Control Center

Bendix King Radios Control Center

Control Center

Flight Simulator Aircraft and Helicopters

Available

Airbus A321
AirCreation Trike Ultralight
Boeing 737-800
Boeing 747-400
Beechcraft Baron 58
Beechcraft Baron 58 g1000
Beechcraft King Air 350
Bombardier CRJ700
Cessna C172SP Skyhawk
Cessna C172SP Skyhawk G1000
DG Flugzeugbau DG-808S
Douglas DC-3
Piper Pacer 180
Boeing F/A-18
Cirrus VLJ
Lockheed P-38J
Lockheed P-38J Restored
Lockheed P-38K
Lockheed P-38L
Commander 115TC

Configured

Cessna C208B Grand Caravan
de Havilland Beaver DHC2
Extra 300S
Cessna FSD C337H
Grumman Goose G21A
Maule Orion
Mooney Bravo

Options

☑ Use Audible Alarms

Data Manage

Control Center Handbook

7 aircraft/helicopters configured.
Select an aircraft from the Available list and press "Add" to configure it, or an aircraft from the Configured list and press "Restore" to return it to its original radios.

Add

Restore

Exit

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Getting Started

The Control Center (*Utility*) is a file and data management utility that will allow you to easily add the FlightSim Developers Bendix Kings Radios (*Radios*) to your Flight Simulator Panels. It will also provide you with access to the stored data used by the panel gauges, and allow you to make changes.

System Requirements

- Microsoft Flight Simulator X
- Windows XP, Windows Vista, or Windows 7 - 32 or 64 bit versions.

1. Basic Operation

HOW IT WORKS
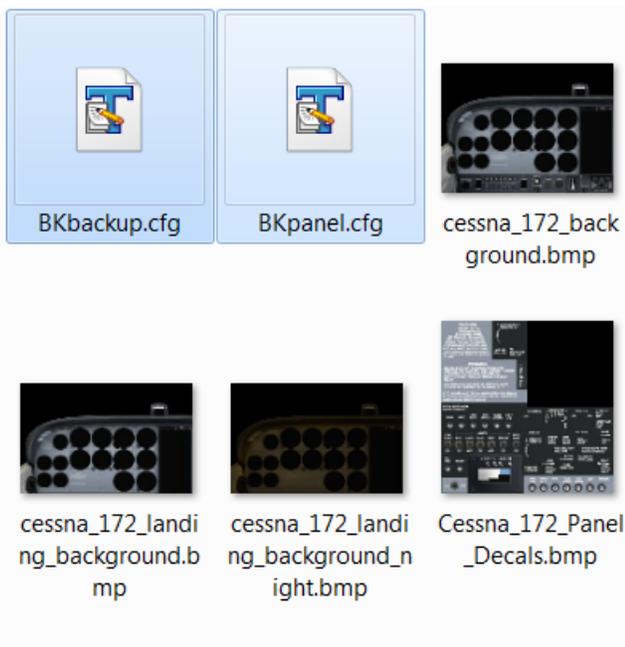
Figure 1

Before doing anything, the *Utility* creates a backup file entitled BKbackup.cfg (*Backup File*). This is an exact copy of your present panel.cfg file at the time the *Utility* is run. This file contains any changes you may have already made with other addon gauges, etc.

When you command the *Utility* to add the *Radios* to this panel for the first time, the Panel Wizard (*Wizard*) is launched, allowing you to select which gauges are to be replaced. A file entitled BKpanel.cfg (*Template*) is created, containing the new data. The Utility then overwrites the aircraft's panel.cfg using the *Template*.

Thereafter, you can restore your original panel, and the *Utility* will again overwrite the panel.cfg file with the *Backup File*. If you elect to configure the panel again, the *Utility* will simply use the *Template* to overwrite the panel.cfg. The Wizard will only launch again if you request it to do so.

