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Subject: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Sat, 07 Aug 2010 05:18:44 GMT  
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I've posted this around a few places so many of you will have seen this already. :)

---

The board:

[http://www.simpits.org/geneb/wp-content/uploads/2010/08/gazo\\_utta16-300x225.jpg](http://www.simpits.org/geneb/wp-content/uploads/2010/08/gazo_utta16-300x225.jpg)

The firmware, board files, schematics, etc. can be found here:

[http://www.simpits.org/geneb/wp-content/uploads/2010/08/gazo\\_utta16\\_project.zip](http://www.simpits.org/geneb/wp-content/uploads/2010/08/gazo_utta16_project.zip)

I've ordered blank boards today and I'll be selling them (the ones I don't consume myself) for \$10 each (most likely). Everything you need to have your own boards made are included in the zip file listed above.

Enjoy!

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Sat, 07 Aug 2010 22:36:16 GMT  
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---

On Fri, 6 Aug 2010, Gene Buckle wrote:

> I've ordered blank boards today and I'll be selling them (the ones I don't  
> consume myself) for \$10 each (most likely). Everything you need to have  
> your own boards made are included in the zip file listed above.

You can certainly put my name on that list Sir !

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Sun, 08 Aug 2010 05:00:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Sat, 7 Aug 2010, Roy Coates wrote:

> On Fri, 6 Aug 2010, Gene Buckle wrote:

>

>> I've ordered blank boards today and I'll be selling them (the ones I don't  
>> consume myself) for \$10 each (most likely). Everything you need to have  
>> your own boards made are included in the zip file listed above.

>

>  
> You can certainly put my name on that list Sir !  
>  
Noted. :)

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Sean Galbraith](#) on Sun, 08 Aug 2010 07:01:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

...and I am assuming my name is already there... right Gene?  
Oh, and excellent work, as usual :)

SeanG

-----Original Message-----

From: [simpits-tech-bounces@simpits.org](mailto:simpits-tech-bounces@simpits.org)  
[<mailto:simpits-tech-bounces@simpits.org>] On Behalf Of Gene Buckle  
Sent: Sunday, 8 August 2010 5:00 p.m.  
To: Simulator Cockpit Builder's List  
Subject: Re: [simpits-tech] 16 channel output board is done!

On Sat, 7 Aug 2010, Roy Coates wrote:

> On Fri, 6 Aug 2010, Gene Buckle wrote:

>  
>> I've ordered blank boards today and I'll be selling them (the ones I don't consume myself) for \$10 each (most likely). Everything you need to have  
>> your own boards made are included in the zip file listed above.  
>  
>  
> You can certainly put my name on that list Sir !  
>  
Noted. :)

g.

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Sun, 08 Aug 2010 15:57:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Sun, 8 Aug 2010, Sean Galbraith wrote:

> ...and I am assuming my name is already there... right Gene?  
> Oh, and excellent work, as usual :)  
>  
Thanks Sean. I'll post to the list when the boards show up.

Leo Bodnar brought a good point to my attention yesterday. While the UL2803 can indeed handle 500mA per channel max, that's not what the devices as a whole can sustain.

I never thought to check, but the part has a max draw per channel of about 150mA if you're driving all 8 at the same time. The Toshiba datasheet for the part I'm using states a max dissipation of 1.47W. At 5 volts, that's only 294mA. At the voltage I want to drive it at (24vDC), it's less than 100mA.

This is great for driving LEDs, but completely sucks for driving incandescent bulbs or more than one or two relays. Just about every single digital output board that I've ever seen has never mentioned this limitation.

When time permits, I'll look into crafting up a little daughter board that will hold 16 power transistors that can source up to an amp each. What'll drive you guys crazy is in order to turn an output ON, you'll have to turn the corresponding Gaz16 channel OFF. :) The good news is that I took this into account when I developed the firmware so it won't be too bad. The board would need to drive all the outputs high on boot though - again, a simple tweak to the firmware. Could even be made an EEPROM storable setting like the board ID is now.

How many of you downloaded the design and looked at the firmware source?  
It's the .PDE file in the archive - it's plain text.

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Per Eriksson](#) on Thu, 12 Aug 2010 07:39:53 GMT  
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---

Long time lurker, first time poster...

> Leo Bodnar brought a good point to my attention yesterday. While the  
> UL2803 can indeed handle 500mA per channel max, that's not what the  
> devices as a whole can sustain.  
>  
> I never thought to check, but the part has a max draw per channel of about  
> 150mA if you're driving all 8 at the same time. The Toshiba datasheet for  
> the part I'm using states a max dissipation of 1.47W. At 5 volts, that's  
> only 294mA. At the voltage I want to drive it at (24vDC), it's less than  
> 100mA.  
>

I've looked at the datasheet for ULN2803AP, because I assume that's the one you're using. 1.47W is stated in the 'Maximum ratings', what most manufacturers would call 'Absolute maximum'. I would not suggest using that figure for calculating normal operational conditions. It will fail if used at max rating, just not right away.

Also, I think you're using Vce when calculating power dissipation. Remember to use Vce(sat) instead.

...

Just about every

> single digital output board that I've ever seen has never mentioned this  
> limitation.

>

Same observation here...

Back to my hole!

BR,  
Per E

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 13:32:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Thu, 12 Aug 2010, Per Eriksson wrote:

> Long time lurker, first time poster...

>  
Welcome to the zoo! :)

>  
> I've looked at the datasheet for ULN2803AP, because I assume that's the one  
> you're using. 1.47W is stated in the 'Maximum ratings', what most  
> manufacturers would call 'Absolute maximum'. I would not suggest using that  
> figure for calculating normal operational conditions. It will fail if used  
> at max rating, just not right away.

