

# FLIGHT SIMULATOR PLATFORM SOLUTIONS FSPS ©

## RUNWAY BUMPING EFFECT

### **USER MANUAL**

VER. 1.5



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## **1. Introduction**

Did you ever thought that when rolling for takeoff, things on Flight Simulator are too... quiet? That the takeoff roll is not realistic at all ?

Remembering your actual real life flights, you recall that when the Airplane was accelerating on the runway a large “bump” was heard and a shaking occurred. That is happening due to the Runway Center Lighting system, small lights with their covers that are placed on the center of the runway on standard intervals (most times of 15m):

The nose gear is passing over those little objects but combined with speed, weight and the shape of the aircraft the sound and vibrating effect is something you can't miss.

That is what is missing from FS and FSPS comes to add a new kind of realism in your flights on Flight Simulator series!

Runway Bumping Effect is an addon that calculates exactly your nose gear position, the center of the runway, your speed and the lights position and gives you back audio and visual effect! If you pass over the center of the runway you can't miss it. If you go and roll a bit to the left or to the right of the center-line you will miss it. (Like sometimes real pilots do in order to avoid the sound and the vibration). And calculating if the nose gear is actually on the runway or not, you will hear and visualise the effect only during “nose gear on the ground” conditions, just to add more realism!

The effect is given by audio by hearing a “bump” sound every time you pass over a central light and visually by creating a slight aircraft movement (rising and lowering the nose – pitch effect ) each time too.

You can adjust most parameters of the effect yourself to cover your needs also: The distance between each light, the width of the lights, the volume, the pitch, and save them under a profile for future use.

Combined with a camera head moving software (i.e. Ezdok camera ©) your FS takeoffs and landings will never be the same again!

## 2. Minimum Requirements

In order to install the Runway Bumping Effect you will need:

### Minimum Requirements:

- Windows: XP SP3 / Vista / Win 7 – 32 or 64 bit
- Flight Simulator X / ESP / Steam / Prepar3D / Flight Simulator 2004 (FS9)
- Microsoft's NET Framework 3.5 SP1 and above
- Latest Version of FSUIPC by **Peter Dowson** (for FSX or FS9, registration not necessary – unregistered version is enough <http://www.schiratti.com/dowson.html> to download)
- Up and running internet connection for the validation of the product.
- PDF viewer application for reading the manual.
- The software uses the FSUIPCClient.dll by **Paul Henry** to communicate with FSUIPC / FS .

### Limitations:

One installation at only one PC at any given time. (Checked via online validation after every installation.)

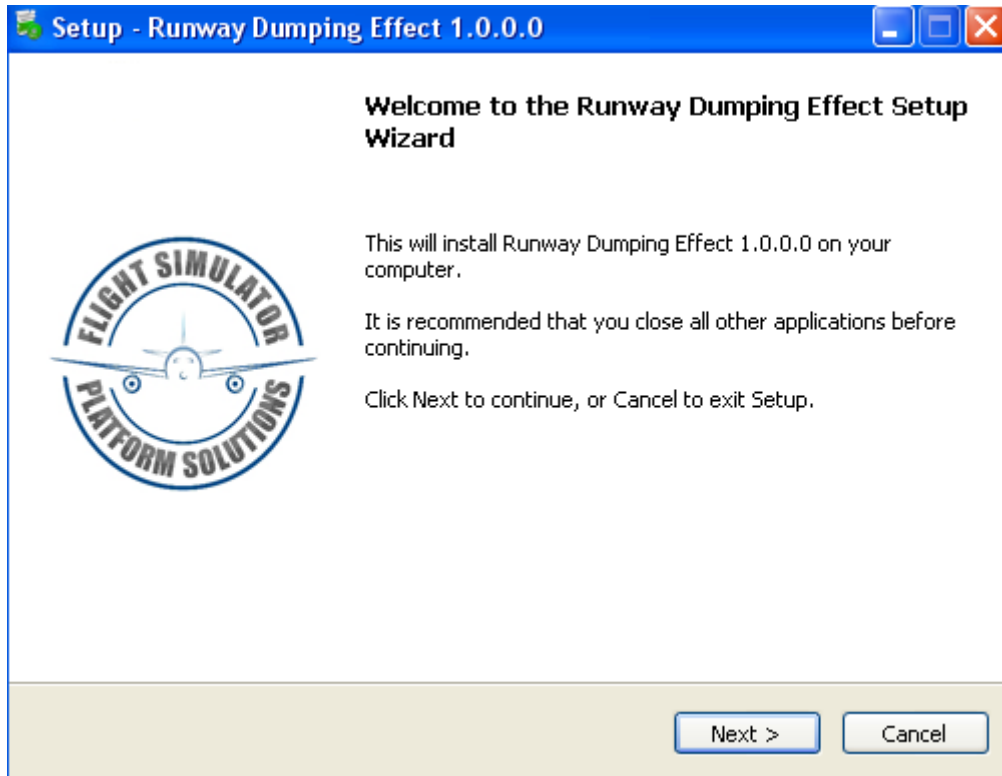
The software is WideFS Compatible.