USER INTERFACE

All controls required to operate the *Utility* are located on the Graphic User Interface (*GUI*).
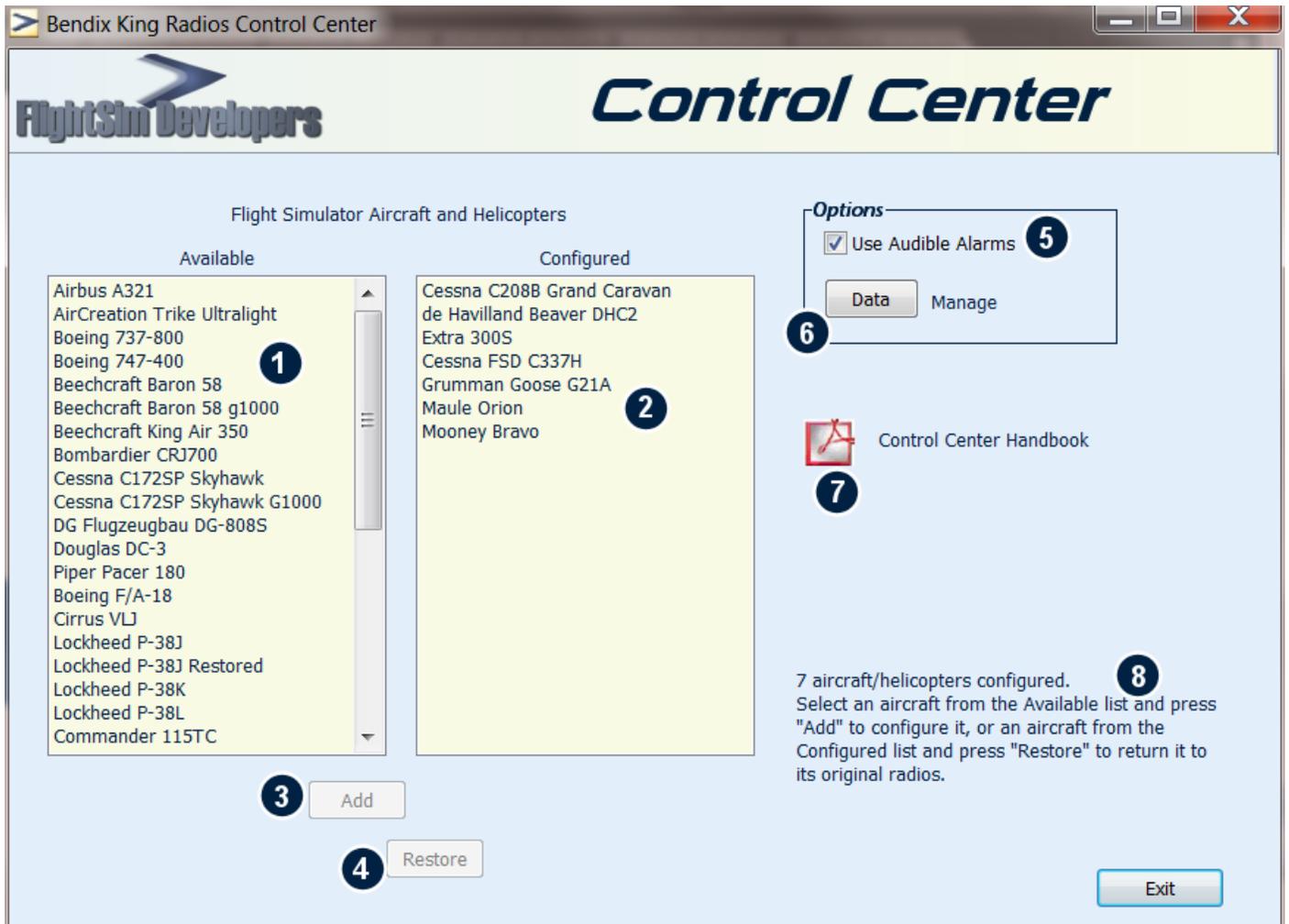

Figure 2

1. <u>Non-configured aircraft list</u>. This should be all of the aircraft and helicopters installed into Flight Simulator that contain their own instrument panel. Aircraft panels aliased to another aircraft's panel will not be listed here.
2. <u>Configured aircraft list</u>. These are the aircraft and helicopters that are currently configured to use the *Radios*.
3. <u>The Add Radios button</u>. Used to configure one of the aircraft on the non-configured list (1) and configure it to use the *Radios*. See the Add Radios section on page 4.

<u>The Restore Button</u>. Used to restore a configured panel back to its original state. See the

4. Restore Radios section on page 8.
5. <u>Use Audible Alarms</u>. Check this box if you want to utilize the audible alarms on the Autopilot and radios. See the respective Pilot Handbooks for each radio component for more details.
6. <u>Manage Data Button</u>. Use this feature to access and modify the stored data used by the *Radios*. See the Managing Data section on page 9 for more details.
7. <u>Open Handbook Button</u>. Opens this file.
8. <u>Message Center</u>. Annunciator that informs you of what action the utility is taking, and then its results.

2. Detailed Operating Instructions

This section will provide you with step-by-step instructions on how to:

- Configure your present aircraft/helicopter panels to utilize the *Radios*.
- Restore your configured panels to their original state.
- Manage the stored data utilized by the *Radios*.

ADD RADIOS

The main purpose of this utility is to help you easily configure your various aircraft panels to utilize the *Radios*. Follow these systematic procedures to configure the panel of your choice:
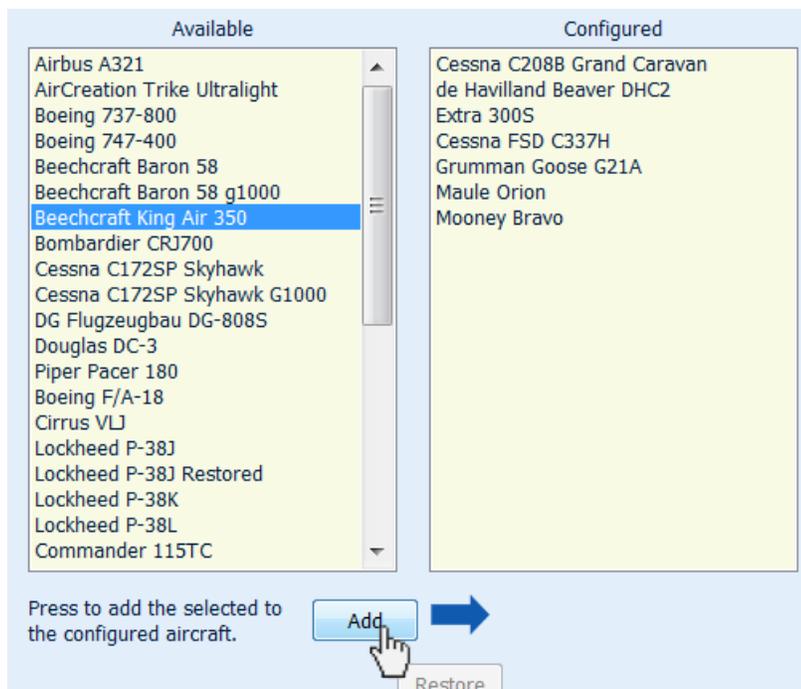
Figure 3

