

How to setup a working UDP connection between two PC's (X-Plane V11).

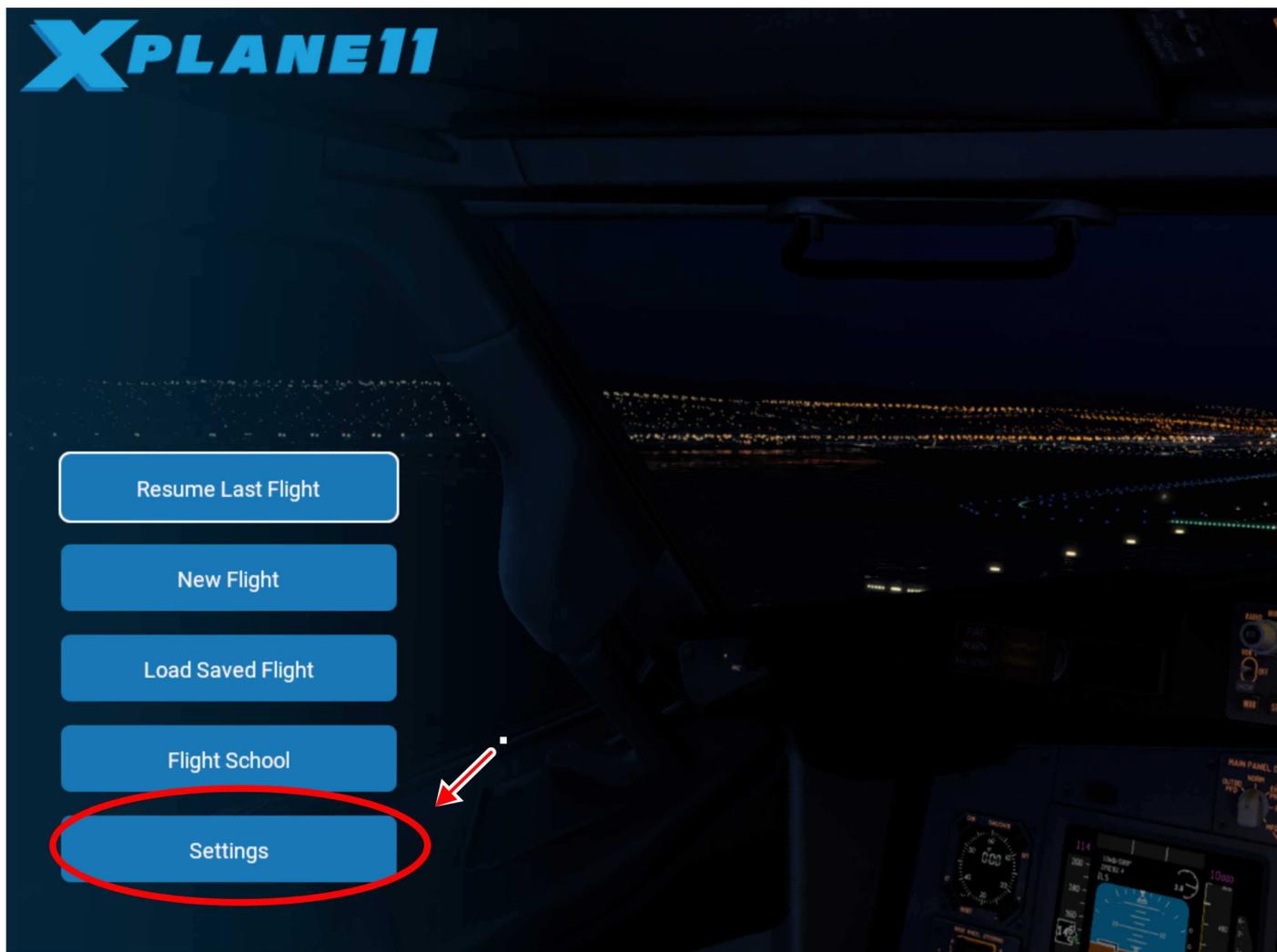
The UDP connection to the Flight Illusion Control program requires matching settings on both the X-Plane side and the Control Program side.

On the X-plane side it is necessary to define the IP address and the sending and receiving Port numbers.

