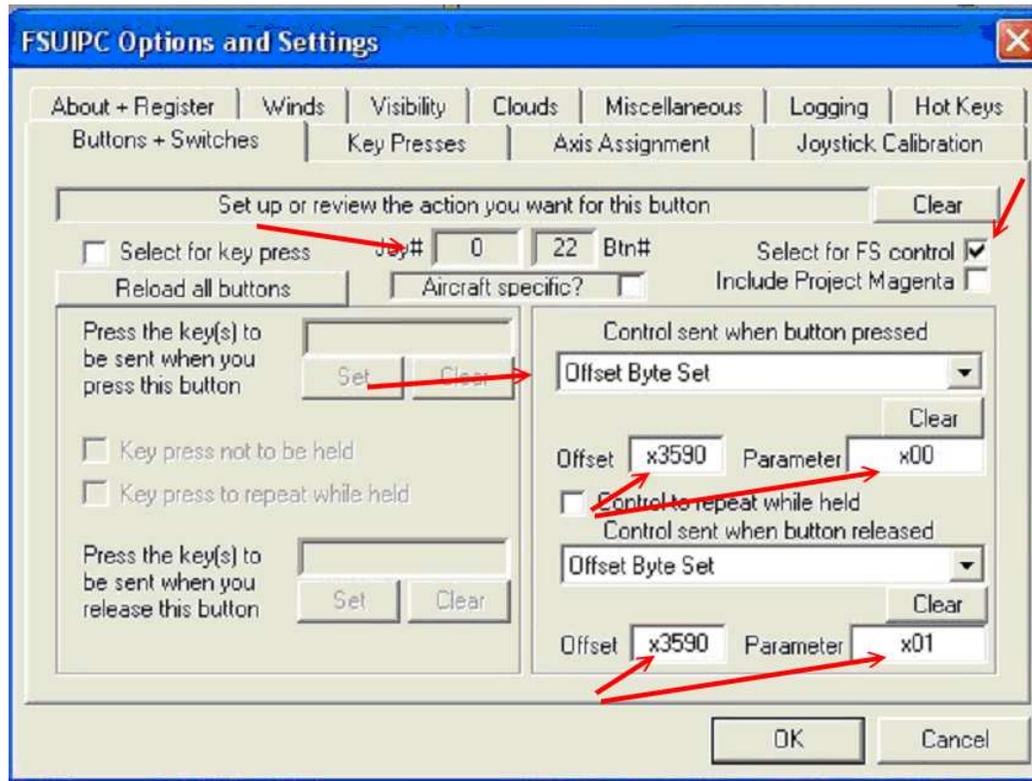


Right, because the Buttons are connected thru a specially designed 'Leo Bodnar' Card, the operating system sees it as a normal joystick. It then becomes possible to assign these buttons in FSUIPC to do anything you want to do.

This is where the work gets done.

Instead of using standard FSUIPC commands like Parking Brake, Fuel Valves etc, I have elected to write a parameter to an Offset based on the switch state (whether it is open or closed) for the Parking Brake (0BC8) and the 2 Idle/Cutoff Levers (3590 for Eng 1 and 3594 for Eng 2). This gives me an accurate, synchronised switching state with the software.



By using the Offset Byte Set option from the dropdown menu in FSUIPC, it is possible to write a value for the parameter when the button is pressed and again when it is released. This is exactly what I did for the Parking Brake and the 2 Idle/Cutoff Levers in the PMDG.

Refer to the above diagram to help you understand how to do it.

First identify your switch in FSUIPC and then check the Select For FS Control box. The dropdown menu now becomes available to you. In the menu select the Offset Byte Set option when button pressed. Then enter the offset you wish to work with in the Offset box and the value to be written in the Parameter box.

In the above example, this is the setting for the Eng 1 Idle/Cutoff Lever because it shows **Offset 3590**. For Eng 2, use **Offset 3594** and for the Parking Brake use **Offset 0BC8**.

Now repeat for Control sent when button released using the opposite parameter value. Just remember that the value of the parameter will depend on in what position your switch goes closed. In the above example it is closed when the lever is down, hence the 0 value.