Peter Dowson's MakeRunways.exe must run once before application use and every time you add a new scenery on Flight Simulator. (If you want the effect be used on those new runways).

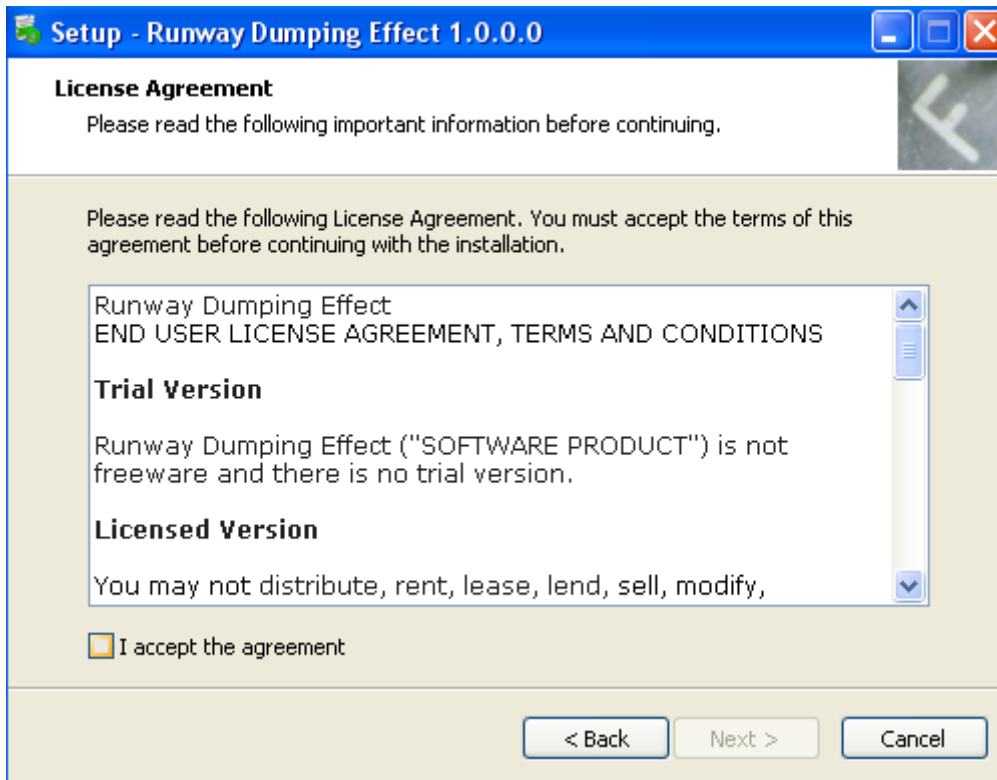
On FS2004 (FS9) , FSX Steam and Prepar3D You must execute the application after you picked up the departure airport. In FSX, the identification of the airport you are, is automated.

