



USER MANUAL

(MEG2.520-10JULY09)

**Please read this manual before operating your
units and keep it for future reference.**

VRinsight

Virtual Reality Insight

All stated here is subject to change without advanced notice for improvement.
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BEFORE USE : Thanks for purchasing VRi's *μJetPit*.

Before operating your units, please read through this manual and keep it for future reference.

For any further question, visit www.wilcopub.com or contact us below :

Fax : +32-2-33107 51

E-mail (Support team) : info@wilcopub.com

NOTE : This manual could be redistributed unless you modify the contents. This manual has been written out on a *μJetPit* basis.

All software (& software versions) stated here (MEB2.520-10JULY09) is subject to change without advanced notice for improvement.

If you want to download the latest driver version for panel & application programs, visit www.wilcopub.com



VRinsight *μ-JetPit*



The *μ-JetPit* of VRinsight is a portable instrument panel for jet aircraft. It features a ND, PFD, EFIS and MCP as well as real knobs. All the instruments, buttons and knobs are synchronized with default Flight Simulator jet aircraft and most aircraft add-ons.

Fully interfaced with Microsoft Flight Simulator 2004 and Microsoft Flight Simulator X through a USB port and SerialFP2 software (supplied).

Requires USB 2.0 port, unregistered FSUIPC and a free DVI or VGA port.

- Standalone type
- SerialFP2 software supports all functions to .
- If you want to use a USB hub, be sure that the USB hub must compliant with USB 2.0 standard. Otherwise it may cause a malfunction.
- *μ-JetPit* requires DVI or VGA port

Features

- PFD display
- ND display
- EFIS display
- MCP display
- 8 programmable buttons and 3 programmable rotary knobs
- Full metal case
- Standalone type
- 1 year warranty

Technical specifications

- USB interface type to computer
- External power requirement ; DC 12V adaptor (Included in package)
- Video port requirement : One DVI or VGA video port
- 17.4 cm (L) x 3.2 cm (W) x 14.7 cm (H)
- 1.3Kg

Compatibility software

- Flight Simulator 2004 / FSX by Microsoft

Operating software

- SerialFP2

BEFORE USE

Before use *μJetPit*, please check below procedures.

1. SerialFP2 Installation

In the *μJetPit* package, one “Install DVD” is included. When you insert it in DVD driver of your computer, “VRinsight HTML” document will be shown. Then click “SerialFP2” (operating software) and install it at a proper folder. “SerialFP2” is the main operating software of VRinsight used for all VRinsight flight panels.

SerialFP2 software supports all functions of *μJetPit* and completely interfaced with MSFS9 and MSFSX enables full simulation with simple connection your computer through USB.

Be sure that when installing SerialFP2, “Install USB-Serial Driver” must be checked.

After installation, you can find “SeiralFP2” in “All programs” of “Start menu”.

2. USB Connection

The connection between *μJetPit* and your computer is made using a USB cable that plugs into one USB port on your computer. **If you want to use a USB hub, be sure that the USB hub must compliant with USB 2.0 standard. Otherwise it may cause a malfunction.**

When you connect *μJetPit* to your computer at first, your computer will detect it and will describe the process step by step.

3. Power Connection

Power supplying of *μJetPit* is done by universal power supply adaptor DC 12V (Included in package).

4. Video Connection

The connection between *μJetPit* and your computer is made using DVI or VGA cable.

5. Download & install “FSUIPC”

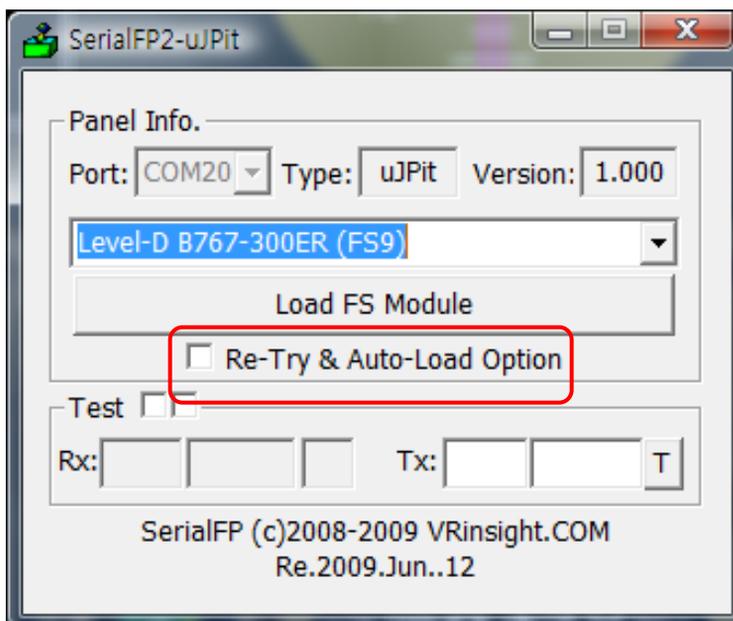
Refer to “Download & install FSUIPC” at “Download” part of www.vrinsight.com