1. Click on the aircraft/helicopter of your choice on the list entitled "Available". It will be highlighted.
2. Click on the "Add" button.

<u>IF THE PANEL HAS ALREADY BEEN CONFIGURED</u>

If you have used the *Utility* to configure this panel before, a *Template File* will already be present in its panel folder. In this case you will be asked if you want to go ahead and use this template, or if you want to make further modifications to the panel. See *Figure 4*.

In the case where you want to configure the panel again the same way, select "Yes". Otherwise select "No", and the *Wizard* will be launched again. See page 5 for more detailed instructions. In

this case the *Wizard* will present the original panel from your backup, without the changes you previously made, so that you can start again from scratch.
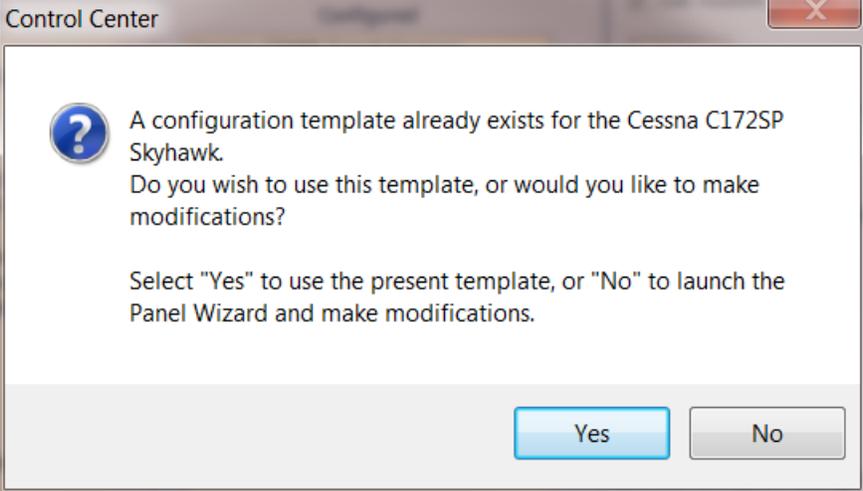

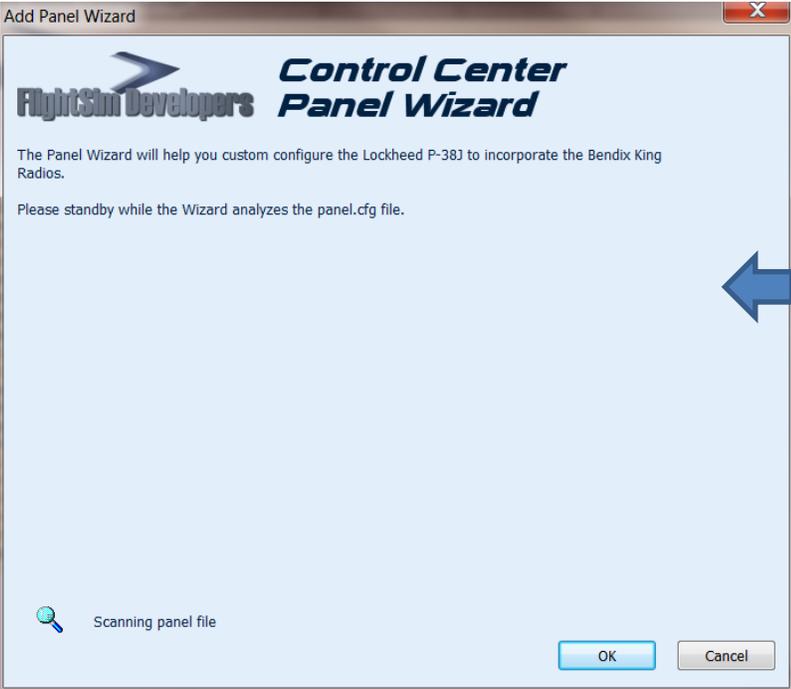*Figure 4*

THE PANEL WIZARD

Figure 5

When no *Template File* is present, or when you want to modify an existing configured panel, the *Wizard* will launch.

The *Wizard* initializes by scanning the *Backup File* of your original panel.cfg (*Figure 5*). It locates the different panel Windows, the virtual cockpit entries, and makes a listing off all of the gauges within the panel file.

