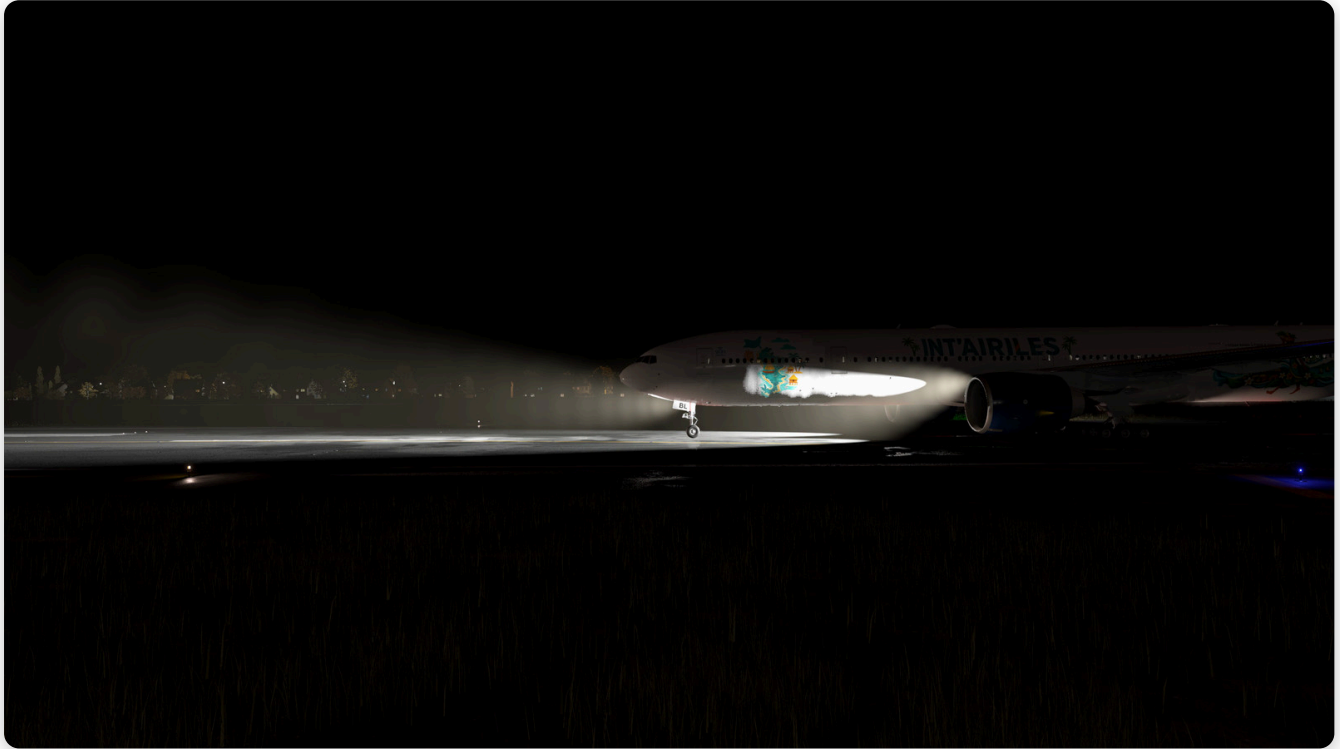


Visual Engine — User Manual

The lighting and atmosphere plugin for X-Plane 12, by Mayana DEV. Version 0.8.0, October 2026.

Website: <https://mayanadev.interilesairva.fr/en/> (presentation video, pictures, frequently asked questions) · **Download:** <https://licences.interilesairva.fr/telecharger?langue=en> · **Contact:** contact@interilesairva.fr



Landing lights in haze, with Visual Engine

1. What Visual Engine does

Visual Engine gives X-Plane 12 the light a pilot actually sees, at night and in bad weather:

- **Landing lights in haze, rain and snow:** the cone of light ahead of the aircraft, computed from the lights' intensity and the density of the air.
- **Lit rain and snow:** drops and flakes light up as they fall through a light — the landing lights, the aircraft lights, runway lights or apron masts — with no "hyperspace" streaks in front of the windshield.
- **Halos** around the navigation lights, strobes and beacon, at their regulatory intensity, and the strobe flashes in clouds and fog; ground halos of airport lights in haze.
- **The airport at night:** the cones under apron floodlights, the glow of distant masts.
- **Sky and cities:** the glow of cities in the sky (from the VIIRS night-lights map), clouds lit by the city as an eye used to the night sees them, ground fog layers and patches.
- **Lightning in clouds:** in a thunderstorm, the clouds light up with each lightning flash, from the ground as in flight; inside the cloud, it lights up around the aircraft (X-Plane only draws the bolts).
- **Rain FX:** X-Plane's rain streaks, shorter and more natural.

Everything is adjusted in one window, live, during the flight.

2. Requirements

- **X-Plane 12**, from Laminar Research or Steam.
- **Windows 10 or 11 (64-bit)**, or **64-bit Linux** (Ubuntu, Linux Mint, Debian, Fedora, Arch...). The Mac version is coming soon.
- A graphics card with up-to-date drivers (Vulkan).
- A **Visual Engine account**, free, and **required to activate**: you create it in the app (License page) or on the website, with your email address and a password. Your key is linked to it, and your PC is activated through it.
- An Internet connection to activate the license. After that, the license is checked each time X-Plane starts when the Internet is there, and it holds for 30 days without a connection. The Internet is also used for updates.

3. Installing

1. Download the **Visual Engine** app from <https://licences.interilesairva.fr/telecharger> (Windows or Linux). Bought on the X-Plane.org Store, it comes with your order; the latest one is always on that page.
2. Start it. **License** page, **My account** card: you need an account to activate (chapter 2). If you already have one, for example after buying on our website: **Sign in**, then go to step 4. Otherwise, type your email address and a password (at least 10 characters), then click **Create an account**: the app signs you in right away, and stays signed in for 14 days.
3. Open the email "Visual Engine — confirm your email address" and click its link, valid for 1 hour (not received? check your spam folder, or click **Resend the confirmation email**, on the card of the License page). The website page that opens confirms your address: **no need to sign in there**, go back to the app.
4. **Add your key** (`VE-XXXXX-XXXXX-XXXXX-XXXXX`), for example the one you received from the X-Plane.org Store. Bought on our website, the key is already on your account: nothing to add. No key yet? The **Buy** button on the same page opens the purchase page: payment by Stripe, key sent by email and attached to your account.
5. **Installation** page: choose your X-Plane 12 folder (a Steam X-Plane is found automatically), close X-Plane, click **Install**.
6. Go back to the **License** page and click **Activate this PC**, under your key.
7. Start X-Plane **with your usual "X-Plane 12" icon**, or with the app's **Launch X-Plane** button: the app has routed it through Visual Engine. On Linux, use the "X-Plane 12 (Visual Engine)" entry of the applications menu. With Steam, start X-Plane from Steam as usual: the app has set the launch option (if it could not, its Installation page gives you the option to paste into Steam → right-click X-Plane 12 → Properties → General → Launch Options).

Why this icon? Rain FX and the lit clouds need X-Plane to be started by Visual Engine. Started any other way, the plugin still works, without these two effects, and a small window tells you so when the

flight loads. **Do not start X-Plane "as administrator"**: Windows then loads neither the rain nor the lit clouds (chapter 9).

The license is used on one PC at a time. **Updates** are automatic: the plugin downloads the new version during the flight and installs it when X-Plane closes. The app updates itself when you open it, then checks the plugin of every X-Plane and updates it as soon as X-Plane is closed (chapter 7).

4. Opening the window

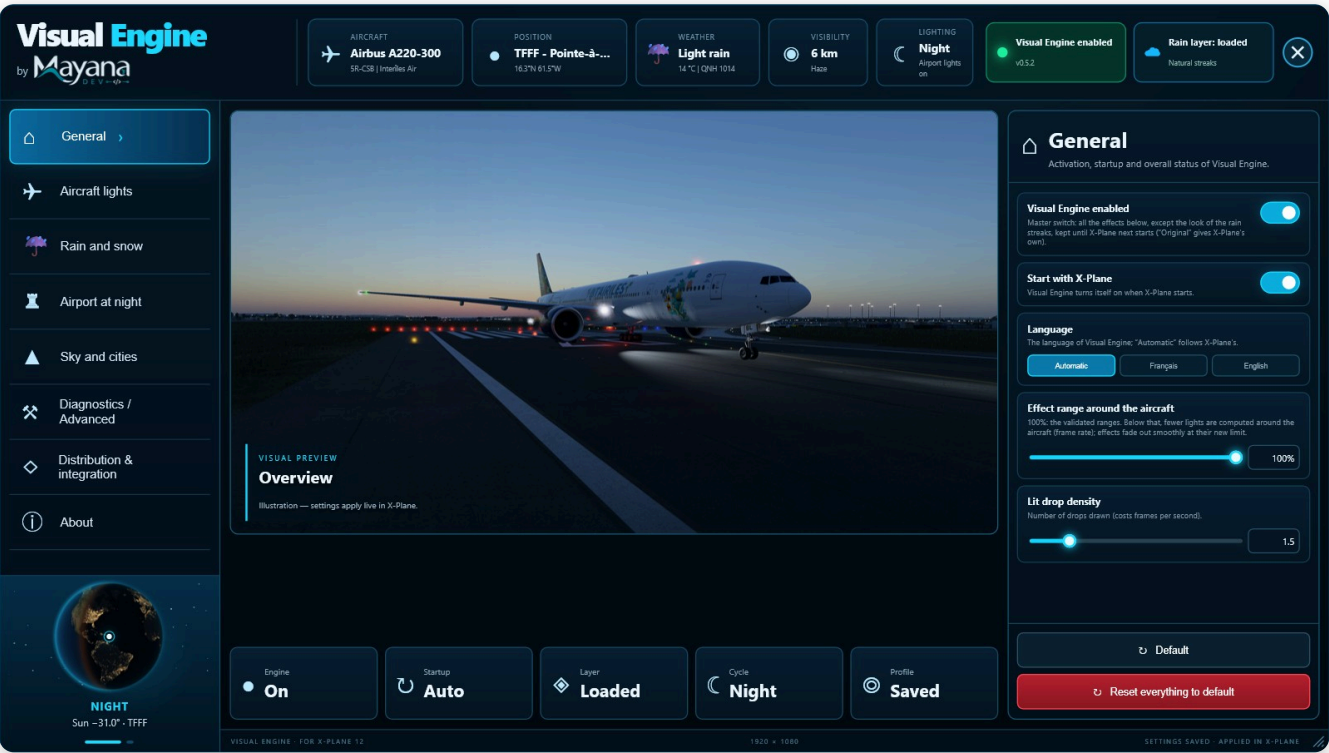
- Menu **Plugins** → **Visual Engine** → **Open Visual Engine**: it opens the window, or brings it to the front; its cross closes it.
- Or a key: in X-Plane, **Settings** → **Keyboard**, search for "Visual Engine" and assign a key to the command **"Visual Engine: open or close the window"** (`visual_engine/ui/toggle`).

