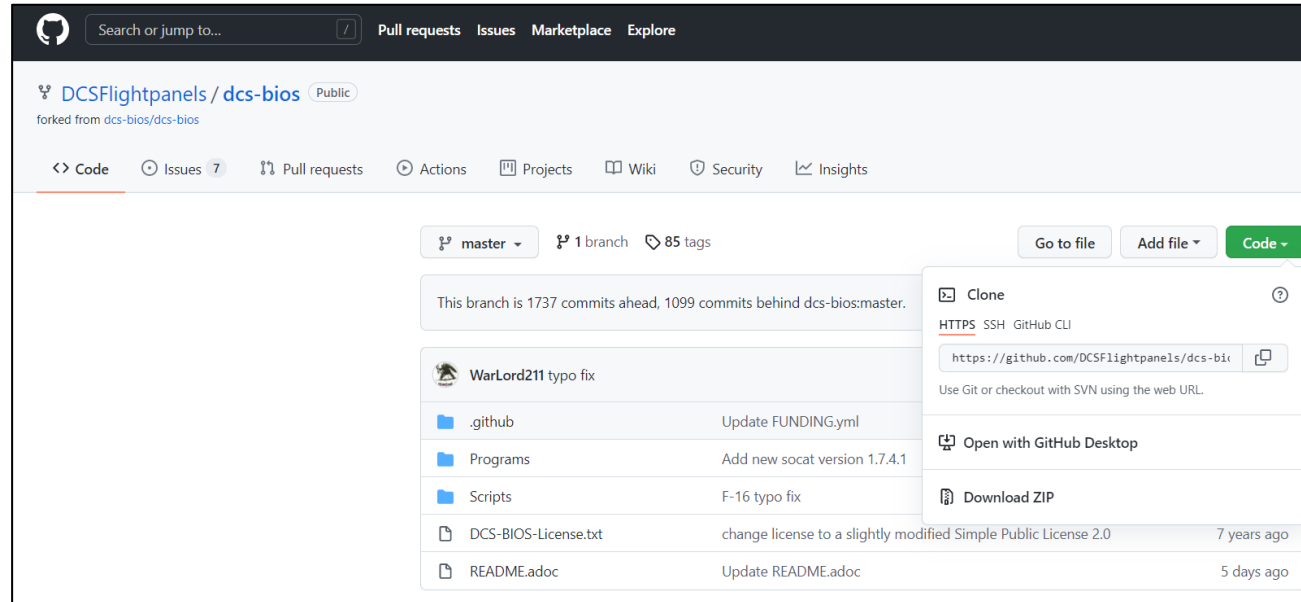STEP ONE

INSTALLING DCS-BIOS '**FLIGHT PANELS**' FOR OPEN HORNET

DOWNLOAD or CLONE THE REPOSITORY FROM THE LINK BELOW

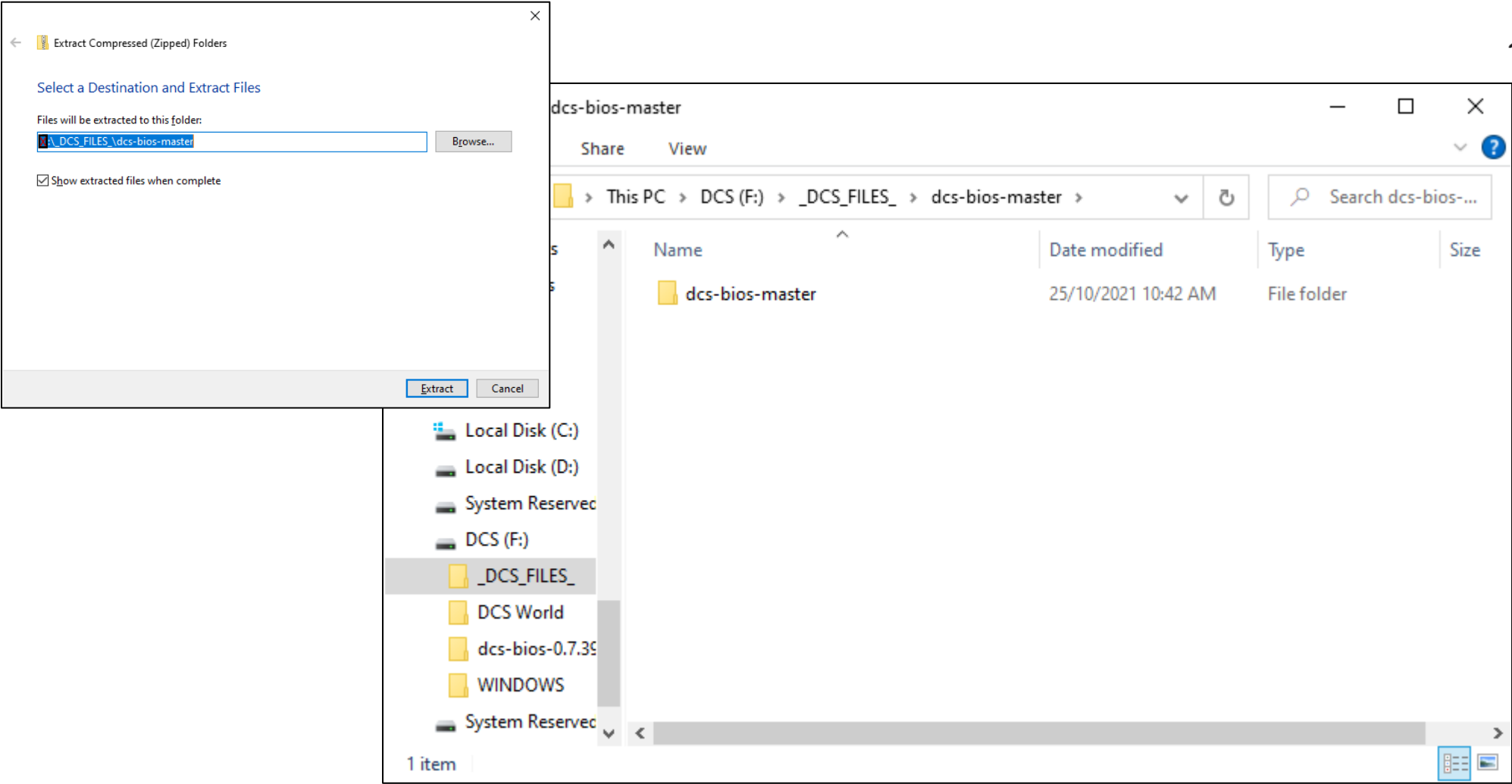https://github.com/DCSFlightpanels/dcs-bios

