FSPS – 3D Real Cockpit Effect Manual

Flight Simulator Platform Solutions Company short description
Flight Simulator Platform Solutions (FSPS) produces Flight Simulator add-on software designed to be run across a computer network or as well on a single PC.

Primary usage is for flight simulators or flight training devices. The software can be used in professional or private use. Any of our software isn't visible in FS Full Screen Mode when it runs on FS's PC because it is not part of Microsoft's FS panels, they are standalone applications.

But that means when any of our software is running on a different PC over the Network it doesn't matter in what mode FS is running. All of the FSPS software follows very similar install procedures.

3D Real Cockpit Effect short description
3D Real Cockpit Effect software has been implemented in order to reproduce the real feeling of pilot inside cockpit while rolling, flying and landing. It reproduces all the vibrations of cockpit that can become from runway, touchdown, winds or clouds turbulences.

3D Real Cockpit Effect requirements
Microsoft Windows XP, Vista, Win7 (32/64 bit)
Microsoft Flight Simulator X (SP2 or Accelerator Pack)
FSUIPC 4.70b or later (Registered or unregistered version)
Acrobat Reader
Dual core or Quad core CPU
GPU with 256 Mb of memory or more
Internet connection

3D Real Cockpit Effect license
One license per PC

3D Real Cockpit Effect files changes
None.

Installation
Execute 3D_Setup.exe file

Follow the on screen information's. Once the installation is finished you will get the bellow screen.

After you press the finish button, <u>there is no need to reboot your PC.</u>
3D Real Cockpit Effect, has already been installed and placed some shortcuts at your desktop. Also, it placed the same shortcuts at your Start up – Program Files – FSPS menu.

Execute 3D Real Cockpit Effect.exe file from your desktop or form the startup menu. If the program is executing for first time, you will get the activation screen. Enter your supplied serial number and press the continue button. For the first time, 3D Real Cockpit Effect will connect to our server in order to validate the serial number with your PC. Once is has been validated, the main interface will show up.

Main Interface
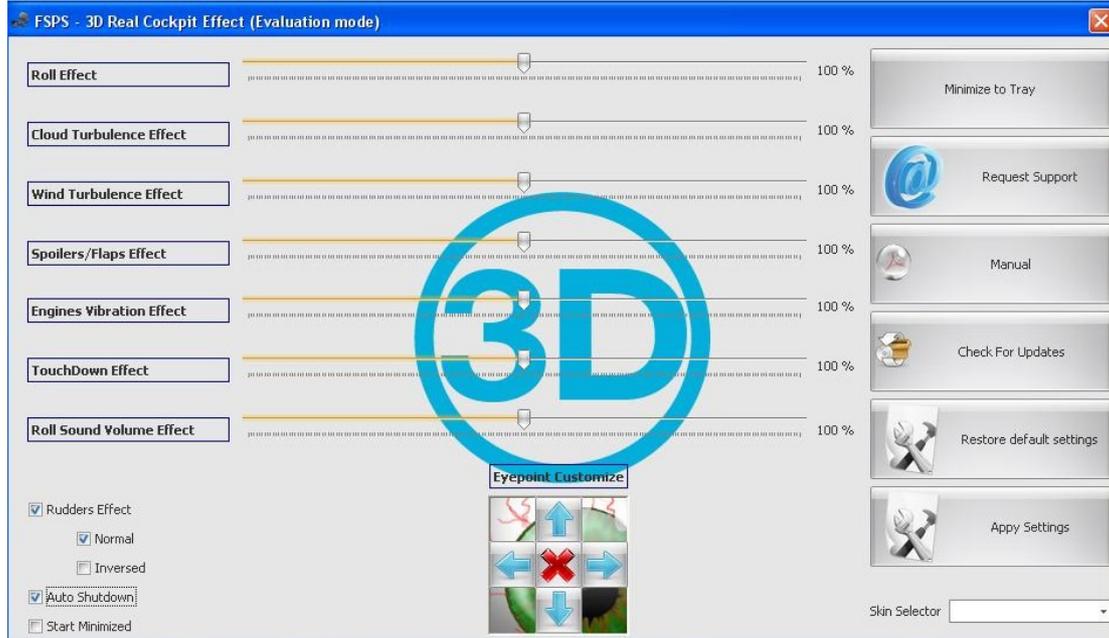
Roll Effect

Roll effect is responsible for the vibration effect of the cockpit while you roll at taxi or runway. Vibrations are calculated and reproduced according to the weight and the speed of the aircraft. The default roll effect bar has been set to 100%, which means that the effect will be 1:1. The roll effect bar can be set between 0% and 200%. Higher value than 100% means that you increase the calculated effect.

