IvAp v2 FSX and a network of 2 PCs.

Why? A big saving on your Master PC and just plain fun! Version 3.2

Correction big mistake page 4. See red nr. 24 in stead of 16!

1. Principles.

The PC which is running FSX plus MTL consistently called the MASTER.
The PC on which IvAp v2 and Teamspeak running consistently called the SLAVE.
SDK and IVAP v2 (198-b2138.exe) must be (re-)installed.

2. Advance.

2.1 IP addresses.
First, the IP addresses of the MASTER and SLAVE must be determined.
Go through "All Programs" to Accessories and open the "Command Prompt". Now the DOS box. Type "Ipconfig / all" and locate the address after "IPv4 address". Do this on both computers and notify the IP address in the home network.
In this example: IP address 192.168.1.5 to me for the MASTER; Replace this address (192.168.1.5) in the simconnect.xml point 5 and the simconnect.cfg under 7 in your own IP address.
IP address 192.168.1.4 to me for the SLAVE.
Sometimes there is ever-changing IP address. Opt for fixed IP addresses. Elsewhere on my site (www.hweistra.nl) is a guide in Dutch.
2.2. Remove based programs to reinstall them.
Remove IVAP for FSX v2, both MASTER and SLAVE;
Remove Microsoft Flight Simulator SDK.

3. SDK installation.

This program offers the possibility of "Simconnect". You have no need for WideFS this link. However, the installation requires some extra work. Do this step by step and for safety reasons in accordance with the following.
First the MASTER:
a. Install Microsoft SDK via DVD 1 of FSX Gold;
b. Connect the PC and restart the PC (reboot);
c. Download sdk.msi (= service pack 2 SDK) from Microsoft's web site (or www.fsinsider.com) and install this service pack;
d. Connect the PC and restart the PC (reboot);
Now the SLAVE SDK:
e. Install Microsoft SDK via DVD 1 of FSX Gold;
f. Connect the PC and restart the PC (reboot);
g. Download sdk.msi (= service pack 2 SDK) from Microsoft's web site (or www.fsinsider.com) and install this service pack;
h. Connect the PC and restart the PC (reboot);

4. Some maps (folders) have te be shared.

Make the following folders on the MASTER shareable so they are within the home network accessible.
1) FSX folder: in my case F: \ Microsoft Flight Simulator X
2) C: \ Users \ [username, in my case: Harmen] \ AppData \ Roaming \ Microsoft \ FSX
3) C: \ Users \ [username: in my case: Harmen] \ Documents \ Flight Simulator X Files
(Right-click the folder, go to properties, select SHARE (first on the TAB, then the command on this page), select the person you want to share with by clicking the small triangular arrow

down and clicking on "everyone" clicking and selecting "Read / Write." Then again at the bottom click on parts and wait. Can take a while. then "Done" and "Exit".

On the SLAVE: c: \ program files \ IVAO \ ivap v2 (I'm not sure, but for safety's sake I have done it).

5. Start configuring Simconnect.
5.1 Place of simconnect.xml, simconnect.ini and simconnect.cfg.
On both the MASTER and SLAVE can be found in the SDK directory (C: \ program files \ microsoft ga-mes \ microsoft flight simulator X SDK \ SDK \ Core Utilities Kit \ SimConnect SDK \ config) the following working modes:
SimConnect.xml, Simconnect.cfg and SimConnect.ini.
Copy on the MASTER .xml and .ini in the following folders:
 1) C: \ Users \ [username] \ AppData \ Roaming \ Microsoft \ FSX \ SimConnect.xml
 2) C: \ Users \ [username] \ Documents \ Flight Simulator X Files \ SimConnect.ini
Copy to the SLAVE .cfg in the following folders:
1) C: \ users \ [username] \ My Documents
2) C: \ Program Files \ IVAO \ IvAp v2
In fact in all folders that are used within the home network.
5.2. Only simconnect.xml to the MASTER.
Your own IP address of the MASTER must be completed in the script below.
Ensure that the contents of the simconnect.xml exactly conforms to the following and save it in C: \ Users \ [username] \ AppData \ Roaming \ Microsoft \ FSX \ SimConnect.xml

<? Xml version = "1.0" encoding = "Windows-1252"?>

<SimBase.Document Type="SimConnect" version="1,0">
 <Descr> SimConnect Server Configuration </ Descr>
 <Filename> SimConnect.xml </ Filename>
 <Disabled> False </ Disabled>

 <! - Global Example (remote) IPv4 Server Configuration ->
 <SimConnect.Comm>
  <Disabled> False </ Disabled>
  <protocol> IPv4 </ Protocol>
  <Scope> Global </ Scope>
  <MaxClients> 64 </ maxclients>
  <address> 192.168.1.5 </ Address>
  <port> 500 </ Port>
 </ SimConnect.Comm>

