IBNET MULTIPLAYER SOFTWARE OPERATING MANUAL

By
Mike Maddox (N3306TX)

IBNETPLAYER SOFTWARE

By

WARNING

THE AUTHOR OF THIS DOCUMENT IS NOT AFFILIATED WITH IBNET OR IBIRDSOFT. THE INFORMATION IN THIS DOCUMENT HAS BEEN ACCUMULATED FROM VARIOUS FORUMS AND THE AUTHOR'S PERSONAL EXPERIENCE WITH THE SOFTWARE. FOR OFFICIAL SUPPORT OF THE SOFTWARE, CONTACT THE DEVELOPER OF THE SOFTWARE.

THIS SOFTWARE IS BETA SOFTWARE. USERS MAY HAVE TO ADD AND/OR MODIFY CERTAIN FILES. IF NOT PERFORMED CORRECTLY IT MAY CAUSE UNFORSEEN PROBLEMS. THE AUTHOR OF THIS DOCUMENT IS NOT RESPONSIBLE FOR USERS ACTIONS. USE THIS INFORMATION AT YOUR OWN RISK. READ THESE NOTES THOROUGLY PRIOR TO INSTALLING AND USING IBNET.

Table Of Contents

IBNet Multiplayer Software Notes by Mike Maddox (N3306TX)

WARNING

THIS SOFTWARE IS BETA SOFTWARE. USERS MAY HAVE TO ADD AND/OR MODIFY CERTAIN FILES. IF NOT PERFORMED CORRECTLY IT MAY CAUSE UNFORSEEN PROBLEMS. THE AUTHOR OF THIS DOCUMENT IS NOT RESPONSIBLE FOR USERS ACTIONS. THE AUTHOR OF THIS DOCUMENT IS NOT AFFILIATED WITH IBNET OR IBIRDSOFT. THE INFORMATION IN THIS DOCUMENT HAS BEEN ACCUMULATED FROM VARIOUS FORUMS AND THE AUTHOR'S PERSONAL EXPERIENCE WITH THE SOFTWARE. FOR OFFICIAL SUPPORT OF THE SOFTWARE, CONTACT THE DEVELOPER OF THE SOFTWARE. USE THIS INFORMATION AT YOUR OWN RISK. READ THESE NOTES THOROUGLY PRIOR TO INSTALLING AND USING IBNET.

INTRODUCTION

At the time of this manual update, the latest version of IBNet is Version 1.09.403. Download the IBNet software version 1.09.403 from here: http://www.ibirdsoft.altervista.org/. This latest version has been totally reconstructed for better stability. It generates files for sound, however according to the author, the sound system works only with PCM 8bit format and ADPCM (Any other format doesn't work, but you can convert it). It also automatically generates smoke1.ini and lights.ini files automatically, however it doesn't refresh or change the IBEffects.ini file. (Note: some modifications of the positioning in the .ini files may still be needed, but the initial creation of these files is a nice improvement.) Also, this version doesn't create a par.dat file for every model, so it is not fully compatible with the older IBNetPlayer Versions.

If you download one of the older versions (i.e. IBNETPLAYER 1.08.X), be sure to download the version for the correct FS2004 version 9.0 or FS 9.1 update. **Note:** In some situations (i.e., if you have incorrectly uninstalled FS2004 or have altered certain FS module files) while trying to install the 9.1 patch or an error occurs installing the 9.1 patch, the computer may show a message that indicates the FS 9.1 patch is already installed. However, it is likely not actually installed properly and in this case you must use the IBNet FS 9.0 version. If you install IBNet FS 9.1 version and it crashes FS upon startup, this is likely the case. Try installing and using the IBNet FS 9.0 version. Older aircraft of FS2000 generation and format type are not compatible with IBnet, and therefore these aircraft are not displayed.

The IBNet Forum is located here: http://www.ibirdsoft.com/forum/

IBNet uses a peer-to-peer (P2P) networking system. If you have a router, you must open the ports on your router. You must set port forwarding or virtual server options on the router. To open the settings screen of your router, follow the instruction manual of the router. Additional information on routers and port forwarding may be found at www.portforward.com.

