

Instructions for Using Fighter Cockpit

The Fighter Cockpit server and APP do not collect any personal information!

1. Configuration Modification

Modify the `DcsWorldDirectory` configuration item in the `config.txt`, set its content to the installation directory of DCS World. For

example: "E:\\SteamLibrary\\steamapps\\common\\DCSWorld"

Note: The directory separator is "\\

2. Installation and Configuration of Virtual Monitor

2.1 Install Virtual Monitor

Run `install-monitor.exe` as an administrator to complete the installation of the virtual monitor and generate the monitor configuration.

2.2 Monitor Configuration

- Step 1: Place the virtual monitor to the rightmost side, as shown in Figure 2-2-1.

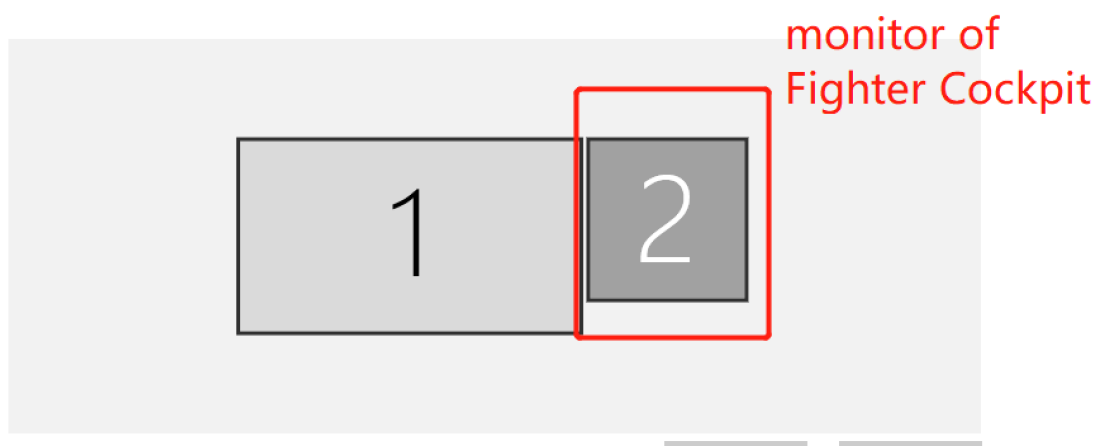


Figure 2-2-1

- Step 2: (Skip Step 2 if using a single physical monitor)

If using multiple monitors, manually modify `FighterCockpitMonitor.lua` (located in the "DCSWorld\\Config\\MonitorSetup" directory) to position `LEFT_MFCD`, `RIGHT_MFCD`, `CENTER_MFCD` on the Fighter Cockpit virtual monitor as shown in Figure 2-2-2. Refer to ["Exporting_MFCD_Displays"](#) for modification methods.

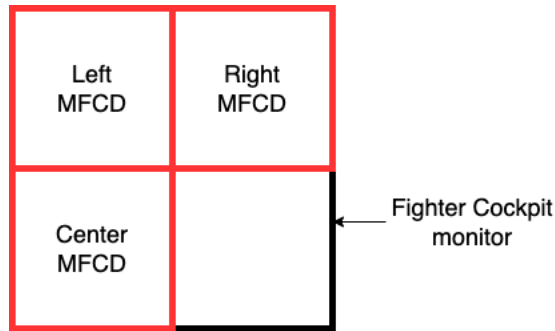


Figure 2-2-2

Modify the MonitorNum configuration item in the config.txt, set its content to the virtual monitor's number. To find the monitor number, refer to Figure 2-2-1.

- Step 3: Enter DCS and modify the resolution and monitor configuration as shown in Figure 2-2-3.

Select the resolution as "original monitor resolution + 2 * MFCDWidth". For example, if the original monitor resolution is 2560*1440 and MFCDWidth is 600, select 3760*1440.

Select FighterCockpitMonitor as the monitor.



Figure 2-2-3

3. Start the server

Run fighter-cockpit-server.exe and allow network access, or the APP will not be able to connect, as shown in Figure 3-1.

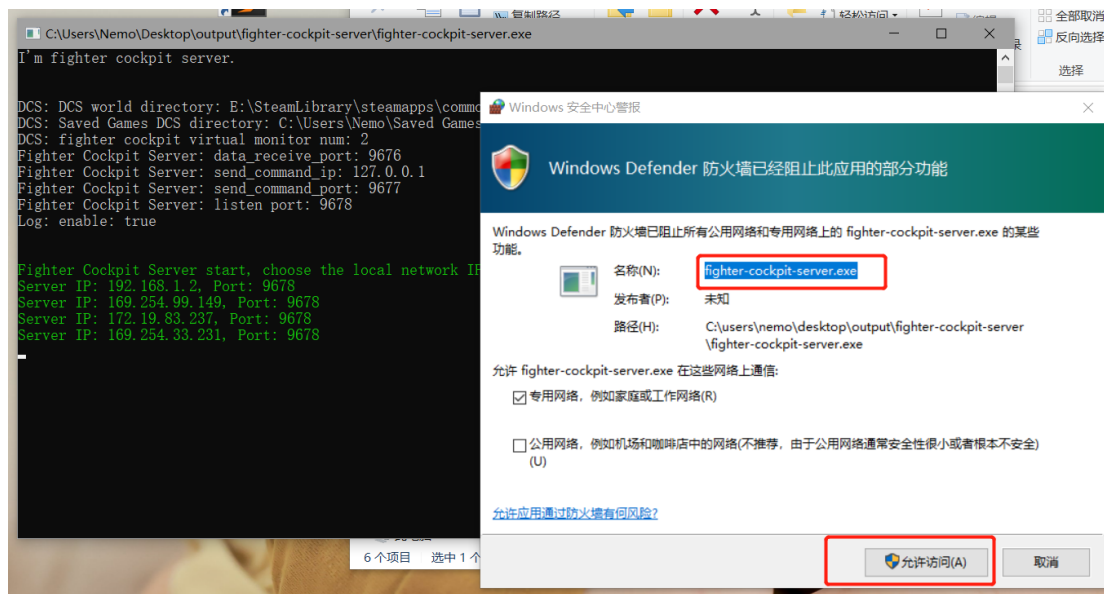


Figure 3-1

Fighter-cockpit-server will list all IP addresses on the local machine. The APP needs to connect to the local LAN IP address, as shown in Figure 3-2.

