

# **MS** Panel

# VRinzight

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# Introduction

### General

The Multi Switch Panel is a compact unit to control any function available from ALL simulators and games capable of handling joystick inputs. Because of this, the installation as a joystick makes it easy as well as commands/key assignments. Due to its design, the VRinsight Multi Switch panel will fit needless with other VRinsight flight panel products like the MCP Panel, CDU II, and Instrument RadioStack or even with the JetPit or ProPit. Combinations are endless!

The Multi Switch Panel black box offers the following parts:

- Multi Switch Panel complete with angled bracket,
- A DVD with this User Guide, standard.xml sample file, MSFS\_Controls text file and several VRinsight product instruction movies and Wilco Publishing promotion movies.
- An "Application Instruction" sheet with three removal tools and attached to it, a pushbutton placards sheet.

### Features

The following offers all the features of the VRinsight Multi Switch Panel.

- Fully compatible with all simulators:
  - Flight Simulator X and FS2004,
  - Falcon 4,
  - IL-2 Sturmovik,
  - Black Shark,
  - Lock ON,
  - X-Plane,
  - Ship Sim Extremes,
  - Space Shuttle etc.
- Plug & Play installation.
- No driver required.
  - This means it's fully programmable directly from your simulators or FSUIPC.
- Full metal case.
- A USB 2.0 cable connection.
- Panel backlight, which is always ON.
- Ten push buttons.
- Two 2-positions ON/OFF toggle switches.
- One return toggle switch.
- One 3-position ON/OFF toggle switch.
- Six encoder switches.
- Two potentiometers.
- Four sliders.
- One four position HAT view button.
- Measurements: Length: 30.5cm (12 inch) Width: 12.5cm (4.9inch) Height: 11cm (4.3 inch).
- Weight: 1.5kg
- 1 year warranty.

These two images of the Multi Switch Panel show you the identification of the used push buttons, switches, knobs, encoders and sliders.





- A Fast Rotate and Hold feature for rotary encoders "D"
- B Pushbuttons (12)
- C Encoder switches (6)
- D Potentiometers (2)
- E Four positions view button (1)
- F Two positions ON-OFF toggle switches (2)
- G Return toggle switch (1)
- H three positions ON-OFF toggle switch (1)
- J Sliders (4)

# Installation

### **Connecting the Multi Switch Panel**

Since the Multi Switch Panel comes only with one USB cable, hardware installation will be as easy as possible. Remember that the USB receptacle should be USB 2.0 compliant else problems could arise. Follow these steps for a successful hardware installation. Although the following steps represent Windows Vista/7 installation, the Multi Switch panel is also compatible with Windows XP.

- Connect the USB cable of Multi Switch panel to a USB PC receptacle or to a USB 2.0 hub.
- The Multi Switch panel is recognized as a new Human-Interface Device (New Hardware).
- Check all four parts of the Multi Switch panel are illuminated. This means the blue backlight behind the pushbuttons, switches, sliders and HAT switch should illuminate at the light blue marked areas down below.

**Note:** The blue LED light will be dimmed in a bright environment.

# Calibration

### General

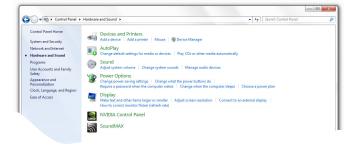
Since the Multi Switch panel is recognized as a joystick, it must be calibrated before using it. Hardware calibration examples are given for working with Windows 7 and Windows XP-SP3. Because of the similarity with Windows Vista, no calibration example of this Operating System is included. The actual Windows calibration is for all Windows system the same and therefore only screenshot in relation to Windows 7 are shown.

# Windows 7 (or Vista)

Step 1	Connect your Multi Switch panel to a USB 2.0 receptacle.
Step 2	Open the Windows Control Panel. Either you have Category view or Large (small Icons) view active. For Category view follow step 3A else 3B.
Step 3A - Category view	- Click Hardware and Sound.



### - Click Devices and Printers.



- Right click the usb pad icon and chose Game controller settings.



