

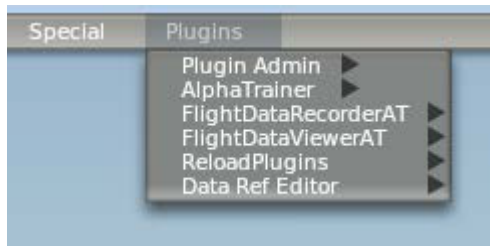
## FlightDataViewerAT v4.00 Plugin

### Installation

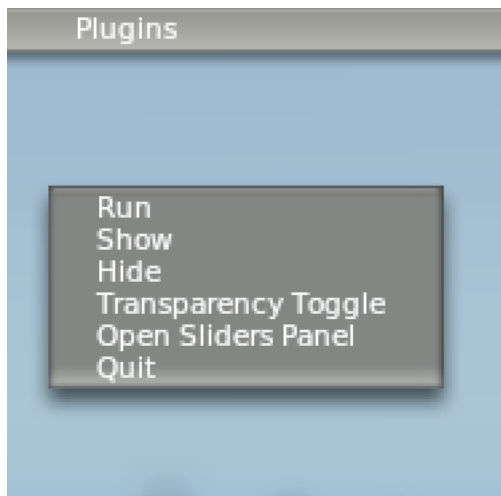
Copy the “FlightDataViewerAT” folder into the X-Plane “\Resources\plugins” folder.

### FlightDataViewerAT Usage

Select the “Plugins” Menu, then select “FlightDataViewerAT”.

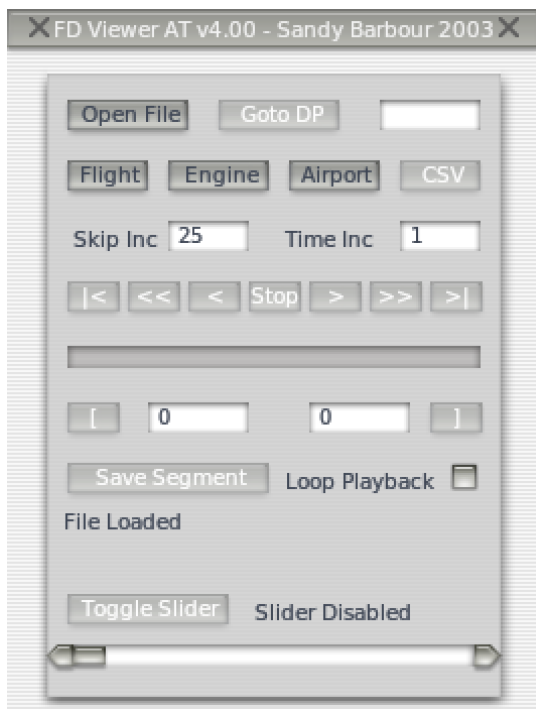


In the floating menu select “Run”.