>  
Correct. It's why I'm recommending using a MOSFET for driving any non-LED loads. As soon as I get the chance I'm going to get some IRL520N parts to test with. They should be able to handle pretty much anything you can hit 'em with (within reason of course) and are .65 each from Jameco.

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Per Eriksson](#) on Thu, 12 Aug 2010 16:44:15 GMT  
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2010/8/12 Gene Buckle <[geneb@deltasoft.com](mailto:geneb@deltasoft.com)>

> On Thu, 12 Aug 2010, Per Eriksson wrote:  
>  
> > Long time lurker, first time poster...  
> >  
> Welcome to the zoo! :)  
>

Thankyouverymuch!

As soon as I get the chance I'm going to get some IRL520N parts to  
> test with. They should be able to handle pretty much anything you can hit  
> 'em with (within reason of course) and are .65 each from Jameco.

Should work great, as long as you're careful with inductive or capacitive loads. They're easily destroyed as long as you're talented and/or resourceful enough. The datasheet is your friend, and ALL of the datasheet. Much sim-related hardware seems to be designed with just small portions of the datasheets handy. I've done that myself enough times to know it's bad.

Anyways, MOSFETs should be treated like children.

(I'm sure you know this already, but now I've broken the silence and can't stop.)

BR,  
Per E

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 16:57:57 GMT  
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---

On Thu, 12 Aug 2010, Per Eriksson wrote:

> As soon as I get the chance I'm going to get some IRL520N parts to  
>> test with. They should be able to handle pretty much anything you can hit  
>> 'em with (within reason of course) and are .65 each from Jameco.  
>  
>  
> Should work great, as long as you're careful with inductive or capacitive  
> loads. They're easily destroyed as long as you're talented and/or  
> resourceful enough. The datasheet is your friend, and ALL of the datasheet.  
> Much sim-related hardware seems to be designed with just small portions of  
> the datasheets handy. I've done that myself enough times to know it's bad.  
That was my mistake. I'd assumed that since the ULN2803 seemed to be a  
pretty universal solution for digital outputs at its "full" rating, it  
would be ok. I wonder how many people blew boards up thinking they could  
drag 4A out of one little chip.

> Anyways, MOSFETs should be treated like children.

>  
Ignored and told to shut up all the time? :)

I've never used a MOSFET before so I'll be doing plenty of research on the

'net. I suspect I'll kill one or two on the breadboard before I get it right.

> (I'm sure you know this already, but now I've broken the silence and can't  
> stop.)  
>  
> S'ok, it's been way too quiet here lately.

I discovered a well kept secret yesterday that the F4 guys have been using for a while now.

<http://www.assembla.com/wiki/show/lightningstools>

Scroll down to the JoyMapper project. Used in combination with PPJoy, it's a very slick setup. The source for JoyMapper is also available.

g.

--

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Subject: [simpits-tech] AnnieLogGo'sOuta was Re: 16 channel output board is done!  
Posted by [allencd](#) on Thu, 12 Aug 2010 17:29:53 GMT  
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Gene

With all the talk on the 16 channel output board, some of use wanting to drive real instruments need a AnnieLogGo'sOuta. After all she known to be a DAC in a nice way, and would have no problem doing 0 to

5vd @ a maximum of 20ma with 10bit resolution.

David  
www.737FlightSim.com

---

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---

Subject: Re: [simpits-tech] AnnieLogGo'sOuta was Re: 16 channel output board is done!

Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 17:55:17 GMT  
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---

On Thu, 12 Aug 2010, David C. Allen wrote:

> Gene  
> With all the talk on the 16 channel output board, some of use wanting  
> to drive real instruments need a AnnieLogGo'sOuta. After all she  
> known to be a DAC in a nice way, and would have no problem doing 0 to  
> 5vd @ a maximum of 20ma with 10bit resolution.  
>  
I've been doing some research on that surrounding the 74HC4067 chip.

It'll take some time to work it out though. I've never used that device before.

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Thu, 12 Aug 2010 19:13:47 GMT  
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---

On Thu, 12 Aug 2010, Per Eriksson wrote:

> That's cool! However, the MFD extractor, which was news to me, made me wet  
> my pants! Oh, how I would love multiple OTW views in \*Falcon. I would start  
> building at once! Come to think of it, i would like multiple OTW views in  
> any good military sim...

Hasn't Frank ??? already sorted that for Falcon 4 ?

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Thu, 12 Aug 2010 19:29:52 GMT  
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---

On Thu, 12 Aug 2010, Gene Buckle wrote:

> The source code for Falcon is out there. Have at. :)

I didn't know that !!

I may have just peed a little bit....

Gooooooooogle !

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: [simpits-tech] Falcon 4 Source Code ?  
Posted by [Roy Coates](#) on Thu, 12 Aug 2010 19:34:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

On Thu, 12 Aug 2010, Ido Dekkers wrote:

> if you don't mind a very old version with no possibility for upgrades

Hi Ido - I'd still like to have a rummage through the code if you know where I can find some. All I've found so far are dubious torrents and con-sites asking for cash.

Roy.

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Per Eriksson](#) on Thu, 12 Aug 2010 20:15:10 GMT  
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>  
> > Should work great, as long as you're careful with inductive or capacitive  
> > loads. They're easily destroyed as long as you're talented and/or  
> > resourceful enough. The datasheet is your friend, and ALL of the  
> datasheet.  
> > Much sim-related hardware seems to be designed with just small portions  
> of  
> > the datasheets handy. I've done that myself enough times to know it's  
> bad.  
> That was my mistake. I'd assumed that since the ULN2803 seemed to be a  
> pretty universal solution for digital outputs at its "full" rating, it  
> would be ok. I wonder how many people blew boards up thinking they could  
> drag 4A out of one little chip.  
>  
> I've probably done it myself. Luckily, i forget quickly.

