

S!

RSSplyr does two things:

1)

manage all your patches in simpatch, 3dpatch, multi, shellpat

downloaded patches, but also your own patches:

example:

in multi, create folder with name for patch

put the patch file(s) in that folder

in the main window, click file, click "FM switcher"

the patch will show up in the patch list :

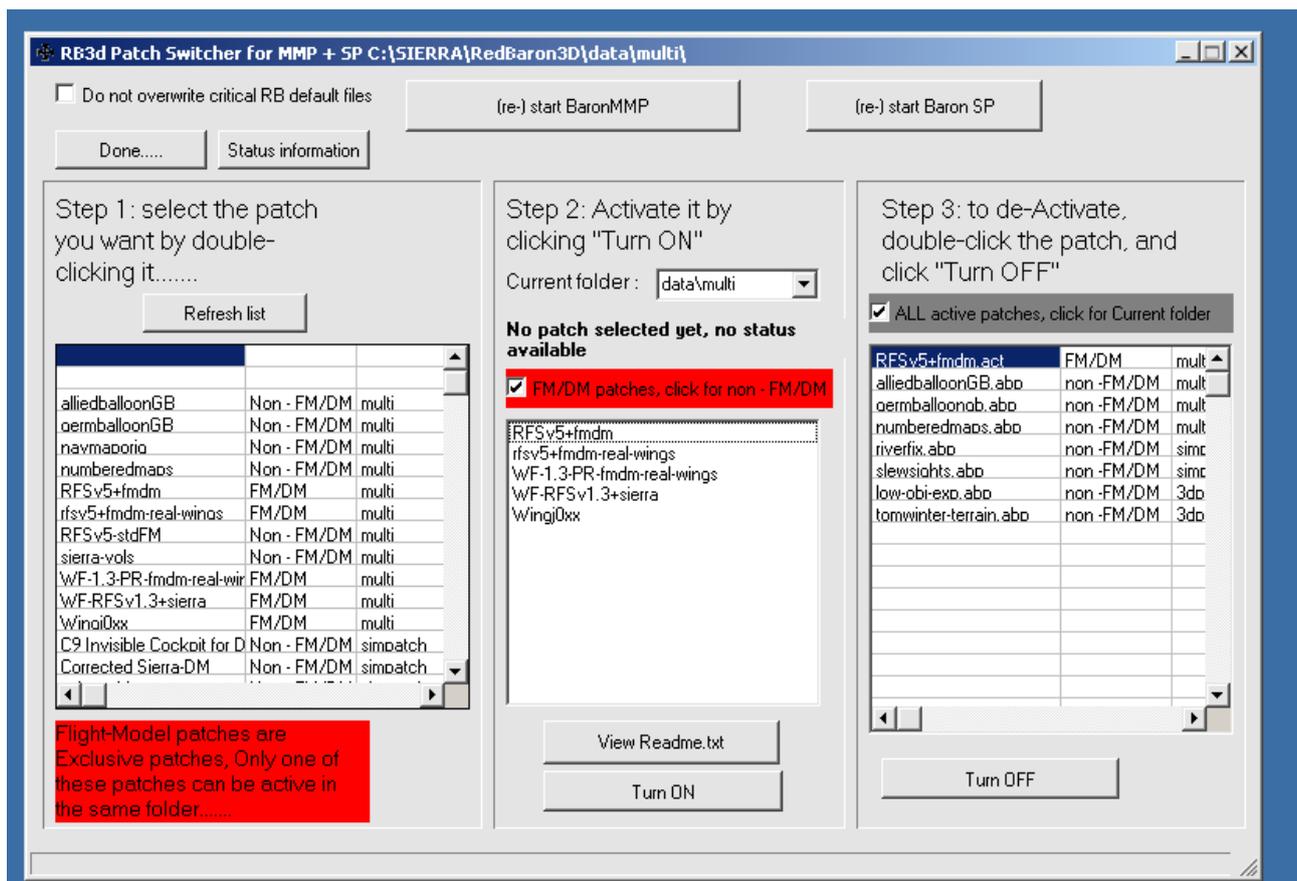
you can manage Flight model patches and/or other patches,
just follow instruction above : create folder in simpatch, 3dpatch, multi, or
shellpat with the patches files and you will only have to click / double click
to add or remove patches from your game.

Simpatch: has effect both in SP **and** MMP

3dpatch: only if you have glide enabled

multi: only online player

shellpat: only single play (not online)



2)

It can secure your patches for online play.

This is no longer in use.