



User's Manual

FSX2Android

April, 2014

www.flyisfun.com

Revision Sheet

Release No.	Date	Revision Description
Rev. 0	4/28/2014	User's Manual
Rev. 1.1	5/08/2014	User's Manual (requirements, installation, .NET Framework)
Rev. 1.2	5/16/2014	User's Manual (WinXP installation process)



User's Manual FSX2Android

*The User's Manual provides the information necessary for the user to effectively use the program **FSX2Android**.*

USER'S MANUAL

TABLE OF CONTENTS

	<u>Page #</u>
1.0 GENERAL INFORMATION.....	1-1
1.1 System Overview	1-1
1.2 Software Description	1-1
1.3 Requirements	1-1
2.0 PC APPLICATION-SERVER.....	2-3
2.1 Description	2-1
2.2. Application Download	2-1
2.2 Installation.....	2-1
2.3 Getting Started	2-2
2.4 Units of displayed GPS position.....	2-3
3.0 ANDROID APPLICATION-CLIENT.....	3-5
3.1 Description	3-1
3.2. Download and Installation.....	3-1
3.3 Setting your Android device.....	3-1
3.3.1 Setting IP adress.....	3-1
3.3.2 Setting used Port	3-3
3.3.2 Mock GPS position.....	3-4
3.3 Establishing GPS transmission	3-4

1.0 GENERAL INFORMATION

The User's Manual provides the information necessary for the user to effectively use the program FSX2Android.

1.0 GENERAL INFORMATION

1.1 System Overview

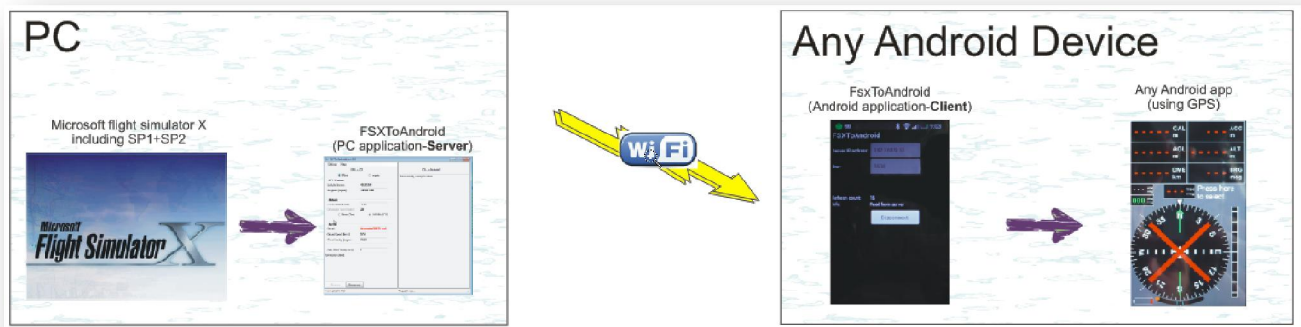
We are not responsible for any use of this application in any cases. Using application is at your own risk. All a data downloaded to this application can be incorrect and not valid. Information displayed by this application is without any warranties. Navigation data used in this application does not originate from official sources!

1.2 Software Description

FSX2Android provides current GPS data of an aircraft from Microsoft Flight Simulator X to Android device by the aid of using PC and WIFI connection. Application supplies a real GPS sensor in your android device. It means any android application using GPS sensor can use GPS data acquired from the Flight simulator. The user needs different applications both for:

- PC (Server)
- Android (Client)

Topology:



1.3 Requirements

Minimal software requirements:

- PC:
 - Microsoft Windows XP, 7, 8
 - Windows Installer 3.1 (required for Windows XP, has to be installed before .Net Framework)
 - Microsoft .NET Framework 2.0 SPx or 3.5 SPx
 - Microsoft Flight Simulator X

- Microsoft Flight Simulator X Service Pack 1
 - Microsoft Flight Simulator X Service Pack 2
 - FSX2Android (PC version-**Server**)
- Android:
 - Fsx2Android (Andoid version-**Client**)
 - Any application using GPS

Minimal hardware requirements:

- PC:
 - Processor: 1.0 GHz
 - RAM: 512 MB RAM
 - Free HDD space: 14 Gb
 - Graphic card: 32MB, DirectX 9 compatible
 - Sound card: with headphones or speakers
 - Keyboard, mouse
 - Ethernet card (internal, external, WIFI)

Other:

- PC and Android device must be in the same network

2.0 PC APPLICATION-SERVER

2.1 Description

This application provides connection with Microsoft Flight Simulator X, receives current GPS position of your aircraft and displays it on the main application window. Furthermore, the application can connect to Android and provide it with already obtained data (see chapter 3.0).