> > Anyways, MOSFETs should be treated like children.  
> >  
> Ignored and told to shut up all the time? :)  
>  
> Exactly!

> Scroll down to the JoyMapper project. Used in combination with PPJoy,  
> it's a very slick setup. The source for JoyMapper is also available.

That's cool! However, the MFD extractor, which was news to me, made me wet my pants! Oh, how I would love multiple OTW views in \*Falcon. I would start building at once! Come to think of it, i would like multiple OTW views in any good military sim...

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Thu, 12 Aug 2010 20:23:35 GMT  
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On Fri, 13 Aug 2010, Ido Dekkers wrote:

>  
> AFAIK the only real sim still in development today is xPlane, am i wrong?  
>

Crikey... that's a very good question.

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 20:32:46 GMT  
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On Thu, 12 Aug 2010, Per Eriksson wrote:

>> Scroll down to the JoyMapper project. Used in combination with PPJoy,  
>> it's a very slick setup. The source for JoyMapper is also available.

>

>

> That's cool! However, the MFD extractor, which was news to me, made me wet  
> my pants! Oh, how I would love multiple OTW views in \*Falcon. I would start  
> building at once! Come to think of it, i would like multiple OTW views in  
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The source code for Falcon is out there. Have at. :)

g.

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Ido Dekkers](#) on Thu, 12 Aug 2010 20:37:09 GMT

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if you don't mind a very old version with no possibility for upgrades

unless you have very good contacts, the version on the net is 1.0.7 which you can't do anything with.

but MFD exporter is working great so you can use it.

On Thu, Aug 12, 2010 at 11:32 PM, Gene Buckle <[geneb@deltasoft.com](mailto:geneb@deltasoft.com)> wrote:

> On Thu, 12 Aug 2010, Per Eriksson wrote:

>

> >> Scroll down to the JoyMapper project. Used in combination with PPJoy,

> >> it's a very slick setup. The source for JoyMapper is also available.

> >

> >

> > That's cool! However, the MFD extractor, which was news to me, made me

> wet

> > my pants! Oh, how I would love multiple OTW views in \*Falcon. I would

> start

> > building at once! Come to think of it, i would like multiple OTW views in

> > any good military sim...

>

> The source code for Falcon is out there. Have at. :)

>

> g.

>

> --

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 20:54:51 GMT  
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On Thu, 12 Aug 2010, Ido Dekkers wrote:

> if you don't mind a very old version with no possibility for upgrades  
>  
> unless you have very good contacts, the version on the net is 1.0.7 which  
> you can't do anything with.  
>  
> but MFD exporter is working great so you can use it.

>  
I suspect that as time goes on, newer air combat games are going to begin to natively support the ability to run 180 degree+ displays using TH2G devices. Hard core setups are the hallmark of the hardcore gamer that some of those sims market to. Look at the huge price tags on the latest offerings from CH and Saitek. They realized that people would pay for high end hardware - now all we need are games that meet it. :)

g.

--  
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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 20:56:51 GMT  
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---

On Thu, 12 Aug 2010, Roy Coates wrote:

> On Thu, 12 Aug 2010, Gene Buckle wrote:  
>  
>> The source code for Falcon is out there. Have at. :)  
>  
>  
> I didn't know that !!  
>  
>  
> I may have just peed a little bit....  
>  
>\*ROFL\*

When Hasbro swooped in and destroyed the studio that created Falcon, someone zipped up the whole source tree and posted on the net in a "last act of defiance" kind of thing. It's the only reason things like Open Falcon and Falcon OIR(?) exist right now. Hasbro's has-beens would have killed it for good.

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Thu, 12 Aug 2010 20:58:24 GMT  
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---

On Fri, 13 Aug 2010, Ido Dekkers wrote:

> oh BTW, roy, if you happen to need an SR-71 seat:  
> <http://www.viperpits.org/smf/index.php?topic=6073.0;topicseen>

Heh... I have now parted with pretty much all my aircraft stuff. I get enough of that working at the local airfield. Besides, restoring my Martin Baker Mk2.D was enough of a handful!

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Thu, 12 Aug 2010 20:59:11 GMT  
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---

On Fri, 13 Aug 2010, Ido Dekkers wrote:

> oh, if you have problems finding it - drop me a note

If it's open - would love the source!

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Sean Galbraith](#) on Thu, 12 Aug 2010 20:59:57 GMT  
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---

>> Long time lurker, first time poster...

>>

>Welcome to the zoo! :)

>

>Thankyouverymuch!

What Gene said... although I prefer "Madhouse" to "zoo" ;-)<br><lol>

SeanG

---

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Subject: Re: [simpits-tech] Falcon 4 Source Code ?  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 21:00:18 GMT  
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---

On Thu, 12 Aug 2010, Roy Coates wrote:

> On Thu, 12 Aug 2010, Ido Dekkers wrote:

>

>> if you don't mind a very old version with no possibility for upgrades

>

>

> Hi Ido - I'd still like to have a rummage through the code if you know  
> where I can find some. All I've found so far are dubious torrents and  
> con-sites asking for cash.

>

I had it at one point, but I have no clue where it's gone off to. If  
memory serves they had a Klingon Bird of Prey sitting among the rest of  
the 3D models. :)

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Sean Galbraith](#) on Thu, 12 Aug 2010 21:04:57 GMT

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---

>> On Thu, 12 Aug 2010, Gene Buckle wrote:

>>

>>> The source code for Falcon is out there. Have at. :)

>>

>>

>> I didn't know that !!

>>

>>

>> I may have just peed a little bit....