### 3. Installation

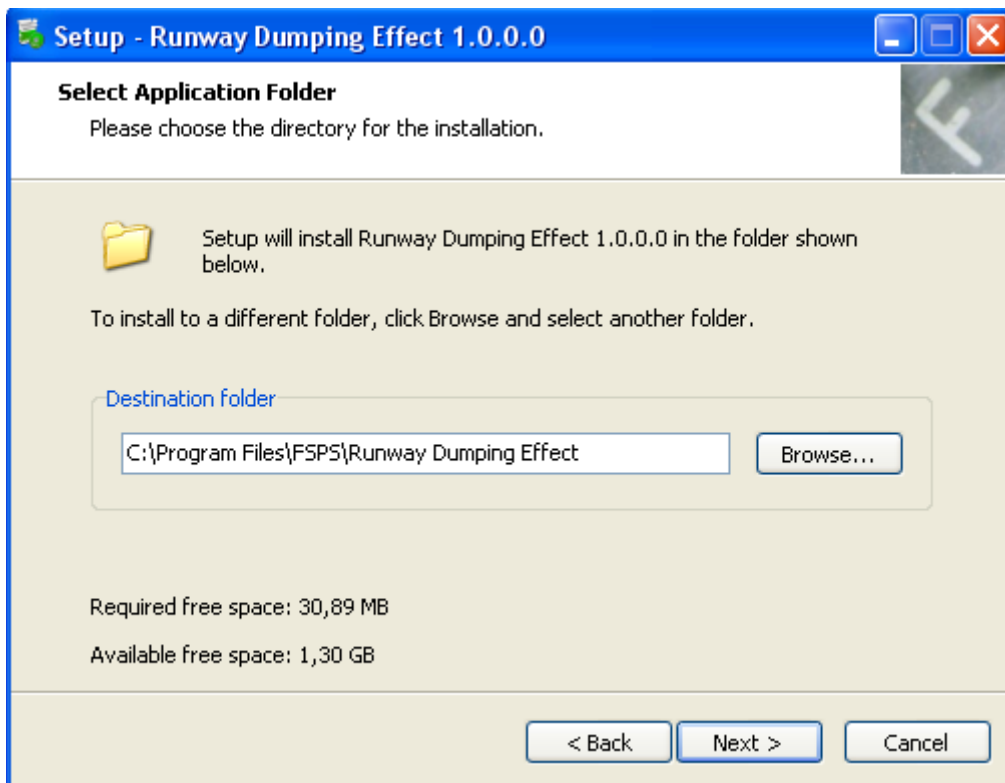
Running the installer (RDE\_Setup.exe) you can follow the on screen instructions to install the product on your computer:



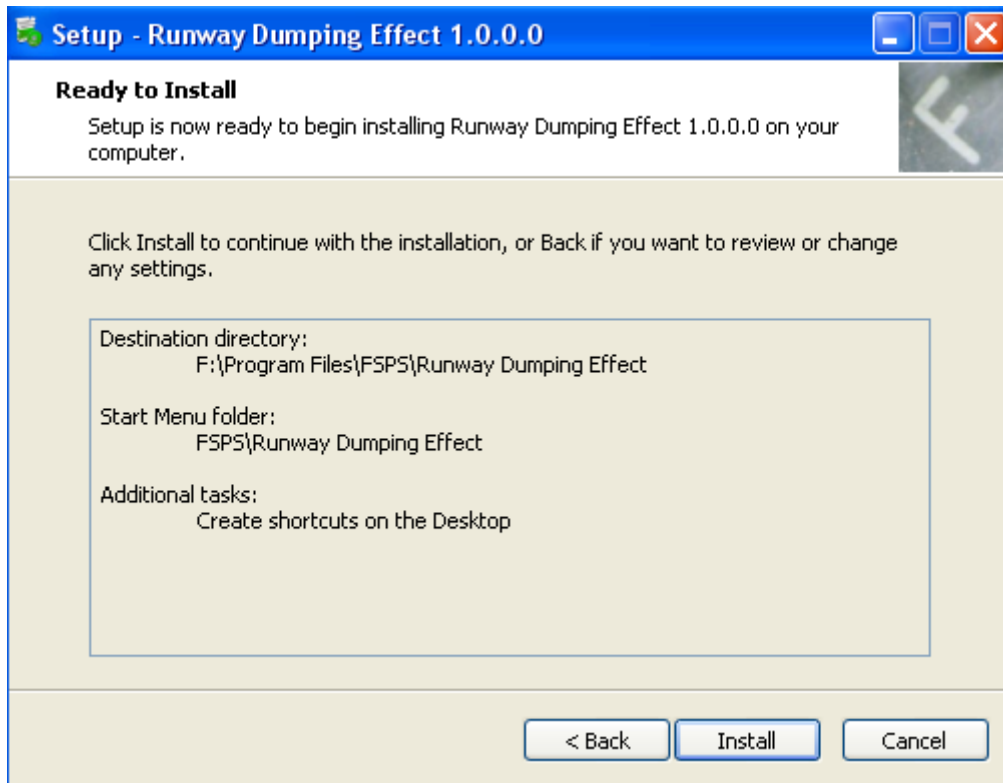
**1.** Press next.



