

# BlueTiger Game Motion Enable Instructions and Comments

Revised March 28, 2013

Update Notes 10/06/2014

Update 01/08/2015 for rFactor2

Update 02/13/2015 For Assetto Corsa

Update 02/13/2015 Comments added to match Instruction Manual

Update 02/19/2015 rFactor2 Windows 8 Motion Enabling

Update 03/10/2015 Added XP instructions for MSFX

## Software & Firmware Requirements for BlueTiger Simulator

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### BlueTiger PC Software Requirement

BTi Version 0.13 - 11/23/11

For racing or flight

BTi Version 0.18 – 10/14/2014

For Racing or Flight, enables Assetto Corsa

### BlueTiger Platform Firmware Requirement

BT1 Version 0.19.bin - 08/15/11

For racing or flight with momentary pause switch

BT1 Version 0.20.bin - 10/27/11

For racing with on/off pause switch

BT1 Version 0.21.bin - 12/16/11

For flight with on/off pause switch

BT1 Version 0.25.bin – 06/20/2014

For flight or racing with on/off pause.

Enables flight checkbox in BTi

BT1 Version 0.25M.bin – 08/06/2014

For flight or racing with on/off pause.

Enables flight checkbox in BTi

## Car Racing Titles

### Assetto Corsa

Requires BTi Version 0.18.

No modifications needed for movement with BlueTiger.

### iRacing

Highest level of technical accuracy and highly recommended.

No modifications needed for movement with BlueTiger.

### rFactor

Highest level of technical accuracy and highly recommended.

The following files have to be in rFactor plugins directory for motion to be enabled:

MPplugin.dll, 7/31/08

BTAPI.dll, 12/8/08

The plugins directory is typically:

C:\Program Files\rFactor\Plugins  
Or  
C:\Program Files (x86)\rFactor\Plugins

The following menu settings are recommended for rFactor and rFactor 2:

Set Controllers > Rates >	Look Ahead = 0%
	Head Movement = 0%
	Exaggerate Yaw = 0%

### **rFactor2, original 32bit version**

Highest level of technical accuracy and highly recommended.

Copy BTApi.dll to the root rFactor2 directory,  
Either C:\Program Files\rFactor2  
Or  
C:\Program Files (x86)\rFactor2

Copy BTPlugin.dll to the rFactor2 plugins directory,  
Either C:\Program Files\rFactor2\Plugins  
Or  
C:\Program Files (x86)\rFactor2\Plugins

### **rFactor2, 64bit / 32bit selectable version, build 860 to build 910**

Highest level of technical accuracy and highly recommended.

The rFactor2 selectable version has bin64 and bin32 directories. BlueTiger files can be copied into both directory structures. Unlike previous versions, BlueTiger files are copied only to the Plugins directory. Build 860 has a short time delay at the start of a race before motion is enabled by rFactor2.

64bit:

BTApi\_x64.dll is the 64bit version. Copy this to the c:\Program Files\bin64\Plugins directory.

BTPlugin\_x64 is the 64bit version. Copy this to the c:\Program Files\bin64\Plugins directory.

The root directory may be c:\Program Files (x86) instead of c:\Program Files.

32bit:

BTApi.dll used with the original rFactor2 is still correct for this version. Copy this to the c:\Program Files\bin32\Plugins directory (not to the root directory).

BTPlugin.dll is still correct for this version. Copy this to the c:\Program Files\bin32\Plugins directory.

The root directory may be c:\Program Files (x86) instead of c:\Program Files.  
To enable the 32 bit version you must go to the rFactor Launcher and find the Advanced icon which looks like a gear. Then look for "Use 32 bit executables" check box. Checking this box causes the 32 bit versions to run.

You can have both 32 bit and 64 bit BlueTiger files in the directory structure and the program doesn't care.

### **rFactor2, 64bit / 32bit selectable version, build 910 For Windows 8**

Highest level of technical accuracy and highly recommended.

