

Thank you for purchasing the Gleim Virtual Cockpit Ultimate Set! Please save this document. It has important setup and contact information should you have any issues.

If you have any questions about the simulator chassis (Gleim Virtual Cockpit frame and seat hardware), or the Gleim X-plane Flight Training Course (if purchased), contact the Gleim Tech Support team at support@gleim.com, or (800) 874-5346 ext. 212.



If you have questions about the computer, monitors, surge protector, or speakers, contact X-Force PC at xforcepcstore@gmail.com, or (803) 470-1915.

Virtual Cockpit (simulator chassis) set up instructions

Detailed instructions are included in the packaging. A video is available at: <https://www.gleimaviation.com/shop/virtual-cockpit/>

Computer setup: Where should I plug everything in?

Monitor(s) – The monitors should ALL be plugged into the VIDEO CARD. Do not plug monitors into the video connections on the motherboard. Also, we usually put a sign near the motherboard ports that says something to the effect of “do not plug monitors here.” **Note:** We use multiple monitor brands. If you receive **Benq** monitors, you will likely need to manually switch to the HDMI input using the monitor’s menu buttons.

- **Plugging in monitors in the back of the PC:** <https://youtu.be/A6ESluSFE98>
 - You may need to use the Windows display settings to properly align the monitors in order.
 - See X-Plane graphics settings at the end of this document.



Monitors plug into the HDMI and Display Ports. (4 shown)

Keyboard/Mouse – The wireless keyboard and mouse have a receiver that comes in the box. There is a slot inside the mouse to hold the receiver. We suggest plugging the receiver into one of the front USB ports so that it is as close as possible to the mouse and keyboard to avoid interference. Any USB port on the PC can be used; however, if you have trouble with mouse tracking, avoid putting something into the USB port immediately adjacent to the one the receiver is in.



The USB receiver may be inside the mouse.

Logitech Accesories - Switch Panel, Radio Panel, Autopilot, Flight Instrument Multi Panel

If you ordered any of these optional accessories, they will plug into an available USB port. If you install additional accessories, there may not be enough ports or power available. We recommend using a powered 4 amp USB hub. It can be 2.0 or 3.0, such as this one:

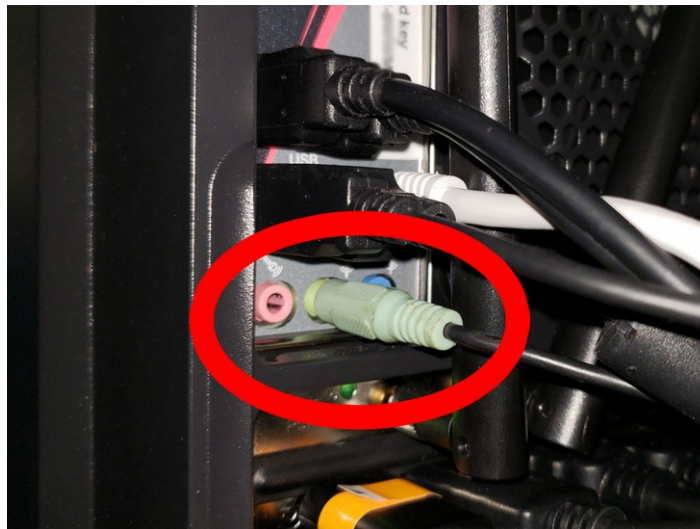
<https://www.amazon.com/AmazonBasics-Port-USB-Power-Adapter/dp/B00DQFGJR4/>



Plug accessories into the USB ports on the PC.

Speakers – The small, round port labeled “out” is where these go. Sometimes this is indicated by it being a **GREEN** hole.

- If you don't get sound out of your speakers: <https://youtu.be/Sgzjm-dNglo>



Plug green speaker wire into green audio jack.

Yoke/Pedals/throttle(s) – The Logitech Yoke and Rudder Pedals should plug into one of the USB ports on the PC. The throttle that has a **ROUND** connector goes into a special port on the side of the yoke. **DO NOT PLUG THE THROTTLE DIRECTLY INTO THE PC.** You must align it properly, or you will bend the pins. This is not covered by warranty.

If you also have a USB throttle, that should plug into one of the USB ports on the side of the yoke. The pedals can be plugged into an available USB port on the PC or into the yoke. Do not load any drivers or plugins for the yoke, pedals, or throttle. Just plug them in.