When the *Wizard* has initialized (*Figure 6*) the list on the right, entitled "Panel Gauges", will display all of the gauge files found within the panel file. On the left, a list oif the 7 *Radios*.

You customize your panel by selecting one of the 7 *Radios*, and then the Panel Gauge on the right to which it corresponds. Keep in mind that there are so many different addon panels available to day, all using different gauge names, that it would be impossible for the *Utility* to determine which of these gauges corresponds to the selected *Radio*. Therefore, you need to make this determination.
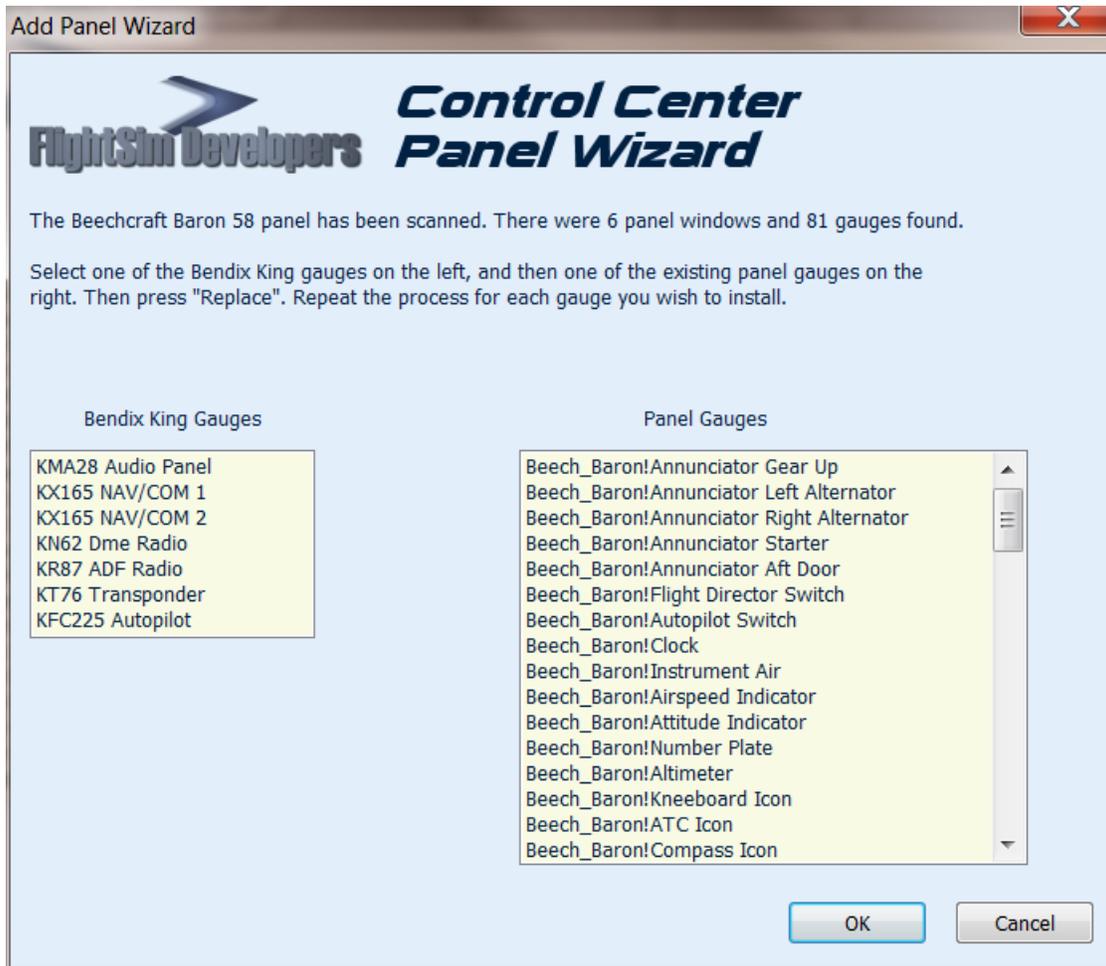
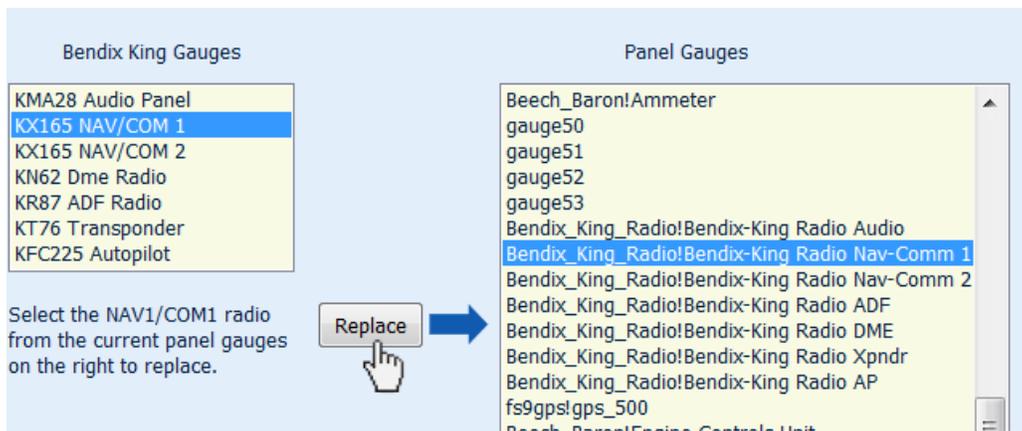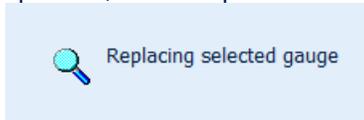For use with Microsoft Flight Simulator only. Not to be used in real world aviation.

