

Setting Up...

- **It's Your Plane (IYP),**
- **FS2Crew,**
- **PMDG JS41,**
- **Radar Contact v4**

in FSX using FSUIPC v4 (registered).

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Overview

In this example I am using the PMDG js41, but you can do the same thing with the other planes that are supported by FS2Crew voice (i.e. the Wilco 737 PIC, the Leonardo Maddog, etc).

The set up is pretty straightforward except for a little bit of FSUIPC configuration. This requires that you edit a text file and navigate the flight simulator's directory structure.

Page numbers in the IYP User Manual is for manual [Version 4.1.0.191](#).

Here are the steps after all products have been installed:

Configure Radar Contact:

Set up Radar Contact 4 as described in the IYP manual page 84.

Configure FS2Crew for JS41:

Run the "FS2Crew PMDG J41 Config Manager", click the "Mute Voice Recognition Assignment", chose a key (not button) and click "Save & Close".

I chose the "ADD" key for this.

NOTE: Other keys may work as well, but not all. Don't use LCONTROL, LSHIFT or RSHIFT for instance.

If you are trying to get this to work with the Wilco 737 pic or the Leonardo Maddog, then read the manual for FS2Crew. In these versions you will have to edit a text file to assign the mute key.

Configure FSUIPC4:

I think you will need the registered version for this, but I am not totally sure.

We want to set up a button on a joystick to do two things at once:

1. **When pressed:** Mute FS2Crew and push the IYP microphone switch.
2. **When released:** Un-mute FS2Crew and release the IYP microphone switch.

With kind of a set up, you'll be talking with FS2Crew when you do not press the button, and speaking with IYP and Radar Contact when you press the button.

Now... Down to the Details...

1. Start FSX and go to the FSUIPC configuration by choosing FSUIPC from the simulator's Add-ons menu.
2. Click the "Buttons and Switches" tab.
3. Press and release the joystick button you want to use for microphone control.
4. Select "IYP Listen On" in the Control sent when button pressed field.
5. Select "IYP Listen Off" in the control sent when button released field.

6. Do not set a checkmark in "Control to repeat while held" and leave the "Parameter" fields empty.
7. Press Ok.

NOTE: See the IYP manual page 165 for more details.

The forgoing exercise added some lines to the FSUIPC4.ini file. These additions can be seen by going to the Modules folder under "Microsoft Flight Simulator X".

Open Windows Explorer (right click on Start) and navigate to the Modules folder and locate the FSUIPC4.ini file.

Right click on that file and click "Open".

NOTE: If you are asked to select a programme to open the file with, select Notepad.

Scroll down in the file until you see lines that look like this:

```
1=P0,1,C1115,0
2=U0,1,C1116,0
```

The numbers before the equal sign might be different and the "1" between the commas might be different as well. The 1 in the above example, means joystick button 1, which was the button I pressed.

Add a line after these two that looks like this:

```
3=H0,1,K107,8
```

If your lines aren't 1 and 2, but instead 3 and 4, then add a line starting by using number 5.

Use the same joystick number as the two other lines you have in your file already.

After this change you should have something that looks like this:

```
..
.. lots of other stuff in the file
..
    1=P0,1,C1115,0
    2=U0,1,C1116,0
    3=H0,1,K107,8
..
.. more stuff in the file
..
```

The important thing is that the first number is the first free number after the two existing numbers, and that the second number (between the commas) are the same for all three lines.

If you chose another key than ADD, then you will have to use another number than 107. The FSUIPC manuals describe what numbers correspond to what keys. See the table on Page 15 of the "FSUIPC4 for Advanced Users.pdf".

Close Notepad and Save the file.

Configuring IYP

1. Choose "Radar Contact 4 ATC" in the drop down menu at the bottom of the IYP Control Panel. You can use one of the other ATC methods if you prefer.
2. Set up the microphone switch on the options page: Click Reset. There's a detailed description of how this is done in the IYP users manual on page 165.
3. Say "*Activate Microphone switch*" to activate it. From now on, you will have to push the assigned joystick button to talk to Michelle or ATC.
4. You can return to normal operation by saying "*Deactivate Microphone Switch*" (with the button pushed) when you do not use FS2Crew.

Since I do not want Michelle to most of the chores she normally does because they will conflict with FS2Crew, I have turned off the IYP ATC responses, Auto landing and Sound Effects.

Bringing it All Together

1. Load FSX and choose the PMDG JS41. Start IYP and Radar Contact (if you are using it).
2. Click on the Weather Radar in the virtual cockpit, this should open the FS2Crew control bar.
3. If there is a small "M" shown in the black status field, then press "HM" to toggle it off. the M indicates that Mute is on (i.e. FS2Crew isn't listening). HM (Hard Mute) toggles this status.
4. Try to press and hold your assigned Joystick button. The M should show up as long as the button is pressed. If it doesn't then something is wrong in your FSUIPC4.ini file.
5. Try to say "*What is my pilot number*". Michelle should not answer, since the microphone switch is active. If she answers, then say "*Activate Microphone switch*", and try again.
6. Try to say "*Wipers off*". The FS2Crew co-pilot should answer.
7. Try to push and hold the joystick button and say "*What is my pilot number*", now Michelle should answer. If she doesn't then there is something wrong in the fsuipc4.ini.
8. Try to push and hold the button and say "*Wipers off*". The FS2Crew co-pilot should now ignore you.

From now on, then just talk if you want to communicate with the FS2Crew co-pilot. Press and hold the button if you want to talk to Michelle or ATC.

That should be it!

You can now do stuff like:

- Say "*Seatbelts on*" to get FS2Crew to turn on the seatbelts sign.
- Say "*Get Weather Echo Kilo Charlie Hotel*" with the button pressed to ask Michelle to get weather information for Copenhagen Airport.
- Say "*Acknowledge and Contact*" with button pressed to tell Michelle to acknowledge a Radar Contact message and contact next station.

Flights are very immersive with FS2Crew, Radar Contact and IYP all communicating.

Have fun :)

Helge