**VRin/ight** Multi Switch Panel

Step 3A - Category view (con't)	<ul> <li>The Game Controllers window appears.</li> <li>Click the Properties button.</li> <li>Continue with step 4.</li> </ul>
	Game Controllers  Game Controllers  Installed game controllers installed on Controller  Status usb pad  OK  Advanced  Properties
Step 3B – Large (small) Icon view	- Click the Devices and Printers icon.
	Control Panel + All Control Panel Rems +
	Yew Action Center       Call Administrative Tools       Adobe Version Cue CS4       AutoPlay         Backup and Restore       Restore       Restore Color Management       Color Management       Color Call Management         Backup and Time       Default Programs       Leskop Gadgets       Leskop Call Color Management       Device Management         Restore and Time       Default Programs       Leskop Gadgets       Leskop Call Color Management       Device Management         Restore and Printers       Deplay       Restore Access Center       Police Options
	<ul> <li>This will bring you to the 3<sup>rd</sup> screenshot of step 3A thus right click the usb pad icon and chose Game controller settings.</li> <li>The Game Controllers window as you can see above appears. Click the Properties button.</li> </ul>
Step 5	- Click the Settings tab in the usb pad properties window followed by the Calibrate button.
Step 6	<text></text>

Multi Switch Panel

Step 7 ..... - Gently rotate knobs R1 and R2 several times from left to right and follow their output on the screen. **Note:** Knob R1 will move "+" left to the right and knob R2 will move "+" up and down). - When done, click the Next> button. are Device Calibration Axis Calibration Move the handle in complete circles, then press a button on the controlle X Axis / Y Axis 📃 Display raw data < Back Next > Cancel - The Axis Calibration Z Axis window appears. Step 8 ..... - Move S1 slider, which is recognized as Z axis, up and down and check for movement of the blue bar down below. - When you are ready, click the Next> button. Game Device Calibration



Step 9	
--------	--

- **cis Calibration** Move the Z Axis all the way up and down, then press a button on the controlle Display < Back Next > Cancel
- The Axis Calibration for X Rotation appears.
- Move S2 slider, which is recognized as X Rotation, up and down. Check for correct blue bar movement. - When you are ready, click the Next> button.



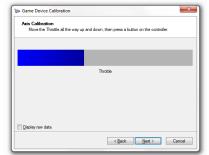
Axis Calibration	he way up and down, then press a button on the controller.
Move the X Notation all t	ne way up and down, then press a button on the controller.
	X Rotation
Display raw data	



Multi Switch Panel

- Step 10 ..... - The Axis Calibration for Rudder window appears. - Move S3 slider, which is recognized as Rudder, up and down. - Click once more the Next> button. ame Device Calibration all the way up and down, then press a hutton on the control Disolav < Back Next > Cancel - The Axis Calibration for Throttle windows appears. Step 11 .....
- Step 12 .....

- Move S4 slider, which is recognized as Throttle, up and down.
- Click Next> and finish the Calibration Wizard. This concludes the calibration procedure for the sliders and rotary encoders R1 and R2.



- Select the Test tab as shown below.
- Move and/or press all Multi Switch panel buttons, switches, knobs and sliders and check for their correct output on the usb pad properties window. - When you are finished with testing are the switches,
  - buttons, sliders and knobs, click the OK button.

Settings Test	
	If the controller is not functioning properly, it m
	calibrate it, go to the Settings page.
Axes	Z Axis
	X Botation
	XHotaloh
+	Budder
	Throttle
X Axis / Y Axis	
Buttons	Point of View H
	9999
	OK Cancel Appl

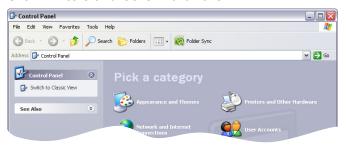
Multi Switch Panel

### Windows XP

Since the Game Device Calibration is more or less the same for every Windows version, this Windows XP section only covers those parts that differ from Windows 7 (or Vista). Once you've reached Windows XP step 4, you continue with the device calibration of the previous section.

Step 1	<ul> <li>Connect your Multi Switch panel to a USB 2.0 receptacle.</li> </ul>
Step 2	<ul> <li>Open the Windows Control Panel.</li> <li>Either the contents comes up with Category view or Classic view. For Category view take step 3A else 3B.</li> </ul>

Step 3A (Category view) - Click Printers and Other Hardware.



### - Click Game Controllers icon.



- This will lead you to the Games Controllers window with the *usb pad* joystick or actually the Multi Switch panel.
- Click the Properties button.

