SPAD

Saitek Panels Advanced Drivers
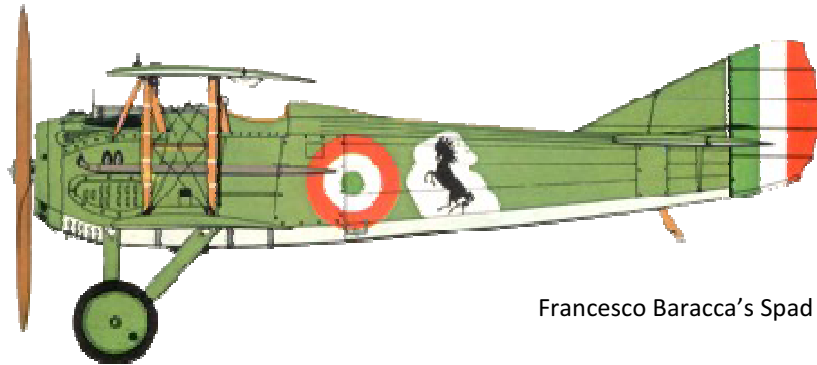
Francesco Baracca's Spad XIII

Current Version: <u>0.1 Beta</u>

The SPAD is my attempt to develop a driver to completely replace the original drivers for the Saitek Pro-Flight Radio, Multi and Switch panel.

Spad is released as free software. I mean free as a free beer, not free as intended in the GPL public license. If anybody is able to help me in the development of this project I will consider to change the distribution license and publish the source code of the project.

Main features are:

- Capability to send keystrokes and virtual joystick events (via Peter Dowson's FSUIPC) to address add-on aircraft incompatibility problems.
- Optimized sensitivity and acceleration support for the rotary knobs
- Added control functions like barometric altimeter regulation etc.
- Fixed many bugs (like the missed Glide Slope during approach)

REQUIREMENTS

Spad requires:

- Windows XP, Vista or Seven (tested on Windows XP and on Windows Vista 64bit)
- Microsoft Flight Simulator 2004 or Flight Simulator X (tested on FS9.1 and on FSX-SP2)
- Peter Dowson's FSUIPC (registered version is required to use the Virtual Buttons feature)
  Note: FSUIPC is required to run Spad for Flight Simulator X too.
- At least one Saitek Panel ☺

INSTALLATION

At the moment an automatic installation tool is not available, It will be written in the future, so you have to perform a simple manual installation:

1)   Extract the 2 exe files (PanelsIO.exe and Spad.exe) on a folder of your choice.

        Pay attention to not run the files before having put them into final folder.

2)   Run PanelsIO.exe once. If you are using Windows Vista or Windows Seven run it as administrator (right click mouse and select: Run as Administrator).

        If everything is fine you should see no messages.

STARTING SPAD

Simply Run Spad.exe when you prefer (before or after running Flight Simulator makes no difference).

Spad starts directly iconized in the tray bar. If you want to view the user interface double click on the little plane icon.

USING SPAD

In a future release I'll include a more comprehensive manual, but at the moment I'll focus only on the main differences with default drivers.

Multipanel: almost the same as default drivers.

Radiopanel: in ADF Mode on the left you can read DME1 data. In ADF mode the inner knob sets the last 2 digits of the frequency (not only the decimal like default drivers).

In XPDR mode on the left you can read Altimeter Barometric regulation. The Act/Stby button performs 2 actions: selects the XPDR digit to modify and switches between In/Hg and Millibars. Inner knob set the XPDR digit, outer knob sets altimeter regulation. XPDR digits are set one by one using only the inner knob.

Switchpanel: almost the same as default drivers.

SETTING SPAD

In the main window you can find a General Tab (with the Quit button) and a Tab for each panel you have connected to your system. In any panel tab you can find a setup button. You can have specific setup for every panel, even of the same type. Clicking setup you can set what happens when you operate any control on the panel.

For any control you can choose between 4 possible action types:

- No event
- FSUIPC Offset change
- FSUIPC Virtual Button
- Keyboard emulation

No event is self explanatory . The Mode Selector on the Multi Panel, for example, is by default "no event".

Selecting FSUIPC Offset change Spad will manage the control with its own logic writing information directly into the Flight Simulator using FSUIPC.

FSUIPC Virtual Button is a feature which requires the registered version of FSUIPC, it allows to send virtual Joystick button click to the FSUIPC interface. You need to program the action to send to Flight Simulator by FSUIPC interface.

This is one of the most valuable Spad feature, using this technique with FSUIPC mouse action emulation you can gain compatibility with almost any add-on aircraft. In future release I'll include some scripts to automate some common add-on aircraft.

Keyboard emulation is self explanatory too.

CONTACTS

For bug reports, suggestions, feature requests or anything else feel free to contact me by e-mail:

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