The rFactor2 selectable version has bin64 and bin32 directories. BlueTiger files can be copied into both directory structures. Unlike Windows 7, with Windows 8 the files go into different directories.

64bit:

BTApi\_x64.dll is the 64bit version. Copy this to the c:\Program Files\bin64 directory.  
BTPlugin\_x64 is the 64bit version. Copy this to the c:\Program Files\bin64\Plugins directory.

The root directory may be c:\Program Files (x86) instead of c:\Program Files.

32bit:

BTApi.dll used with the original rFactor2 is still correct for this version. Copy this to the c:\Program Files\bin32 directory (not to the root directory).

BTPlugin.dll is still correct for this version. Copy this to the c:\Program Files\bin32\Plugins directory.

The root directory may be c:\Program Files (x86) instead of c:\Program Files.

To enable the 32 bit version you must go to the rFactor Launcher and find the Advanced icon which looks like a gear. Then look for "Use 32 bit executables" check box. Checking this box causes the 32 bit versions to run.

You can have both 32 bit and 64 bit BlueTiger files in the directory structure and the program doesn't care.

Both 64 bit and 32 bit versions have been tested with Windows 8 and motion is enabled.

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The following menu settings are recommended for rFactor and rFactor 2:

Set Controllers > Rates >

Look Ahead = 0%

Head Movement = 0%

Exaggerate Yaw = 0%

### **ARCA Sim Racing**

Copy btapi.dll and mpPlugin.dll to the Arca SimRacing Plugins directory usually C:\Program Files\Arca Remax\Plugins).

### **Live for Speed**

In the root Live for Speed directory there should be a file named cfg.txt. Edit that file and change the following configuration items to reflect these settings:

OutSim Mode 1

OutSim Delay 1

OutSim IP 127.0.0.1

OutSim Port 55556

OutSim ID 0

### **NASCAR Racing 2003**

No modifications needed for movement with BlueTiger.

### **Race07**

No modifications needed for movement with BlueTiger.

Select 3840 x 1024 graphics when game first begins for enabling triple monitor.

Seems easier to drive using paddle shifters.

Normal BTi motion settings need to be increased

### **GTR Evolution**

No modifications needed for movement with BlueTiger.

### **GTR2**

No modifications needed for movement with BlueTiger.

### **GT Legends**

No modifications needed for movement with BlueTiger.

## **DiRT**

### **DiRT 2**

In the game's program directory there is a directory named "system".

In that directory there is a file named "hardware\_settings\_config.xml".

Edit the file and change the line that starts with "<motion enabled=" to:

```
<motion enabled="true" ip="127.0.0.1" port="55557" delay="1" extradata="0" />
```

It may also be necessary to change the similar file that exists in the directory:

C:\Documents and Settings\All Users\Documents\Codemasters\DiRT\hardwaresettings

There are differences between XP, Vista, and Win7

For Vista and Win7 the directory structure is more likely to be:

C:\users\*your computer*

*name*\mydocuments\mygames\Codemasters\DiRT\hardwaresettings

### **DiRT 3**

To Enable Motion:

In the game's program directory, there is a directory named "system."

In that directory, there is a file named "hardware\_settings\_config.xml".

Edit the file and change the line that starts with "<motion enabled=" to:

```
<motion enabled="true" ip="127.0.0.1" port="55557" delay="1" extradata="0" />
```

It is also be necessary to change the similar file that exists in the XP directory:

C:\Documents and Settings\All Users\Documents\Codemasters\DiRT3\hardwaresettings

There are differences between XP, Vista, and Win7

For Vista and Win7 the directory structure is more likely to be:

C:\users\*your computer*

*name*\mydocuments\mygames\Codemasters\DiRT3\hardwaresettings

## **GRID**

In the GRiD program directory, there is a directory named "system."

In that directory, there is a file named "hardware\_settings\_config.xml".