ALSO DOWNLOAD NOTEPAD++ FROM THE BELOW LINK
IF YOU DON'T ALREADY USE IT
https://notepad-plus-plus.org/downloads/

DISCLAIMER, THIS INFORMATION WAS CORRECT IN OCT 2021, ANY CHANGES TO DCS-BIOS FLIGHT PANELS THAT OCCUR POST THIS MAY NOT HAVE
BEEN CAPTURED, THE USER SHOULD ALSO CHECK FOR REGULAR UPDATES VIA GITHUB TO DCS-BIOS FLIGHT PANELS OR THE ARDUINO LIB FILE
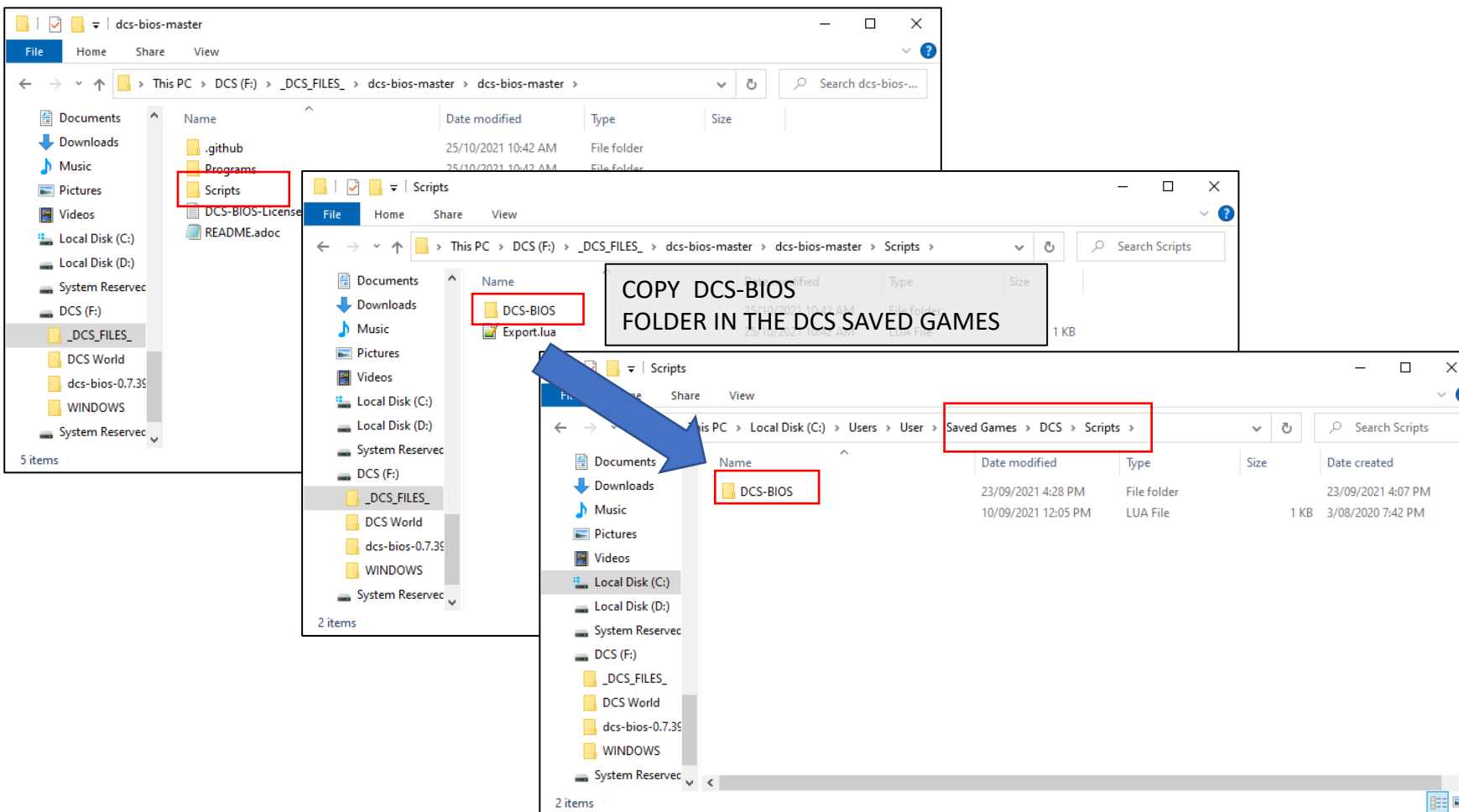
STEP TWO