>>

>\*ROFL\*

\*\*\* Pass the mental bleach \*\*\*

Wings over Vietnam/Europe/Israel etc support TH2GO.... I know it's not that hi-tech for you combat geeks, but it does have pretty visuals :)

SeanG

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 21:09:01 GMT  
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---

On Fri, 13 Aug 2010, Sean Galbraith wrote:

>>> Long time lurker, first time poster...

>>>

>

>> Welcome to the zoo! :)

>

>>

>

>> Thankyouverymuch!

>

>

>

> What Gene said... although I prefer "Madhouse" to "zoo" ;-)<lol>

>

Two doors, same building. :)

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 21:09:50 GMT  
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---

On Fri, 13 Aug 2010, Sean Galbraith wrote:

>>> On Thu, 12 Aug 2010, Gene Buckle wrote:

>>>

>>>> The source code for Falcon is out there. Have at. :)

>>>

>>>

>>> I didn't know that !!

>>>

>>>

>>> I may have just peed a little bit....

>>>

>> \*ROFL\*

>

> \*\*\* Pass the mental bleach \*\*\*

>

>

> Wings over Vietnam/Europe/Israel etc support TH2GO.... I know it's not

> that hi-tech for you combat geeks, but it does have pretty visuals :)

>

Sean, what kind of FOV can you get out of that setup? I love the  
ThirdWire stuff...

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Sean Galbraith](#) on Thu, 12 Aug 2010 21:13:57 GMT  
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---

>> Wings over Vietnam/Europe/Israel etc support TH2GO.... I know it's not  
>> that hi-tech for you combat geeks, but it does have pretty visuals :)  
>>  
>Sean, what kind of FOV can you get out of that setup? I love the  
>ThirdWire stuff...

<me rummaging around...> I'll have to dig out a TH2GO and test that and report back :) I love the Thirdwire sims too.. they have Skyhawks, and Phantoms, my top 2 aircraft of all time!

SeanG

---

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Subject: Re: [simpits-tech] Falcon 4 Source Code ?  
Posted by [Ido Dekkers](#) on Thu, 12 Aug 2010 21:16:12 GMT  
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---

will have to dig to find if i still have it.

do mind that since the 107, they "upgraded" it from crappy DX5 to not much less crappy DX7, and made tons of updates.

BTW, apparently, most of the bugs (at least by LP that hold the IP now) where due to problems in the reference tables of the planes and weapons. the best person to talk to about htis would be either Boxer which was part of the team working on it till LP took over , or Lightning from the VP forum, which did the MFD extractor, and lots of other nice stuff, he really went deep into the code.

On Fri, Aug 13, 2010 at 12:00 AM, Gene Buckle <geneb@deltasoft.com> wrote:

> On Thu, 12 Aug 2010, Roy Coates wrote:

>

> > On Thu, 12 Aug 2010, Ido Dekkers wrote:

> >

> >> if you don't mind a very old version with no possibility for upgrades

> >

> >

> > Hi Ido - I'd still like to have a rummage through the code if you know  
> > where I can find some. All I've found so far are dubious torrents and  
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> I had it at one point, but I have no clue where it's gone off to. If  
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> the 3D models. :)

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> g.

>

> --

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Ido Dekkers](#) on Thu, 12 Aug 2010 21:25:31 GMT  
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---

is there any sim out there that can output as much as F4 and as real or even close to it? (mill one of course)

i never seen any sim even close to it, and i don't think there will ever be one, it's too complicated.

unless LP ever finish upgrading F4 as they said they will (for 4 years now?) or someone picks up on OpenFalcon.

i remember when F4 was out and they asked them what the recommended hardware was they said a 3GHz processor with 2GB of ram.

the best processor then was something like an AMD k6 and the average RAM was around 256MB

i actually remember that people got dual CPU setups so F4 would run smoothly.

hell, even today the fastest computer struggle to get good frame rates out of it in certain situations.

AFAIK the only real sim still in development today is xPlane, am i wrong?

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 21:27:12 GMT  
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---

On Fri, 13 Aug 2010, Sean Galbraith wrote:

>>> Wings over Vietnam/Europe/Israel etc support TH2GO.... I know it's

> not

>>> that hi-tech for you combat geeks, but it does have pretty visuals :)

>>>

>> Sean, what kind of FOV can you get out of that setup? I love the  
>> ThirdWire stuff...  
>  
> <me rummaging around....> I'll have to dig out a TH2GO and test that  
> and report back :) I love the Thirdwire sims too.. they have Skyhawks,  
> and Phantoms, my top 2 aircraft of all time!  
>  
Yeah, they do some great stuff. I own most of them. Did they ever give  
us sim geeks a way to pull data out of the sim?

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 21:37:13 GMT  
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---

On Fri, 13 Aug 2010, Ido Dekkers wrote:

> is there any sim out there that can output as much as F4 and as real or even  
> close to it? (mill one of course)

>  
Lock On: Modern Air Combat will let you pull a ton of data out of it via  
Lua. I suspect that Black Shark will as well as it's done by the same  
guys.

> unless LP ever finish upgrading F4 as they said they will (for 4 years now?)

> or someone picks up on OpenFalcon.

>

Is the OF project something that CAN be picked up?

> AFAIK the only real sim still in development today is xPlane, am i wrong?

>

Well Lockheed is going to be releasing something based on the ESP platform  
- I don't know what form that will take though.

FlightGear is in active development, but when you start talking combat features you'd swear you just announced you'd be killing kittens for door prizes based on the reaction. They have a \*huge\* "bunny hugger" contingent. The sad thing is, from a purely technical standpoint it's right between MSFS and X-Plane for flight model accuracy.