Double click the shortcut of “SerialFP2” or find it in “All programs” of “Start menu .
If everything is done properly, below window will be shown.



Run MSFS9 / MSFSX and run SerialFP2. Drop down “Select Aircraft” to select aircrafts and press “Load FS Module” button.

- Before operate *//JetPit*, check “Re-Try & Auto-Load Option”.
- “Re-Try & Auto-Load Option” will help not to run FS9/FSX first. And it will retry to check the port of your device when SerialFP2 doesn't find the Com port.

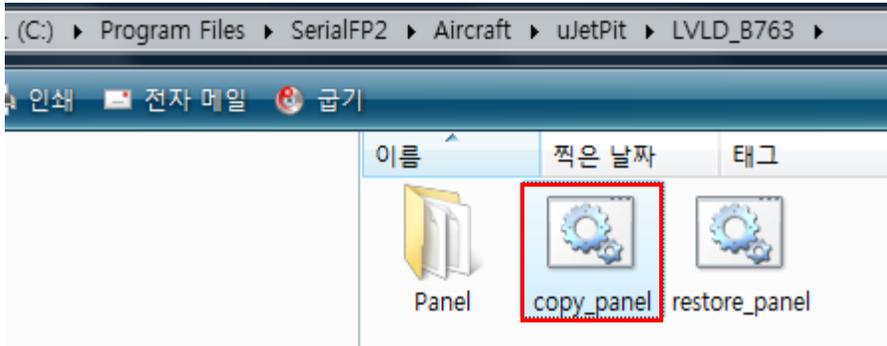


Before use

Important

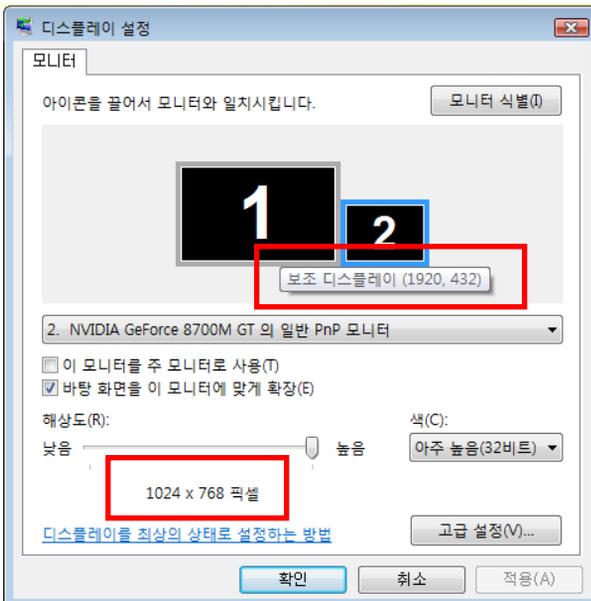
A. Execute "copy_panel" for your aircraft before using *uJetPit*

Example with "Level-D 767" for MSFS9



- If you want to restore the cockpit view, execute "restore_panel"
- If the SerialFP2 directory doesn't have "copy_panel", it means your software is not the latest version. Please visit www.wilcopub.com and download the latest version.
- If you use Window VISTA, VRinsight recommend running all programs & software by "Run as Administrator". Since Window VISTA could recognize all programs & software related to "SerialFP2" as an unknown software.

B. Setup the position of *uJetPit* monitor as follow;



Remember the position of

uJetPit : X = 1920, Y=432

Remember the resolution of

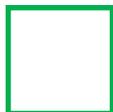
uJetPit : 1024 * 768 pixel

* X, Y position may differ up to the resolution of your main monitor.

