

XP-FlightDeck Plugin for X-Plane 12 and Touch Portal

Installation and Features Guide



Version History

Version	Date	Description
v1.0	24 October 2025	First version
v1.1	10 November 2025	Add XPPython plugin installation for X-Plane 12

Table of Contents

Version History	1
Table of Contents	2
1. Overview of the X-Plane 12 Plugin for Touch Portal	3
2. Main Features	5
3. Requirements	6
4. Step-by-Step Installation	7
4.1 Install the Prerequisites	7
4.2 Install the XP-FlightDeck Plugin for Touch Portal and X-Plane 12	7
4.3 Activate the Plugin in Touch Portal on Desktop	10
4.4 Activate the Plugin in X-Plane 12	11
5. Usage	12
6. Support and updates	12
7. License	12
8. Main links	13

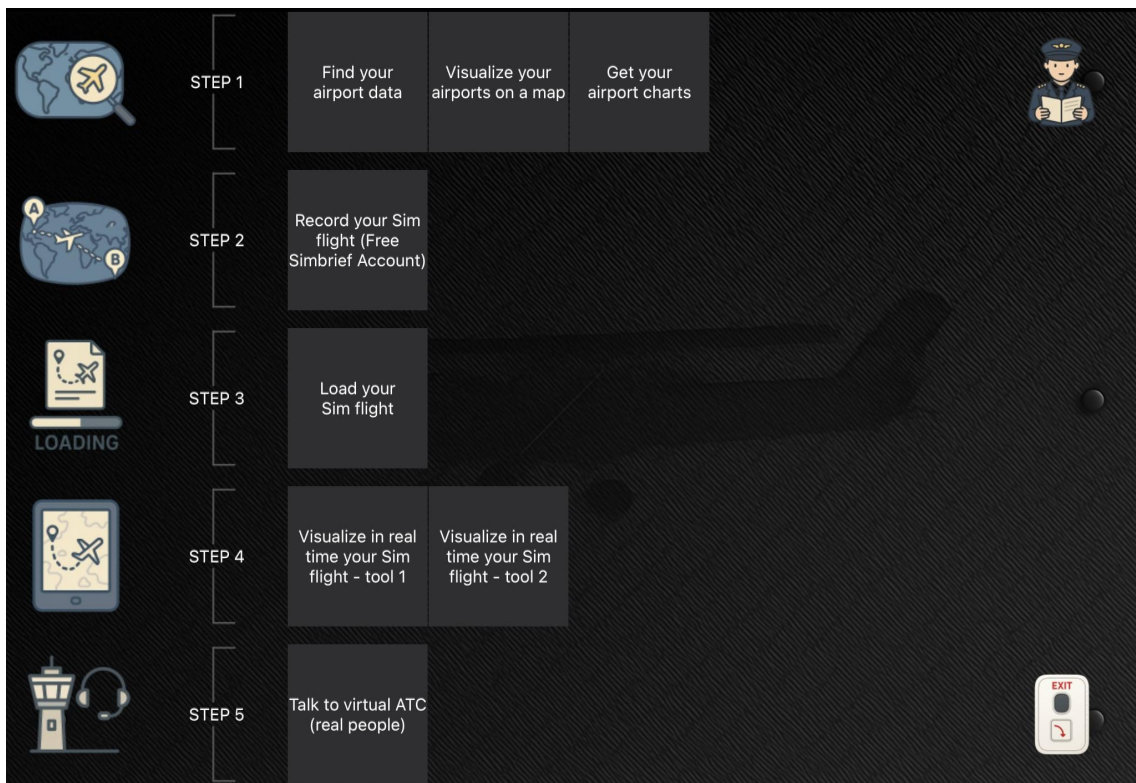
1. Overview of the X-Plane 12 Plugin for Touch Portal

XP-FlightDeck is a plugin that integrates **X-Plane 12** with **Touch Portal Pro**, allowing you to easily control your simulator from a tablet or smartphone. Thanks to a customizable touch interface, you can operate your aircraft without having to memorize numerous keyboard shortcuts, or use your mouse or the physical buttons of your HOTAS devices.

The plugin allows you to control:

- **System Controls** and **Switches**,
- certain **Flight Controls**,
- as well as several **essential simulator functions**, frequently used during flight.





This solution is ideal for pilots of all levels — from beginners looking to simplify cockpit management to advanced simmers seeking to optimize their simulation environment.

