

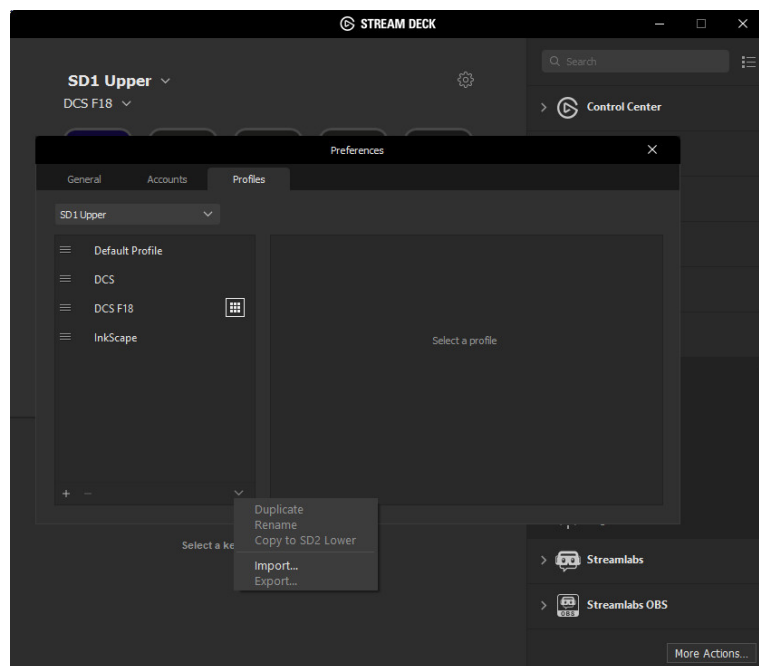
Stream Deck Profile for DCS F18

Regarding Licenses, these Icons are meant to be used with Legato Stream Deck, being used to control the DCS F18, and you are hereby granted the rights to use these graphic-files with the Stream Deck (SD), and you are granted the rights to change the raster-files (288x288 PNG), in case you want to tweak them for your personal use. You are however not allowed to redistribute these files, or use them for other purpose. I've spent a lot of hours (evenings/nights) to produce these files (some of them went through many revisions), but for me it was a "labor of love", and I wanted to have these myself. These files are available for free, but if you want to show your appreciation in form of a Donation, who am I to argue against that :-)

It's naturally optional, but if you feel like **Donating**: <http://www.liljendal.dk/>

Installation

To use the files bundled with this manual, you can choose to make your own SD profile from scratch, using the single graphic-files. Once extracted these files are grouped into (hopefully) logical-named sub-folders. If you want to use my SD profile as it is, you first open the Stream Deck software. Here you click the small cogwheel, which opens Settings, and you navigate to the "Profiles" tab-sheet. In the lower part of this form you will see a small arrow pointing down. Pressing this arrow will open a menu, from where you simply choose the item called "Import" and then you pick the file bundled with this file-set called "DCS F18.streamDeckProfile":



I leave it to you to decide if you want to set this as your preferred profile, or you want to have it automatically selected when you start DCS or perhaps you have a default/master profile from where you pick this profile.

Out of the box many of the DCS F-18 actions are not setup with a default keyboard-combination, and since the SD cannot yet send joystick button-presses each button in the SD profile will send a keyboard-combination that you will need to setup in DCS as well.

When I made this profile I started by deleting many of the default key-combinations in DCS that I did not need (e.g. I have rudder pedals, so I did not need X and Y for the rudders, nor did I need the keyboard-combination for wheel-brakes). In the process I removed a few keystrokes I did not think I needed, only having to manually add them again, so a few of the actions have been set up with alternative (other) keyboard-combinations as I in the mean-time had assigned their default keyboard-combination to some other action.

I have included my "Keyboard.diff.lua" file (taken from: "C:\Users\[UserName]\Saved Games\DCS\Config\Input\FA-18C_hornet\keyboard"). But as you most likely have other hardware and/or preferences than me I suggest that you configure both the SD-profile and DCS with keyboard-combinations that you make yourself. Its naturally your choice.

Please remark all keyboard commands were recorded on a Danish keyboard, so I don't know how well they change into a non-Danish keyboard.