Game Controllers	? 🔰
These settings help you configure the gam	ne controllers installed on
Installed game controllers	
Controller	Status
usb pad	OK
Add Remove	Properties
Advanced	Troubleshoot
	ОК

Multi Switch Panel

Step 3B (Classic view)	- Click "Game Controllers" icon.
	🕞 Control Panel
	File Edit View Favorites Tools Help
	🔇 Back 🔹 📀 • 🎓 🖉 Search 🌮 Folders 🔢 • 🔞 Folder Sync
	Address 🚱 Control Panel 💌 🛃 Go
	Control Panel Cottor Panel Cottors View Cottors Add Hardware Add or Remov
	See Also  See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also See Also Se
	Image: Mouse         Image: Metwork Setup WIDIA New         Phone and Power Options           Mouse         Wizard         Desktop M         Modem
	Printers and Regional and Scarners and Scheduled Security Sounds and Audo Devices
	Speech System Tastbar and User Accounts Windows Herwork Set
	<ul> <li>This will lead you to the Games Controllers window with the <i>usb pad</i> joystick or actually the Multi Switch panel.</li> <li>See for this the 3<sup>rd</sup> screenshot on the previous page.</li> <li>To continue with the test, click the Properties button on the Game Controllers window.</li> </ul>
Step 4	<ul> <li>Click the Settings tab in the usb pad properties window followed by the Calibrate button.</li> </ul>

 Setting
 Lett

 Setting
 Lett

 Game Controller Calibration
 Hay need to be calibrate in of functioning properly on the Test page, it may need to be calibrate.

 Reset to default
 Calibrate...

For actual Windows XP usb pad calibration; go to page 6, step 6 of the Windows 7 (or Vista) section.

# Assignment keys/commands to the Multi Switch Panel

### Introduction

Calibrating the Multi Switch panel is essential for correct operation with Microsoft Windows Operating Systems. Once this calibration is completed, assigning keys and/or commands to the various pushbuttons, knobs, sliders and switches on the Multi Switch panel is essential to get it "customized" with the simulator. This section deals with some examples of how to assign keys/commands to the panel. Because the panel is recognized as an ordinary joystick, the assignment procedure is not different than other hardware. Although the assignment procedure is not much different compared to other joysticks, find in this section a Microsoft Flight Simulator X (or FS2004), Laminar Research X-Plane 9.x and Falcon 4.0 examples.

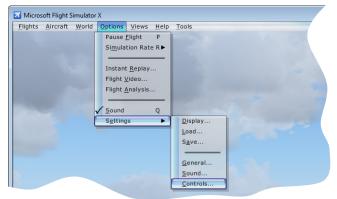
## Flight Simulator X (or FS2004)

Step 1 .....

- If not yet done, connect the Multi Switch Panel USB cable to a USB 2.0 receptacle.
- Start FSX. Either FSX starts up with a default flight or you will get the FSX startup window.
- When FSX comes up with the startup window, select on the left side **Settings**, followed by **Controls**.



- When FSX comes up with a default flight, select from the menu Options – Settings - Controls.



Multi Switch Panel

Confirm that the Controller Type shows usb pad.

5	SETTINGS SETTINGS - CONTROLS	
HOME FREE FLIGHT	SETTINGS - CONTROLS	_
MISSIONS	CALIBRATION BUTTONS / KEYS CONTROL AXES	
MULTIPLAYER	Controller	
PILOT RECORDS	Calibrate	
SETTINGS	Sensitivity and null zone	I P
	Controller Type: usb pad	
1	Simple Controls	
5	Sensitivity - all axes: 0	
	Null zones - all axes: 0	
	Terrore en ereste	

### Step 3 - Click the BUTTONS/KEYS tab.

light Simulat		NGS			4) 🚍
IOME	SETTINGS -	CONTROLS			
FREE FLIGHT MISSIONS	CALIBRATION	OIIS / KEYS CONTROL AXES			
MULTIPLAYER PILOT RECORDS	Controller type:	usb pad	V	Flight mode	_ Þ
LEARNING CENT	Event gategory:	All events	$\sim$	Slew	
SETTINGS	Assignment <u>l</u> ist:	All events Simulator events Control surfaces			
No. of Concession, Name	Event	Engines	Joystick	Repeat	
2	2-D Cockpit View (shortcut) ADF (select)	Systems Lights Radios			
Ş	ADF 1 (ident on/off)	Autopilot Instruments			
	ADF 2 (ident on/off)	Views Failures			
	APU (off)	Multiplayer GPS/G1000			
	APU (start)				

- Select from the Event Category list an event of your choice. For this example we take the Autopilot.

