

# Re-size AV8-B Harrier MPCD Export Monitor size

DCS World OpenBeta > Config > MonitorSetup

1. Add this code below to your Monitor.lua file found in (C: DCS World OpenBeta, Config, MonitorSetup) after you copy and paste the code below, adjust (**x =**, **y=**, **width =** and **height =**) as needed.

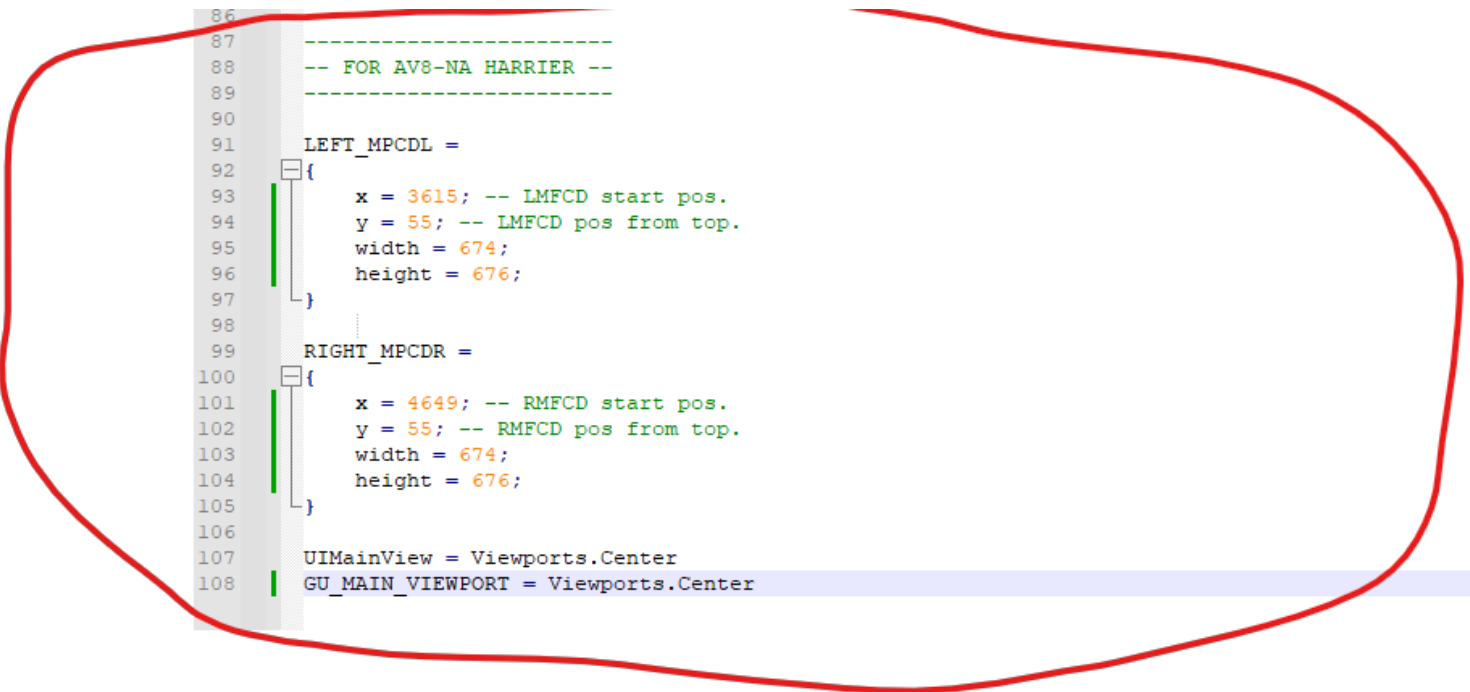
```
-----  
-- FOR AV8-NA HARRIER --  
-----
```

```
LEFT_MPCDL =
```

```
{  
  x = 3615; -- LMFCF start pos.  
  y = 55; -- LMFCF pos from top.  
  width = 674;  
  height = 676;  
}
```

```
RIGHT_MPCDR =
```

```
{  
  x = 4649; -- RMFCF start pos.  
  y = 55; -- RMFCF pos from top.  
  width = 674;  
  height = 676;  
}
```



```
86  
87  
88 -----  
89 -- FOR AV8-NA HARRIER --  
90 -----  
91  
92 LEFT_MPCDL =  
93 {  
94   x = 3615; -- LMFCF start pos.  
95   y = 55; -- LMFCF pos from top.  
96   width = 674;  
97   height = 676;  
98 }  
99  
100 RIGHT_MPCDR =  
101 {  
102   x = 4649; -- RMFCF start pos.  
103   y = 55; -- RMFCF pos from top.  
104   width = 674;  
105   height = 676;  
106 }  
107  
108 UIMainView = Viewports.Center  
GU_MAIN_VIEWPORT = Viewports.Center
```

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2. Navigate to: DCS World OpenBeta > Mods > aircraft > AV8BNA > Cockpit > MPCD > indicator

31K3	10/20/2023 9:20 PM	File folder	
TPOD	10/26/2023 9:26 PM	File folder	
VRST	10/26/2023 9:26 PM	File folder	
MPCD_base.lua	10/26/2023 7:23 PM	LUA File	2 KB
MPCD_definitions.lua	10/26/2023 7:24 PM	LUA File	15 KB
MPCD_init.lua	10/26/2023 7:23 PM	LUA File	7 KB
MPCDL_init.lua	11/16/2023 5:44 PM	LUA File	4 KB
MPCDR_init.lua	11/16/2023 5:44 PM	LUA File	4 KB

3. Change the text in RED circle to what I have shown here for MPCDL\_init.lua and MPCDR\_init.lua.

```
MPCDL_init.lua x
1 monitorpos = "L"
2 dofile(LockOn_Options.script_path.."MPCD/indicator/MPCD_init.lua")
3 try_find_assigned_viewport("LEFT_MPCDL")
4
5 brightness_sensitive_materials = {
6     "mpcd_align_mtl_y",
7     "mpcd_symbols_1_w",
8     "mpcd_symbols_1_b",
9     "mpcd_symbols_2_w",
```

```
_init.lua x MPCDR_init.lua x
monitorpos = "R"
dofile(LockOn_Options.script_path.."MPCD/indicator/MPCD_init.lua")
try_find_assigned_viewport("RIGHT_MPCDR")

brightness_sensitive_materials = {
    "mpcd_align_mtl_y",
    "mpcd_symbols_1_w",
    "mpcd_symbols_1_b",
    "mpcd_symbols_2_w",
    "mpcdr_symbols_1_g",
    "mpcdr_symbols_2_g",
    "mpcdr_symbols_3",
    "mpcdr_symbols_4",
    "mpcdr_symbols_5",
    "mpcdr_symbols_6",
    "mpcdr_symbols_1",
```