

PLEASE READ FIRST!

ELITE

v7.0

**Quick Start
Installation Guide**



INTRODUCTION

THANKS FOR CHOOSING ELITE.

YOUR SATISFACTION IS VERY IMPORTANT TO US. PLEASE READ THE FOLLOWING INFORMATION CAREFULLY FOR PROPER INSTALLATION AND OPERATION.

MINIMUM v7.0 GENVIEW™ SYSTEM REQUIREMENTS

- WINDOWS 98/ME/NT4.0/2000/XP
- 450 MHZ PENTIUM II PROCESSOR / 64 MB RAM
- FLOPPY & CD-ROM DRIVES
- 16 MB OPENGL ACCELERATED VIDEO CARD
- SOUND BLASTER COMPATIBLE SOUND CARD
- 1.2 GB HARD DRIVE SPACE (APPROXIMATE)
- 1 FREE USB PORT FOR USB KEY
- 1 FREE SERIAL PORT IF USING EXTERNAL HARDWARE

IF YOU ARE PURCHASING ELITE FOR THE FIRST TIME A “WIBU” USB KEY WILL BE INCLUDED. DO NOT CONNECT THE USB KEY AT



THIS TIME. THE USB KEY REQUIRES SOFTWARE THAT WILL BE INSTALLED WITH ELITE'S MAIN PROGRAM. UPGRADES FROM PREVIOUS ELITE VERSIONS WILL NOT INCLUDE A USB KEY, HOWEVER THE USB KEY SOFTWARE MUST BE INSTALLED REGARDLESS IF A USB KEY IS USED OR NOT!

SOFTWARE INSTALLATION

THE ELITE v7.0 SOFTWARE IS INSTALLED IN TWO SEPARATE PARTS. THE FIRST IS THE MAIN PROGRAM. THE SECOND IS THE GENVIEW™ VISUAL DATABASES. EACH PART REQUIRES ITS OWN (UNIQUE) SET OF DISKS (FLOPPY/CD) AND MUST BE INSTALLED IN THE FOLLOWING ORDER.

MAIN PROGRAM (PART 1)

1. INSERT THE ELITE PILOT v7.0 OR ELITE PCATD v7.0 FLOPPY MAIN INSTALLATION DISK FIRST AS APPLICABLE.
2. INSERT THE ELITE v7.0 CD.
3. AFTER A FEW MOMENTS THE CD SHOULD “AUTO-LAUNCH” AND BEGIN INSTALLATION.*
4. FOLLOW ON-SCREEN INSTRUCTIONS TO COMPLETE INSTALLATION.
5. UPON SUCCESSFUL COMPLETION OF ELITE'S MAIN PROGRAM THE “WIBU” USB KEY SOFTWARE INSTALLATION WILL COMMENCE AUTOMATICALLY. FOLLOW ON-SCREEN INSTRUCTIONS TO COMPLETE INSTALLATION.
6. AFTER INSTALLATION HAS FINISHED, REMOVE THE FLOPPY AND CD INSTALLATION DISKS AND PROCEED WITH GENVIEW™ (PART 2) INSTALLATION.

GENVIEW™ VISUAL DATABASES (PART 2)
THE FOLLOWING GENVIEW™ US DATABASE AREAS WILL BE
INSTALLED:

USA Vol 1

USSE (UNITED STATES SOUTHEAST)
USSC (UNITED STATES SOUTH CENTRAL)
USSW (UNITED STATES SOUTHWEST)
USNE (UNITED STATES NORTHEAST)
USNC (UNITED STATES NORTH CENTRAL)
USEC (UNITED STATES EAST CENTRAL)

USA Vol 2

USNW (UNITED STATES NORTHWEST)
USAK (UNITED STATES ALASKA)
USHI (UNITED STATES HAWAII)

1. INSERT THE ELITE GENVIEW USA v7.0 FLOPPY INSTALLATION DISK FIRST.
2. INSERT THE GENVIEW USA VOL 1 CD.
3. AFTER A FEW MOMENTS THE CD SHOULD “AUTO-LAUNCH” AND BEGIN INSTALLATION.*
4. FOLLOW ON-SCREEN INSTRUCTIONS TO COMPLETE VOL 1 INSTALLATION.
5. AFTER INSTALLATION HAS FINISHED, REMOVE THE VOL 1 CD.
6. INSERT THE GENVIEW USA VOL 2 CD.
7. AFTER A FEW MOMENTS THE CD SHOULD “AUTO-LAUNCH” AND BEGIN INSTALLATION.*
8. FOLLOW ON-SCREEN INSTRUCTIONS TO COMPLETE VOL 2 INSTALLATION.
9. AFTER INSTALLATION HAS FINISHED, REMOVE THE VOL 2 CD AND FLOPPY INSTALLATION DISKS.

