64 Inputs and Encoders

Version 3.0.0

User Manual
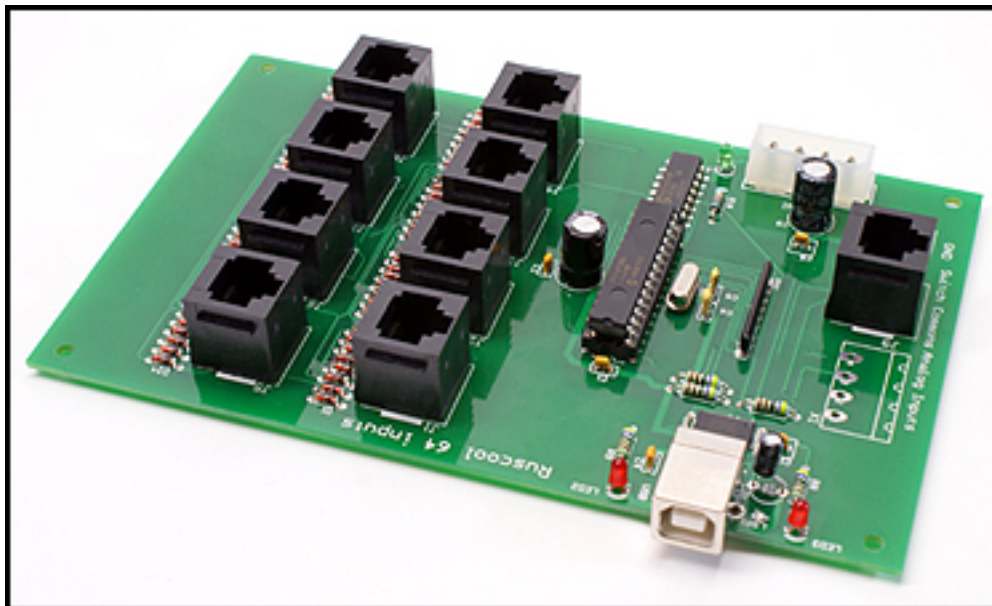
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Prerequisites

- A registered version of FSUIPC must be installed within the Flight Simulator software.
- The FTDI driver must be installed to ensure the program can communicate with the hardware. The FTDI driver files can be found in the application directory.
- Ensure the board is connected to a power supply as well as the computer via a USB cable and, of course, turned on.

64 Inputs and Encoders

After running the **64 Inputs and Encoders Config** program and setting up how you wish to use the various inputs, and of course "saving" your settings, the main **64 Inputs and Encoders** program is ready to use.

