

## Installation of KA-50 controller profile

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## 1. Introduction

This archive contains configuration files for the controllers pictured below. Before installing checkout the button layout in the separate pdf document called "KA-50 profile.pdf".

In addition it contains a Helios profile, an example of a monitor configuration and additional information on some lua tweaks and game modifications.

I encourage to tinker with the lua files (remember to make backups ☺) - but to avoid problems with the build-in notepad text editor, please install a proper text editor like notepad2, downloaded here: <http://www.flos-freeware.ch/notepad2.html>



## 2. Controller profile installation instructions

The controller configuration files can be installed by either method 1 on this page or method 2 outlined on the next page below. Both methods overwrite your current joystick configuration, so please backup your files if you already have put work into configuring your joystick!

Please note that I use the right toe-brake for zoom. This requires you to change the default zoomed-out value. It is done by changing the following line:

```
CameraViewAngleLimits = {20.000000,120.000000},
```

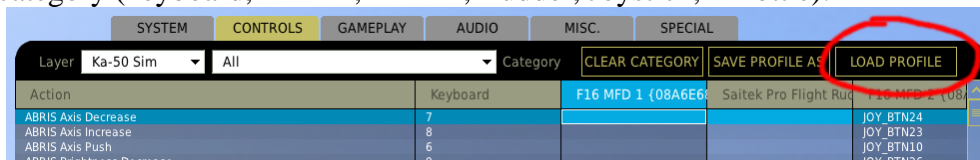
File: C:\Program Files\Eagle Dynamics\DCS World\Config\View\View.lua

You need to change 120.0 to 70.0 or what suits you.

For more information about how to make your own custom switch bindings, the included text file “custom switches.txt” contains additional information and links to relevant posts on Eagle Dynamics forums.

### 2.1 Using the DCS user interface

Import the files from the “Profiles” folder DCS → Options → Controls → Load Profile for every controller/ category (keyboard, MFD 1, MFD 2, Rudder, Joystick, Throttle):



Refer to DCS document “User Manual” section Control Settings, page 20 in DCS version 1.2.3.10201.

When all profiles installed you might notice the red markings in the controls list. You need to add the joystick paddle as a modifier called “Paddle” (exact name is important, so check twice), as shown in the dialog below:



## 2.2 Installing files for controller profiles manually

The other option is to manually merge the files included in the “Saved Games” folder with your “Saved Games” folder.

You need to rename the files in the joystick folder to enable them for your controllers: the xxx part of the filename needs to be replaced with the correct device ID string.

### 2.2.1 Renaming file example

Rename: Joystick - HOTAS Warthog {xxx}.lua

To: Joystick - HOTAS Warthog {64A9EF30-BADE-11e1-8001-444553540000}.lua

### 2.2.2 For reference: file locations

Joystick profiles: Saved Games\DCS\Config\Input\ka-50\joystick

Keyboard profile: Saved Games\DCS\Config\Input\ka-50\keyboard\keyboard.lua

Modifier-keys: Saved Games\DCS\Config\Input\modifiers.lua

## 3. Helios profile installation

Helios profile goes to: ...My Documents\Helios\Profiles

Install the included files in the Scripts folder into the Saved Games\DCS\Scripts. If you are using [TARS](#) or [TACView](#), please check the following section 3.1.

Helios homepage: [www.scsimulations.com](http://www.scsimulations.com).

### 3.1 Explanation of manual installation

Please note that HELIOS does not work properly by itself in DCS version greater than 1.2.3. To be more specific you will notice that the HELIOS profile editor will not be able to install its export script and *Helios Profile Editor* will report “DCS Black Shark installation path not found” and “Can not find game install”. Even if you direct it to the correct DCS directory it will not function.

For this reason (until the HELIOS software is updated) you need to install a HELIOS export script into the Scripts folder in the Saved Games folder. I have included a HELIOS export script that works with both DCS KA-50 and DCS A-10C, this is created by [loophole](#) and he should be credited for that. When this is installed you do not need to setup the game install folder in *Helios Profile Editor* – it will work nicely without!

If you are using [TARS](#) and or [TACView](#) you will need to edit files the export script manually as they also use the export-script to extract information from DCS when the simulation is running.

In the HELIOS directory I have included a Scripts directory that contains HELIOS.lua and Export.lua. Move the HELIOS.lua to the script directory of your Saved Games\DCS\Scripts folder. To enable the HELIOS.lua you need to move the included Export.lua into place in the same folder or add a line 27-29 (quoted below) from the included Export.lua to your existing Export.lua.