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Ido Dekkers](#) on Thu, 12 Aug 2010 21:48:16 GMT

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gmail said delivery failed so i'm sending it again:

regarding OF - yes, the code is still in the hands of the developers, thy

just agreed not to do anything with it when LP came into the scene.  
and LO is not that accurate is it?

here is Lightning's thread about the MFD extractor if anyone is interested:  
<http://www.viperpits.org/smf/index.php?topic=3376.570;topicseen>

oh BTW, roy, if you happen to need an SR-71 seat:  
<http://www.viperpits.org/smf/index.php?topic=6073.0;topicseen>

it's in the UK

On Fri, Aug 13, 2010 at 12:37 AM, Gene Buckle <geneb@deltasoft.com> wrote:

> On Fri, 13 Aug 2010, Ido Dekkers wrote:

>

> > is there any sim out there that can output as much as F4 and as real or  
> even

> > close to it? (mill one of course)

> >

> Lock On: Modern Air Combat will let you pull a ton of data out of it via  
> Lua. I suspect that Black Shark will as well as it's done by the same  
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> > unless LP ever finish upgrading F4 as they said they will (for 4 years  
> now?)

> > or someone picks up on OpenFalcon.

> >

> Is the OF project something that CAN be picked up?

>

> > AFAIK the only real sim still in development today is xPlane, am i wrong?

> >

> Well Lockheed is going to be releasing something based on the ESP platform  
> - I don't know what form that will take though.

>

> FlightGear is in active development, but when you start talking combat  
> features you'd swear you just announced you'd be killing kittens for door  
> prizes based on the reaction. They have a \*huge\* "bunny hugger"  
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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Thu, 12 Aug 2010 21:55:19 GMT  
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On Fri, 13 Aug 2010, Ido Dekkers wrote:

> gmail said delivery failed so i'm sending it again:  
>  
> regarding OF - yes, the code is still in the hands of the developers, thy  
> just agreed not to do anything with it whan LP came into the scene.  
> and LO is not that accurate is it?  
>  
I don't know. The only version of Falcon I ever used was the original  
boxed edition. :)

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Ido Dekkers](#) on Thu, 12 Aug 2010 22:01:38 GMT  
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hmm, you should really get OF 4.7,  
it's amazing what dedicated people can do when they do it out of love.  
it a million times better then the boxed one.and a million times better the  
AF by LP

what LP basically did was take the patches that where available at the time,  
ignoring some of the best, and pack it in a new box.  
nothing more.

On Fri, Aug 13, 2010 at 12:55 AM, Gene Buckle <[geneb@deltasoft.com](mailto:geneb@deltasoft.com)> wrote:

> On Fri, 13 Aug 2010, Ido Dekkers wrote:  
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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Ido Dekkers](#) on Thu, 12 Aug 2010 22:02:20 GMT  
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---

oh, if you have problems finding it - drop me a note

On Fri, Aug 13, 2010 at 1:01 AM, Ido Dekkers <[idekkers@gmail.com](mailto:idekkers@gmail.com)> wrote:

> hmm, you should really get OF 4.7,  
> it's amazing what dedicated people can do when they do it out of love.  
> it a million times better then the boxed one.and a million times better the  
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> what LP basically did was take the patches that were available at the  
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>

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Ken Drycksback](#) on Fri, 13 Aug 2010 01:04:23 GMT

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---

Sent from my iPhone

On Aug 12, 2010, at 15:02, Ido Dekkers <[idekkers@gmail.com](mailto:idekkers@gmail.com)> wrote:

> oh, if you have problems finding it - drop me a note

>

> On Fri, Aug 13, 2010 at 1:01 AM, Ido Dekkers <[idekkers@gmail.com](mailto:idekkers@gmail.com)> wrote:

> hmm, you should really get OF 4.7,

> it's amazing what dedicated people can do when they do it out of love.

> it a million times better then the boxed one.and a million times better the AF by LP

>

> what LP basically did was take the patches that where available at the time, ignoring some of the best, and pack it in a new box.

> nothing more.

>

>

> On Fri, Aug 13, 2010 at 12:55 AM, Gene Buckle <[geneb@deltasoft.com](mailto:geneb@deltasoft.com)> wrote:

> On Fri, 13 Aug 2010, Ido Dekkers wrote:

>

> > gmail said delivery failed so i'm sending it again:

> >

> > regarding OF - yes, the code is still in the hands of the developers, thy

> > just agreed not to do anything with it whan LP came into the scene.

> > and LO is not that accurate is it?

> >

> I don't know. The only version of Falcon I ever used was the original

> boxed edition. :)

>

> g.

>

>  
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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Ken Drycksback](#) on Fri, 13 Aug 2010 01:08:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I have wanted to try OF for a long time so a pointer where to find it would be great.

Ken

On Aug 12, 2010, at 15:02, Ido Dekkers <[idekkers@gmail.com](mailto:idekkers@gmail.com)> wrote:

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>  
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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Ido Dekkers](#) on Fri, 13 Aug 2010 08:20:45 GMT  
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actually i was talking about OF : (

you can get it here:  
<http://www.f4support.com/forums/downloads.php?do=cat&id=1>

DL 4.5 which is the main update, and 4.7 that patches it.

no need for anything else patch wise, even not 108.

if you have problems getting these files form this site let me know and i'll get my copy up.

