

MouseClick Interface

Updates 06/2015



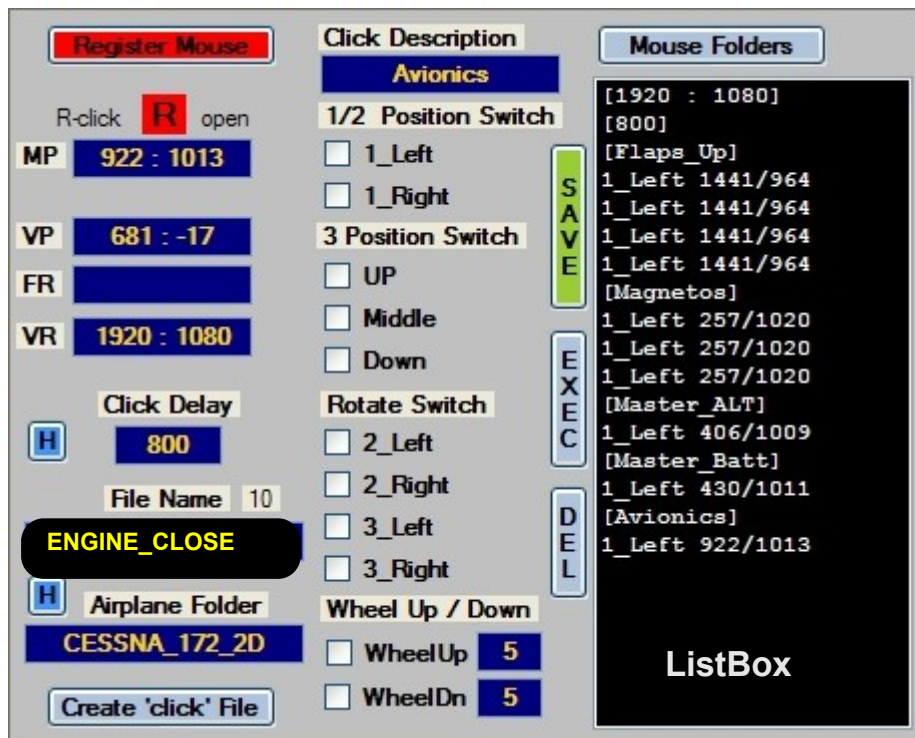
Mouse-Click Interface
Included with:

- > CockpitStatus
and
- > Simcon

- Use the [H]elp Buttons
- You can simulate the Mouse-Wheel movement up + down. Default = 5 'ticks'.
- The [Mouse Folders] Button is opening the Windows Folder Dialog showing you where the saved Files you create are located.
- Now, saved Files can be selected + executed only with the new special Pilot Interface. (by Aircraft or as single generic File)
- Any File created can be saved/updated within a dedicated Airplane Folder.
- **Any File-Name, always, should show exactly what the Mouse-Clicks are doing like 'Flaps_Up_10', 'Engine_Close', Engine_Start, ecc...**
- **The Airplane Folder Name is identifying the single Airplane.**
 - Any Airplane can include several single Mouse-Click Files.
 - The Pilot Interface is listing all single Files for each Airplane. [Apl]
 - The Pilot Interface is listing all single Files as generic Files you saved without a Airplane Folder. [Files]

With a 64bit System Platform Program must be opened with "Administration privileges" and run in the Program Files (x86) Folder !

How we Fix a Panel.



Next a Click example.

The MouseClick Interface is registering precise Panel-Positions. Therefore the Panel should never change Position. With a 2 D Cockpit Panel there is no problem. With other Panels there could be a problem when you move that Panel.

- Example: Let us use the PMDG 737 ngx aircraft. We choose the "Overhead Lower Panel". Open the aircraft.cfg File for each single aircraft. Find the Panel you are interested in. Here the "Overhead Lower Panel".