2.2. Application Download

FSX2Android (server) is available on www.flyisfun.com. Download the latest software version.

2.2 Installation

Server is developed as portable version. It means you do not need to deal with any installation. Just unpack FSXToAndroid.zip and copy the folder “FSX2Android” wherever you want. The application/folder consists of three files:

- FSX2Android.exe
- geo15.dat
- us.set
- Microsoft.FlightSimulator.SImConnect.dll

FSX2Android	exe	1 769 984
geo15	dat	1 038 240
Microsoft.FlightSimulator.SImConnect	dll	92 496
us	set	6

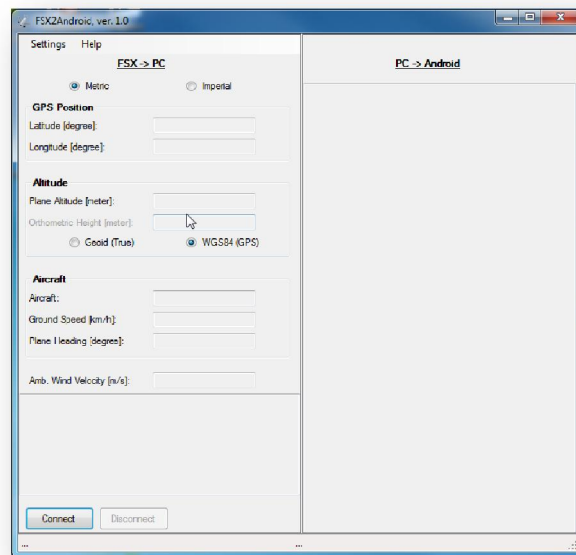
It is recommended to create a shortcut of FSX2Android.exe on your desktop. Consequently you will have quick access to the application.



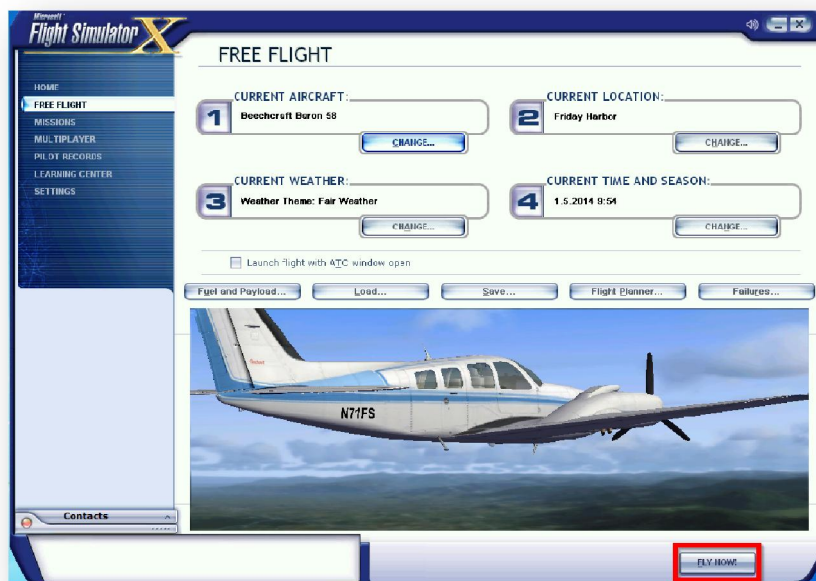
2.3 Getting Started

Make sure that you have .NET Framework 2.0 or 3.5 installed in your computer. Otherwise connection between FSX2Android and Microsoft Flight Simulator will not be established.