EXTRACT THE "**dcs-bios-master**" FOLDER TO A TEMPORARY FOLDER OR TO WHERE YOUR DCS GAME DRIVE IS LOCATED, TO CREATE A LOCATION TO EXTRACT THE FLIGHTPANELS FILES FROM

STEP THREE

COPY DCS-BIOS
FOLDER IN THE DCS SAVED GAMES

COPY THE "**DCS-BIOS**" FOLDER FROM THE "**dcs-bios-master/Scripts**" FOLDER
TO THE "**DCS/Scripts**" FOLDER ON YOUR MAIN DRIVE WHERE YOUR "**Saved Games**" ARE
LOCATED. DO NOT COPY THE "**Export.lua**" FILE AT THIS STAGE, SEE THE NEXT STEP

STEP FOUR

USING NOTEPAD++ COPY/ADD THIS LINE INTO THE EXISTING "Export.lua" FILE

DO NOT USE STANDARD WINDOWS NOTEPAD TO UPDATE "Export.lua".

IF YOU ALREADY HAVE DCS INSTALLED THERE WILL BE AN EXISTING FILE CALLED "Export.lua" IN THE SCRIPTS DIRECTORY USING NOTEPAD++ COPY THE - *dofile(lfs.writedir()..[[Scripts\DCS-BIOS\BIOS.lua]])* - LINE INTO THE EXISTING "Export.lua" FILE AND RESAVE THE FILE.

DISCLAIMER, THIS INFORMATION WAS CORRECT IN OCT 2021, ANY CHANGES TO DCS-BIOS FLIGHT PANELS THAT OCCUR POST THIS MAY NOT HAVE BEEN CAPTURED, THE USER SHOULD ALSO CHECK FOR REGULAR UPDATES VIA GITHUB TO DCS-BIOS FLIGHT PANELS OR THE ARDUINO LIB FILE
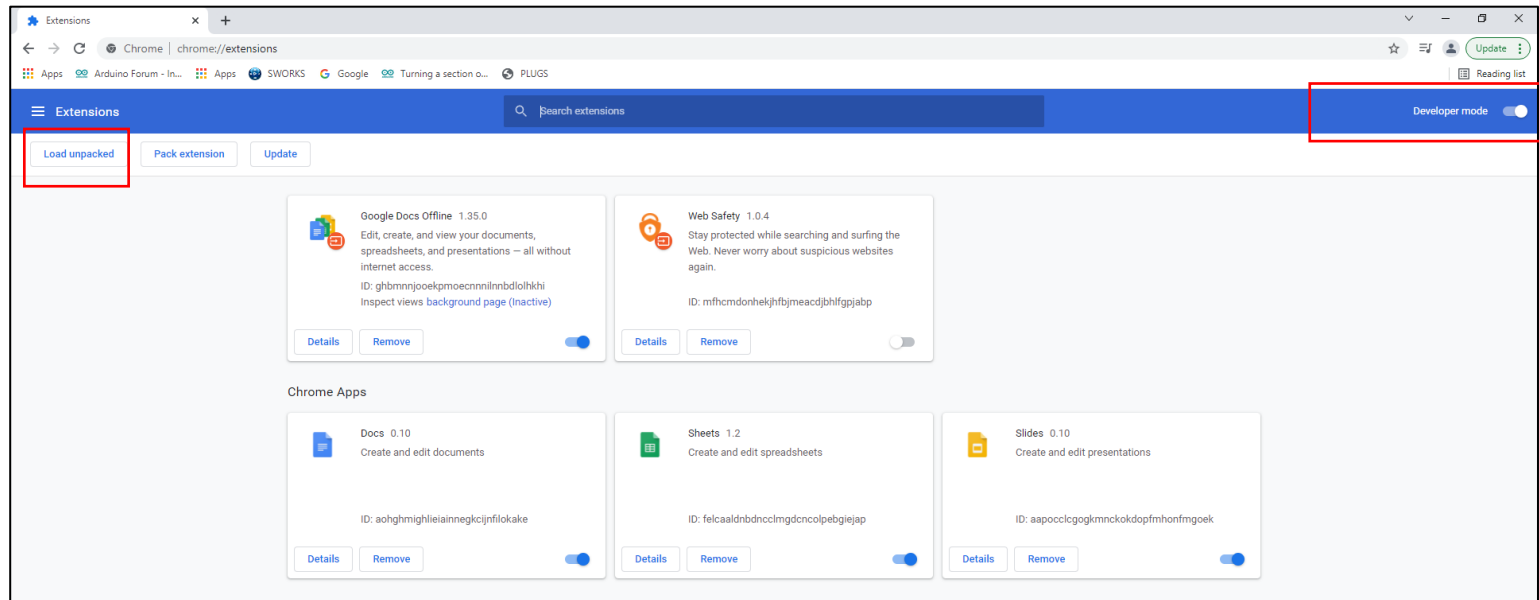
STEP FIVE