Now we FIX that Panel >

```
Title = "Overhead Lower Panel"
Guid = {4ca337db-ae88-4c5f-96ea-ddebbd2a86fe}
Origin = Virtual Cockpit
MomentumEffect = No
SnapPbhAdjust = None //Swivel (changed) if not present include changes
SnapPbhReturn = TRUE //False (changed)
PanPbhAdjust = None //Swivel (changed)
PanPbhReturn = TRUE //False (changed)
```

Now the Panel is Fixed and you can't move it anymore. In fact there is no need.

Also a complete Overhead view is Fixed you can choose using the FSX-Menu > Views > Panel Instruments > Forward Overhead. Now Both 2 Panels are fixed.

MouseClick Interface

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click-position example

Remember:

There is no difference between a Switch Lever Up / Down and Left / Right.

Just imagine the image at 90°.

Mouse Wheel up/down
Default Ticks = 5 Ticks
To turn a DIM switch from off to max maybe you need to repeat several times the same Mouse-Wheel command.

You see the Mouse-Hand moving as it would be the Pilot's hand.



Any overhead panel should be fixed as explained with the "update" page.

Open the Switch Cover.
Get the Mouse-Position for at least 2 different clicks.
Now choose whatever you want, On/Armed/Off using L-Click, R-Click.
Close the Cover.





Mouse-Click Interface Description

- The [Mouse Folders] Button is opening the Windows Folder Dialog evidencing where your saved Airplane Folders are located.
- A File Name without a Airplane Folder is a generic Click-File you select with the Pilot Interface [Files]. File is copied into your actual Program-Folder.
- You can overwrite any single generic File or File within a Airplane-Folder.
- The 'Pilot Interface' is evidencing when your Mouse-File has been saved with a different Screen Resolution.
- When you start with a Click Delay, p.e. 500, and then you change the Delay before creating the [click File] a message is appearing "save with new delay ?"

- Connect to FSX
- Click on [Register Mouse]
- The [R] Click Label **must be Green**. If Red, **right-Click** on Label. -- only when open-Green you can register one Mouse-Click. R
- -- After a Mouse-Click, this Label is 'Red' and the Screen Coordinates are copied into the [MP] Field. R
- -- The Screen Position is available until you right-click on [R] + used if you need to register different clicks on same Switch. -- **see next page**
- The [VP] is only the local Mouse-Position within the Interface View.
- The [FR] is showing the registered Mouse File Screen-Resolution.
- The [VR] is showing your actual Screen-Resolution.
- [Click Delay] Default = 500, max = 1000, minimum = 300
- [File Name] Input your Mouse-File Name – max. 15 Digit
- [Airplane Folder] a separate Folder for each Airplane.
- [Create 'click' File] create your Mouse-Click-File
- [Click Description] not requested but better for a visual check – Default = Click name like: [1_Left], [Up], [2_Right]
- [Click types] 1 or 2 Pos. Switch - 3 Pos. Switch - Rotate Switch – Mouse-Wheel Up/Down - **see next page**
- [Save Position] save/copy Click-sequence into the Click-ListBox
- [Del] Click on a ListBox item header [Magnetos] then use 'Del' -- **see next page**
- [Exec] When in Register Mode the Mouse clicks are executed. After any Save execute the Clicks for a immediate Test.
- [H] are 2 basic Help-Buttons.
- **Clear** the ListBox: Right-Click on the ListBox.
- **Error** Control: Logical Errors and show Alert situations.