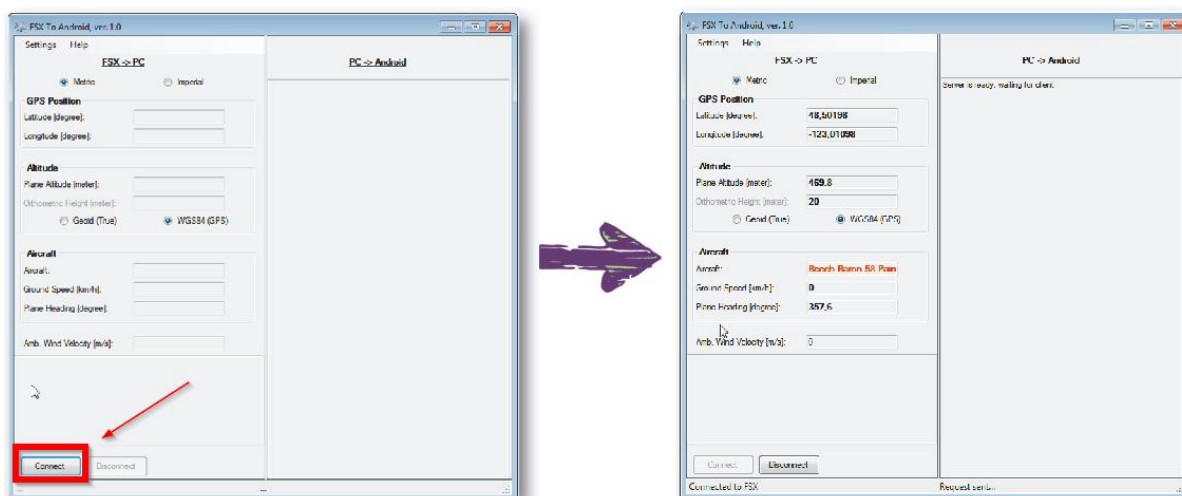
Run the Server on your PC by launching the file (or already created shortcut) “FSX2Android.exe”. Now you can see main window of the application:



The Server is now waiting to be connected with Microsoft Flight Simulator X in order to receive the GPS data of your current aircraft position. Run your Microsoft Flight Simulator X on the same PC as the Server. Set your FSX game as you wish and start your flight by clicking the button “FLY NOW”. Any user settings, regarding the connection with the Server, are not required. The connection is established automatically. Just set your aircraft, location, weather, etc. and start your flight.



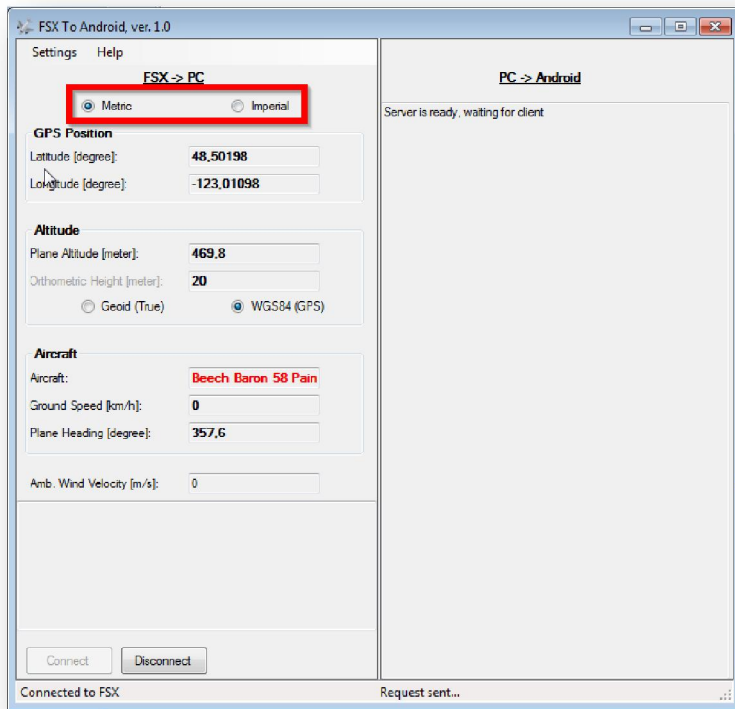
Now you are ready to establish transmission between FSX and the Server by clicking the button “Connect”.



The GPS data of the aircraft position are now displayed in the main window and are being changed by the aircraft movement.

2.4 Units of displayed GPS position

According to your needs, you can adjust units of displayed values. There are two buttons, which allow you to change **Metric** and **Imperial** units.



3.0 ANDROID APPLICATION-CLIENT

3.1 Description

This Android application (Client) receives GPS data from the Server (already installed in the PC, see chapter 2) and substitutes real/original GPS receiver available in your Android device. The Client uses transmission by WiFi connection.