As you can see on the screenshot, event Category Autopilot is active. I want to assign event **Autopilot master (on/off)** to VRinsight Multi Switch panel **pushbutton B6**. To achieve this, perform the following actions.

- If already a joystick is assigned to this, click the Delete Joystick Assignment button.
- Click the New Assignment button.

ght Simulator 🗙	-					49 🤇
ant onnunutor	SETTIN	IGS				_
	SETTINGS -	CONTROLS	5			
EE FLIGHT		NIIS / KEYS C	ONTROL AXES			
ULTIPLAYER Controlle	r type:	usb pad	V	Flight mod		
ARNING CENT Event cat	tegory:	Autopilot	V			
TTINGS Assignme	ent jist:					
Event			Keyboard	Joystick	Repeat	IP .
Autopilot	t approach mode (on/	iff)	CTRL + A			
Autopilot	t attitude hold (on/off)		CTRL + T			
Autopilot	t back course mode (o	n/off)	CTRL + B			
Autopilot	t heading bug (decrem	ent)			π	
Autopilo	t heading bug (increm	ent)			L	
Autopilo	t heading hold (on/off		CTRL + H			
Autopilot	t localizer hold (on/of	)	CTRL + O			
Autopilot	t master (on/off)		z			
Autopilot	t pitch ref (down)					
Autopilot	t pitch ref (up)				<b>a</b>	
	New Assignment		Dglete Key Assignment	3		
	Change Assignment		elete Joystick Assignment	Rev	ert Defaults	

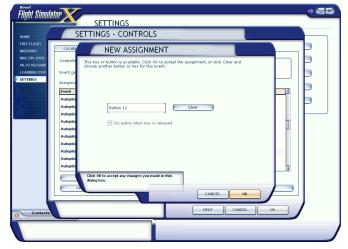
# Step 4 .....

Multi Switch Panel

Step 5	- Press pushbutton B6 (or any other) on the Multi	
	Switch Panel.	
	This Multi Cultab ways at button DC is wassen in a line	

This Multi Switch panel button B6 is recognized in FSX as button 12, which is of no further use.

- Click the **OK** button to confirm your action.



As you can on the screenshot, Autopilot master (on/off) is actually assigned to FSX Joystick Button 12, but more important, to your Multi Switch panel pushbutton B6.

	SETTINGS SETTINGS - CONTROLS
E FLIGHT SIONS	CALIBRATION BUTTONS / KEYS CONTROL AXES
TIPLAYER DT RECORD! RNING CEN1 TINGS	Controller type: usb pad Event gategory: Autopilot Vert gategory: Autopilot See
	Assignment list: Event Keyboard Joystick Repeat 1
	Addrapid atgravech mode (mohtf)       CTRL + A         Addrapid atgravech mode (mohtf)       CTRL + T         Addrapid beck course mode (mohtf)       CTRL + T         Addrapid beck course mode (mohtf)       CTRL + B         Addrapid heading bug (scenamet)       Addrapid heading bug (scenamet)         Addrapid heading bug (scenamet)       CTRL + H         Addrapid heading bug (scenamet)       CTRL + O         Addrapid heading the (mohtf)       CTRL + O         Addrapid pick new (scenamet)       Addrapid pick new (scenamet)         Addrapid pick new (scenamet)       CTRL + O         Addrapid pick new (scenamet)       Debits Kry Atsignment         Change Actignment       Debits Kry Atsignment
Contacts	HELP CANCEL OK

Step 7 ..... - Perform the previous steps and apply this to all buttons, switches, rotary knobs, encoders and sliders.

**Note:** If the VRinsight Multi Switch panel is your only simulation hardware components then you use the Control Axis tab for assigning Rudder, Throttle, X Rotation and Z axis. The procedure to do this is the same as the previous discussed steps.

Step 6 .....

Multi Switch Panel

### Laminar Research X-Plane 9.x

Step 1	- If not yet done, connect the Multi Switch Panel USB
	cable to a USB 2.0 receptacle.

- Start X-Plane 9.x and select from the X-Plane menu Settings – Joystick, Keys & Equipment.