*Lines needed to enable the combined HELIOS export script:*

```
-- Combined A-10C and KA-50 HELIOS export script by Loophole.  
-- Thread: http://forums.eagle.ru/showthread.php?t=97222  
dofile(lfs.writedir()..'Scripts\\HELIOS.lua')
```



#### 4. Monitor configuration

You can try out the included monitor profile or use the “Easy Monitor Configurator”, which can be downloaded here: <http://files.digitalcombatsimulator.com/en/270123/>

The included monitor configuration file (for 1920x1080 primary & 1280x1024 secondary monitor) has to be installed into the “MonitorSetup” folder mentioned below. After moving the file into place you have to choose this monitor configuration from within DCS Options. It is called “DCSW-Shkval+ABRIS”.



File location: C:\Program Files\Eagle Dynamics\DCS World\Config\MonitorSetup

Please consult the following thread on the ED forums for more information on editing the monitorsetup: <http://forums.eagle.ru/showthread.php?t=60815>

Consider using SoftTH, as it often results in more smooth frame rates. More info here: <http://forums.eagle.ru/showthread.php?t=71710>

## 5. JSGME modifications for DCS World and the KA-50 module

Modifications to DCS and installed aircraft modules can be copied directly into the DCS World directory or you can use a program like [modman](#) or [JSGME](#) (JoneSoft Generic Mod Enabler) for managing those modifications.

I'm using JSGME and in the following assuming familiarity with JSGME and will not go through setup and use here. How to use JSGME can be found in following thread on the Eagle Dynamics forums: <http://forums.eagle.ru/showthread.php?t=98607>

### 5.1 KA-50 setup

Change the ABRIS default setup: Decimal latitude and longitude and WGS-84 ellipsoid (for easy sharing of lat/long coordinates with A-10C's). Default UV-26 countermeasures program 3-2-1 (3 sequences of 2 flares with 1 second delay in between sequences). Less obtrusive controls indicator at half size.

Download: <http://dl.dropbox.com/u/2910357/fsim/JSGME/KA-50%20setup.zip>

### 5.2 Dustcloud removal (not relevant for DCS 1.2.4.x)

Removes the smokecloud that bugs down the FPS of some systems when flying at low level and high speed.

Download: <http://dl.dropbox.com/u/2910357/fsim/JSGME/Dustcloud%20removal.zip>

### 5.3 JTAC for KA-50

Enables JTAC and AWACS communication for the KA-50.

Link to discussion of mod: <http://forums.eagle.ru/showthread.php?t=93228>

Manual: <http://forums.eagle.ru/attachment.php?attachmentid=77789&d=1362080176>

Download: <http://forums.eagle.ru/attachment.php?attachmentid=77790&d=1362080176>

### 5.4 PeterPs Unchain rudder from trim

Unchains the KA-50's rudder from the trim function - for rudder pedals without FFB.

Link to discussion of mod: <http://forums.eagle.ru/showthread.php?t=96116>

Download: <http://dl.dropbox.com/u/2910357/fsim/JSGME/PeterPs%20Unchain%20rudder%20from%20trim.zip>

### 5.5 PeterPs Proper Neck (I'm not using this anymore)

Changes head tracking parameters to be more realistic/ easy to use.

Link to discussion of mod: <http://forums.eagle.ru/showthread.php?t=96116>

Download: <http://dl.dropbox.com/u/2910357/fsim/JSGME/PeterPs%20Proper%20Neck%20version%20RC2b.zip>



### 5.6 Ricardos Blue HD cockpit

Nice highres KA-50 cockpit.

Link to discussion of mod: <http://forums.eagle.ru/showthread.php?t=99751>

Download: <http://dl.dropbox.com/u/2910357/fsim/JSGME/Ricardos%20Blue%20HD%20cockpit.zip>



### 5.7 Rocket ballistics plate for default cockpit

A plate showing the different rocket ballistics settings in the back of the cockpit, to your right in the standard black cockpit. (Plate is made by DRAGON, originally included in "DCS Modified Sharkpit Mod v3" found at lockonfiles.com, updated 17 Aug 2009).

Download: [http://dl.dropbox.com/u/2910357/fsim/JSGME/Rocket ballistics plate for default cockpit.zip](http://dl.dropbox.com/u/2910357/fsim/JSGME/Rocket%20ballistics%20plate%20for%20default%20cockpit.zip)