*

IF CD DOES NOT AUTO-LAUNCH AND BEGIN INSTALLATION, GO TO THE WINDOWS START MENU, SELECT RUN AND TYPE A:\SETUP.EXE.

AFTER SOFTWARE INSTALLATION HAS BEEN COMPLETED YOU MUST RUN THE ELITE GENVIEW UPDATER. GO TO THE WINDOWS START MENU/PROGRAMS/ELITE/ELITE UPDATER AND SELECT THE APPROPRIATE GENVIEW UPDATER FOR THE AREAS INSTALLED (GENVIEW US).

DESKTOP ICONS

AFTER INSTALLATION YOU SHOULD HAVE TWO ELITE v7.0 PROGRAM ICONS ON YOUR DESKTOP AS WELL AS SEVERAL ADDITIONAL ELITE DOCUMENT ICONS.

THE ELITE PILOT GV OR ELITE PCATD GV PROGRAM ICONS ARE USED TO RUN ELITE v7.0 WITH GENVIEW™.

THE ELITE PILOT OR ELITE PCATD PROGRAM ICONS ARE USED TO RUN ELITE WITHOUT GENVIEW™.

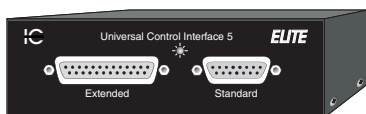
HARDWARE INSTALLATION

1. CONNECT USB KEY TO A FREE USB PORT. THE USB KEY MUST BE CONNECTED BEFORE RUNNING ELITE AND REMAIN CONNECTED FOR PROPER SOFTWARE OPERATION. IF THIS IS AN UPGRADE INSTALLATION, NO USB KEY IS NECESSARY AND YOUR CURRENT UCI BOX WILL REMAIN IN USE.



USB Key

2. SOME NEW INSTALLATIONS MAY REQUIRE A UCI BOX IN ADDITION TO THE USB KEY FOR CONNECTION OF CERTAIN HARDWARE COMPONENTS. IF YOUR SYSTEM WAS SHIPPED WITH A UCI BOX, CONNECT IT NOW TO A FREE SERIAL PORT UTILIZING THE SUPPLIED CABLE.



UCI Box

3. CONNECT FLIGHT CONTROLS AS APPLICABLE. REFER TO THE ELITE HARDWARE INSTALLATION MANUAL FOR DETAILED CONNECTION INFORMATION AND/OR FOLLOW SPECIFIC MANUFACTURER'S INSTRUCTIONS FOR PROPER FLIGHT CONTROL CONNECTION AND CALIBRATION AS REQUIRED.
4. CONNECT POWER TO UCI BOX AND DEVICES REQUIRING EXTERNAL POWER (AVIONICS PANELS, FLIGHT CONSOLES, ETC.) AS APPLICABLE.

BEFORE RUNNING ELITE

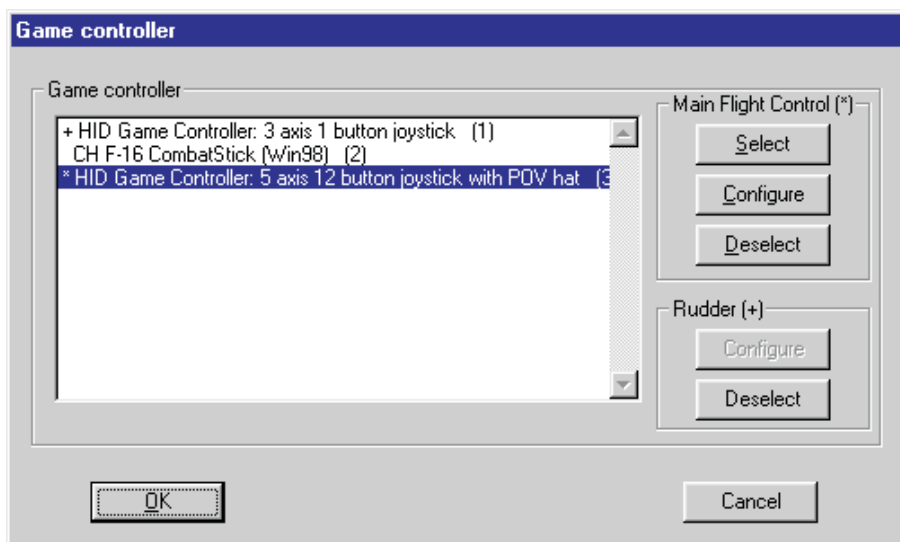
CALIBRATE FLIGHT CONTROLS CONNECTED TO THE COMPUTER'S GAME AND/OR USB PORTS (IF REQUIRED) FROM THE WINDOWS CONTROL PANEL. OTHER FLIGHT CONTROL DEVICES CONNECTED TO THE COMPUTER'S SERIAL PORT (EITHER DIRECTLY OR THROUGH A UCI BOX) MUST BE CALIBRATED AFTER STARTING ELITE.)

