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Flight Logger Mark 4

Using FL4 with X-Plane

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Introduction

The basics

Although X-Plane is technically different from Microsoft Flight Simulator, the XPUIPC plug-in has been developed which provides a programming interface very similar to FSUIPC. Using this plug-in, any software developed against Microsoft Flight Simulators has “a fair chance” to work with X-Plane too.

This is where the flight Logger 4 limited support begins.

Limited support – what is supported

Via XPUIPC, Flight Logger 4 is able to track the aircraft position and flight condition, properly monitoring the flight. This allows using the software in all phases of a flight operation.

Limited support – what is missing

There is no module written yet to parse the X-Plane scenery looking for airport information. On the other hand, Flight Logger 4 depends on having this information available so the only solution is to “alias” to the scenery from either FS9 or FSX.

At this time Flight Logger can be used with X-Plane only if there is a FS9 or FSX installation present on the same PC!

For the future versions, there is a plan to develop an X-Plane scenery reader so that this constraint no longer applies.

X-Plane Versions

Flight Logger 4 is a Microsoft Windows based application. There is no way to use this software with MacOS, and no plan exists to port flight logger 4 to MacOS.

All X-Plane related tests have been performed against X-Plane 9. With the release of X-Plane 10 approaching, it is likely we will do reasonable efforts to keep compatibility.

By the other hand, no development is planned to support earlier versions than X-Plane 9.

Installation

The basics

Flight Logger 4 should be installed in the same manner as against FS9 / FSX; make sure you have the appropriate DLL version in the same folder as the executable.

Prerequisites

In order to run, Flight Logger Mark 4 needs two pieces of software installed:

- .Net Framework 2.0 – this is customarily already installed in any Windows configuration (Windows XP Service Pack 2 or later); otherwise it may be downloaded from Microsoft.
- XPUIPC (version 1.9.0 or higher). Chances are this has already been installed by your favorite FS add-ons; otherwise it may be downloaded from www.tosi-online.de.

Setting up XPUIPC

By default, XPUIPC mimics FSUIPC + FSX. However, FL4 needs to know that it is actually run against X-Plane, not FSX. This is done by changing the default behavior of XPUIPC.

Locate the folder where XPUIPC is installed, normally it's <X-Plane installation root folder>\Resources\plugins. Change the "XPUIPCOffsets.cfg" file, adding the lines below at the end:

```
# Force XPUIPC to recognize XP instead of impersonating FSX
Offset      0x3308      UINT16      4      rw      137
```

X-Plane must be (re)started for this change to take effect.

FS installations

Before setting up Flight Logger 4 with X-Plane, set up the "other" installation (FS9 or FSX).

Check the <My Documents>/FlightLogger4 folder. You should find here at least a subfolder named "FS9.*" or "FSX.*", as well as a file named "Installations.xml".

The first run

Start X-Plane and wait until it completes initialization and reaches the main screen.

THEN start Flight Logger 4. The software will detect a new FS installation, namely "X-Plane 9", and propose to set up the configuration for this installation. Confirm the operation.

Shortly after, the software will display an error because it won't be able to read the scenery for X-Plane. Confirm the error and exit the software. The remaining setup operations require a couple of manual steps.

Check the <My Documents>/FlightLogger4 folder again. There should be a new subfolder here, named "XP9.1". This is where flight Logger 4 will maintain local configuration files, but for now there is no much in it.

Open the "Installations.xml" configuration file using any text editor. Note there are several entries for your FS installations; there is one for "XP9.1" but the "fs-path" attribute is empty.

Copy the “fs-path” attribute value using the same value as the other installation (FS9/FSX) you want to use the scenery from. Save and close “Installations.xml” configuration file.

Run Flight Logger 4 again (with X-Plane still running) and this time the initialization should complete without errors (a working Internet connection is required though!).

NOTE: it is not known at this time which one of FS9 or FSX is most appropriate for scenery aliasing (in other words, which of the two uses a scenery that is closest to the X-Plane one). Feed-back on this matter will be most useful.