Step 2 ..... Basically, assigning keys, buttons, knobs, sliders etc. is very similar to Microsoft Flight Simulator. The only difference is the way it is created and organized. The Axis tab allows you to assign Multi Switch panel sliders to an X-Plane function. Perform the following steps:

- Slider S1 on the VRinsight panel is moved up and down. On the X-System window this is the  $3^{rd}$  LH red bar from the top.
- Click on the text left of the red bar.
- A pull-down list appears. Select one of your choices. Here we selected **pitch**.



Step 3 - After you selected **pitch**, the red bar becomes green and shows pitch left of it, indicating this is assigned to the pitch channel on your Multi Switch panel.



Step 4 ..... Assigning Multi Switch panel pushbuttons goes in the same way however, for this we need the Buttons:Basic tab.

As an example we assign Multi Switch panel switch T3 to the GEAR UP/DOWN command.

- If not yet done, select the Buttons: Basic tab.
- Toggle Multi Switch panel switch T3 to DN. The X-System shows in the LH upper corner 15 (or another value).
- Click the circle next of the Landing gear down text.
- The assignment of the GEAR DN command is done. See the output on the screenshot below.

X Joystick & Equipment X				
Axis Center	Buttons: Basic Buttons: Adv	Keys Equipment Hit at	outton on your joystick. Then click	the function you want that button to perform!
0 1 5 joystick button				
Oo nothing at all	O View: forward.	Toggle brakes regular effort.	Start or stop the timer.	General command: left.
FADEC toggle.	View: tilt up.	Toggle brakes maximum effort.	Reset the timer.	General command: right.
Throttle-governor toggle.	View: tilt down.	Hold brakes regular.	0	General command: up.
Engage starters.	View: pan left,	Hold brake left.	Toggle the tailhook.	General command: down.
	View: pan right.	Hold brake right.	Toggle smoke-puffing.	General command: forward.
Throttle down a bit.	O View: glance left.		Toggle water scoop.	General command: backward.
Throttle up a bit.	View: glance right.	Vector or sweep aft.	Toggle rotor brake.	General command: zoom in.
Prop coarse a bit.	View: straight up.	Wector or sweep forward.	Weapon select down.	General command: zoom out.
Prop fine a bit.	View: straight down.	C	Weapon select up.	0
Mixture lean a bit.	View: backward.	Select fuel tank left one.	Target select down.	Contact ATC.
Mixture rich a bit.	View: left up.	Select fuel tank right one.	Target select up.	Reset the plane to the nearest runway.
Mixture to cut off.	View: right up.	O before to et ann hight and	Fire guns!	Reset the flight to the last reset that you die
Mixture to full rich.	View: fwd no HUD.	Orbital man, rockets up.	Fire all armed selections!	Fail system selected in failures screen.
Carb heat on.	View: faid with HUD	Orbital man, rockets down.	Deploy chaff.	Grandyten societa in randros serection
Carb heat off.	View: tower.	Orbital man, rockets left.	Deploy flares.	Toggle replay mode on/off.
Carb heat toggle.	View: runway.	Orbital man, rockets right,	Deploy parachute-flares.	Replay mode: begin,
O carb mear toggle.	View: chase.	Orbital man, rockets fore.	O behicy paracritice nares.	Replay mode: play fr.
Engage TOGA power.	View: circle.	Orbital man, rockets aft.	Agnite JATO.	Replay mode: play rr.
Toggle thrust reversers.	View: spot view.	Landing lights on.	lettison the payload.	Replay mode: play_n.
Hold thrust reverse at ma:		e canonig rights on.	Dump fuel!	Replay mode: pause.
Hold thrust reverse at man	View: center.	Anding lights off.	Drop all drop-tanks.	Replay mode: play sf.
Magnetos off.	View: sunglasses.	Landing lights off.	Deploy/lettison chute!	Replay mode: play_sr.
Magnetos both.	O View: night vision.	Aim landing light left.	Eject!	Replay mode: play_ff.
Engage starter and fuel.	View: trans-panel.	Aim landing light right.	<ul> <li>Toggle seatbelt sign.</li> </ul>	Replay mode: end.
Pull fuel for shut-down.	View: toggle 3-D cockpit.	Aim landing light up.	<ul> <li>Toggle smoking sign.</li> </ul>	
-	View: 3-D mouse look	Aim landing light down.	-	
Engage starter #1.	Flaps up a notch.	Aim landing light to center.	HSI shows nav 1.	
Engage starter #2.	Flaps down a notch.	-	HSI shows nav 2.	
	_	Yaw-damp toggle.	HSI shows GPS.	
Pitch trim up.	<ul> <li>Landing gear down.</li> </ul>	<ul> <li>Toggle art-stab power.</li> </ul>	Autopilot Mode down (on->1	
Pitch trim takeoff.	<ul> <li>Landing gear up.</li> </ul>	Anti-ice: toggle-ALL.	Autopilot Mode up (off->fdir	r.>on).
Pitch trim down.	<ul> <li>Landing gear toggle.</li> </ul>	-	<ul> <li>Control-wheel steer.</li> </ul>	
	Pump flaps/gear up/down.	Zoom in EFIS map.		
Rudder trim left.	Nosewheel steer toggle.	Zoom out EFIS map.	Pause the simulation.	
Rudder trim center.	Speedbrakes extend one.	EFIS map EFIS_wxr.	Sim 1x 2x 4x ground-covera	
Rudder trim rigt.		EFIS map EFIS_tcas.	Sim 1x 2x 4x total simulatio	n speed.
	Speedbrakes retract one.	EFIS map EFIS_apt.		
Alleron trim left.	Speedbrakes extend full.	EFIS map EFIS_fix.		selected
Alleron trim center.	Speedbrakes retract full.	EFIS map EFIS_vor.	Load situation int yet	selected
Alleron trim right.	Speedbrakes toggle.	EFIS map EFIS_ndb.	O Load situation I not yet	selected

