

MFD: How to Use & Setup

NOTE: The best setup is to have 8 inch screens setup behind the MFD's set to 900x1400 resolution. Setup uses the **Eyoyo 8 Inch HDMI Monitor** (*resolutions might change based on your graphics card, I have 1 dedicated graphics card in the computer just for these screens the other for the ED client*).

If you do not have screens, you are able to print out the layout & slide them into the back of the MFD's for your layout.

1. Default set of button layouts for each MFD is preconfigured in the script as per included files, but you can also customise the layout via the **AD_EDHardware_v5.x.x.tmh** file in Target Script Editor. See section '**HARDWARE: MFD CONTROLS**' around *line 195*:

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//AD_EDHardware_v5.x.x.tmh\n\nint initRightMFD() {\n    MapKey(1MFD, OSB01, CHAIN(PULSE+USB[0x2A])); // USB-EXIT MFD\n    MapKey(1MFD, OSB02, mReportTimeToggle); //report-time\n    MapKey(1MFD, OSB03, mJumpPrevSubSys); //select-power\n    MapKey(1MFD, OSB04, mRangeAutomation); //Repair, refuel, rescan\n    MapKey(1MFD, OSB05, mVWeaponToggle); //Weapon\n\n    MapKey(1MFD, OSB06, -0) \n    MapKey(1MFD, OSB07, -0) \n    MapKey(1MFD, OSB08, -0) \n    MapKey(1MFD, OSB09, -0) \n    MapKey(1MFD, OSB10, -0) \n    MapKey(1MFD, OSB11, -0) \n    MapKey(1MFD, OSB12, -0) \n    MapKey(1MFD, OSB13, -0) \n    MapKey(1MFD, OSB14, -0) \n    MapKey(1MFD, OSB15, -0) \n\n    MapKey(1MFD, OSB16, CHAIN(PULSE+USB[0x56])); //100% speed\n    MapKey(1MFD, OSB17, CHAIN(PULSE+USB[0x60])); //50% speed\n    MapKey(1MFD, OSB18, CHAIN(PULSE+USB[0x1B])); //25% speed\n    MapKey(1MFD, OSB19, CHAIN(PULSE+USB[0x58])); //50% speed\n    MapKey(1MFD, OSB20, CHAIN(PULSE+USB[0x57])); //100% speed\n\n    MapKey(1MFD, BRD1, EXEC("initSoundChain(chain_Basic_SIGHT)")); //Thank-you-for-your-resistance! oTt \n    MapKey(1MFD, BRD2, EXEC("initSoundChain(chain_Basic_SIGHT)")); //Can-I-help-you-with-something-OSB\n\n    MapKey(1MFD, COM1, -0) \n    MapKey(1MFD, COM2, -0) \n\n    MapKey(1MFD, GAIN1, CHAIN(PULSE+L_ALT+USB[0x09])); //FS-ON\n    MapKey(1MFD, GAIN2, CHAIN(PULSE+L_SHIFT+USB[0x09])); //FS-OFF\n\n    MapKey(1MFD, SYD1, -0) \n    MapKey(1MFD, SYD2, -0) \n\n    if (VerboseOutput) printf("Right-MFD-Configured\\n");\n}\n\nint initLeftMFD() {\n    MapKey(1MFD, OSB01, CHAIN(PULSE+L_ALT+USB[0x17])); //Attack-Target\n    MapKey(1MFD, OSB02, CHAIN(PULSE+L_ALT+USB[0x04])); //Aggressive\n    MapKey(1MFD, OSB03, CHAIN(PULSE+L_ALT+USB[0x07])); //Defensive\n    MapKey(1MFD, OSB04, CHAIN(PULSE+L_ALT+USB[0x16])); //Hold-Position\n    MapKey(1MFD, OSB05, CHAIN(PULSE+USB[0x10])); //Wingman-Threat\n    MapKey(1MFD, OSB06, CHAIN(PULSE+USB[0x08])); //Next-Hostile-Ship\n    MapKey(1MFD, OSB07, CHAIN(PULSE+USB[0x25])); //Wingman\n    MapKey(1MFD, OSB08, CHAIN(PULSE+USB[0x26])); //Wingman\n    MapKey(1MFD, OSB09, CHAIN(PULSE+USB[0x27])); //Wingman\n    MapKey(1MFD, OSB10, CHAIN(PULSE+USB[0x27])); //Wingman\n    MapKey(1MFD, OSB11, CHAIN(PULSE+USB[0x10])); //Next-System-in-Route\n    MapKey(1MFD, OSB12, L_ALT+USB[0x42]); //video-menus\n    MapKey(1MFD, OSB13, L_ALT+USB[0x43]); //screenshots\n    MapKey(1MFD, OSB14, mShowGUI); //Show-HUD\n    MapKey(1MFD, OSB15, CHAIN(PULSE+L_ALT+USB[0x44])); //Video\n    MapKey(1MFD, OSB16, CHAIN(PULSE+USB[0x13])); //Close-Menus\n    MapKey(1MFD, OSB17, CHAIN(PULSE+L_ALT+USB[0x3B])); //Voice-Attack-ON/OFF\n    MapKey(1MFD, OSB18, TrackIRCenter); //Center-TrackIR\n    MapKey(1MFD, OSB19, CHAIN(PULSE+USB[0x48])); //Focus-TrackIR\n    MapKey(1MFD, OSB20, mReportDock); //Autodock\n\n    MapKey(1MFD, BRD1, EXEC("initSoundChain(chain_Modifier_COM1)")); //Say-ohh, out your engines and prepare to be scanned. Move and you will be fired upon\n    MapKey(1MFD, BRD2, EXEC("initSoundChain(chain_Modifier_COM1)")); //You're a diagrah! -Eee! Time to see the show!\n\n    MapKey(1MFD, COM1, CHAIN(PULSE+R_CTL)); //Wingman-Target\n    MapKey(1MFD, COM2, CHAIN(PULSE+R_CTL)); //Wingman-Nav-look\n\n    MapKey(1MFD, GAIN1, EXEC("initSoundChain(chain_Modifier_COM1)")); \n    MapKey(1MFD, GAIN2, EXEC("initSoundChain(chain_Modifier_COM1)")); \n    MapKey(1MFD, SYD1, EXEC("initSoundChain(chain_Modifier_COM1)")); \n    MapKey(1MFD, SYD2, EXEC("initSoundChain(chain_Modifier_COM1)")); \n\n    if (VerboseOutput) printf("Left-MFD-Configured\\n");\n}
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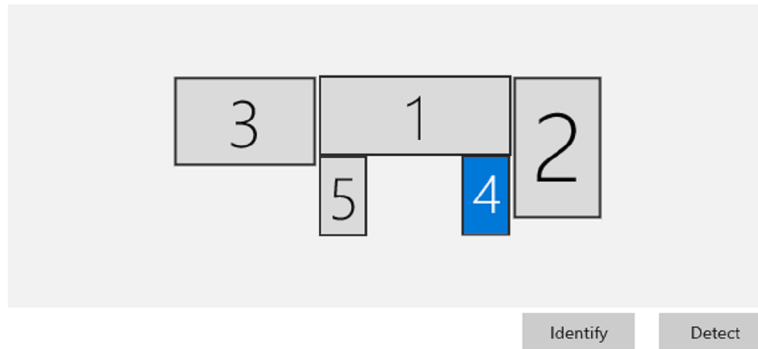
2. Once you have any button setup customisations you want to change in the Target Script Editor, you can then open up the .AI (*Adobe Illustrator*) file provided to edit the layout for your screens (*as required*).
3. In the file there are 2 artboards, left & right. The artboard you are editing will not have a white line boarder around the image.
4. To edit the text or add text you can go under the Text Layers & duplicate & add or edit your own.
5. Once done save for web & choose the location that you want to save your desktop images, do this for each artboard. Or if you want you can print them to the printer from the application.