On Thu, Aug 12, 2010 at 11:59 PM, Roy Coates <[roy@flightlab.liv.ac.uk](mailto:roy@flightlab.liv.ac.uk)>wrote:

> On Fri, 13 Aug 2010, Ido Dekkers wrote:  
>  
> > oh, if you have problems finding it - drop me a note  
>  
>  
> If it's open - would love the source!  
>  
>  
> --

>  
> Roy Coates.  
>  
>  
> -----  
> Lord, If I must have an instrument failure, please let it be the Hobbs  
> meter.  
>  
> -----  
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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Fri, 13 Aug 2010 13:14:20 GMT  
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On Fri, 13 Aug 2010, Ido Dekkers wrote:

> hmm, you should really get OF 4.7,  
> it's amazing what dedicated people can do when they do it out of love.  
> it a million times better then the boxed one.and a million times better the  
> AF by LP  
>  
I'll have to add it to my to-do stack. If nothing else, I could quickly  
CAD up an Akers-Barnes(sp?) and finally use that Cougar I bought when it  
first came out. :)

> what LP basically did was take the patches that where available at the time,

> ignoring some of the best, and pack it in a new box.  
> nothing more.  
>  
Well that sucks.

One thing that would be interesting to see is a version of Falcon that provided no interior cockpit at all. It would only provide outside views with a HUD display that could be moved & resized in order to fit the combiner glass frame of a physical cockpit. All the code that handled the "clickable" cockpit could be dropped from the code base entirely.

It would essentially be an "optimized" Falcon built specifically for use with simulator cockpits.

I really, really, really wish the Oterra guys would release their scenery engine in such a way that free projects could use it. Can you imagine how insanely great Falcon would look with the Outerra terrain engine?

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Roy Coates](#) on Fri, 13 Aug 2010 13:55:49 GMT

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On Fri, 13 Aug 2010, Gene Buckle wrote:

- > One thing that would be interesting to see is a version of Falcon that
- > provided no interior cockpit at all. It would only provide outside views
- > with a HUD display that could be moved & resized in order to fit the
- > combiner glass frame of a physical cockpit. All the code that handled the
- > "clickable" cockpit could be dropped from the code base entirely.
- >
- > It would essentially be an "optimized" Falcon built specifically for use
- > with simulator cockpits.

X-Plane seems to be consistently winning all the prizes for best flight model, and it's a piece of cake to add functionality via the SDK now - it would/should be possible to use X-Plane as the engine for just about any type of sim you want, with all manner of data available.

Just a lazy friday afternoon thought.

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Roy Coates](#) on Fri, 13 Aug 2010 14:09:05 GMT

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On Fri, 13 Aug 2010, Gene Buckle wrote:

> > X-Plane seems to be consistently winning all the prizes for best flight  
> > model, and it's a piece of cake to add functionality via the SDK now - it  
> > would/should be possible to use X-Plane as the engine for just about any  
> > type of sim you want, with all manner of data available.  
> >  
> I wonder how practical it would be to develop a truly useful combat  
> systems plug-in? It's way beyond my ken as I'm far from a graphics  
> programmer, but it sure would be cool to have. A multi-player component  
> would be a huge requirement too.

X-Plane already handles multi-player, it'd be no major headache to have  
any add-on talk to other aircraft too.

Graphics are all standard opengl - it should be a breeze to add stuff.

I can see a major 'military' add-on somewhere in X-Plane's future.

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
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---

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Roy Coates](#) on Fri, 13 Aug 2010 14:37:38 GMT

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On Fri, 13 Aug 2010, Ido Dekkers wrote:

> if you remember fighter-ops, that's exactly what they were trying to do,  
> they got the x-plane engine, and tried to add fighters to it.

Tried. As in "tried and failed" ?

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Roy Coates](#) on Fri, 13 Aug 2010 14:46:35 GMT

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On Fri, 13 Aug 2010, Gene Buckle wrote:

> > I can see a major 'military' add-on somewhere in X-Plane's future.

>

> Now if they'd just make it so you can create an adjustable FOV for use

> with a TH2G without charging \$500 for the privledge(sp). :)

eh? X-Plane has an adjustable FOV. What is it you need?

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Fri, 13 Aug 2010 14:47:28 GMT  
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On Fri, 13 Aug 2010, Gene Buckle wrote:

> >> if you remember fighter-ops, that's exactly what they were trying to do,  
> >> they got the x-plane engine, and tried to add fighters to it.  
> >  
> > Tried. As in "tried and failed" ?  
>  
> <http://www.fighterops.com>

Hmmm. no mention of X-Plane there, and it looks like they are developing all their own terrain which makes me wonder if they've started from scratch - or are building on the back of some other code.

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Fri, 13 Aug 2010 14:59:03 GMT  
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On Fri, 13 Aug 2010, Gene Buckle wrote:

> > eh? X-Plane has an adjustable FOV. What is it you need?  
>  
> It can properly split a single view into three 75 degree segments on one  
> video card?

Surely 3 views implies 3 video channels. On one card?

Greedy boy.

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Fri, 13 Aug 2010 15:08:30 GMT  
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---

On Fri, 13 Aug 2010, Roy Coates wrote:

> On Fri, 13 Aug 2010, Gene Buckle wrote:  
>  
>> One thing that would be interesting to see is a version of Falcon that

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g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Gene Buckle](#) on Fri, 13 Aug 2010 15:21:36 GMT

On Fri, 13 Aug 2010, Roy Coates wrote:

> On Fri, 13 Aug 2010, Gene Buckle wrote:

>

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Ido Dekkers](#) on Fri, 13 Aug 2010 15:35:46 GMT  
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the link to the OF download is on the other thread, if you didn't get it there I'll repost

about the falcon with only a HUD? that's easy there is already one.  
you can edit the cockpit.dat files in falcon and remove whatever you like,  
and if you look around VP you'll find it.

On Fri, Aug 13, 2010 at 4:14 PM, Gene Buckle <[geneb@deltasoft.com](mailto:geneb@deltasoft.com)> wrote:

> On Fri, 13 Aug 2010, Ido Dekkers wrote:

>

> > hmm, you should really get OF 4.7,

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Ido Dekkers](#) on Fri, 13 Aug 2010 15:38:04 GMT  
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if you remember fighter-ops, that's exactly what they were trying to do,  
they got the x-plane engine, and tried to add fighters to it.