- Here is a video on setting up your controllers on X-Plane 10 <http://www.x-plane.com/?p=2507>
- Here is a video on setting up your controllers on X-Plane 11 <https://youtu.be/YZIErHs8wqQ>

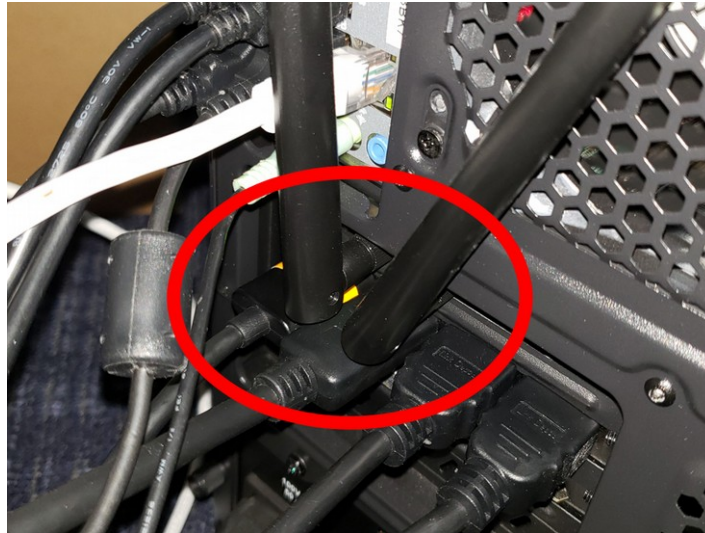


Plug the throttle into the yoke.



Plug the yoke and rudder pedals into an available USB port.

Antennas – Make sure you install the antennas in the back of the computer. They screw in.



Antenna ports are located above the video card.

Networking and Firewall Troubleshooting

Make sure you have your network set up for a PRIVATE network: <https://youtu.be/QinwG4A1zv4>

If your network communications are not working (Air Manager, ForeFlight, External Visual, G1000 App), your firewall may be blocking X-Plane. Here is an example of how to create a “rule” to allow X-Plane to communication on the network: <https://youtu.be/Dxqzo7pMl48>

Connecting Foreflight to your system: <https://youtu.be/1qfV242c2z4>

TECH SUPPORT

Gleim: support@gleim.com or (800) 874-5346 ext. 212

X-Force PC: xforcepcstore@gmail.com or (803) 470-1915
(Use the option for items purchased from X-Force PC and let them know you have the Gleim system)

Recommended X-Plane Graphics Settings

- If your monitors are plugged in to the video cards according to the instructions on page 1, Windows will automatically recognize them. You may need to access the windows display settings to arrange the monitors in order.
- With the monitors configured in Windows, you'll need to set up each monitor in X-plane to configure the visual offsets which will account for 3 monitor bezels, each about 3/4" thick.
 - We recommend a 180° visual field of view using these settings to optimize the visuals

Left, Center, Right

- Lateral Field of View: 62 62 60
- Lateral Rotation Offset: -67 0 65
- Vertical Rotation Offset: -4 -4 -4
- All other fields should be 0.

MONITOR 1 Full Screen Simulator

Lateral field of view 62.00 degrees

Use non-proportional vertical field of view

Reset FOV

— VISUAL OFFSETS

Wraparound (Rotation) Offsets

Use rotation offsets for wraparound views, where your monitors are angled around you.

Lateral rotation offset -67.00 degrees

Vertical rotation offset -4.00 degrees

Roll rotation offset

MONITOR 2 Full Screen Simulator

Lateral field of view 62.00 degrees

Use non-proportional vertical field of view

Reset FOV

— VISUAL OFFSETS

Wraparound (Rotation) Offsets

Use rotation offsets for wraparound views, where your monitors are angled around you.

Lateral rotation offset 0.00 degrees

Vertical rotation offset -4.00 degrees

Roll rotation offset

MONITOR 3

Full Screen Simulator



Lateral field of view

60.00

degrees



Use non-proportional vertical field of view

Reset FOV

— VISUAL OFFSETS

Wraparound (Rotation) Offsets

Use rotation offsets for wraparound views, where your monitors are angled around you.

Lateral rotation offset

65.00

degrees

Vertical rotation offset

-4.00

degrees

Roll rotation offset

degrees