Little Navconnect

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Little Navconnect User Manual

Version 1.1.0.devel

Installation

`Highlighted text` is used to denote window, menu, button, file or directory names.

Installion involves the simple copying of files therefore an installer or setup program is not required.

Do not extract the archive into the folder `c:\Program Files\` or `c:\Program Files (x86)\` since you will need administrative privileges in some Windows versions. Since Windows keeps control of these folders other problems might occur like replaced or deleted files.

The zip archive contains the files `vcredist_x86.exe` and `vcredist_x64.exe` which installs the MSVC 2013 runtime distributables. Runing both installers is recommended. The installation will provide an uninstall and repair option if a runtime distributable is already installed and can be skipped in this case.

Extract the Zip archive into a folder like `c:\Own Programs\Little Navconnect` . Then start the program by double-clicking `littlenavconnect.exe` .

Little Navconnect is a 32-bit application and was tested with Windows 7, Windows 8 and Windows 10 (32-bit and 64-bit).

Windows XP is not supported.

Other Simulators than FSX SP2

This program was compiled using plain FSX SP2 (no Acceleration) SimConnect version 10.0.61259.0.

You might have to install an older version of SimConnect if you use *Prepar3D* or *FSX Steam Edition*. If not sure about this simply try *Little Navconnect* out. If it fails with an error message follow the instructions below:

Prepar3D: In the same directory as `Prepar3D.exe` is a `redist\Interface` directory (normally `C:\Program Files (x86)\Lockheed Martin\Prepar3D v3\redist\Interface`). There are multiple legacy versions of SimConnect available. You have to install `FSX-SP2-XPACK.msi` for *Little Navconnect*.

FSX Steam Edition: The installation adds the folder `C:\Program Files (x86)\Steam\SteamApps\common\FSX\SDK\Core Utilities Kit\SimConnect SDK\LegacyInterfaces` where you can find the legacy SimConnect interfaces.

General

Little Navconnect acts as an agent that connects Little Navmap running on a remote computer with a flight simulator. This saves the complexity of setting up a remote SimConnect link and allows using *Little Navmap* on Linux, macOS or older Windows XP computers.

Little Navmap can connect to the flight simulator directly when running on the same computer as the flight simulator therefore the *Little Navconnect* agent is only needed for connecting a remote computer.

Usage

1. Install *Little Navconnect* on the flying computer. Start it and take note of the message that is printed in the logging window. You only need the colored values. You can use the IP address or the hostname. The program will automatically connect to the flight simulator using SimConnect, if found. If no simulator was found it will retry in 10 second intervals. *Little Navconnect* can print multiple IP addresses or hostnames depending on your network configuration. This can happen if you have ethernet plugged in and are connected using wireless LAN too, for example. You have to try all addresses if you are unsure which one to use. `localhost` and `127.0.0.1` will be used if you are not connected to a network.
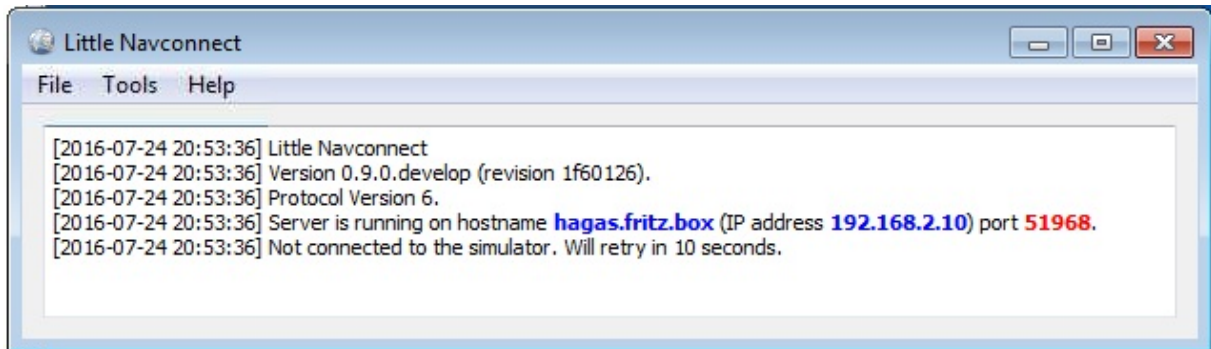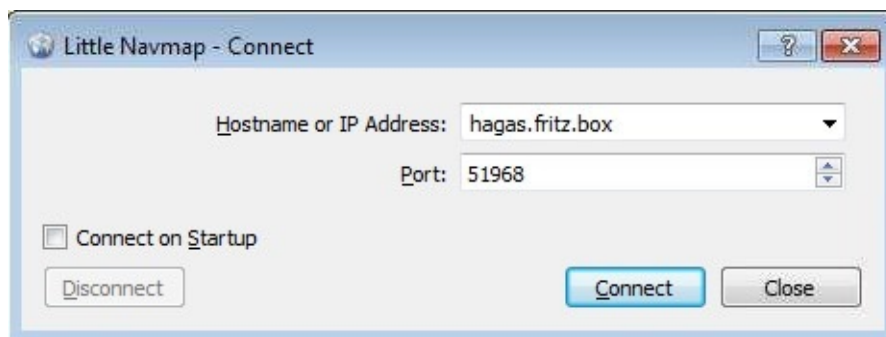

Picture above: *Little Navconnect* is running and waiting for a flight simulator.

