Installation Guide

Honeycomb Bravo configuration plugin for MacOS

Native Apple Silicon

For X-Plane 12

OpenSource



Run X-Plane 12 Apple Silicon compatible aircraft with Honeycomb Bravo controls, without needing Rosetta

Features

Assign commands for all rotary controls
Assign commands for all autopilot buttons
Assign datarefs for all annunciator lights
Assign datarefs for all autopilot button lights
Use Bravo switches to modify rotary and button behaviour

Built-in configs for all Laminar Research supplied aircraft

Uses JSON files to read/modify/create configs



Installation 1

Copy the Honeycomb directory to X-Plane 12/Resources/plugins

Open a terminal and go to the plugin directory.

Usually cd "<your user area>/X-Plane \12/Resources/plugins"

Run command "xattr -dr com.apple.quarantine ./Honeycomb"

Start x-plane (in apple silicon native mode)

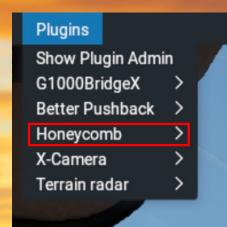
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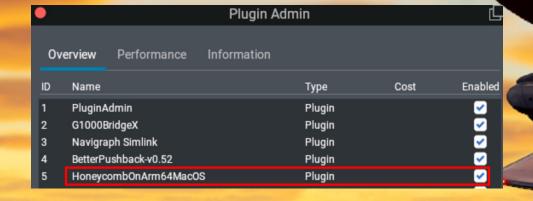
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Installation 2

In x-plane select your aircraft and start your flight

Go to the plugin menu and verify the Honeycomb plugin is present





- 1. Open the x-plane settings window
- 2. Select the joystick tab
- 3. Select the Bravo Throttle
- 4. Click 'Manage Profiles'
- 5. Click '+' to "Create new profile"
- 6. Call it something like BravoARM*

This profile will become the base config required for the plugin to work correctly and will be copied to each new aircraft that wants to use the plugin. The following pages describe how to set up the base config and how to apply it to each aircraft



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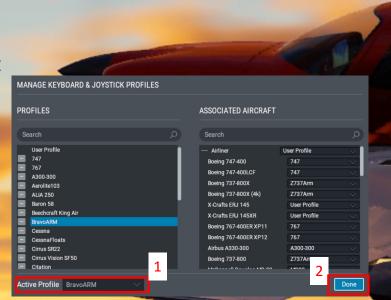


The next step will take a few minutes, but only is only done once.

During this step you will assign a plug-in reference to every Bravo

button, toggle and rotary control. This enables the plug-in to respond
to every button press, toggle press or rotary click and apply the correct
command based on the plane's configuration profile

- Ensure the steps on the previous page have been completed
- 1. Select the new base config in the 'Active Profile' dropdown
- 2. Press 'Done'
- 3. Go to the next page



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Installation 5

- Ensure the steps on the previous page have been completed
- 1. Click on the 'Edit' button for Switch 1
- 2. Go to the next page



*Ignore these values for now. Your config may look very different at this point. However, this is what it will look like when you have completed the current setup steps.

Installation 6

Ensure the steps on the previous page have been completed

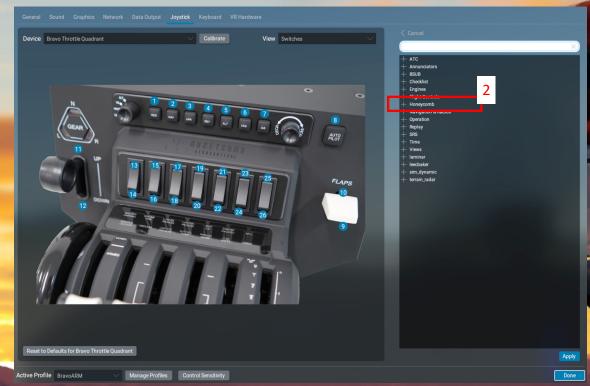
On my mac the command list always appears in a random order. To fix this

1. Enter a single character in the search box, then delete it.

This rearranges everything in hierarchical order, making it much easier to find the right Honeycomb command

- 2. Click the '+' next to Honeycomb and explore the structure underneath
- 3. Go to the next page