ENSURE YOU HAVE GOOGLE CHROME INSTALLED AND IT IS UPDATED, OPEN CHROME

https://www.google.com.au/intl/en_au/chrome/

IN THE ADDRESS BAR TYPE **chrome://extensions/**

LOCATE "**Developer mode**" IN THE TOP RIGHT CORNER AND TURN IT ON

THE "**Load unpack**" BUTTON WILL BECOME VISIBLE IN THE LEFT CORNER, SELECT THIS

DISCLAIMER, THIS INFORMATION WAS CORRECT IN OCT 2021, ANY CHANGES TO DCS-BIOS FLIGHT PANELS THAT OCCUR POST THIS MAY NOT HAVE
BEEN CAPTURED, THE USER SHOULD ALSO CHECK FOR REGULAR UPDATES VIA GITHUB TO DCS-BIOS FLIGHT PANELS OR THE ARDUINO LIB FILE
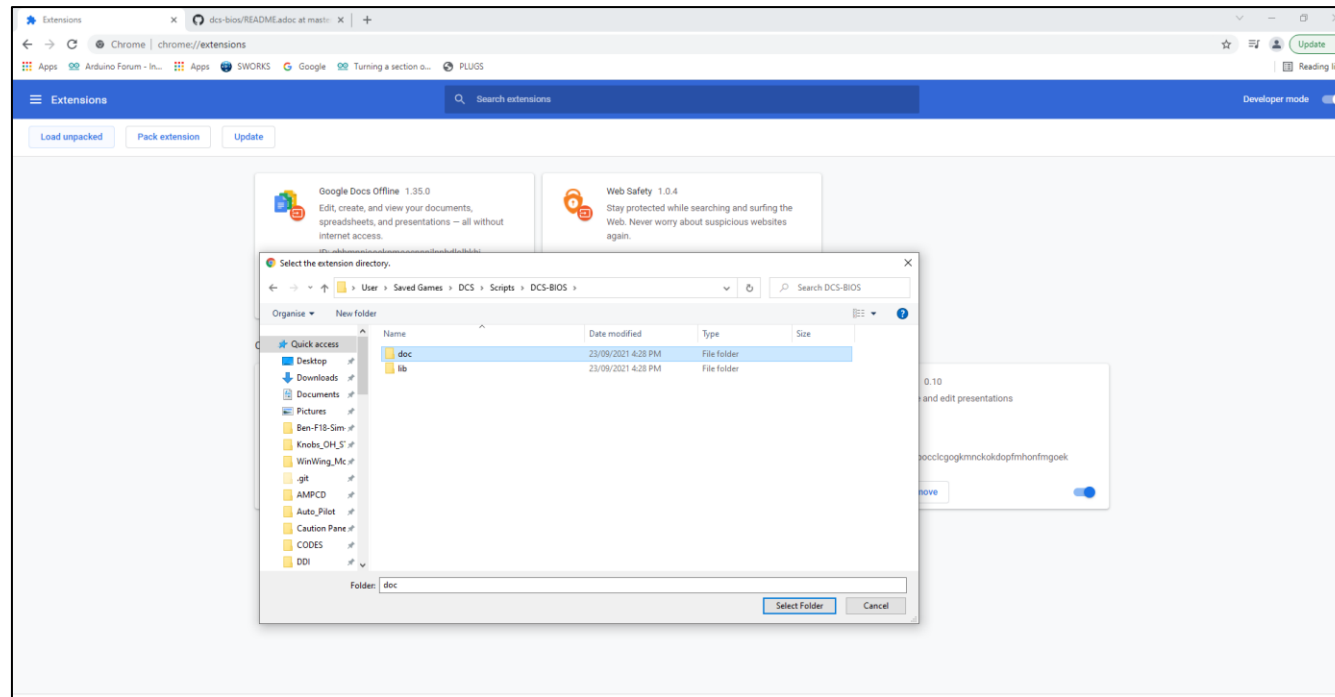
STEP SIX

CHOOSE THE "**doc**" FOLDER WHERE YOU COPIED THE DCS-BIOS FOLDER TO

"**Saved Games\DCS\Scripts\DCS-BIOS\doc**"

