

# Remote User Interface Setup

## Download and Extract the Application Software

Create a folder in your Documents and label it "LG"

Download ADS-B-DisplayV34.zip from Canvas Studio Project and copy it to the LG folder

Right click the zip file, and select Extract All...

When the Select Destination window pops up, delete the ADS-B-DisplayV31 from the file path:

C:\Users\user\Documents\LG\ADS-B-DisplayV34

So that the file path looks like this:

C:\Users\user\Documents\LG\

Select "Extract"

\*\*This will take several minutes.

The highlighted yellow assumes the latest version of ADS-B Display.

## Download the following IDE:

Embarcadero C++Builder Community Edition

<https://www.embarcadero.com/products/cbuilder/starter>

Complete the account creation and accept the user agreement

The email provided will be emailed a Serial Number - this looks like a license key.

Complete the install using the default settings and using the Serial Number that was emailed to you..

Open the application by typing Rad Studio 12 in the windows search bar:



The application may run additional updates and setup procedures. Select the default options.


Close the C++ Builder Application

## Configuring OpenGL

Go to Components Folder in the ADS-B Display directory

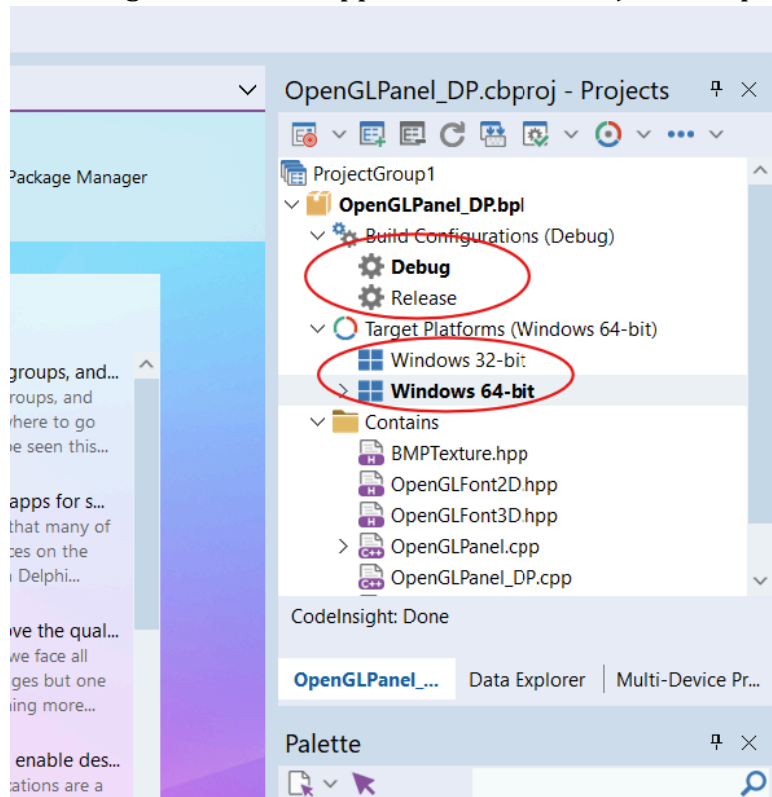
C:\Users\user\Documents\LG\ADS-B-Display\Components\OpenGLv0.5BDS2006\Component

Double click on the OpenGLPanel\_DP (the BCB Project File)

|  |                    |                  |       |
|--|--------------------|------------------|-------|
| __recovery   | 5/14/2025 10:56 PM | File folder      |       |
| BMPTexture.hpp   | 5/4/2025 10:28 PM  | BDS.hpp          | 3 KB  |
| OpenGLFont2D.hpp   | 5/4/2025 10:28 PM  | BDS.hpp          | 2 KB  |
| OpenGLFont3D.hpp   | 5/4/2025 10:28 PM  | BDS.hpp          | 2 KB  |
| OpenGLPanel.cpp  | 5/4/2025 10:28 PM  | BDS.cpp          | 29 KB |
| OpenGLPanel.h  | 5/4/2025 10:28 PM  | BDS.h            | 11 KB |
|  OpenGLPanel_DP | 5/4/2025 10:28 PM  | BCB Project File | 64 KB |
| OpenGLPanel_DP.cbproj.local  | 5/4/2025 10:28 PM  | LOCAL File       | 2 KB  |
| OpenGLPanel_DP.cpp   | 5/4/2025 10:28 PM  | BDS.cpp          | 1 KB  |
| OpenGLPanel_DPPCH1.h   | 5/4/2025 10:28 PM  | BDS.h            | 1 KB  |

This will automatically open the C++ Builder Application.

