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FSX2BMAP Ver.1.5.0.0

Presented by Backy Works Jan/5/2013

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## 1. Introduction

This application shows a position of your aircraft on BingMaps. A flight plan and AI traffic (plane & ship) are also plotted.

## 2. Files

"FSX2BMAP15.zip" includes following

- 1) FSX2BMAP.exe
- 2) FSX2BMAP\_S.exe
- 3) FSX2BMAP\_DLL.dll
- 4) FS9BMAP\_Link.dll
- 5) Microsoft.Maps.MapControl.WPF.dll
- 6) reademe.doc
- 7) readme-j.doc

## 3. How to install

For FSX:

- 1) Unzip FSX2BMAP15.zip.
- 2) Copy FSX2BMAP\_DLL.dll to your FSX folder.
- 3) Open dll.xml by text editor such as notepad.exe, and add following before "</SimBase.Document>"

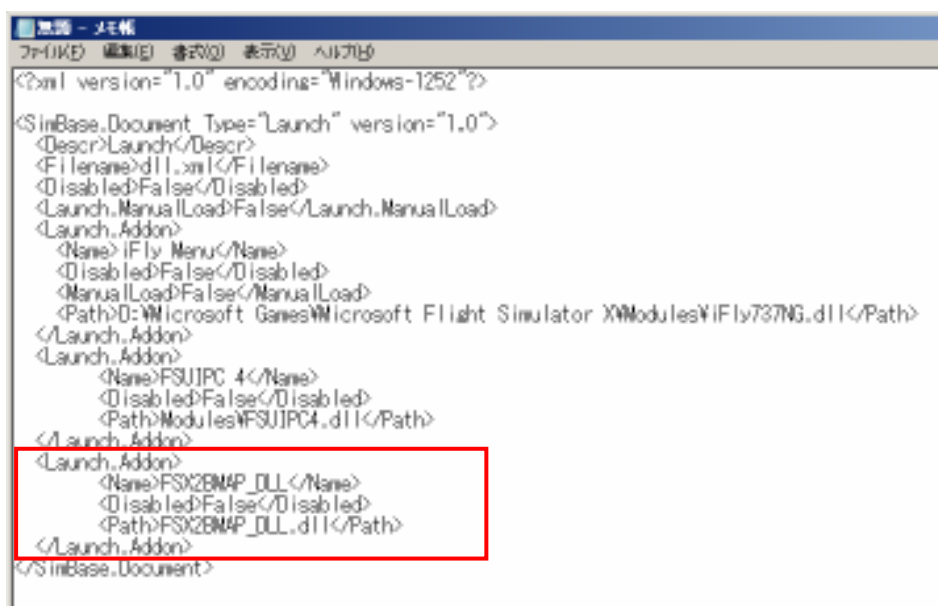
<Launch.Addon>

<Name>FSX2BMAP\_DLL</Name>

<Disabled>False</Disabled>

<Path>FSX2BMAP\_DLL.dll</Path>

</Launch.Addon>



```
<?xml version="1.0" encoding="Windows-1252"?>
<SimBase.Document Type="Launch" version="1.0">
  <Descr>Launch</Descr>
  <Filename>dll.xml</Filename>
  <Disabled>False</Disabled>
  <Launch.ManualLoad>False</Launch.ManualLoad>
  <Launch.Addon>
    <Name>IFly Menu</Name>
    <Disabled>False</Disabled>
    <ManualLoad>False</ManualLoad>
    <Path>D:\Microsoft Games\Microsoft Flight Simulator X\Modules\IFly737NG.dll</Path>
  </Launch.Addon>
  <Launch.Addon>
    <Name>FSUIPC 4</Name>
    <Disabled>False</Disabled>
    <Path>Modules\FUIPC4.dll</Path>
  </Launch.Addon>
  <Launch.Addon>
    <Name>FSX2BMAP_DLL</Name>
    <Disabled>False</Disabled>
    <Path>FSX2BMAP_DLL.dll</Path>
  </Launch.Addon>
</SimBase.Document>
```

## HOW TO FIND YOUR DLL.XML

The dll.xml file is normally located in a hidden location. Here's how to find it.