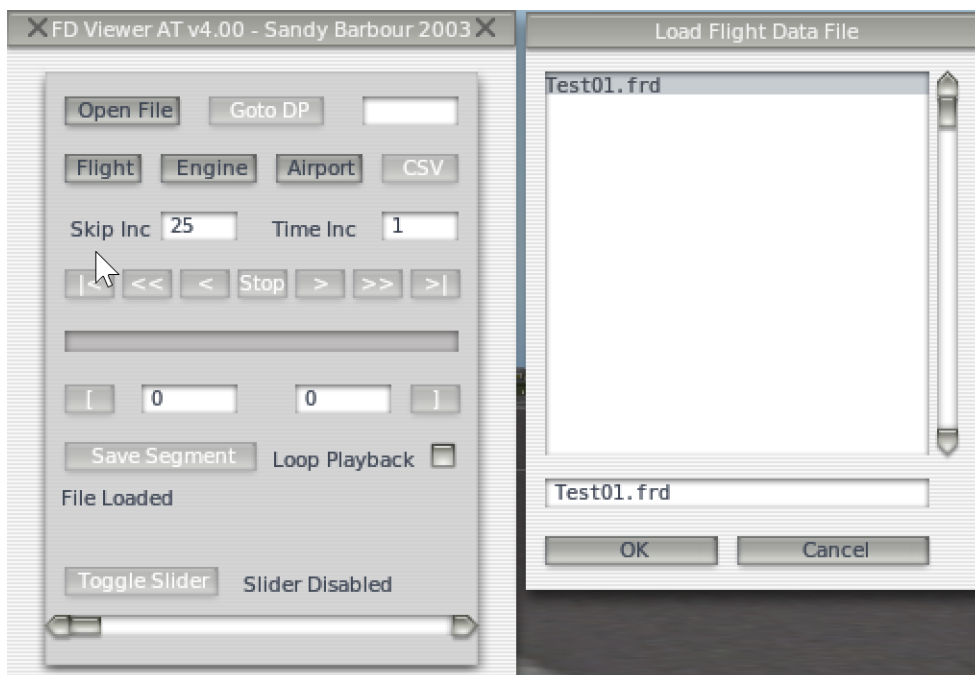


This will open the plugin control panel.

See next page.



Select the “Open File” button.  
Then select the file that you want to use.



Select the “OK” button on the windows dialog.  
Select the “Cancel” button if you change your mind.

To view playback of the recording, use the VCR like controls.

They are as follows.

- |< First Frame
- << Previous Second, this is only if 25 is entered into the “Skip Inc”.
- < Reverse Play
- Stop
- > Forward Play
- >> Next Second, this is only if 25 is entered into the “Skip Inc”.
- >| Last Frame

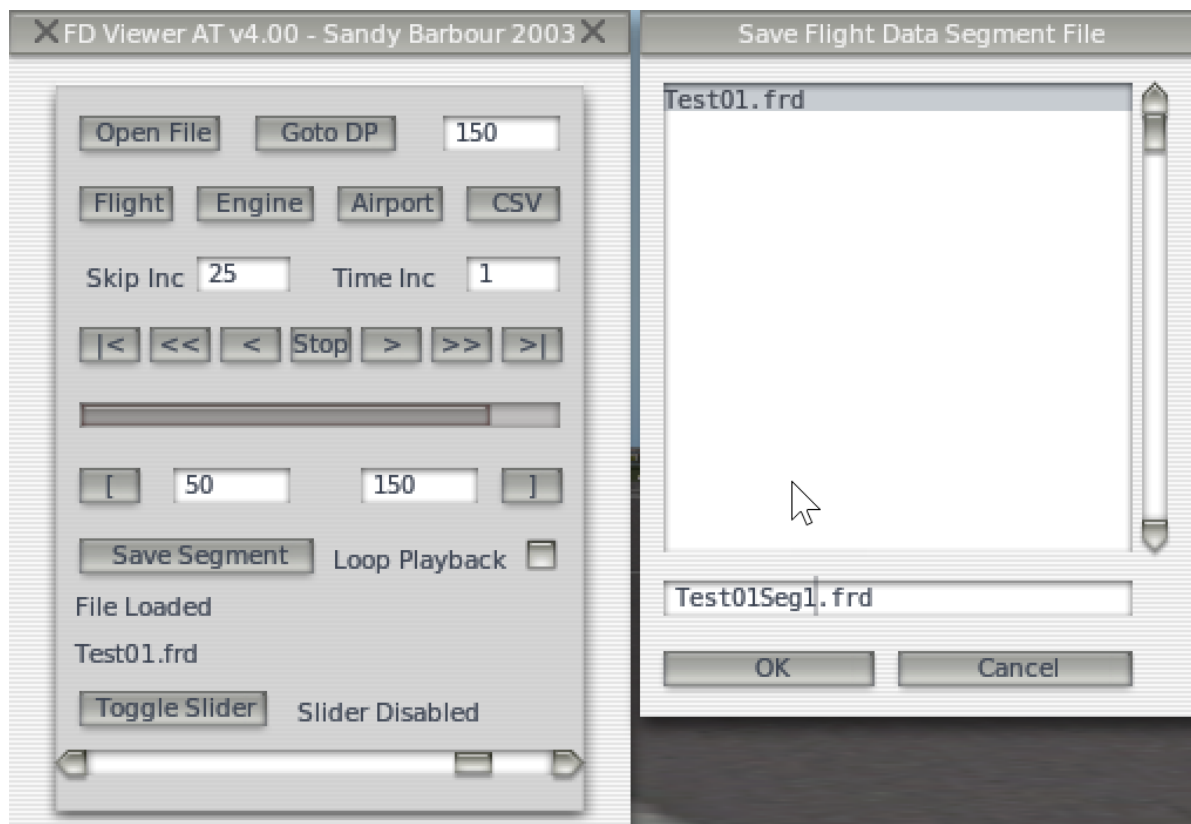
If you want to move frame by frame set the “Skip Inc” to 1.

