

# FSX Plug-In for OzRunways

Version 1.1

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# Overview

- Set up OzRunways on iPad
- Set up FSUIPC
- Fly!
- Troubleshooting
- More

# Set up iPad

- Find IP address
- Turn Simulator mode on in Ozrunways

# Find IP address of iPad



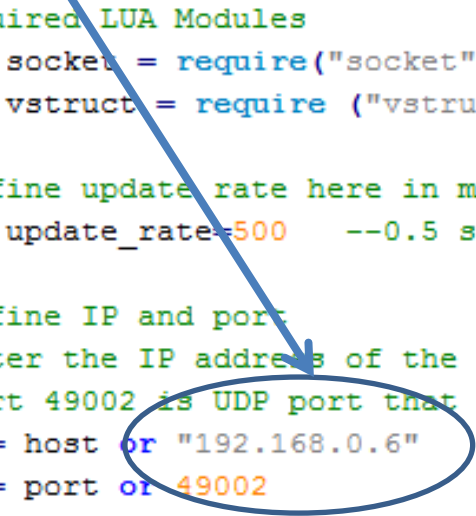
In OzRunways go to Settings and look at this line and note the numbers in square brackets. In this case 192.168.1.8

# Now for the FSX setup

- Make sure FSUIPC is installed  
(<http://www.schiratti.com/dowson.html> )
- FSUIPC4/ESPIPC version 4.60 and later, or FSUIPC3 version 3.98 and later
- Install the plugin into the into directory .....  
/Microsoft Games/Microsoft Flight Simulator  
X/Modules/ , simply by extracting the .rar file  
into the directory (see troubleshoots for more  
info).

# Now for the FSX setup

- Edit the “FSXOzplug.lua” file to enter the IP address.  
Use a text editor like notepad



```
--Required LUA Modules
local socket = require("socket")
local vstruct = require ("vstruct")

-- Define update rate here in mS
local update_rate=500    --0.5 seconds

-- Define IP and port
-- Enter the IP address of the iPad or Iphone that OzRunways is running on.
-- Port 49002 is UDP port that XPlane communicates on and OzRunways expects
host = host or "192.168.0.6"
port = port or 49002

-- Set options for UDP socket
udp2 = socket.udp()
udp2:settimeout(0)
```

# Now for the FSX setup

- Edit the "FSUIPC4.ini" again using text file editor. Add the following lines to the end

**[Auto]**

**1=Lua FSXOzplug**

- Start FSX – Make sure it is in the same network as your iPad.

# Now setup in OzRunways

- In Ozrunways on the iPad navigate to Settings and scroll down to enable the simulator mode



Tap here to activate and a checkmark will appear indicating the simulator mode is activated.