Change the port in the `Options` dialog if you see an error message like shown below:

```
[2016-07-27 16:45:35] Unable to start the server: The bound address is already in
use.
```

2. Start *Little Navmap* on the client computer.

3. Open the connection dialog in *Little Navmap* by selecting `Main Menu` -> `Tools` -> `Flight Simulator Connection` .

Picture above: Connect dialog with correct values to access the *Little Navconnect* shown above.

4. Add the value for hostname. This can be either the hostname or the IP address printed by *Little Navconnect*. You can use `localhost` if all programs are running on the same computer.

5. Check the value for the port. `51968` is the default value and does not need to be changed usually.

6. Click connect. The dialog will close and *Little Navmap* will try to establish a connection in the background which can take some time, depending on your network. Your aircraft will show up on the map and on the `Simulator Aircraft` dock window once a flight is set up and loaded on the simulator. You will see the message `Connected. Waiting for update.` in the `Simulator Aircraft` dock window if no flight is loaded yet (i.e. the simulator still shows the opening screen). Note that it sometimes can take a while until an error is shown if you used the wrong values for hostname or port.

Menu

File -> Quit

Exits the application. Will ask for confirmation if there are still clients connected.

Tools -> Reset Messages

This will re-enable all dialogs that were disabled by clicking `Do not show this dialog again` or similar messages.

Tools -> Options

Opens the `Options` dialog which has only two settings:

- Update Time Interval: Allowed range is 100 milliseconds up to 2 seconds. *Little Navconnect* fetches data from Flight Simulator and sends it to all clients (i.e. *Little Navmap*) using this time interval. Increase this value if you get a warning message like shown below:

  ```
  [2016-07-27 16:45:35] Dropped more than 50 packages. Reason: Missing reply. Increase
  update time interval.
  ```

  Dropped packages can also appear if the *Little Navmap* cannot respond because a dialog is open.

- Network Port: This can normally be left at default. Change this value only if another application occupies this port and you get an error message like shown below when starting *Little Navconnect*:

  ```
  [2016-07-27 16:45:35] Unable to start the server: The bound address is already in
  use.
  ```

Help Menu -> Contents

Shows this help in your default web browser.

Help Menu -> About Little Navconnect

Shows version and revision number for *Little Navconnect*, also contains links to the configuration file, log file and the author's e-mail addresses.

Help Menu -> About Qt

Information about the Qt application framework that is used by _Little Navconnect.

How to report a Bug

If something goes wrong send me *Little Navconnect*'s log file and configuration file which both can be located in the about dialog. My e-mail address is shown in the about dialog of *Little Navconnect* as well.

Please add all steps that are neccessary to reproduce the error.

If you're concerned about privacy when sending log files: The log files will contain all paths (like your `Documents` directory) which will also include your username as a part of the path. They might also contain your computer's name IP address in your network.

In no case file names from anything else than flight simulator scenery or configuration files are included. No names or content of personal files is included in the log files.

I'd suggest to remove this information if you're concerned about it.

I strongly recommend to send the log files by PM or by email and not attach them to forum posts where they are publicly visible.

Files

Log files of *Little Navconnect* for Windows 7/8/10 are typically stored in the directory:

`C:\Users\YOURUSERNAME\AppData\Local\Temp`

The program keeps three log files and rotates these on each startup. So you can find up to three logs:

`abarthel-little_navconnect.log` , `abarthel-little_navconnect.log.1` and `abarthel-little_navconnect.log.2` .

All configuration files of my programs for Windows 7/8/10 are typically stored in the directory:

`C:\Users\YOURUSERNAME\AppData\Roaming\ABarthel`

There are one configuration file for this program:

`little_navconnect.ini` : INI style configuration file. Text file.

Acknowlegments

A big thank-you for all people supporting me throughout the beta phase, sending me their log files, screen shots, friendly messages and more.

Special thanks to Roberto for his valuable input.

Thanks to all in the forums who supported me and gave invaluable feedback during the public beta:

AVSIM, SimOuthouse, FlightX.net and FSDeveloper.com.

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Last update 2016-10-25