CLICK "**Select Folder**" THE PROGRAM WILL UNPACK IN THE BACKGROUND

CLOSE THE EXTENSIONS WINDOW

STEP SEVEN
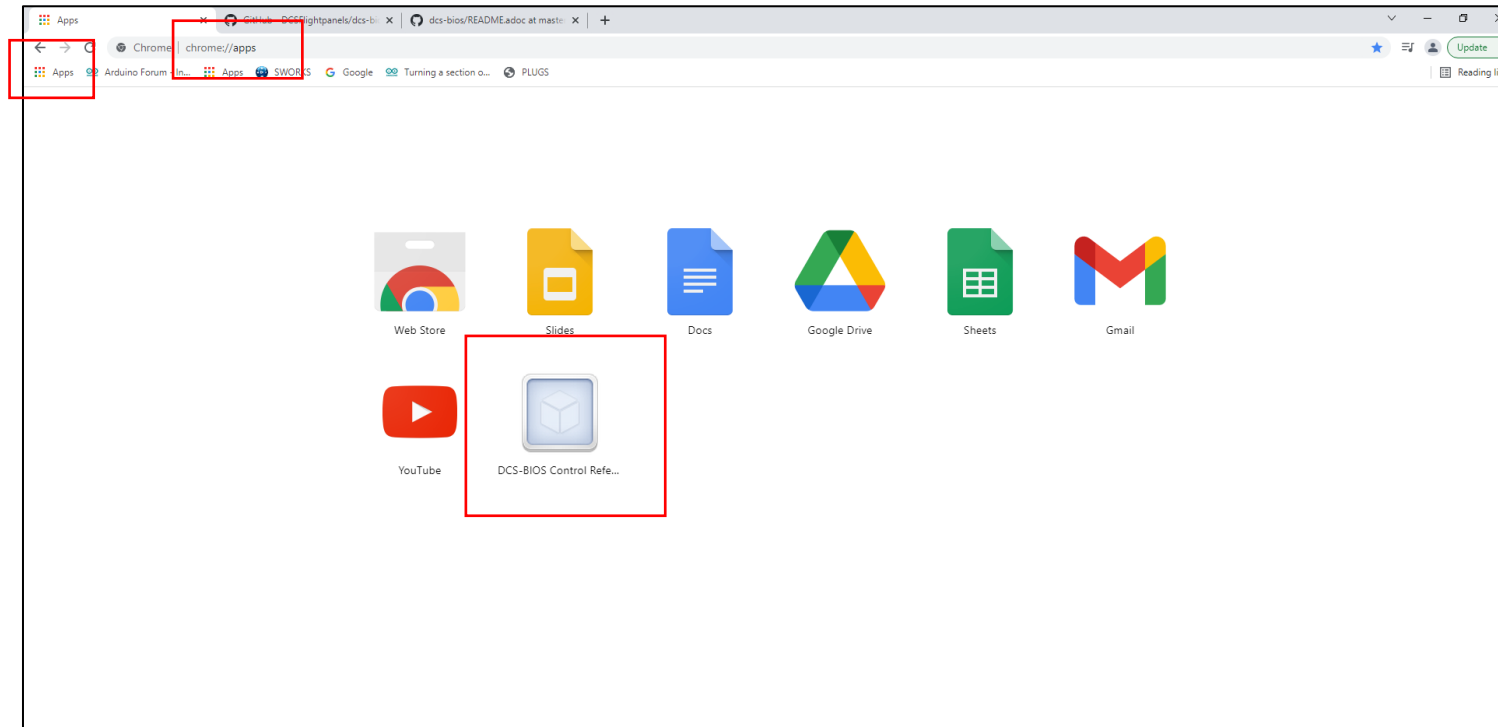
TO CONFIRM DCS-BIOS CONTROL REFERENCES HAS INSTALLED,

EITHER TYPE **chrome://apps/** INTO THE COMMAND LINE

OR
CLICK | Apps | ICON

You will see the DCS-BIOS CONTROL REFERENCES ICON IN THE WINDOW
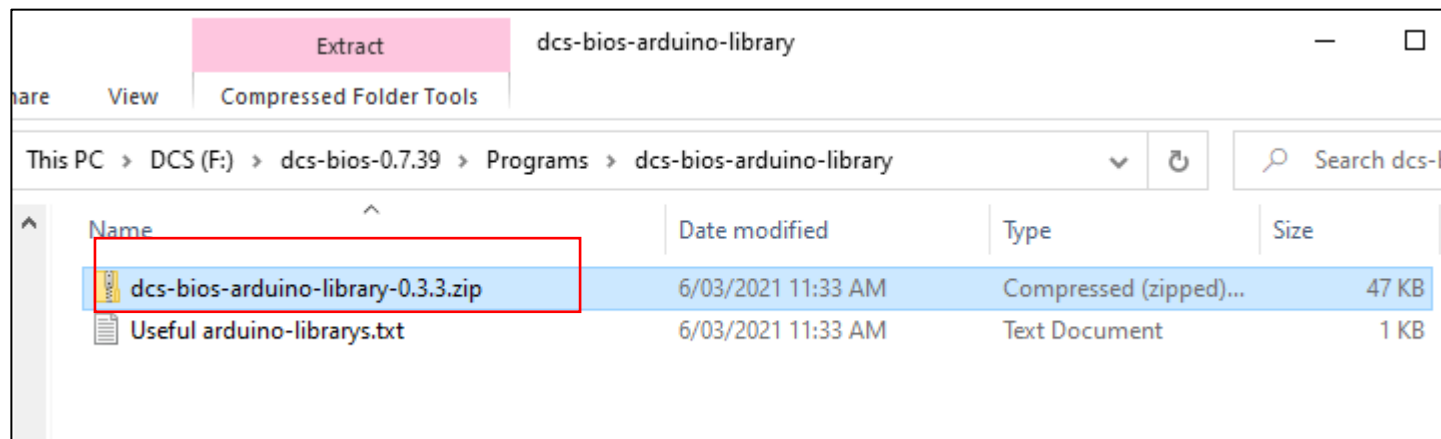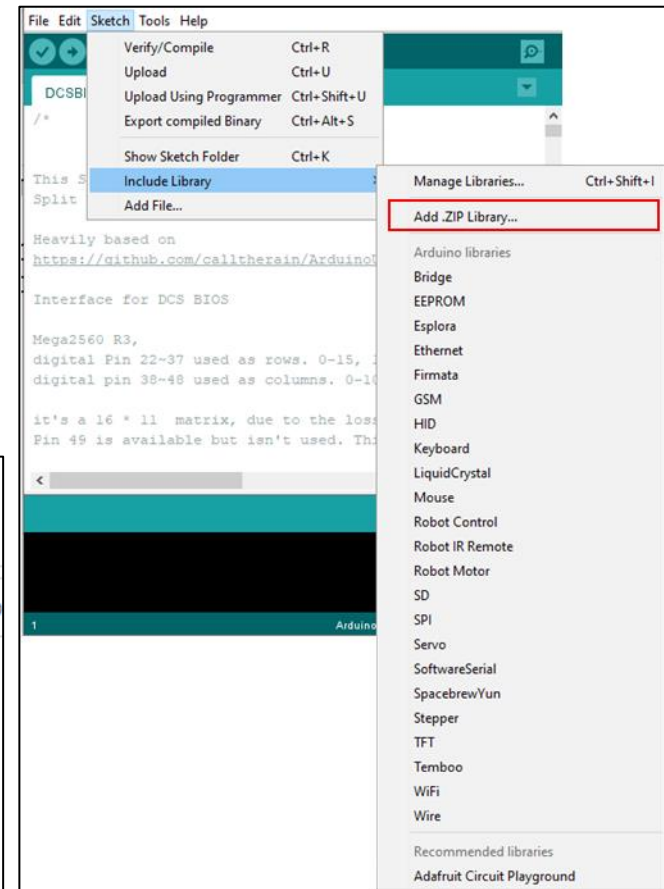

