## INSTALLING DCS-BIOS 'FLIGHT PANELS' FOR OPEN HORNET

#### DOWNLOAD or CLONE THE REPOSITORY FROM THE LINK BELOW

#### https://github.com/DCSFlightpanels/dcs-bios

Search or jump to 🕧 Pull re	quests Issues Marketplace Explore			
V DCSFlightpanels / dcs-bios				
torked from dcs-bios/dcs-bios				
Code ③ Issues 7 \$\$ Pull requests ④	Actions 凹 Projects 🕮 Wiki 🕻	🕑 Security 🗠 Insights		
	<b>ঃ master →</b> টি 1 branch 📀 85 ta	gs	Go to file Add file -	Code +
	This branch is 1737 commits ahead, 1099	commits behind dcs-bios:master.	Clone	0
	S WarLord211 typo fix		https://github.com/DCSFlightpanels/dcs-bi Use Git or checkout with SVN using the web URL.	ii D
	github     Update FUNDING.yml			
	Programs	Copen with GitHub Desktop		
	Scripts	F-16 typo fix	Download ZIP	
	DCS-BIOS-License.txt	change license to a slightly mod	ified Simple Public License 2.0 7	years ago
	README.adoc	Update README.adoc	<u> </u>	ō days ago

ALSO DOWNLOAD NOTEPAD++ FROM THE BELOW LINK IF YOU DON'T ALREADY USE IT

https://notepad-plus-plus.org/downloads/



FLIGHT PANELS

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STEP TWO	×			
Select a Destination and Extract Files Files will be extracted to this folder:           A_DCS_FILES_\dcs-bios-master         Brows	dcs-bios-master se Share View	_	□ × ~ ?	OPEN HORNET
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# EXTRACT THE "dcs-bios-master" FOLDER TO A TEMPORARY FOLDER OR TO WHERE YOUR DCS GAME DRIVE IS LOCATED, TO CREATE A LOCATION TO EXTRACT THE FLIGHTPANELS FILES FROM

DISCLAIMER, THIS INFORMATION WAS CORRECT IN OCT 2021, ANY CHANGES TO DCS-BIOS FLIGHT PANELS THAT OCCUR POST THIS MAY NOT HAVE BEEN CAPTURED, THE USER SHOULD ALSO CHECK FOR REGULAR UPDATES VIA GITHUB TO DCS-BIOS FLIGHT PANELS OR THE ARDUINO LIB FILE

FLIGHT PANELS

## **STEP THREE**



COPY THE **"DCS-BIOS**" FOLDER FROM THE **"dcs-bios-master/Scripts**" FOLDER TO THE **"DCS/Scripts**" FOLDER ON YOUR MAIN DRIVE WHERE YOUR **"Saved Games**" ARE LOCATED. DO NOT COPY THE **"Export.lua**" FILE AT THIS STAGE, SEE THE NEXT STEP



FLIGHT PANELS

## STEP FOUR



FLIGHT PANELS

BEEN CAPTURED, THE USER SHOULD ALSO CHECK FOR REGULAR UPDATES VIA GITHUB TO DCS-BIOS FLIGHT PANELS OR THE ARDUINO LIB FILE

## ENSURE YOU HAVE GOOGLE CHROME INSTALLED AND IT IS UPDATED, OPEN CHROME

https://www.google.com.au/intl/en\_au/chrome/

IN THE ADDRESS BAR TYPE chrome://extensions/

← → C

Extensions

Load unpacked

LOCATE "Developer mode" IN THE TOP RIGHT CORNER AND TURN IT ON

👖 Apps 🧟 Arduino Forum - In... 👖 Apps 🚳 SWORKS 💪 Google 🧟 Turning a section o... 🚱 PLUGS

Update

× +

G Chrome chrome://extension

Pack extension

THE "Load unpack" BUTTON WILL BECOME VISIBLE IN THE LEFT CORNER, SELECT THIS

Boogle Docs Offline 1.35.0

internet access.

Remove

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Create and edit documents

ID: aohghmighlieiainnegkcijnfilokake

Edit, create, and view your documents,

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Stay protected while searching and surfing the

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1

Slides 0.10

Create and edit presentations

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Details

Chrome Apps

Details





- 0 >

🟠 🗐 😩 🕻 Update 🗄

Developer mode

III Reading list



STEP SIX

CHOOSE THE "doc" FOLDER WHERE YOU COPIED THE DCS-BIOS FOLDER TO

"Saved Games\DCS\Scripts\DCS-BIOS\doc"

CLICK "Select Folder" THE PROGRAM WILL UNPACK IN THE BACKGROUND

#### CLOSE THE EXTENSIONS WINDOW





FLIGHT PANELS

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#### **STEP SEVEN**

## TO CONFIRM DCS-BIOS CONTROL REFERENCES HAS INSTALLED,

EITHER TYPE chrome://apps/ INTO THE COMMAND LINE

OR Apps CLICK **ICON** 

You will see the DCS-BIOS CONTROL REFERENCES ICON IN THE WINDOW

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OPEN HORNET

FLIGHT PANELS

**STEP EIGHT** 

INSTALL THE ARDUINO LIB.

## IF YOU HAVE BEEN RUNNING DCS-BIOS HUB VERSION YOU WILL NEED TO DELETE OR OVERRIDE THE EXISTING DCS-BIOS LIBRARY

## ADD THE NEW LIBRARY VIA THE ARDUINO APP

## FROM THE ZIP FILE IN THE "Programs" FOLDER

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	Usefu Usefu	l arduino-librarys.txt	6/03/2021 11:33 AM	Text Document	1 KB



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				Recommended libraries				
				Adafruit Circuit Playgrou	nd		- 1	

DCS TO ARDUINO INTERFACE

DEPENDING HOW MANY ARDUINO'S YOUR SIMULATOR WILL RUN A SERIAL INTERFACE TO THE COCKPIT VIA ONE OR MORE ARDUINO CONTROLLERS.