RUNNING ELITE FOR THE FIRST TIME

1. DOUBLE-CLICK THE DESIRED PROGRAM ICON ON YOUR DESKTOP.
2. SELECT THE AIRCRAFT YOU WOULD LIKE TO FLY.
3. SELECT THE NAVIGATION REGION WHERE YOU WOULD LIKE TO FLY.
4. ELITE CONDUCTS A COM PORT SCAN THE FIRST TIME IT IS RUN ON A GIVEN SYSTEM. THIS SCAN WILL SEARCH FOR AND DETECT THE PRESENCE OF A USB KEY, EXTERNAL HARDWARE, OR BOTH.



5. IF GAME PORT AND/OR USB PORT FLIGHT CONTROLS ARE DETECTED, THE FOLLOWING DIALOG BOX WILL COME UP THE FIRST TIME THE SOFTWARE IS RUN ON A GIVEN SYSTEM.



IF GAME PORT AND/OR USB PORT FLIGHT CONTROLS ARE NOT DETECTED (OR NOT IN USE) THIS DIALOG BOX WILL NOT COME UP.

THE MAIN WINDOW ON THE "GAME CONTROLLER" DIALOG BOX DISPLAYS A LIST OF ALL GAME PORT AND/OR USB PORT FLIGHT CONTROLS RECOGNIZED BY ELITE. IN THE EXAMPLE ABOVE, 3 FLIGHT CONTROLS ARE LISTED:

- HID GAME CONTROLLER (CH PRODUCTS USB RUDDER)
- CH F-16 COMBATSTICK (CH GAME PORT JOYSTICK)
- HID GAME CONTROLLER (CH PRODUCTS USB YOKE)

THE QUANTITY AND NAMES OF FLIGHT CONTROLS LISTED ARE SYSTEM DEPENDENT AND WILL NOT NECESSARILY BE THE SAME AS THOSE SHOWN ABOVE.

SELECT A MAIN FLIGHT CONTROL (FOR AILERON/ELEVATOR) FROM THOSE LISTED BY HIGHLIGHTING IT, THEN PRESS THE SELECT BUTTON UNDER “MAIN FLIGHT CONTROL.” AN ASTERISK WILL APPEAR NEXT TO YOUR SELECTION INDICATING IT WILL BE USED AS THE MAIN FLIGHT CONTROL DEVICE.

SELECT RUDDER (IF EQUIPPED) AS DESCRIBED ABOVE THEN PRESS THE SELECT BUTTON UNDER “RUDDER.” A PLUS SIGN WILL APPEAR NEXT TO YOUR SELECTION INDICATING IT WILL BE USED AS THE RUDDER.

GAME PORT RUDDERS ARE TYPICALLY CONNECTED WITH GAME PORT YOKES AND WILL NOT SHOW UP AS A SEPARATE ENTRY IN THE LIST. RUDDERS CONNECTED IN THIS MANNER WILL BE CONFIGURED UNDER MAIN FLIGHT CONTROL.

ONCE THE MAIN FLIGHT CONTROL AND RUDDER HAVE BEEN SELECTED IT WILL BE NECESSARY TO CONFIGURE EACH.

PRESS THE CONFIGURE BUTTON UNDER “MAIN FLIGHT CONTROL” TO BRING UP THE FOLLOWING DIALOG BOX:

Game controller configuration

Configuration for HID Game Controller: 5 axis 12 button joystick

Axis

X-Axis:	<input type="text"/>	Aileron
Y-Axis:	<input type="text"/>	Elevator
Z-Axis:	<input type="text"/>	Throttle
RX-Axis:	<input type="text"/>	Prop RPM
RY-Axis:	<input type="text"/>	Mixture

**** NOT FOR CALIBRATION ****

- Use axis bars to the left to identify each axis.
- Assign a corresponding desired function by selecting it from the options to the right of each axis indicator bar.

Coolie-Hat

Settings

Function: Trim up

Reset All

Buttons

OK Cancel

THE TOP HALF OF THE “GAME CONTROLLER CONFIGURATION” DIALOG BOX IS USED TO ASSIGN SPECIFIC FUNCTIONS TO EACH MAIN FLIGHT CONTROL AXIS. THE BOTTOM HALF IS USED TO ASSIGN SPECIFIC FUNCTIONS TO FLIGHT CONTROL BUTTONS.

AXIS ASSIGNMENT

USE THE HORIZONTAL BLUE AXIS BARS TO HELP IDENTIFY EACH AXIS ON YOUR MAIN FLIGHT CONTROL AS APPLICABLE. ASSIGN A CORRESPONDING FUNCTION TO EACH AXIS BY SELECTING IT FROM THE DROP-DOWN LIST TO THE RIGHT OF EACH AXIS BAR.