IBnet use the following ports: 2003 udp, 2004 udp, 2006 tcp. The server uses port 2006 while the client uses port 2003/2004. Make sure any routers and/or firewalls have these ports opened. **Author's Note:** Open ports as TCP, not UDP. Also port 2004 may be used (along with the other ports) but I didn't have to open it up. Instructions on the forum however indicate that those who use a router should open the ports by port forwarding or virtual server ports 2003 and 2004 as UDP and 2006 as TCP.

HOW TO SET UP AND CONNECT IBNETPLAYER: (HOW TO CONNECT OVERVIEW)

1. Install the installation exe file, making sure you install IBNetPlayer in the same folder as FS2004.

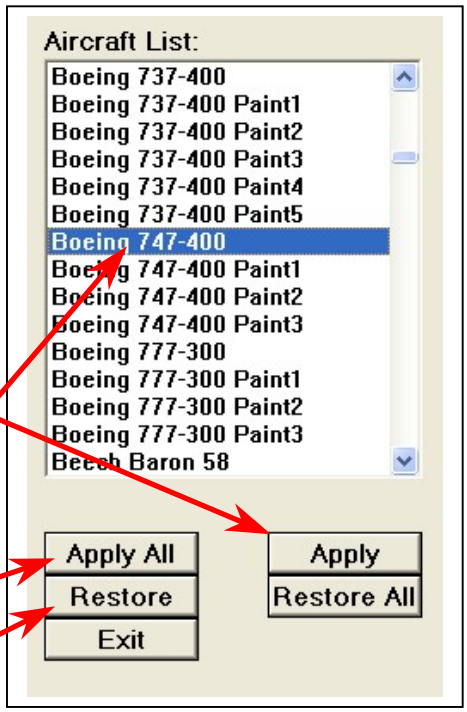
2. Open ClientManager.exe, then press Apply All. This installs the IBNet panel into all FS aircraft. You also have the option to install the panel into just one plane at a time. Select the plane and click Apply.
3. Open FS2004, select an aircraft and click Fly Now. After FS starts and the plane is in the 2D cockpit view, select View then Instrument panel then IBNetPlayer. A panel instrument similar to a Flight Management Computer (FMC) appears.
4. If you are running the IBNet server, open the IBMegaServ.exe file by selecting START then ALL PROGRAMS then IBNetPlayer then IB-Mega-Server. You can also start the megaserver by double-clicking on the IBMegaServ.exe file located in the root directory of FS2004.
5. On the IBNetPlayer Connection Screen panel, insert the server IP (your external IP if you are running the server) and your call-sign. Then press Connect in the lower right-hand corner of the IBNetPlayer panel.
6. Give your external IP to the other Users who are joining the IBNet session.

Note: To see Smoke and some Lights and other special effects on all multiplayer aircraft, IBNet needs some additional *.ini files for each aircraft. The newest version of IBNet automatically builds these .ini files. If you are running an older version of IBNet, building this file is fairly simple and is explained further in this document. A user can also post into the IBNet Forum "From Aircraft.cfg to Smoke and lights file". Here you can request your Smoke.ini and Light.ini files or search to see if one is available for your plane. You must send the [light] and the [smokesystem] sections in the aircraft.cfg file of the plane you want to change. Also post the contents of the IBEffects.ini file and IBNet software version you have installed.

HOW TO SET UP AND CONNECT IBNETPLAYER: (DETAILED INSTRUCTIONS)

Install the IBNet installation exe file, making sure you install IBNetPlayer in the same folder as FS2004.

1. First, to prepare the aircraft for IBNet, run the clientManager.exe file located in the main FS9 folder. Select Start >Programs > IBNetPlayer >Clientmanager. In this list you can find all installed aircraft of your Flight Simulator. If you don't see anything in the listbox, then check to be sure you installed IBNet into the correct flight simulator folder.



To install the IBNet panel into one plane at a time, select the plane and press the **Apply** button to enable the IBNet Player.

To install the IBNet panel into all FS aircraft press the **Apply All** button. If you have lots of aircraft installed, this process may take several minutes. Be patient.

To uninstall IbnetPlayer from an aircraft click Restore button or Restore All button.

When the operation has finished, you should see this message.

2. Open FS2004, select an aircraft and click Fly Now.

3. After FS2004 loads and the plane is in the 2D cockpit panel view, select **View** then **Instrument panel** then **IBNetPlayer**.

A panel instrument similar to a Flight Management Computer (FMC) appears.

Pressing a black button next to a command in green will take you to different screens.