2. Main Features

Aircraft Controls:

- Engine
- Lights
- Power
- Magnetos
- Brakes
- Flaps
- Ignition

Simulator System:

- Views
- Display Map
- Display ATC
- Play / Pause

Bonus: An additional page containing useful links for flight preparation.

3. Requirements

For Touch Portal:

- iOS 12 or later
- Android 5 or later

For the XP-FlightDeck Plugin:

- X-Plane 12 (latest minor version recommended)
- Touch Portal Pro (latest available version)
- macOS 12+ or Windows 10/11
- Local network access enabled

4. Step-by-Step Installation

4.1 Install the Prerequisites

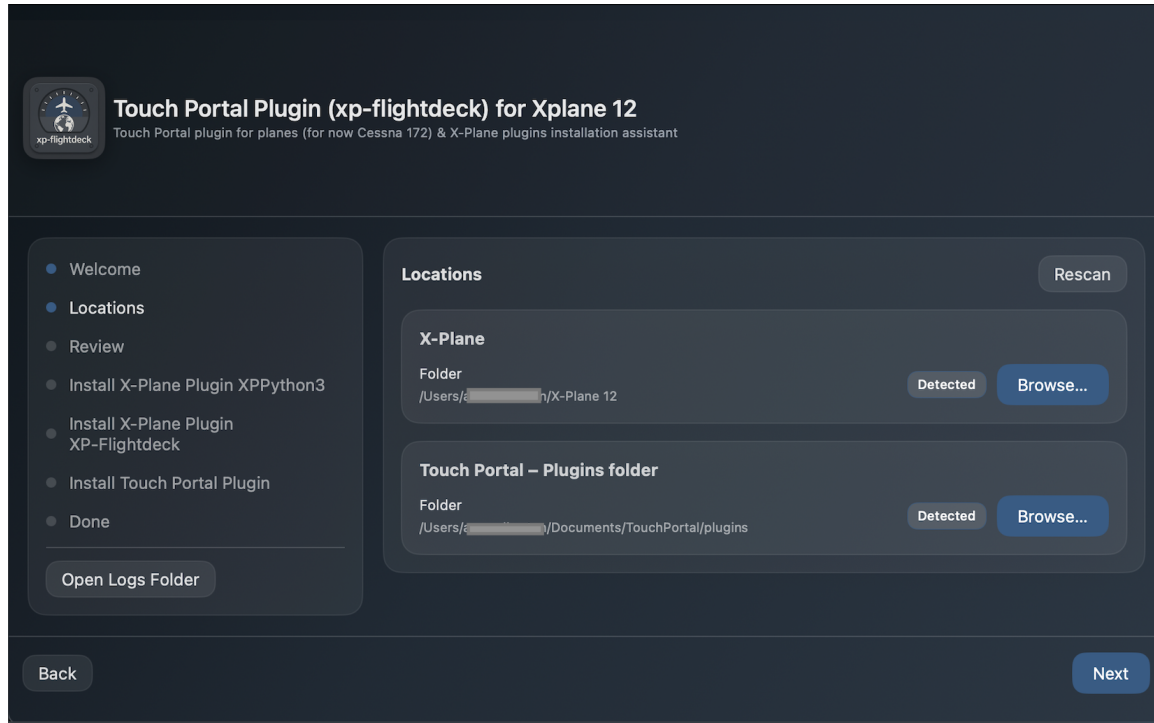
Download and Install X-Plane 12 : <https://www.x-plane.com>

Install Touch Portal Pro : <https://www.touch-portal.com>

4.2 Install the XP-FlightDeck Plugin for Touch Portal and X-Plane 12

Download the plugin from: <https://www.xp-flightdeck.com>

MacOS Installer (there is also a Windows 10+ installer) :



The installer performs the following actions:

- Installs the **XP-FlightDeck plugin** into **Touch Portal**, in the directory:

```
/Users/YourUserName/Documents/TouchPortal/plugins/xplane-touchportal-deck-plugin
```

- Installs the **XPPython3 plugin** into the **Plugins** folder of **X-Plane 12**, in the directory:

```
/Users/YourUserName/X-Plane 12/Resources/plugins/XPPython3
```

- Installs the dedicated “**PI_xplane_server_for_touch_portal.py**” XP-FlightDeck plugin into **X-Plane 12**

```
/Users/YourUserName/X-Plane 12/Resources/plugins/PythonPlugins
```

Learn more about the XPPython3 plugin, which is required for the proper functioning of the XP-FlightDeck plugin:

The XPPython3 plugin runs Python scripts, so Python version 3.10+ must be installed on your machine (macOS, Windows, or Linux).