Controls & Displays for each part



Gauges display : EFIS, MCP, ND, PFD



8 Programmable buttons & 3 programmable rotary

Preparing *μJetPit* before Flight

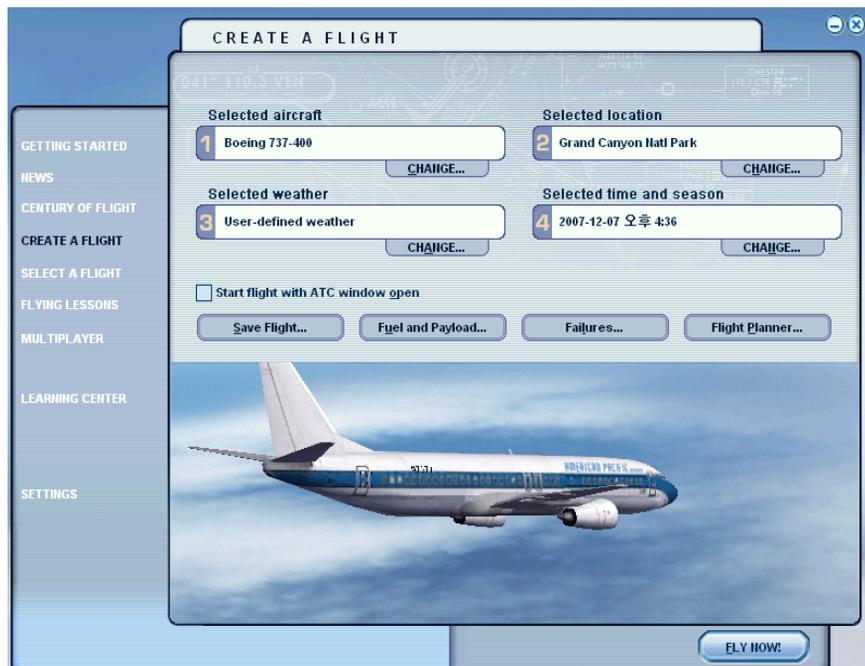
Step 1 : Initial check up

Before flight with *μJetPit*, please check the followings are done

- A. Install of SerialFP2.
 - * Check that “Install USB-Serial Driver” is checked or not.
- B. Confirm the USB connection.
 - * Check that the USB port of your computer is dead or not
 - * Check that if you use USB hub, it is compliant with USB 2.0 standard or not.
- C. Confirm DC 12V adaptor is plugged in.
- D. Confirm the DVI or VGA connection.
- E. Confirm the monitor setting. (See page no. 7)
- F. Confirm that “panel_copy” is executed or not.
- G. Confirm that proper version of FSUIPC is installed or not
(FSUIPC v3.80 or late for FS9 / FSUIPC v4.26 or later for FSX)

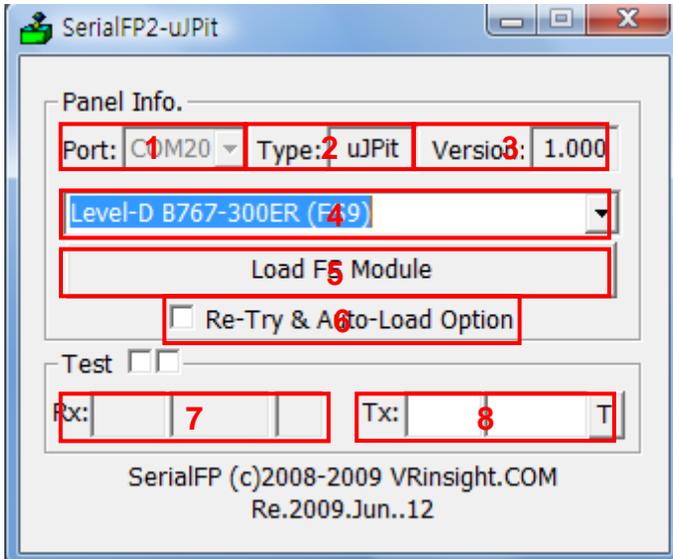
Step 2 : Run flight simulator (MSFS9 / MSFSX)

- A. Run flight simulator (MSFS9 / MSFSX).
- B. Select Aircraft.



Step 3 : Run panel linking application software “SerialFP2”.

