



## **Version 1.0**

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## Introduction

### Why the need for the IL2 FOV Changer?

San's L2 FOV Changer allows you to increase the maximal FOV (Field of view) of IL2.

This allows everyone to set a convenient cockpit view – no matter which aspect ratio you are running!

The default settings of IL2 do not allow owners of a widescreen or a TripleHead setup to use the cockpit view without losing a part of the view.

Setting "SaveAspect=0" in the Conf.ini helps to expand the view from one side to the other on widescreen displays but IL2 will not allow you to use a higher FOV than 90 !

IL2 was originally made only for a fixed 4:3 aspect ratio and you will not gain a greater view at the sides on a wider screen .

Here are some comparisons of the default IL2 capabilities of a maximal FOV (field of view) with different aspect ratio.



You can see here that you will lose a part of the top and bottom view if you are using a widescreen resolution with the default settings - and SaveAspect set to 0 -you will get black borders to the right and left in a widescreen if set to 1 - in the Conf.ini of IL2 (root IL2 folder).

This looks up to now not to be such a big problem - but look what happens if we use a TrippleHead setup:



Notice that you are not able to zoom further out ! We have already reached the maximal FOV and

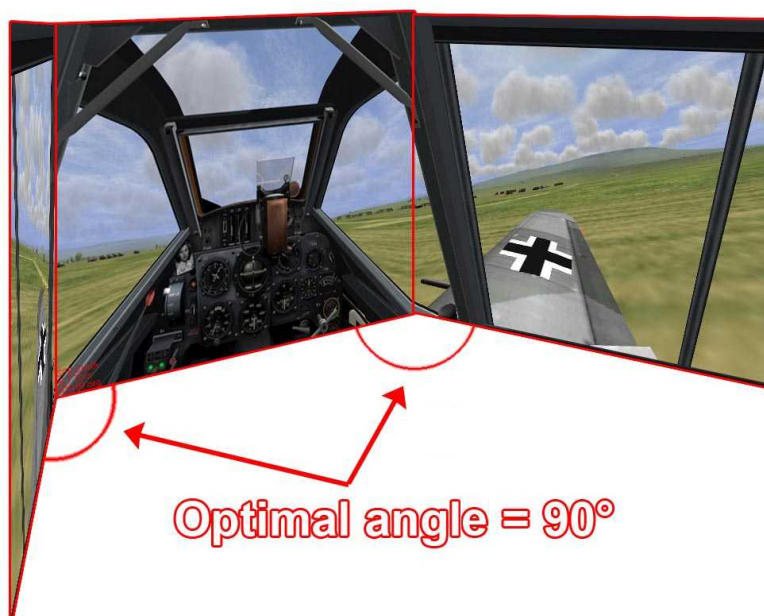
we lost even more of the top and bottom. And this makes a TripleHead setup very useless.

Before San's IL2 FOV Changer you had turn on the "Use3Renders" function in the Conf.ini of IL2 by setting the value to 1. This was almost the only way to get a greater view to the sides with a TripleHead setup..

Lets have a look at this:



This looks weird(!)- But if we reduce the angles of the screens an "fold" them together like a "Box" it gives us a astonishing good view when "sitting" right in this box:



But this is with a common screen size people are using (usually 15" to 24") not very comfortable. A optimal setting would be done with projectors in a squared room and instead using a render of the cockpit the user would sit in a real one – this is very common for military simulators. But let's stay realistic... This setup is not the one everyone could easily do at home (let beside the problems your nearest beloved relatives will cause ...).

At this point San's FOV Changer comes into play!

The IL2 FOV Changer overrides the limitations without changing the files of IL2 – so Widescreen and TripleHead users can finally enjoy this great simulation without limitations!



These are the results you should have when you have set-up everything in the right way.

TripleHead:



Widescreen:



Default settings for comparison:



A side note for folks that say that this is “cheating” when using it in multiplayer:

Please notice that the “on board” 3render function of IL2 gives you a much greater View to the sides.

So lets get started!

## Instructions

Make sure you have installed Microsoft .NET Framework 2.0 or later – FOV Changer is a .NET based Program.

(Get it here <http://www.microsoft.com/downloads/details.aspx?FamilyID=0856eacb-4362-4b0d-8edd-aab15c5e04f5&displaylang=en> )

Unzip San IL2FOVChanger\_1\_0.zip where you want. Be sure that pref.ini and San IL2FOVChanger\_1\_0.exe are in the same folder.

Go to your IL2 Game folder and make sure you have a file called DeviceLink.txt in your IL2 game folder. If there isn't -you have to update your game with the latest patch.