 <! - Example IPv4 Local Server Configuration ->
 <SimConnect.Comm>
  <Disabled> False </ Disabled>
  <protocol> Auto </ Protocol>
  <Scope> Local </ Scope>
 </ SimConnect.Comm>

</ SimBase.Document>

5.3 Adjust the simconnect.ini to the MASTER.

Ensure that the contents of the MASTER simconnect.ini exactly conforms to the following and save it to C: \ Users \ [username] \ Documents \ Flight Simulator X Files \

[SimConnect]
 level = verbose
 Console = 0
 ; RedirectStdOutToConsole = 1
 ; OutputDebugString = 1
 ; File = c: \ simconnect% 03u.log
 ; File_next_index = 0
 ; File_max_index = 9

5.4 Adjust the simconnect.cfg to the SLAVE.
Open notepad type the following content, but replace the IP address by your own IP address:
[SimConnect]
 Protocol = IPv4
 Address = 192.168.1.5
 Port = 500
 MaxReceiveSize = 4096
 DisableNagle = 0
Save this as "simconnect.cfg" in C: \ users \ [username] \ My Documents (or Documents) and in C: \ Program Files \ IVAO \ IvAp v2.

6. Start Simconnect.
Go to the folder on the SLAVE:
c: \ program files \ microsoft games \ microsoft flight simulator X SDK \ SDK \ Core Utilities \ lib
Start the program Simconnect.msi!

7. Install IVAP on the MASTER.
6.1 Start the installer;
6.2 If prompted, choose to install a Multi-Master PC installation (see the picture at the end of this form);
6.3 Start the MTL;
6.4 Once the installer Simconnect port gives this record with me 500.
6.5 Continue the normal installation.

8. Installation IVAP on the SLAVE.
7.1 Start the installer;
7.2 If prompted, choose to install a Multi-Slave PC installation (see the picture at the end of this form);
7.3 When the installation asks for the port enter the port number written down at chapter 7;
7.4 Continue the normal installation;
7.5 Copy the MTL.DAT from the C: \ Program Files \ IVAO \ IVAP v2 \ DATA folder of the MASTER to the corresponding folder on the SLAVE.

9. Mike switch on the "Flightyoke".
There you FSWide© Peter Dowson for that. Registered and therefore paid. Copy WideClient.exe and WideClient.ini to the SLAVE in a separate folder "WideFS_FSX" to distinguish with Wide Client for FS2004. Put this folder in a root directory.

Add in to WideClient.ini following lines after "[User] Log = Errors +:
Keysend1 = 162.16; means Press left CTRL key
Keysend2 = 162.**24;** means Release left CTRL key
UseSendInput = Yes;
;
Open on the SLAVE in *Teamspeak* <u>Settings</u> and then <u>Sound Input / Output Sound</u>. Click <u>Push to talk</u>. Then <u>Set</u>, and then press left CTRL key, then <u>close</u> to finish.
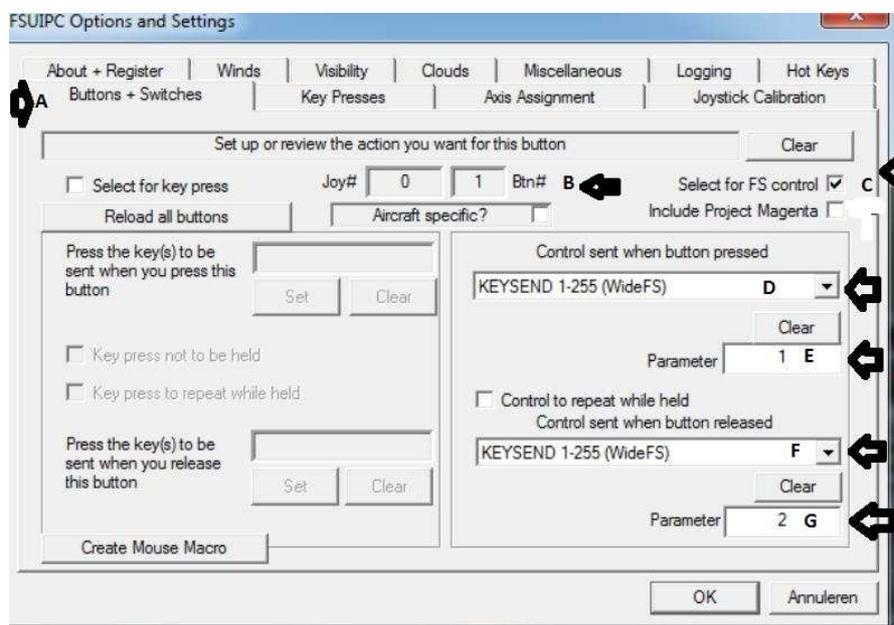
10. About ports IVAP.
The gate are defined in IVAP. Never use port 6809! This port for communication between the server has IVAP (FSD) and Flight Simulator.
Port 6810 is used in the Multi-PC design.
I use port 500 for the links in Simconnect.