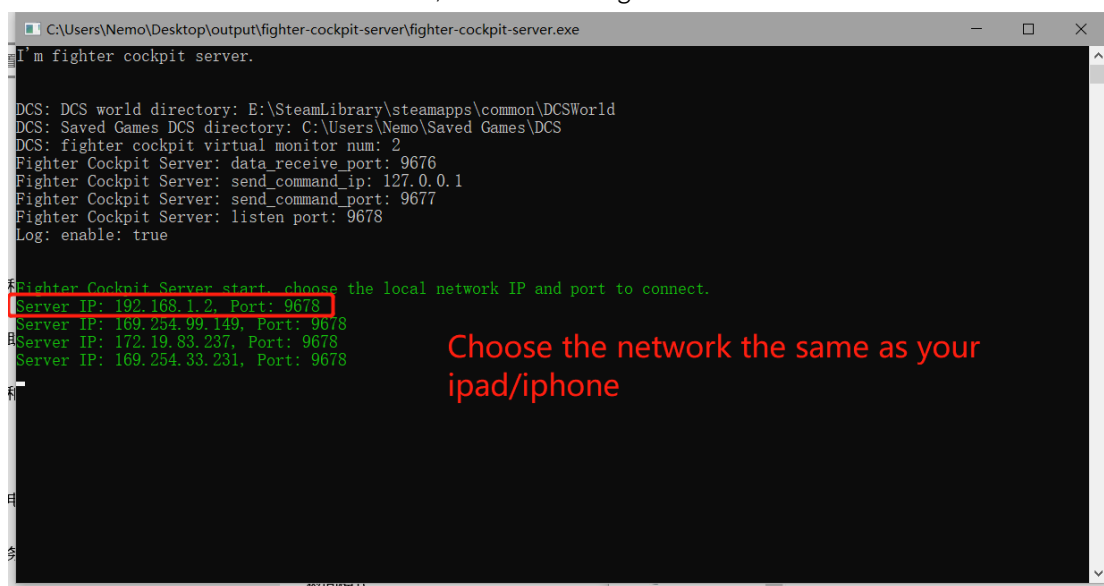


Figure 3-2

4. Start the APP

4.1 APP Configuration

Click Settings in the upper right corner and enter the server's LAN IP address and port, as shown in Figure 4-1-1.

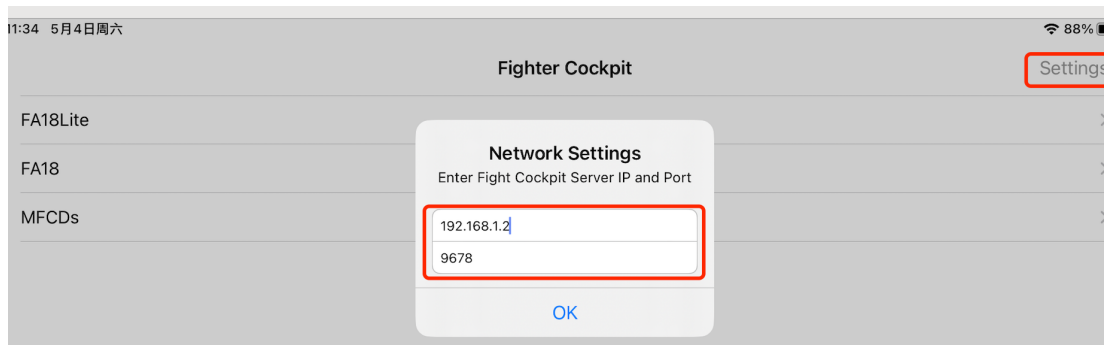


Figure 4-1-1

4.2 Connect to the Server

Select "FA18Lite" and proceed to the Cockpit selection screen. Click on the upper right corner "START" to connect to the server, as shown in Figure 4-2-1.



Figure 4-2-1

Green indicates a successful connection, red indicates a failed connection, and yellow indicates a connection in progress.

Appendix: Configuration Instructions

Configuration Item	Description
DcsWorldDirectory	DCSWorld installation directory, note that the directory separator is "\"
MonitorNum	Defaults to 2, needs to be modified in cases of multiple monitors
SavedGamesDcs	Defaults to C:\Users\\${name}\Saved Games\DCS
MFCDWidth	MFCD resolution, reinstalling the virtual display is required after modification
MFCDFPS	MFCD FPS
MFCDBrightness	MFCD brightness
MFCDSaturation	MFCD saturation
MFCDContrast	MFCD contrast
ListenPort	Server listening port
CommandRate	DCS status and command refresh rate, measured in seconds. A higher value results in higher latency
DataReceivePort	DCS data sending port
SendCommandIp	Generally configured as 127.0.0.1, no need to modify
SendCommandPort	DCS command receiving port