Reading the window

- **At the top**, the live status: the aircraft, the nearest airport, the weather, the visibility, the lighting (day, twilight, night), whether Visual Engine is on with its version, and the rain layer: "Rain layer: loaded" when X-Plane was started through Visual Engine; when it is missing, the badge says why (chapter 9).
- **On the left**, the sections; **on the right**, the section's settings; **in the middle**, a preview. In the Aircraft lights, Rain and snow and Sky and cities sections, the preview **follows the sliders**: you see the effect before you go back to flying.
- **At the bottom**, the section's main values.
- **Default** resets the section to its original values; **Reset everything to default** resets all sections.
- Your settings are **saved** and back on your next flight. The  symbol marks those that take effect the next time X-Plane starts.
- Each setting has a help line under its name. "× 1" is always the physical or approved value; you are free to go beyond it. A **greyed-out** setting depends on another switch, and its help line says which one to turn back on.

5. The sections

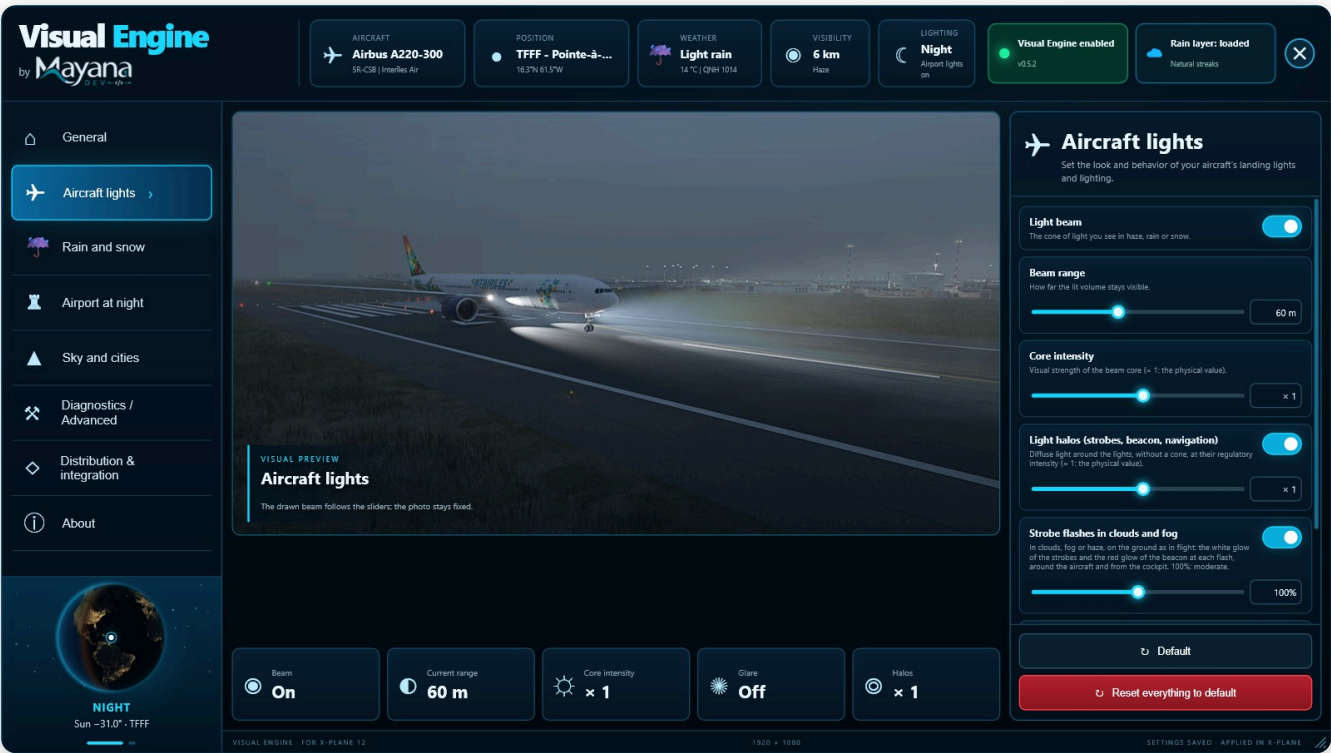
5.1 General



General

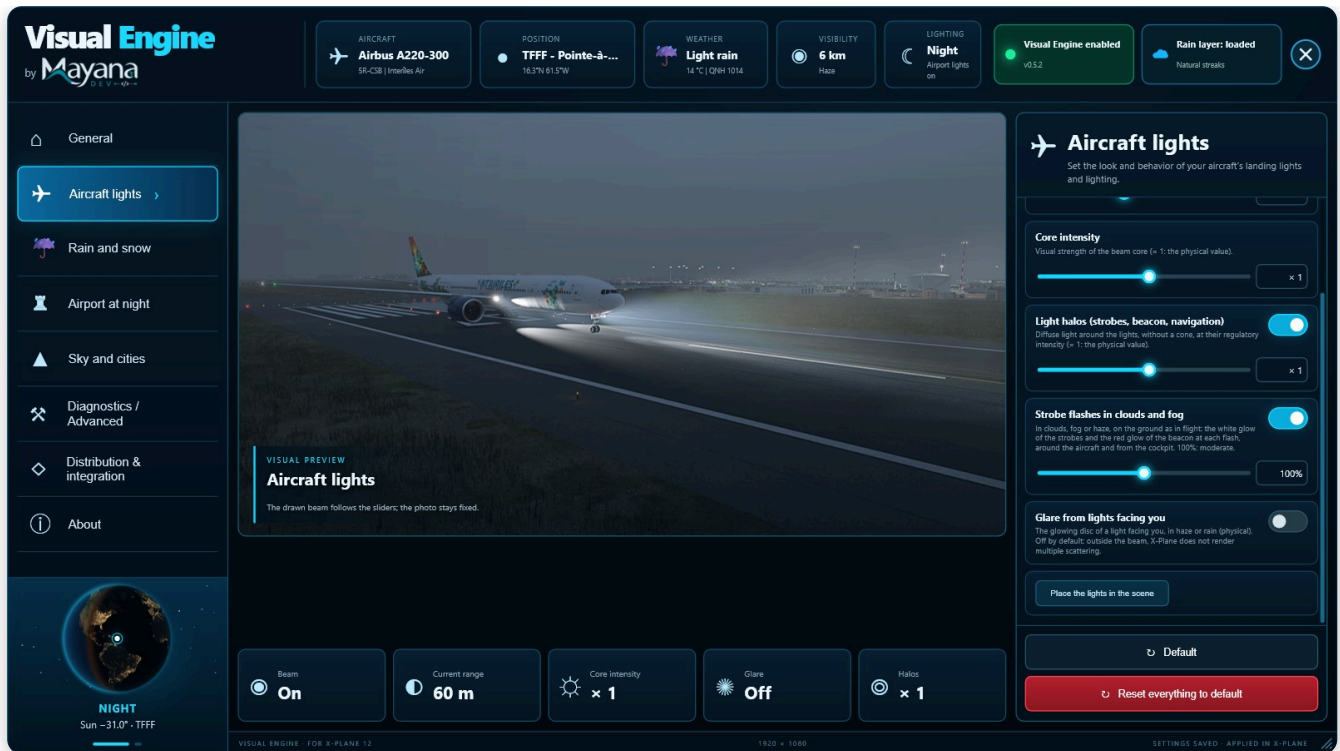
Setting	What it does	Default
Visual Engine enabled	The master switch: all the effects, except the look of the rain streaks, kept until X-Plane next starts ("Original" gives X-Plane's own).	On
Start with X-Plane	Visual Engine turns itself on when X-Plane starts.	On
Language	Automatic (X-Plane's), Français or English.	Automatic
Effect range around the aircraft	How far around the aircraft Visual Engine computes its effects: ground halos, mast glow, floodlight cones, rain drops lit by the airport and scenery lights. 100%: the validated ranges; below (down to 25%), fewer lights are computed, the frame rate goes up, and effects fade out smoothly at their new limit.	100%
Lit drop density	The number of lit drops drawn, from 1 to 4 in steps of 0.5: the setting that costs the most frames per second. A density left at 2 was moved once to 1.5 by version 0.5.2; the slider takes it back up.	1.5