Multi Switch Panel

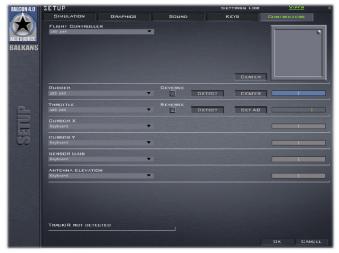
### Falcon 4.0 Allied Force

Step 1	- If not yet done, connect the Multi Switch Panel USB cable to a USB 2.0 receptacle.
Step 2	- Run Falcon and go to SETUP-KEYS.

- **Note:** Falcon4AF\_patch\_1.0.13 should be installed before use.
- Assign function for A1  $\sim$  B6, T1  $\sim$  T4, E1  $\sim$  E4.
- Click the Apply button and save the file.



- Step 3 -----
- Go to CONTROLLERS and chose from the FLIGHT CONTROLLERS dropdown list usb pad.
  - Rotate R1 and R2. Knob R1 will be assigned as aileron and knob R2 as elevator.
  - Move up switch T1 and switch T3 up and down.
    T1 is then assigned as Throttle and T3 as rudder.
    When you are finished, click the OK button to save
  - the changes.



# Appendix

### FSX Standard.xml file

Actually, Microsoft's Flight Simulator X has more than hundred possible controls, which are not listed in the previous discussed Control Assignments of the Settings page.

To assign unlisted commands for operation with the VRinsight Multi Switch Panel, the user can manually edit the FSX Standard.xml file.

The DVD comes with a MSFS\_Controls.txt that lists all the possible FS commands of which only a limited amount is available via the Settings-Controls window. Furthermore the DVD comes with an example standard.xml, which should not be used. This file offers only possible assignments and is not replacing your whole standard.xml file.

Users are able to manually modify the standard.xml file with the help of the MSFS\_Controls.txt file. This should only be done when the basic FSX/FS2004 commands are not enough. Editing commands within FS2004 (FS9) is done in the same way however, for this the FS9.cfg (configuration file) should be used.

## Modifying Standard.xml (FSX)

In case you want to modify your FSX Standard.xml file, you have two options; either you assign keys/commands within FSX (easiest and practical way). Using this method is easy and practical. Assignment changes made in FSX are stored in the standard.xml file. Another option is in combination with the supplied MSFS\_Controls.txt file. You then modify the standard.xml file directly. When you are looking for this option, follow the next steps:

- For Windows Vista/7 users:
  - Go to "X":\Users\your\_name\AppData\Roaming\Microsoft\FSX\Controls.
  - **Note:** Since "AppData\Roaming" is a hidden directory, you need to type the whole directory path. Instead of <your\_user> you put your own name e.g. "X":\Users\Angelique\AppData\Roaming\Microsoft\FSX\Controls where ""X" should be replaced by the FSX drive letter.
- For Windows XP users you go to:
   "X":\Documents and Settings\<your\_name>\Application Data\Microsoft\FSX\Controls.
   Note: Since "Application Data\" is a hidden directory, you need to type the whole directory path and instead of <your user> you put your own name.
- Your own standard.xml file offers, with the usb pad connected, two entries:
   <Name>usb pad{DEAAC6B0-E5A6-11DF-8001-444553540000}
   Name>usb pad SLEW {DEAAC6B0-E5A6-11DF-8001-444553540000}
   Note: All the characters between {xxxxxx etc} will differ on your PC.
- Where you need to look for is the <Name>usb pad section.
   Find here an example of a standard.xml, section <Name>usb pad:
   <Entry>
   <Index>5</Index>
   <Down>AP\_MASTER</Down>
   </Entry>
   <Entry>
   <Index>6</Index>
   <Down>AP\_N1\_HOLD</Down>
   </Entry>
- For example, bold text AP\_MASTER is an assignment that can be found in the MSFS\_Controls.txt file as well. By changing this name and thus the assignment, you can change the function of Multi Switch panel button, switch, knob etc.

Multi Switch Panel

### Modifying FS9.CFG (FS2004)

FS9 key/command assignments are very similar to that of FSX however; assignment changes are not made in the standard.xml file, but in FS9.CFG.

- For Windows Vista/7 users: Go to "X":\Users\<your\_name>\AppData\Roaming\Microsoft\FS9.
   Note: Since "AppData\Roaming" is a hidden directory, you need to type the whole directory path. Instead of <your\_user> you put your own name e.g. "X":\Users\Angelique\AppData\Roaming\Microsoft\FS9 where ""X" should be replaced by the FSX drive letter.
- For Windows XP users:
  - Go to "X":\Documents and Settings\<your\_name>\Application Data\Microsoft\FS9. **Note:** Since "Application Data\" is a hidden directory, you need to type the whole directory path and instead of <your\_user> you put your own name.
- Your own fs9.cfg file offers, with the usb pad connected, the following entry: [JOYSTICK\_MAIN {DEAAC6B0-E5A6-11DF-8001-444553540000}].
   Note: All the characters between {xxxxxx etc} will differ on your PC.
- Where you need to look for is the [**JOYSTICK\_MAIN** xxxx] section.

Find here an example of *a* fs9.cfg file: AXIS\_EVENT\_00=AXIS\_AILERONS\_SET AXIS SCALE 00=64 AXIS NULL 00=36 AXIS EVENT 01=AXIS ELEVATOR SET AXIS\_SCALE\_01=64 AXIS NULL 01=36 AXIS\_EVENT\_02=AXIS\_THROTTLE\_SET AXIS\_SCALE\_02=127 AXIS NULL 02=1 AXIS EVENT 03=AXIS RUDDER SET AXIS SCALE 03=64 AXIS NULL 03=36 AXIS\_EVENT\_05=AXIS\_RUDDER\_SET AXIS\_SCALE\_05=64 AXIS\_NULL\_05=36 BUTTON DOWN EVENT 00=BRAKES BUTTON\_DOWN\_REPEAT\_00=1 BUTTON\_DOWN\_EVENT\_01=VIEW\_MODE BUTTON\_DOWN\_EVENT\_02=ELEV\_TRIM\_DN BUTTON\_DOWN\_REPEAT\_02=1 BUTTON\_DOWN\_EVENT\_03=ELEV\_TRIM\_UP BUTTON DOWN REPEAT 03=1 BUTTON\_DOWN\_EVENT\_06=KNEEBOARD\_VIEW BUTTON DOWN EVENT 07=GEAR TOGGLE BUTTON\_DOWN\_EVENT\_08=VIEW\_MODE BUTTON\_DOWN\_EVENT\_09=GEAR\_TOGGLE BUTTON\_DOWN\_EVENT\_14=FLAPS\_DECR BUTTON DOWN EVENT 15=FLAPS INCR POV MOVE EVENT 00=PAN VIEW POV MOVE REPEAT 00=1

Find right below an extraction from my own FS9.CFG related to this particular section. The "AXIS" refers to sliders when it comes to the Multi Switch panel and "BUTTON" items to for example the pushbuttons.