

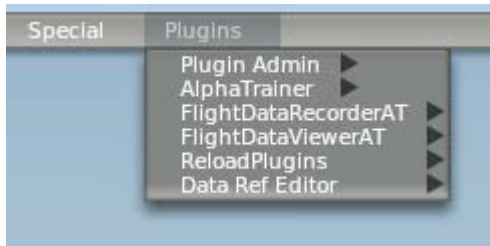
FlightDataRecorderAT v4.00 Plugin

Installation

Copy the “FlightDataRecorderAT” folder into the X-Plane “\Resources\plugins” folder.

FlightRecorderAT Usage

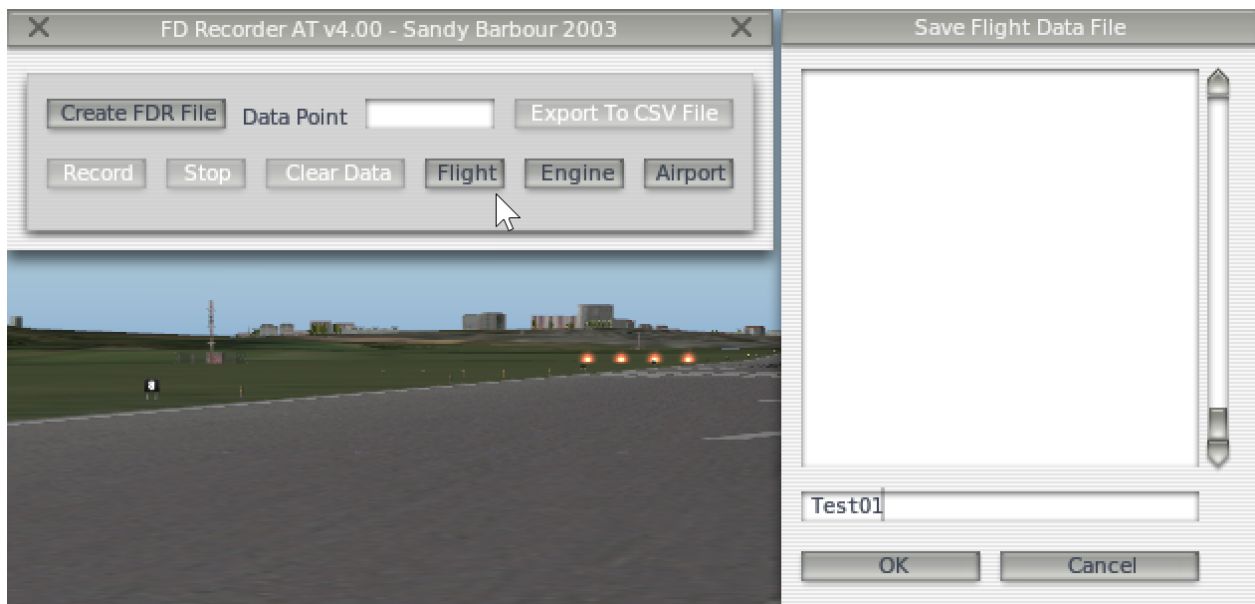
Select the “Plugins” Menu, then select “FlightDataRecorderAT”.
This will start the plugin control panel.



In the floating menu select “Run”.