## Setting up San's FOV Changer the first time:

**Edit the conf.ini file of IL2.** You will find the conf.ini in your IL2 game folder (You can use a editor like Notepad++ for this - right click on the file and “open with”).

*Do you want to want to know more about the conf.ini? [http://mission4today.com/index.php?name=Knowledge\\_Base&cat=7](http://mission4today.com/index.php?name=Knowledge_Base&cat=7)*

Change the line 17 SaveAspect=1 to 0.

Example

```
[window]
(...)
SaveAspect=0
```

**Very Important:** Add also this line to the end of the **conf.ini** file :

```
[DeviceLink]
port=1711
```

You can add this line too if you want to restrict device-link to a single IP connection. Be sure that you set the same IP in the FOV Changer (**Don't use 127.0.0.1**)

IPS=your local IP here.

Example:

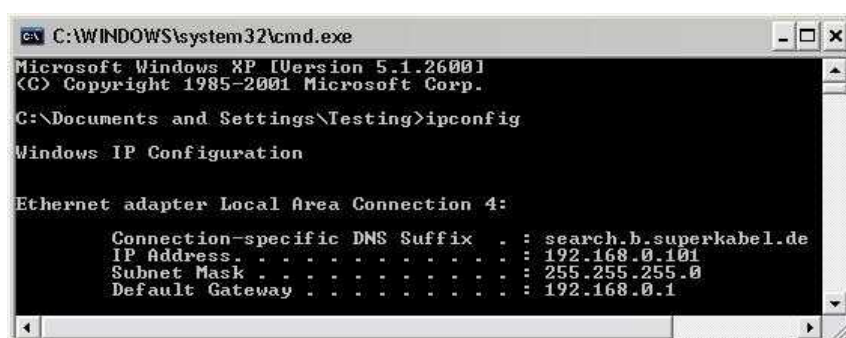
```
[DeviceLink]
port=1711
IPS=192.168.0.1
```

(I am assuming that 192.168.0.1 is your local IP)

Remember your local IP- you have to set it also in the FOV Changer Settings Tab.

**How can I get my my local ip?** Open a command prompt (Start>Run> and type “cmd” ). And type in the open window this command “ipconfig” and enter.

Now you should see your Local IP after the entry “IP Address”.



**Why this lines are necessary?** IL2 FOV Changer will ask IL2 through the same computer 1711 UDP port which FOV is actually set and which plane the user is flying. IL2 FOV Changer starts also by sending a UDP packet to IL2 to change the IL2 FOV (so you don't have to change the FOV by yourself).

**Is this dangerous?** No, you only use your local IP- information will never left your computer. IL2 FOV Changer (and me) are not interested in your public IP. The only thing you have done, is to set a local communication channel between IL2 and the FOV Changer. You can configure your firewall to block that port from outside connections if you want.

IL2 FOV Changer is running independent from IL2 and don't has to be in the same direction like the IL2 executable. You can unpack and run IL2 FOV Changer in whatever direction you want.

The program has a status bar at the bottom that shows you if IL2 is recognized and working.

