# ESKY Flight Simulator v3 User's Guide



## SUPPORTED FLIGHT SIMULATORS

- ESKY Flight Simulator Cable EKP-000499 / EK2-0900A (Softdog)
- ESKY Transmitter ET4 (CO-AXIAL / LAMA)

#### SYSTEM REQUIREMENTS

- Multimedia PC with a Pentium III 600MHz CPU or higher
- 256MB of memory
- 30MB of available hard-disk space
- Super VGA monitor
- An available USB port
- Microsoft Windows XP/Vista/7 operating system
- Microsoft DirectX 7 or higher
- Microsoft DirectX compatible 3D accelerated graphics card
- Microsoft DirectX compatible sound card
- Microsoft Mouse or compatible pointing device

#### **INSTALLATION**

1. Download and install the latest ESKY Flight Simulator from the following: http://www.saintpassion.com/flightsim

2. Follow all onscreen instructions during the installation.

3. If your PC is running Windows 7 or Vista, then you will also have to download and install the relevant Patch File from the above website.

#### STARTING THE FLIGHT SIMULATOR

1. Connect the ESKY Transmitter using the provided Simulator Cable to an available USB port of your PC.

2. Your PC will recognise the Simulator as a Game Controller. If your PC has difficulty interacting with the Simulator such as during the CONFIGURATION stage, unplug all unnecessary USB devices from your PC and try again.

3. If this is the first time you are installing the Simulator, reboot your PC before continuing with the following steps.

4. Switch on the ESKY Transmitter.

5. Run the Flight Simulator by selecting **Start > Programs > Flying Model Simulator > FMS** 

6. If the Flight Simulator is started in the Fullscreen mode, hit ESC to access the drop-down menu for configuration.

#### **CONFIGURATION**

1. Select **Controls > Analog Control** and set as follows:

Control	×				
Interface					
No interface					
Joystick interface Parallel / serial IRQ-interface 32-Bit-VXD Parallel / serial IRQ-interface 16-Bit-DLL Serial PIC-interface					
Ressources	Mapping / Calibration				
Ok	Cancel				

2. Select **Controls > Analog Control > Mapping/Calibration** and set as follows:

Mapping / Calibration				<u>د</u>	< L		
Mapping Rudder: Elevator: Aileron: Throttle: Tail: Nick: Roll: Pitch:	Channel 4 2 1 3 4 2 1 3		Exp	Channels			
Ok Cancel							

Mapping/Calibration for CO-AXIAL / LAMA

3. Select **Controls > Analog Control > Mapping/Calibration > Calibrate** and follow the onscreen instructions to calibrate your Transmitter.

### **FLYING THE FLIGHT SIMULATOR**

1. Select **Model > Load** and set as follows:

Open	<u>? ×</u>
Look in: 🔁 Model 💌 🖛 🛍 🏕 🖽 -	
Diamant.par	
Mughes.par	
Pitts.par	
Mana Su-26.par	
👼 Transall.par	
File name: Hughes.par Open	
Files of type: All Modelfiles	1

2. Select **Landscape > Load** and choose a desired landscape:

Open		<u>? ×</u>
Look in: 🔄 Landscape	- 🖬 🍅 🖬 -	
Islet.scn Sea_E   Islet_Seaplane.scn Switze   Islet_Sunset.scn Switze   Sea_Breeze.scn Switze   Sea_Breeze_Runway.scn Switze   Sea_Breeze_Seaplane.scn Switze	rreeze_Sunset.scn 🔊 Winter.scn erland.scn 🔊 Winter_Heli.scn erland_Seaplane.scn 🔊 Winter_Slope.sc erland_Slope.scn 🔊 Winter_Slope2.s erland_Slope2.scn 🔊 World.scn erland_Sunset.scn	
File name: Islet_Sunset.scn   Files of type: Landscapes	Open Cancel	

3. Select **Resolution > 1024x768** or any other appropriate screen resolution:



4. To switch from Fullscreen mode to Window mode, hit ESC.

#### 5. Have fun!