



## Operating Instructions



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# 1 Introduction

## 1.1 What is SimpleCam about

Cockpit Views in FSX' Virtual Cockpit (and its derivatives FSX:SE and Prepar3D) are mainly defined by entries in the model's „aircraft.cfg“ file. They are usually controlled by the „A“ key or a series of pictograms. This is the point where SimpleCam steps in. Instead of using the fixed positions defined by the aircraft's designer which can only be altered with some thorough knowledge of the simulator, SimpleCam allows you to define 10 custom Camera Positions within the VC.

SimpleCam allows you to store one position each on your keyboards numpad keys 0-9. It is completely up to the user which Camera Position is assigned to which key. A sample assignment for Aerosoft's Airbus is shown at the end of this handbook.

## 1.2 Who needs SimpleCam

SimpleCam is an easy-to-use utility for everyone. Whether you need it to replace a headtracker or whether you are done with countless key assignments or mouseclicks to find an appropriate view: SimpleCam is the remedy! Experience has shown that 10 different camera positions are sufficient for almost every cockpit.

## 1.3 What can you do with SimpleCam

SimpleCam works as a stand-alone program outside of the simulator program and interacts solely through the SimConnect interface. All Camera Positions are permanently stored and are not lost in case of de-installation of any add-on aircraft or the simulator itself. SimpleCam autostarts with any simulator, be it FSX, FSX:SE Prepar3D V2 or V3. If you use a certain add-on aircraft on more than one of those simulators on the same computer, the camera assignments need to be done only once. Furthermore no changes in „camera“- or „aircraft.cfg“ files will be made like some other add-on programs usually do. The default Camera Position of each individual aircraft remains untouched.

## 2 Installation

### 2.1 System requirements

SimpleCam has no higher hardware requirements than the simulator software. The following Windows Components are required to run SimpleCam:

- SimConnect
- Microsoft .NET 4.0

While SimConnect is part of FSX (Prepar3D) and thus should be active in all FSX (Prepar3D) installs, proper installation of .NET 4.0 is guarded by the installer. If the result is not satisfactory, the installation will be aborted and a reference to .NET installation will be shown.

### 2.2 How to install

Unzip the downloaded archive and run the „ **AivlaSoft.SimpleCam.Setup\_1.0.exe**“ application. Then follow the instructions shown by the installation program.

After completion of the installation the Configuration Menu will open. If necessary you can change any of the individual settings.

**At first start** of SimpleCam the Input Mask for the License Key automatically opens. You are allowed to run the full version of SimpleCam for a trial period of 7 days.

AivlaSoft - SimpleCam

 To properly license the product, please enter your license key, your name and your email address below. Then press 'Install LICENSE' (the button will be released after you entered the license key).

If you only would like to test the program during a trial period of 7 days, leave 'license key' blank, enter your name and your email address and press 'Install TRIAL license'.

License key	<input type="text"/>
Name	<input type="text"/>
Email address	<input type="text"/>

Just enter your Name and Email address and select „install TRIAL license“.

If you have decided to purchase the license, enter the License key in its respective input field and register online.

