

How to Setup Simconnect for Flight Simulator X and SquawkBox4



SquawkBox

Online Air Traffic Control for Pilots

By Dave Weese, SquawkBox Beta Team

What you need

- 2 Computers connected on LAN
- SquawkBox 4 copied to both computer hard drives, but not installed yet.
- Flight Simulator X Deluxe Edition on Disk #1 you will find the SDK install it then download and install the SP1 update only from the Microsoft site to both your FlightSim and SquawkBox systems.
- When copying files from this package be sure to follow the path given, do not shortcut to you're My Documents folder. It may look like the right place, but FS will not be able to find the files.
- Both systems must have the same Workgroup Name, by default this is MSHOME. You can use anything you like, but both systems have to be the same. To find this information go to Control Panel -> System
- Most problems you're going to run in too will be from setting up the shared folders. Windows Vista and Windows 7 can be tricky to setup. However a quick Google search How to share folders in Windows Vista will give you plenty of answers, with step by step guides including pictures. So I'm not going to repeat those guides here. If you find a really good one, email me at Dave(at)CanadianXpress.ca and I'll add the web link
- Depending on your firewall software, you may have to register Squawkbox in to your firewall software, so it can communicate to FS.
- Windows 7 users will find an option to configure a homegroup network environment. It's built in to Windows 7 to help with sharing of printers and files on a common home network. I have not tried it yet, but others suggest it works very well.

On the system running Flight Simulator

The computer that is going to run FS needs to have a static IP address on your network.

You can set a static IP within windows for your PC; however in today's world of households full of wireless devices it's suggested you set the IP via your router using your PC's MAC address, to avoid conflicts with other devices. Check with your routers manufacture how to do this, and YouTube is full of how to videos for setting up routers.

You need to share the following folders and you must give full read and write permissions for all the folders.

Windows Vista/Windows7

C:\Users\[username]\AppData\Roaming\Microsoft\FSX

C:\Users\[username]\Documents\Flight Simulator X Files

X:\Microsft Games\Microsoft Flight Simulator X (your FSX folder)

Windows XP

C:\Documents and Settings\[username]\Application Data\Microsoft\FSX

C:\Documents and Settings\[username]\My Documents\Flight Simulator X Files

X:\Microsft Games\Microsoft Flight Simulator X (your FSX folder)

You may also need to open your firewall up to allow the PC running SB4 to access the folders; this may require you to set a static IP address for the SB computer as well. Those running Zone Alarm will have to do this.

Here I would suggest you to a full power down of both systems; this will clear their connection to your router and each other.

Once powered back up, check you can access these all the folders you have shared. Using the remote PC that will run SB, see if you can create a simple text file using notepad. Save it, edit it and than delete it. If you can do that in all the folders everything should be shared correctly. **DO NOT** proceed any farther in this document until you're able to fully access those folders remotely.

On the system running Flight Simulator

Copy the file SimConnect.ini that came with this package to:

Windows Vista/Windows 7

C:\Users\[username]\Documents\Flight Simulator X Files\SimConnect.ini

Windows XP

C:\Documents and Settings\[username]\My Documents\Flight Simulator X Files\SimConnect.ini

Using Notepad open the file SimConnect.xml that came with this package

Find the line `<Address>000.000.000.000</Address>` and replace the zeros with static IP address you set for your FSX system. The line appears twice as I have also included the code for ActiveSky as well. If you do not use ActiveSky having this extra information is not going to cause any issues.

Save and close the file than copy it too

Windows Vista/Windows 7

C:\Users\[username]\AppData\Roaming\Microsoft\FSX\SimConnect.xml

Windows XP

C:\Documents and Settings\[username]\Application\Data\Microsoft\FSX\SimConnect.xml

On the System running SB

Its not needed, but suggested that you set a static IP for your SB system as well. Really to help keep things clean and clear with your network. I would suggest setting static IP's for all connections to your home network.

Using Notepad open the file SimConnect.cfg that came with this package

Find this line `Address=000.000.000.000` and replace the zeros with static IP address you set for your FSX system. The line appears twice as I have also included the code for ActiveSky as well. If you do not use ActiveSky having this extra information is not going to cause any issues.

Save and close the file than copy it too

Windows Vista/Windows 7

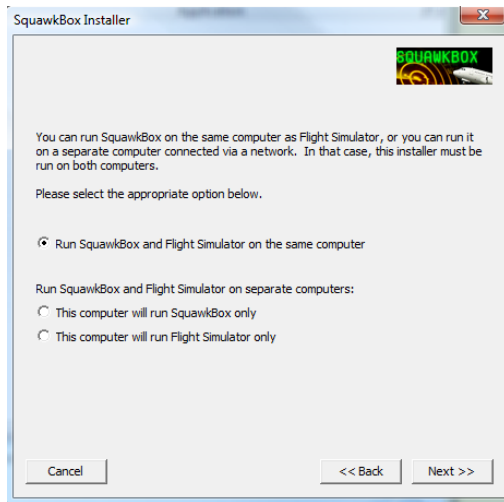
C:\Users\[username]\Documents\SimConnect.cfg