**Menu** - there are three tabs for maintenance and information:

### Main



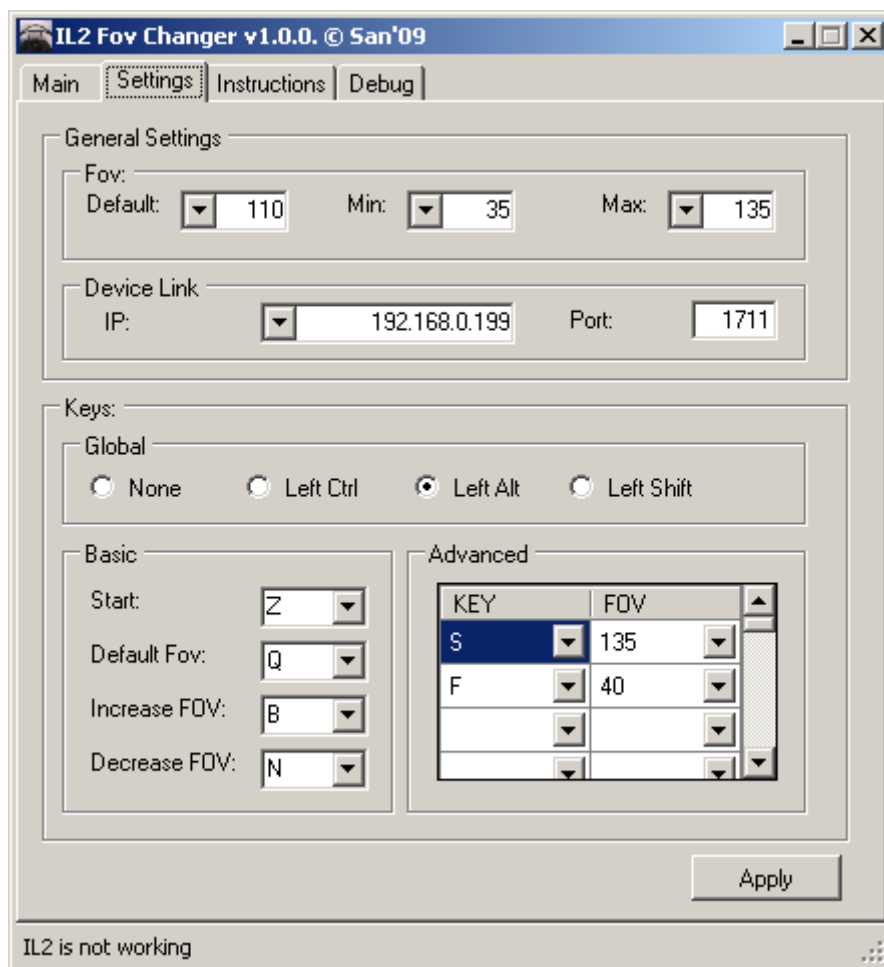
This tab shows you basic information while the program is running and you can use also the buttons on the right to start the program directly instead of using the mapped keys :

<b>Auto activate</b>	IL2 Fov Changer will start automatically every time you begin a new flight.
<b>Autoreactivate</b>	This will auto reactivate the FVO Changer if IL2 cuts off the communication.
<b>Quick Search</b>	This accelerates the startup time. Sometimes it can produce some graphics anomalies. Disable this option if you encounter problems.

<b>Debug Tab</b>	Shows the debug tab.
<b>Start</b>	Start the program.
<b>Default FOV</b>	Sets the default FOV. Adjust this to your need in the Settings tab
<b>+FOV</b>	Increments the FOV.
<b>- FOV</b>	Decrements the FOV

**Important:** Don't press the start button again while the program is running. If you press some button and you don't see any changes be patient - the program is restarting and it can take some seconds.

## Settings



### General Settings:

#### Fov:

<b>Default</b>	This number determinate which FOV is set after you initialize the FOV Changer. You can change this value with the drop down menu. Default is set to 110
<b>Min/Max FOV</b>	Sets the min/max limits FOV when you press increase or decrease FOV keys

#### Device Link:

<b>IP</b>	Select your local main IP. <b>Don't use 127.0.0.1.</b>
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<b>Port</b>	Select the UDP port you want to use. If you change the default port you must to change it also in your IL2 config.ini file.
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## Keys:

### Global:

This determinants the key combination to execute the different functions of the FOV Changer. You can set a different one or even none. Default is set to “Left Alt” (e.g. L.Alt + Z for Start)

**Tip:** *Leave it as it is or chose a different one – setting it to “none” will have a high possibility to collide in a not wanted way with your default IL2 key settings.*

### Basic:

Set here the key bindings that are essential for for the proper work of the IL2 FOV Changer.

<b>Start</b>	Starts the program. Normally you only have to press it one time. If you see that the program does not respond for a while press again. If you see some graphics anomalies press again for a reset.
<b>Default FOV</b>	Sets your desired default FOV.
<b>Increase FOV</b>	Increase your FOV by one step.
<b>Decrease FOV</b>	Decrease your FOV by step step.

**Important:** When you change any any of them be sure to us a capital (Shift + desired Key) – IL2 FOV Changer understands only keys from A-Z and as Capital!

Whatever -In IL2 you can use them without the “Shift” -You only have to use Capitals while setting them up.