- Once you have exported the files right click on your desktop and go to "Display Settings". You will see a display of all your monitors. Here is mine for example. Display 4 & 5 are my MFD screens:

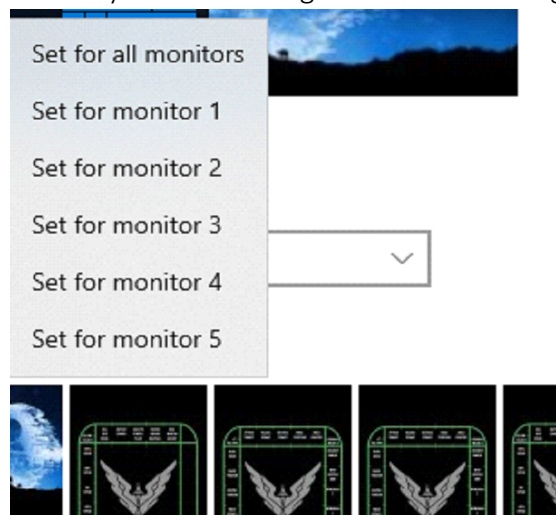
Display

Rearrange your displays

Select a display below to change the settings for it. Press and hold (or select) a display, then drag to rearrange it.



- Once you have this information close & right click again on your desktop, & then go to "Personalize".
- Click on browse under choose your picture & select both new MFD images.
- Once they are in the list you can then right click on the image and set for which monitor:



- Once these are set you should be good to go!

***** SPECIAL THANK YOU TO CMDR BRAXHUNTER *****

... ! FOR PROVIDING THESE DEFAULT MFD MAPPINGS, PANEL IMAGES & SETUP INSTRUCTIONS ! ...