Cloud Turbulence Effect

Cloud turbulence effect is responsible for the vibration effect of the cockpit while you fly inside clouds that produce turbulence. 3D Real Cockpit Effect can read the cloud turbulences by accuracy of 0.3%. Vibrations are calculated and reproduced according to the weight and the speed of the aircraft plus the percentage of the cloud turbulence. The default cloud turbulence effect bar has been set to 100%, which means that the effect will be 1:1. The cloud turbulence effect bar can be set between 0% and 200%. Higher value than 100% means that you increase the calculated effect.

Wind Turbulence Effect

Wind turbulence effect is responsible for the vibration effect of the cockpit while you fly throu winds that produce turbulence. 3D Real Cockpit Effect can read the winds turbulences by accuracy of 0.3%. Vibrations are calculated and reproduced according to the weight and the speed of the aircraft plus the percentage of the winds turbulence. The default winds turbulence effect bar has been set to 100%, which means that the effect will be 1:1. The winds turbulence effect bar can be set between 0% and 200%. Higher value than 100% means that you increase the calculated effect.

Spoiler Effect

Spoiler effect is responsible for the vibration effect of the cockpit while you fly and extend your spoiler. 3D Real Cockpit Effect will read the percentage of the extended spoiler. Vibrations are calculated and reproduced according to the weight and the speed of the aircraft plus the percentage of the extended spoiler. The default spoiler effect bar has been set to 100%, which means that the effect will be 1:1. The spoiler effect bar can be set between 0% and 200%. Higher value than 100% means that you increase the calculated effect.

Touchdown Effect
Touchdown effect is responsible for the vibration effect of the cockpit while you touchdown. 3D Real Cockpit Effect will read the hardness of the touchdown. Vibrations are calculated and reproduced according to the weight and the speed of the aircraft plus the hardness of the touchdown. The default touchdown effect bar has been set to 100%, which means that the effect will be 1:1. The touchdown effect bar can be set between 0% and 200%. Higher value than 100% means that you increase the calculated effect.

Roll Sound Volume Effect
Roll sound effect is responsible for the vibration sound effect of the cockpit while you roll at taxi or runway. Sound vibrations are calculated and reproduced according to the weight and the speed of the aircraft. The default roll sound effect bar has been set to 100%, which means that the maximum sound effect will be 1:1 original sound volume. The roll sound effect bar can be set between 0% and 200%. Higher value than 100% means that you increase the calculated roll volume effect.

Rudders Effect
Rudders effect is responsible for the direction of the vibration effect of the cockpit while you Taxi or roll. 3D Real Cockpit Effect will read the position of rudders. Vibrations are calculated and reproduced according to the weight and the speed of the aircraft plus the position of the rudders. The default effect is set to normal. Normal setting means that you press the right rudder and the aircraft is turning right. Inversed will do the opposite.

Eyepoint Customization
By default the program have to place the eye point of the aircraft to zero. This can be override by pressing the arrows and override zero eye point.

Auto shutdown
Will shutdown the program when fsx will close.

Start minimized
Will start the program minimized to tray icon. Right mouse click to tray icon will show or shutdown the program.

Manual
Open Manual – Open and read this manual

Check for updates
Check for update now – Will connect to FSPS server and check if your running version is the latest one or there is a new version available for download and installation.

Request support
Request support – Will execute your default mail program including details to send us for your support inquiry

Restore default settings
Will restore all settings of the program to the default values.

Apply settings
Will store settings. Make sure to press this button after any change you made to settings.

Frequently Asked Questions

Q: Program does not work
A: Make sure that you have FSUIPC (Registeed or unregistered version) installed
A: Make sure you have FSX Service Pack 2 or Accelerator installed

Q: Can't find an answer to my question?
A: Just write an e-mail to support.fsps@737ng.gr

3D Real Cockpit Effect Tips & Tricks

Q: Effect does not work?
A: Make sure to switch your airplane to visual cockpit