

USBInterface Your access gate to the PC hardware

HOW TO INSTALL THE MCP 2012 AND MULTIRADIO (Including the special plugins for Level-D and PMDG NGX for FSX)

- 1) Before to get started, make sure you have installed in your computer the following softwares: Flight Simulator 2004 or FSX
- Also, install the compatible version of FSUIPC to your Flight Simulator. No need to purchase this software, because the non-registered version is enough to get your MCP or MultiRadio running. It is freely available for download at: <u>http://www.schiratti.com/dowson.html</u> Obs.: Use FSUIPC version 3.xx for FS9, or 4.xx for FSX.
- 3) Download the package of *Plugins* at: <u>http://www.usbinterface.com.br/loja/pub/Stargate_Plugins.zip</u>
- 4) Save the package in the folder Modules inside Flight Simulator path:

Example:

C:\Program Files\Microsoft Games\Flight Simulator 9\Modules\ or C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Modules\

5) Unzip the package (Stargate_Plugins.zip) inside the folder Modules. It will create a new subfolder named Stargate containing the following files:

LVLDSDK.dll LVDL.dll MCP.exe PMR.exe

6) Now, you need to edit the file FSUIPC.ini at the folder Modules. It is just a matter of adding the three lines bellow (copy and paste) at the end of the file. Make sure your computer options is set to allow the detailed list of files, even the known file extensions.

[Programs] Run1=READY,HIDE,KILL,C:\Arquivos de programas\Microsoft Games\Microsoft Flight Simulator X\Modules\Stargate\PMR.exe Run2=READY,HIDE,KILL,C:\Arquivos de programas\Microsoft Games\Microsoft Flight Simulator X\Modules\Stargate\MCP.exe

Fix the lines above to match your Stargate forder path, where the plugins really are.

- 6) Save and close FSUIPC.ini
- 7) Connect the MCP and/or MultiRadio to your computer through the USB cables.
- 8) Open the Flight Simulator and start a flight.
- 9) After the environment is fully loaded, all the displays should be sincronised to the panel at PC screen.
- 10) Move the controls by turning the encoders and checking the good working.

Have fun and please contact us if you need any further question.