Windows XP

C:\Documents and Settings\[username]\My Documents\SimConnect.cfg

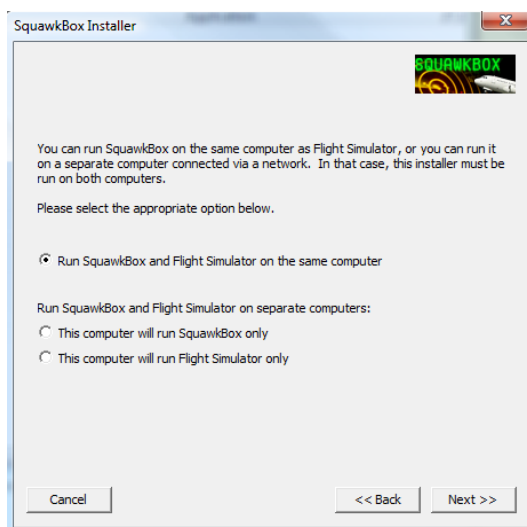
On the System running FS

Start the installation of SB4. Watch the install screens closely, you need to select the option This computer will run Flight Simulator only option during install.



On the System running SB

Start the installation of SB4. Watch the install screens closely, you need to select the option This computer will run SquawkBox only option during install.



Now to test the setup..

On the System running FS

Start FSX (you only need to have FSX running to the main screen where you load your aircraft type and so on, you do not need to be in flight or on the ground for this test)

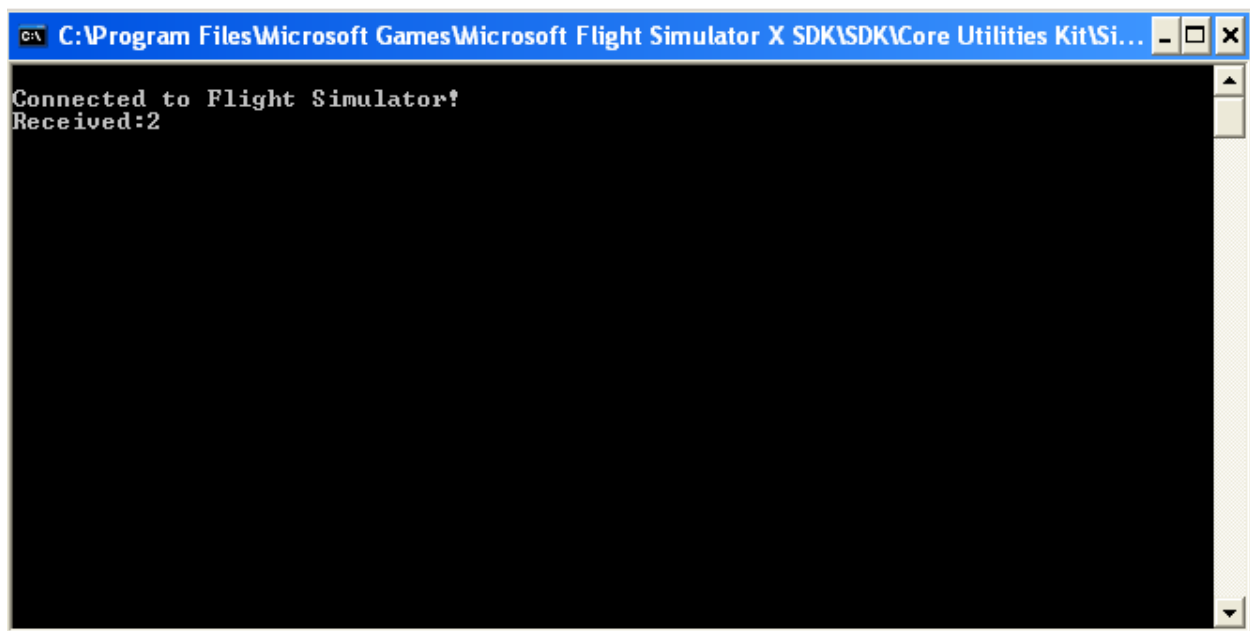
On the System running SB

Locate the folder

X:\[SDK installation path]\SDK\Core Utilities Kit\SimConnect SDK\Samples\AI Traffic

In this folder run the program AI Traffic.exe

If everything is working correctly a command prompt window will open and you will see something like,



```
C:\Program Files\Microsoft Games\Microsoft Flight Simulator X SDK\SDK\Core Utilities Kit\Si...  
Connected to Flight Simulator!  
Received:2
```

If the command prompt window opens then closes or just doesn't seem to do anything at all, there is an issue and I suggest starting at the top of this and making sure you have everything right.

What now?

So now that you have a good connection. Shut down the AI Traffic.exe program; load up FSX with a small aircraft for a quick test of everything. Once FSX is all ready to go, start SB4 run your MIC test and create a quick FP and connect to the network. Use Servinfo to find a place to check the traffic is loading in to the FSX multiplayer and that you can talk to ATC. Remember your PTT button is now on your other computer running SB. Once everything looks good its all up to you where you want to go next.

One thing that has been reported is some choppiness in the movement of the MP aircraft in FS, just going in to your options menu in SB4 on the Multiplayer tab set the slider that controls the number of updaters per second for the aircraft a little higher. This should smooth out the aircraft for you.

I'd like to thank

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Joel and Brian for all their hard work brining SquawkBox 4 to life.

Vatsim and those who donate the bandwidth for the network.

And ya even Bill Gates for keeping FS alive for one more version. Lets hope he re-opens ACES and lets them built FS11.

This document was created by Dave Weese, who has been a member of the Squawkbox Beta team since the beginning, an Instructor ATC with VATCAN and a member of the Vatsim Pilot Resource Centre.

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