2. Read , click “I accept the agreement” and press next twice



3. Select the desired installation directory and press next twice.



**4.** Finally press “Install” to install the product! (And then “Finish”)

- You will see also the MakeRwys.exe program being executed during installation. Leave it to finish and ONLY THEN press OK. (If you have other FS versions intalled it will be executed for those also).

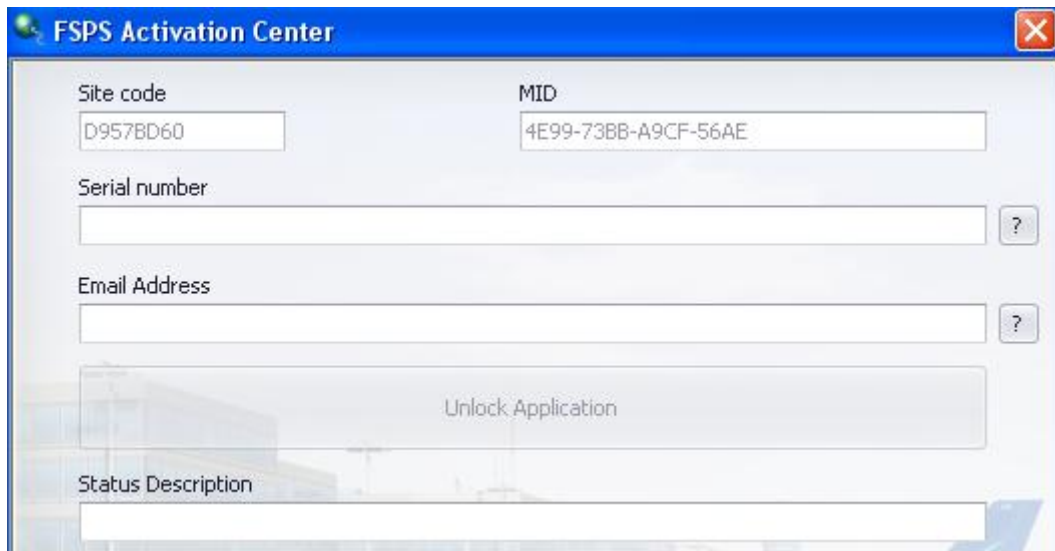
You can now click the created icon on your desktop



to start up the program for the first time!

## **Validation**

During this first time start-up you will be prompt for validation of the product:



The screenshot shows a window titled "FSPS Activation Center". It contains the following fields and controls:

- Site code:** Input field containing "D957BD60".
- MID:** Input field containing "4E99-73BB-A9CF-56AE".
- Serial number:** Empty input field with a question mark icon to its right.
- Email Address:** Empty input field with a question mark icon to its right.
- Unlock Application:** A large, light-colored button centered below the input fields.
- Status Description:** Empty input field at the bottom of the dialog.

Just enter the Serial number you had been given upon your purchase from the online-shop you bought the product, write down your email address (a valid one as it will be used for future “serial reminder” purposes) and press unlock application.

*Remember that during this process you must have an up and running internet connection in order your unique computer identification plus your serial number be uploaded in our database. Don't forget that only one installation of the product is allowed per serial number. If you also change something drastically on your actual computer and you try to re-install the application, your computer may be identified as a new one. If that's the case contact support with the name of the product, your serial and the “SITE code and MID” you see on the new installation and a fast solution will be presented for you!*

In case you want to move your license on another computer just open the file menu and find - press “License Transfer”. This will remove your license from the present computer and you will be able to install it in any PC you want.



## **4. Application Usage & layout**

First of all you will have to install and run the MakeRunways application.

You can browse here: <http://www.schiratti.com/files/dowson/MakeRwys.zip> to download the latest MakeRunways version.