5.2 Aircraft lights



Aircraft lights

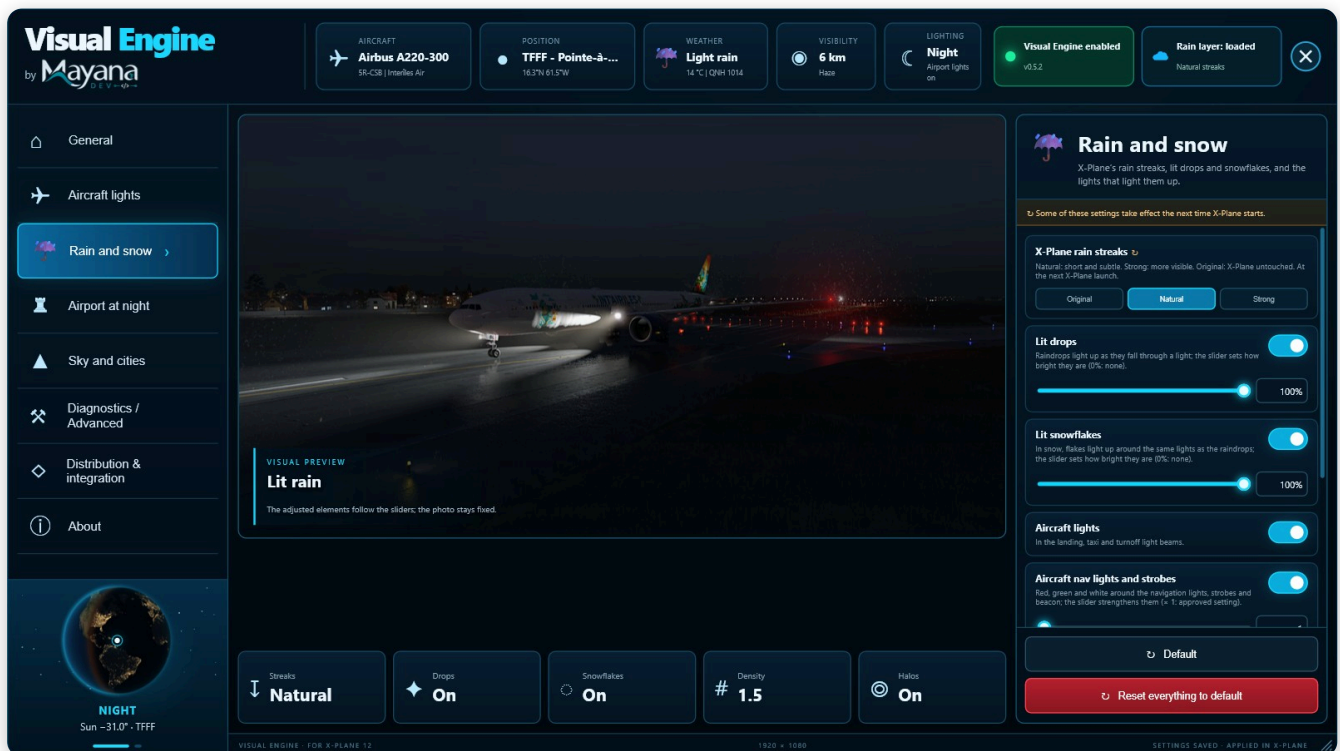
Setting	What it does	Default
Light beam	The cone of light you see in haze, rain or snow. Off, only the cone goes; a key can do the same (command <code>visual_engine/v2/particle_beam_toggle</code>).	On
Beam range	How far the lit volume stays visible (20 to 120 m).	60 m
Core intensity	The visual strength of the beam core.	x 1
Light halos (strobes, beacon, navigation)	Diffuse light around the lights, without a cone, at their regulatory intensity (the same for every aircraft).	On, x 1
Strobe flashes in clouds and fog	In clouds, fog or haze, on the ground as in flight: the white glow of the strobes and the red glow of the beacon at each flash, around the aircraft and from the cockpit; nothing in clear air. Greyed out when the light halos are off.	On, 100% (moderate)
Headlight glow in clouds and fog	The light the lit headlights scatter around the aircraft and in front of the nose, seen from outside. 100% is four times the physical level, as in night flight videos (0 to 200%). Greyed out when the light halos are off.	On, 100%
Glare from lights facing you	The glowing disc of a light facing you, in haze or rain.	Off
Place the lights in the scene	Opens the aircraft light placement (chapter 6).	—



Aircraft lights, continued

The beams, halos and drops follow the state of the lights in X-Plane: **a light that is off stays off**, on every aircraft. A landing light that an aircraft keeps **dimmed**, between 10 and 20% of its power, draws no cone; a light switched on that an aircraft publishes below 10% (the halogen landing lights and the nose gear light of the 737 Zibo, for example) is drawn at its declared intensity.

5.3 Rain and snow



Rain and snow

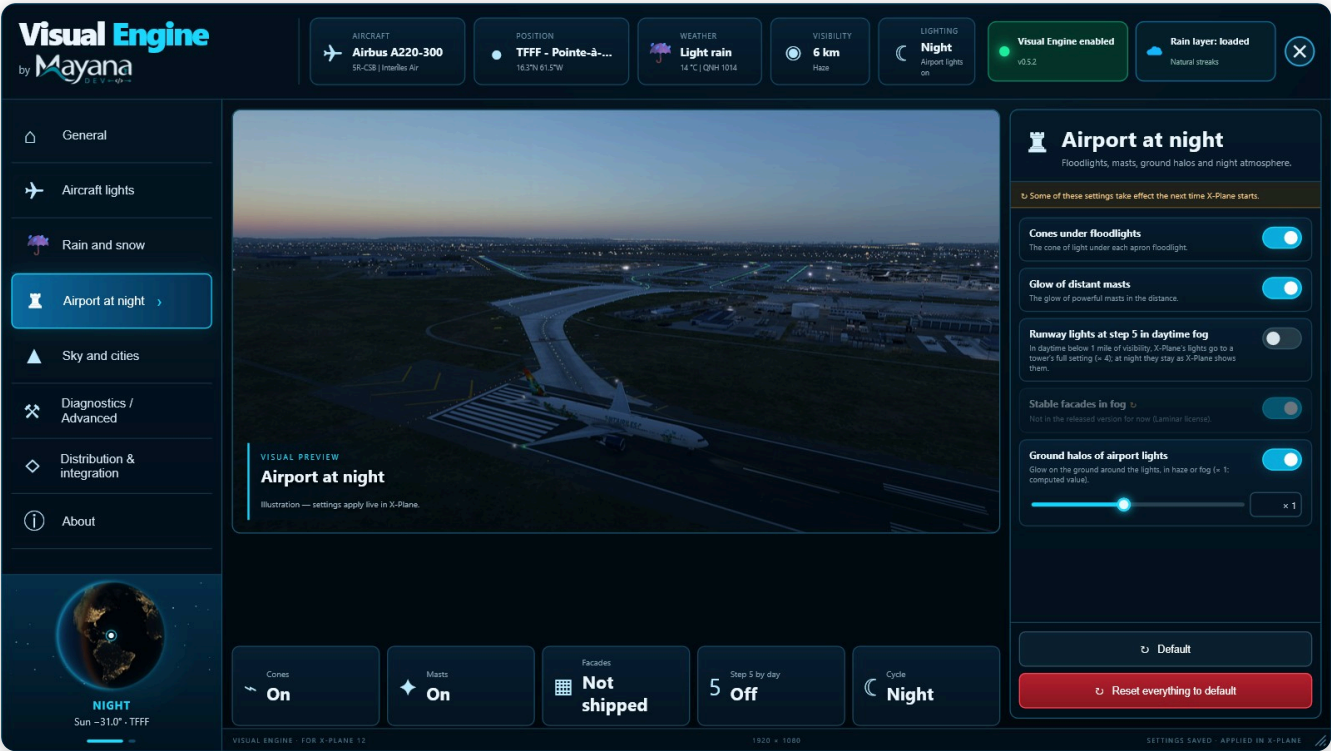
Setting	What it does	Default
X-Plane rain streaks ↻	Natural: short and subtle. Strong: more visible. Original: X-Plane untouched. Takes effect the next time X-Plane starts.	Natural
Lit drops	Raindrops light up as they fall through a light; the slider sets how bright they are (0%: none).	On, 100%
Lit snowflakes	In snow, flakes light up around the same lights as the drops; the slider sets how bright they are (0%: none). Greyed out when the lit drops are off.	On, 100%
Aircraft lights	The drops and flakes in the landing, taxi and turnoff light beams.	On
Aircraft nav lights and strobes	Red, green and white around the navigation lights, strobes and beacon; the slider strengthens them (× 1 to × 10).	On, × 1
Airport and signs	Runway and taxiway lights, lamp posts, wig-wags and lit signs.	On
Scenery floodlights	Under the apron light masts.	On
Drop halo	Around the beams, the aircraft lights and the airport lights, sparser drops as far as the eye still sees them.	On, × 1

The screenshot displays the Visual Engine settings for X-Plane 12. The main interface includes a top status bar with fields for Aircraft (Airbus A220-300), Position (TFFF - Pointe-à-Pic), Weather (Light rain), Visibility (6 km), and Lighting (Night). A central preview window shows a night scene of an aircraft on a runway. To the right, the 'Rain and snow' settings panel is active, featuring a slider for intensity (set to 100%) and a 'Lit rain' section with toggle switches for Aircraft lights, Aircraft nav lights and strobes, Airport and signs, Scenery floodlights, and Drop halo. At the bottom, there are buttons for 'Natural', 'On', 'Snowflakes', 'Density 1.5', and 'Halo On'. The bottom status bar indicates 'SETTINGS SAVED - APPLIED IN X-PLANE'.

Rain and snow, continued

The number of drops drawn is set in **General** (Lit drop density). The strobes and the beacon always keep the shape of the real lights: fewer lit drops above and below the aircraft.