During playback setting “Time Mult” to a value greater than 1 will speed up the flight.  
If you enter in a negative number play direction will be reversed.  
However, you are better using the Reverse button.

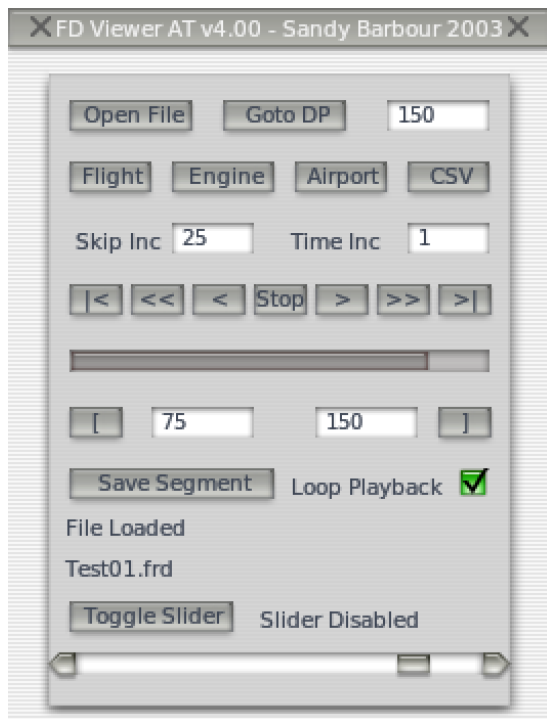
The indicator shows the percentage of the flight that is being processed.

You can save a segment of the flight, using the following method.

Use any of the buttons to position the flight at the start of the segment and press the “[“ button,  
Do the same for the end of the segment and press the “]” button.  
Then press the “Save Segment” button and name the segment.



If you have the “[” and “]” set and you set the “Loop Playback” check box by clicking on it the flight will loop between the Mark In and Mark Out Points.