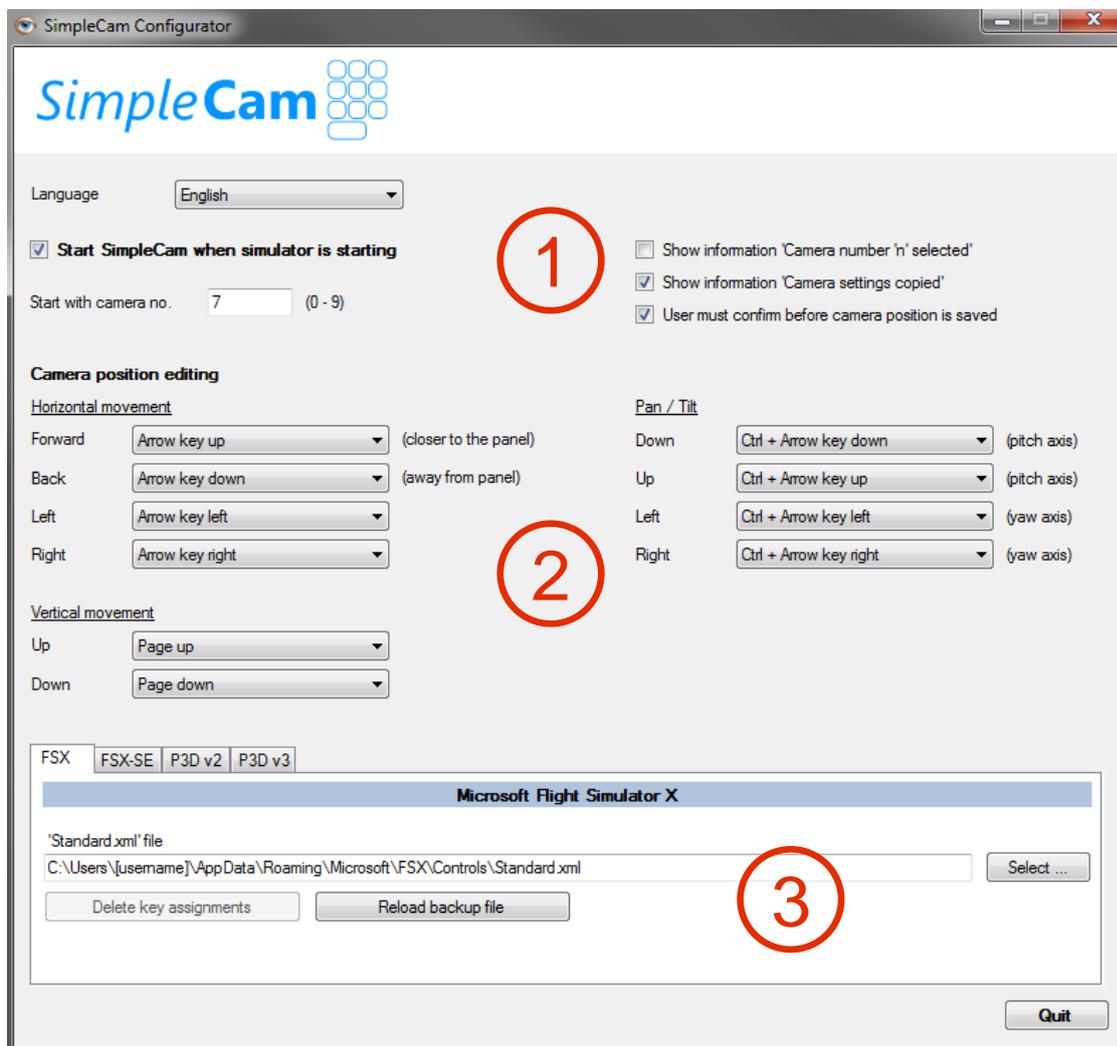
Important: SimpleCam cannot be registered offline. Even registering for the trial period requires online access.

## 3 Configuration

### 3.1 The Configuration Menu



The configuration menu allows you to alter several options. The program can be started by double-clicking the symbol shown on the left:



1) Options: Those are self-explanatory and have immediate effect. We recommend to have the Auto-Start box checked. Nevertheless if you prefer manual start of SimpleCam observe that the Simulator must be running before you start SimpleCam.

2) Camera Control: Should you choose to alter the predefined settings, you will find a list of all valid key commands in a dropdown list for each specific key.

3) Standard.xml cleanup: All Simulator key-commands and axis assignments are stored in the „standard.xml“ file. By default also a few commands are assigned to the numeric keys, however they are rarely if ever used. To avoid double use of the numeric keys when choosing a stored Camera Position the „standard.xml“ file can be cleaned of all such double assignments. The original „standard.xml“ file is backed up and can be restored at any time. SimpleCam is able to find the storing location of the „standard.xml“ file for almost all simulators except for FSX:SE. Depending on the installation process the Steam-Edition does not store the „standard.xml“ file at its standard location. Therefore for FSX:SE the path of the „standard.xml“ file must be assigned manually.