Edit the file and change the line that starts with "<motion enabled=" to:

```
<motion enabled="true" ip="127.0.0.1" port="55557" delay="1" extradata="0" />
```

It is also necessary to change the similar file that exists in the XP directory:

C:\Documents and Settings\All Users\Documents\Codemasters\GRiD\hardwaresettings

There are differences between XP, Vista, and Win7

For Vista and Win7 the directory structure is more likely to be:

C:\users\*your computer name*\mydocuments\mygames\Codemasters\GRiD\hardwaresettings

### **F1 2010**

In the game's program directory, there is a directory named "system."

In that directory, there is a file named "hardware\_settings\_config.xml".

Edit the file and change the line that starts with "<motion enabled=" to:

```
<motion enabled="true" ip="127.0.0.1" port="55557" delay="1" extradata="0" />
```

It is also necessary to change the similar file that exists in the XP directory:

C:\Documents and Settings\All Users\Documents\Codemasters\FormulaOne2010\hardwaresettings

There are differences between XP, Vista, and Win7

For Vista and Win7 the directory structure is more likely to be:

C:\users\*your computer name*\mydocuments\mygames\Codemasters\FormulaOne2010\hardwaresettings

### **F1 2011**

To enable motion:

In the game's program directory there is a directory named "system".

In that directory there is a file named "hardware\_settings\_config.xml".

Edit the file and change the line that starts with "<motion enabled=" to: <motion enabled="true" ip="127.0.0.1" port="55557" delay="1" extradata="0" />

It is also necessary to change the similar file that exists in the XP directory:

C:\Documents and Settings\All Users\Documents\Codemasters\FormulaOne2011\hardwaresettings

There are differences between XP, Vista, and Win7

For Vista and Win7 the directory structure is more likely to be:  
C:\users\*your computer name*\mydocuments\mygames\Codemasters\  
FormulaOne2011\hardwaresettings

## **F1 2013**

This game was obtained for testing by download using Steam. So, the “download” directory stands in for wherever you decide to download the game.

To find the “system” directory look for:  
download\SteamLibrary\SteamApps\common\f12013\system

In the system directory there is a file named "hardware\_settings\_config.xml".

Edit the file and change the line that starts with "<motion enabled=" to:  
<motion enabled="true" ip="127.0.0.1" port="55557" delay="1" extradata="0" />

It is also be necessary to change the similar file that exists in the WIN7 directory:  
c:\Users\*your computer name*\My Documents\My  
Games\FormulaOne2013\hardwaresettings

This game was not installed on a Vista or XP platform so differences in directory structure are not known.

## **Richard Burns Rally**

If installing from the DVD:  
DO NOT ACCEPT THE AUTO RUN “setup.now” install.

Go to the DVD manually and run setup.exe!

For triple monitor resolution:

Look for file RichardBurnsRally.ini where game is installed:

This is typically in c:\program files (x86)\SCi Games\Richard Burns Rally.

For BlueTiger triple monitors: in the .ini file change the resolution as follows:

XRes = 3840  
YRes = 1024

Run game to see that you have triple monitors working.

Then go to the DVD and find patches directory. Run the 1.02 patch from the DVD.

Now enable motion:

In directory c:\program files (x86)\SCi Games\Richard Burns Rally\Plugins  
Copy file BTRBRPlugin.dll to the plugins directory.

Copy the BTApl.dll file to where the other .dll files are located.

This is typically in c:\program files (x86)\SCi Games\Richard Burns Rally.

### **BMW M3 Challenge**

Requires BTI Version 0.13 or greater.

If needed, copy BMW\_m3\_challenge.zip from DVD to hard drive to any directory created for the purpose of holding the file.

Such as C:\bmw\_m3\_challenge

Right click on file and extract to the directory created just for holding the file.

You must run the game before enabling motion. When you run the game enter a user name. This name will show up later as part of a file name.