5.4 Airport at night

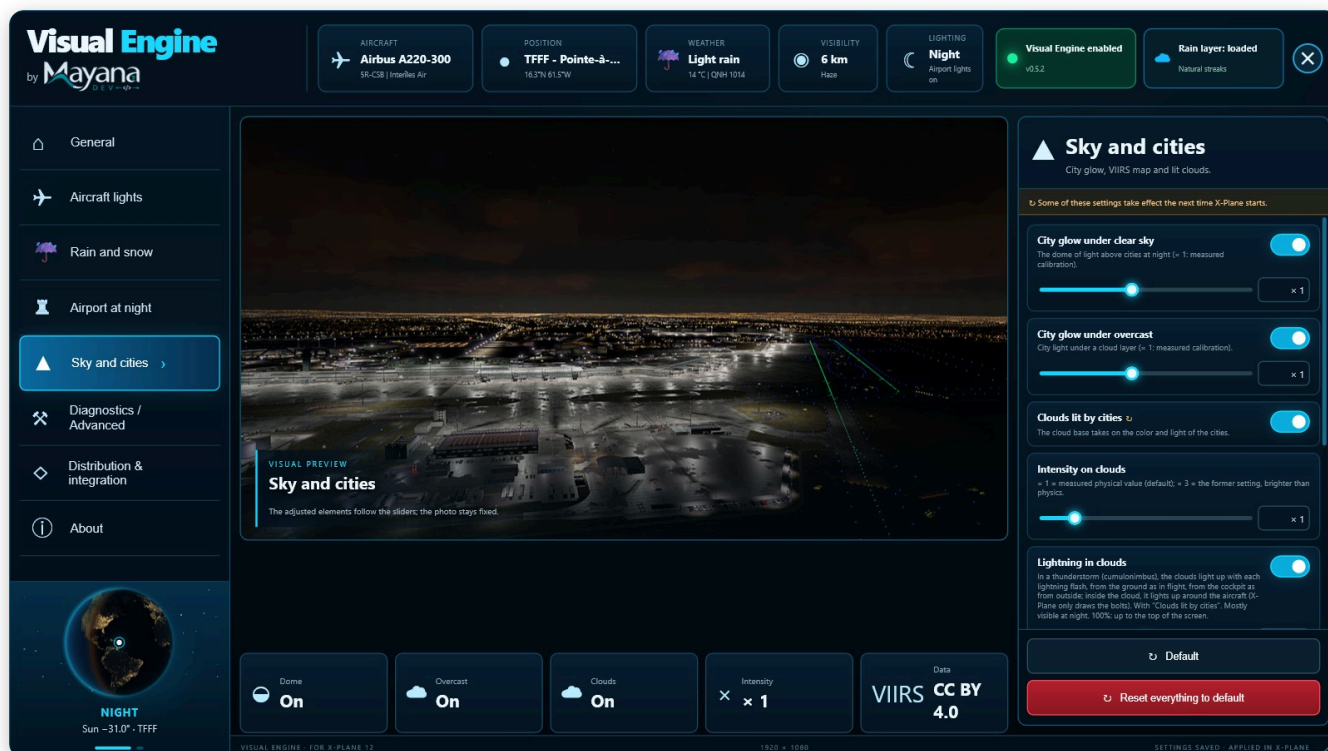


Airport at night

Setting	What it does	Default
Cones under floodlights	The cone of light under each apron floodlight.	On
Glow of distant masts	The glow of powerful masts in the distance.	On
Runway lights at step 5 in daytime fog	In daytime below 1 mile of visibility, the lights go to a tower's full setting ($\times 4$); at night they stay as X-Plane shows them.	Off
Stable facades in fog	Not in the released version yet (Laminar license).	—
Ground halos of airport lights	The glow on the ground around the lights, at night in haze or fog: it sits on its light, is cut by the ground, and stays on its light when the camera moves. If you turn it off, Visual Engine remembers your choice.	On, $\times 1$

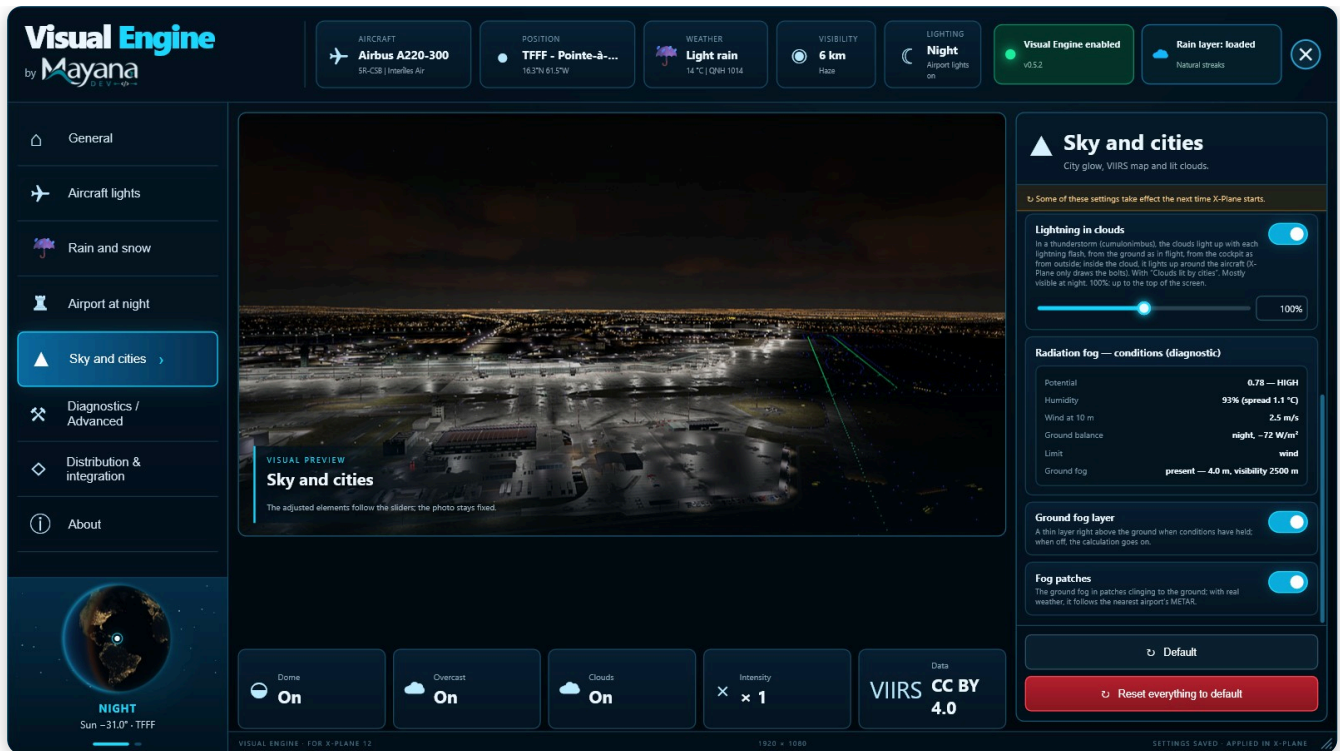
At night in fog, Visual Engine also turns on X-Plane's exact light sorting: the lit tarmac and facades in the distance flicker about half as much. Nothing to set.

5.5 Sky and cities



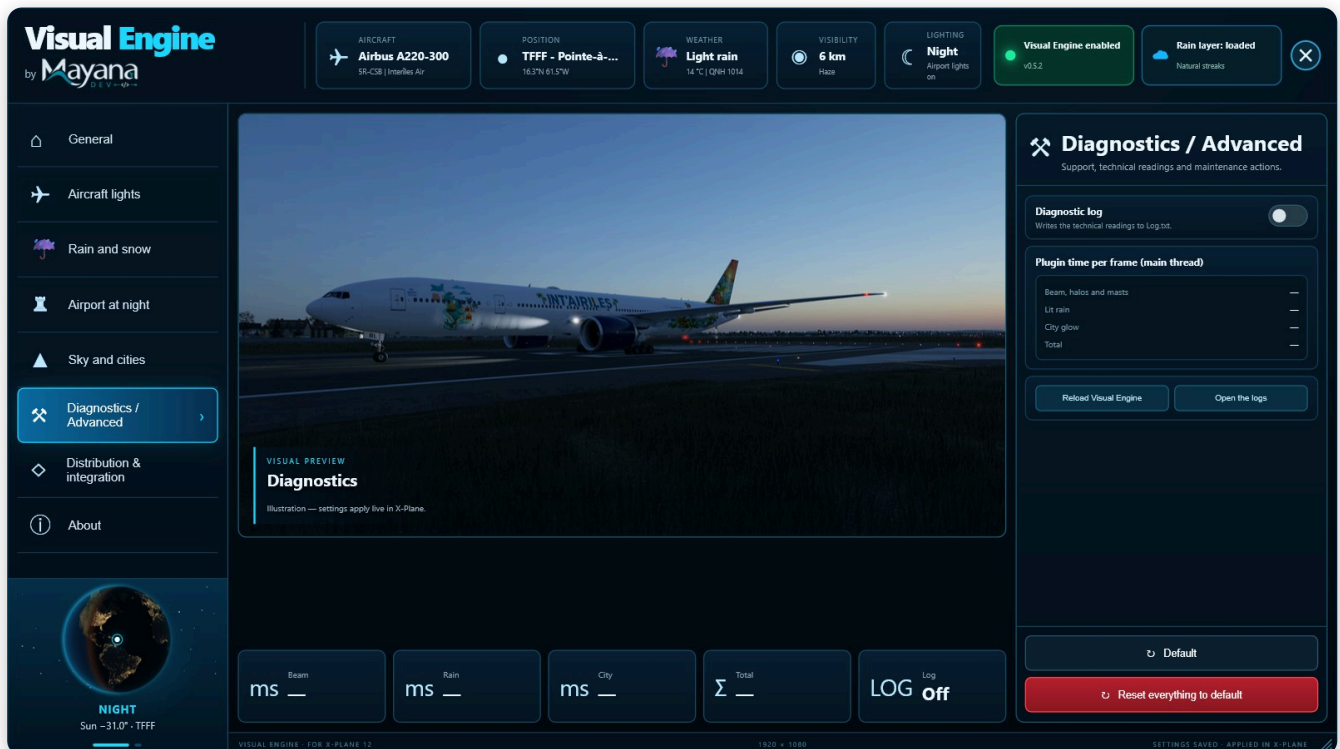
Sky and cities

Setting	What it does	Default
City glow under clear sky	The dome of light above cities at night.	On, $\times 1$
City glow under overcast	City light under a cloud layer; a fallback, greyed out when X-Plane's clouds already carry the city light (rain layer loaded, lit clouds on).	On, $\times 1$
Clouds lit by cities 	The cloud base takes on the light of the cities, with the colour an eye used to the night sees (less orange under an overcast sky).	On
Intensity on clouds	$\times 1$: the measured physical value; from $\times 0.5$ to $\times 4$ ($\times 3$: the former setting, brighter than physics).	$\times 1$
Lightning in clouds	In a thunderstorm (cumulonimbus), the clouds light up with each lightning flash, from the ground as in flight, from the cockpit as from outside; inside the cloud, it lights up around the aircraft (X-Plane only draws the bolts). Needs "Clouds lit by cities". Mostly visible at night; from 0 to 200%.	On, 100%
Radiation fog — conditions (diagnostic)	What forms ground fog: humidity, wind, ground balance.	read only
Ground fog layer	A thin layer right above the ground when conditions have held.	On
Fog patches	The ground fog in patches clinging to the ground; with real weather, it follows the nearest airport's METAR. Greyed out when the ground fog layer is off.	On



