X-Plane10

一、 UDP 的设置

- 1、 先打开 UDP 的配置文件
- 2、 在配置文件里面找到 设备使用场合 ID,找到对用 游戏的数值(X-plane10 对应的是 12),然后在 设备选择设置成 12(DEVICE_SEL=12);
- 3、 数据发送方式选择是 0 (DEVICE_SEL=0);
- 4、 串口要与本机设备管理里面的串口对应;
- 5、 运行 X-plane10 游戏并成功运行,在游戏左上角 Data Input&Output,其中 15、16、17 打双向√,如下 图:

×			×
Data Set Data See Flight-Test		enable: 👿 internet 🛛 👿 disk file	graphical 👿 cockpit display
0 0 frame rate	33 📄 📄 📄 starter timeout	70 🗧 📄 📄 defs: allerons 1	106 🔄 📄 📄 switches 1:electrical
1 d d d times	34 🔄 🔄 🔄 engine power	71 defs: ailerons 2	107 10 switches 2:EFIS
2 2 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	35 🔄 🔄 🔄 engine thrust	72 H H H defs: roll spoilers 1	108 H H Switches 3:AP/f-dir/HUD
	36 🔄 🔄 🔄 engine torque	73 defs: roll spoilers 2	109 H Switches 4:anti-ice
3 3 speeds	37 🔄 🔄 🔄 engine RPM	74 🔄 🔄 🔄 defs: elevators	110 🔄 🔄 🔄 switches 5:anti-ice/fuel
4 🗄 🖶 🖶 Mach, VVI, G-load	38 B B Prop RPM	75 defs: rudders	111 🔄 🔄 🔄 switches 6:clutch/astab
	39 🛄 🛄 📄 prop pitch	76 🔄 🔄 🔄 defs: yaw-brakes	112
5 5 5 atmosphere: weather	40 🗄 🗄 🖶 propwash/Jetwash	77 🗄 🗄 🖶 control forces	
6 🗄 🗄 🖶 atmosphere: aircraft	41 0 0 N1		113
7 📄 📄 📄 system pressures	42 🗌 📄 📄 N2	78 📄 📄 📄 TOTAL vert thrust vects	114 🔄 📄 📄 annunciators: general
	43 0 0 MP	79 79 TOTAL lat thrust vects	115 🔄 🔄 🔄 annunciators: engine
8 🔄 🗖 📄 joystick ail/elv/rud	44 🗖 🗖 🗖 EPR	80 📑 📑 📑 pitch cyclic disc tilts	
9 📄 📄 📄 other flight controls	45 🗖 🗖 🗖 FF	81 📄 📄 📄 roll cyclic disc tilts	116 📄 📄 📄 autopilot arms
10 📄 📄 📄 art stab ail/elv/rud	46 🗋 🗖 🗖 🕅 ITT	82 📄 📄 📄 pitch cyclic flapping	117 📄 📄 📄 autopilot modes
11 📄 📄 📄 flight con ail/elv/rud	47 🗖 🗖 🗖 EGT	83 📑 📑 📑 roll cyclic flapping	118 📑 📑 📑 autopilot values
	48 🖸 🗖 🗖 CHT		
12 📄 📄 📄 wing sweep/thrust vect	49 🔄 🔄 📄 oil pressure	84 📄 📄 📄 grnd effect lift, wings	119 🔄 📄 📄 weapon status
13 📄 📄 📄 trim/flap/slat/s-brakes	50 📄 📄 📄 oli temp	85 📄 📄 📄 grnd effect drag, wings	120 🗌 📄 📄 pressurization status
14 🔄 🔄 🔄 gear/brakes	51 🔄 🔄 🔄 fuel pressure	86 🔄 🔄 🔄 grnd effect wash, wings	121 APU/GPU status
	52 📄 📄 📄 generator amperage	87 📄 📄 📄 grnd effect lift, stabs	122 📄 📄 📄 radar status
15 🗹 📄 🗹 angular moments	53 📄 📄 📄 battery amperage	88 📄 📄 📄 grnd effect drag, stabs	123 🗌 📄 📄 hydraulic status
16 🔽 📄 🔂 angular velocities	54 📄 📄 📄 battery voltage	89 📄 📄 📄 grnd effect wash, stabs	124 📄 📄 📄 elec & solar status
17 🗹 📄 🗖 🗹 pitch, roll, headings		90 🗧 📄 📄 grnd effect lift, props	125 📄 📄 📄 icing status 1
18 📄 📄 📄 AoA, side-slip, paths	55 🔄 📑 📑 fuel pump on/off	91 📑 📑 📑 grnd effect drag, props	126 🔄 📄 📄 icing status 2
19 📄 📄 📄 mag compass	56 📄 📄 📄 idle speed lo/hi		127 📄 📄 📄 warning status
	57 📄 📄 📄 battery on/off	92 🗌 📄 📄 wing lift	128 📄 📄 📄 flite-plan legs
20 📄 📄 📄 lat, lon, altitude	58 📄 📄 📄 generator on/off	93 🗧 🚍 🚍 wing drag	
21 📄 📄 📄 loc, vel, dist traveled	59	94 🗋 📄 📄 stab lift	129
	60 🔄 📄 📄 FADEC on/off	95 📑 📑 📑 stab drag	130 📄 📄 📄 camera location
22 📄 📄 📄 all planes: lat	61 📄 📄 📄 igniter on/off		131 📄 📄 📄 ground location
23 🔄 🔄 🔄 all planes: Ion		96 🔄 🔄 🔄 COM 1/2 frequency	
24 📄 📄 📄 all planes: alt	62 📄 📄 📄 fuel weights	97 📄 📄 📄 NAV 1/2 frequency	132 📄 📄 📄 travel stats
	63 📄 📄 📄 payload weights and CG	98 🗖 🗖 🗖 🗖 NAV 1/2 OBS	
25 📄 📄 📄 throttle command		99 📄 📄 📄 NAV 1 deflections	Cockpit During Flight
26 C throttle actual	64 aero forces	100 🗌 📄 📄 NAV 2 deflections	I Graphical Display in 'Data See' Disk file 'data.txt'
27 🔄 🔄 📄 feathr-norm-beta-revers	65 🔄 🔄 🔄 engine forces	101 🔂 🔂 🔂 ADF 1/2 status	Internet via UDP
28 28 prop setting	66 📄 📄 📄 landing gear vert force	102 DME status	UDP rate 2.5.0 /sec
29 🔄 🔄 📄 mixture setting	67 🔄 🔄 🔄 landing gear deployment	103 GPS status	detail: rotors
30 📄 📄 📄 carb heat setting		104 C A Status	detail: propellers
31 31 cowl flap setting	68 🔄 🔄 🔄 lift over drag & coeffs	105 MARKER status	detail: wings disk rate 1 0.0 /sec
32 32 a ignition setting	69 🔄 🔄 📄 prop efficiency		detail: 🔄 stabs