Enable Motion:

Go to the directory where the game was installed using windows explorer and look for a subdirectory "UserData". In this directory there should be a file that ends in PLR and has the player name you provided to the game. For instance I used bluetiger as the player name and so my file was named bluetiger.PLR. Inside this file is one line that needs to be changed. Here is the line you need to find.

Write Shared Memory="0" // Write game data to shared memory area

It is too hard to find the line manually, use wordpad, for example, and "find" "write".

The first instance of "write" is the line you are looking for.

You will need to set Wordpad to look for ALL files.

The problem with the line in the default file is that Write Shared Memory is set = to "0" instead of "1".

Change the "0" to "1" and save the file.



Now motion is enabled.

### **Need for Speed: Shift**

Install Need for Speed SHIFT English version.

You must also download Need For Speed SHIFT Patch 1.02 to enable motion.

Requires BTi Version 0.13 or greater.

### **Flight Titles**

An alternate version of the BlueTiger Interface (BTi) program is available that allows the user to select a “checkbox” for Fight or Racing. Selection of the Flight checkbox causes the motion of the simulator to be smoothed at the maximum range of movement position. The BTi “Flight checkbox” program is pre-installed and shipped standard in all simulators ordered with flight controls. Contact BlueTiger for additional information.

It is recommended for all flight games titles that the initial BTi settings be:

Set a “Flight profile” in the BTi check box

Range of motion:	100%
Dynamic Forces Pitch:	0%
Dynamic Forces Roll:	0%
Dynamic Forces Heave:	0%
Physical Position Pitch:	100%
Physical Position Roll:	100%
Impulse:	100%

### **Strike Fighters Gold**

Copy the downloaded file to the hard drive, if needed.

SFG\_web\_setup.exe

Run this file to install.

Copy the 2008 update file to the hard drive if needed.

SFG\_Update\_Oct2008b.exe

Execute this file. If the base install is already at the 2008 level it will let you know the game is already updated and you don't need it.

Copy file SFG\_Update\_BlueTiger.exe to the hard drive if needed.

Execute this file. This file is what will enable motion.

The BlueTiger update (SFG\_Update\_BlueTiger.exe) will install the following three files:

BlueTiger\_QuoteRequest\_ThirdWire.pdf  
BTApi.DLL  
Readme\_BlueTiger.txt  
System\ExporterBlueTiger.DLL

to your game folder, and change a single line in the Startup.ini to read:

ExporterDLL=ExporterBlueTiger.DLL

### **Wings Over Vietnam**

The BlueTiger only works with Oct 2008 or newer versions of the game.

If your version number (shown on the lower right corner of the main game screen) does not show the date, or shows a date earlier than Oct 2008, please run the Oct 2008 Update available on downloads section of the website at <http://www.thirdwire.com>

The BlueTiger update (WOV\_Update\_BlueTiger.exe) will install the following three files:

BlueTiger\_QuoteRequest\_ThirdWire.pdf  
BTApi.DLL  
Readme\_BlueTiger.txt  
System\ExporterBlueTiger.DLL

to your game folder, and it will change a single line in the Startup.ini to read:

ExporterDLL=ExporterBlueTiger.DLL

### **Wings Over Europe**

The BlueTiger only works with Oct 2008 or newer versions of the game.

If your version number (shown on the lower right corner of the main game screen) does not show the date, or shows a date earlier than Oct 2008, please run the Oct 2008 Update available on downloads section of the website at <http://www.thirdwire.com>

Copy the download file to the hard drive, if needed.

WOE\_web\_setup.exe

Run this file to install.

Copy the 2008 update file to the hard drive if needed.

WOE\_Update\_Oct2008b.exe

Execute this file. If the base install is already at the 2008 level it will let you know the game is already updated and you don't need it.

Copy file WOE\_Update\_BlueTiger.exe to the hard drive if needed.

Execute this file. This file is what will enable motion.