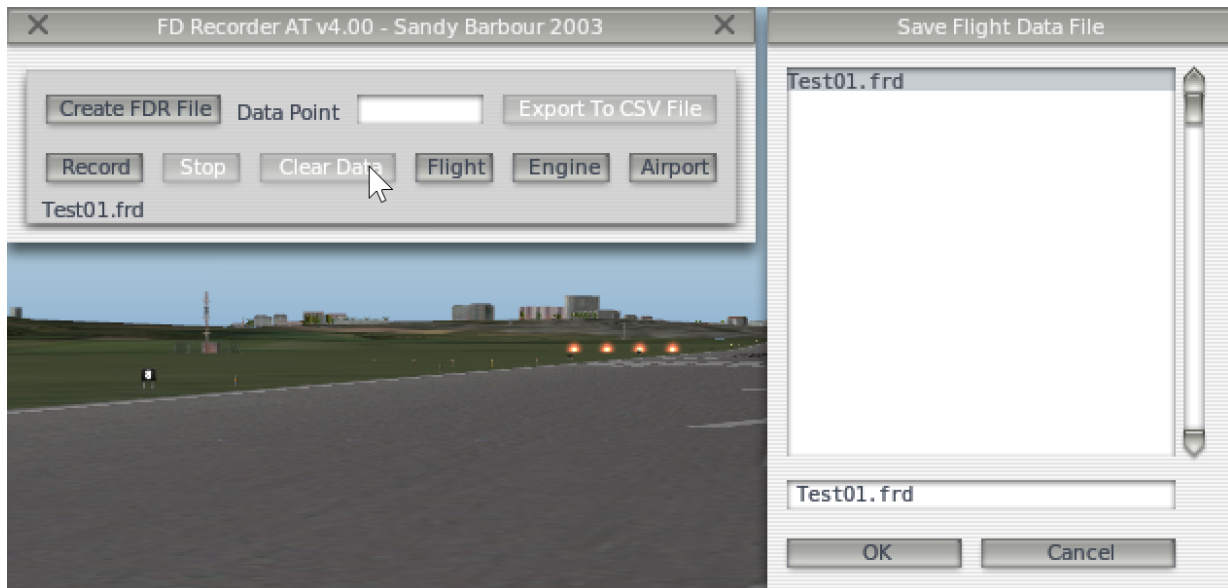


Select the “Create File” button and name the file that you want the data to be written to.



Select the “OK” button on the windows dialog.

If the file is already present then it will be overwritten.
It is a good idea to keep a copy of the files in a separate folder.



Once you are ready select the “Record” button, the Data Point text box will show the frames as they are being recorded.

After you have done a test flight select the “Stop” Button.
The .fdr file is saved at this point.

If you are interested in using the CSV file data for your spreadsheet then use the “Export To CSV File” button.

This will convert the .fdr file to a .csv file.

The file will have the original file name, but with a .csv extension.

So the csv file for Test01.frd would be Test01.csv.

Both the .fdr and .csv files are stored in the current aircraft’s folder.

The “Clear Data” button will clear all recorded data.

The “Airport” button will place the aircraft at the Airport setting in the INI file..

The “Flight Data and Engine Data” buttons will show you the data that is being collected, but will have an effect on the frame rate.



The recorder tries to maintain a record rate of 25Hz (25 frames per second) so having the “Flight Data” and “Engine data” closed helps it to maintain it.

It is better if the Xplane frame rate is greater than 25 fps, this is the recorder capture rate. If the Xplane frame rate is below 25fps then the recorder may not maintain 25 frames captured per second.

To hide the “Flight Data” press the “Flight Data” button again.

To hide the “Engine Data” press the “Engine Data” button again.

You may have to press the button twice as the first press will bring the keyboard focus to the control panel.

Use “Plugins”, “FlightDataRecorderAT”, “Show” to display the control panel.
Use “Plugins”, “FlightDataRecorderAT”, “Hide” to hide the control panel.

To exit the plugin control panel select “Plugins”, “FlightDataRecorder”, “Quit”.
You can also exit the plugin by clicking on the crosses on the control panel.



There is an FDRUserPreferences.ini file for the FlightDataRecorderAT plugin.
The location of this is in the current aircraft folder.

These are the contents for the ATSport Aircraft.

[This file is for ATSport]

[CONFIG_DATA]

DebugLoggingEnabled = 0

Set to 1 for enabled and 0 for disabled.

DebugLoggingLevel = 0

This can be a value between 1 to 4 to determine how much logging data is returned.
0 disables, 1 is less debugging data, 4 is more debugging data.

DebugViewEnabled = 0

This is used with a window program called DebugView.

Set to 1 for enabled and 0 for disabled.

DebugViewLevel = 0

Set to 1 or 0

TransparentDataDisplay = 0

Set to 1 for enabled and 0 for disabled.

If enabled the Data Displays will be transparent.

FileListBoxNameAdded = 0

The FlightDataRecorder Create File button uses a list box.

The list box contains all the recorded fdr files.

Set this to 1 if you want the first one in the list to appear in the text box.

Set this to 0 if you want the text box to be blank.

AirportID = EGPH

Set this to airport that you want to return to when Airport button is clicked.

[AIRCRAFT_DATA]

AircraftName = AlphaTrainer

This is to let the plugin know that this aircraft can be used with AT.

Use the aircraft name from PlaneMaker here.

E.G for the T-2C

[AIRCRAFT_DATA]

AircraftName = North American T-2C Buckeye NAVY