On the right side of the application in the Project Group:



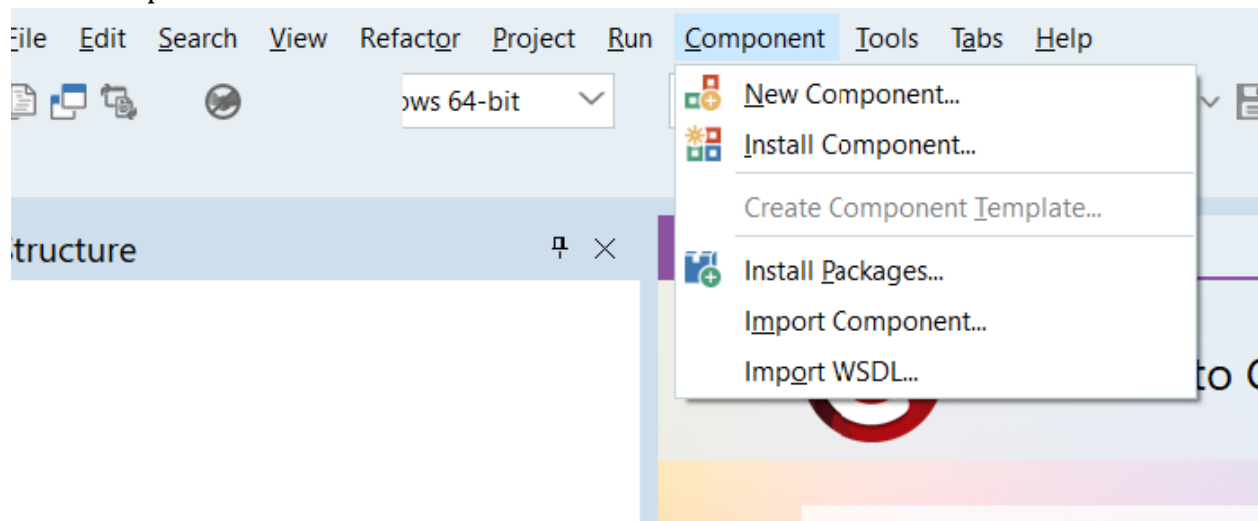
Right click Debug and select build

Right click Release and select build

Repeat the process for both both Windows 32-bit and Windows 64-bit Target Platforms

