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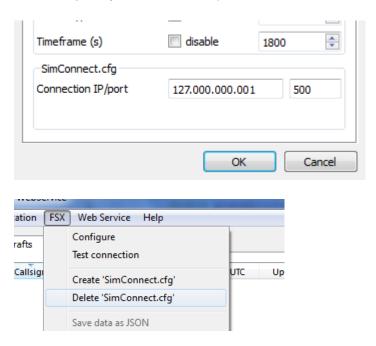
1 How to use

Since the application is mostly self-explanatory only features noteworthy are explained in this manual. Please also check the FAQs at the end of the document.

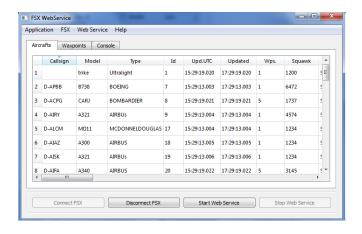
1.1 Starting and connecting with FSX

Basically there are two scenarios.

- 1. You are already having a valid SimConnect.cfg file in place: Just try to connect to FSX, if it is working, you are done.
- 2. There is no configuration file: You can create on from the program. Make sure you have configured the correct IP for you FSX's computer (or localhost 127.0.0.1 if this is the same computer you run FsxWs on).

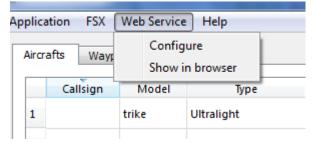


If the program is running correctly and you are connected to FSX (assumed you are on an FSX airport), the output will look like this.

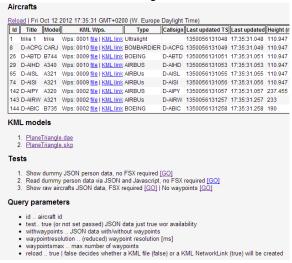


1.2 Starting the web server and testing it

Start the web service and open the browser for a test.



You should see something like this:



If you want you can now use FsxWs with VatGM.

2 FAQs

1. What can I do with the program?

You can use it as basis for a moving man with VatGM (bt

You can use it as basis for a moving map with VatGM (http://vatgm.codeplex.com/) or use it as data provider for your own KML / Web service based programs.

2. What is SimConnect.cfg?

Read: http://msdn.microsoft.com/en-us/library/cc526983.aspx#Thesimconnectcfgfile

3. What is VatGM?

Read here: http://vatgm.codeplex.com/