

## **Introduction**

ATR 72 Speed v1.2 reproduces the speedometer of the ATR 72-500 but it can be used also for other aircrafts.

It doesn't require additional software as WideFS or other payware (except for a registered copy of FSUIPC) since the connection through a LAN is made through a built-in network engine.



## **Installation**

Installation is quite simple and can be made in two ways: local (on the same computer where FS2004 is installed) or LAN configuration.

### **Local installation:**

- Create a folder with a name of your choice and copy all the files included in the ZIP file
- Open with a text editor (notepad) the ATRGCSpeed.INI file
- Find the value "USELAN" in the [LAN] section and set it to "N" (without quotes)
- save the file and exit

The panel is now ready to be used.

### **LAN configuration:**

The LAN configuration requires the program ATRGCServer.exe (see the manual included) installed in the computer where FS2004 resides.

- Create a folder with a name of your choice and copy all the files included in the ZIP file
- open with a text editor (notepad) the ATRGCSpeed.INI file
- find the value "USELAN" in the [LAN] section and set it to "Y" (without quotes)
- find the value "ATRGCSEVER" in the [LAN] section and set it with the IP address of the computer where FS2004 is installed (e.g. 192.168.1.1)
- find the value "ATRGCPORT" in the [LAN] section and set it with the listening port of the server (default value 3005)
- save the file and exit

The panel now is ready to be used over a LAN.

**Warning:** with the local configuration launch the panel when FS2004 is running, if with the network configuration launch the panel when ATRGC Server is running and connected to FSUIPC.

### **PANEL POSITIONING**

You can assign a value to "X" and "Y" parameters of the ATRGCSpeed.INI file ([WINDOW] section) so that the panel will be automatically positioned at startup.

The "X" and "Y" value must be between 0 and the current horizontal or vertical resolution.

For example, if your current screen resolution is 1024x768, the X value must be between 0 and 1024, Y between 0 and 768 (0,0 is the upper left corner).

You can also activate a "precision positioning mode" (1 pixel precision) by pressing F11: a "SET POSITION" appears and you can move the instrument using the cursor keys.

Pressing F11 again turns positioning off.

The new position is then saved in the INI file.

### **PANEL RESIZING**

You can resize the instrument simply dragging the borders of the window or pressing F9.

If you press F9 a "SET SIZE" appears and using the cursor keys you can resize the window with 1 pixel precision so that you can set exactly the desired size.

The new size is then saved in the INI file and it is stored in two parameters (WIDTH and HEIGHT) in the "[WINSIZE]" section of the INI file.

### **SPEED BUGS**

Speed Bugs can be shown if the parameter ENABLEBUGS (section "[SPEEDBUGS]" of the INI file) is set to "Y", otherwise they are hidden.

The available speedbugs are 5, each one with a different color: white, red, yellow, green and dark orange (this one has the shape of a small triangle).

Their 5 parameters are easily recognizable in the INI file and their value is the speed that they have to show (the parameter of the dark orange speedbug is "SPEEDREF").

## **OTHER FUNCTIONS**

**ESC** : if you press ESC (escape key) the program closes;

**F12** : if you press F12 the borders of the window disappear, if you press it again borders are shown. If you want to disable borders permanently at startup, put a "N" to the "ACTIVE" parameter of the "[WINBORDER]" section of the INI file.

Note: disabling borders will slightly increase the size of the instrument (use F9 to adjust it).

## **LICENSE**

The program is freeware so you can freely use it for personal purposes.

If you want to use the program for commercial purposes or if you want to include it in any payware products or package, you must contact me at the following email address:

bob.looker@cheapnet.it

It is strictly forbidden the "reverse engineering" of the program.

This software is given "as is" without any implicit warranty, the author won't be responsible of any damage or data loss deriving from the use of this program.

For suggestions or comments you can write to the above email address.

## **Requirements**

The requirements needed to use the panel at its best are just a few:

- FSUIPC v3.4x
- Graphic Card with OpenGL support (recommended a dual video output graphic card)

Optionals:

- Network Card PCI 10/100 MBit
- TCP/IP Protocol

## **Known Bugs or limitations**

- In absence of a connection to ATRGC Server or if ATRGC Server is not connected to FSUIPC you may experience application lock so you just need to terminate it through Task Manager;
- If you press F10 the other function keys seem inhibited so pressing F10 again will fix the problem.

## **Thanks to**

I wish to thank:

**Jeff Molofee** (NeHe): tutorial's author regarding the OpenGL programming found at [nehe.gamedev.net](http://nehe.gamedev.net)

**Antonio Orlando** : author of the textures

FSUIPC and WideFS are copyright of Mr. Pete Dowson.

Have fun !!

Roberto G.