

Table of Contents

| | |
|--|---|
| SimConnect Network Wizard | 1 |
| <i>Welcome Screen</i> | 1 |
| <i>Settings on Flight Simulator Computer</i> | 2 |
| <i>Change Computer</i> | 3 |
| <i>Settings on FS-FlightControl Computer</i> | 4 |

SimConnect Network Wizard

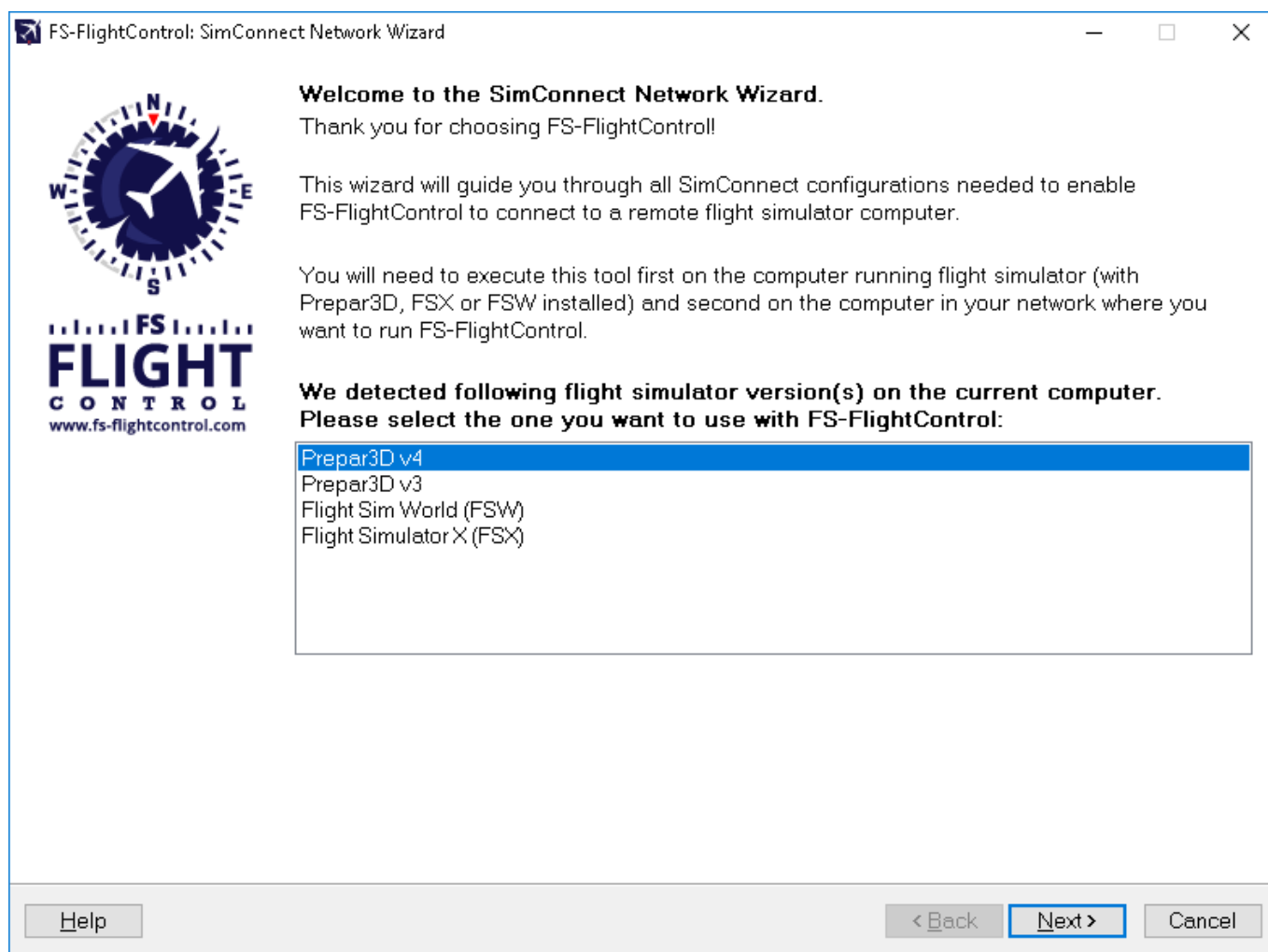
If you want to use FS-FlightControl on a computer other than the computer Prepar3D or FSX is running on, the SimConnect Network Wizard will guide you through everything needed to enable FS-FlightControl to connect to the remote flight simulator computer.