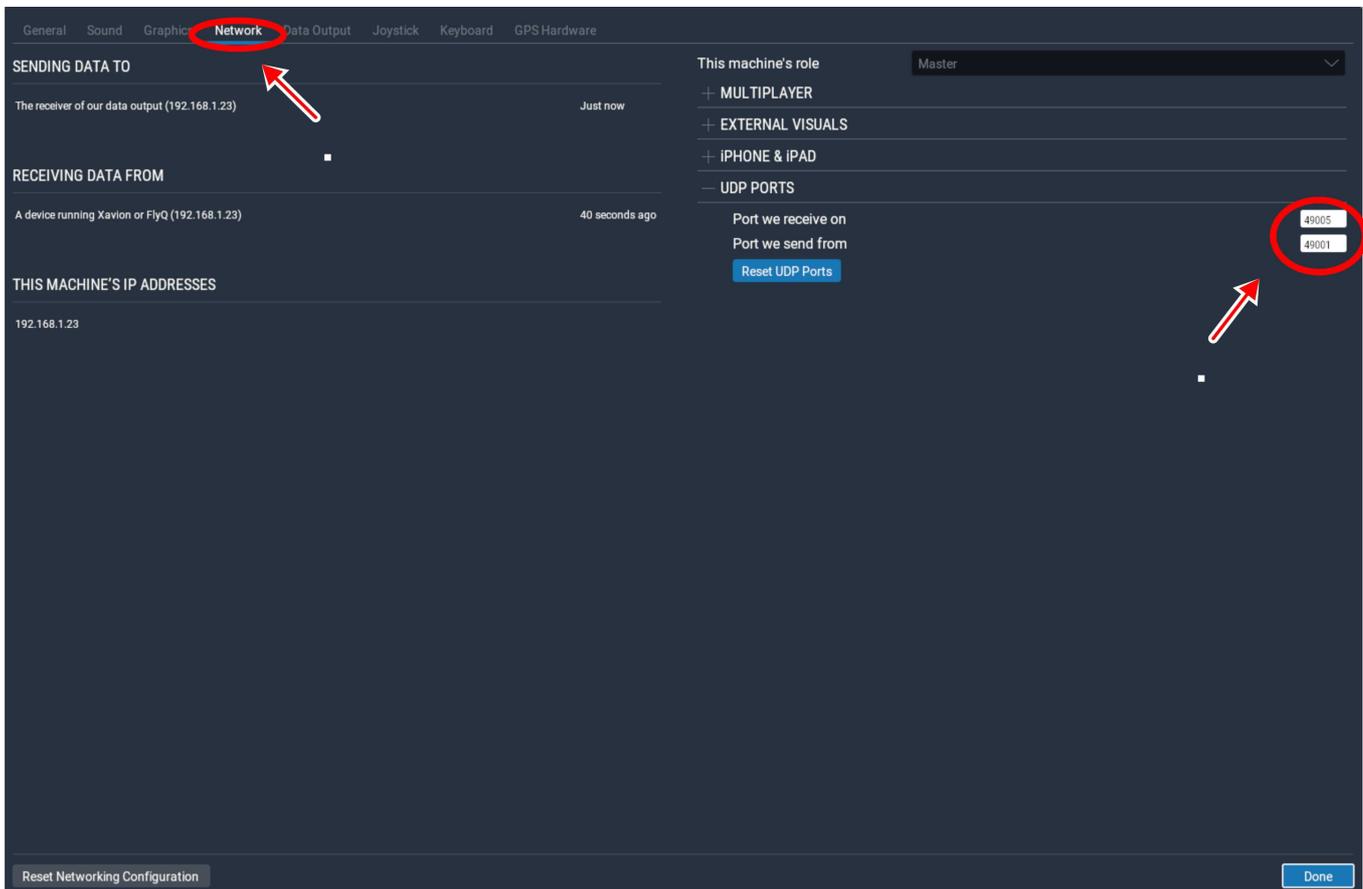
To do so on X-Plane Version 11.xxx execute the following steps:

First, start X-Plane and take a drink waiting for the start-up ☺.

Choose for "Settings":