Sky and cities, continued

5.6 Diagnostics / Advanced

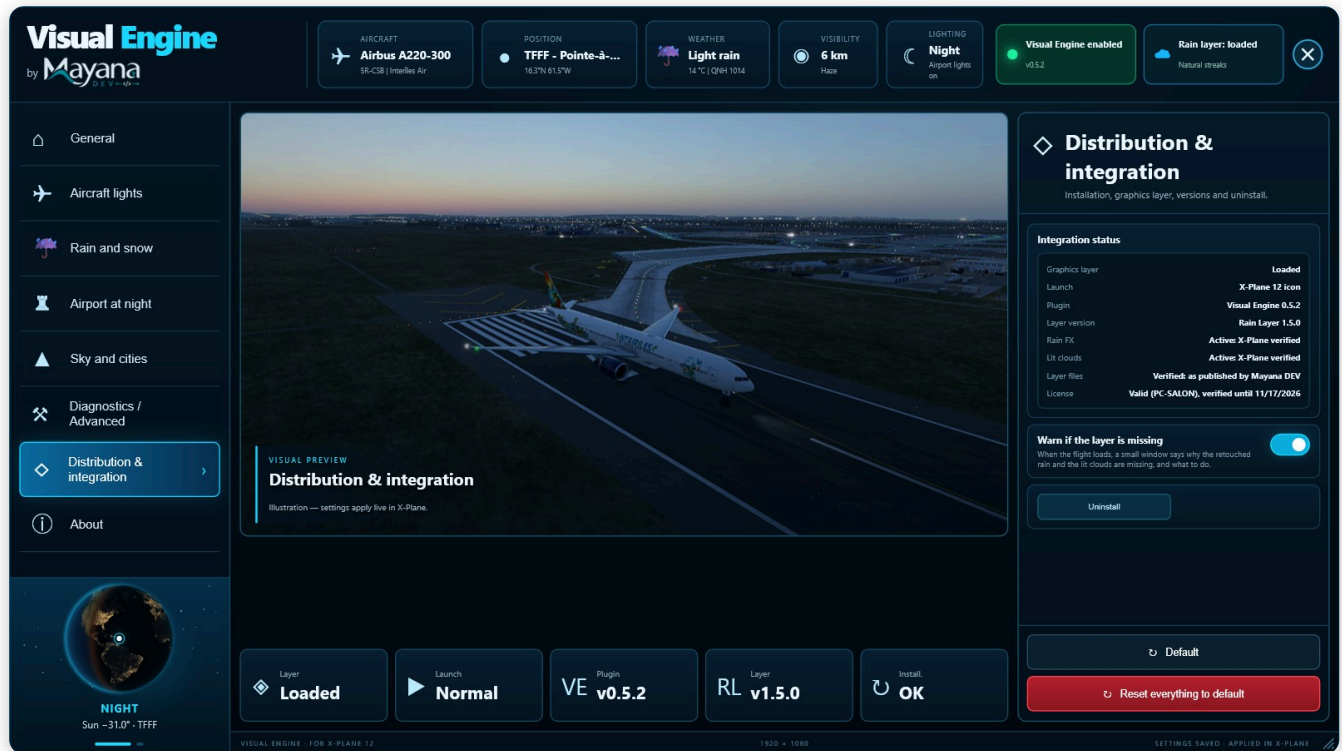


Diagnostics

- **Diagnostic log:** writes technical readings to `Log.txt` (turn it on only if support asks you to).
- **Plugin time per frame:** what Visual Engine costs, in milliseconds: beam, halos and masts; lit rain; city glow; total.
- **Reload Visual Engine:** restarts the plugin without leaving X-Plane.

- **Open the logs:** opens the folder of `Log.txt` .

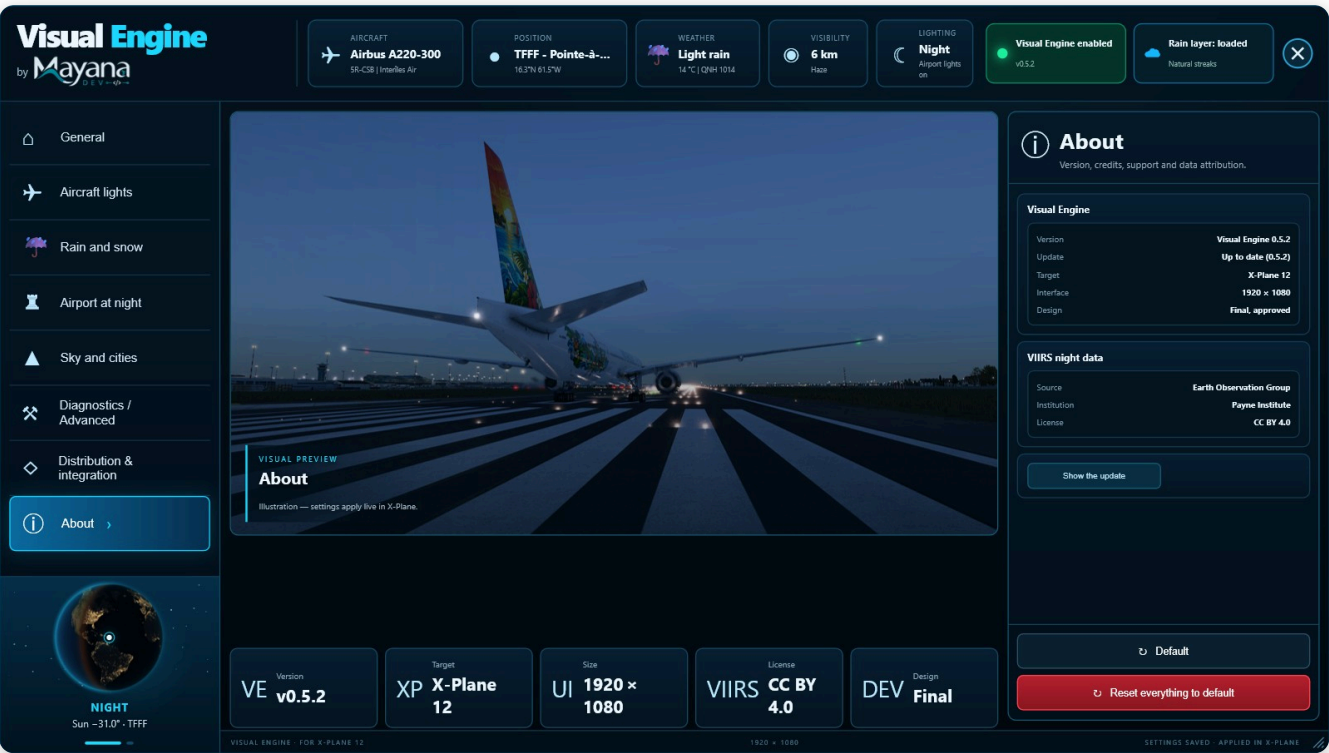
5.7 Distribution & integration



Distribution & integration

- **Integration status:** the graphics layer (“Loaded”, otherwise why it is missing, chapter 9), the launch (“X-Plane 12 icon” when X-Plane went through Visual Engine), the plugin and its version, the layer version, Rain FX and the lit clouds, the layer files (“Verified”), the license (the PC's name and the date until which it is verified).
- **Warn if the layer is missing** (on by default): when the flight loads, a small window says why the retouched rain and the lit clouds are missing, and what to do. Turn it back on here if you ticked “Don’t show this message again”.
- The **Uninstall** button removes Visual Engine from this X-Plane.

5.8 About



About

The installed version, the update status (“Up to date (0.7.0)”, a version available, ready or installed), the **Show the update** button, and the attribution of the VIIRS night data (Earth Observation Group, Payne Institute, CC BY 4.0 license).

6. Placing the aircraft lights

Every aircraft places its lights its own way. If a beam or a bubble of drops is not exactly where the light is, you can **move it, aim it and set the radius of its drops** yourself. The setting is **saved for this aircraft** and back on every flight; all the effects follow it (beam, halos, drops). Your placements can be backed up and shared with other pilots from the app (chapter 7).



Place the lights in the scene

Open: **Aircraft lights** section, **Place the lights in the scene** button (at the bottom), or the command "Visual Engine - Place the lights: open". A small panel appears, and the selected light is circled in the scene.


Place the lights
×

Boeing 777-300ER · INT AIR ILES

◀

Navigation light left (red)

▶

5 / 17 · on

Step

1 cm · 0.5°

10 cm · 2°

50 cm · 10°

POSITION

Left – right

◀

–0.12 m

▶

Height

▼

+0.30 m

▲

Back – front

▼

0.00 m

▲

ORIENTATION

Left – right

◀

+2.5°

▶

Down – up

▼

0.0°

▲

DROPS

Drop radius

–

× 1.25

+

Reset this light

Cancel

Save

Keys: ← → ↑ ↓, PgUp PgDn · Alt: orientation · + –: radius · Tab: next light

The Place the lights panel

- **The light:** the panel's ◀ ▶ arrows (or Tab / Shift + Tab) go from one light to the next; its name and state (on, off) are shown.
- **Step:** 1 cm · 0.5°, 10 cm · 2° or 50 cm · 10°.
- **Position:** left – right, height, back – front.
- **Orientation:** left – right, down – up (the beam's direction).
- **Drops:** the radius of the bubble of drops around the light.
- **Reset this light, Cancel** (nothing is kept) or **Save**.

With the keyboard, panel open

Key	Action
← →	Move left, right
↑ ↓	Move forward, back
Page Up / Page Down	Move up, down
Alt + ← → ↑ ↓	Aim left, right, up, down
Shift (held)	Fine step: 1 cm, 0.5°
Ctrl (held)	Coarse step: 50 cm, 10°
+ / -	Larger, smaller drop radius
Tab / Shift + Tab	Next light, previous light
Home	Reset this light
Enter	Save and close
Esc	Cancel and close

Commands for a joystick or other keys

All these actions also exist as X-Plane commands: **Settings** → **Keyboard** (or **Joystick** → **Buttons**), search for “Place the lights”.

