

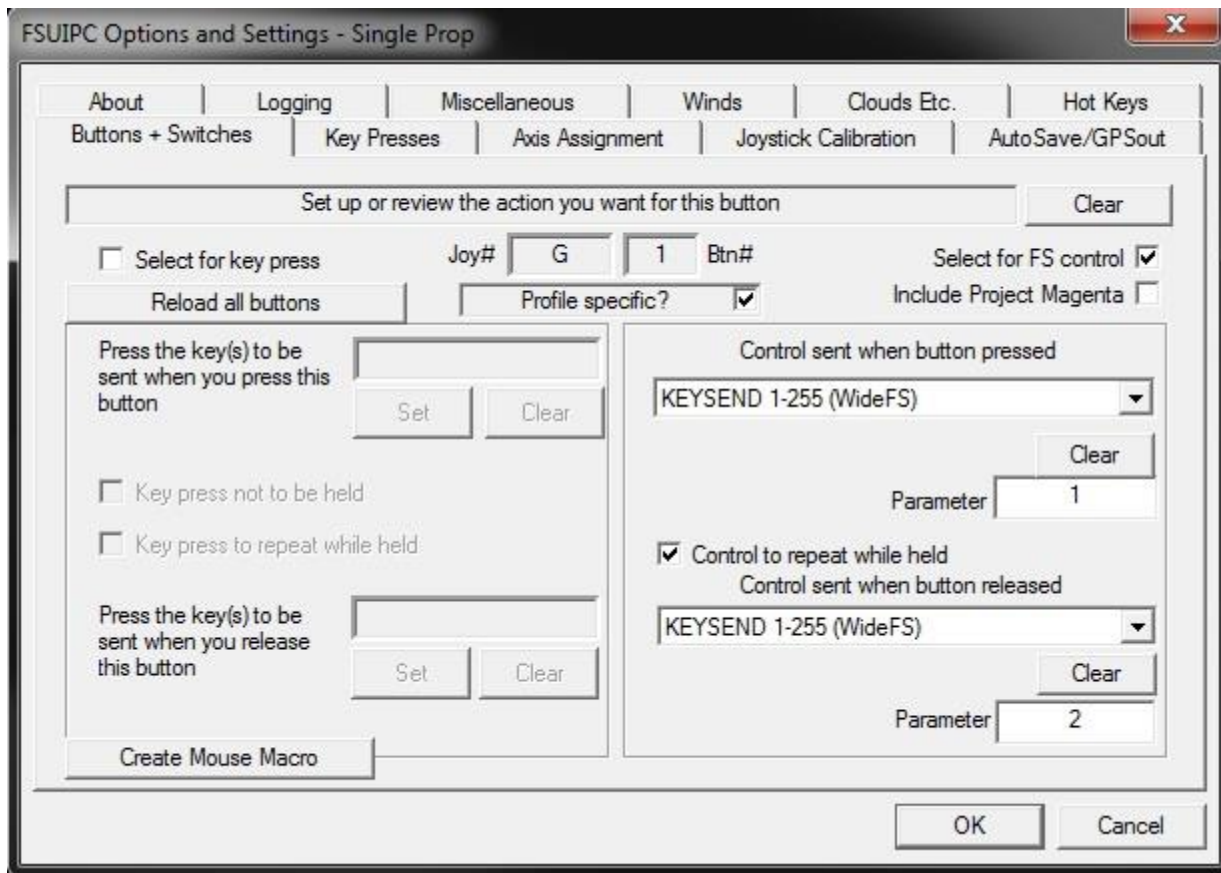
vPilot was developed to be an easy, out-of-the-box solution for VATSIM pilots which requires no additional software to work. The client uses the SimConnect architecture to communicate with the simulation, and as such does not require FSUIPC to function properly.

From its inception, vPilot wasn't designed with networking in mind (i.e. using the client on a machine other than the one Flight Simulator is running on). However, by using SimConnect, a side benefit is that the client will successfully work on ANY properly configured SimConnect client machine. The only known shortcoming with using SimConnect, is the inability (using SimConnect alone) to have the vPilot client on a networked machine, but your voice communications PTT button on your FSX machine (i.e. a button on a yoke/joystick).