The Client is compatible for any Android devices such as smart phones or tablets.

3.2. Download and Installation

FSX2Android (Client) is available to download on www.....com. Download and install the Client in the usual way.

3.3 Setting your Android device

It is necessary to adjust your Android device according to steps meantioned below. Otherwise the Client would not be able to connect to the Server.

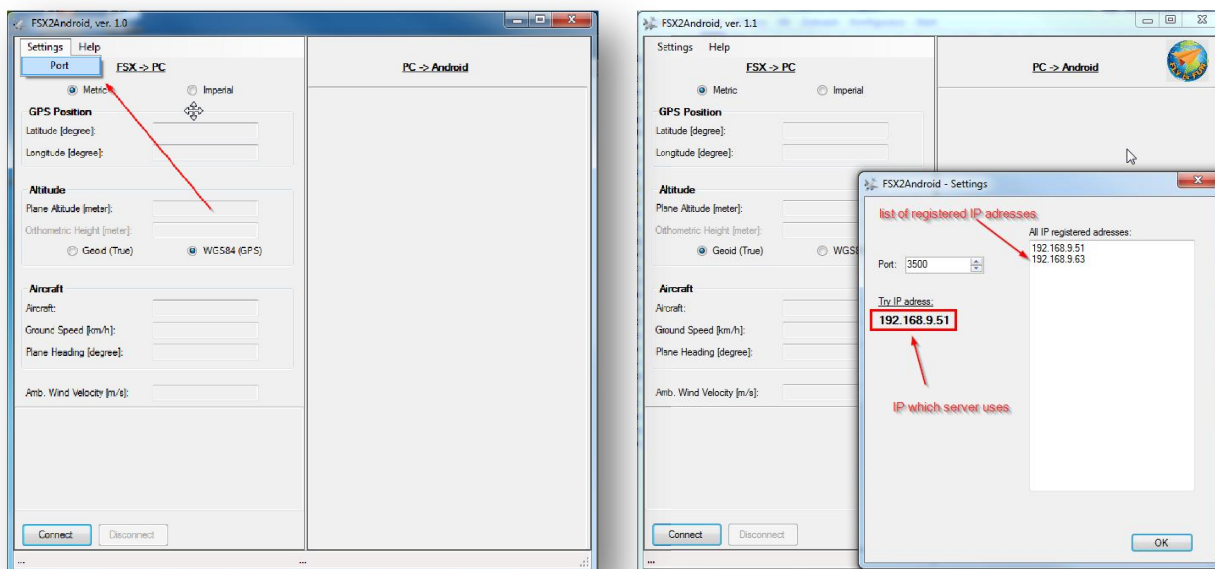
3.3.1 Setting IP address

The Server and The Client have to be on the same network. Set client by IP address of the PC where server is installed and being used. There are mainly two ways to determine the right IP of your PC:

1. Using The Server:

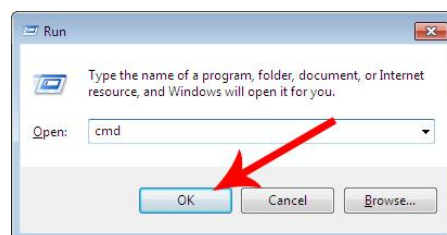
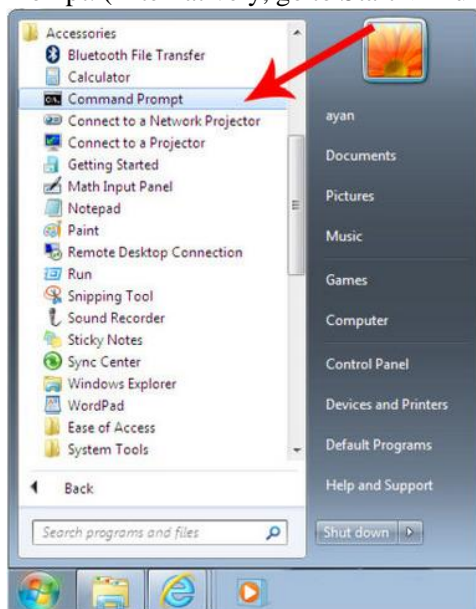
The best and the easiest way how to do it is by using the Server, which can find all of registered IP addresses and determine the right one. Go to the Server and click the Settings->port.