Command	Action
visual_engine/calibration/start	Open the placement
visual_engine/calibration/source_next , source_previous	Next, previous light
visual_engine/calibration/move_left , move_right , move_forward , move_backward , move_up , move_down	Move
visual_engine/calibration/rotate_left , rotate_right , rotate_up , rotate_down	Aim
visual_engine/calibration/step_fine_1cm , step_normal_10cm , step_coarse_50cm	Choose the step
visual_engine/calibration/reach_more , reach_less	Drop radius
visual_engine/calibration/reset_source	Reset this light
visual_engine/calibration/save , cancel	Save, cancel
visual_engine/ui/toggle	Open or close the Visual Engine window

7. The Visual Engine app

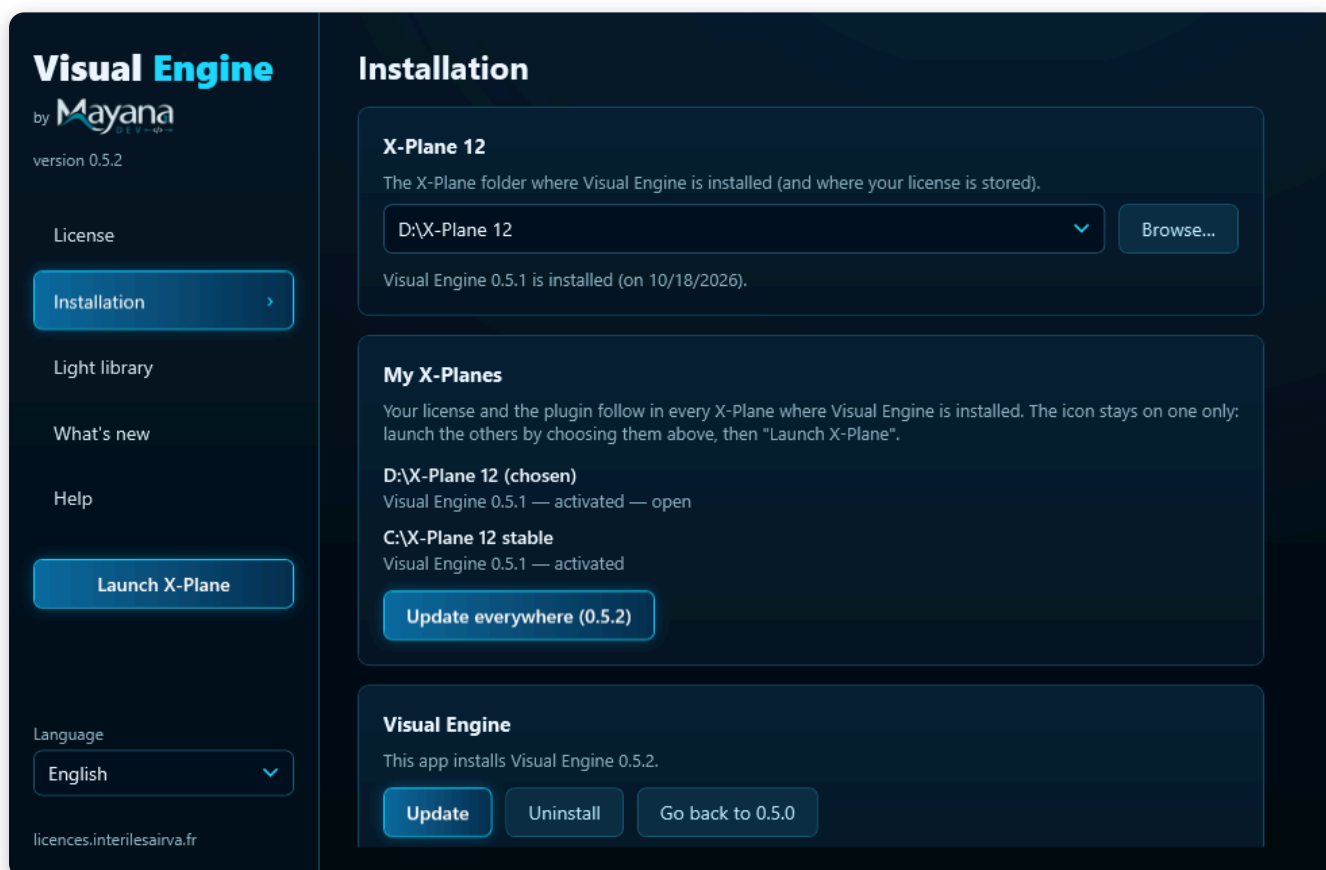
The app installs and updates Visual Engine, keeps your license, and brings a few tools around the plugin. Its pages, on the left: **License**, **Installation**, **Light library**, **What's new** and **Help**, then the **Launch X-Plane** button.

It updates itself: a banner at the top offers the new version. Each time it opens, it also checks the plugin of every X-Plane and updates it, waiting for X-Plane to close if it is running; until that is done, an "App · plugin" banner says so. A plugin replaced by hand or a damaged installation is reported, with a **Repair** button.

7.1 License

The account is required: it holds your keys, and your PCs are activated through it. **Create an account** signs you in right away, and the app keeps you signed in for 14 days; **Sign out** forgets it. As long as your address is not confirmed, a card reminds you, with **Resend the confirmation email**: open the link in the email, then click **Activate this PC** (chapter 3). Once signed in, **add your key**. Each license shows the PC where it is activated: **Activate this PC**, **Deactivate this PC** to move it to another one, or **Reactivate this PC** (without using up an activation). As long as you have no license, the **Buy** card opens the purchase page.

7.2 Installation



The Installation page

- **X-Plane 12**: the X-Plane folder where Visual Engine is installed, and where your license is placed.
- **My X-Planes**, if you have several: every X-Plane on this PC, with its Visual Engine version, "activated" or not, and "open" if it is running. Your license, the plugin and the City glow map follow in every X-Plane

where Visual Engine is installed; **Update everywhere** updates the others at once. The “X-Plane 12” icon stays on your usual X-Plane: to launch another one, choose it in the list, then **Launch X-Plane**.

- **Visual Engine: Install, Update, Uninstall** and **Go back to** the previous version, with X-Plane closed; **Repair** when the installation is damaged.
- **My settings and light placements: Back up...** puts them in a file; **Restore...** brings them back after a reinstall, in another X-Plane or on another PC (X-Plane closed; what is replaced is copied aside first).
- **X-Plane from Steam:** the launch option to set in Steam (chapter 3). On Windows, if it is missing, a banner says so as soon as the app opens, with **Put the option in Steam** (Steam closed), **Copy the option** and **Don't show again for this X-Plane**.

7.3 Launch X-Plane

The **Launch X-Plane** button, under the pages, starts the chosen X-Plane the right way: through the Visual Engine launcher, with the rain (Rain FX) and the lit clouds, or through Steam for a Steam X-Plane. If something is missing, the Steam option or the launcher, the app tells you. If X-Plane.exe is set to run as administrator, the app explains it and offers **Fix**, which removes that setting for your Windows account; outside Steam, it does not start X-Plane while that setting remains.

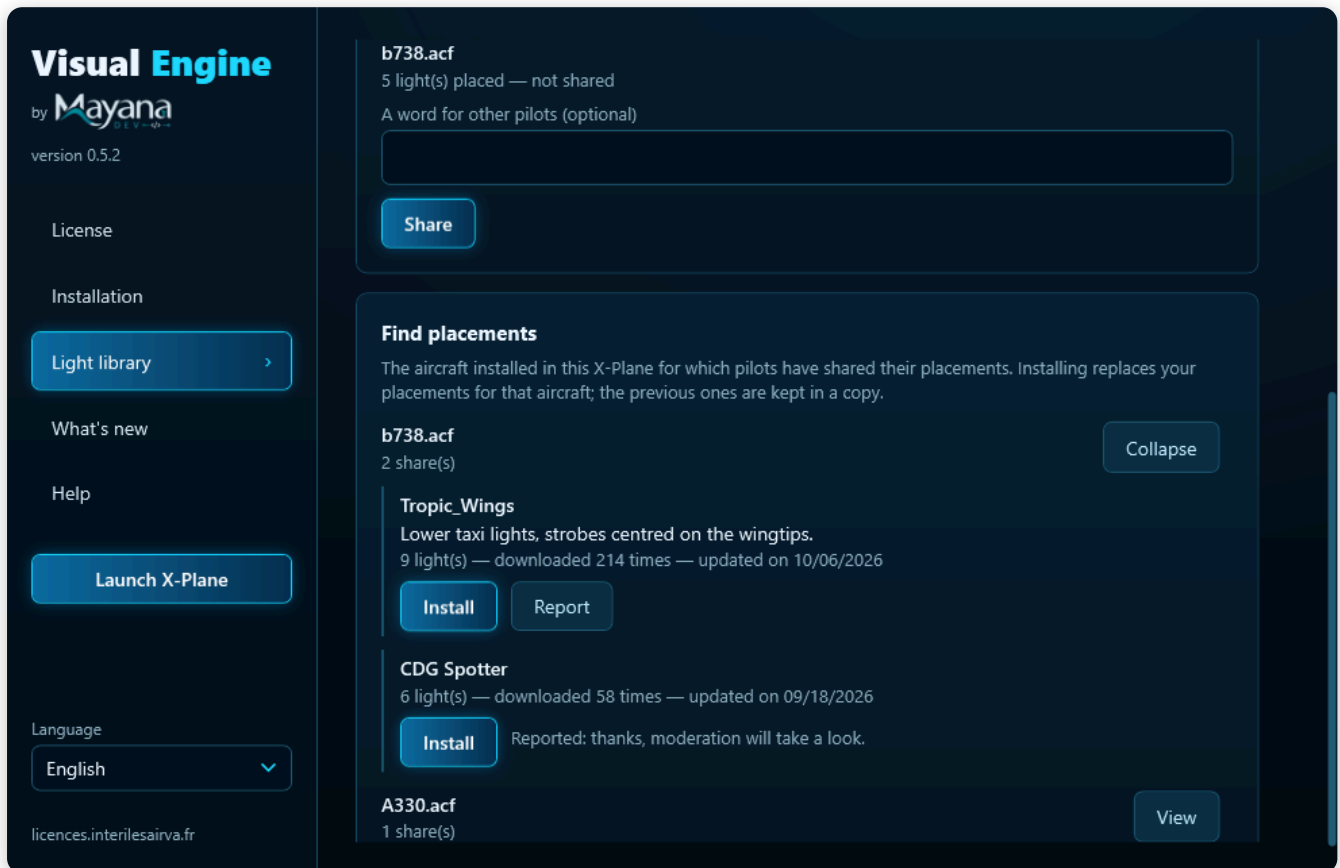
7.4 Light library

The light placements you made (chapter 6) can be shared with other pilots, and theirs installed on your side. You need to be signed in (License page); to share, a license and a **nickname**, the name others see, never your e-mail address.

