

CHALK RIVER GRAPHICS

CrgSim GoFlight Interface

Installation and User's Guide

Chalk River Graphics

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GoFlight Interface (Radios, EFIS and MCP Pro)

Why connect the GoFlight EFIS and MCP Pro to CrgSim using the CrgSim drivers instead of using the default drivers that come with GoFlight?

If you primarily fly with the default aircraft the CrgSim interface will allow your changes to many of the flight parameters to be reflected in the CrgSim instruments (VNAV, LNAV, Nav Display Range, Nav Display Mode,...)

If you primarily fly with add on aircraft AND you are happy with the way changes made to the GoFlight instruments affect the add on aircraft then you will probably want to leave the existing configuration in place.

If both the GoFlight driver and the CrgSim GoFlight driver are run at the same time there will be unusual and undesired behavior. To use the CrgSim GoFlight driver be sure to disable the standard GoFlight driver.

So, if you have the GoFlight EFIS and/or MCP Pro you have several choices on how to connect the hardware.

1. Connect the devices to the FSX computer and run the standard GoFlight drivers.
2. Connect the devices to a computer other than the FSX computer and run the CrgSim drivers.
3. Connect the devices to the FSX computer, disable the GoFlight drivers and run the CrgSim drivers.

If you want the GoFlight EFIS and/or MCP Pro to control the CrgSim instruments then either connect the GoFlight hardware to a NON FSX computer or follow the directions below on disabling the GoFlight

driver. Choice 3 takes longer to explain than actually doing it.

If you want to connect the GoFlight hardware to the FSX computer AND want to use the CrgSim interface you will have to disable the GoFlight FSX drivers.

To support the GoFlight EFIS or MCP Pro within CrgSim copy the CrgSim GoFlight folder to the computer that you want to connect the GoFlight hardware to. Then:

- From the GoFlight web site (www.goflightinc.com) click on “Support” and from that page download “GF Config Setup 2.23”
- Install “GF Config Setup 2.23”
- Plug in the USB cables from the GoFlight EFIS and/or MCP Pro.
- In the CrgSim GoFlight folder execute crggf.exe.
- A window should open that displays the number of MCP Pros recognized and the number of EFISs recognized. If the GoFlight hardware is plugged in and the count for both devices is zero then you may have to do one OS restart to have the hardware recognized.

If you have more than one GoFlight EFIS a small configuration file is used to sort out which EFIS is for the Captain and which EFIS is for the First Officer. The name of the configuration file is crggf.cfg.

If you have more than one EFIS connected, then one EFIS will have a hardware number ID of 0 and the other EFIS will have a hardware number of 1.

To determine which hardware number belongs to which EFIS click on the CrgSim GoFlight interface window (opens when you execute crggf.exe) and then press the 'E' key. A debug window should open. When a switch or button on an EFIS is moved the resulting values should display on the debug window. The value of interest here is the ID. For example if you press the ARPT button on the Captain's EFIS then the value displayed in the ID box (0 or 1) will be the value you use in the configuration file:

efisleft <number displayed from above>

Do the same with the First Officer's EFIS and enter the value on another line:

efisright <number from the EFIS debug window>

So assuming that you see a 1 for the Captain's EFIS and a 0 for the First Officer's EFIS then your configuration file would look like:

efisleft 1

efisright 0

Restart crggf.exe and you should be good to go. To test, move the range dial. The range of the corresponding CrgSim Nav Display should follow changes made to the EFIS range dial.

If you have one EFIS then switch and button changes on the EFIS are reflected in both the Captain's Nav Display as well as the First Officer's Nav Display.

Note: The GoFlight EFIS and MCP Pro can also be operated in the normal manner, Just follow the standard installation instructions provided by GoFlight and do not start the CrgSim program crggf.exe.

Note that the CrgSim Communications Manager must be running to connect the EFIS and MCP Pro to the CrgSim system. The upper left check box (Com Connected) in the interface window will have a check mark in it if the interface “sees” the communication manager and has established a connection to it.

A check mark in the Sim Connected box indicates that the Communication Manager has established a connection to the flight simulator and you should be ready to fly.

Radios

The configuration file in the distribution contains USB assignments for Com1, Com2, Nav1, and Nav2. These assignments are arbitrary and will probably not be accurate for your own setup. Actual USB assignments will be determined the first time you plug in your GoFlight radios. If you do not have any radios the assignments in the configuration file will not cause any problems if left there.

Proper assignment of USB ports to radios is easy. For example: assume you have two Nav radios and the initial assignment is:

| | |
|------|---|
| nav1 | 0 |
| nav2 | 1 |

Start the CrgSim driver and FSX. Try changing the frequency on Nav1. If the NAV1 frequency on the FSX radio display changes as expected then the existing configuration is correct. If the wrong Nav radio frequency changes then swap the assignments above so that Nav1 is 1 and Nav2 is 0. Then restart the CrgSim GoFlight driver. If the radios are plugged into different USB ports then the assignments will probably change and it will be necessary to do the test above again.

In flight operation to change the frequency frequency megahertz turn the rotary knob on the right of the radio. To change the frequency kilohertz push the knob in and then turn. The center square push button swaps standby frequency and active frequency. The right square push button

How to disable the standard GoFlight interface (You only need to do this if the GoFlight MCP Pro and/or EFIS are connected to the FSX computer AND you want to use the CrgSim drivers instead.)

When FSX runs add-on software for the first time it will ask you if you want to allow FSX to start the new software. If you click “yes” it will then ask if you want to automatically start the software each time FSX

is started. If you clicked “yes” FSX will add an entry to the exe.xml file to start the new add on software automatically every time FSX starts.

To stop automatic start up of add-on software it is necessary to remove this line in the exe.xml file. Then on each FSX start up, FSX will ask you if you want to run the add on software. Just reply no to use the CrgSim software.

If, in the future, you want to have FSX automatically run the add on software just reply “YES” to the startup question and reply “YES” to the following question from FSX (do you want to automatically run the software on startup).

For Vista, Win 7, and Win 8 you should be able to find the exe.xml file in the directory at:

c:\users\<your id>\AppData\Roaming\Microsoft\FSX

Back up the file now. Then open the file with an editor and search for the line containing “GFDevFSX”. When you find the line, delete it, and save the file.

Restart FSX and when asked if you want to run GFDevFSX.exe reply “No” and continue the FSX startup.

Contact

You can contact us at sim30@[crgsim.com](mailto:sim30@crgsim.com). We are especially interested in your comments, any problems you might have with the programs, and things that you like (or don't like) about them.

After spending a large amount of time removing non-flight sim posts (drugs, counterfeit boots, ... for sale) we reluctantly had to convert the web site to read only.