Figure 6

Figure 7

When both a *Radio* and a Panel Gauge have been selected, indicating which gauge is to be replaced, the "Replace" button will appear. Press this button to begin the process.

The standby indicator will appear while the *Wizard* performs the exchange of gauges. Then it will return to its original configuration (*Figure 6*), allowing you to replace as many gauges as desired.
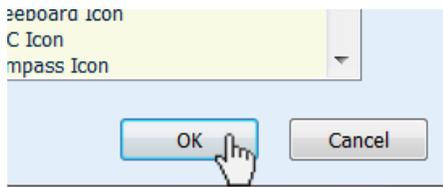
Figure 8

Figure 9

If you are satisfied with your new configuration, press "OK". You will then be returned to the *Utility GUI*.

If "OK" was pressed the Utility, a *Template File* will be created in the aircraft's panel folder, and the panel.cfg file will be overwritten with this template, making your new configuration ready for your next flight.

If "Cancel" was pressed on the *Wizard*, a *Template File* will not be created, and the present panel.cfg file will not be changed.
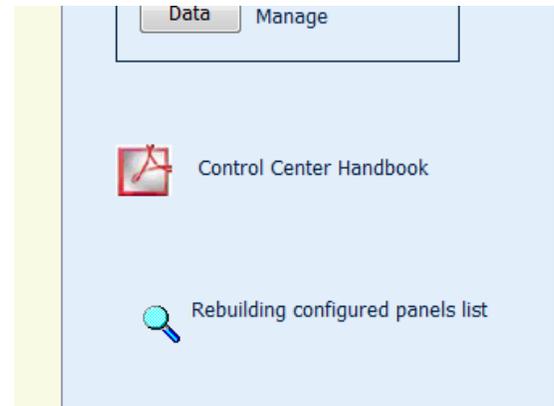

Figure 10

> **Note**
> The Wizard can only replace gauges, using the same panel location and size as the original gauge. This will only work well if you are replacing gauges of roughly the same dimensions, or width/height ratio. More complex gauge placement will require manual test editing, or a panel creation utility program.

The default Bendix radios that come with Flight Simulator are the exact width/height ratio, and the *Radios* are designed as perfectly sized, one-to-one replacements, right down to the knob locations, making them perfect fit in the virtual cockpit as well.

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RESTORE RADIOS

To restore a panel to its original configuration, highlight the aircraft on the Configured list on the right. The "Restore" button will appear.
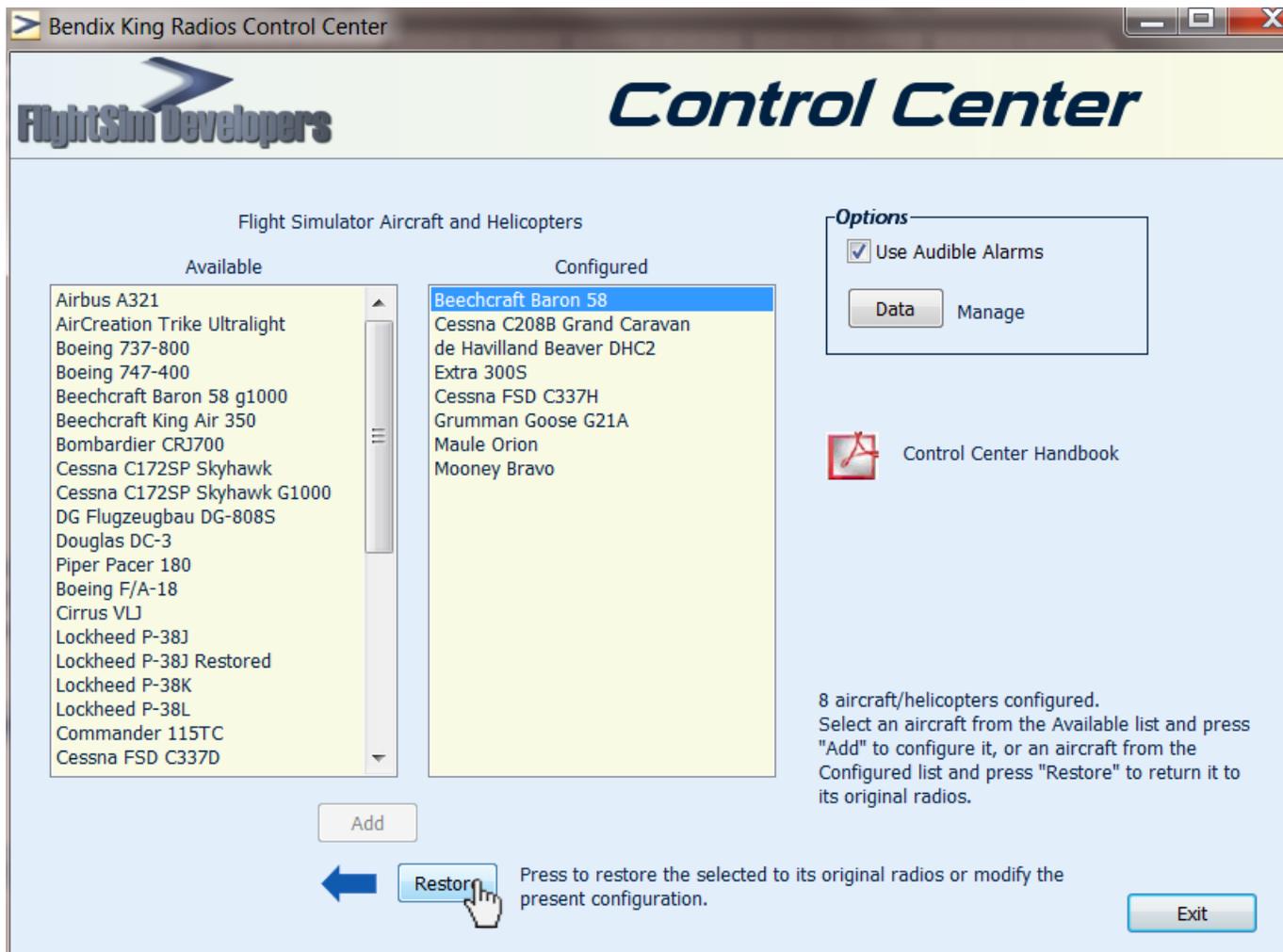