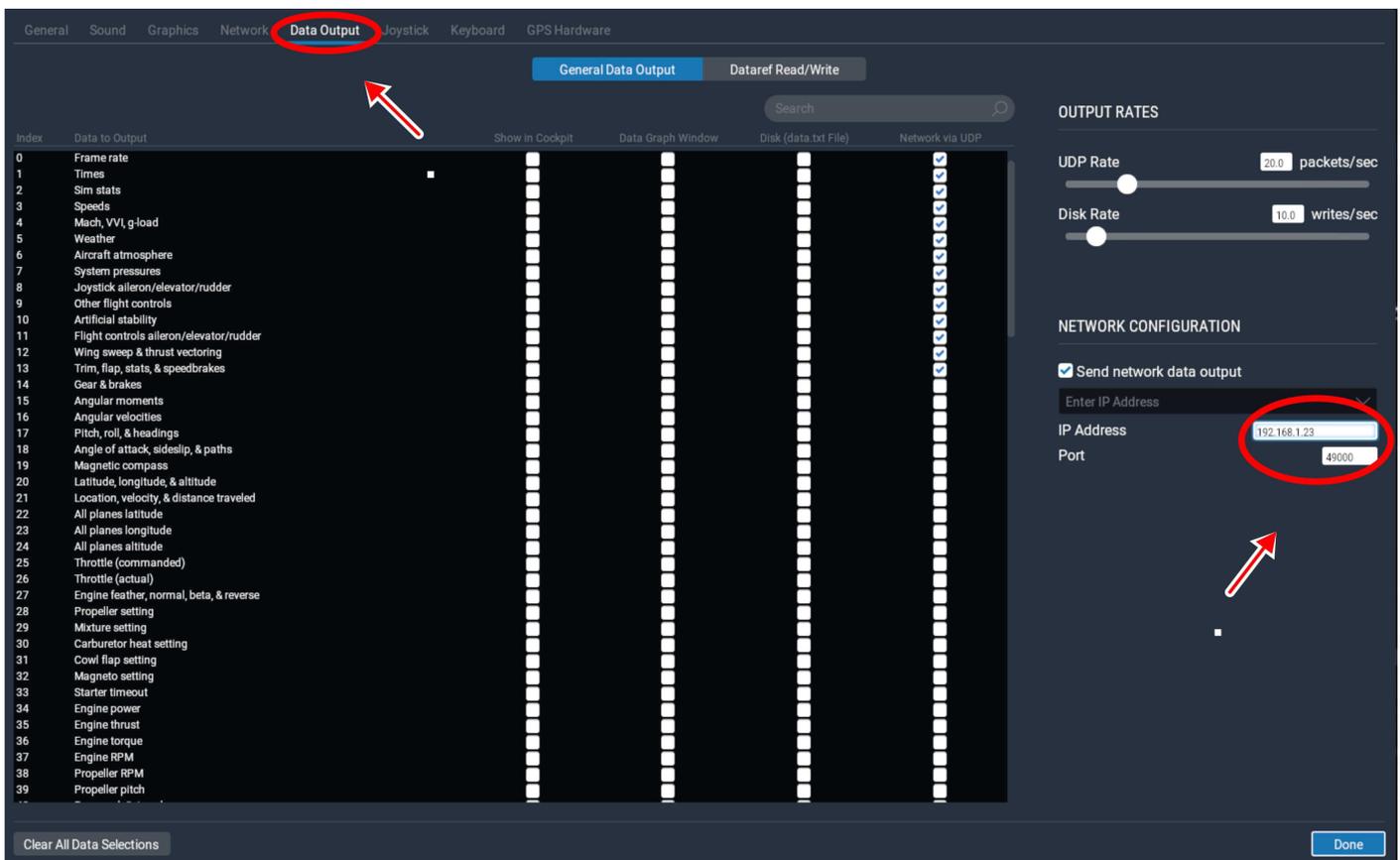
Choose for "Network" and fill in the UDP ports to use:



Port we receive on: 49005, Port we sent from: 49001

Choose “Data Output” and define the IP address of the computer which runs GSTEP:

(Note: The IP- address of the remote computer depends on your network!; In this example it is 192.168.1.23) of the remote computer (on the same sub-net!) and the used port as shown:



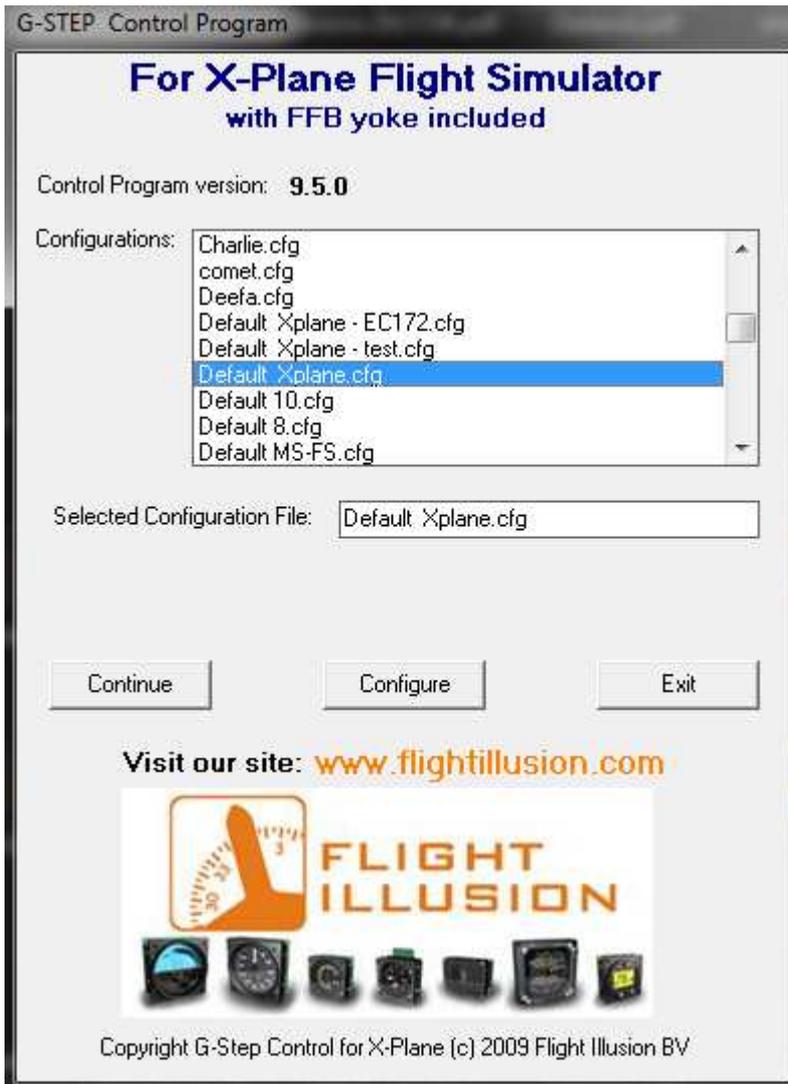
IP address: 192.168.1.23 (IP address of the machine with GSTEP running. (This could also be the same machine as X-plane runs!))
Port = 49000

X-plane sends in this case the selected Data References to the Control Program PC, Port 49000.

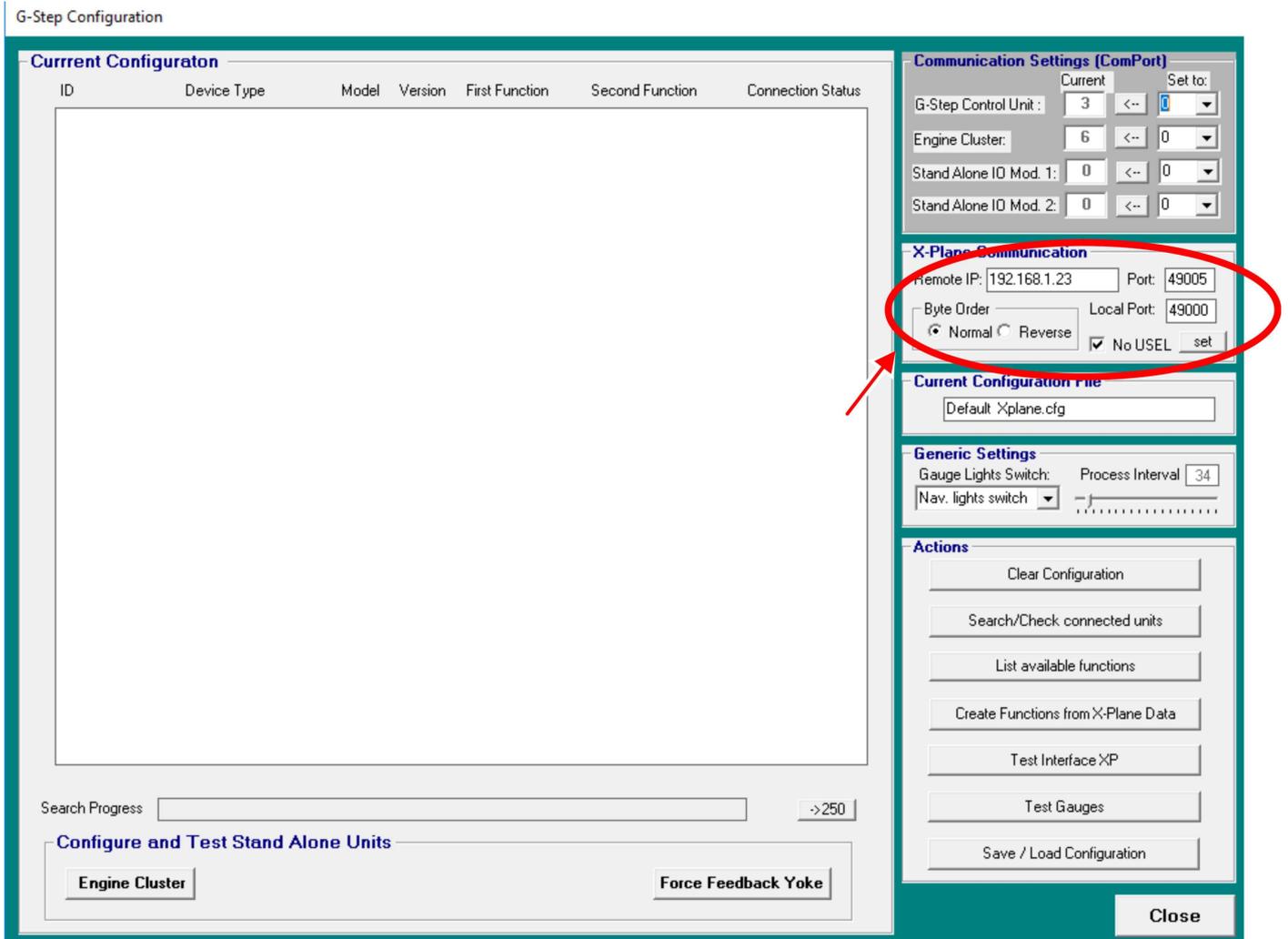
Data and commands from the Control Program are sent to X-Plane PC on port 49005.