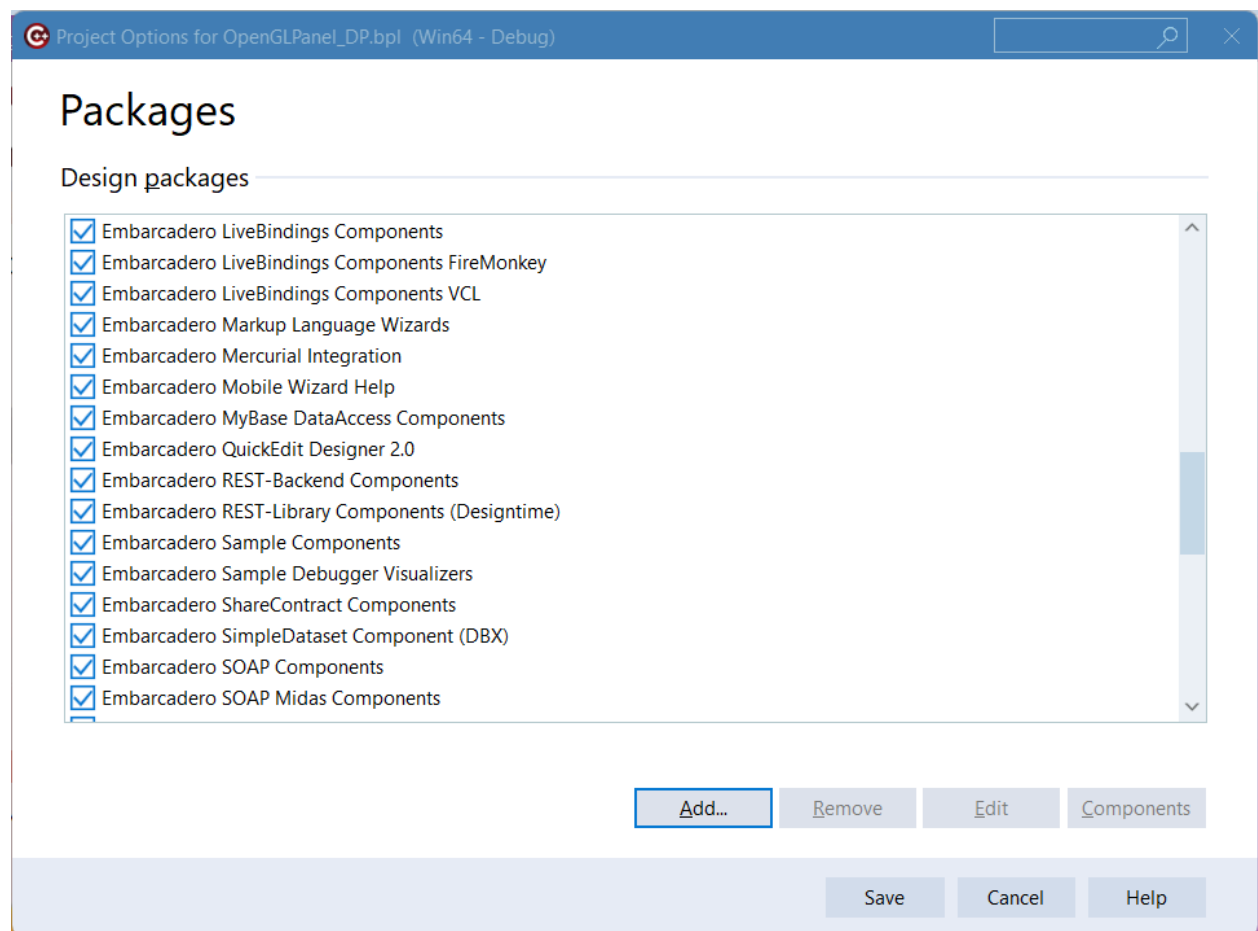
Note: The target platform can be toggled by simply double clicking on the desired one.

## Go to Components



## Select Install Packages

Then click on Add



Enter the path to the OpenGLPanel\_DP.bpl

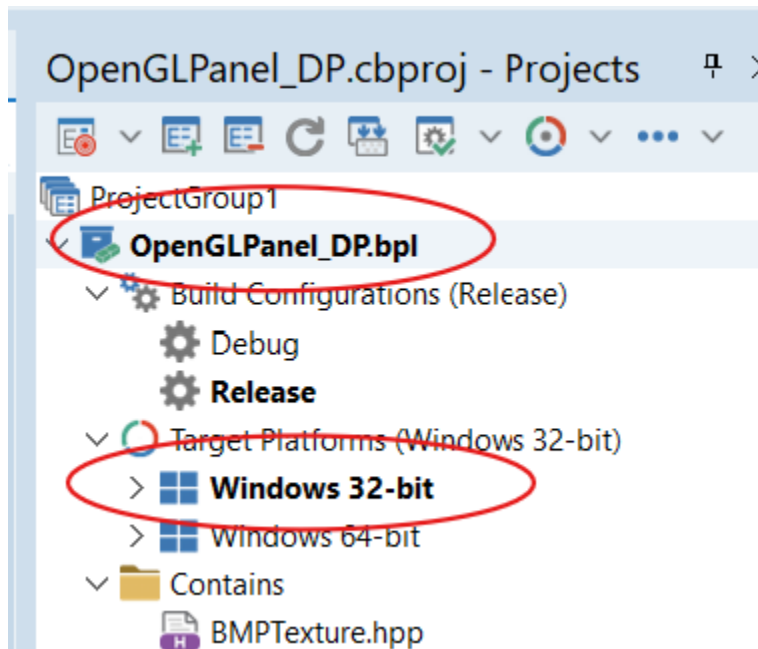
Note: This file is by default added to the Public Documents and is likely found in the following directory path:

