1) Create a text file in notepad within the 'Flight Simulator X/Modules/' folder alongside the FSUIPC4.dll called 'DodoSim206FSX.evt'  
  
2) Put the following text within the file:

|  |
| --- |
| **Code Sample** |
| [Events] 1=DODOSIM206FSX.ELECT\_FUEL\_PUMP1\_SET 2=DODOSIM206FSX.ELECT\_FUEL\_PUMP2\_SET 3=DODOSIM206FSX.WARNING\_HORN\_CB\_SET 4=DODOSIM206FSX.NAV\_LIGHTS\_SET 5=DODOSIM206FSX.DIFFICULTY\_LEVEL\_SET 6=DODOSIM206FSX.DIFFICULTY\_LEVEL\_INC 7=DODOSIM206FSX.DIFFICULTY\_LEVEL\_DEC 8=DODOSIM206FSX.HEAT\_VENT\_SET 9=DODOSIM206FSX.GENERATOR\_FIELD\_CB\_SET 10=DODOSIM206FSX.GENERATOR\_RESET\_CB\_SET 11=DODOSIM206FSX.DIR\_GYRO\_SET 12=DODOSIM206FSX.MASTER\_BATTERY\_SET 13=DODOSIM206FSX.GENERATOR\_SWITCH\_SET 14=DODOSIM206FSX.ANNUNCIATOR\_TEST\_SET 15=DODOSIM206FSX.WARNING\_MUTE\_SET 16=DODOSIM206FSX.TURBINE\_OVER\_TEMP\_TEST\_SET 17=DODOSIM206FSX.GPS\_DRIVES\_NAV1\_SET 18=DODOSIM206FSX.FUEL\_VALVE\_SET 19=DODOSIM206FSX.CAUTION\_LIGHT\_SWITCH\_SET 20=DODOSIM206FSX.ANTI\_ICE\_SWITCH\_SET 21=DODOSIM206FSX.HYDRAULICS\_SWITCH\_SET 22=DODOSIM206FSX.IDLE\_RELEASE\_SET 23=DODOSIM206FSX.TAXI\_LIGHT\_SWITCH\_SET 24=DODOSIM206FSX.TAXI\_LIGHT\_SWITCH\_OFF 25=DODOSIM206FSX.TAXI\_LIGHT\_SWITCH\_ON |

3) Open the FSUIPC.ini configuration file and look for a section called [Events].  If it isn't there, create one and enter the following data:

|  |
| --- |
| **Code Sample** |
| [EventFiles] 0=DodoSim206FSX |

4) Restart FSX and open the FSUIPC dialog. Press a button to set an event assignment as normal, and look at the event selection list.  You'll notice a new set of bindings at the top, preceded by a : character, i.e.:

|  |
| --- |
| **Code Sample** |
| :DODOSIM206FSX.ELECT\_FUEL\_PUMP1\_SET :DODOSIM206FSX.ELECT\_FUEL\_PUMP2\_SET :DODOSIM206FSX.WARNING\_HORN\_CB\_SET :DODOSIM206FSX.NAV\_LIGHTS\_SET ..etc.. |

5) When mapping a button to these functions, they require a parameter value.  As a rule, to set a switch off, use parameter 0, to set it on use 1.  Multi-position switches, such as the five position difficulty switch use parameters in the range 0-4, etc.  
  
It is probably advisable to use these settings where provided rather than default FS events because they will get trapped first by the Dodo and ensure correct behaviour.  