12 12 wing sweep/thrust vect	49 8 8 8 8 oil pressure
13 13 13 13 13 13 13 15 15 15 15 15 15 15 15 15 15 15 15 15	50 🗖 🗖 🗖 🗖 oll temp
14 🛄 🛄 🛄 gear/brakes	51 🗖 🗖 🗖 fuel pressure
	52 📑 📑 📑 generator amperage
15 🗹 🗖 🗖 🗹 angular moments	53 🗖 🗖 🗖 🗖 battery amperage
16 🗹 🗖 🗖 🗹 angular velocities	54 🗖 🗖 🗖 🗖 battery voltage
17 😿 🛅 🛗 🗹 pitch, roli, headings	
18 C C AoA, side-slip, paths	55 🗖 🗖 🗖 🗖 Tuel pump on/off
19 🗖 🗖 🗖 mag compass	56 🗖 🗖 🗖 idle speed lo/hi
	57 🛅 🛅 🛄 battery on/off
20 🖹 🗖 🗖 🗖 lat, lon, altitude	58 🗄 🖶 🖶 📄 generator on/off
21 21 21 21 21 21 21 21 21 21 21 21 21 2	59 C C I inverter on/off

6、 在游戏里面左上角找到 Net Connections 选择打开,在

弹出的界面找到 Data 设置 ip 及端口,如下图:

X Net Connections X					
Multiplayer	External-Vis	IOS EFIS	iPhone/iPad	Data	
Connect to th Enter the IP YOUR IP add Not recievi	he internet howev address of THE OT resses are: 192.16 ng any messages	er you normally connect HER computers below. 8.0.135 now.	to surf, check email, etc. R	lun your web brov	ser to test your connection if you like.
		Hook the	his machine up to another met in the SET DATA OUTF	IP for Data Or with an ethernet of OT screen, it will anything you car	tput able. If you have any data selected to go to o to this address. Use this UDP data to drive think of
		1.2	7.0.0.1 4900	IP of data r	eceiver (from data output screen)
				UDP Port	5
			po we rece	eive on 4 9,0 0 0	49000 is the default
			po we se	end on 4 9,0 0	4901 is the default
			port ti send to il	hat we 4 9,0 0 2 Pad on 90000	49002 is the default
				IP for E	Data Output
	Hook the int	this machine ernet in the S	up to another w ET DATA OUTPL	vith an eth JT screen, anything y	ernet cable. If you have any data selected to go to it will go to this address. Use this UDP data to drive ou can think of!
	1	27.0.0.1	4900	🗹 IP of	data receiver (from data output screen)

7、 配置文件网络端口设置与游戏内部 IP 网络口的设置,

4900 对应的是 4901, 例如:

[网络] ;LocalIP=192.168.250.1 LocalIP=0.0.0 LocalPort=4901	IP for Data Output Hook this machine up to another with an ethernet cable. If you ha the internet in the SET DATA OUTPUT screen, it will go to this addr anything you can think of!		
	127.0.0.1 4900 V IP of data receiver (from t		

8、 平台自由度选择根据现实所用的平台自由度数量选择

例如:

;3,4,6 [平台自由度选择] PLATDOF_SEL=3

9、 平台运动系数即是平台运动的各个幅度,幅度太大那

就减小系数,其中正负代表的是运动方向的正反 例如:

;除了设备选择1和选择2以外,用一下系数 RollCof=100 PitchCof=-80 YawCof=120 AcceXCof=-40 AcceYCof=20 AcceZCof=50 ;以上系数都可以为负值,表示相反的方向

配置文件里面有

文字解说;

10、 其它选项可根据自己意愿来定义是否需要生成,例如:

[其它选项] ;是否生成日志文件,在Log文件夹下,选项为true 或 false CommandReplay=true

퉬 Log	2017/7/10 11:54	文件夹		
🛍 config.ini	2017/7/6 12:57	配置设置	2 KB	
UDP2Game.exe	2017/7/6 12:57	应用程序	127 KB	
🖬 UDP2Game.ilk	2017/7/6 12:57	Incremental Link	958 KB	
d UDP2Game.pdb	2017/7/6 12:57	Program Debug	1,963 KB	



11、 先运行 UDP2Game,达到这样一个界面,例如:

成功并随时接收数据;

11、 正常启动游戏软件,查看平台运行状况。。。