OPEN **HORNET**

FLIGHT PANELS
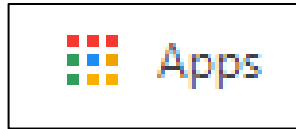
STEP EIGHT

INSTALL THE ARDUINO LIB.

IF YOU HAVE BEEN RUNNING DCS-BIOS HUB VERSION YOU WILL NEED
TO DELETE OR OVERRIDE THE EXISTING DCS-BIOS LIBRARY

ADD THE NEW LIBRARY VIA THE ARDUINO APP
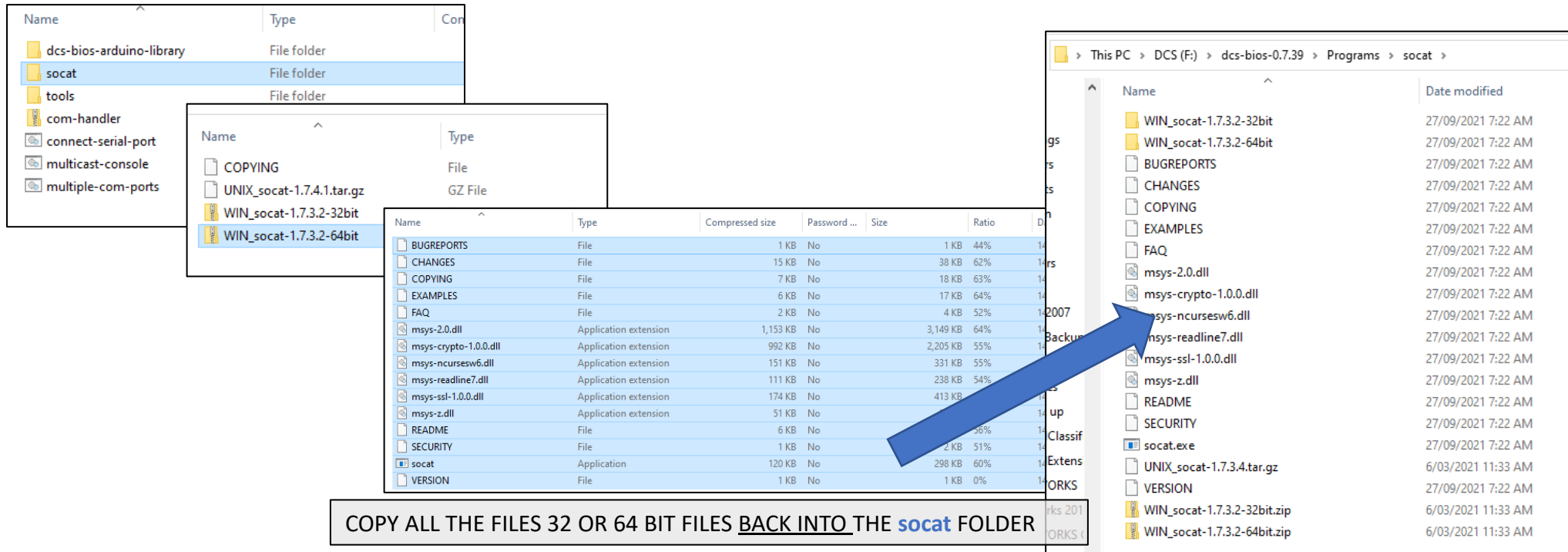
FROM THE ZIP FILE IN THE "Programs" FOLDER

STEP NINE

DCS TO ARDUINO INTERFACE

DEPENDING HOW MANY ARDUINO'S YOUR SIMULATOR WILL RUN A SERIAL INTERFACE TO THE
COCKPIT VIA ONE OR MORE ARDUINO CONTROLLERS.

THESE **CMD** FILES NEED TO BE UNZIPPED AND CORRECTLY LOCATED WITHIN THE "**socat**" FOLDER.

LOCATE THE "**socat**" FOLDER INSIDE THE "**Programs**" DIRECTORY, AND UNZIP AND COPY ALL THE
FILES 32 BIT OR 64 BIT FILES <u>BACK INTO</u> THE "**socat**" FOLDER

COPY ALL THE FILES 32 OR 64 BIT FILES <u>BACK INTO</u> THE socat FOLDER

DISCLAIMER, THIS INFORMATION WAS CORRECT IN OCT 2021, ANY CHANGES TO DCS-BIOS FLIGHT PANELS THAT OCCUR POST THIS MAY NOT HAVE
BEEN CAPTURED, THE USER SHOULD ALSO CHECK FOR REGULAR UPDATES VIA GITHUB TO DCS-BIOS FLIGHT PANELS OR THE ARDUINO LIB FILE

RUNNING DCS-BIOS (FLIGHT PANELS VERSION)

CONNECTING TO A SINGLE ARDUINO

LOCATE THE "COM PORT NUMBER" FOR THE ARDUINO CONNECTED TO THE PC. THIS CAN BE DONE VIA THE ARDUINO APP OR DEVICE MANAGER.