Extract the contents on the root directory of your Flight Simulator Directory: i.e. "C:\Program Files\Microsoft Games\Microsoft Flight Simulator X"

Then browse into the directory and execute the "MakeRwys.exe"

Give it some time to complete, this will create some files into that directory, that our application must use in order to work.

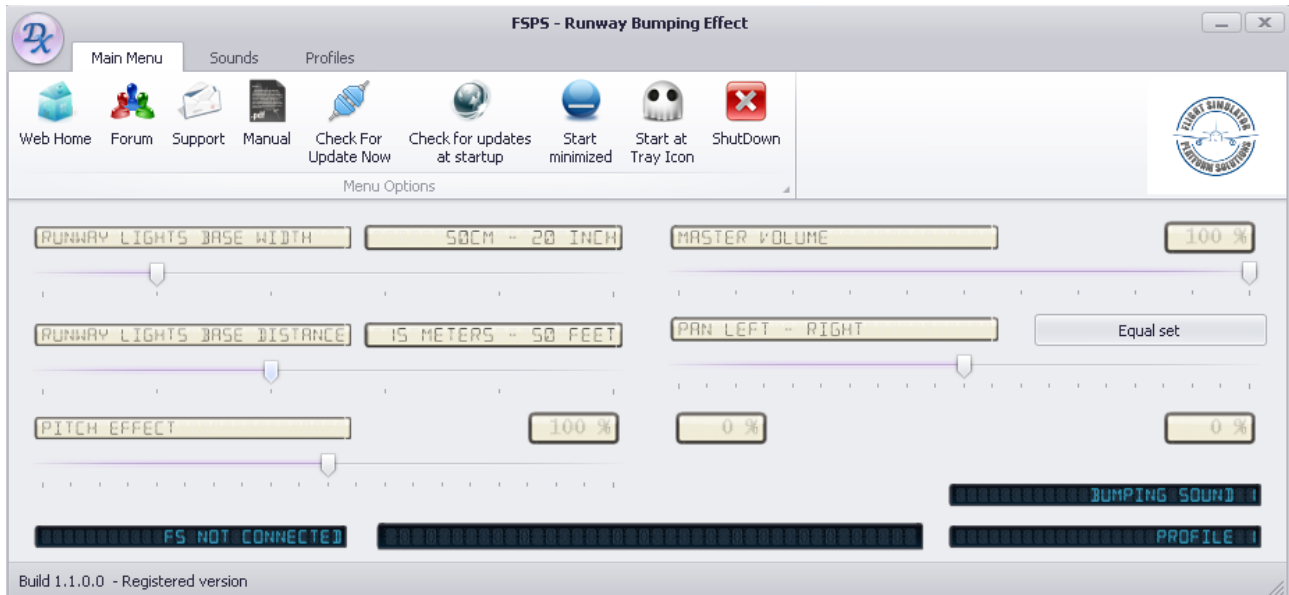
Actually the files that are needed are r5.csv and f5.csv for all versions of FS except the FS2004 version that needs the g5.csv, the f5.csv and the g5.csv .

If you like you can move these files on Runway Bumping Effect's program folder and this is actually strongly recommended if you are running it via WideFS.

Files inside the Runway Bumping Effect program folder have priority over those of the FS folder. If you add new airport sceneries and you run the makerwys.exe again, don't forget to move the necessary files into the Application directory if you like to keep them there.

Once all done you can startup Flight Simulator and when you are ready to fly you can also startup the Runway Bumping Effect application!!!

You will come in front of the following layout:



On the “Main Menu” tab you can adjust the parameters of the effect that cover your needs. The default (see above) parameters reflects reality but you can fine tune everything. For example you can make the Base Width as big as 1,5m in order to make sure you won't miss the lights during rolling. (Sometimes you won't step on them anyway – a commercial aircraft is too big to be handled with such precision)

If you think that the effect is too frequent (or not) you can also adjust the Runway Lights Base distance , the distance that is between each light. If you lower the value you will feel more “bumps” if you set it to max you will hear less as the distance increases. 15 m is the usual real-life interval however...

Of course you can adjust the volume and the left right balance to fit the effect on your ears , the best way you think!

