

# SCS freeware plugin - vasFMC 2.10

## ***For X-Plane 9.4+***

The SCS plugin enables communication between X-Plane and vasFMC 2.10.

SCS works with vasFMC on the same or multiple computers over network. No configuration is required for either use.

## ***Installation***

To install scs, extract the downloaded .zip-file. You will be presented with a folder named scs, which is a fat plugin. You must retain the structure of the folder scs and all content. Simply move the folder “scs” to Your\_X-Plane\_folder/Resources/plugins

## ***Windows users only***

Install the Microsoft Visual C++ 2010 redistributable package (x86). You can download it from the Microsoft website: <http://www.microsoft.com/downloads/en/details.aspx?familyid=A7B7A05E-6DE6-4D3A-A423-37BF0912DB84&displaylang=en>

## ***Note on Firewalls***

The windows firewall of XP/Vista/7 will ask you at the first start of X-Plane with SCS, if you want to allow access the personal network. You must give SCS this permission.

If you use a firewall other than the windows standard, please refer to its documentation and set it up to allow incoming traffic on UDP port 50707.

## ***Note for Wireless LANs (WiFi)***

The speed and reliability of multicast is dependent on the network stack implementation of your chipset. Transfer rates on the same machine differ extremely depending on the operating system you are running. Also some wireless access points and routers have problems handling dense UDP multicast traffic.

In case of low transfer rates the vasFMC displays will react slowly, stutter and have a jerky appearance. For optimum results, we strongly recommend the use of a wired ethernet connection between the machines running vasFMC and X-Plane.

## ***Troubleshooting***

If SCS does not behave as you expect, have a look at the logfiles. In SCS and vasFMC. We took great time and effort to deliver clear text explanations for about any error condition conceivable. Yet there are some situations an user would consider erroneous, which aren't from the perspective of the computers.

## ***Known issues***

### **No network connection**

SCS uses network technology, even when running on the same computer as the simulator. So it requires a working network setup. This is to be understood as follows:

- Your computers are connected via cable to a router or switch.
- If you run DHCP either router or another instance should supply IP addresses.
- If you supply own IP addresses, make sure all computers are in the same network.

The behavior of a non existent network is different across operating systems, and can neither be handled consistent nor gracefully. Depending on your operating system the following situations may cause grief:

- Starting SCS server and clients on same machine, without network
- Disconnecting SCS server from network while running.

All of the above applies equally whether you are running a single or multi computer setup.

### **Multiple SCS servers**

Running multiple simulators and hence multiple SCS servers in parallel on the same network, leads to a mixture of data from all sources. Clients are not able to tell multiple SCS servers apart and hence accept data on an indeterministic scheme from any SCS server. This will express as erratically changing display values. As SCS servers are not synchronized, the packet losses will increase dramatically at the same time.

If you need to run multiple simulators / SCS servers in a larger network, the network segments must be isolated against each other. If that is not feasible, contact us for a workaround.