Mouse-Click Interface Details (1/4)

Register Mouse

R-click **R** open

MP **922 : 1013**

VP **681 : -17**

FR

VR **1920 : 1080**

Click Delay **800**

File Name **10**

ENGINE_CLOSE

Airplane Folder **CESSNA_172_2D**

Create 'click' File

Click Description

Avionics

1/2 Position Switch

1_Left

1_Right

3 Position Switch

UP

Middle

Down

Rotate Switch

2_Left

2_Right

3_Left

3_Right

Wheel Up / Down

WheelUp **5**

WheelDn **5**

Mouse Folders

[1920 : 1080]
[800]
[Flaps_Up]
1_Left 1441/964
1_Left 1441/964
1_Left 1441/964
1_Left 1441/964
[Magnetos]
1_Left 257/1020
1_Left 257/1020
1_Left 257/1020
[Master_ALT]
1_Left 406/1009
[Master_Batt]
1_Left 430/1011
[Avionics]
1_Left 922/1013

SAVE EXEC DEL

ListBox

- **Your Panel or else must always be in the same Screen Position**

All Aircrafts have a FIX panel position that never changes.

- overhead Panel – other Panels – 2 D Cockpit
- Pls. refer to the 1. Page > Updates how we fix a Panel View.
- The Pilot Interface has 2 Buttons for VC + 2D default view.

- **Start Register a Mouse-Click**

- the **R** Button must be **G** Green, Right-Click on **R**
- Now Left-Click only once on a Switch or Button.
- Now the green 'R' Label is Red and the Screen Position is copied into the [MP] Field.

- **Click-Description** – Enter a description for a better reference. With no description the Click-type is used like: [1_Left] – [Up]

- **Define the Click-Type**

You must decide if your Mouse Click is for ON or OFF actions !

There are different switch types like:

- **1-2 Position Switch – 1 or 2 way switch or Button** - used for 1 Left or 1 Right-Click – some switches using 2 Screen Pos (-,+) x L or R. If your switch is only using Left-Clicks you use Left for ON + OFF. If your switch is using Left + Right you use Left for ON, Right x OFF depending on the switch function.
- **3 Position Switch – Up, middle, down or Left, middle, right** you can only use this Type if your switch is using Left + Right-clicks This type is the only one that always switch to the right position as it is registering in automatic, 2 left + 2 right for UP and 2 left + 1 right for Middle pos and 2 right + 2 left for Down-position.
- **Rotate Switch** This is a switch combination and is acting as a normal left or right click. Instead of using 3 x 1_Left you just use 1 x 3_Left.
- **Wheel Up/Down** Used only if mouse-click not possible. You must find the precise Position for up + down. Don't use it for setting values/numbers. The default Wheel ticks is 5 Wheel-ticks.

- **You can only select 1 click-type not 2 together.**

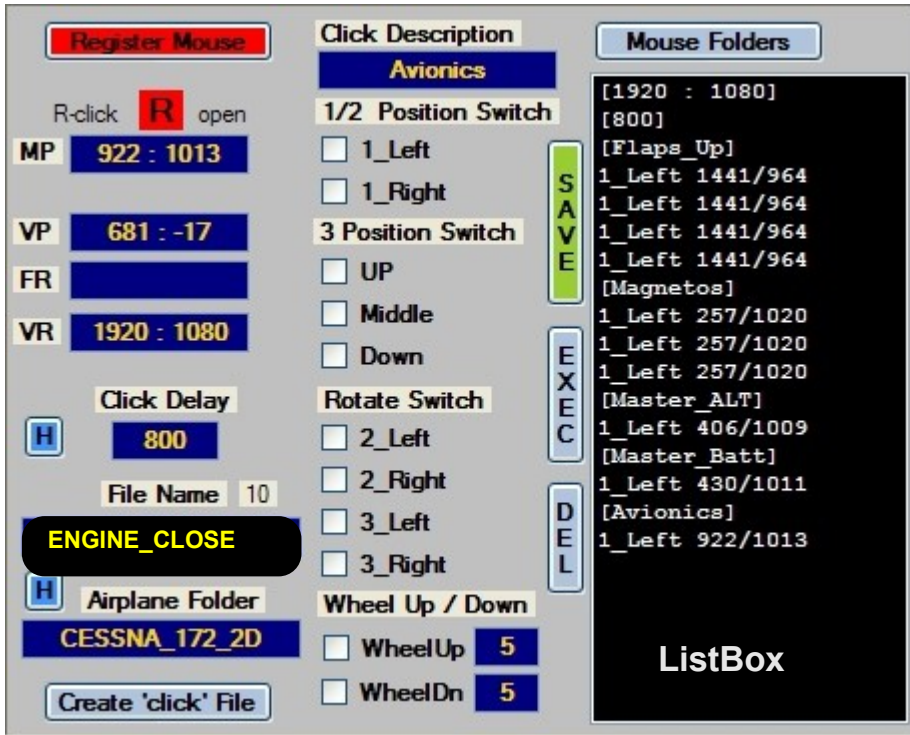
Using same Screen pos. you can add other Click-types until you Right-Click on **R** and close the registration. In fact you could need 1_Left and 1_Right click on the same Switch or Lever.