C:\Users\Public\Documents\Embarcadero\Studio\23.0\BPL\Win64

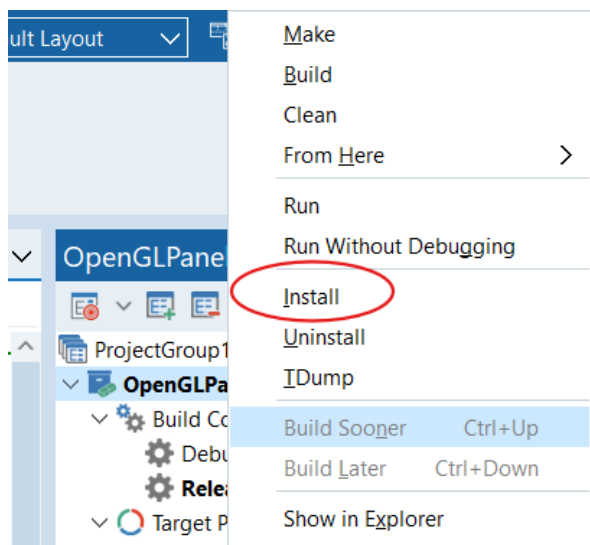
Select the OpenGLPanel\_DP.bpl and click Add or Okay.

Right click on OpenGLPanel\_DP.bpl

Note: Ensure the Windows 32-bit Target Platform is in Bold



Click Install

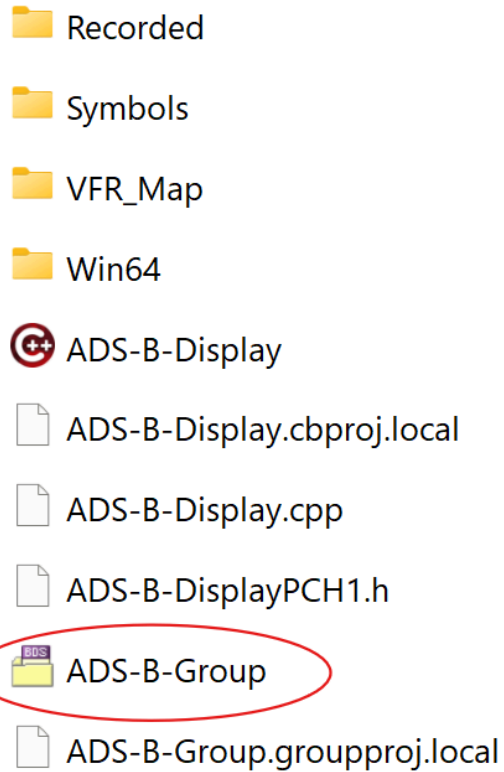


# Build the Application

Go back to the ADS-B Display directory

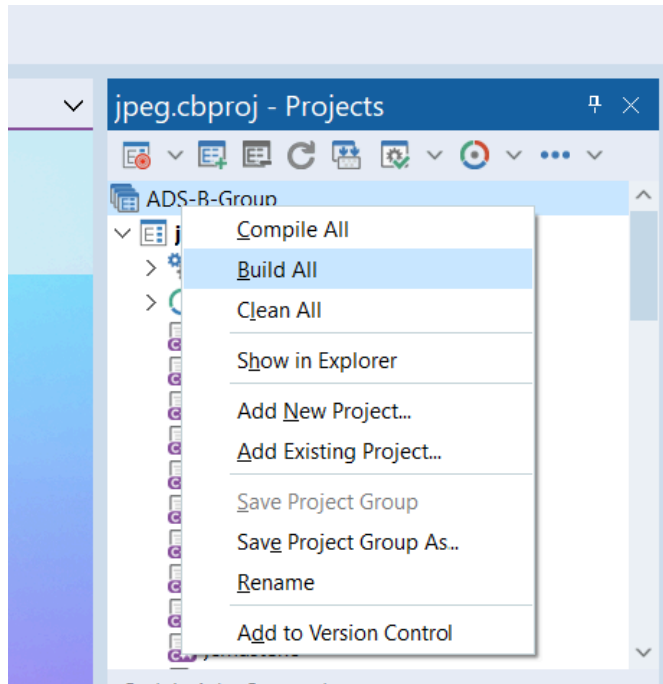
C:\Users\user\Documents\LG\ADS-B-Display

