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## FSX SpacePort

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### About This Game

FSX SpacePort is an add-on for Microsoft's Flight Simulator X (FSX) that enables a high-fidelity simulation of spaceflight using the visual environment, assets and the eco 5d3b920ae0

Title: FSX SpacePort  
Genre: Simulation  
Developer:  
TerraBuilder  
Publisher:  
TerraBuilder  
Release Date: Winter 2018

#### Minimum:

**OS:** Windows Vista and above

**Additional Notes:** Microsoft's Flight Simulator X required.

English

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Coming Soon: MIDI Integration, ASIO Support, Pedals and more! : Here's an update on what's coming next to Paradiddle. Some of these were slated for a late November release, but as features kept getting added this ended up taking a lot more time overall to manage the new complexity. Hopefully you won't mind hanging in there for a little longer - I've already implemented all of this, but am just doing additional testing until I can make sure it's ready to be released. This update will be going out some time in January.. Paradiddle Early Access is now Live! : Exciting news today! The Early Access version of Paradiddle is now live & public. Feel free to start drumming and share your recordings with others in the community. I just wanted to share a few

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links that might be helpful: Official Paradiddle website: FAQ: Reddit: Discord: Paradiddle drum covers Youtube playlist (your cover could be on here too!) Feel free to post on the discussion forums, the subreddit, Discord channel or email [helloparadiddleapp.com](mailto:helloparadiddleapp.com) if you have any questions, comments, or bug reports. I also wanted to let you know the updates that will be coming throughout November: Remappable controls: This has already been implemented, but will be in the next update once it's tested a little more. Individual sound controls for drums, and additional controls for recordings: It'll soon be very easy to control attributes like max volume and pitch for each individual drum. Likewise, it'll be possible to mute recordings to just see the visual cues that they play, or hide them to just hear them in the background as you play on your own drums in the scene. MIDI integration: It'll soon be possible to send MIDI out through Paradiddle! Each drum will have its own note that will be configurable, letting you use your own samples in your favorite audio workstation. More announcements will come soon, thank you so much for your interest in Paradiddle! I'm incredibly excited to let people finally get their hands on the app..

**Paradiddle Update: Usability Improvements!** : Thank you so much for supporting Paradiddle! If you're enjoying your VR jam sessions and excited about upcoming features and improvements, I would really appreciate it if you wrote a review on Steam. It doesn't even have to be long - any review helps in proving that Paradiddle is trying to be the most flexible, responsive and user-friendly VR drumming app out there. The third Paradiddle update is out! This one has a lot of usability fixes and improvements, as well as a few new minor features.

**Edit:** This update was introduced as a beta at first, just like last time, but is now the new default version of the app. This update builds on some of the features introduced by the previous update, so you might want to read the previous update notes as well if you haven't done so. Here's what's new in this update:

**Tutorial Skipping:** It's now possible to skip the tutorial! Simply press and hold both of your triggers, and you should see a bar that fills up above the tutorial sign. The tutorial signs and the starting snare drum will go away once the bar fills up.

**Global Volume Slider:** Added a global volume slider under the Audio tab under Options.

**Master Kick Drum System:** Introduced a system where there is now a master kick drum in every scene. Pressing your trigger (or whichever button you've mapped your Trigger Kick action to) will play the sound through that drum. This essentially lets users tweak the sound that plays when they use their trigger; there was no way to do this in previous versions. If there is no kick drum in the scene, pressing your trigger will still play a kick sound, but it'll just use default drum settings. The master kick drum is the first kick drum that was placed in your environment, if you delete it it'll be appointed to the next kick drum. You can see it by placing multiple kick drums in the scene, and pressing the trigger to observe which drum is actually triggered.

**More Advanced Graphics Settings:** Pressing the Graphics button under Options will now pop up a new and more capable Graphics menu. It's possible to turn on/off certain effects in the app through these new controls, such as the drum hit particle effects, the floating environment particles, and stick trails. If you're having performance issues with Paradiddle, it's recommended to play with these to see if you can get a combination that helps. Turning off the drum hit particle effects and lowering the resolution should help with low frame rate in pretty much every situation. If you'd like to see additional or more granular options in here, feel free to let me know!