Only with the **G** you restart a new click-sequence.

Just before you register a Window Position open/restart. **G**



Mouse-Click Interface Details (2/4)



- **Delete a Click-List-Item**
 - Click on a ListBox item header [Magnetos] then use 'Del'
 - **You can delete the 1. Item [Flaps Up] only if it is the last/only one !**
 - [Flaps_Up] this is the 1. Item header
 - [Magnetos]
 - 1_Left 1441/964 (this is the header-Item)
 - Left Click** on [Magnetos] then select [Del]ete
 - You can't Re-Insert a Item-Header – Only ADD or Delete Items!
 - The first 2 Items are the File Header Items you can't delete.
 - Screen Resolution used – [1920:1080]
 - Click Delay [800]
- **Delete / Clear ListBox**
 - You can delete the whole ListBox – **Right click** on ListBox
- **Execute Mouse-Clicks when registering [Register Mouse]**
 - When registering Mouse-Clicks just click on Button [**Exec**]
 - After any saved [Save] Mouse-click test with [Exec].
- **Execute Mouse-Clicks with ready Mouse-Click-Files**
 - Use the Pilot Interface

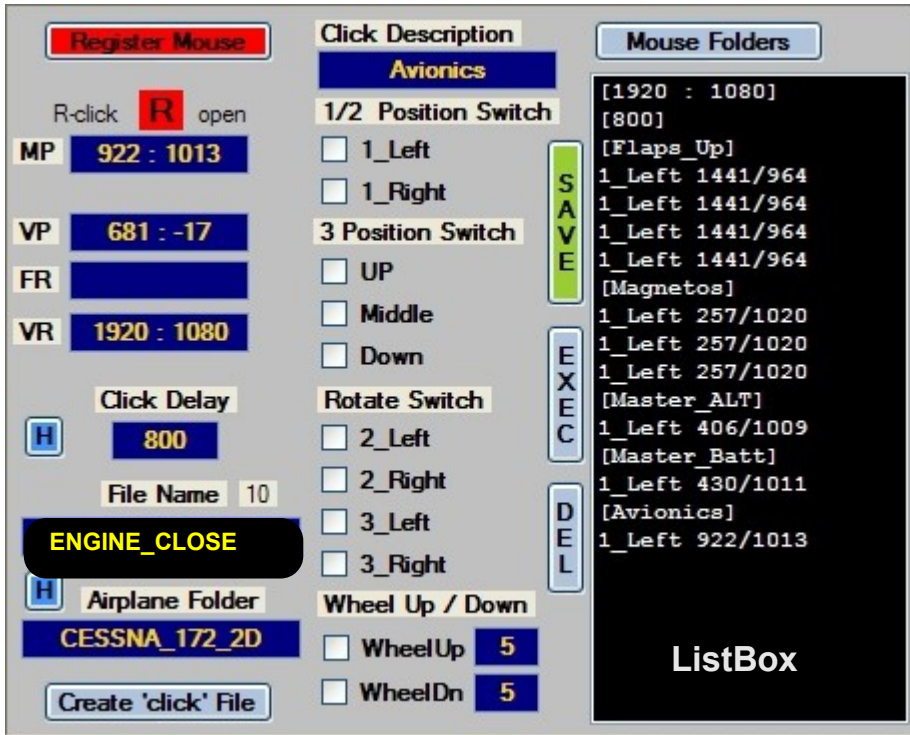
1 Mouse-Click generic File is included. The F22 Light on.
1 Airplane folder for the Cessna_172_2D is included.