Background

Not less than 2 weeks ago I had never heard about the Legato Stream Deck (SD). I saw somebody mention it on the DCS facebook page, Googled it, found a few YouTubes, and went to the store to pick up one the next day :-). Legao have a website-tool where you can build you own button-icons, but being a graphics-nerd (just a hobby, work as software-developer), it was not "good enough" for me, so I turned to my trusty vector-graphics companion in form of InkScape and got cracking at producing button-graphics (288x288 pixel PNG's). In the first stage many of the buttons had generic-looking knobs and switches, and you had to read the label to know what the button would do. Some of the icons, stil use those generic buttons/knobs, but as time have progressed I have revisited many of the files I had made, and changed them into new icons, as it is more easy looking at an icon (graphics), than reading text. Most of the icons are only available in a single version, but for a few there are more than one, so you can choose whichever you prefer.

Personally I fly with a Warthog Throttle/Stick-combo along with the Thrustmaster MFD's and CH Products rudder pedals. Further more I use the paddle-switch on the joystick as a shift button, so I theory I could have 2 actions bound to each of the buttons/switches on both the throttle and stick. So you will find some graphic files that are not in use by the SD profile. E.g. I made some MFD-buttons labeled with either "LDDI", "RDDI" or "AMPCD". They are simply labeled with a number-sign ("#"), as I was too "lazy" to produce all 20 (60 graphic-files in total) - feel free to make them yourself if you need them :-). Likewise I also made graphics for some of the functions I have mapped for my HOTAS, e.g. Radar elevation up/down, and other actions. So if you use a setup with fewer buttons than the Warthog Throttle/Stick, you can assign these actions to your SD-profile (my SD-profile already include many actions you would normally assign to stick/throttle e.g.: gear, flaps ... perhaps: battery, engine crank and so on).

Extra graphics

Among the graphic-files you will also find graphics that are not used by the SD profile. This is partly because I made some of the graphics for you guys who might have other hardware than me, and partly its because I sometimes made the graphics before checking if you could actually map a keyboard-combination (e.g. I never located any action in DCS to map for the ECM knob or the radar alt warning setting). I hope more actions will be

mapped up for the F18 (e.g. why do we only have actions to toggle the launchbar up/down, instead of also having an action to set it to up, and another to set it to down? - many other actions both include: "On", "Off" and "On/Off").

SD lets you use both single hotkey-buttons and switch hotkey-buttons (buttons with toggle-function that CAN send 2 different key-combination and switch between displaying two different graphic-icons). Please remark the "CAN" in capitals, as there are cases where the SD-button in both cases will send the same keyboard-combination, as the "switch" (toggle) -feature is used only to toggle between 2 different graphic-icons. It is however important to realise that there is no 2-way communication between DCS and SD. E.g. consider the 5 hardpoints-buttons for selecting the hardpoints for selected jettison. As in the aircraft, these 5 buttons are not "lit" (don't show the green-triangle) until you press them. When you press the button on the SD, the button on the SD should light up, as it should do in the cockpit (at least if you do a firm press, so both the SD and DCS will register it). Let's say you select the Center hard-point (e.g. to drop an empty center-tank) by pressing the "CTR" button on the SD. For some reason you decide to not drop it anyway, so you click the "CTR" button in the cockpit using the mouse. SD can't know you clicked the "CTR" button in the F18 cockpit, so even though the button is no longer lit (don't contain the green triangle) in the cockpit, it remains lit on the SD. To resolve the issue you have to click the button in the cockpit (using the mouse) once more.

My mindset

The graphics all make sense to me, but I realize it might not make sense to all of you. If you disagree, this zip contains all graphic-files, so feel free to change/swap the graphics as you please. Anyhow let me introduce you to my mindset. Some of the buttons using my generic up/down switch both contains a White- and a Green label (both in bold). The text in Green is supposed to indicate the current "value" (with the limitations mentioned previously) where the text in White indicates the "value" you are about to select - if pressing this button. To clarify, I later decided to add an arrow to all these buttons, and the arrow indicates the direction the switch will be moved when pressed. In case of switches with 3 positions (e.g. the Dispenser-switch) the middle position is NOT indicated with an arrow, instead the middle value is highlighted with white text in bold (e.g. the middle position of the Dispenser switch shows "On" in White bold). Some buttons will contain an arrow that both points up and -down at the same time. E.g. both the Canopy- and the Launchbar-buttons show this up/down button. This is done to indicate that the button will simply toggle the action (e.g. if the canopy is open, pressing this button will close the canopy, and if the canopy is closed, the button will open it).