The **64 Inputs and Encoders** program can be running before starting Flight Simulator as it will wait for a connection to the Flight Simulator software before the program continues.
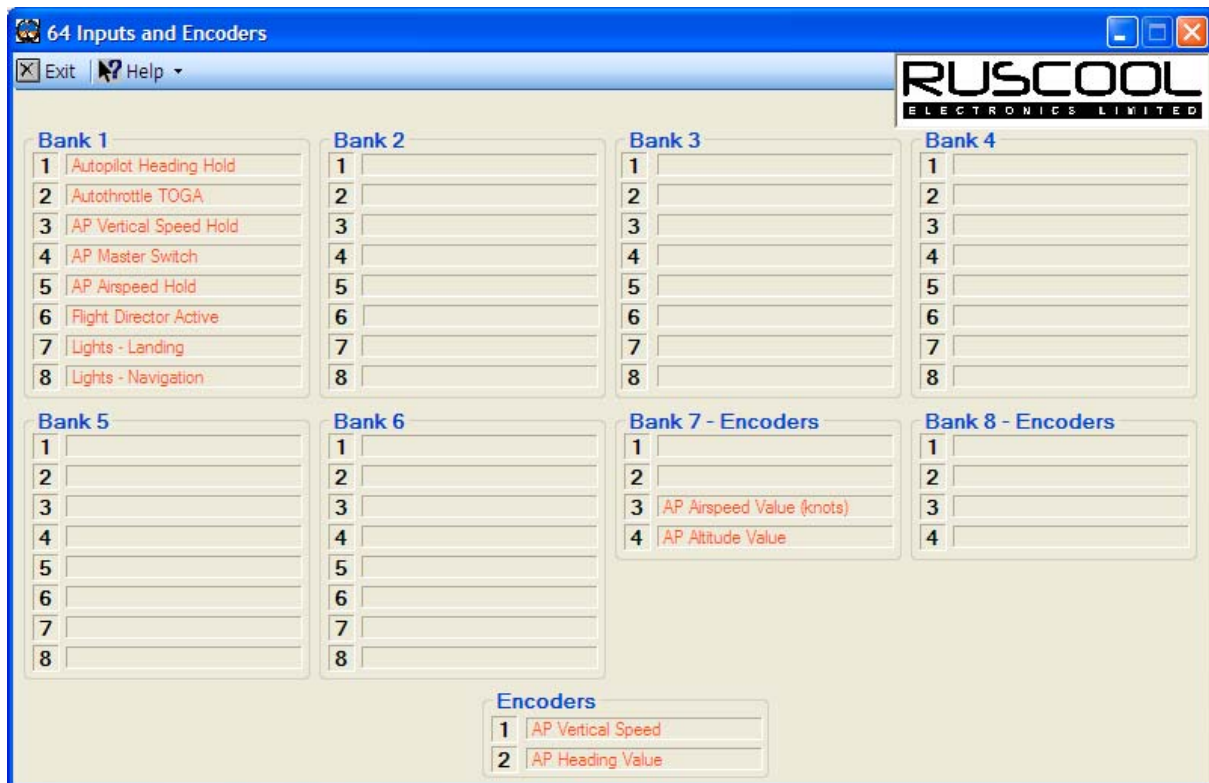
If more than one board is configured, the multiple input board is displayed on startup. You can view any detail screen (as shown below) by selecting the appropriate board number. Click on None to hide again. To exit the program, click on the Quit button on the 64 Inputs and Encoders screen and all boards will be closed. If only one board is configured, the detail screen will appear minimised and you won't see the screen below.
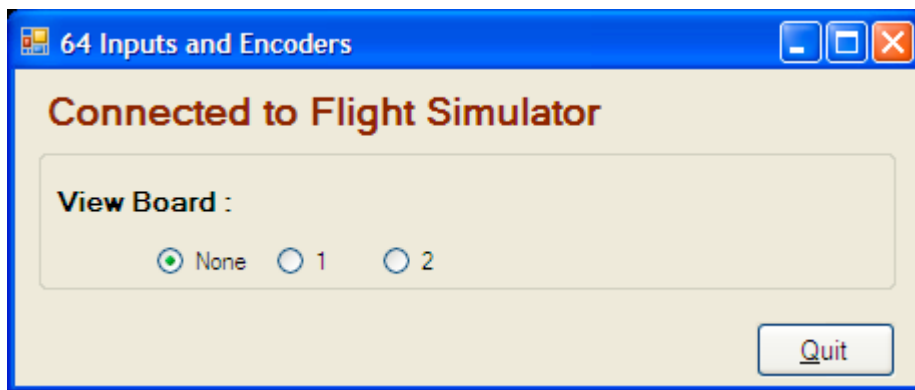
The **64 Inputs and Encoders** program will be minimised on the taskbar, because while you are flying your simulator it is not normally necessary to see this information. You can, of course, bring it back to full size while you are setting up all of the various controls.

The ON / OFF status of each item can be seen from the colour of the description, where it will be Green for ON and Red for OFF. The values to use for ON and OFF are set up in the **64 Inputs and Encoders Config** program.

Make sure that when you have finished viewing the data that the program is **minimised**, not closed, so that the program remains running.

64 Inputs and Encoders

Exit | Help ▾

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Bank 1
1 | Autopilot Heading Hold
2 | Autothrottle TOGA
3 | AP Vertical Speed Hold
4 | AP Master Switch
5 | AP Airspeed Hold
6 | Flight Director Active
7 | Lights - Landing
8 | Lights - Navigation

Bank 2
1
2
3
4
5
6
7
8

Bank 3
1
2
3
4
5
6
7
8

Bank 4
1
2
3
4
5
6
7
8

Bank 5
1
2
3
4
5
6
7
8

Bank 6
1
2
3
4
5
6
7
8

Bank 7 - Encoders
1
2
3 | AP Airspeed Value (knots)
4 | AP Altitude Value

Bank 8 - Encoders
1
2
3
4

Encoders
1 | AP Vertical Speed
2 | AP Heading Value

Changing the Configuration

In order to change any of the configured items, it is necessary to close the **64 Inputs and Encoders** program before running the **64 Inputs and Encoders Config** program (and of course pressing "save") and then restart the **64 Inputs and Encoders** program once the changes have been made.

Installing the FTDI Driver

(Only required the first time the hardware is used on this PC)

Once the **64 Inputs and Encoders** software has been installed, plug a USB cable between the **Ruscool 64 Inputs PCB** and the computer, then power up the board.

The Found New Hardware Wizard will automatically start.
- Connect to Windows Update . . . , select 'No, not this time', then click Next
- Select 'Install from list or specific location', then click Next
- Click on the Browse button. Select the install application directory, FTDI drivers and click Finish

A second Found New Hardware Wizard will then start.
- Connect to Windows Update . . . , select 'No, not this time', then click Next
- Select 'Install from list or specific location', then click Next
- Accept the default location and click Finish

You should then see a message stating "Your new hardware is setup and ready to use"

The **64 Inputs and Encoders** program can now be run. You then need to power down the **Ruscool 64 Inputs PCB** for about ten seconds before turning the power back on and restarting the **64 Inputs and Encoders** program.