MSFS CamControl V 0.55.0.55

# Control the Sim Camera from an independent App

* The App supports many Cam functions in a more condensed space than the MSFS Cam Window
* However at the time of writing many functions in SimConnect are not (yet) working – so this App is to be considered as Work In Progress
* As soon as MSFS supports more it will be added to the App

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# Usage

* Deploy the release all zip content in a folder (no installer provided or needed)

Best is to start MSFS first, then the Bar (but the Bar should connect the sim in any case - MSFS turns green)

* Start MSFS2020 first and once the Main Menu is shown
* Start FS20\_HudBar.exe
* It attempts to connect to the Flight simulator in 5 sec intervals, but shows MSFS in red while it cannot connect

If you are using it the first time, there are some default profiles set.   
– just head straight to the Configuration and check the ones you like (right click the bar – Configure...)!

* **Right** Click the Bar and choose from the pop up menu
  + To **select** a Profile (1..10 - your names)
  + To **Configure**.. to check or uncheck the items to be shown
  + To **Exit** and stop the program
* The Hud can be shown as **Bar** or **Tile** or **Window** or **Borderless Window**  
  (to be changed in Configuration, default is Bar at the Bottom of the screen)
  + Bar: a full width window attached to the defined side of the screen
  + Tile: a window sized to accommodate the selected items  
    A Tile can be moved freely along the side where it is attached to
  + Window: like Tile but freely movable with a window bar
  + Window no border: like Tile but freely movable without window bar

# Limitations

Some aircraft do not provide or do not synchronize data with the Simulator as expected.   
Such aircrafts maintain their own internal models and act properly but do not share or interact well with the generic simulation where the CamControl takes the data from or sends commands to.

Other limitations are minor and are varying by aircraft – so you may find some issues for certain data items.

# What is shown

Fields can be selected to be shown in the Configuration Window

The sequence can be adjusted to your needs in Configuration

From the Left - MSFS indicates if the Bar is connected to the Simulation (**red** if not connected)

Then there are: Trim, Gear, Brakes (Park), Flaps

Followed by: Engine Values, GPS data, Aircraft data and Auto Pilot Indications, Checkpoint meters

See below for some of the items available

## Camera Management Console

A separate Window to control the Camera Views.

It is modelled to match the Views available in the Sim Camera Tool.  
*Hint: to see what is what open the Sim Camera tool and hit some buttons in the new Console – the Sim Tool will update accordingly*

**Open** the Console via RightClick Menu **Camera…**

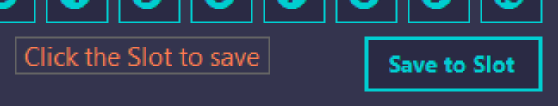
**Close** it with the X top right

The **View Icons** match according to the illustration to the right.

**Quick** Views are named as such.

**Free** Views are the **Drone** and the **External** Default Cameras

The **Cockpit** View goes with **Pilot**, **Instrument** and the **Quick** View.  
For the Pilot the 4 fixed positions are named (Pilot, Close, Land, CoPilot)

Except for the Free Views the preset camera POI is selected with a **numbered button 1..28**.   
Quick Views have 8, other Views according to the configuration of the plane (black numbers).

Starred ☼ Views

**Up to 60** saved views are available in the lower part of the Window

You may **save** the **current** view into one of the 6 Folders (**A..F**) - Slots (❶..❿), only the View is saved, not position, angle etc. when changed.

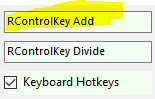
To **Save**, click ‘**Save to Slot’** and then the **Slot** to save to. To **Cancel** Save, click the Save button again.  
The red advice should then go away.

To **Recall**, click the **Folder/Slot** while not in Save mode.

Reset View

Sometimes it is helpful to **Reset** a View

HotKey Binding

**Show/Hide** can be assigned to a **keyboard shortcut**. It is also mapped to a MSFS command (ADF2\_FRACT\_DEC\_CARRY), both must be enabled in Configuration (see Hotkeys above).  
There is no label, it is two above the CheckBox for Keyboard Hotkeys (see Tooltip)  
Here I assigned it to <Right Control> + <Numpad+>, default it is empty.

NOTE: Sometimes switching Views or POIs may not change the first time, just hit the button again.  
I assume there is still quite a bit of WorkInProgress ™ by Asobo… as the Sim Tool does the same.  
Also note that I cannot retrieve the names of the POI views as shown in the Sim Window – we have to live with the numbers …

Another note: With SU9 **Custom Views** cannot be recalled via SimConnect Events – hopefully this will be resolved in another update of MSFS. (That would be the Folder Icon)

# Appendix:

## Issue Reporting:

In case you encounter a problem please include as much information as possible. Sometimes it is also relevant which aircraft you were using.

To get some helpful information the following procedure will create such output:

Locate where the application is stored (where you extracted the ZIP)

Create a file: HB\_DEBUG.txt

Usually **Right click** in the Explorer File list gives you a **New >**  
There choose Text Document and rename it to HB\_DEBUG.txt  
It is just an empty file to trigger debug output into a file DEBUG\_log.txt

Restart the HudBar and try to reproduce the problem

Exit the HudBar and include the DEBUG\_log.txt file in the failure report

It is a plain text file – so you can check the contents for anything you don’t like to be sent out.

Once done you may delete the HB\_DEBUG.txt file to no longer create debug output.

Issues can be reported directly via GitHub (or a Message in Flightsim.to)

<https://github.com/bm98/FS20_HudBar/issues>

<https://flightsim.to/file/16604/msfs-hudbar>