

# SimConnectDemo Description

---

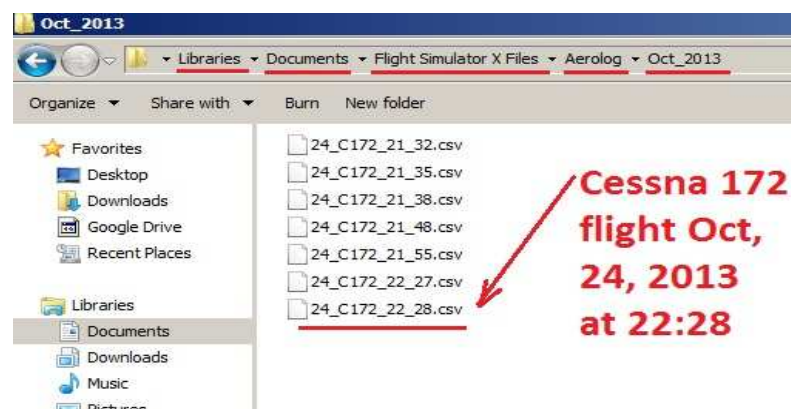
## About the program

To illustrate the article “How to correctly use SimConnect in standalone applications in C++” a program **SimConnectDemo** was created. The program gets some flight data from the simulator and outputs these data on the simulator screen and writes to a disk file. This file may be written with different separators signs and with different extensions. *It is important that the executable file absents in the archive due to license restrictions.* You can build it from the source code.

## What the program does?

There are four parameters which the user can control.

- 1) Global switch is OFF. Correspondingly do nothing. Data still are received but are not displaying and not printing into a file. By default this option is ON.
- 2) Display the data on the simulator screen.
- 3) Write the data into a disk file. The name of the file may be set by the user or the program creates a folder named *Aerolog* in *My Documents\Flight Simulator X Files* (for FSX or *My Documents\Prepar3D Files* for Prepar3D®). In this new folder the next structure will be created. First of all the folders which is named [Month] \_ [Year] is created. Then in this folder the program creates a data file which is named by next way: [Day of the Month]\_[User's Aircraft Name]\_[Hour]\_[Minute], where [Hour] and [Minute] are the time when the recording process was started. The format of the time and date is defined by the Windows settings for the current user. So the name holds information about the flight and aircraft that makes the searching the needed files easier.
- 4) There are three types of the files which the program can make. The file of comma separated values (CSV-file) which can be opened in Microsoft® Excel without any troubles. The files of space or tab separated values with extension .txt (i.e. the simple text files). By default the CSV-file is created.



## How to compile the program from source code?

Visual Studio 2010 and more modern version of it may be used to compile the program from source code. There is a project for Visual Studio 2010 in attached archive. It was created in Visual Studio 2010 especially because it is possible convert the project in a more modern version of the Visual Studio.

By default all constants and paths in the project are set to build for Prepar3D® SDK. However it is not a trouble to make these values in correspondingly with compilation for the Microsoft® Flight Simulator. For Visual Studio 2010 etc. there is a configuration file AlexShag.props in which all my settings for Prepar3D® are stored. You should change this setting accordingly your installation of the Prepar3D® SDK. Note that the SimConnect server in the Prepar3D application is backwards compatible with the SimConnect.dll's of FSX. This means that if you are trying to develop an add on that will work with FSX and Prepar3D, you will need to use a version of the SimConnect SDK that works with FSX.

How to change settings to compile the application in your environment? If you use Visual Studio Express be sure that Settings is Expert Settings then in menu View the Property Manager item appears. Select menu View->Property Manager. Property Manager will be displayed on the left side on your IDE screen. Select Debug|Win32 find item AlexShag.props and double click on it. This opens a dialog. On the left side you can see *UserMacros* section, on the right side of the dialog finds the name: *SimConnectSDK*. This value must be set in *full path to folder where your SDK is placed*.

## Limitations

The program was created for studying purposes only. This source code is only intended as a supplement to my article "How to correctly use SimConnect in standalone applications in C++". This source code is provided "as is" and without any express or implied warranties, including warranties fitness for a particular purpose. This program is not suitable for direct use in the simulator with the gaming or any other purpose. It is possible that this program has bugs and is not working properly.

For the author all your responses and wishes about this program are important. To make a suggestion or report a bug or another feature of this product, write to [alxshag@gmail.ru](mailto:alxshag@gmail.ru) or [alexey\\_shag@yahoo.com](mailto:alexey_shag@yahoo.com)

*The names of actual companies and products mentioned herein may be the trademarks of their respective owners.*