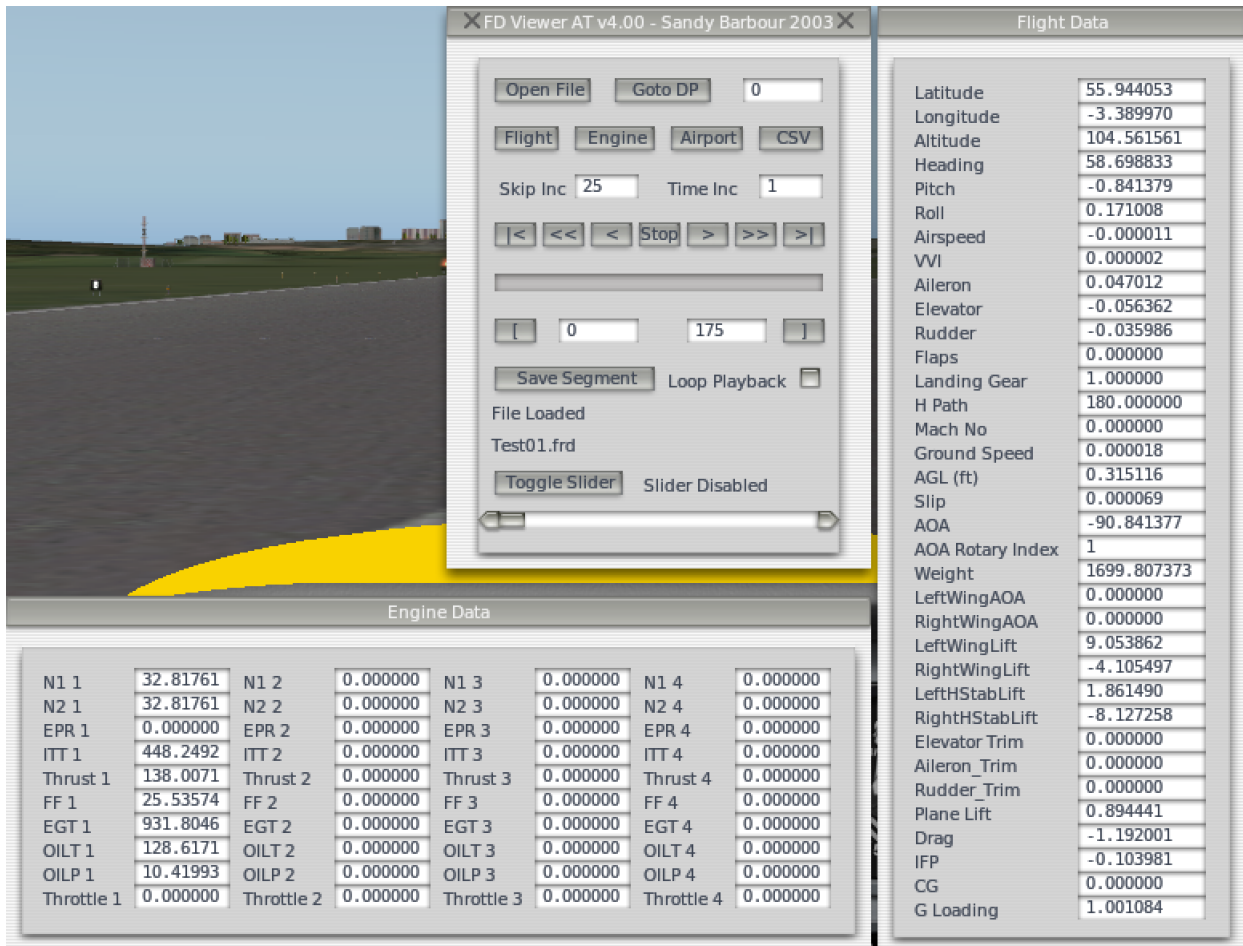


You can go direct to any frame by typing a frame number into the text box next to the “Goto DP” button and then pressing that button.

The file being played back is shown at the bottom of the control panel above the Toggle Slider button.

If you are interested in using the CSV file data for your spreadsheet then use the “CSV” button. You can do this after you have loaded the relevant .fdr file.

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

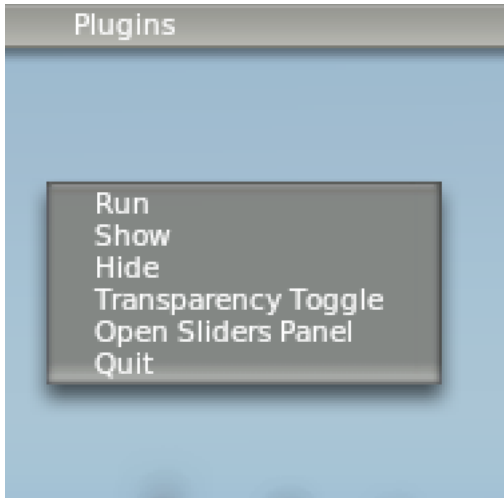
The player tries to maintain a rate of 25Hz (25 frames per second) so having the “Flight Data” and “Engine Data” not shown helps it to maintain it..