Run application software “SerialFP2.exe”. **Be sure that flight simulator is already started.**



- 1 : Number of COM(USB) port
- 2 : Type of panel
- 3 : Firmware version
- 4 : Aircraft selection
- 5 : Link to game
- 6 : Software loading sequence change
Original sequence
(MSFS loading first => SerialFP2 running)
New sequence
(MSFS loading / SerialFP2 running first
=> Serial FP2 running / MSFS loading)
- 7 : Input test for panel
- 8 :Link test for panel with game

Step 4 : Undock “Boeing 767 uJetPit” window.

Place the cursor on the Boeing 767 uJetPit and press right button to undock

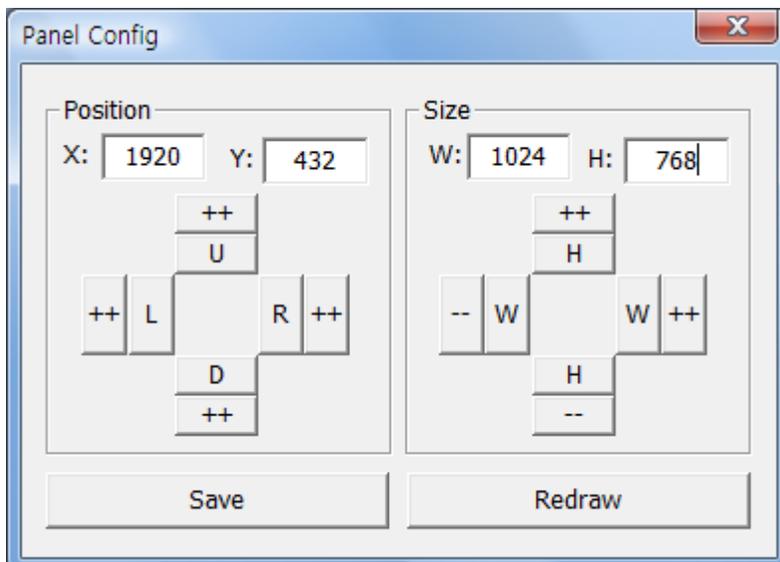
If you can't see the Boeing 767 uJetPit, please go to page No. 9 “Initial check up”.





Step 5. Press “Load FS Module” to move undocked Boeing 767 uJetPit display to *uJetPit*.

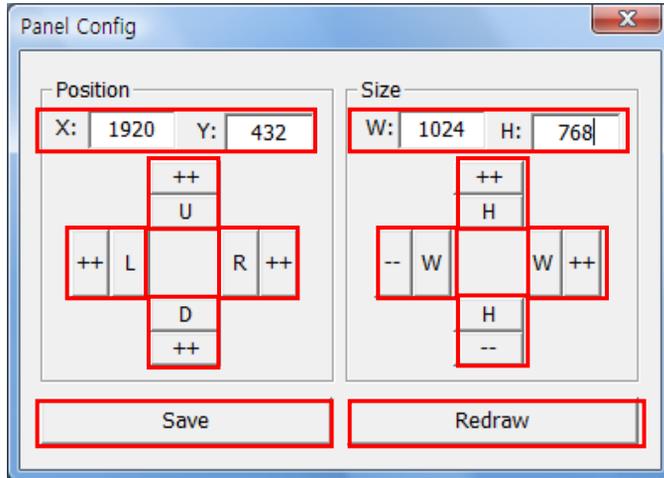
Step 6. Input the X & Y position of *uJetPit* monitor and press “Redraw”



* For instance
 If X & Y position is same as page 7,
 put X=1920, Y=432
 instead current value
 of X & Y position.

If X & Y size is same
 as page 7,
 put X=1024, Y=768
 instead current value
 of X & Y size

Step 8. Confirm the Boeing 767 uJetPit display has been moved to *uJetPit*. Then press “Save” for future purpose. With “Panel Config” window, you can adjust position and size of the display. See how to control them.



X, Y	Current position of gauges display window
++ U	Moves gauges display window to up
++ D	Moves gauges display window to down
++ L	Moves gauges display window to left
++ R	Moves gauges display window to right
W, H	Current size of gauges display window
++ H	Expands in up & lower gauges shape
-- H	Reduces in up & lower gauges shape
++ W	Expands in left & right gauges shape
-- W	Reduces in left & right gauges shape
Redraw	Execute current settings
Save	Save all settings.