• The Mouse-Click Files ext. = *.moi

Any Panel is always at the same place as long as you don't move it!
Pls. refer to the 1. Page > Updates > how we fix a Panel View.



Mouse-Click Interface Details (3/4)



Always check/find the best Click-Position. Try to click into the middle of the click-area that is reserved for and check if you can re-use the same position.
Example: a Switch that is opening and closing on same Pos.
Example: a Switch that is opening with a Left-click but closing with a Right-click.

The Mouse-Interface doesn't know anything about the actual Switch Position therefore you must consider this.

If you register a Flap_Down_20 and the Gauge has 2 click-Fields (-) and (+) it is logic that first you close Flaps, here 3 x Left and then you register the (+) position and register 2 L_clicks. The Cessna has 3 Flap positions.

- The first ListBox Item - here: [Flaps_Up]

The 1. click (not the whole sequence) is always registered twice. The reason is that in order to start a Click sequence the program is 1. starting the Hook-procedure/Focus and 2. the click procedure.

- When you start registering one Mouse-Click **R** you click on a switch/position or Button only once, the switch or whatever it is does not receive the click, only the program is registering the screen-position in [MP]. Only if you click again on that switch (object) the object is receiving the click and acting accordingly.

The Click Position must be valid for 2 events that is open/close on same switch/lever or switch-cover! (use EXEC + Test)

- Example – Cessna 172 engine close – click on the (-) sign position we need 4 Left-Clicks for moving the 'Key' to the left side.

```
[1280 : 1024]
[500]
[3_Left]
1_Left 168/971 - start hook
1_Left 168/971 - 1 start click sequence
1_Left 168/971 - 2
1_Left 168/971 - 3
[1_Left]
1_Left 168/971 - 4 we need 4 left clicks
```

- You should not use the CockpitStatus System with the [Register Mouse] Mode 'On'. When finished always close [Register Mouse] Mode 'Off'.
- You can open a 'switch-cover', click, click on the switch and reclose the 'switch-cover' if requested or leave it open.



Mouse-Click Interface Details (4/4)



Register Mouse

R-click **R** open

MP **922 : 1013**

VP **681 : -17**

FR

VR **1920 : 1080**

Click Delay **800**

File Name **10**

ENGINE_CLOSE

Airplane Folder **CESSNA_172_2D**

Create 'click' File

Click Description

Avionics

1/2 Position Switch

1_Left

1_Right

3 Position Switch

UP

Middle

Down

Rotate Switch

2_Left

2_Right

3_Left

3_Right

Wheel Up / Down

WheelUp **5**

WheelDn **5**

Mouse Folders

[1920 : 1080]
[800]
[Flaps_Up]
1_Left 1441/964
1_Left 1441/964
1_Left 1441/964
1_Left 1441/964
[Magnetos]
1_Left 257/1020
1_Left 257/1020
1_Left 257/1020
[Master_ALT]
1_Left 406/1009
[Master_Batt]
1_Left 430/1011
[Avionics]
1_Left 922/1013

SAVE

EXEC

DEL

ListBox

- The Logic behind it.

A Click Position must be valid for 2 events if only 1 Click-Area is reserved.