The BlueTiger update (WOE\_Update\_BlueTiger.exe) will install the following three files:

BlueTiger\_QuoteRequest\_ThirdWire.pdf  
BTApi.DLL  
Readme\_BlueTiger.txt  
System\ExporterBlueTiger.DLL

to your game folder, and it will change a single line in the Startup.ini to read:

ExporterDLL=ExporterBlueTiger.DLL

### **Wings Over Israel**

The BlueTiger only works with Oct 2008 or newer versions of the game. If your version number (shown on the lower right corner of the main game screen) does not show the date, or shows a date earlier than Oct 2008, please run the Oct 2008 Update available on downloads section of the website at <http://www.thirdwire.com>

The BlueTiger update (WOI\_Update\_BlueTiger.exe) will install the following three files:

BlueTiger\_QuoteRequest\_ThirdWire.pdf  
BTApi.DLL  
Readme\_BlueTiger.txt  
System\ExporterBlueTiger.DLL

to your game folder, and it will change a single line in the Startup.ini to read:

ExporterDLL=ExporterBlueTiger.DLL

### **First Eagles**

Copy the download file to the hard drive, if needed.

FE\_web\_setup.exe

Run this file to install.

Copy the 2008 update file to the hard drive if needed.

FE\_Update\_Oct2008.exe

Execute this file. If the base install is already at the 2008 level it will let you know the game is already updated and you don't need it.

Copy file FE\_Update\_BlueTiger.exe to the hard drive if needed.

Execute this file. This file is what will enable motion.

The BlueTiger update (FE\_Update\_BlueTiger.exe) will install the following three files:

BlueTiger\_QuoteRequest\_ThirdWire.pdf

BTApi.DLL

Readme\_BlueTiger.txt

System\ExporterBlueTiger.DLL

to your game folder, and it will change a single line in the Startup.ini to read:

ExporterDLL=ExporterBlueTiger.DLL

### **Microsoft Flight Simulator X**

To be able to see directories so you can copy files you must:

Go to set folder options in Win 7 control panel.

Start > Control Panel > Folder Options > View

For the category Hidden Files and Folders. Check this so it will "Show" Hidden Files and Folders.

Uncheck "Hide Protected Operating System Files".

Use Apply and OK

Now go to the following directory using windows explorer to be sure it is visible.



The BASE directories are:

C:\Program Files\Eagle Dynamics\Ka-50\

Copy the files export.lua and Config.lua to BASE\Config\Export\

Copy the files lua51.dll and BTLuaApi.dll to BASE\bin\stable\

Configure Video

### **Lock On: Flaming Cliffs 2**

Install the Modern Warfare DVD first  
Then Install the Flaming Cliffs 2 DVD.

To enable motion:

On the shipped systems, the BASE directories are:

C:\Program Files\Eagle Dynamics\LockOn Flaming Cliffs 2\

Copy the files export.lua and Config.lua to BASE\Config\Export\

Copy the files lua51.dll and BTLuaApi.dll to BASE\bin\x86\stable\

Note: the x86 directory between bin and stable shows up in Flaming Cliffs 2 but does not show up for the similar Black Shark game directory architecture.

## **Military Training Titles**

### **VSB2 – JCOVE**

To enable motion, copy this file (btjc.dll) to the JCOVE-Lite plugin directory.  
This file needs to be in the directory C:\Bohemia Interactive\JCOVE\plugins.

## **Ride Simulation Titles**

### **No Limits Roller Coaster**

Requires No Limits Roller Coaster Full Release v1.8.  
No Limits needs at least BTi (0.13).

With this roller coaster game, the BTi settings are very important for best simulation and to avoid bottoming out against the BlueTiger's physical hard limit of movement. The roller coaster simulation is very very visual.

Select a "Flight profile" in the BTi checkbox.

The best simulation is with:

Dynamic Forces Pitch:	0%
Dynamic Forces Roll:	0%
Dynamic Forces Heave:	0%
Physical Position Pitch:	50%
Physical Position Roll:	100%
Impulse:	100%

end of list