Figure 11

The Utility will use the Backup File to overwrite the panel.cfg file, thus restoring the aircraft's panel to its original configuration.

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MANAGING DATA

The **Radios** store saved COM frequencies, as well as other data, options and switch positions. You can access this data and manage it using the Data Management feature.

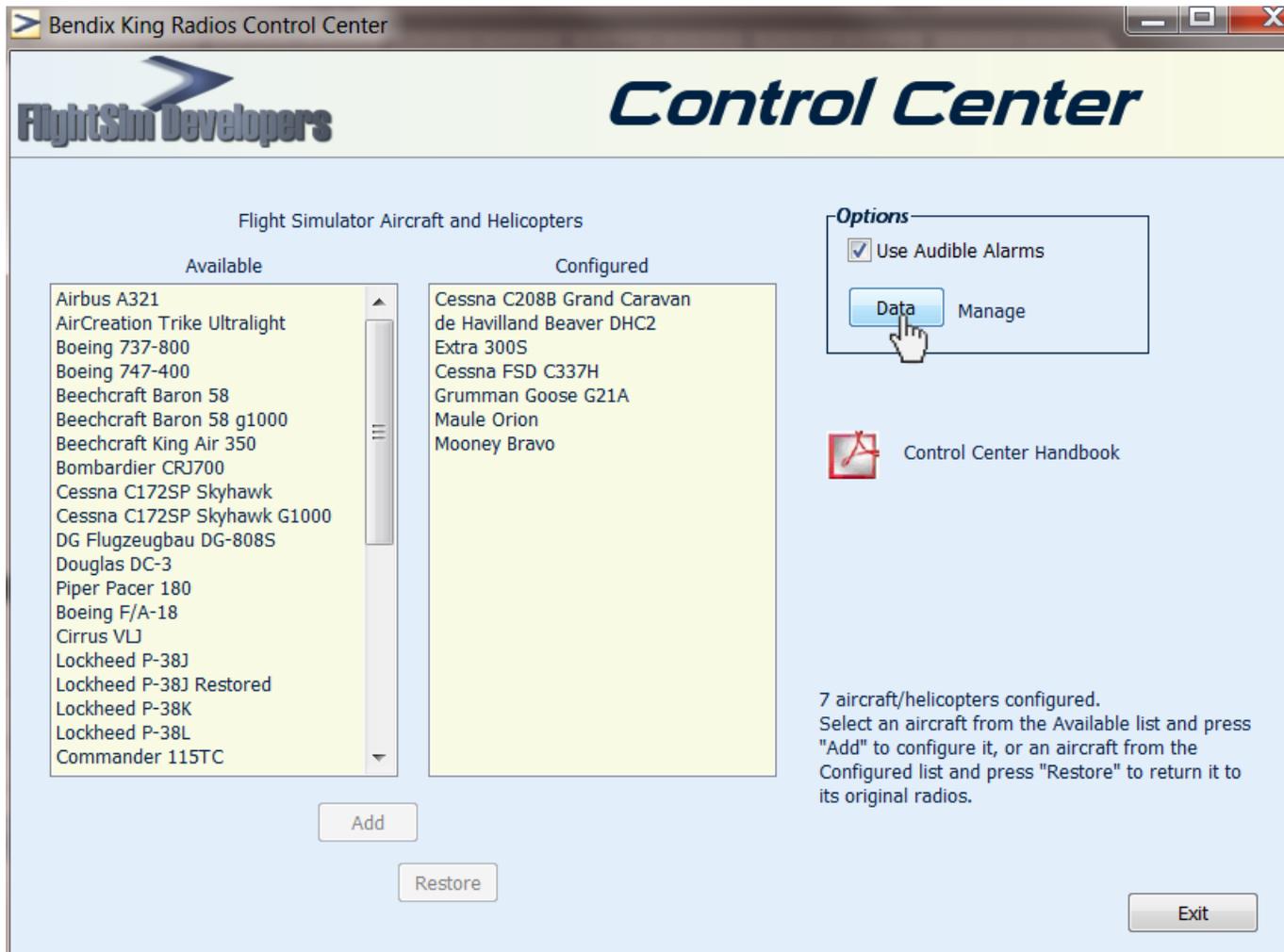Just press the "Data" button, to bring up the Data Management tool (*Figure 13*).