Example – Cessna 172 engine close – click on the (-) sign position we want 4 Left-Clicks for moving the 'Key' to the left side.

```
[1280 : 1024]
[500]
[3_Left]
1_Left 168/971 - start hook
1_Left 168/971 - 1 start click sequence
1_Left 168/971 - 2
1_Left 168/971 - 3
[1_Left]
1_Left 168/971 - 4 we want 4 left clicks
```

In this Cessna_172 Default case the click-file is always closing the Engine (-) or opening the Engine with 4 L-clicks on the (+)Label.

A [1/2 Position Switch] is different. The interface doesn't know the actual switch position meaning that a click could set the switch to on or off.

A [3 Position Switch] doesn't know the actual switch position but we can **switch to any position** 1 to 3 in the following way:

This is a particular switch using the LEFT + RIGHT Mouse-Clicks. Don't forget this ! You can combine this click combination with other single clicks.

[Up] is registering 2 Left-clicks to Down/Left then 2 Right-clicks Up/Right

[Middle] is registering 2 Left-clicks Down/Left then 1 Right-click Up/Right

[Down] is registering 2 Right-clicks Up/Right then 2 Left-clicks Down/Left

A [Rotate Switch] is similar but moving a Switch from left to right and back to left. Using 2_left or right and 3_left or right **you can select any position in between.**

Also in this case the Interface doesn't know the actual position. **The Switch/Knob could have even 12 Position ecc...**

The [Rotate Switch] is also used for a faster selecting and saving. Instead of selecting 3 times a 1_Left click you just select 3_Left from the Rotate Switch.

Important is that you know how many clicks you need for full left and full to right and consequently for any Switch-Position.

If you have 12 Knob Positions and need to switch to Pos. 3 you must first select 11/12 clicks left and then 2 R-clicks.

Any Knob/Switch with more than 2 positions can be set to any position as we have the possibility to switch to full left or full right and return.

Using the 3 Pos. Switch or Rotate Switch is the same. The difference is only our personal image / object imagination.

The "Mouse-Click Interface (3/4)" page is explaining 1 example using the Flap positions with the Cessna_172.

Always check if your Click-Area is using Labels like '-' / '+' or only 1 Click-Area and if on same Click-Position Mouse-Left + Mouse-Right click is requested!

MouseClick Interface

Updates 06/2015 – Simcon v 1.5.6 (06/2015)

Mouse-Click Interface

Remember: the 1. saved click is always including 1 additional click – get Focus and start Hook procedure.

When you start registering one Mouse-Click you click on a switch/position or Button only once, the switch or whatever it is does not receive the click, only the program is registering the screen-position in [MP]. Only if you click again on that switch (object) the object is receiving the click and acting accordingly.

When you start registering one Mouse-Click Always choose the precise click-position where 2 events are valid. If you select the wrong click-position it is possible that the same switch doesn't respond, for example moving the Switch-Lever up and down should be possible with one and the same Position for left or right-clicks.

When registering you should assign a Click-Description for any saved Click-event. [Battery_off](#), [Magnetos_on](#)

A File Name should be significant and show exactly what the click-file is doing. Write in this way:
[Engine_Start](#), [Flaps_20](#), [Flaps_up](#)

A Airplane Folder Name should show the Apl-Name.
[Cessna_172](#), [737 NGX](#), [747_DEFAULT](#)