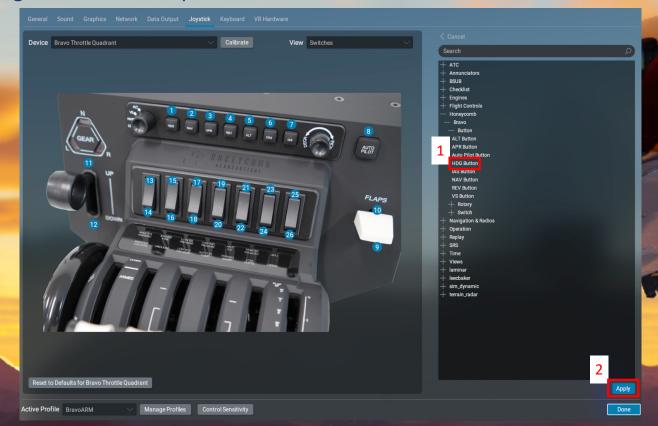


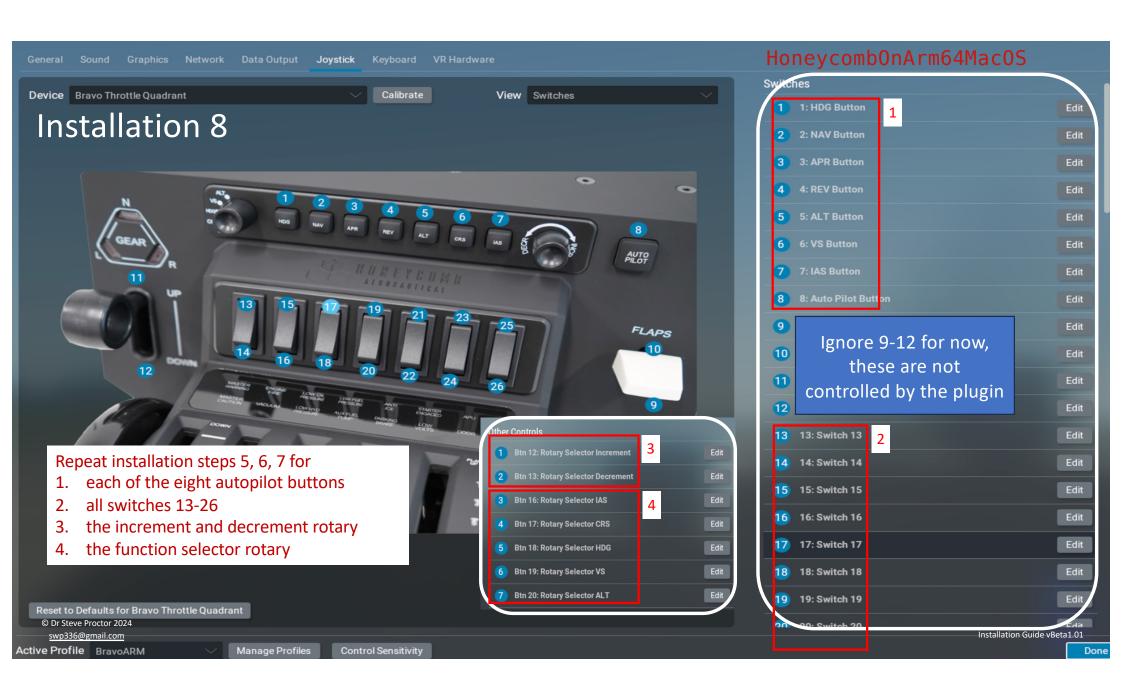
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Installation 7

- Ensure the steps on the previous page have been completed
- 1. Select the HDG Button option
- 2. Click apply
- 3. Go to the next page



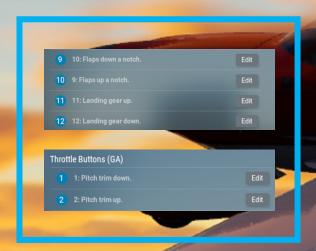


Installation 8a

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Make sure the previous step has assigned all the green-box items in your new base config (BravoArm or whatever you named it). Anything missing or mis-configured from the green box will case unexpected plug-in behaviour. Any Bravo control not listed in the green box is not managed by the plug-in and can be assigned any value you wish. These include the blue box items below, however the blue-box controls are commonly assigned to these commands, so may be useful to include in your base config.





Final step for this first aircraft

- 1. Ensure the new base config is selected in the 'Active Profile' dropdown (see Installation 4, graphic 1)
- 2. Click the 'Manage profiles' button at the bottom of the config window (see Installation 3, graphic 4)
- 3. Scroll to the bottom on the left-hand pane and click on 'Create new profile' (see installation 3, graphic 5)
- 4. Give the new profile a suitable name for this aircraft*

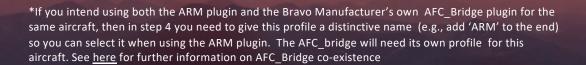
This creates a new profile specific to this aircraft, incorporating all the assignments from the base config

- 5. Ensure the new aircraft profile is assigned to this aircraft in the right-hand pane (see Installation 4, graphic 2)
- 6. Ensure the new aircraft profile is selected in the Active Profile box
- 7. Click 'Done' (see Installation 4, graphic 2)
- 8. Complete the plane's control assignments for throttle controls, flap controls, Gear up/down controls etc in the usual way.

Go Fly - see user guide for information on using the plugin assigned controls

This completes the plug-in installation and the setup of your first aircraft (see next page for configuring other aircraft to use the plugin).

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Configuring the 2nd aircraft and beyond to use the plug-in

1. Start your flight with an aircraft not previously configured to use the plug-in

- 2. Open the x-plane settings window at the joystick tab
- 3. Select the Bravo Throttle
- 4. Select the BravoArm profile
- 5. Follow the instructions on the previous page to create a new profile for this new aircraft

Go Fly - see user guide for information on using the plugin assigned controls



Installation - compatibility with AFC_Bridge

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AFC_Bridge is the plugin from Honeycomb Aeronatical, manufacturers of the Bravo throttle control and Alpha yoke. AFC_Bridge is primarily a windows configuration tool but a version runs on intel macs and can also run on apple silicon macs under Rosetta. Note, running a plug-in under Rosetta means X-Plane must also run under Rosetta, which can significantly degrade performance and frame-rate on an Apple Silicon Mac.

The HoneycomOnArm64 plugin described in this document can be installed alongside AFC_bridge on an apple silicon mac as they are mutually exclusive. When X-Plane is run in intel mode using Rosetta, it will pick up the AFC_Bridge plugin. When run in native apple silicon mode it will pick up the HoneycomOnArm64 plugin.

The json files used by HoneycombOnArm64 and AFC_Bridge are bespoke to each plugin and are not interchangeable. If you run both plugins, they each require their own json configuration file per aircraft. They will also require their own aircraft profile within X-Plane.

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