Always use the keypad on the IBNetPlayer screen to input data

The blue IBNet “FMC” panel is a default setting (IBIRDSOFT COVER VERSION).

To enable the grey IBNet “FMC” panel (ALESSANDRO GAZZOLO COVER VERSION), rename the file IBNetPlayer.bmp to IBNetPlayer.bmp.old and then rename the file named IBNetPlayerM.bmp in the FS2004 main folder to IBNetPlayer.bmp

Now, each time client manager is run to enable an aircraft, the Grey IBNet “FMC” panel will be installed.

4. Press the black button next to the green CONNECT command on the screen.

5. Enter the IP address of the IBNet server you will be connecting to using the number pad on the IBNetPlayer screen. The IP address will be entered at the bottom of the black screen below the green line.

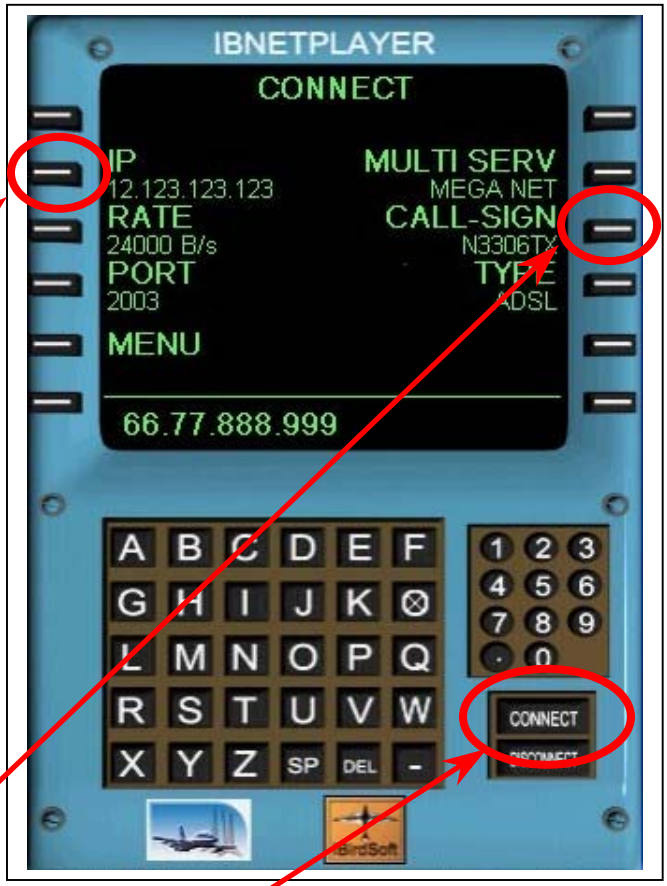
6. Click the black button next to the IP option on the screen. The IP Address now moves from the bottom of the screen into the area under IP, replacing whatever data was present before.

7. MULTI SERV: to use default setting enter M key, to able MEGANET connection mode, or
   Enter Y key to set YES on Multiserver. Use this mode when flying by LAN or when two or more servers host.or
   Enter N key to set NO on Multiserver. Use this mode when flying by LAN or when the Host Server has a fast internet line.

8. Enter your call sign using the keypad on the IBNetPlayer screen.

9. Click the black button next to the CALL-SIGN option on the screen.

10. Click the CONNECT button to connect to the server.



CONNECTION DISPLAY DETAILS

IP = Servers IP address
MULTI SERV (YES) (NO) (MEGANET) = To use default setting enter M key, to enable MEGANET connection mode, or Enter "Y" to set YES on Multiserver. Use this mode when flying by LAN or when two or more servers host. Enter "N" to set NO on Multiserver. Use this mode when flying by LAN or when the Host Server has a fast Internet line.
RATE - default setting is 24000 to ADSL with Upstream 256Kb (320kb).
Below are valid rate settings for ADSL, ISDN, and 56K

ADSL 1024Kb RATE 76800
ADSL 512Kb RATE 38400
ADSL 256Kb RATE 24000
ISDN 128Kb RATE 9600
ISDN 64Kb RATE 4800

CALL-SIGN = your aicraft call-sign. Other players will read it near your aircraft if label text is turned on.
TYPE - Your connection type: ADSL, ISDN, 56K.
PORT = your P2P port, default setting:2003

Once connected, the IPNetPlayer screen should show connection data.