THESE **CMD** FILES NEED TO BE UNZIPPED AND CORRECTLY LOCATED WITHIN THE "socat" FOLDER.

LOCATE THE "socat" FOLDER INSIDE THE "Programs" DIRECTORY, AND UNZIP AND COPY ALL THE FILES 32 BIT OR 64 BIT FILES <u>BACK INTO</u> THE "socat" FOLDER

dcs-bios-arduino-library	File folder					>	This PC > DCS (F:) > dcs-bios-0.7.39 > Progr	rams > socat >	
socat	File folder						•		
tools	File folder						• Name	Date modified	
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connect-serial-port	Name	Туре				gs	WIN_socat-1.7.3.2-64bit	27/09/2021 7:22 AM	
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CONNECTING TO A SINGLE ARDUINO

LOCATE THE "COM PORT NUMBER" FOR THE ARDUINO CONNECTED TO THE PC. THIS CAN BE DONE VIA THE ARDUINO APP OR DEVICE MANAGER.

IN THE "socat" FOLDER RUN "connect-serial-port" ENTER THE COM PORT NUMBER OF THE ARDUINO THAT YOU WITH TO CONNECT TO

THIS STEP CAN BE COMPLETED BEFORE OR WHILE RUNNING DCS, IT CAN ALSO BE STOPPED AND STARTED WHILE THE GAME IS ACTIVE IF YOU WITH TO MAKE A SKETCH CHANGE.

Name

tools

socat

GF





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## **RUNNING DCS-BIOS (FLIGHT PANELS VERSION)**

## CONNECTING TO MULTIPLE ARDUINOS

LOCATE THE "<u>COM PORT NUMBERS"</u> FOR THE ARDUINOS CONNECTED TO THE PC. THIS CAN BE DONE VIA THE ARDUINO APP OR DEVICE MANAGER.

OPEN AND EDIT THE "multi-coms-ports" FILE WITH NOTEPAD++ ENTER ALL THE ARDUINO COM PORT NUMBERS YOU WISH TO CONNECT TO AFTER "COMPORTS=" WITH A SPACE BETWEEN. SAVE AND CLOSE NOTEPAD++

IN THE "socat" FOLDER RUN "multi-com-ports" THE PROGRAM WILL CONNECT THE PORTS AUTOMATICALLY, AFTER COUNTING DOWN FROM 5 SECONDS

THIS STEP CAN BE COMPLETED BEFORE OR WHILE RUNNING DCS, IT CAN ALSO BE STOPPED AND STARTED WHILE THE GAME IS ACTIVE IF YOU WITH TO MAKE A SKETCH CHANGE.

DO NOT USE STANDARD WINDOWS NOTEPAD TO UPDATE THE "multi-coms-ports" FILE



D:\DCS\DCS_BIOS\multiple-com-ports.cmd - Notepad++
e Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
1 geomo oli 2 DEM The COMPORTS variable should be set to a space-separated list of COM port numbers.
s set COMPORTS-4 5 6 8
4
5 for %%i in (%COMPORTS%) do start
The COMPORTS maxin
THE COMPORTS VALUE
COMPORTS-4 5 6 9



## **RUNNING DCS-BIOS (FLIGHT PANELS VERSION)**

DCS-BIOS CONTROL REFERENCES

EITHER TYPE chrome://apps/ INTO THE COMMAND LINE

OR CLICK Apps ICON

You will see the DCS-BIOS CONTROL REFERENCES ICON IN THE WINDOW

BEEN CAPTURED, THE USER SHOULD ALSO CHECK FOR REGULAR UPDATES VIA GITHUB TO DCS-BIOS FLIGHT PANELS OR THE ARDUINO LIB FILE

OPEN THE APP

THIS STEP CAN ONLY BE COMPLETED AFTER YOU ARE IN THE DCS COCKPIT, AND MUST BE RESTARTED EACH TIME YOU EXIT THE ACTIVE GAME OR CLOSE DCS. YOU DO NOT NEED THIS APP RUNNING TO OPERATE THE GAME WHEN FLYING, IT IS USED TO GET DRAFT SKETCHES, OR MONITOR OUTPUT VALUES DURING TESTING.





Module       MetadataEnd       ✓         Pointe       MetadataStnd       ✓         Pointe       MetadataStnd       ✓         MetadataStnd       ✓       ✓         A=E+C       A=B-A       ✓         Updat       AJS37       MetadataEnd/_UPDATE_COUNTER         AvBNA       ✓       ✓         Updat       AJS37       MetadataEnd/_UPDATE_COUNTER         AvBNA       ✓       ✓         Updat       AJS37       MetadataEnd/_UPDATE_COUNTER         AvBNA       ✓       ✓         Oute       F-16C_50       MetadataEnd/_UPDATE_SKIP_COUNTER         F-5E-53       ✓       ✓         F-5E-53       ✓       ✓         F-6E-53       ✓       ✓         F-5E-53       ✓       ✓         F-5E-53       ✓       ✓         F-5E-53       ✓       ✓         SELECT F/A-18C       ✓       SELECT F/A-18C	AMPCD	Metadata Pointer Calibration Tool Refersion Simple Advanced Uve Data Update Counter AS REQUIRED SELECT BETWEEN SIMPLE – SIMPLE ARDUINO CODE REFERENCES ADVANCED – ADVANCED ARDUINO CODE REFERENCES LIVE DATA – LIVE INPUT / OUTPUT AND SIMULATOR DATA FLIGHT PANELS
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