Now X-Plane is configured and the other side (the Control Program) must be configured accordingly

On the remote computer start the Control software and click on “configure”:



Set the IP-address of the X-Plane computer and the used port numbers: *(again: this could be the same machine!)*



Click on SET and Save / Load to save the configuration.

If you have changed something in X-Plane you must shut- down X-Plane and restart it.

This should do the job.

To test this configuration you can click "Test Interface XP" in the screen above and you will see the following screen:

Test Xplane UDP communication

UDP IP and Port settings

Remote IP: 192.168.1.23 Remote Port: 49005 Local Port: 49000

Byte Order: Normal Reverse

Running

Start UDP

Stop UDP

Send Data to Xplane via UDP

Index	Val#	Data
57	0	1

Send Data (float)

Send Data (integer)

send character

View Transmitted data in box below

Control Commands

Clear rawdata Clear Converted data Close

Raw Data Received

68	68	84	65	42	0	0	0	0
215	136	18	66	211	220	20		
80	0	192	121	196	161	158		
223	60	93	214	219	60	131		
233	88	60	0	0	128	63	0	0
0	0	1	0	0	48	37	166	68
63	248	79	67	63	248	79	67	
0	0	0	0	192	121	196	119	
144	65	65	119	144	81	65		
146	159	108	61	2	0	0	0	0
0	16	66	0	0	16	66	88	166
140	73	0	192	121	196	0		
192	121	196	0	192	121	196		
0	192	121	196	0	192	121		
196	3	0	0	9	0	0	171	
29	120	57	80	18	120	57	73	
18	120	57	0	192	121	196		
10	0	0	0	226	188	142	57	
226	188	142	57	4	0	0	0	
218	5	192	52	0	192	121		
196	42	181	43	57	0	192		
121	196	128	228	127	63			
193	249	180	60	131	220			
134	186	0	192	121	196	5	0	
0	41	92	239	65	0	0	112	
65	0	192	121	196	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	6	0	0	235	107	239	

Converted Data Received

Index: 0	V0: 36.63363
V1: 9.99E+09	V2: -999
V3: 2.729732E-02	V4: 2.683561E-02
V5: 1.323927E-02	V6: 1
V7: 0	Index: 1
V0: 1329.162	V1: 207.9697
V2: 207.9697	V3: 0
V4: -999	V5: 12.09777
V6: 13.09777	V7: 5.776937E-02
Index: 2	V0: 36
V1: 36	V2: 1152203
V3: -999	V4: -999
V5: -999	V6: -999

If Start UDP is selected the right part of the screen should show the received dataflow between X-Plane and GSTEP. When this part of the screen is empty there is something wrong! (Maybe Firewall?)

This test the communication From X-plane to GSTEP, The data path from GSTEP to X-plane is also important and can be test also in this section of GSTEP. To do this you can use the section "Sent data to X-plane via UDP" and this example in the screen will let you switch on the Battery switch when click "Send Data" . If Data is changed from 1 to 0 and you sent it again it will switch off the Battery switch (of course ☺).

This manual only describes the configuration of the UDP connection, not the configuration of the gauges or the USB settings!