UNOFFICIAL TUTORIAL

NOT TECHNICALLY SUPPORTED
BY VRINSIGHT NOR WILCO PUBLISHING

Use at your own risks.

CDU II Panel

How to use it with FSX in full screen mode

by Xavier Jehl
rev 00

Step 01 : declare CDU II to FSX for full screen mode

To allow CDU II Panel to switch to the full screen mode, here is what to do: (between XP and Vista, the folder where FSX.CFG file is different).

Open FSX.CFG (once Windows has recognized your CDU II and after a first FSX successful launch).

VISTA
C:\Users\Your name or PC name\AppData\Roaming\Microsoft\FSX

XP
C:\Documents and Settings\Your name or PC name\Application Data\Microsoft\FSX

At the bottom, find the following lines:

[DISPLAY.Device.Name of your graphic card.0]
Mode=1920x1200x32
Anisotropic=1
AntiAlias=1

[DISPLAY.Device. Name of your graphic card.1]
Mode=1024x768x32
Filter=0

On the second bloc, notice "1" at the end of the first line. It manages the CDU II display.

FSX doesn't accept lower resolution than 1024x768.
As we have to turn by 90° the CDU image under Windows, the native Windows resolution will then switch to 768x1024. So, lower than 1024!

In the FSX.CFG, change the résolution ! Replace the following paragraph :

[DISPLAY.Device. Name of your graphic card.1]
Mode=1024x768x32
Filter=0

by :

[DISPLAY.Device. Name of your graphic card.1]
Mode=768x1024x16
Filter=0

Now, your FSX will welcome your CDU II !

Step 02 : Add your add-on into SerialFP2

Locate the following folder : (if installed by default)

C:\Program Files\SerialFP2\

Open CDUII.CFG

In the [CDUII] paragraph, add the add-on of your choice.
Example :

Aircraft17=Captain SIM B757/767

Then, at the bottom of the file:

[Aircraft17]
ModuleEx =
Module = SFP2_CDU2_KeyCmd.dll
KeyMap1 = KeyMap/SFP2_CDU2_ADDON NAME.dat
KeyMap2 =
Win_Name = CDU Panel
Win_X =0
Win_Y =0
Win_W =55
Win_H =73
SleepTime = 0
UpdateTime = 1000

You will need to make a "KeyMapping" of "SFP2_CDU2_ADDON NAME.dat" in the "KeyMap" folder.

Step 03 : Duplicate the CDU of the add-on

Now, your FSX will run in full screen mode and the Windows desktop won't appear in your CDU panel anymore. The CDU II panel will be black, ready to welcome the CDU screen.

If you drag the CDU of the add-on to the center, coordinates values will differ and will not match the CDU screen.

The tip is to duplicate the CDU of the add-on (let's call the copy : Virtual CDU 2).

The Virtual CDU 2 will appear into the CDU II, but we don't need its keyboard, but its display.

On the picture here above, you can see the on the left side the Virtual CDU 1 and on the right side the Virtual CDU 2. We will simply move the Virtual CDU 2 into the VRi CDU II.

The Virtual CDU 1 will remain on the main FS screen. That way, the coordinates will always remain adjusted. We will simply reduce its size at its lowest and make it transparent afterwards.

Let's reduce it first. Under Panel Config (popup displayed when you enable the CDU II unit)

note the X and Y coordinates as 0 and 0. For the size, try to write 0 and 0 and then Redraw and Save (0 and 0 for the size value will slightly change as the virtual CDU 1 cannot be set at 0 and 0. Therefore, the lowest value will be used. This size vary according to the add-on used.

How to duplicate the Virtual CDU?

This is the most complex art… GO into the add-on folder.

Example :
C:\Program Files\Microsoft Games\Microsoft Flight Simulator X

Let's do it together for Captain Sim Boeing 757-200.

Within the FSX folders, go into *SimObjects*, then *Airplanes* and find the Captain Sim add-on (CS_B757-200).

Into this folder, you will find a *Panel* folder, select it and open *panel.cfg*

At **[Window Titles]** go at the end and add:
Window44=CDU II Panel

You will also note the name and number of the Virtual CDU:

Window06=CDU Panel

Once you know the number, go down in the file to find *Window06* :

[Window06]
Background_color=16,16,16
size_mm=447, 699
position=2
visible=0
zorder=85
ident=12105
alpha_blend=00.00
gauge00=Captain_Sim.b757.fms!cdu, 0, 0, 447, 699

Wherever you want, add the following code line : alpha_blend=00.00.
That way Captain Sim virtual CDU will become transparent!
Before saving the file, you must duplicate the VRi CDU II.

Let's copy the whole bloc (without alpha_blend) :

[Window06]
Background_color=16,16,16
size_mm=447, 699
position=2
visible=0
zorder=85
ident=12105
gauge00=Captain_Sim.b757.fms!cdu, 0, 0, 447, 699

and place it at the end of the panel.cfg. Before, we've added the following:
Window44=CDU II Panel. Therefore, we must keep the same number.

Now, your panel.cfg should look like that :

[Window44]
Background_color=16,16,16

size_mm=447, 699
position=2
visible=0
zorder=85
ident=12105
gauge00=Captain_Sim.b757.fms!cdu, 0, 0, 447, 699

We've just duplicated the Captain Sim virtual CDU.
As we don't need the CDU function keys, we will now adjust the size and center it.

The *size_mm=* gives the gauge display size.

The figures here give coordinates and size :

gauge00=Captain_Sim.b757.fms!cdu, 0, 0, 447, 699

Therefore:

gauge00=Captain_Sim.b757.fms!cdu, X value, Y value, length, height

The gauge size of the CDU II can welcome a 640x560 resolution.

Therefore, we consider *size_mm is* 640x560.

In the code, it must look like: *size_mm=640, 560*

Now, you must try to optimize the display zone. For Captain Sim, it is :

[Window45]
Background_color=16,16,16
size_mm=640, 560
position=2
visible=1
zorder=85
ident=12199
gauge00=..\..\CS_B757-200\panel\Captain_Sim.b757.fms!cdu, -135, -120, 920, 1600