If you are not connected to the network, status message appears “Disconnected” instead of IP address. Then check a state of WIFI, network card, cable, etc...

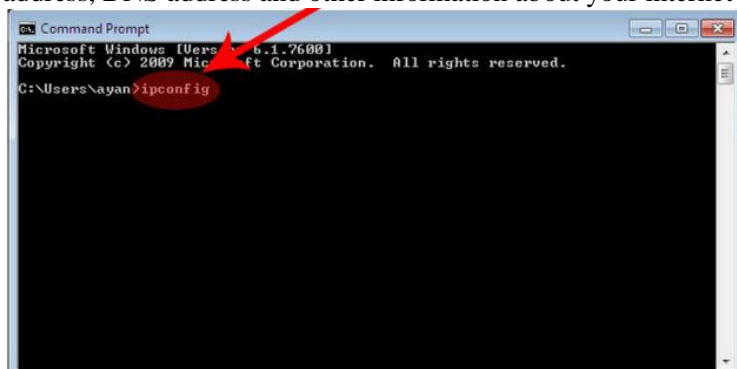


2. Manually by using Windows:

Go to Start -> All Programs -> Accessories -> Command Prompt. This opens the Command Prompt. (Alternatively, go to Start -> Run and type “cmd” and press OK).

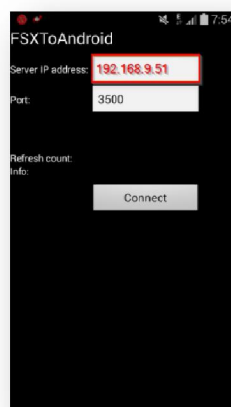


In this Command Prompt window type “ipconfig” and press Enter. This will bring up your IP address, DNS address and other information about your internet connection.



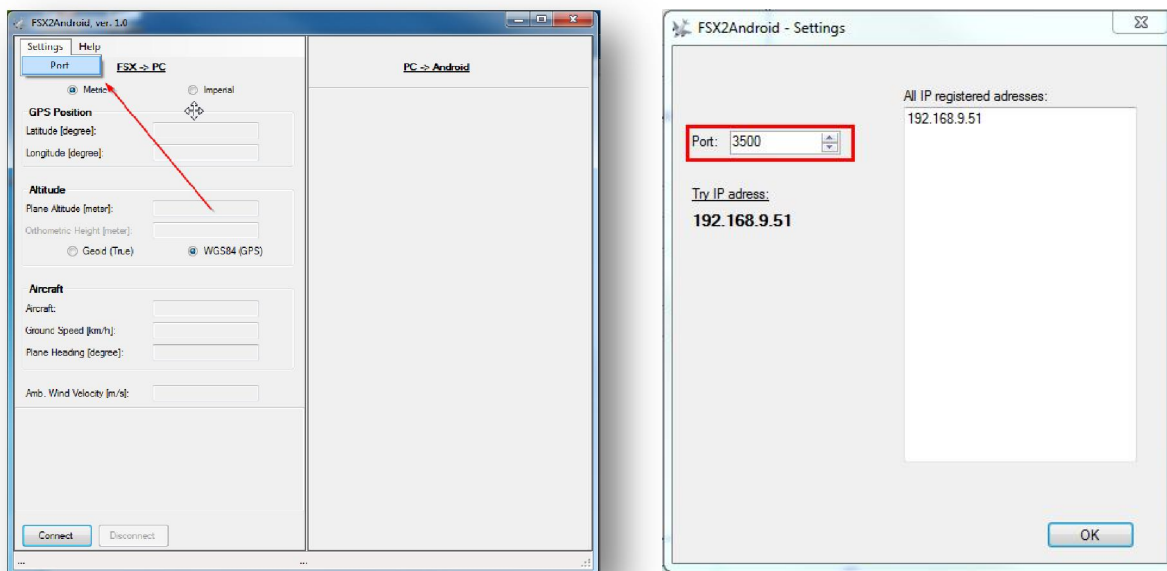
Find your IP address among the information provided.

Now insert the obtained IP to the the Client.