Regarding many of the (in the cockpit) rotary knobs, I have simply made 2 graphic-files where a label (either above- or inside the knob) shows which action the button is connected to, and the graphics will either show an arrow pointing CW or CCW (clockwise/counter-clockwise). In many cases (e.g. the light-knobs) these 2 knobs are placed above each other, so the top-one rotate CW, and the bottom-one CCW (the knobs will rotate in the cockpit, not on the SD). In other cases they are placed left/right to each other, where the left-most rotate CCW, and the right-most CW. For some of the other knobs (e.g. the Radar/INS-knobs) I have made one graphics file for each position the knob can be placed in (e.g. for the Radar-knob: OFF, STBY, OPR, PULL EMG). So to set the radar to OPR-mode you simply press the OPR-button (once), whereas to turn up/down the lights you need to press-and-hold the CW- or CCW-button until the lights are as you want it. Naturally you can press either CW/CCW-button multiple times, but the knob in

the cockpit will only rotate while the button is being pressed.

Layout

The "front page" of my DS profile contains 14 folder-buttons and a single profile-switch button located in the upper/left corner. This button takes me to another DS profile, from where I can switch to other profiles (one for each DCS-module I own, but so far I have only made a DS-profile for the F18). Each of the 14 folder-buttons open a folder which again contains a new "page" with 15 buttons where the upper/left icon is dedicated to return to the previous "page". In most cases each of the 14 knobs from the "front page" opens a folder with icons (without sub-folders). The only exceptions are the button for UFC (Up Front Controller) which contains a single subfolder with additional keys, and the button in the lower/left corner which opens a folder, containing multiple sub-folders (e.g. Communication, Views, Kneeboard, and Simulation). Regarding the graphics for the folder-buttons I have tried to include "enough" icons to show what the folder contains, but I leave it for you to decide if you think I did a good- or piss-poor job :-)

Most of the action-buttons are only included on a single "page", but a few are duplicated. E.g. choosing the Engine-page you find a button to rotate the Bleed-air knob (CW). However this button is also included on the dedicated anti-ice/bleed-air page. The reason to also include this knob on the Engine-page is simply because the engine page is meant to be used during engine-start and part of the start-procedure (after having done the Fire-A/B test, and started the right-engine) is to cycle the bleed-air knob.

On the next page you find an overview of the "menu-pages". I have tried to group actions that relate to each other on the same pages, and I hope the icons are clear to tell what they do (otherwise read the text in the SD-profile). On the Dials-page there is an empty column, which I had planned to populate with buttons for setting radar altitude warning (there is a rotary-knob in the right side of the cockpit for setting this). However I could not find the actions in DCS (though I did make the graphics, before realizing this). Likewise on the ECM-page there is a row of non-functioning buttons for the ECM rotary-knob (you can rotate the knob in the cockpit, but it has no function, hence this is probably the reason there are no actions in DCS). On the Jettison-page I added a "Fire"-button, which opens a menu, however this menu is empty. You leave it to you to decide if you want to remove this Fire-button, populate the page, or leave it as it is. On the View-page there are a few buttons for which I did not grab the screenshot, so these simply use the generic SD buttons with text. On the kneeboard page, if you use kneeboards, and if you have many pages, it can be handy to mark some short-cuts (using MkSc), and the "JpSc" buttons let you jump to these marked pages. On the kneeboard page you might find it odd there are buttons to jump to short-cut: 1, 2, 3, 4, 5 and 8 (why 8 not 6?). I suggest you mark the 5 most important pages first, so you can jump directly to these using one of the first 5 "JpSc" buttons. Using "JpSc 8" instead of "JpSc 6" it's relatively easy jumping to either of the last 4 pages - e.g. choosing page 9 you first press "JpSc 8" and then "NxSc" (Next Short-Cut). Likewise going to short-cut 6, you first jump to short-cut 5 ("JpSc5") and then jump to the next short-cut ("NxSc"). Using -8 instead of -6 you only have to press "NxSc" 2 times to go to -10 from -8 (instead of having to press it 4 times, to go from -6 to -10). Most of the buttons on the Comm-Command page are not hooked up as I run with Voice Attack/VAICOM, but feel free to add commands yourself (*not sure if it can work with LWin or not ?*).

Overview of "Pages" and how they are connected:

