

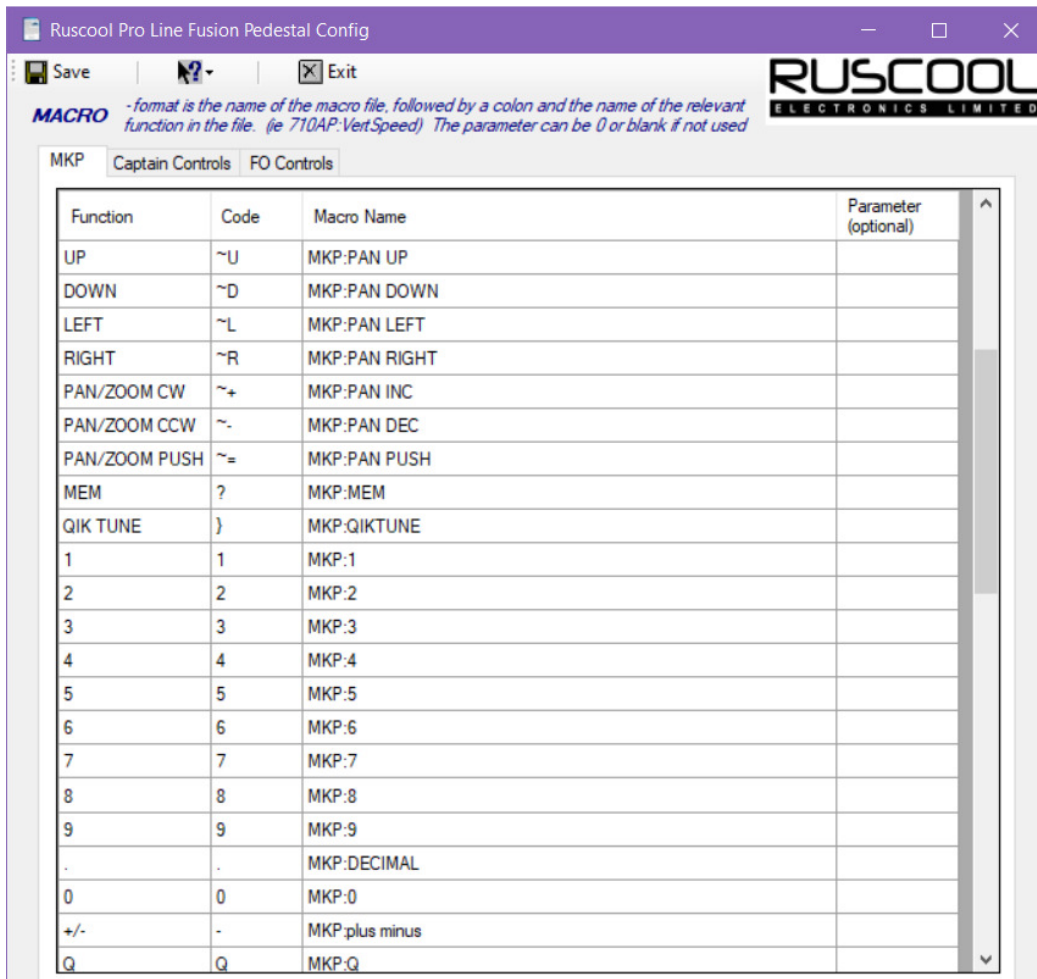
Ruscool Pro Line Fusion Pedestal

In order to allow the hardware to communicate with the Flight Simulator, you will need to create one (or more) FSUIPC mouse macros that click the pedestal buttons that will correlate to the hardware buttons. This means that the software will work with many different aircraft panels.

Once the FSUIPC macro(s) have been set up, run the 'Ruscool Pro Line Fusion Pedestal Config' software to link the software functions to the simulator.

In the below example, there is one macro file named "MKP.mcro" which holds all of the commands for the MKP unit. There are additional macros created for the Captain functions and First Officer functions, named "capt.mcro" and "FO.mcro". Make sure the character casing is correct when entering into the configuration software – the easiest way may be to copy and paste the filename section.

A parameter can be entered if relevant, however there is probably no need in this setup.



Function	Code	Macro Name	Parameter (optional)
UP	~U	MKP: PAN UP	
DOWN	~D	MKP: PAN DOWN	
LEFT	~L	MKP: PAN LEFT	
RIGHT	~R	MKP: PAN RIGHT	
PAN/ZOOM CW	~+	MKP: PAN INC	
PAN/ZOOM CCW	~-	MKP: PAN DEC	
PAN/ZOOM PUSH	~=	MKP: PAN PUSH	
MEM	?	MKP: MEM	
QIK TUNE	}	MKP: QIKTUNE	
1	1	MKP: 1	
2	2	MKP: 2	
3	3	MKP: 3	
4	4	MKP: 4	
5	5	MKP: 5	
6	6	MKP: 6	
7	7	MKP: 7	
8	8	MKP: 8	
9	9	MKP: 9	
.	.	MKP: DECIMAL	
0	0	MKP: 0	
+/-	-	MKP: plus minus	
Q	Q	MKP: Q	

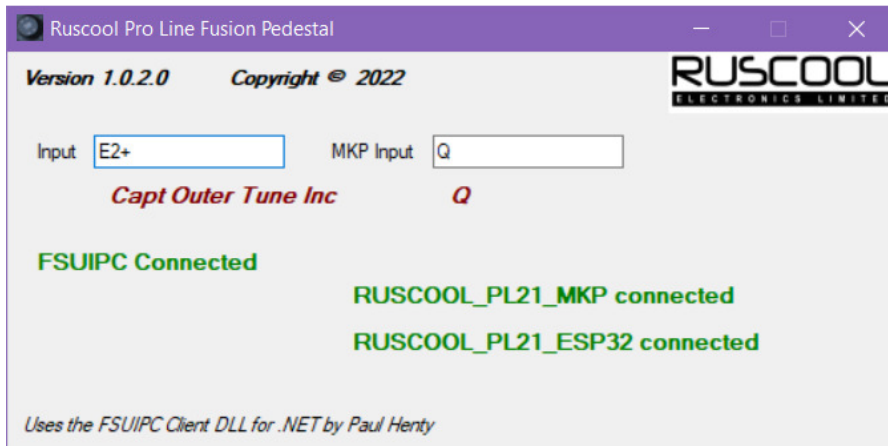
Make sure to save the configuration before closing.

The main software program can be started before or after the Flight Simulator is running. If starting first, it will sit in the taskbar and can't be opened onto the screen – but it will communicate properly once the simulator is started.

The software will remain on the taskbar, but can be opened when initially testing if you want to make sure everything is working as expected or for debugging problems.

The “FSUIPC Connected” will show green once the simulator is running with FSUIPC installed.

The boards will show “.... Connected” provided they are plugged in and recognized by the software – otherwise they will be shown in red as “... not connected”



When buttons and encoders are interacted with on the panel, the relevant codes and matching function names will be shown. One the above example, the “Q” button was pressed on the MKP and the “tune” encoder was turned on the Captains panel.

Below is a picture of the back of the panels, showing all connections.