On the top bar you can press individual buttons for:

Web Home: Browses you to our webpage

Forum: Browses you to our product forum.

Support: Browses you to our ticket based online support app.

Manual: Opens this manual on your default pdf file viewer.

Check for Update now: Checks for updates of the application.

Check for updates at startup: Keep this pressed in order, every time you startup the application, an online check for new versions be executed.

Start Minimized – Start at tray: Keep this pressed to have the application be minimized or minimized at tray during start up

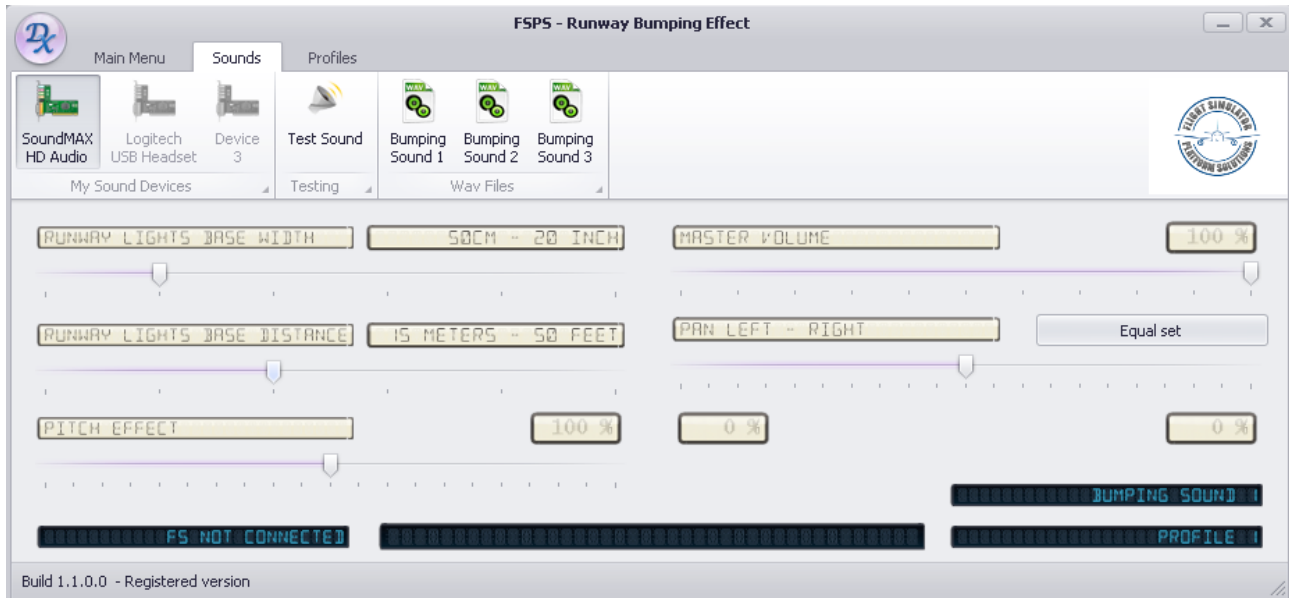
Shutdown: Shuts down the application.

On the low left you can check anytime if FS is actually connected to the application.

On the low center if on a runway the name of the Airport you are should appear.

And finally on the low right you can see what is the selected sound and the selected profile.

