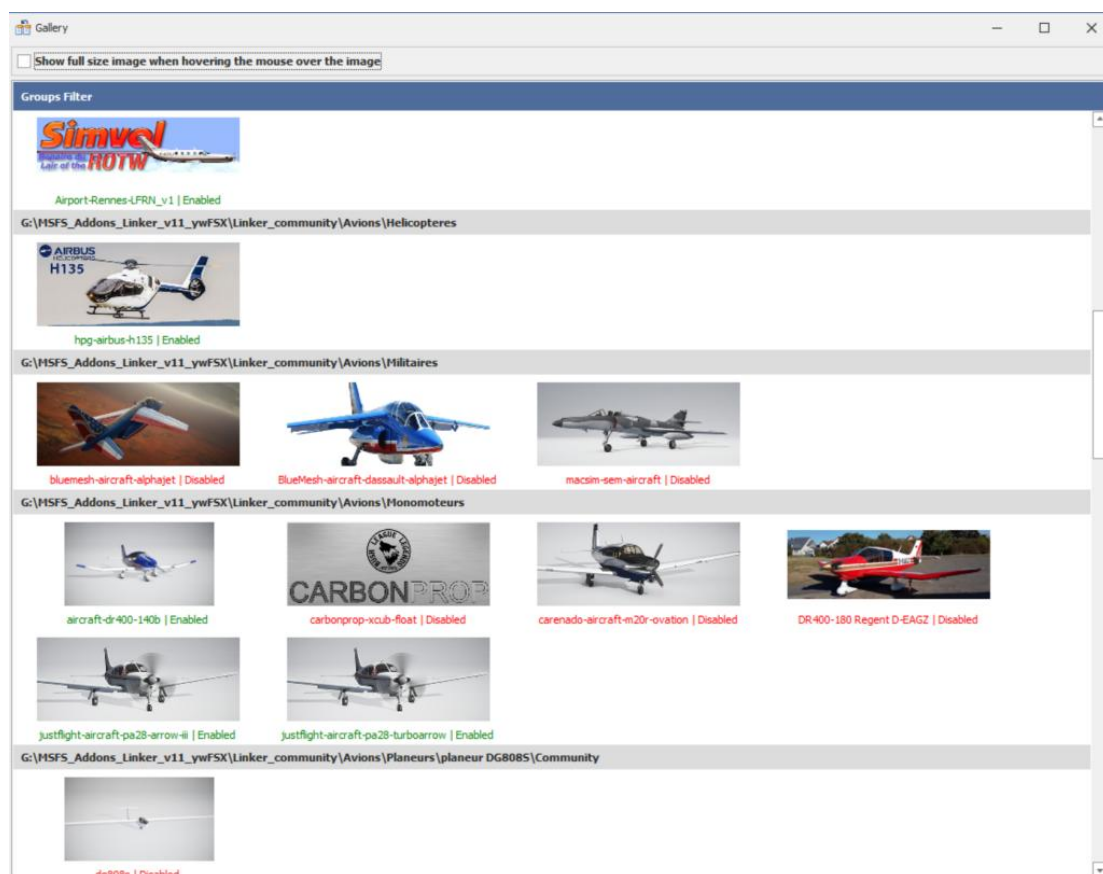
Addons grid view

Enter text to search... Find

Drag a column header here to group by that column

Name	Image	Title	Content Type	Size	Size Txt	Files Count	Tag Name	Creation Date	Update Date	Descr
Otofofteam-france-ifcd-andenos		Simple Scenery	SCENERY	718 844	702 MB	359		24/06/2021 16:16	24/06/2021 16:16	
Otofofteam-france-totofaircraft-modellb		Simple Scenery	SCENERY	529 962	517,54 MB	643		24/06/2021 16:16	24/06/2021 16:16	
Otofofteam-france-totofjet-modellb		Simple Scenery	SCENERY	494 131	482,55 MB	415		24/06/2021 16:16	24/06/2021 16:16	
aircraft-carrier-zacuk-superspud			SCENERY	24 006	23,44 MB	157		20/12/2020 10:39	20/12/2020 10:39	
aircraft-dr400-140b		DR400-140b	AIRCRAFT	289 599	282,81 MB	223		18/03/2021 19:26	18/03/2021 19:26	
aircraft-tbm930-improvement		TBM 930 Improvement	AIRCRAFT	3 871	3,78 MB	50		29/04/2021 15:04	29/04/2021 15:04	
airport-4cqx			SCENERY	19	19 KB	5		23/12/2020 23:27	23/12/2020 23:27	
Airport-KCGX-Meigs-Field			SCENERY	17 983	17,56 MB	22		20/01/2021 13:18	20/01/2021 13:18	
airport-ifcy-royan-meds		ifcy-royan-meds	SCENERY	112 934	110,29 MB	95		24/06/2021 16:23	24/06/2021 16:24	
Airport-Rennes-LFRN_v1		lfrn-activ	SCENERY	40 428	39,48 MB	155		06/02/2021 13:12	06/02/2021 13:12	
airport-vfhx-kaitak1.3-superspud			SCENERY	246 620	240,84 MB	127		19/01/2021 23:31	19/01/2021 23:31	
airside-airport-endu-bardufoss		ENDU - Bardufoss Airport	SCENERY	164 680	160,82 MB	88		27/06/2021 14:57	27/06/2021 14:57	
allianzrivera			SCENERY	206 349	201,51 MB	55		18/11/2020 23:19	18/11/2020 23:19	
alpeaven-airport-ifhz-montblanc		sallanches-montblanc	SCENERY	62 478	61,01 MB	33		16/01/2021 10:01	16/01/2021 10:01	
alpeaven-airport-4f7427-avoriaz		Simple Scenery	SCENERY	450 769	440,2 MB	181		13/02/2021 10:08	13/02/2021 10:08	
annecyfinal		annecy v2	SCENERY	346 266	338,15 MB	3 840		18/11/2020 23:17	18/11/2020 23:17	
AU_sydneyharbourbridgev1.1			SCENERY	105 366	102,9 MB	8		14/09/2020 19:01	14/09/2020 19:01	
Australia - FIXED v1.5		Australia-Fixed	SCENERY	332	332 KB	6		09/10/2020 13:27	09/10/2020 13:27	
azurpoly-aerial-tpm-aerial			CORE	1 183 354	1,13 GB	3		06/09/2020 15:31	06/09/2020 15:32	