The screenshot shows the 'Visual Engine' application interface. On the left is a dark sidebar with the 'Visual Engine' logo (by Mayana, version 0.5.2) and a menu with 'License', 'Installation', 'Light library' (highlighted with a right arrow), 'What's new', and 'Help'. At the bottom of the sidebar is a 'Launch X-Plane' button and a language dropdown set to 'English'. The main area is titled 'Light library' and contains two sections. The top section explains sharing light placements and shows a nickname 'Pilote972' in a text box with a 'Save' button. The bottom section, 'My aircraft', lists two aircraft: '777-300ER_xp12.acf' (12 lights, shared on 10/15/2026, downloaded 37 times) and 'b738.acf' (5 lights, not shared). The first aircraft has a text box for 'Landing lights set at night at Orly' and buttons for 'Update the share' and 'Remove the share'. The second aircraft has an empty text box for 'A word for other pilots (optional)'.

The library: your aircraft

- **My aircraft:** the aircraft whose lights you placed in this X-Plane, with their number of lights. **Share** sends their placements, with a word for other pilots if you like; then **Update the share** or **Remove the share**.
- **Find placements:** the aircraft installed on your side for which pilots have shared theirs. **View** unfolds them: the nickname, the description, the number of lights and of downloads. **Install** replaces your placements for that aircraft (X-Plane closed; the previous ones are kept in a copy): load the aircraft in X-Plane to see them. **Report** warns moderation about a share that is wrong.

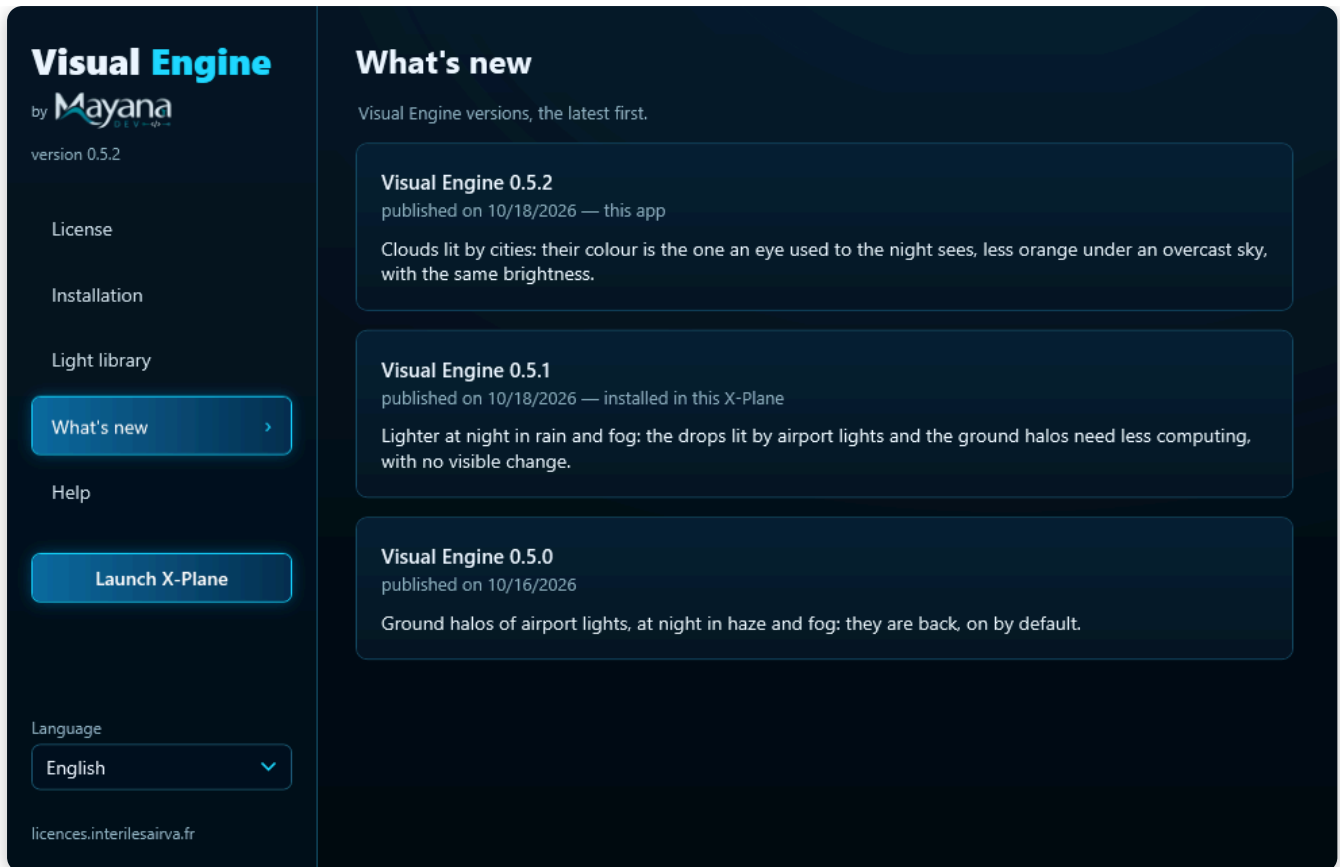


The library: an aircraft's shares

Placements fit the same aircraft, in the same version.

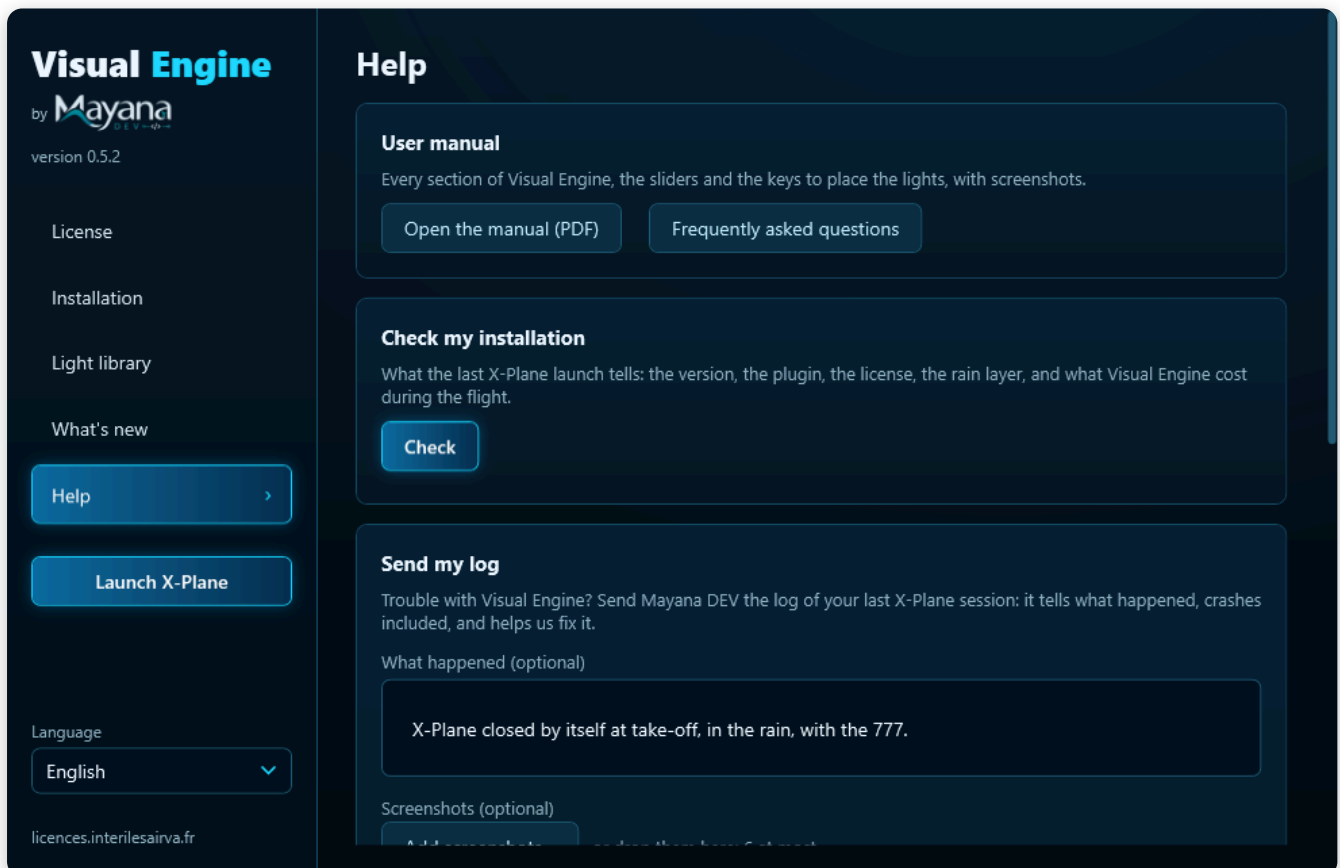
7.5 What's new

The history of Visual Engine versions and their notes, the latest first. The version installed in this X-Plane and the app's own are marked.