IN THE "socat" FOLDER RUN "connect-serial-port" ENTER THE COM PORT NUMBER OF THE ARDUINO THAT YOU WITH TO CONNECT TO

THIS STEP CAN BE COMPLETED BEFORE OR WHILE RUNNING DCS, IT CAN ALSO BE STOPPED AND STARTED WHILE THE GAME IS ACTIVE IF YOU WITH TO MAKE A SKETCH CHANGE.

ENTER THE COM PORT NUMBER HERE AND PRESS ENTER

This PC > DCS (D:) > DCS > DCS_BIOS

Name	Date modified
multiple-com-ports	17/10/2021 1
multicast-console	22/09/2021 2
connect-serial-port	22/09/2021 2
connect-serial-port - Shortcut	9/10/2021 10
com-handler	22/09/2021 2
tools	9/10/2021 9:
socat	9/10/2021 9:
dcs-bios-arduino-library	9/10/2021 9:

C:\Windows\system32\cmd.exe

Enter a COM Port Number:

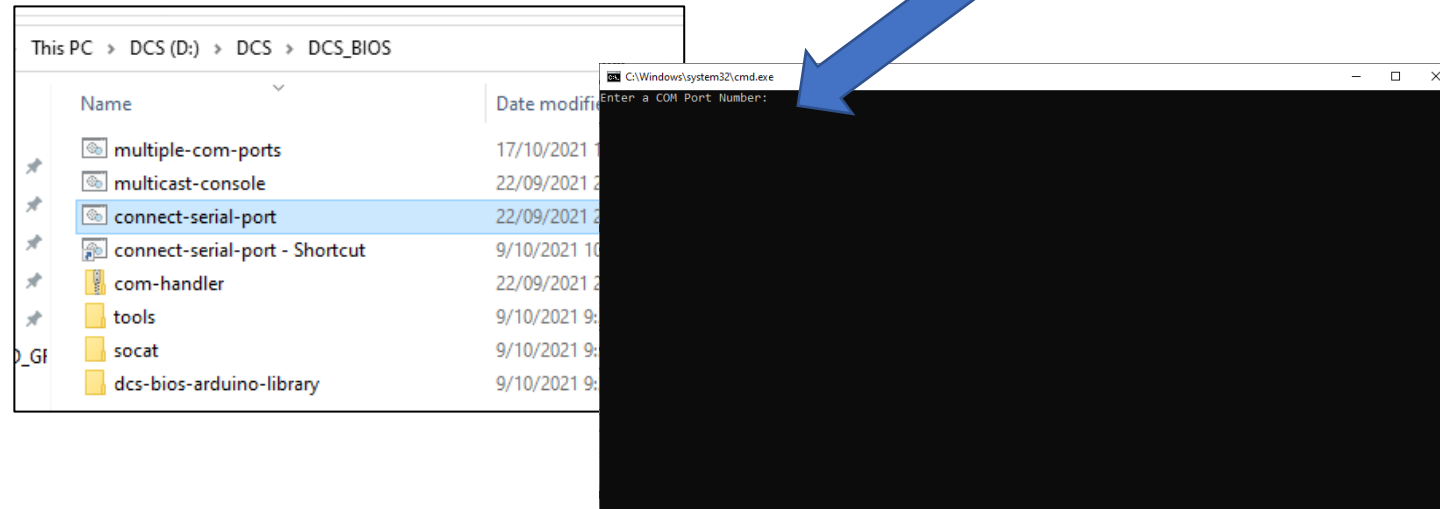OPEN HORNET

FLIGHT PANELS

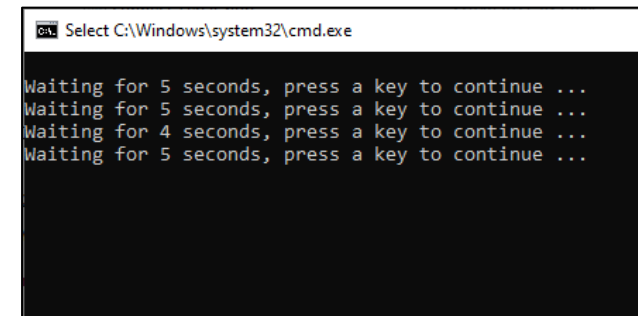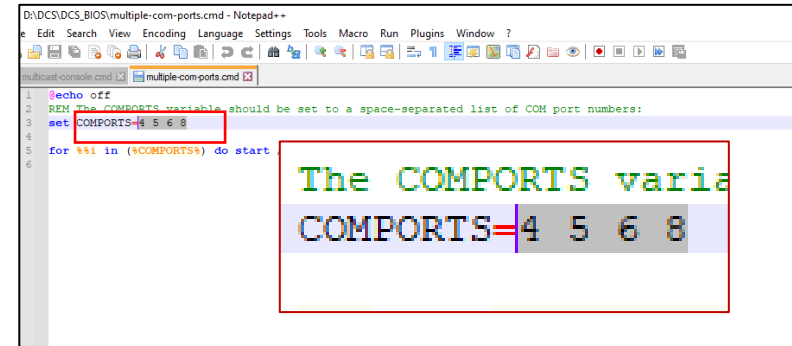# RUNNING DCS-BIOS (FLIGHT PANELS VERSION)

CONNECTING TO MULTIPLE ARDUINOS

LOCATE THE "COM PORT NUMBERS" FOR THE ARDUINOS CONNECTED TO THE PC. THIS CAN BE DONE VIA THE ARDUINO APP OR DEVICE MANAGER.