On Fri, Aug 13, 2010 at 6:08 PM, Gene Buckle <[geneb@deltasoft.com](mailto:geneb@deltasoft.com)> wrote:

> On Fri, 13 Aug 2010, Roy Coates wrote:  
>  
> > On Fri, 13 Aug 2010, Gene Buckle wrote:

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Gene Buckle](#) on Fri, 13 Aug 2010 15:42:24 GMT

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On Fri, 13 Aug 2010, Ido Dekkers wrote:

> the link to the OF download is on the other thread, if you didn't get it

> there I'll repost

>

I grabbed it. Thanks.

> about the falcon with only a HUD? that's easy there is already one.

> you can edit the cockpit.dat files in falcon and remove whatever you like,

> and if you look around VP you'll find it.

>

That's good to know. I suspect it would perform a little better and be a little more stable if all the code dealing with the cockpit was omitted entirely.

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Gene Buckle](#) on Fri, 13 Aug 2010 15:43:07 GMT

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On Fri, 13 Aug 2010, Ido Dekkers wrote:

> if you remember fighter-ops, that's exactly what they were trying to do,  
> they got the x-plane engine, and tried to add fighters to it.

>

As far as I know, they're still picking at that project. I don't know where they are with it though.

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Gene Buckle](#) on Fri, 13 Aug 2010 15:44:20 GMT

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---

On Fri, 13 Aug 2010, Roy Coates wrote:

> On Fri, 13 Aug 2010, Ido Dekkers wrote:

>

>> if you remember fighter-ops, that's exactly what they were trying to do,

>> they got the x-plane engine, and tried to add fighters to it.

>

>

> Tried. As in "tried and failed" ?

<http://www.fighterops.com>

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Ken Drycksback](#) on Fri, 13 Aug 2010 15:51:56 GMT

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---

X-plane is good for stable general aviation airplanes but it does not work for a fly by wire aircraft like the F 16 where keeping it flying is done by the flight computers. Unless you could drop in your own flight dynamics engine.

Ken

On Aug 13, 2010, at 7:09, Roy Coates <[roy@flightlab.liv.ac.uk](mailto:roy@flightlab.liv.ac.uk)> wrote:

> On Fri, 13 Aug 2010, Gene Buckle wrote:

>  
>>> X-Plane seems to be consistently winning all the prizes for best flight  
>>> model, and it's a piece of cake to add functionality via the SDK now - it  
>>> would/should be possible to use X-Plane as the engine for just about any  
>>> type of sim you want, with all manner of data available.  
>>>  
>> I wonder how practical it would be to develop a truly useful combat  
>> systems plug-in? It's way beyond my ken as I'm far from a graphics  
>> programmer, but it sure would be cool to have. A multi-player component  
>> would be a huge requirement too.  
>  
>  
> X-Plane already handles multi-player, it'd be no major headache to have  
> any add-on talk to other aircraft too.  
>  
> Graphics are all standard opengl - it should be a breeze to add stuff.  
>  
> I can see a major 'military' add-on somewhere in X-Plane's future.  
>  
> --  
>  
> Roy Coates.  
>  
> -----  
> Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
> -----  
>  
> \_\_\_\_\_  
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---

**Subject: Re: [simpits-tech] 16 channel output board is done!**

there is also actually a bonus when you use the data from the shared mem of falcon

it's a sec or so faster then the cockpit display,  
so if you build our own DED or other instruments, they are updated before the ones in the sim cockpit

On Fri, Aug 13, 2010 at 6:44 PM, Gene Buckle <[geneb@deltasoft.com](mailto:geneb@deltasoft.com)> wrote:

> On Fri, 13 Aug 2010, Roy Coates wrote:

>

> > On Fri, 13 Aug 2010, Ido Dekkers wrote:

> >

> >> if you remember fighter-ops, that's exactly what they were trying to do,

> >> they got the x-plane engine, and tried to add fighters to it.

> >

> >

> > Tried. As in "tried and failed" ?

>

> <http://www.fighterops.com>

>

> g.

>

> --

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Gene Buckle](#) on Fri, 13 Aug 2010 16:02:14 GMT

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---

On Fri, 13 Aug 2010, Roy Coates wrote:

> On Fri, 13 Aug 2010, Gene Buckle wrote:

>

>>> I can see a major 'military' add-on somewhere in X-Plane's future.

>>

>> Now if they'd just make it so you can create an adjustable FOV for use

>> with a TH2G without charging \$500 for the privledge(sp. :)

>

>

> eh? X-Plane has an adjustable FOV. What is it you need?

It can properly split a single view into three 75 degree segments on one video card?

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Bob Reed](#) on Fri, 13 Aug 2010 16:11:59 GMT  
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---

xPlane has built in multi monitor support, even in the older version that I have.

Bob

-----Original Message-----

From: simpits-tech-bounces@simpits.org  
[mailto:simpits-tech-bounces@simpits.org] On Behalf Of Roy Coates  
Sent: Friday, August 13, 2010 10:59 AM  
To: Simulator Cockpit Builder's List  
Subject: Re: [simpits-tech] 16 channel output board is done!

On Fri, 13 Aug 2010, Gene Buckle wrote:

> > eh? X-Plane has an adjustable FOV. What is it you need?  
>  
> It can properly split a single view into three 75 degree segments on one  
> video card?

Surely 3 views implies 3 video channels. On one card?

Greedy boy.

--

Roy Coates.

-----

---

Lord, If I must have an instrument failure, please let it be the Hobbs meter.

