

IBNETPLAYER CLIENT (1.08.X)

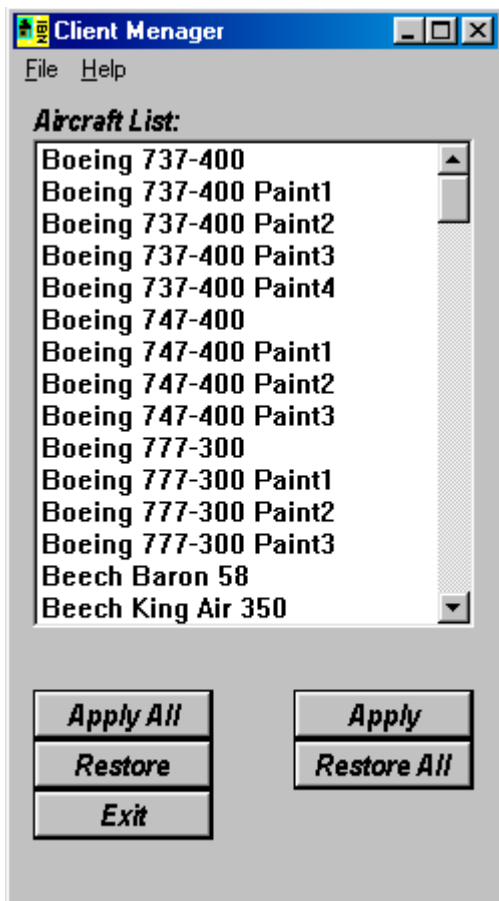


SUMMARY:

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1.1 PUT IBNET CLIENT IN FS2004, CLIENT MANGER

To rend able an aircraft, in flight simulator 2004, you need to use Client Manager application. You can find it following this way: Start Program -> IBS -> IBNetPlayer -> Client Manager.



In this list you can find all aircrafts of your Flight Simulator, if you don't see anything then check Flight Simulator installation (If you use two or more Hard Disks, please check you are using the one where Flight Simulator was installed). If you find other problems then please send a mail to IbirdSoft ibirdSoft@altermvista.org

Then select an aircraft and hit Apply button to enable this aircraft to IBNet. You can hit Apply All button to enable all aircrafts of FS2004. To disable aircraft hit Restore button or Restore All button.

1.2 FLY BY IBNET



Before fly by IBNET be sure to have followed Client Manager settings (1.1).
To let other players to see own aircraft, be sure other players have the same enabled aircraft.
(REMEMBER: IBNET don't use the name of aircraft but the name of its folder)

1.3 RUN IBNET IN FS2004 TO CONNECT

Run Flight Simulator, select an aircraft and run IBNet following this way View-> Instrument panel -> IBNetPlayer.



IBIRDSOFT COVER VERSION

ALESSANDRO GAZZOLO COVER VERSION

(The blue cover is a default setting, to able the grey cover put the new file named IBNetPlayerM.bmp in the FS2004 main folder)

IBNET is based on a method like FMC systems.

Hitting on alpha-numeric table, you can see, what you are wrating, under the green line, to inserti t you just need hit the button near the menù voice you can read on display.

1.4 SIMPLY CONNECTION

Go to CONNECT display, entry your CALL-SIGN, entry Server's IP address and hit Connect, you will be ON-LINE

2.1 CONNECTION DISPLAY



Here you can see connection settings:

IP
MULTI SERV (YES) (NO) (MEGANET)
RATE
CALL-SIGN
TYPE
PORT

IP: servers's address

MULTI SERV: to use default settino enter M key, to able MEGANET connection mode, enter Y key to set YES on Multiserver, enter N key to set NO on Multiserver to.

NO: Use this mode when fly by LAN or when the Host Server have a fast internet line.

YES: Use this mode when fly by LAN or when two or more servers host.

RATE: default settino is 24000 to ADSL with Upstream 256Kb (320kb).
Here you can find rate settings to ADSL ISDN and 56K

ADSL 1024Kb RATE 76800

ADSL 512Kb RATE 38400

ADSL 256Kb RATE 24000

ISDN 128Kb RATE 9600

ISDN 64Kb RATE 4800

CALL-SIGN:

your aicraft call-sign. Other players will read it near your aircraft.

TYPE:

Your connection type: ADSL, ISDN, 56K.

PORT:

Is your P2P port, default setting:2003

2.2 OPTION DISPLAY

There are two display, to open the second one, hit the button near the green line.



FRAME SM: Time between frames, default setting: 1

MOVE SMOT: ABLE and UNABLE the FRAME SM (hit Y to YES, and N to NO, default YES)

COR FACTOR: Filter of FRAME SM, default:10

UPDATE: Increasing Update, Refresh digreases. Default: 100

ROT FACT: Sets PITCH BANK HEADING for a more dynamic simulation
You can find out the right setting using this rule: UPDATE+UPDATE/2
Default settino is 150 from UPDATE 100

SECOND DISPLAY

LFPP: relative mode betwen internet reception and frames of IBNET (Suggested default setting: 1)

PING DEL: Is a shift to aircrafts, use default settino:0

A COR FAC: Automatic level filter, default setting:30, suggested:10

AIR TEXT: to activate aircraft's callsign Y (YES) or N (No)

3.1 TRAINING MODE

Training mode record all aircraft's traks and you can fly the same flight when you want, seeing all aircrafts. To run this mode, go to training display and assign R in operation to read REC. Recording will start when you will hit CONNECT; and it will finish when you hit DISCONNECT.

WARNING: When you record a new flight, you lost the old one, you can find the RecFile.dat in the Flight Simulator 9 main folder.

To fly again the old flight go to training display and hit P key to read PLAY in operation. The aircraft who recorded the recfile will not be visible in the recording. To stop the recorded flight, just change aircraft.