1. First you need to open the Windows Folder Options. You can get to this either from Control Panel, or by going to Tools/Folder Options from any Explorer window that shows your drives and folders such as My Computer.
2. In the Folder Options, you need to change two options on the View tab away from their default settings:
  - a. The first is "Hidden files and folders" - you need to change this to the 2nd option down that says "Show hidden files, folders, and drives."
  - b. The second is "Hide extensions for known file types" - uncheck this option. Extensions are the second half a filename, for example .doc, .jpg, .mp3, or in this case .xml. For some reason, Microsoft decided to hide these by default, which can make it difficult to identify the exact files in a list.
3. Now, you need to browse your main C: drive, and go to one of these locations depending on whether you have Windows XP or Windows Vista/Windows 7:

Windows XP:

C:\Documents and Settings\Your Windows Account Name\Application Data\Microsoft\FSX

Windows Vista/Windows 7:

C:\Users\Your Windows Account Name\AppData\Roaming\Microsoft\FSX

For FS2004:

- 1) Unzip FSX2BMAP15.zip.
- 2) Copy FS9BMAP\_Link.dll to Modules folder in your FS2004 folder.

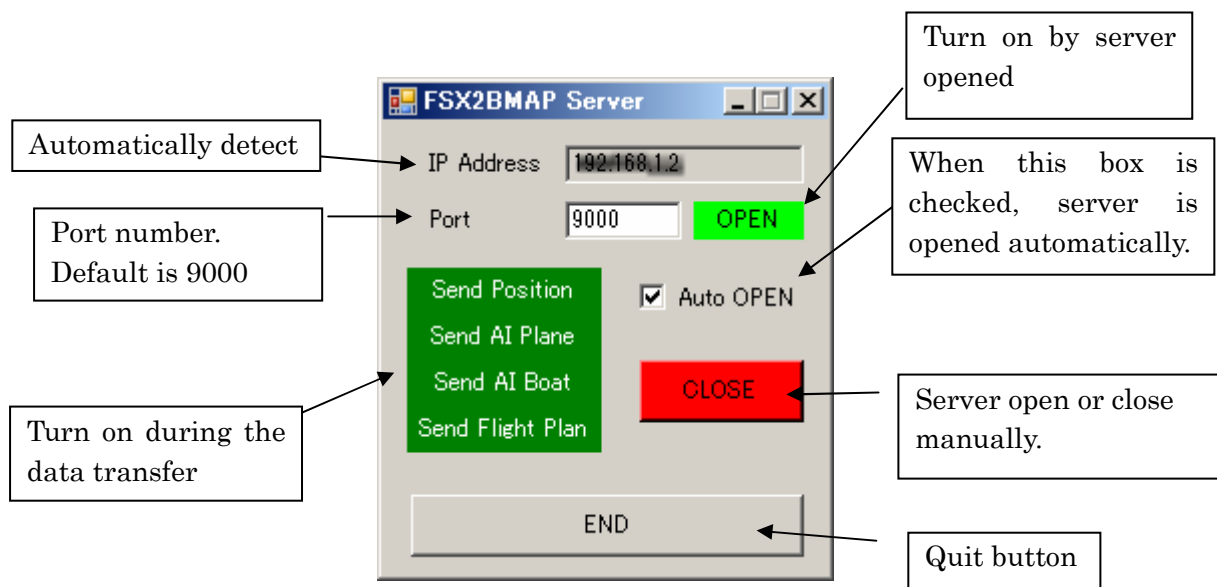
## 4. How to Run

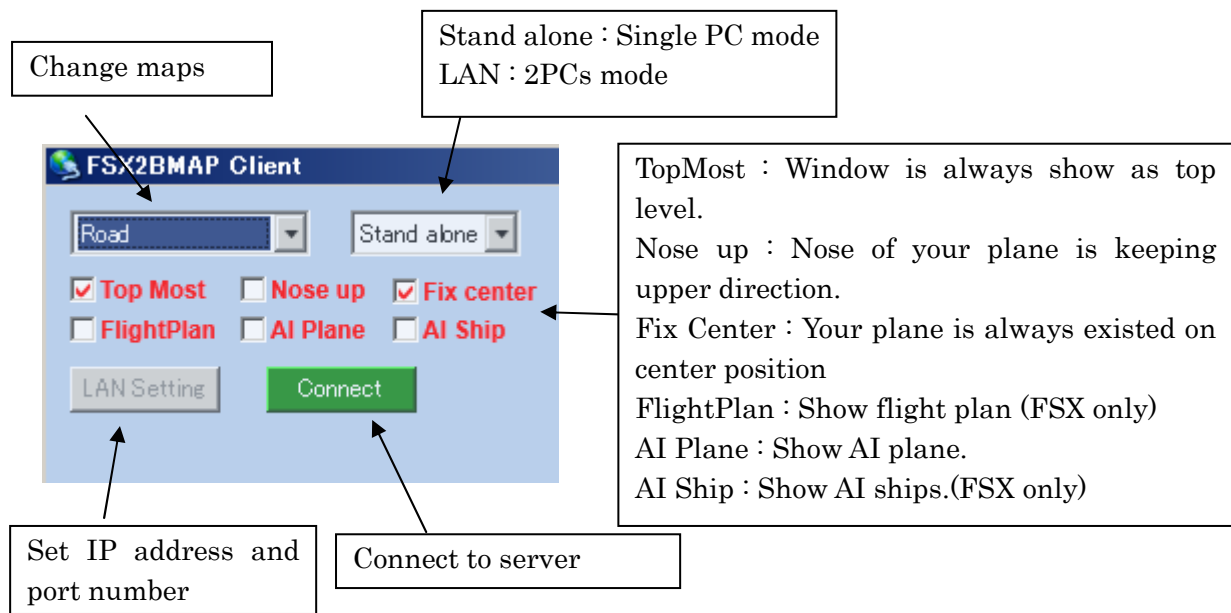
For Single PC:

- 1) Run FSX or FS2004
- 2) Double click the FSX2BMAP.exe
- 3) Select "Stand alone" by the top right side combo box.
- 4) Select map.
  - (1) Road: road map
  - (2) Aerial: Aerial map
  - (3) Aerial(w label): Aerial map with place name
- 5) If you plot a flight plan, check "Show FlightPlan". (Only FSX)
- 6) If you plot AI plane, check "AI Plane".
- 7) If you plot AI ship, check "AI Ship". (Only FSX)
- 8) If check the TopMost box, FS2BMAP main windows will be always top.
- 9) If check the NoseUp box, Nose of your plane is keeping upper.
- 10) If you want to zoom in/out, please rotate your mouse wheel.
- 11) if you want to resize window, you can resize to drag the window corner.

For 2 PCs:

- 1) Run FSX or FS2004
- 2) Run FSX2BMAP\_S.exe on the PC running the FSX/FS2004.
- 3) FSX2BMAP\_S starts the server automatically. If you start the server manually, you need to uncheck the "Auto OPEN" box.  
How to change the port number:  
Click "CLOSE" button (red one).  
Change port number.  
Click "OPEN" button (red one)
- 5) Run FSX2BMAP.exe on another PC.
- 6) Select "LAN" by the top right side combo box.
- 7) Click "LANsetting" button.
- 8) Set the IP address and Port number.
- 9) Click "CONNECT" button.





Note!!

If you change the airport, FSX will reset AI objects. If you install many AI traffics, it take a few minutes that the FSX2BMAP shows AI traffic.

## 5. Environment

- Windows7(64bit)
- Microsoft Flight Simulator X + Acceleration or Flight Simulator 2004
- Ultimate traffic 2
- dotNetFrameworks4.0

## 6. Agreement

This is the free software. Enjoy this with your agreement of the followings.

- "FSX2BMAP" is copyrighted software by Koji Tsubakimoto.
- You can't use this software for commercial purpose.
- "FSX2BMAP" comes with no warranty or claim of fitness or reliability.
- "FSX2BMAP" and its files are distributed AS IS, USE AT YOUR OWN RISK.
- If you found any problems/bugs with this program, you MUST report to author.
- You can't reverse engineering, reverse compile or same behaviors for this program.
- If you want to redistribute all or a part of this software, you MUST contact me.
- If you redistribute this software, you MUST include all things, and you MUST NOT rewrite these documents.

## 7.

If you have any request or bug information, please let me know by E-Mail.

backy

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Home Page : <http://www003.upp.so-net.ne.jp/BackyWorks/>

## 8. history

|           |  |
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| 2012/2/12 | Ver.1.0.0.0 Released   |
| 2012/3/17 | Ver.1.1.0.0 FS2004 version released  |
| 2012/4/ 7 | Ver.1.2.0.0 Flight plan of FSX was shown on map.                               |
| 2012/5/27 | Ver.1.2.0.2 Fixed Flight plan bug.   |
| 2012/5/28 | Ver.1.2.0.3 Top Most mode was included.  |
| 2012/6/10 | Ver.1.3.0.0 AI traffic could be shown.   |
| 2012/6/11 | Ver.1.3.0.1 Fixed ATCID. North up mode was added.                              |
| 2012/6/11 | Ver.1.3.0.2 Bug fixed.   |
| 2012/6/16 | Ver.1.4.0.1 AI Carrier was shown.  |
| 2012/6/17 | Ver.1.4.0.2 Two check boxes added.   |
| 2012/11/3 | Ver.1.4.0.5 The list up process of AI objects in FSX2BMAP_DLL.dll was changed. |
| 2013/1/5  | Ver.1.5.0.0 Added LAN mode.  |