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

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

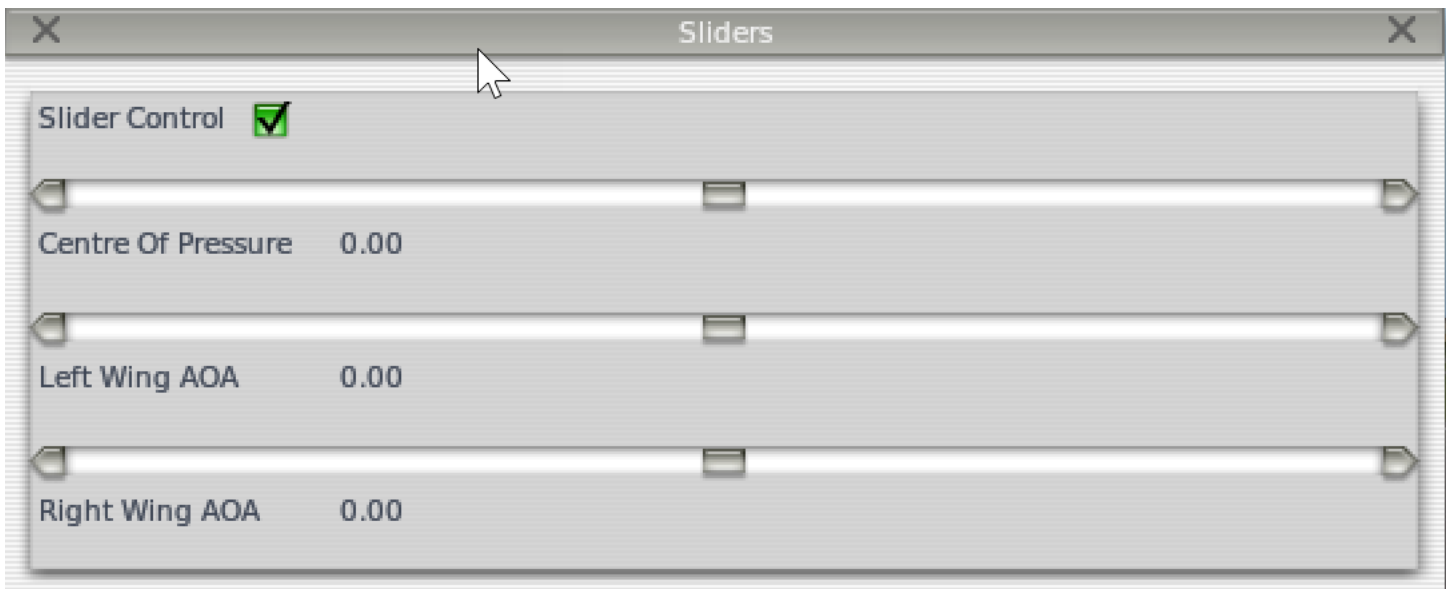
To hide the “Engine Data” select the “Engine Data” button again.

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



From Menu Select Open Sliders Panel

There are two types of Panels, Default or Transparent.  
These will be described on the next page



Slider 1 allows you to control the Centre Of Pressure, at the moment IFP data is being used.

Slider 2 allows you to control the Left Wing AOA

Slider 3 allows you to control the Right Wing AOA.

In order to use the sliders, the playback from the fdr file has to be stopped.

When it is stopped you can move the sliders and the relevant vectors will be moved.

Use the Slider Control check box to enable the sliders.

Note, that if the playback is changed by the main buttons, the sliders will be disabled and the check box will be unchecked.

If the slider on the FlightDataViewer control panel has been used, checking the Slider Control check box will disable it.

These interlocks are required so that the sliders do not interfere with the playback and vice versa.

Both the default and transparent Panels work in the same way.

To exit the plugin control panel select “Plugins”, “FlightDataViewerAT”, “Quit”.

During playback you can use “Plugins”, “FlightDataViewerAT”, “Hide” to hide the plugin control panel.

Use “Plugins”, “FlightDataViewerAT”, “Show” to re – display the control panel.

There is an FDVUserPreferences.ini file for the FlightDataViewerAT 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 for enabled and 0 for disabled.

**TransparentDataDisplay = 0**

Set to 1 for enabled and 0 for disabled.

If enabled the Data Displays will be transparent.

**Slider01Scaling = 1.0**

**Slider02Scaling = 1.0**

**Slider03Scaling = 1.0**

When the slider is moved, it’s value is converted to represent the data that it is emulating.

So, Slider01 is emulating CP, Slider02 is emulating Left Wing AOA and Slider03 is emulating Right Wing AOA.

This data can be scaled by using the scaling settings above.

**AI AircraftEnabled = 0**

Set this to 1 for AI aircraft, set it to 0 for User aircraft.

**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.

**AircraftAcfName = ATsport.acf**

This is to let the plugin know which aircraft to use as AI.

Use the aircraft name from PlaneMaker here.

Use the aircraft .acf file name from the aircraft’s folder.

E.G for the T-2C

[AIRCRAFT\_DATA]

**AircraftName = North American T-2C Buckeye NAVY**

**AircraftAcfName = T-2C\_Buckeye.acf**