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## SETTING UP X - SIM

The Subtitle of Your Manual | Author Name  
X-Sim is a Free Motion Simulator Software Written By Martin Wiedenbauer

# SETTING UP X – SIM FOR THE FIRST TIME

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## THE X-SIM SOFTWARE

Once you have downloaded and installed your X-Sim software you are now looking at all the programs and are wondering now what do I do next? By following these steps from start to finish we hope to have your simulator running with your favorite game. A note must be taken that this is only a guide for one type of set up. But with enough information provided this will teach the basics that is needed to grasp X-Sim and you should be able to shape it to your needs.

## OVERVIEW OF THE FORCE SENDER

The Force Senders main use is to gather information from a game plug-in or the injector and send it to the Force Profiler. Here we must decide how we are going to run the software. We can either run with Sender on one pc and profiler on another running the motor/actuators or have it all combined on one pc. The steps for doing this is basically the Sender steps are done on the PC with the Sender installed and the Profiler is completed on the other. To keep it simple we will follow the rule that all programs are installed with one PC.

## SETTING UP A TEST WITH THE TESTPLUG IN

First we can test the sender's communications with the TestPlugin, which can be found by selecting "Choose official developer plugin". Then select "TestPlugin. You will no if you got the right one because a window will pop up with 20 sliders within it.

Now take some time to familiarize oneself with the controls. For example slider "21" has 2 values ("1000","1000") the top one is the maximum positive value and the bottom one is the maximum negative value. We can control this value now by simply moving the slider with the mouse and this will send the slider's value to the profiler in real-time. As well the buttons underneath the slider are used for control as well. Now press the button under slider 21 labeled "auto", you will notice the slider start to move into the positive value then reach the maximum value and cycle down to the maximum negative and so on until once again you press the "auto" button and the slider stops. Now press the "0" button and you will notice the slider returns to centre which is a value of

0. Now since all motion is not done at the same speeds we need to simulate different speeds this is done by starting the slider moving again, By pressing “auto”, and moving the small slider under the “auto” button. Slide it left and the value changes more rapidly and move it to the right the value slows. Ok now we can control value and the speed the value is changing. The other two buttons are self explanatory and one starts all sliders moving and the other stops all sliders from moving.

## EXAMPLE TEST SETUP – STEP 1.

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**\*\*\* Note that this is for a 2dof Sim using motors/actuator mount at the rear and both motors spin in the same direction \*\*\***

Aim: Setting up a 2dof emulation test in Sender to show movement data in the force profiler.

- Open Force Sender
- Select “Choose official developer plugin” then Select Test Plugin.
- Select “Slider 21”. Change values to +100000,-100000.
- Select “Slider 22”. Change values to +100000,-100000.
- Select “Slider 23”. Change to the same as the above values.

Ok now with 3 pretend forces set in our testplugin we need to tell the Force Sender where the Force Profiler is to be run from. If not on same pc set the “IP of Force-Profiler2” to the ip address of the other pc or if running of the same pc the Force Profile picks up the Sender automatically. Next force test purpose there not need to fill in anything else.

- Press “Try send data.”

Ok that’s the Senders end finished.

Ok theres a lot more that can be done in Setting up the Sender but will be explained later in Setting a Game to run in X-Sim.

## OVERVIEW OF THE FORCE PROFILER



## CREDITS AND VERSION INFORMATION

<u>Version</u>	<u>Editor</u>	<u>Change</u>	<u>Date</u>
1.0			

\*Thanks to Martin Wiedenbauer for creating and sharing the X-Sim software with the world!