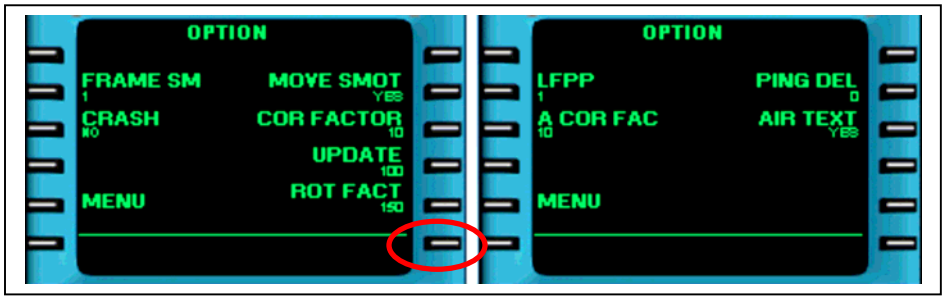
Downstream Rate: the data rate in kilobytes per second you are receiving from other users connected to the server.
User: Number of users connected to you.
Upstream rate: the data rate in kilobytes per second you are sending to the server.
Smoke: Name of smoke file being transmitted
Smoke s: Number of smoke.ini files used?

Note: In this example, no other users are connected to the server. Therefore, there are no users connected to me, which is why User: =0. And since there are no users connected to me, there is no data transmitted in the downstream rate. Users must also be within 10 miles to have a downstream data rate (This rate can be changed in the server.ini file). Smoke is not turned on in this example.

Tip: To change aircraft, you must disconnect from the server, change aircraft, and then reconnect to the server.

OPTION DISPLAY

There are two display screens. To open the second one, click the button near the green line.



First (Left) Display

FRAME SM: Time between frames, default setting: 1
MOVE SMOT: ENABLE and DISABLE the FRAME SM (Press Y for YES, and N for NO, default=YES)
COR FACTOR: Filter of FRAME SM, default=10
UPDATE: Update Refresh settings. Default=100
ROT FACT: Sets PITCH BANK HEADING for a more dynamic simulation. You can find out the right setting using this rule: UPDATE+UPDATE/2. Default setting is 150 (based on UPDATE setting of 100)

Second (Right) Display

LFPP: relative mode between Internet reception and frames of IBNET (Suggested default setting: 1)
PING DEL: Is a shift to aircraft, use default setting:0
A COR FAC: Automatic level filter, default setting: 30, suggested: 10
AIR TEXT: to activate aircraft's callsign Y (YES) or N (No)

Turning Aircraft Labels Off or On

Aircraft labels can only be turned on/off in the IBNET console and can only be turned on/off before connecting to an IBNET server. From the IBNetPlayer Menu screen, click on Option.

At the lower right there will be a button for ROT FACT. (Do NOT click this button.) Under that button is a blank button (The lowest button or the sixth button down on the right side). Click this button.

Now you will see a button labeled AIR TEXT (3rd button down on the right). To turn labels off, enter "N" or "NO" on the IBNET keypad and click the button next to AIR TEXT. To turn labels on, enter "Y" or "YES" on the IBNET keypad and click the button next to AIR TEXT. Next click MENU button to return to the main menu screen.

(Note: This only affects labels on other IBNET aircraft. It does not turn labels on or off for AI Aircraft. To toggle AI aircraft labels, use the assigned FS keyboard shortcut CTRL-SHIFT-L.)

TRAINING MODE

Training mode records all aircraft tracks and you can fly the same flight repeatedly and be able to see all aircraft. To run this mode, go to Training Display screen and assign "R" (Record) in the Operation field to read REC. Recording will start when you click CONNECT; and it will finish recording when you click DISCONNECT.

WARNING: When you record a new flight, you overwrite the previous recording. You can find the RecFile.dat in the Flight Simulator 9 main folder. To re-fly a previously recorded flight, go to the Training Display screen and assign "P" (Play) in the Operation field to read PLAY. The aircraft that recorded the recfile.dat file will not be visible in the recording playback. To stop the recorded flight, just change aircraft.

SETTING UP THE EFFECTS INI FILES

To see special effects on multiplayer aircraft, you will need to create certain INI files for smoke effects and light effects.