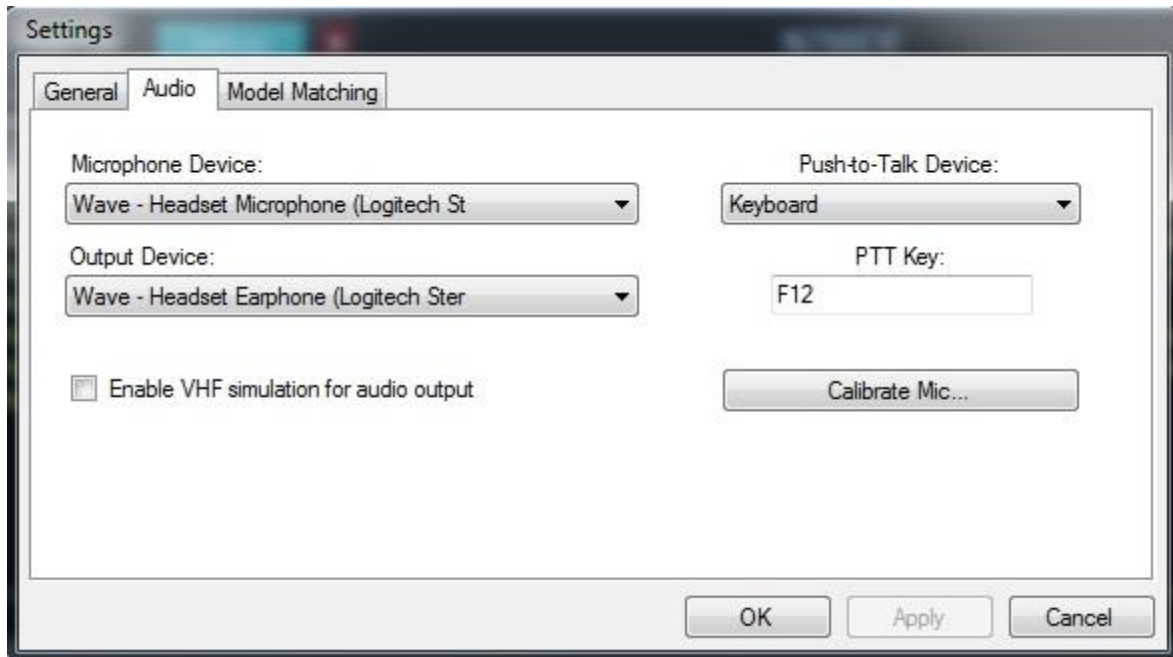
vPilot will work out-of-the-box on a SimConnect client machine, using a button or keyboard button press on the client machine. In order to use a button on your FSX machine for your PTT button, FSUIPC and WideFS is required, and its setup is quite easy.

The following instructions assume you have a properly configured SimConnect client which can successfully communicate with your SimConnect server (Flight Simulation machine), and you know how to assign buttons in FSUIPC:

Within FSUIPC, select the button you wish to use for your PTT button in the Buttons + Switches tab. For that button, select for FS Control, having both controls set to KEYSEND 1-255 (WideFS) and having the "Control to repeat while held" box ticked. For the Parameter(s), set them to 1 and 2 respectively, as shown in the below image:



On the networked machine (where you will be running vPilot), define your PTT button. In this example, we're using the F12 button:



The last step is to tell WideFS how to handle the KEYSSEND events sent to it via FSUIPC. Assuming you're not using any KEYSSEND events now, we've previously defined the "Press F12" as KEYSSEND event 1 (Parameter 1) and "Release F12" as KEYSSEND event 2 (Parameter 2). (See above FSUIPC screenshot).

Open your WideClient.ini file on your networked machine. Under the [User] section, add the following lines:

```
KeySend1=123,16 ; Press F12  
KeySend2=123,24 ; Release F12  
UseSendInput=Yes
```

Save your WideClient.ini file, and you're done. The next time you start WideFS, and with Flight Simulator running, whenever you press your defined PTT button, it will transmit a Press/Release F12 on your WideFS machine, which will be recognized as a PTT push within vPilot.

KeySend events have quite a bit of configurability (as does FSUIPC and WideFS). Further explanation can be found in the WideFS Technical document (the process used in this workaround is the same for TeamSpeak, covered on page 18 of the WideFS Technical document).

Note: Other keys can be used obviously. Use the Windows Keycodes listed in the WideFS Technical Document Appendix.