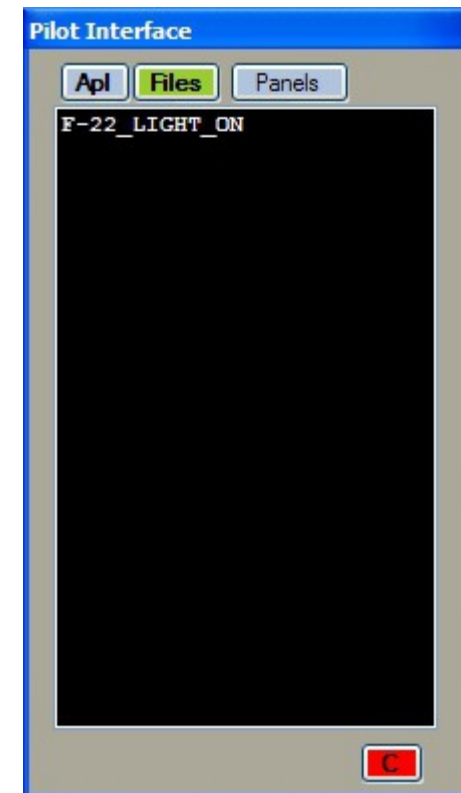
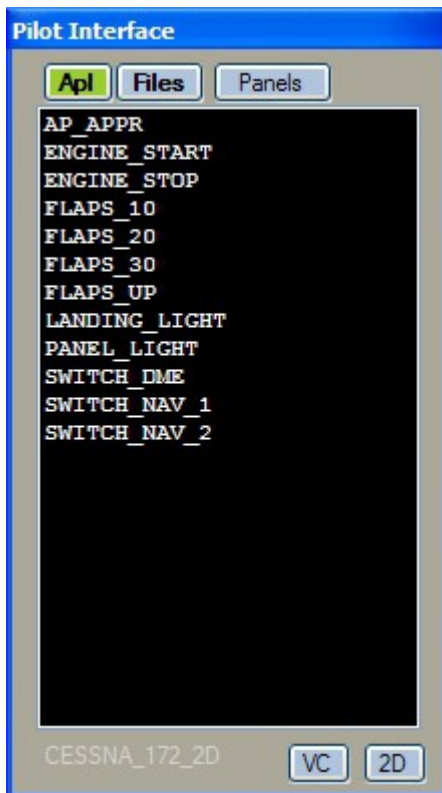
Change or Re-Write a Click-File

Open the Pilot Interface and select the File or Airplane.
Now you see the correct Airplane_Name (Folder Name) or File Name. (Files)
Write the correct File Name and or Airplane Folder Name into the **Fields [File Name] and [Airplane Folder]**

The example on the left side is listing all related Click-Files and the Airplane/Folder Name: CESSNA_172_2D

```
[1920 : 1080]
[500]
[Middle]
1_Left 1086/563
1_Left 1086/563
1_Left 1086/563
1_Right 1086/563
[UP]
1_Left 1086/563
1_Left 1086/563
1_Right 1086/563
1_Right 1086/563
[Down]
1_Right 1086/563
1_Right 1086/563
1_Left 1086/563
1_Left 1086/563
[Wheel Up]:5
WheelUp 1086/563
[Wheel Down]:5
WheelDown 1086/563
```

```
[1920 : 1080]
[500]
[1_Left]
1_Left 1083/528
1_Left 1083/528
[1_Right]
1_Right 1083/528
[2_Left]
1_Left 1083/528
1_Left 1083/528
[3_Right]
1_Right 1083/528
1_Right 1083/528
1_Right 1083/528
```



MouseClick Interface

Simcon update 06/2015



The new Pilot Interface

- Any Airplane can include several single Mouse-Click Files.
- The Pilot Interface is listing all single Files for each Airplane. **[Apl]**
- The Pilot Interface is listing all single Files as generic Files you saved without a Airplane Folder. **[Files]**
- The **[Panels]** Button is listing access to the CockpitStatus 'Flight Panel' and the external small 'Radar'.
All other selections are FSX commands you can use avoiding Keyboard or Joystick.
Close the Flight Panel and Radar with Mouse-Right-Click.

? If this image is appearing click on it. It is meaning that the actual Video-Resolution if different.

The **[C]** Button is connecting to Simconnect (by-pass Fsuipc)

The **[VC]** + **[2D]** Buttons are visible if FSX is connected.

From any actual FSX-View you switch to the Default Forward View VC or 2D.