**Fixed a bug** where the drum stick trails would disappear on a random drum stick, and wouldn't re-appear throughout the rest of the play session. The flying particles in the environment are now hidden if they get too close to the user. No more being freaked out by colorful orbs jumping in front of you while you're playing! **Fixed a bug** where Vive controller buttons weren't being properly highlighted during the tutorial. The highlights show what button you should press during the different steps of the tutorial. **Fixed a MIDI bug** where MIDI notes played by the drums never stopped playing. All MIDI notes triggered by the drums now end after about 2 seconds. I might revisit this to make it configurable by the user somehow, or have a special toggle that'll let you keep playing the MIDI note you triggered as long as you keep your drum stick inside the drum. Let me know if you have any other ideas on this. **Fixed a MIDI bug** where using the trigger to play a MIDI note through the bass drum played both the in-game kick drum sample, and the MIDI note at the same time. The in-game drum audio is now muted automatically when you enable MIDI out on that drum. You can still unmute the drum audio to have the in-app sound play on top of the MIDI note. Audio output and driver settings, as well as MIDI in/out device settings are now saved and loaded automatically. If the system can't detect your last used MIDI in/out device when launching, it'll default to no device. Made some improvements to how the drum options are positioned on top of the different drums. In addition, scaling a drum will no longer scale your drum options UI up or down. Separated the in-app audio settings and MIDI settings into their own tabs in the drum options menu. More settings will be added on here in the future! Those are all the changes introduced by this update! I'd just like to reiterate that I listen to every suggestion or comment that comes my way, and I still have a long list of improvements and new features in front of me. I'm also going to make an exciting new announcement soon, so stay tuned for that! As always, feel free to let me know or post on the Steam Discussion Forums if you have any other comments or questions. And thanks again for supporting Paradiddle! The user base has already grown a lot and the app has improved considerably since the beginning of Early Access, and this definitely wouldn't have happened without all your suggestions and help. If you're on Discord, you might want to join the Paradiddle Discord group [[discordapp.com](https://discordapp.com)] as well. I'm always active on there, and others in the group are also always willing to help out with questions. Emre [emreparadiddleapp.com](mailto:emreparadiddleapp.com) Official Paradiddle website: Paradiddle drum covers Youtube playlist (your cover could be on here too!) FAQ: Join us on Discord!: Reddit: Hotfix Released - Fast Drum Hits, Oculus Dash : A hotfix for Paradiddle has just been released, that addresses a couple of issues that some of you have brought up recently. This is the default version of the app; if you run into issues, you can always go to the

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"earlyversion" branch on Steam and let me know what issues you're observing.. Paradiddle Drum Cover Contest #1 - Now Open for Voting! : Thank you to everyone who submitted a cover for the 1st Paradiddle Drum Cover Contest.. Paradiddle Drum Cover Contest #1 - Winners Announced! : Hey everyone! It's my pleasure to announce the winners of the first Paradiddle Drum Cover Contest! All submitters won prizes, since we didn't hit 10 covers for the contest (hopefully next time!), and I'm especially excited to announce the top 3: 1) ElNeax: Periphery - Marigold 2) HowDoesOneEven: System of a Down - Toxicity 3) VR VR: Kino - Zvezda po imeny Solnche Once again, a huge thank you to VR VR, ElNeax, jollygooduser, HowDoesOneEven and Red Varg for their submissions (all of the submissions can be seen here ), and to anyone who voted on the covers! I hope you all record more songs/covers in Paradiddle in the future - thanks to you all we're able to really showcase how powerful Paradiddle can be. I hope to organize another drum cover contest within a few months, once a bunch of new major features have been added to the app. If any of the cover submitters are reading this, I'll be in touch with you shortly about figuring out logistics for the prizes. Thanks! - Emre emreparadiddleapp.com Join us on Discord!: Twitter: Paradiddle drum covers Youtube playlist (your cover could be on here too!) Official Paradiddle website: FAQ: Reddit:

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