Figure 12

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The Data Management Tool provides the following information and features:

1. Name of license holder, and date installed, for reference. This is permanent and cannot be changed.
2. The recorded directory location of Flight Simulator. If this location cannot be found, the *Utility* will not work. A "Browse" button is provided that will allow you to find that location on your computer.
3. The local directory within the Flight Simulator directory structure where the *Radios* files and manuals can be found. If this location is not found, a "Browse" button is available so that you can find it on your system.
4. A list of the stored COM 1 frequencies. An "Edit" button is provided so that you can change any or all of these values.
5. A list of the stored COM 2 frequencies. An "Edit" button is provided so that you can change any or all of these values.
6. A "Purge" button that will allow you to clear all of the stored data (except for #1 above), and reset default values.
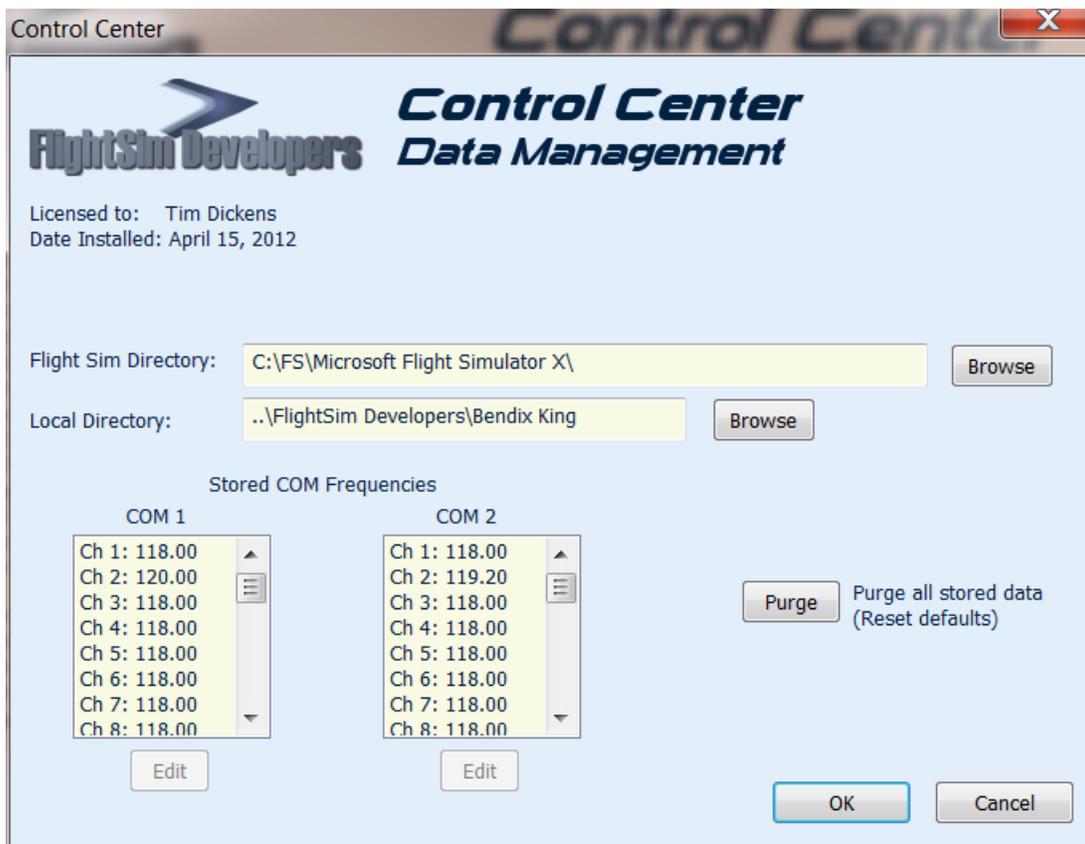

Figure 13

For use with Microsoft Flight Simulator only. Not to be used in real world aviation.
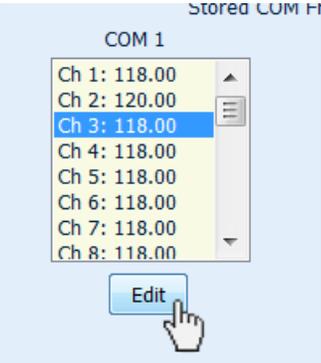
CHANGING STORED COM VALUES

To change on of the stored COM frequency values, just select one of the frequencies on the list. The "Edit" button will be enabled. Press that button and the Change Value dislog will appear"
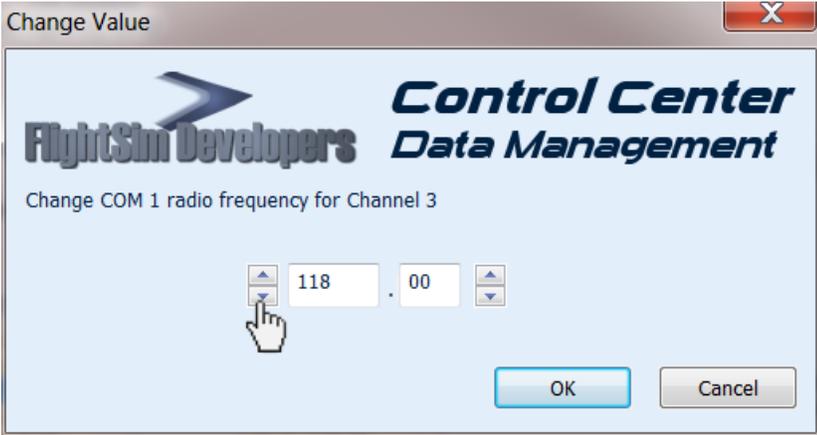

Figure 14

Figure 15

Just use the arrow keys to change the whole value, or fractional value up or down. Then press "OK" to make the change permenant.

PURGING DATA/RESETTING DEFAULTS

If your data has become corrupt, or if for any reason you want to purge all of the data and reset the defaults, just press the "Purge" button on the Data Management Tool.
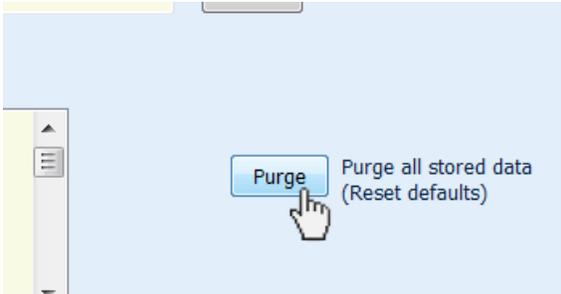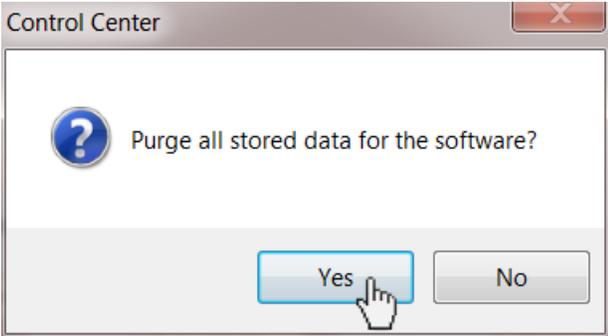

Figure 16

You will be prompted, to be certain that this is what you want to do.

Any saved COM frequencies that you have will be erased, and replaced with the "default" value of 118.00.

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ERROR HANDLING

Any time something does not work right, and an error message is provided, a copy of this message will also be saved in the software's folder within the Flight Simulator directory structure, in a file called Control Center Error.txt.
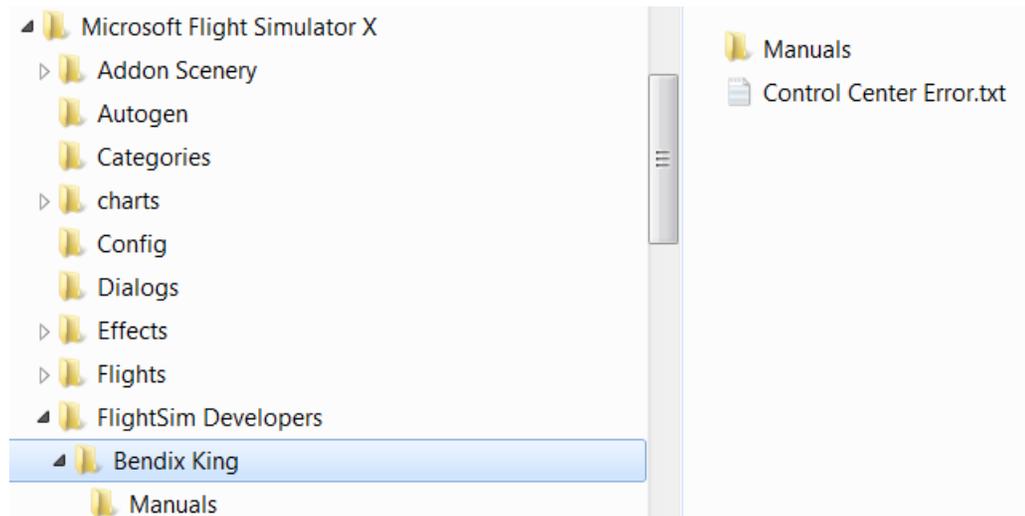
If you need to contact technical support it would be a good idea to include this file with your inquiry so we have as much information as possible with which to work.