OPEN AND EDIT THE "multi-coms-ports" FILE WITH NOTEPAD++ ENTER ALL THE ARDUINO COM PORT NUMBERS YOU WISH TO CONNECT TO AFTER "COMPORTS=" WITH A SPACE BETWEEN. SAVE AND CLOSE NOTEPAD++

IN THE "socat" FOLDER RUN "multi-com-ports" THE PROGRAM WILL CONNECT THE PORTS AUTOMATICALLY, AFTER COUNTING DOWN FROM 5 SECONDS

THIS STEP CAN BE COMPLETED BEFORE OR WHILE RUNNING DCS, IT CAN ALSO BE STOPPED AND STARTED WHILE THE GAME IS ACTIVE IF YOU WITH TO MAKE A SKETCH CHANGE.

DO NOT USE STANDARD WINDOWS NOTEPAD TO UPDATE THE "multi-coms-ports" FILE

DISCLAIMER, THIS INFORMATION WAS CORRECT IN OCT 2021, ANY CHANGES TO DCS-BIOS FLIGHT PANELS THAT OCCUR POST THIS MAY NOT HAVE BEEN CAPTURED, THE USER SHOULD ALSO CHECK FOR REGULAR UPDATES VIA GITHUB TO DCS-BIOS FLIGHT PANELS OR THE ARDUINO LIB FILE

RUNNING DCS-BIOS (FLIGHT PANELS VERSION)

DCS-BIOS CONTROL REFERENCES

EITHER TYPE **chrome://apps/** INTO THE COMMAND LINE

OR

CLICK [:::: Apps] ICON

You will see the DCS-BIOS CONTROL REFERENCES ICON IN THE WINDOW

OPEN THE APP

THIS STEP CAN ONLY BE COMPLETED AFTER YOU ARE IN THE DCS COCKPIT, AND MUST BE RESTARTED EACH TIME YOU EXIT THE ACTIVE GAME OR CLOSE DCS. YOU DO NOT NEED THIS APP RUNNING TO OPERATE THE GAME WHEN FLYING, IT IS USED TO GET DRAFT SKETCHES, OR MONITOR OUTPUT VALUES DURING TESTING.

SELECT F/A-18C
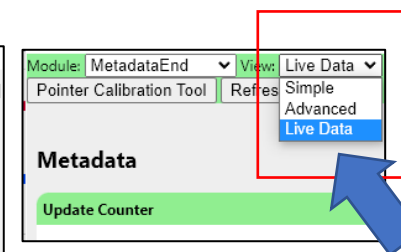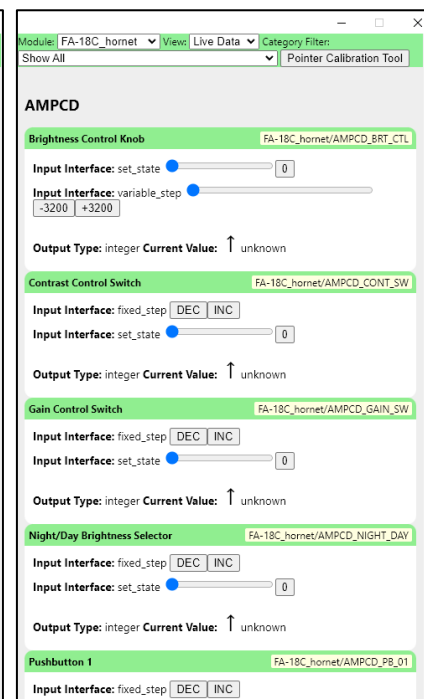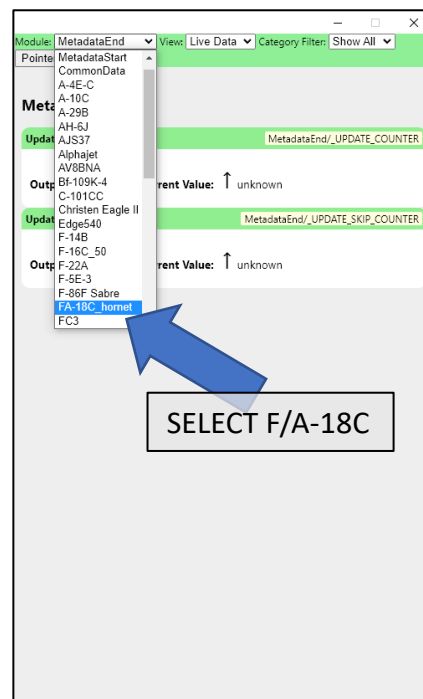
AS REQUIRED SELECT BETWEEN
SIMPLE – SIMPLE ARDUINO CODE REFERENCES
ADVANCED – ADVANCED ARDUINO CODE REFERENCES
LIVE DATA – LIVE INPUT / OUTPUT AND SIMULATOR DATA