

## Paramétrage P3Dv4.5 – 3 vues sur 1 seul P3D

### 1) Displays.xml

```
<?xml version="1.0" encoding="UTF-8"?>  
  
<SimBase.Document Type="ConfigurationFile" version="4,5">  
  <Descr>AceXML Document</Descr>  
  <SimDisplay.ConfigurationSet>  
    <Configuration>  
      <Display>  
        <Name>NVIDIA GeForce RTX 3080 Ti.0.0</Name>  
      </Display>  
      <Display>  
        <Name>NVIDIA GeForce RTX 3080 Ti.0.1</Name>  
        <DisplayID>2</DisplayID>  
        <AdapterIndex>2</AdapterIndex>  
      </Display>  
      <Display>  
        <Name>NVIDIA GeForce RTX 3080 Ti.0.2</Name>  
        <DisplayID>3</DisplayID>  
        <AdapterIndex>3</AdapterIndex>  
      </Display>  
    </Configuration>  
  </SimDisplay.ConfigurationSet>  
</SimBase.Document>
```

### 2) ViewGroups.xml

```
<?xml version="1.0" encoding="UTF-8"?>  
  
<SimBase.Document Type="AceXML" version="1,0" id="SimIG">  
  <Filename>ViewGroup.xml</Filename>  
  <ViewGroups.ViewGroupSet>  
    <ViewGroup>  
      <Name>3 vues</Name>  
      <ViewGroupShape>Flat</ViewGroupShape>  
      <View>  
        <Name>Gauche</Name>  
        <ViewFrustum>  
          <SideAngles>-30.000000,30.000000,18.750000,-18.750000</SideAngles>  
        </ViewFrustum>  
      </View>  
      <View>  
        <Name>Face</Name>  
        <DisplayID>2</DisplayID>  
        <ViewFrustum>  
          <SideAngles>-30.000000,30.000000,18.750000,-18.750000</SideAngles>  
          <OffsetPBH>0.000000,0.000000,-60.000000</OffsetPBH>  
        </ViewFrustum>  
      </View>  
      <View>  
        <Name>Droite</Name>  
        <DisplayID>3</DisplayID>  
        <ViewFrustum>  
          <SideAngles>-30.000000,30.000000,18.750000,-18.750000</SideAngles>  
          <OffsetPBH>0.000000,0.000000,60.000000</OffsetPBH>  
        </ViewFrustum>  
      </View>  
    </ViewGroup>  
  </ViewGroups.ViewGroupSet>  
</SimBase.Document>
```

```
</View>  
</ViewGroup>  
</ViewGroups.ViewGroupSet>  
</SimBase.Document>
```