Double click ADS-B\_Group

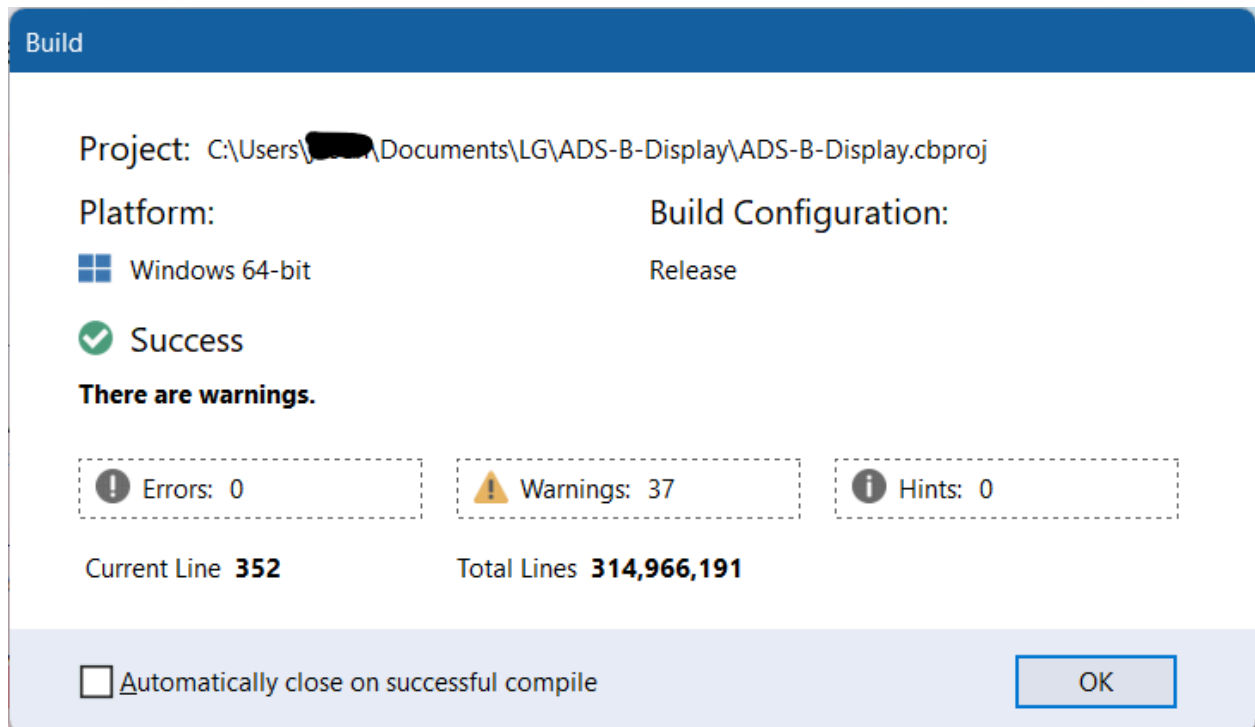


The C++ Builder will open.

Right click on ADS-B\_Group



Select Build All









Click OK

# Run the Remote User Interface

Go to C:\Users\user\Documents\LG\ADS-B-Display\Win64\Release

Select on the ADS-B-Display application

|   |                   |                    |                     |          |
|---|-------------------|--------------------|---------------------|----------|
|  | ADS-B-Display.d   | 5/15/2025 11:48 PM | D File              | 30 KB    |
|  | ADS-B-Display     | 5/15/2025 11:48 PM | Application         | 1,029 KB |
|  | ADS-B-Display.map | 5/15/2025 11:48 PM | Linker Address Map  | 2 KB     |
|  | ADS-B-Display.o   | 5/15/2025 11:48 PM | O File              | 16 KB    |
|  | ADS-B-Display.pdi | 5/15/2025 11:48 PM | PDI File            | 1 KB     |
|  | ADS-B-Display.res | 5/15/2025 11:48 PM | Compiled Resourc... | 127 KB   |

Note: If you have Antivirus Software, you may need to allow the use of certain files or features of the application (e.g., PNG files).