azurpoly-tpm-scenery		Espace TPM	SCENERY	162 299	158,5 MB	78		06/09/2020 15:30	06/09/2020 15:32	
bluemesh-aircraft-alpha-jet		Alpha Jet	AIRCRAFT	5 064 318	4,83 GB	987		15/02/2021 10:18	16/03/2021 23:14	
BlueMesh-aircraft-dassault-alpha-jet		Alpha Jet	AIRCRAFT	786 553	768,12 MB	91		02/02/2021 01:00	02/02/2021 01:00	
carbonprop-xcub-float		XCub Float	AIRCRAFT	356 276	347,93 MB	236		03/01/2021 19:25	10/05/2021 10:58	
carcassonne			SCENERY	609 327	595,05 MB	13		09/10/2020 13:27	09/10/2020 13:27	
carenado-aircraft-m20r-ovation		M20R Ovation	AIRCRAFT	1 947 589	1,86 GB	583		01/10/2020 18:40	01/10/2020 18:40	
oteespace			SCENERY	168 776	164,82 MB	47		23/11/2020 10:37	23/11/2020 10:37	
dg808s		DG808S Paint1	AIRCRAFT	122 066	119,21 MB	72		18/01/2021 11:58	18/01/2021 11:58	
disneylandparis		disneylandparis	SCENERY	357 645	349,26 MB	2 489		27/06/2021 14:28	27/06/2021 14:28	
DR400_ACIV_HBZH		DR400+HBZH	AIRCRAFT	24 406	23,83 MB	24		09/01/2021 01:32	09/01/2021 01:32	
DR400-180 Regent D-EAGZ		DR400/180 Regent	AIRCRAFT	279 385	272,84 MB	206		27/03/2021 14:11	27/03/2021 14:11	
dtla		DTLA	SCENERY	151 154	147,61 MB	1 941		09/10/2020 13:27	09/10/2020 13:27	
durancesud			SCENERY	55	55 KB	4		16/01/2021 00:56	16/01/2021 00:56	
durancv2			SCENERY	88	88 KB	4		24/12/2020 17:17	24/12/2020 17:17	
F_fix-Dordogne		Dordogne	MISC	131	131 KB	4		16/01/2021 00:53	16/01/2021 00:53	
F_fix-Lot		Lot-waterfix	SCENERY	157	157 KB	4		21/01/2021 09:43	21/01/2021 09:43	
FBW_A320_NEO_AF 2021 11 Rennes_BK		A	AIRCRAFT	546 213	533,41 MB	26		24/06/2021 23:27	24/06/2021 23:27	
				60 276 231	57,48 GB	165 718				

- a **"Thumbnails gallery"** button which displays a window with all the thumbnails found in the addon files, indicating whether the file is or is not in Community.



NB: If you modify the Community folder via Linker while FS2020 is running, these modifications cannot be taken into account until the next launch of FS2020.

But nothing prevents to update the files of Linker with new addons and to create, modify or delete presets when FS2020 is running, this one using the Community found when it was launched.

- Pacha35 – <https://www.simvol.org>