11. Also on the Master some adjustments.
Now FSX on start, go to Modules and open FSUIPC© and adjust according to:

A: chose Buttons + Switches; B: press the button on the Flightyoke that serves as the mike switch; C: Check; D: scroll down and choose text as above; E: choose 1; F: As D;, G choose 2; Press OK.

So far the installation. It seems many and difficult but a step by step approach makes it easy and it is just once to do!.

12. Starting FSX.
Now everything is installed and the daily affairs are conducted.
1. MASTER.
Start FSX.
b. Wait until the bar with Add-ons on the screen appears.
c. Start IVAP and wait to start IvAp. Only then proceed to the SLAVE.

2. SLAVE.
Start Wide Client for FSX

Start Teamspeak.
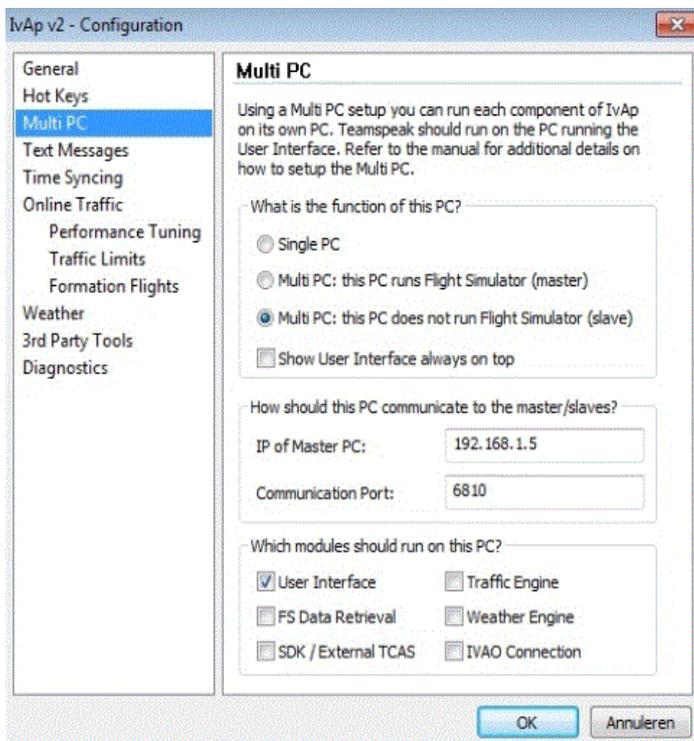Start IvAp FSX user.
Go online.

13. A few comments.

• Teamspeak and IvAp run entirely via the SLAVE. The savings on your MASTER is pretty high. According to my information, 35% to 45%. Especially with the new iFly737 of the PMDG 737 NGX it is a substantial profit.

• It seems a lot word to be done but SDK is just once and quite simple, the script text delivers what may startle you, but it can be copied and pasted. Please take care you use your IP address and not mine!

• To set a fixed IP address on the instruction files on the site under (24) (only dutch) but a lot of information available on the internet.

• Note: Although for me everything is working fine to me, experience over the years has shown me that this is no guarantee for others: for comments and improvements thanks in advance.
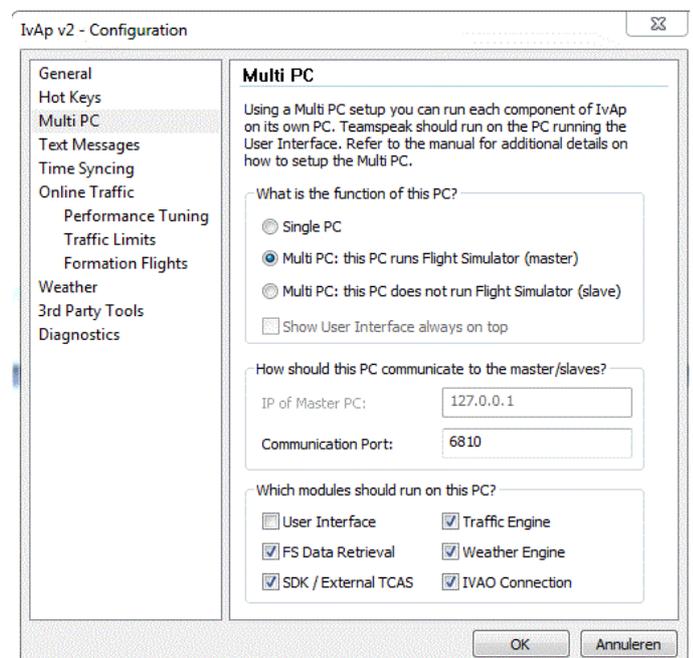
Everything can be downloaded from my site under http://www.hweistra.nl/1565995.htm. Improvements will also be published.

Should you fail, please email me! There may also be errors in it that I like to improve! However, sometimes I can't solve the problems! That is also computer work anno 2012!

Harm Weistra.
HCC core member of Friesland.
Stiens, 4 June 2012.
http://www.hweistra.nl/

Slave   Master