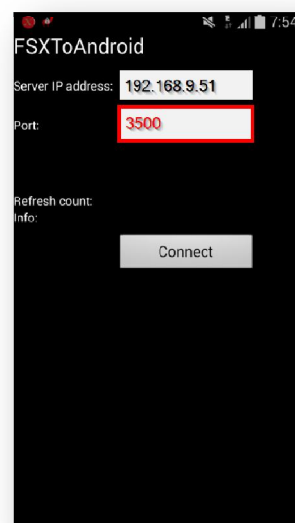
3.3.2 Setting used Port

The Client and the Server use default port number 3500. You can check the Server port number by clicking menu Settings->Port.



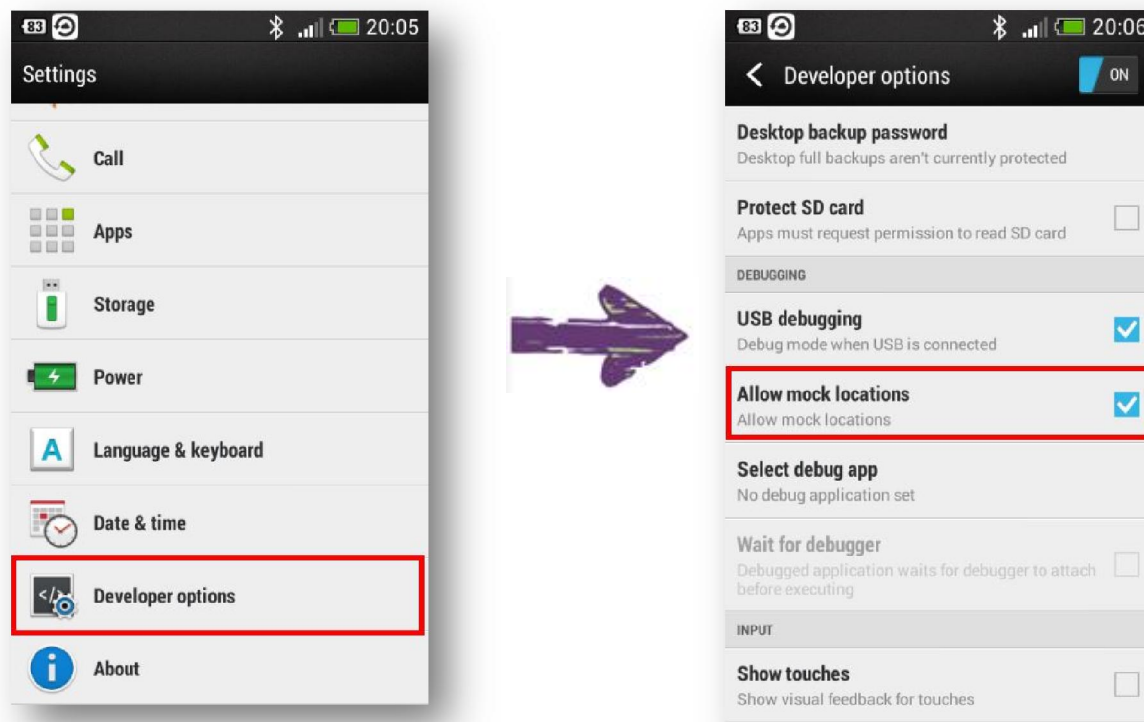
If you need from any reason you can change the port number. Your changes are automatically stored and remain the same for the next usage.

Insert the current adjusted port number into the client.



3.3.2 Mock GPS position

Your Android device will not take the GPS data into account from FSX2Android, unless you allow it. Go to the Android device settings->Developer Options->and check “**Allow mock locations**”. The exact name of given item in the settings may vary depending on Android device you are working with.



3.3 Establishing GPS transmission

If you pass successfully through the settings, you can now establish GPS data transmission from Flight Simulator X to Android application.

Summary of requirements and steps which must be done:

- Microsoft Flight Simulator X
 - Service pack 1,2 must be installed
 - Game is running
 - You are in a flight
- Server
 - The Server is located in the same computer as FSX
 - Microsoft Installer 3.1 (required for Win XP)
 - .NET Framework 2.0 or 3.5 installed (different version for x86 and x64)
 - Connection between FSX and The Server is established (you can see the current GPS data of your aircraft in main window of the Server)
- Client
 - WIFI connection of your Android device is in the same network as PC
 - The Client is installed in your Android device and running
 - IP address and the port number is adjusted
 - IP address matches IP address from your PC
 - Port number matches the one in the Server

- “Mock location” is allowed
- **Connection is established by clicking the button “Connect**