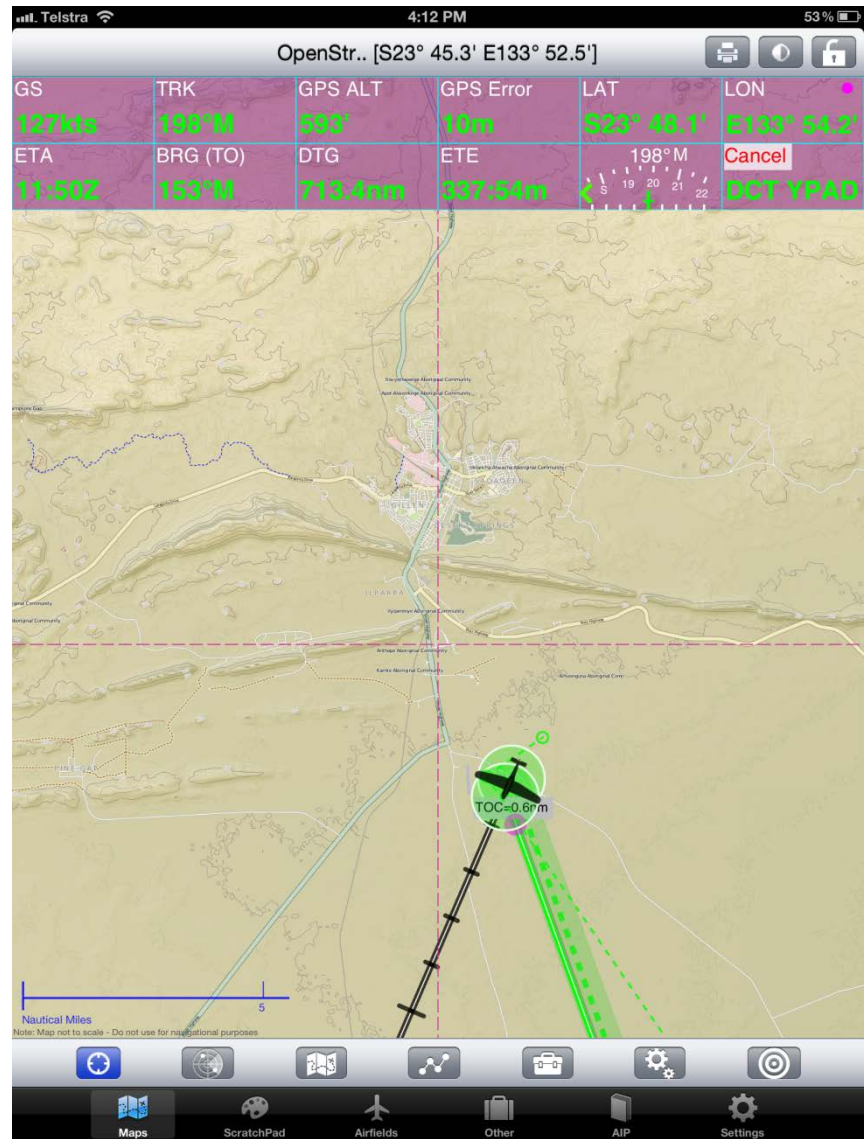
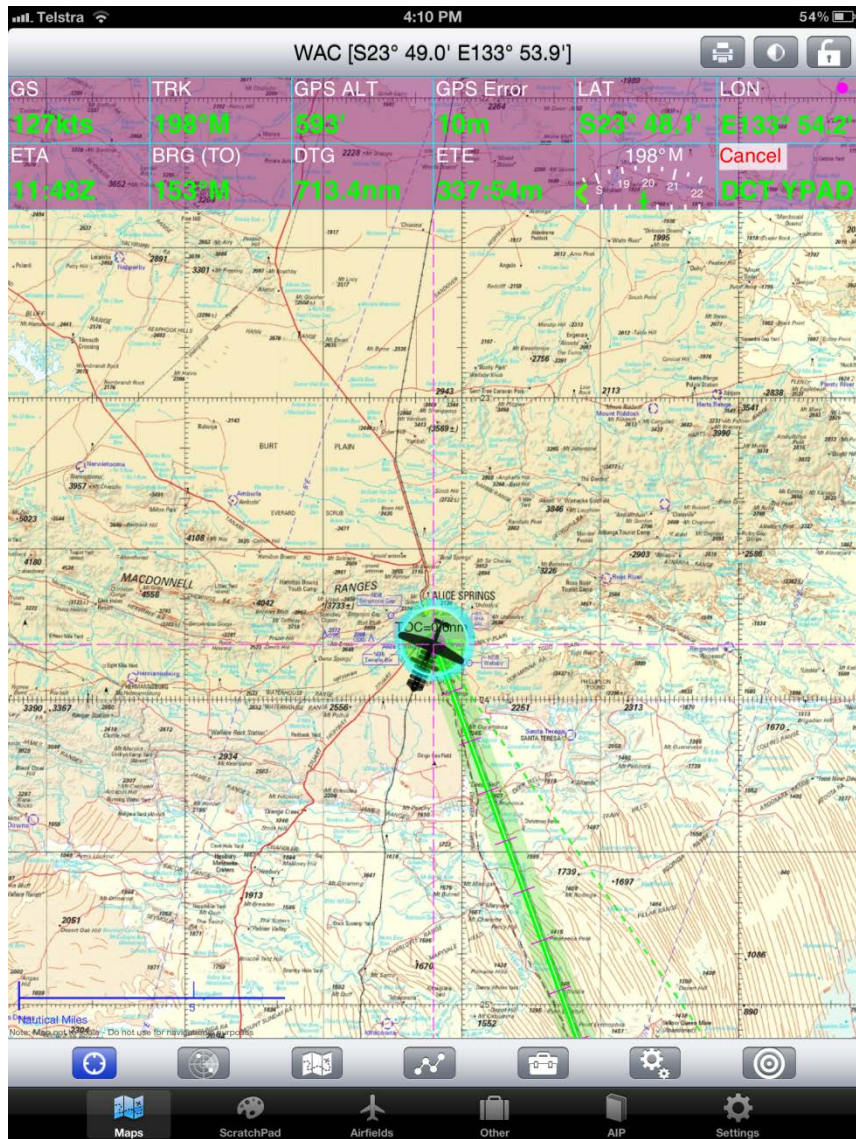
# Fly!











# Troubleshooting

**NOTE: There are many versions and configurations of windows and FSX so there may be many reasons this wont work. Don't ask OzRunways for support. Here is a quick troubleshooting guide.**

- It doesn't work. First double check that the IP address of the IPAD/Iphone is Entered in the FSXOzplu.lua script. If you have a dynamic IP server your IPAD address may be different each time.
- It still doesnt work – On the device shutdown OzRunways completely and restart. Start again, tick simulator mode again.
- It still still doesnt work – Maybe the module isn't loading. The FSXOzplug.lua plugin should automatically load when FSX is started (if you have edited the FSUIPC4.ini file to include the lines [Auto] and 1=Lua FSXOzplug, and FSUIPC is installed. To check to see if it has loaded look at the FSUIPC4.log file. This should say "Loading FSXOzPlug", "Setting up socket", "FSXOzplug running ....."

# Troubleshooting

Finally make sure the directory structure is correct (these are the files and where they should be installed).

```
=====
Directory : ...\Microsoft Flight Simulator X\Modules
=====
```

FSUIPC Documents	Directory
FSX Plug-In for OzRunways documents	Directory
vstruct	Directory
FSXOzplug.lua	Archive

```
=====
..\Microsoft Flight Simulator X\Modules\FSX Plug-In for OzRunways documents
=====
```

FSX Plug-In for OzRunways documentation.pdf	Archive
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```
=====
..\Microsoft Flight Simulator X\Modules\vstruct
=====
```

common.lua	Archive
compile.lua	Archive
cursor.lua	Archive
fp.lua	Archive
gen_pack.lua	Archive
gen_unpack.lua	Archive
init.lua	Archive
io_pack.lua	Archive
io_unpack.lua	Archive
lexer.lua	Archive
parser.lua	Archive
read.lua	Archive
write.lua	Archive

# More info

- Jason Beringer [Jason.beringer@monash.edu](mailto:Jason.beringer@monash.edu)
- FSUIPC (<http://www.schiratti.com/dowson.html> )
- OzRunways (<http://www.ozrunways.com/site/> )
- FSX (<http://www.microsoft.com/games/flightsimulatorx/> )