



Configuring SimConnect for interfaceIT™ Software

Rev 1.00

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Configuring SimConnect for interfaceIT™ Software

General Information

This documentation was written to aid builders and customers to be able to easily configure their SimConnect module to allow remote machines to communicate back to the master machine. Unfortunately at time of writing the out of the box installation does not configure SimConnect for immediate usage between two machines. The steps in this guide will provide you complete steps to get the configuration updated and working.

A working knowledge of Windows, networking and network terms is assumed.

Requirements

- Flight Simulator X Deluxe version. The standard version does not include any of the SimConnect components.
- Latest service pack (available at www.fsinsider.com)
- Firewall ports opened (this document uses port 9700 - you can use any unused port as long as the server and client match)



Server (Flight Simulator X machine)

The main configuration file for Flight Simulator X is the SimConnect.xml file.. This file is located in the application data Windows folder (%appdata%) and contains the IP address, port and protocol. To edit

Modify SimConnect.xml

1. Load the SimConnect.xml using notepad by running the following command (without quotes)

```
"notepad.exe %appdata%\microsoft\fsx\simconnect.xml"
```

2. Modify the value inside the "protocol" tag
`<protocol>IPv4</protocol>`
3. Modify the value inside the "address" tag to be the name of your computer or the IP address. To obtain your computer name, see the "Finding your hostname" section.
`<address>MyFSXServer</address>`
4. Modify the value inside the "port" to be any port (we are using 9700) which SimConnect will listen on. This por
`<port>9700</port >`
5. If you are running FSUIPC you may need to modify the value inside the "scope" to be "global"
`<scope>global</scope >`



Client

This documentation was written to aid builders and customers to be able to easily configure their SimConnect module to allow remote machines to communicate

Install SimConnect

On all clients you are connecting you will need to install the SimConnect software. This can be found on the FSX box under the the FSX installation folder

FSX machine running Windows 32 Bit

c:\Program Files\Microsoft Games\Microsoft Flight Simulator X\ SDK\Core Utilities Kit\SimConnect SDK\lib

FSX machine running Windows 64 Bit

c:\Program Files (x86)\Microsoft Games\Microsoft Flight Simulator X\ SDK\Core Utilities Kit\SimConnect SDK\lib

Modify SimConnect.cfg

The SimConnect client configuration file is located in your "Documents" folder ("My Documents" on Windows XP) and may need to be created if it doesn't exist. If the file does not exist you can copy a sample one from the SimConnect folder (typically "*C:\Program Files\Microsoft Games\Flight Simulator X SDK\SDK\Core Utilities\SimConnect SDK\config*" or "*C:\Program Files (x86)\Microsoft Games\Flight Simulator X SDK\SDK\Core Utilities\SimConnect SDK\config*").

Once the file has been copied or located you will need to update the protocol, address and port information to match what you put in the server SimConnect.XML file.

1. Load the SimConnect.cfg using notepad by running the following command (without quotes)

Windows XP

"notepad.exe %userprofile%\my documents\simconnect.cfg"

Windows Vista / Windows 7

"notepad.exe %userprofile%\documents\simconnect.cfg"

1. Modify the Protocol value
Protocol=IPv4
2. Modify the Address value to be either your hostname of the FSX server, or the IP address of the server
Address=<server address>



3. Modify the port value to match the port you specified in the SimConnect.xml on the server. Be sure to open this port if you have a firewall installed on the machine.

Port=9700

Sample SimConnect.cfg

```
[SimConnect]
Protocol=IPv4
Address=204.225.130.95
Port=9700
MaxReceiveSize=4096
DisableNagle=0
```



Retrieving your Flight Simulator X hostname

Retrieving your hostname is easy using the System Properties shortcut keys sequence Windows-Break. Press and hold down the Windows key (the key with the Windows logo on it to the left of the space bar) and then press the Pause/Break key (normally located above the number pad on the right). This will bring up the system properties screen where you can retrieve your hostname by locating the "Computer Name" field.

Computer name, domain, and workgroup settings —

Computer name: TL-DEV-003

Common SimConnect Issues

If for any reason you are unable to get working properly, please check for the following common issues:

- Networking is not configured properly between the two computers. Ensure that you are able to communicate between the two machines
- Configuration files (SimConnect.xml / SimConnect.cfg) are not in the correct location.
- Configuration files (SimConnect.xml / SimConnect.cfg) do not contain the correct hostname / IP address
- Port not enabled via software firewalls
- Protocol not set for IPv4
- SimConnect is not installed on the client machine (SimConnect.msi not run)
- SimConnect client version was not upgraded when the FSX machine was upgraded / patches