Python comes preinstalled by default on these operating systems (macOS, Windows, Linux).

The XPPython3 plugin can be installed independently, without using the XP-FlightDeck installer.

The installer was created simply to make the installation process easier.

You can install XPPython3 on any OS from the following page:

https://xppython3.readthedocs.io/en/latest/usage/installation_plugin.htm

If X-Plane 12 crashes after installing XPPython3 through the XP-FlightDeck installer, you can:

- Download the XPPython3 plugin
- Copy and paste the XPPython3 plugin into /Resources/plugins/XPPython3
- Create the directory /Resources/plugins/PythonPlugins
- Copy and paste the file PI_C172TouchPortal.py into /Resources/plugins/PythonPlugins

Note (macOS): you must authorize the plugin. The procedure is explained here:

https://xppython3.readthedocs.io/en/latest/usage/mac_quarantine.html

In **Touch Portal** on your Windows, macOS, or Linux machine, there is:

- One directory for each operating system (**os_***)
- A **touch_portal** directory containing items to be installed manually

```
8 directories, 13 files
→ plugins tree
.
├── xplane-touchportal-deck-plugin
│   ├── entry.tp
│   ├── licence.txt
│   ├── os_linux
│   │   └── tp-xplane-cessna-plugin-linux
│   ├── os_macos
│   │   └── tp-xplane-cessna-plugin-macos
│   ├── os_windows
│   │   └── tp-xplane-cessna-plugin-win.exe
│   ├── touch_portal
│   │   ├── icons_pack
│   │   │   └── xp-flightdeck_xplane_cessna_pack.tpi
│   │   └── pages
│   │       └── touchportal-xplane-pages-to-import.tpz2
│   ├── tp-plugin-icon.png
│   └── version.json
```

1st element – Touch Portal plugin pages:

The file **touchportal-xplane-pages-to-import.tpz2** contains the different pages of the plugin.

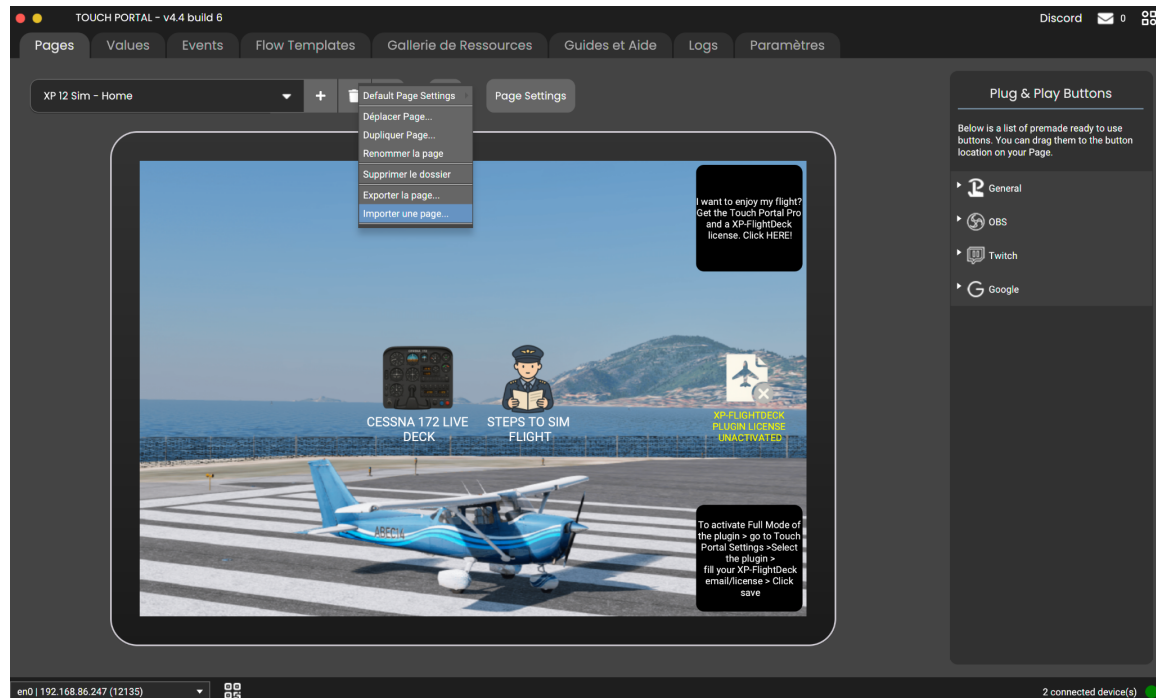
To import these pages:

Open **Touch Portal** on your desktop (macOS, Windows, or Linux)

Click the gear icon “**Manage Pages & Folders**”

Select “**Import Page**”

Choose the file **touchportal-xplane-pages-to-import.tpz2**



2nd element – Touch Portal plugin icons:

The file **xp-flightdeck_xplane_cessna_pack.tpi** contains the plugin's icons and symbols.

To import these icons:

- Open **Touch Portal** on your desktop (macOS, Windows, or Linux)
- Click the **icon button** in the top-right corner
- Select **“Import Icon Pack”**
- Choose the file **xp-flightdeck_xplane_cessna_pack.tpi**



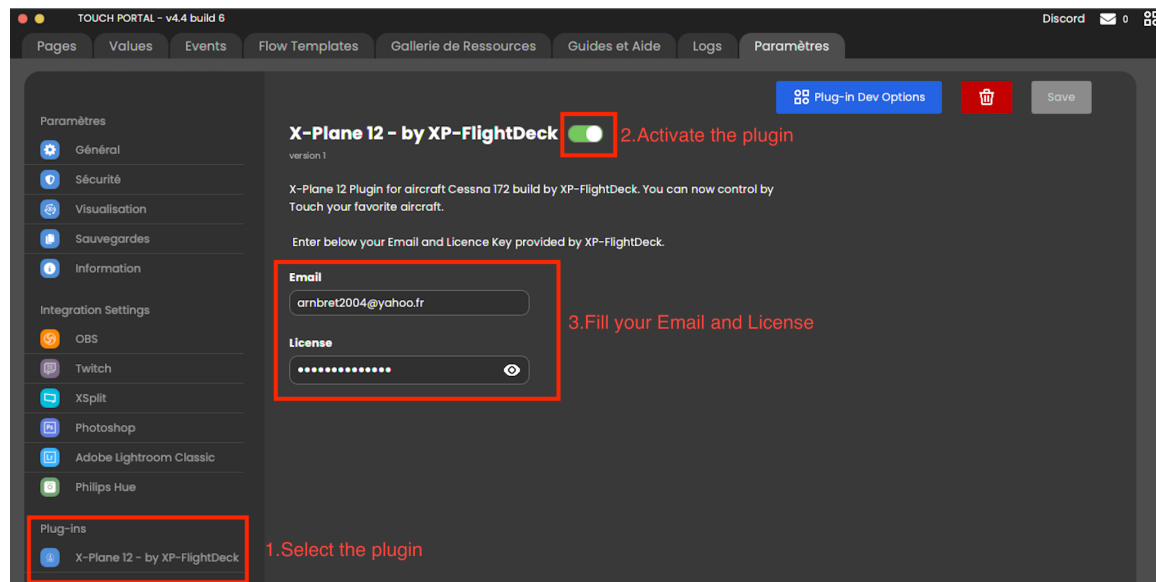
4.3 Activate the Plugin in Touch Portal on Desktop

In **Touch Portal on Desktop**:

Go to **Settings > Plug-ins > click on “X-Plane 12 – by XP-FlightDeck”**

Click the **activation switch**

Enter your **email** and your **license key** obtained by filling out the request form on <https://www.xp-flightdeck.com/>



To use the full version of the plugin, you must have a valid license.