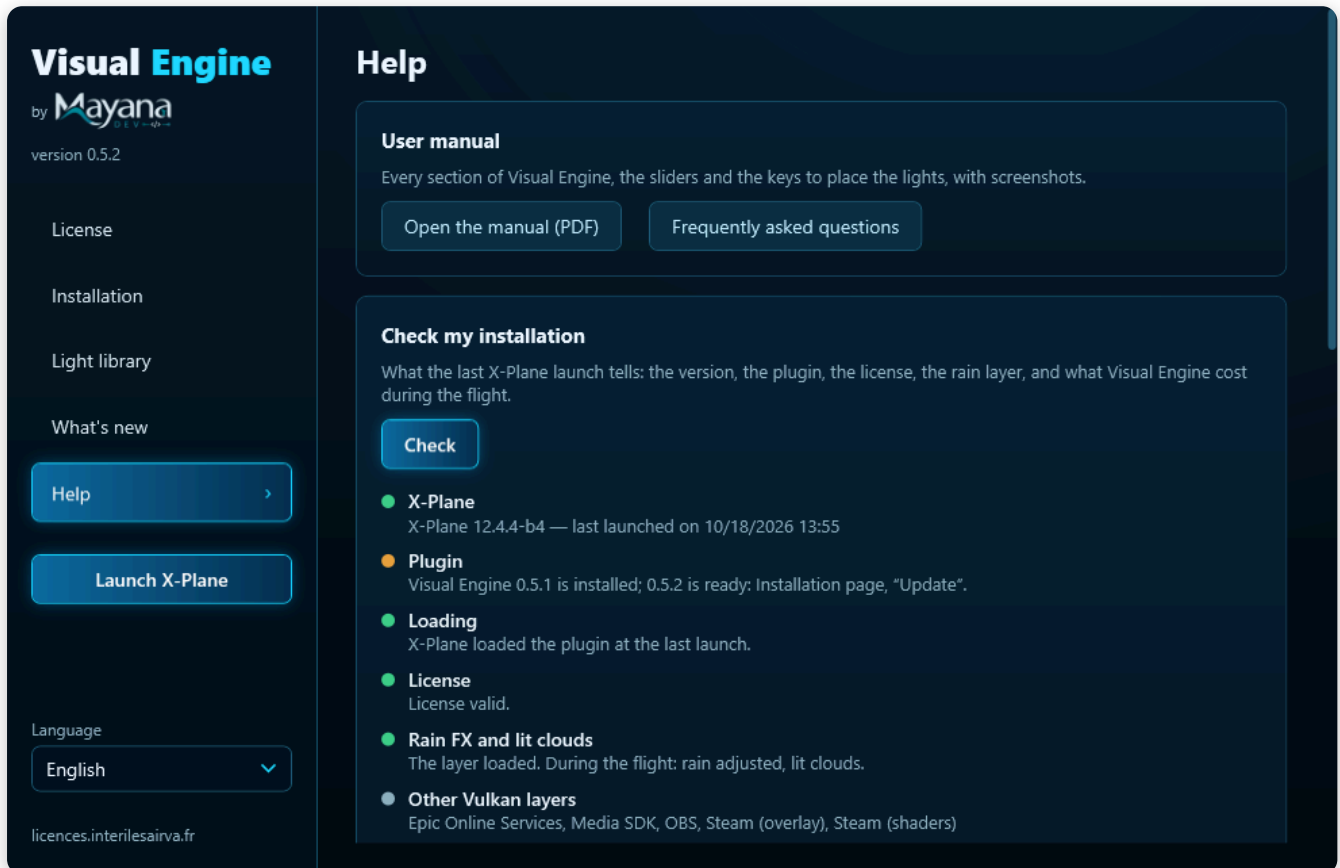
The What's new page

7.6 Help



The Help page

- **User manual:** this manual, as a PDF; **Frequently asked questions** opens the website's FAQ page.
- **Check my installation:** what the last X-Plane start tells (its version, the plugin and its loading, the license, the rain layer, X-Plane started as administrator, the other Vulkan layers), then the last flight's summary: what Visual Engine cost per frame, the effects seen and the weather. A green dot is fine; an orange dot says what to do.
- **Send my log:** the log of your last X-Plane start goes to Mayana DEV, with what happened and up to six screenshots; no password or license in it.
- **About:** the licenses of third-party software.



Check my installation

8. Tips

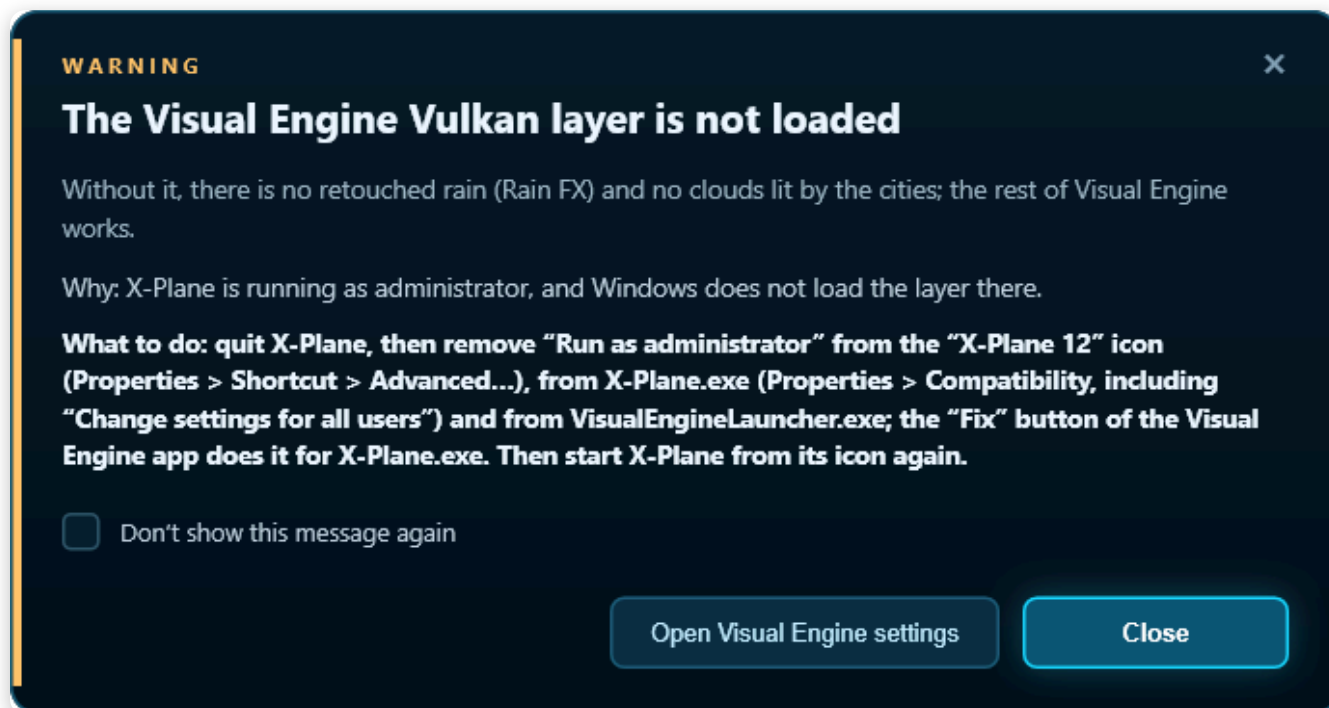
- **Frames per second:** the **lit drop density** (General section, 1.5 by default) is the setting that costs the most. On a modest PC, at a large airport, lower the **effect range around the aircraft**. The Diagnostics section shows Visual Engine's time per frame.
- **At night, in bad weather:** that is where Visual Engine shows the most. Turn your landing lights on in haze or rain.
- **An effect too strong or too weak?** Every intensity has its slider; **Default** always brings back the approved values.

9. Troubleshooting

What you see	What to do
You don't know where the problem comes from	App, Help page: Check my installation . An orange dot says what to do.
"Rain layer: missing" or "Missing: start X-Plane from its icon", no Rain FX or lit clouds	X-Plane was not started through Visual Engine: quit it and start it again with the "X-Plane 12" icon (Windows), the "X-Plane 12 (Visual Engine)" entry (Linux) or the app's Launch X-Plane button.
"Missing: X-Plane runs as administrator (see the app)"	Windows does not load the layer in an X-Plane started as administrator. Quit X-Plane, then remove "Run as administrator" from the "X-Plane 12" icon (Properties → Shortcut → Advanced...), from X-Plane.exe (Properties → Compatibility, including "Change settings for all users") and from VisualEngineLauncher.exe. The app's Fix button does it for X-Plane.exe. If Steam is running as administrator, quit it and open it again normally. If everything starts as administrator on this PC (User Account Control turned off, or Windows' built-in "Administrator" account), turn User Account Control back on or sign in with another account. Then start X-Plane from its icon again.
"Missing: Steam launch option not set"	Steam started X-Plane without Visual Engine. Quit X-Plane; in the app, Put the option in Steam (Steam closed), or paste the line from the Installation page into Steam → right-click X-Plane 12 → Properties → General → Launch Options.
"Missing: reinstall Visual Engine"	A layer file changed since it was installed: app, Installation page, Reinstall (X-Plane closed).
"Missing: send your log from the app"	X-Plane did go through Visual Engine, but the layer could not load: app, Help page, Send my log .
The plugin is not in the Plugins menu	Reopen the app, Installation page: check the X-Plane folder and click Install (with X-Plane closed).
The app reports a plugin replaced by hand or a damaged installation	Click Repair (with X-Plane closed).
The license is not active	App, License page: sign in to your account (it is required, chapter 2), check the key and click Activate this PC ; an Internet connection is needed to activate it, then at least once every 30 days.
"First confirm your email address" when you activate	Open the link in the email received when you created the account (check your spam folder), then click Activate this PC again: no need to sign in again. To get another one: Resend the confirmation email , on the card that appears on the License page.
A landing light that is on draws no cone	It may be dimmed: between 10 and 20% of its power, Visual Engine draws no cone. Turn it fully on in the cockpit.
A beam or drops beside a light	Place the light yourself (chapter 6), or install another pilot's placements (Light library, chapter 7).

What you see	What to do
Visual Engine works in one X-Plane, not in another	App, Installation page: choose that X-Plane and click Install; the license follows (My X-Planes card).
Anything else	App, Help page: Send my log (with screenshots if needed). Or write to contact@interilesairva.fr .

When the layer is missing, a small window says so when the flight loads, with the cause and what to do:



The “layer missing” warning, X-Plane as administrator

10. Uninstalling

Visual Engine app, **Installation** page, **Uninstall** button (with X-Plane closed); or, in X-Plane, the **Distribution & integration** section, **Uninstall** button. Your “X-Plane 12” icon gets its original launch back. To remove everything from this PC, plugin and app included: Windows, **Settings** → **Installed apps** → **Visual Engine** → **Uninstall**; your settings and your license stay in the plugin's folder.