BUTTON ASSIGNMENT

ASSIGN FLIGHT CONTROL BUTTON FUNCTIONS BY FIRST MOMENTARILY PRESSING THE DESIRED BUTTON THEN SELECTING A FUNCTION FROM THE DROP-DOWN LIST UNDER "SETTINGS." REPEAT THIS PROCESS (PRESS A BUTTON/ASSIGN A FUNCTION) UNTIL ALL DESIRED BUTTONS HAVE BEEN ASSIGNED.

FUNCTION ASSIGNMENTS SHOWN IN THE GRAPHIC ARE TYPICAL FOR THE CH PRODUCTS THREE-LEVER USB YOKE.

PRESS THE CONFIGURE BUTTON UNDER "RUDDER" TO BRING UP THE FOLLOWING DIALOG BOX:

Rudder configuration

Axis

X-Axis: Left Brake

Y-Axis: Right Brake

Z-Axis: Rudder

*** NOT FOR CALIBRATION ***

- Use axis bars above to identify each axis on RUDDER (or other flight control device as applicable).
- Assign a corresponding desired RUDDER function by selecting it from the options to the right of each axis indicator bar.

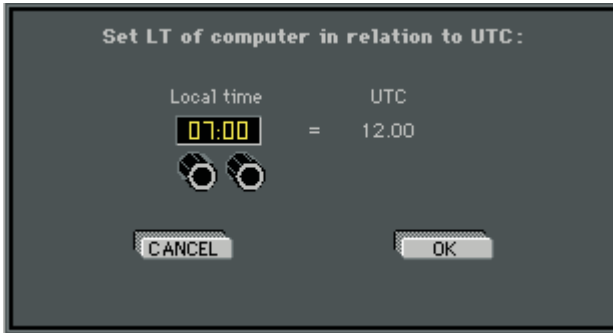
OK Cancel

USE THE HORIZONTAL BLUE AXIS BARS TO HELP IDENTIFY EACH AXIS ON YOUR RUDDER AS APPLICABLE. ASSIGN A CORRESPONDING FUNCTION TO EACH AXIS BY SELECTING IT FROM THE DROP-DOWN LIST TO THE RIGHT OF EACH AXIS BAR.

FUNCTION ASSIGNMENTS SHOWN IN THE GRAPHIC ARE TYPICAL FOR THE CH PRODUCTS USB RUDDER.

INITIAL PROGRAM CONFIGURATION

1. FROM THE INSTRUMENT (COCKPIT) SCREEN, USE THE MENU AT THE BOTTOM-RIGHT CORNER TO SWITCH TO THE CONFIGURATION PAGE.
2. PRESS **SET** BUTTON UNDER “GENERAL SETTINGS” (UPPER-LEFT CORNER).
3. PRESS **SET** BUTTON NEXT TO “SET TIME DIFFERENCE LT (COMPUTER) TO UTC.”
– SET TIME DIFFERENCE BETWEEN UTC AND COMPUTER.
EXAMPLE: IN ORLANDO, FL (UTC-5) YOU WOULD SET THE LOCAL TIME TO 07:00 (12:00UTC - 5HRS = 07:00).



- PRESS **OK** BUTTON TO RETURN TO CONFIGURATION PAGE.
4. PRESS **SET** BUTTON NEXT TO “CALIBRATION” AND CALIBRATE FLIGHT CONTROLS AS APPLICABLE. PRESS **HELP** BUTTON FOR DETAILED CALIBRATION INSTRUCTIONS.
 5. QUIT ELITE (ALT-Q).

CALIBRATION DOES NOT TAKE EFFECT UNTIL THE NEXT TIME ELITE IS RUN. ALWAYS QUIT AND RESTART ELITE AFTER CALIBRATING!

6. RESTART ELITE. SELECT AIRCRAFT AND NAV REGION.
7. SWITCH TO THE MAP PAGE USING THE MENU.
– PRESS **REPOS** (REPOSITION) BUTTON AND SELECT THE AIRPORT/RUNWAY YOU WOULD LIKE TO USE AS THE DEFAULT AND PRESS **DEFAULT** BUTTON. PRESS **TO DEFAULT** BUTTON TO REPOSITION AIRCRAFT TO THE DEFAULT CHOSEN.
8. RETURN TO THE INSTRUMENT SCREEN, UN-FREEZE (ALT-F) THE PROGRAM, RELEASE (CLICK) THE PARK BRAKE AND YOU'RE READY TO FLY!
9. FOR MORE INFORMATION PLEASE REFER TO THE ELITE OPERATOR'S MANUAL.



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