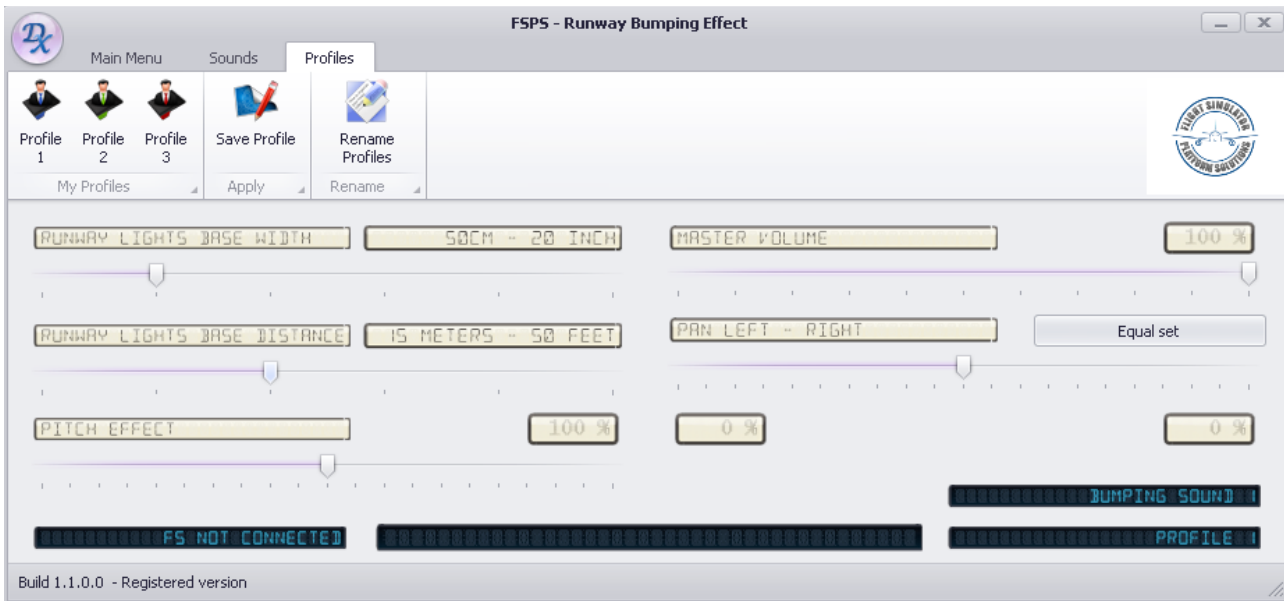
Next tab is the “Sounds” tab.



You can press and check the desired device that will be used to hear the effect. For example you can hear the sound either from your Soundcard output or your headphones output, depending on the hardware you have. (In order you change device you must unpress it by clicking the one in use and press the new one – a restart is afterwards necessary).

Finally by pressing Bumping Sound 1 , 2 or 3 you can choose between the 3 different “Bump” sounds the application comes with and pick the one you believe is better.

You can always test your settings with the “Test sound” button. If you hear the sound you are good to go!



Finally the “Profiles” tab gives you the possibility to create and save for future use 3 different profiles.

You can also rename the profiles pressing the “Rename Profiles” button to the name of your choice. (i.e. make them Fast – Loud – Silent or 737, A320, 747 etc etc)

***We really hope you will enjoy this new Flight Simulator effect as much as we do, since it gives a realistic sound and visual effect – we believe – close to reality!***

***Happy and “bumpy” takeoffs and landings, Captains!!!***

## **Appendix**

Step by step application usage.

### **First ever use. (After validation)**

- 1.** Download the latest MakeRwys.exe from here:  
<http://www.schiratti.com/files/dowson/MakeRwys.zip>  
(or check our application main folder for Makerwys.exe)
- 2.** Unzip the contents into your main FS Folder.
- 3.** Run the MakeRwys.exe that is now located INSIDE your FS folder  
(Give it some time to complete. Some new files should be created into your FS root directory, i.e. r5.csv f5.csv g5.csv etc)
- 4.** Start Up the application Runway Bumping Effect.
- 5.** Go to sound tab and check if you hear the “bump” by pressing Test Sound.
- 6.** Start up FS and enter the simulation at the Airport of your choice.
- 7.** Restart Runway Bumping Effect
- 8.** Check if you have FS Connected (low left) and if on the low center the correct name of the airport is displayed. (If it says “FLYING” upgrade your FSUIPC! )
- 9.** Back to FS Taxi to the runway, line up and give TO thrust. Remain on the centerline and enjoy the effect! Move left or right of the centerline to avoid it!

### **Daily Use**

*FSX*

- 1.** Run Runway Bumping Effect
- 2.** Start FS
- 3.** Fly  
\* KEEP Runway Bumping Effect running to enjoy the landing also.

*FS2004 – P3D – FSX Steam Edition*

- 1.** Start FS2004 (Prepar3D or FSX Steam Edition)
- 2.** Enter the simulation at the airport of your choice.
- 3.** Run Runway Bumping Effect.

*\* Due to FS limitations the application must be started AFTER your aircraft appears on the airport of departure.*