**Important**

This option must not be used at runtime of the simulator! FSX (and all its derivatives) re-writes this file upon closing the simulator and thus would overwrite any restored files.

SimpleCam is starting automatically with the respective option active and also automatically closed upon closing the simulator. In very rare cases SimpleCam might remain running after a simulator crash. This can be verified by the SimpleCam symbol being still active in the task-list. In this special case SimpleCam must be closed before the next simulator start.

**Important**

All configuration changes will only become active after a new start of the Camera module. It is recommended that you run the configuration program only when the Camera is not running.

## 3.2 Limitations

Do not alter zoom settings while moving the camera to your preferred positions. SimpleCam cannot store zoom values. You can move the camera to every location within the VC without the necessity of altering the zoom value. Upon loading an aircraft the default zoom value is being set. You should keep this value for all your Camera Positions.

## 4 Quickstart

### Important

SimpleCam can only be used within the VC (3D Cockpit).

### 4.1 Camera positioning

Load the aircraft of your choice and make sure the **NumLock** key is **activated**.

You're now in the cockpit and press one of the keys 0-9 (remember, the NumLock key must be activated) and – NOTHING happens ! Why ? Of course because there is no camera assignment yet for neither key. The camera is in its default position defined by the „aircraft.cfg“ file. Ok, let's do our first Camera Assignment.

The key assignments for Camera Positioning are predefined. The Camera can be moved along all three axes (up, down, forward, backward, left right) and tilted around two axes (up, down, left, right). See the graphic below for the Default Keys to be used for Camera Adjustment.



Move the camera with the respective keys into a position of your liking and assign it to any key 0-9 at your convenience. This is done by **holding down** the **CTRL** key **and pressing** the **convenient numeric key**. You will note a message at the top of the screen telling you that a Camera Position has been assigned to the respective key.

Congrats ! You have just assigned your first custom Camera Position ! You can repeat this process for all of the remaining 9 keys by holding down the CTRL key and pressing one of the numeric keys. If a position does not exactly match your expectations, just move it to the proper place and save it again. That's all !

**Important**

Exclusively use the keys defined in the Configuration Menu to move the camera. Only those keys are active and valid. Do not use the Hat-Switch on your yoke or control stick. The Hat-Switch does not move the „Camera“ but only moves the „View“. As a simple analogy you can imagine that the camera moves the pilot's head whereas the Hat-Switch only moves his eyes. Only the head's position is stored in the Camera Assignments. Nevertheless you can of course use the Hat-Switch to look around from an assigned Camera Position. As soon as you press a camera key, the view is straightened again.

The assigned Camera Positions are stored in a separate file and remain valid for the respective aircraft model. The Camera Positions remain stored even if you for any reason chose to completely de- and re-install this specific aircraft. The files which contain the camera definitions have a postfix ".simpleCam" and are saved in the following folder: "C:\Users\[username]\Documents\AivlaSoft\SimpleCam".

Although the creation of the camera positions takes not much time, it is recommended that you frequently back up these configuration files.

**Important**

The VC can sometimes be a bit tricky ! Of course we want it to be modelled as accurately as possible and therefore each component inside is placed at the proper location. If you move the camera around you suddenly may happen to be inside of a cockpit component without noticing it. The only indication would be missing clickspots. In most of all cases this happens if you move backwards and unintentionally „enter“ the seatback or headrest. As the textures are transparent from the rear side you will not see anything abnormal except for the missing clickspots. If you look around with the Hat-Switch you may verify the exact camera position. The only remedy for this situation is to move forward until you have left the limiting object and store the position again.

## 5 Example

Assignments for the Num Keys and the resulting views for the Aerosoft Airbus ...

View Left	Overh. Panel	View Right
Pilot	FCP	Copilot
MCDU ECAM	Throttle	Flaps Splrs
Lights Anti-Ice		