 **Note:** This is only needed if FS-FlightControl is not executed on the same computer as Prepar3D or FSX.

You will find the SimConnect Network Wizard below the folder FS-FlightControl in your Windows Documents folder.

Please first copy all files of the SimConnect Network Wizard to your computer where Prepar3D or FSX is installed and then execute the SimConnectNetworkWizard.exe.

Welcome Screen

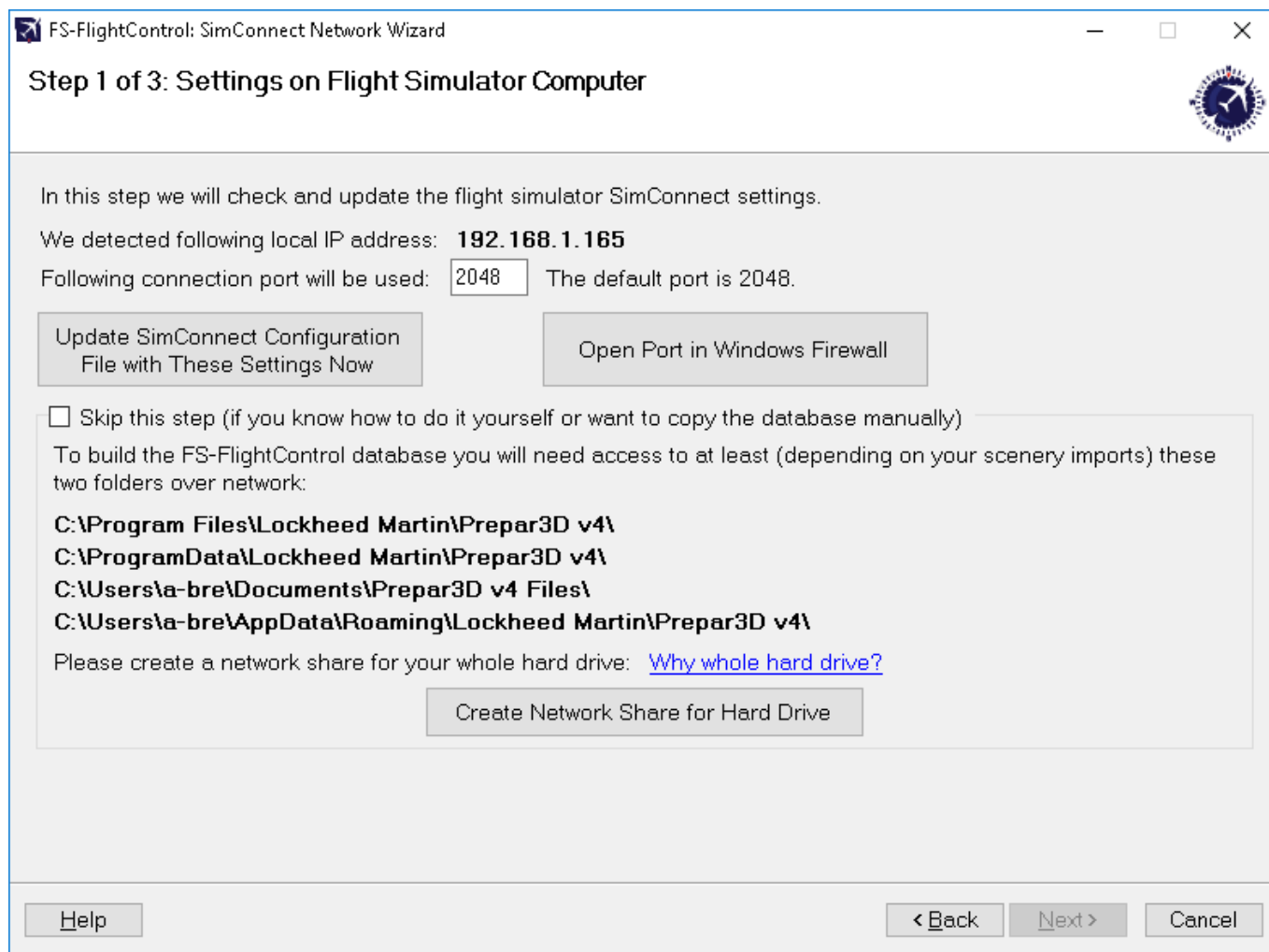


After you started the SimConnect Network Wizard this welcome screen will be displayed.

In case you have more than one compatible flight simulator software installed, please first select which one you would like to use together with FS-FlightControl.

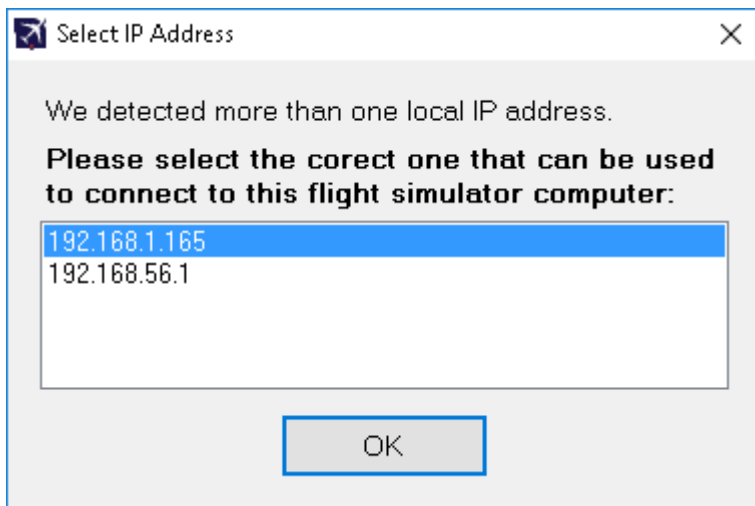
Then please click on the button Next >.

Settings on Flight Simulator Computer




On the next screen, the first step in the setup process, all settings on the flight simulator computer are done.

First the local IP address that will be used to connect to the flight simulator computer is being detected.



In case there is more than one IP address detected, this dialog will pop up asking you to choose the correct one.

 **Note:** Only in rare cases there will be more than one detected. So normally everything is done automatically and you don't need to select anything here. But if this dialog is shown and you don't know which is the correct one, just try and if FS-FlightControl cannot connect with that, just run the wizard again and change the IP address.

Next the port is shown which will be used for connection.

By default port 2048 is used and you normally don't need to change that. But if this port cannot be used on your system for whatever reason, you can change it here.