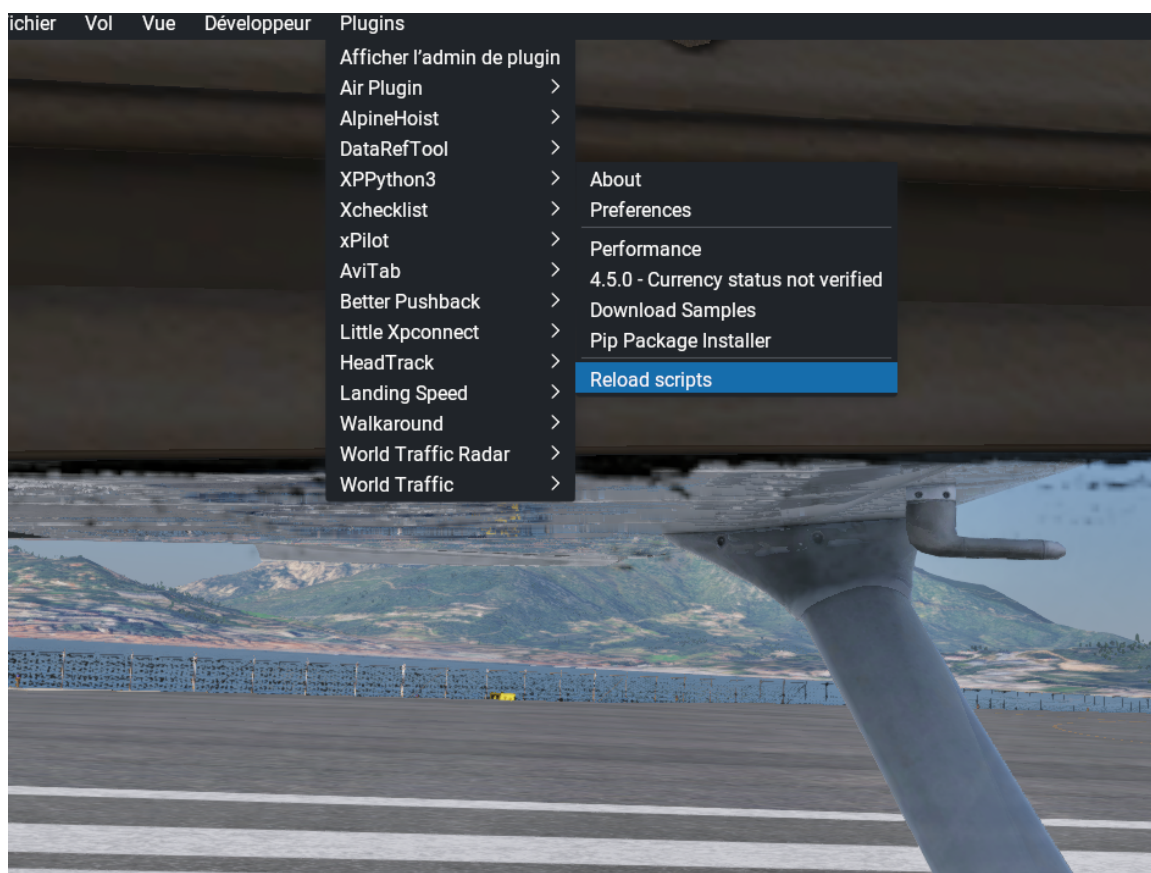
An **Early Access** phase is currently in progress — you can request your license at <https://www.xp-flightdeck.com>.

⚠ **Note:** License validation is currently handled **manually** and may take up to **24 hours**.

4.4 Activate the Plugin in X-Plane 12

Once the installation is complete:

- Launch **X-Plane 12** and start a new flight.
- In the X-Plane menu, go to **Plugins > XPPython3 > Reload Scripts** to activate the plugin (**PI_xplane_server_for_touch_portal.py**).
This will reload the **XP-FlightDeck** plugin seamlessly and ensure communication between **X-Plane 12** and **Touch Portal**.



5. Usage

Free version: provides the core actions.

Licensed version: unlocks advanced features.

6. Support and updates

Visit the official website for the latest updates and support: <https://www.xp-flightdeck.com>

7. License

The use of the **XP-FlightDeck plugin** is subject to a license agreement.

A **free version** is available, while the **licensed version** unlocks all advanced features.

Request or manage your license here: <https://www.xp-flightdeck.com/en/license/>

Please read the terms of use carefully before activation.

8. Main links



Download the XP-FlightDeck plugin:

<https://www.xp-flightdeck.com/>



Watch tutorial videos:

<https://www.youtube.com/@XP-Flightdeck/>



Download the Touch Portal plugin:

<https://www.touch-portal.com/assetsdb/assets-details.php?id=93&name=X-PLANE%2012%20-%20FlightDeck&type=plugin>



Check the FAQ:

<https://www.xp-flightdeck.com/en/#license>



Support & community (Discord) ou support@xp-flightdeck.com :

<https://discord.gg/MgxQb8r>