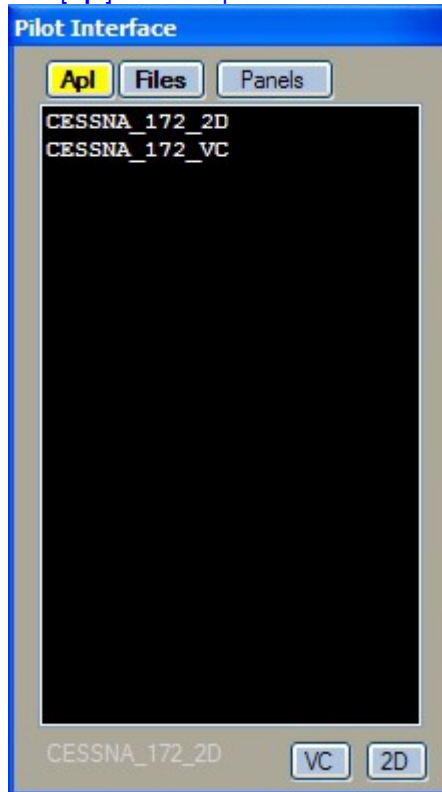
In case you place/move the Pilot Interface on top, or partly, of the mouse-click area you receive a alert-message.

Close the Pilot Interface with R-click.

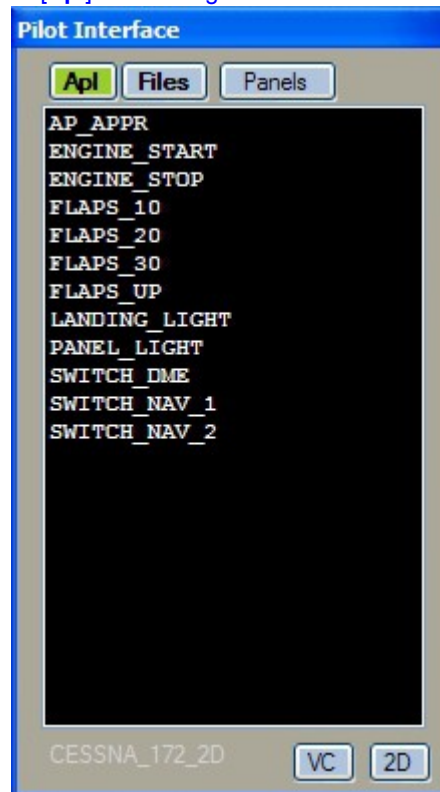
NOZZLE LOW + NOZZLE HI
is moving the Harrier-Nozzles or similar
step by step.

You should not use it with
Prop Engines as it is using the
PROP-Pitch; but you can use it.

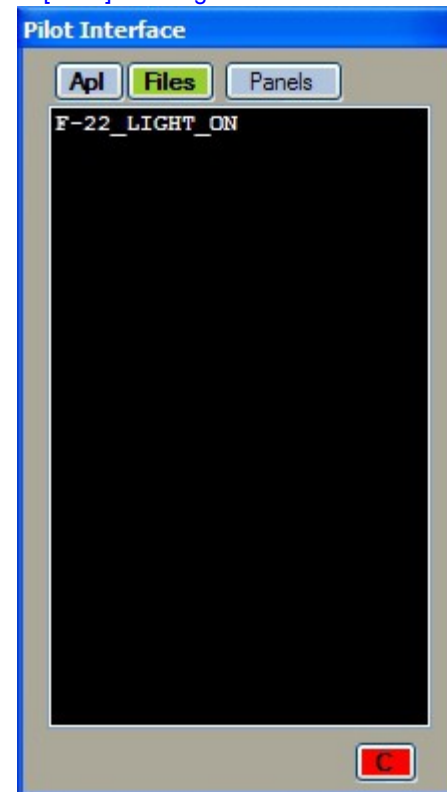
[Apl] List all Airplanes – Select



[Apl] List all single Click-Files



[Files] List all generic Click-Files



List all special direct connections.