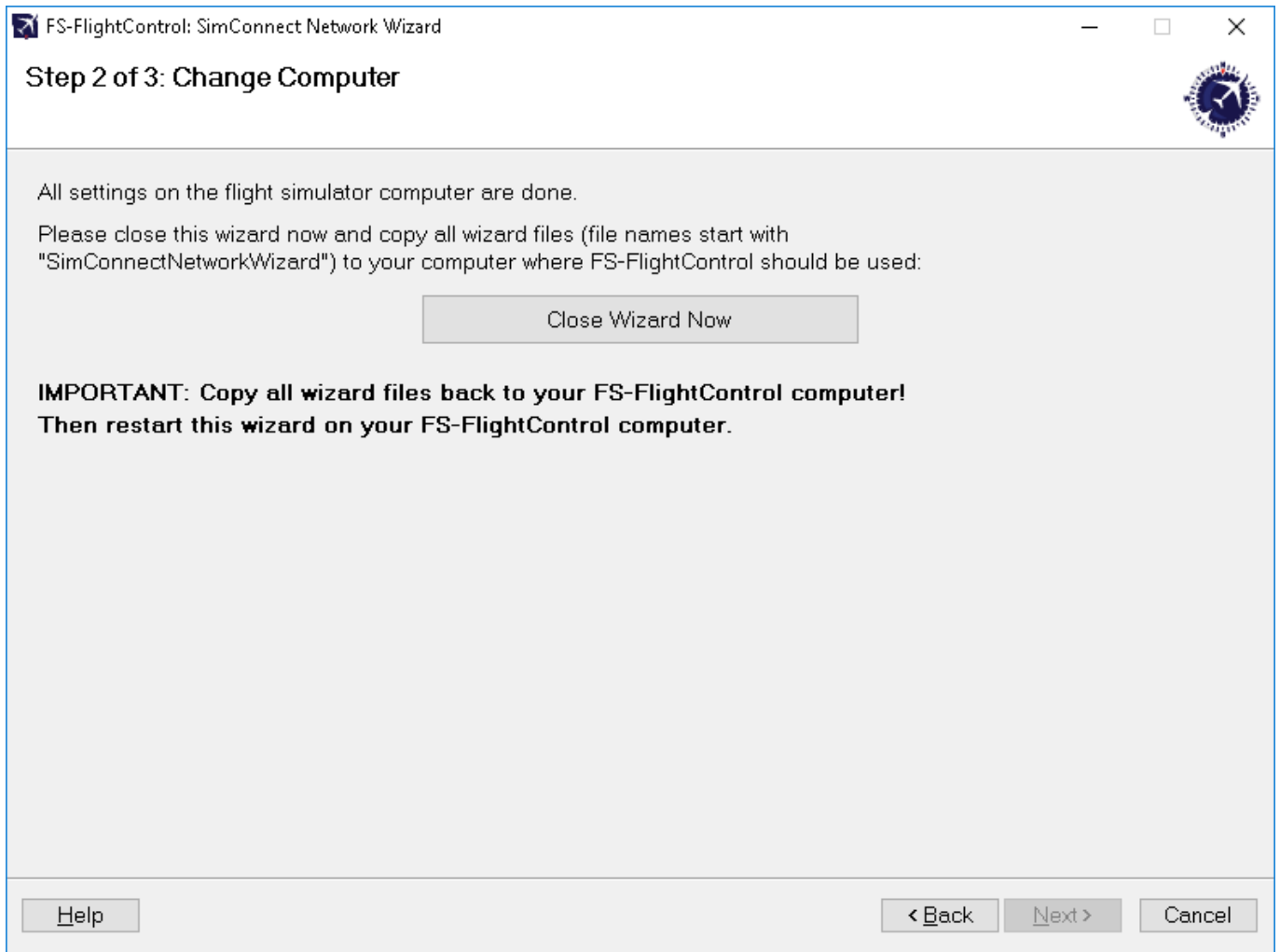
Now please press the button `Update SimConnect Configuration File with These Settings` Now to store these network SimConnect settings. In case a SimConnect configuration exists on the computer already, you will be asked to overwrite it. Please confirm that (a backup copy will be created).

Beside accessing the flight simulator directly via SimConnect, you will also need to build the FS-FlightControl database that contains all the information about airports, navigation aids and so on. To be able to build that FS-FlightControl needs access some flight simulator directories.

Therefore you may create a hard drive network share in this wizard step as well by clicking on the button `Create Network Share for Hard Drive`.


You can also do that manually if you want and for this case there is an option to skip this part of the configuration although we recommend to let the wizard create the network share automatically.