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---

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Gene Buckle](#) on Fri, 13 Aug 2010 16:28:04 GMT

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---

On Fri, 13 Aug 2010, Roy Coates wrote:

> On Fri, 13 Aug 2010, Gene Buckle wrote:

>

>>> eh? X-Plane has an adjustable FOV. What is it you need?

>>

>> It can properly split a single view into three 75 degree segments on one

>> video card?

>

>

> Surely 3 views implies 3 video channels. On one card?

>

You can do it with three "undocked" views in FSX. :)

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [rip3700](#) on Fri, 13 Aug 2010 17:21:21 GMT

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---

Falcon4AF was not about patches, but about multiplayer stability, something not really seen until they took over Falcon development. FighterOps is vaperware, or so it seems for the last ten years. Open Falcon is a development from the Falcon community based on the super paks and bms (which did have the 108 code). Falcon still has the only truly defined combat campaign engine of any sim. The newest combat sims are from DCS that have Black Shark, with Flaming Cliffs2 as an add on. Their next release this fall is the A10C, this is a dumbed down (classified items removed and ported to home pc's) version of the sim they have made for the USAF. SimHq did a good review of it as seen at E3 this year. AAlso Thrusmaster is doing away with the Cougar and moving to the "Warthog" cougar as also reviewed at SimHQ. This will come with new software for the old cougar, new cougar, and the MFD's that they make. Here are some links:

[http://www.simhq.com/\\_commentary/all\\_101c.html](http://www.simhq.com/_commentary/all_101c.html)

[http://www.simhq.com/\\_technology3/technology\\_175a.html](http://www.simhq.com/_technology3/technology_175a.html)

[http://www.simhq.com/\\_commentary/all\\_101b.html](http://www.simhq.com/_commentary/all_101b.html)

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Bob Phillips a ka lumper

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Joseph Fagner](#) on Fri, 13 Aug 2010 17:27:16 GMT

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---

They've been working on this thing for 5 years now. I was one of the first Area 51 donators and then realized I'm not sending in another penny. We are 5 years later and still with screen shots. I know building one from the ground up is not trivial, but after 5 years we should have seen something by now.

Jay

---

From: Gene Buckle <geneb@deltasoft.com>  
To: Simulator Cockpit Builder's List <simpits-tech@simpits.org>  
Sent: Fri, August 13, 2010 10:44:20 AM  
Subject: Re: [simpits-tech] 16 channel output board is done!

On Fri, 13 Aug 2010, Roy Coates wrote:

> On Fri, 13 Aug 2010, Ido Dekkers wrote:

>

>> if you remember fighter-ops, that's exactly what they were trying to do,

>> they got the x-plane engine, and tried to add fighters to it.

>

>

> Tried. As in "tried and failed" ?

<http://www.fighterops.com>

g.

--

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Subject: Re: [simpits-tech] 16 channel output board is done!

Posted by [Ido Dekkers](#) on Fri, 13 Aug 2010 18:54:09 GMT

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---

well,

AF was mainly(not all) patches, and afaik OF isn't that shabby with multiplayer either,

and it's much better in everything else, mainly realism.

the main goal of OF was first to fix as many bug as possible and to make it as real as possible.

On Fri, Aug 13, 2010 at 8:21 PM, <[rip3700@charter.net](mailto:rip3700@charter.net)> wrote:

> Falcon4AF was not about patches, but about multiplayer stability, something  
> not really seen until they took over Falcon development. FighterOps is  
> vaperware, or so it seems for the last ten years. Open Falcon is a  
> development from the Falcon community based on the super paks and bms (which  
> did have the 108 code). Falcon still has the only truly defined combat  
> campaign engine of any sim. The newest combat sims are from DCS that have  
> Black Shark, with Flaming Cliffs2 as an add on. Their next release this  
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> the MFD's that they make. Here are some links:

>

> [http://www.simhq.com/\\_commentary/all\\_101c.html](http://www.simhq.com/_commentary/all_101c.html)

>

> [http://www.simhq.com/\\_technology3/technology\\_175a.html](http://www.simhq.com/_technology3/technology_175a.html)

>  
> [http://www.simhq.com/\\_commentary/all\\_101b.html](http://www.simhq.com/_commentary/all_101b.html)  
> --  
> Bob Phillips a ka lumper  
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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Fri, 13 Aug 2010 19:07:11 GMT  
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---

On Fri, 13 Aug 2010, Gene Buckle wrote:

> > Surely 3 views implies 3 video channels. On one card?  
> >  
> You can do it with three "undocked" views in FSX. :)

Ah, gotcha.

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Roy Coates](#) on Fri, 13 Aug 2010 19:09:31 GMT  
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---

On Fri, 13 Aug 2010, Bob Reed wrote:

> xPlane has built in multi monitor support, even in the older version that I  
> have.

Yeah, but you need a seperate instance of X-Plane for each monitor.

--

Roy Coates.

-----  
Lord, If I must have an instrument failure, please let it be the Hobbs meter.  
-----

---

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Subject: Re: [simpits-tech] 16 channel output board is done!  
Posted by [Gene Buckle](#) on Fri, 13 Aug 2010 20:26:01 GMT  
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---

On Fri, 13 Aug 2010, Roy Coates wrote:

> On Fri, 13 Aug 2010, Gene Buckle wrote:

>

>>> Surely 3 views implies 3 video channels. On one card?

>>>

>> You can do it with three "undocked" views in FSX. :)

>

> Ah, gotcha.

There's a gent named Wayne that has developed a neat tool that uses Excel to cough out the configuration file for this:

<http://www.mycockpit.org/forums/showthread.php/20216-Borders-on-windows-window-alignment-tool>

It's a pretty slick tool. I'll likely start working with it this weekend.

g.

--

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