### Advanced:

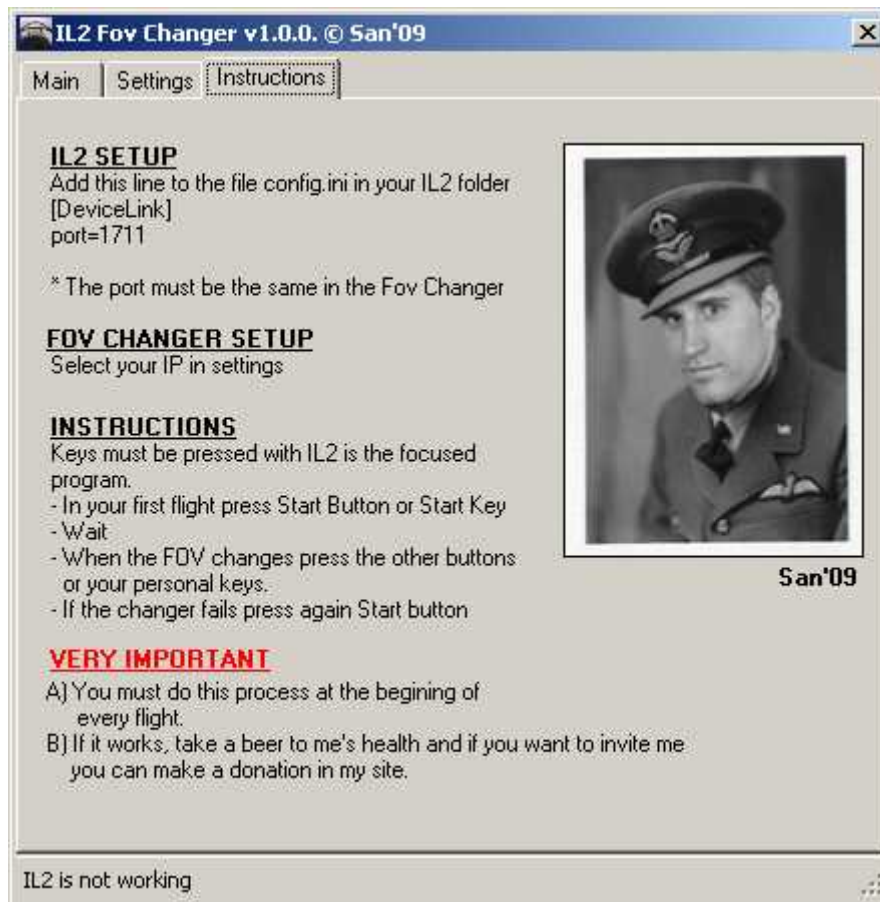
Here you can set different keys to set instantly a different FOV instead of zooming in and out by using the “Increase-/Decrease FOV” keys – similar to the option IL2 gives you natively.

Use the drop down menu at the right of each value to set it up.

If you want to delete a Key binding, simply choose the “-” (Dash) .



## Instructions



This tab shows you a short “quick start” procedure of the basic use of IL2 FOV Changer.  
...and a good looking Guy ;)!

## Using the IL2 FOV Changer

(Make sure you have followed all previous steps and .NET Framework is installed and you have edited your conf.ini)

- Copy the San IL2 FOV Changer where you want in your hard disk and be sure that pref.ini file is in the same folder that contains the FOV Changer .exe
- Start the “IL2FOVChanger.exe”.
- Start your IL2.exe and load your flight as usual.
- If you have checked auto activate check box in the Main tab, when you begin a flight the FOV changer will start automatically.

If not, press start key and wait a few seconds you will see the changes.

You will hear a beep and the lights of the keyboard are flashing while the FOV Changer is initializing .

- If the program fails, press start button/key combination again and check you settings.

## Troubleshooting

Sometimes it could be hard for the FOV Changer to obtain all needed info from IL2 to get working...

- It could happen that you will see no effect after you pressed a key and you will observe that the FOV Changer has restarted again.
- If this happens: Please be patient and don't press any key until the FOV Changer is working. Your desired FOV is on the way!
- Don't use the key bindings of IL2 related to change your FOV anymore- this will reset the FOV Changer – use the Key bindings you configured in the FOV Changer.
- You could encounter some glitches when You use the FOV Changer together with the 6DOF MOD for your Head-Tracker. This is caused by the “Zoom View” function of this Mod. Switch the Zoom function off by pressing [KeyPad \*] +[KeyPad 0] and configure your own Gunsight view with the FOV Changer. More details:  
<http://allaircraftarcade.com/forum/viewtopic.php?t=1006>

## About

**IL2 FOV Changer v1.0 © San'09.**

Please visit for updates and to donate:

<http://webs.ono.com/il2fovchanger>

I'm interested in your feed back - Join the discussion here:

<http://www.widescreengamingforum.com/forum/viewtopic.php?p=157226#157226>

<http://www.kegetys.net/forum/index.php?topic=999.0>

This Program is free of charge!

It's prohibited to use it in any commercial kind of way.

Don't host it yourself for download!

If you want to include it in a mod-pack or similar – ask me first for permission.

You will find a way to contact me by using one of the links above.

Have fun and always a clear six!

-San