Change Computer

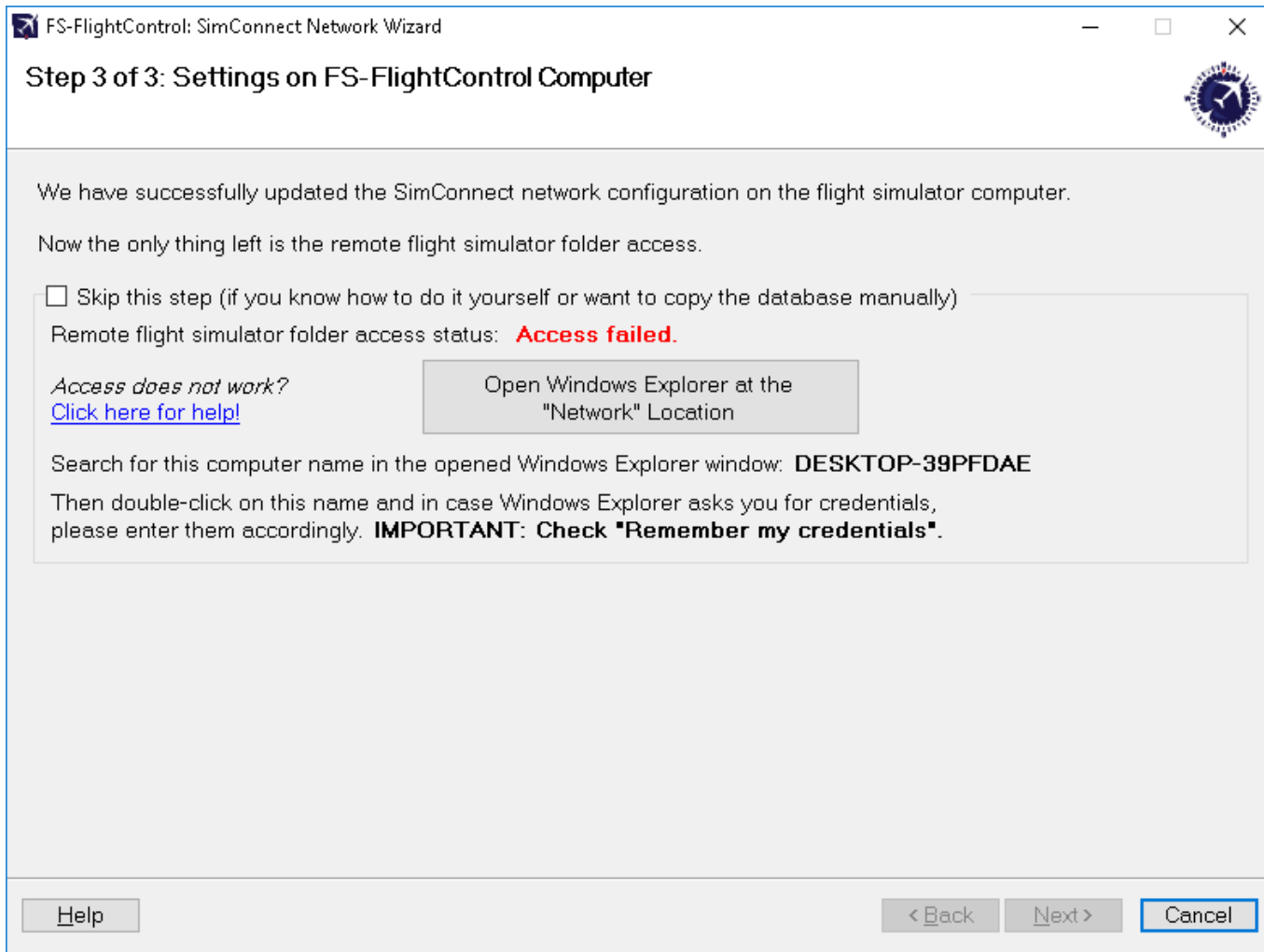


Now everything is done on the flight simulator computer and therefore it is time to go on with the computer that should run FS-FlightControl.

Therefore please close the wizard now, copy all files to the computer that should run FS-FlightControl and start the wizard there again.

 **Note:** It is important that you copy all wizard files to the other computer as they were changed and contain the connection information needed to setup the FS-FlightControl computer.

Settings on FS-FlightControl Computer



After you have started the wizard on your FS-FlightControl computer you should directly see this screen. Here we will finalize the configuration on the FS-FlightControl computer.

First please click on the button **Enable SimConnect for Remote Flight Simulator Access**. This will use all information collected on the flight simulator computer to setup SimConnect on your FS-FlightControl computer. In case a SimConnect configuration exists on the computer already, you will be asked to overwrite it. Please confirm that (a backup copy will be created).

FS-FlightControl Steam Products Manual:
<https://www.fs-flightcontrol.com/en/steam/manual/>

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