IBEffects.ini file

The IBEffects.ini file is located in FS9 modules folder. The basic structure of the ibeffects.ini file is:

X (Where X is the total number of effects files + 1) equals the number of smoke fx files IBNet looks for from the smoke.ini files in the aircraft folder (the END SMOKE entry is also counted as a file)
file1 (name of effect file #1)
file2 (name of effect file #2)
file3 (name of effect file #3)
etc. (continue adding effect filenames as above)
END SMOKE

Tip: END SMOKE is considered a file entry in itself, and always needs to be the last entry in the ibeffects.ini file. X is simply a document number showing how many files are listed in the ibeffects.ini file. Again remember, END SMOKE is a file entry also.

Below is an example of an IBEffects.ini file.

6
fx_smoke_w
fx_smoke_ce_white
fx_smoke_ce_red
fx_smoke_ce_blue
fx_contrail_s
end smoke

All users should have identical ibeffects.ini files plus each smoke effect file on their computer.

Smoke.ini files

Separate smoke.ini files in each aircraft folder are needed because IBNET doesn't use the conventional multiplayer files for FS9. Therefore, all multiplayer data has to be detected differently, which is why a separate smoke.ini file has to be created for every aircraft that has smoke effects.

IBNet Version 1.09.403 will automatically create the smoke.ini files. If you are running an older version of IBNet, then these files need to be manually created. All smoke.ini files have to be located in the root folder of the specific aircraft. The smoke.ini files should be named as smokeX.ini where X is a number starting at 1. For each additional smoke.ini file, increase the number by 1. For example, smoke1.ini, smoke2.ini, smoke3.ini, etc. The basic structure of smokeX.ini file is:

Effect file name(without fx extension), longitudinal, lateral, and vertical positions.

Tip: Copy this information from the aircraft.cfg file [Smoke System] section of the airplane.

Creating A Smoke.ini File Example

Open the Aircraft.cfg file of the plane you want to see the smoke effect. Scroll down to the [Smoke System] section and note the entry.

[SMOKESYSTEM]
Smoke.0=0.00, -0.70, 1.40, fx_smoke_w

Next, open a text editor (such as Notepad) and create a new document. Enter the information from the aircraft.cfg file as follows.

fx_smoke_w,0.00, -0.70, 1.40,

Save the file as smoke1.ini in the root aircraft folder of the plane you want to see the smoke effect with.

Lights.ini Files

To see the lights on other multiplayer aircraft, a lights.ini file must be created and placed in the root folder of the aircraft that you want to see lights on. IBNet Version 1.09.403 will automatically create the lights.ini files. If you are running an older version of IBNet, then these files need to be manually created. First, open up the aircraft.cfg file of the specific airplane with a Text editor such as Notepad. Scroll down and find the [LIGHTS] section. Below as an example is the [LIGHTS] section from the FS2004 default Cessna 182.

[LIGHTS]
//Types: 1=beacon, 2=strobe, 3=navigation, 4=cockpit
light.0 = 3, -3.03, -18.11, 3.58, fx_navred
light.1 = 3, -3.03, 18.11, 3.58, fx_navgre
light.2 = 3, -21.45, 0.00, 1.95, fx_navwhi
light.3 = 2, -3.33, -18.31, 3.58, fx_strobe
light.4 = 2, -3.33, 18.31, 3.58, fx_strobe
light.5 = 1, -21.52, 0.00, 7.40, fx_beacon
light.6 = 4, -2.24, 0.00, 2.20, fx_vclight

Each light has a line like the ones above, where light.n is the index number of the light. The first entry of the line defines which type the light is. See the types below. The next three entries are the longitudinal, lateral, and vertical positions of the light in feet. The final entry is the special effect file name (e.g., fx_navred). These effects files should be located in the "Effects" folder in Flight Simulator's root directory.

FS2004 supports 10 types of lights.

1 – Beacon (supported by IBNet)
2 – Strobe (supported by IBNet)
3 – Navigation or Position (supported by IBNet)
4 – Cockpit (unsupported by IBNet)
5 – Landing (supported by IBNet)
6 – Taxi (supported by IBNet)
7 – Recognition (supported by IBNet)
8 – Wing (supported by IBNet)
9 – Logo (supported by IBNet)
10 – Cabin (unsupported by IBNet)

Note that Cockpit (4) and Cabin (10) light types are NOT supported by IBNET.

Next create a new blank text file. Starting at the Light.0= line, copy and paste the lights section from the aircraft.cfg file into the blank text file. Now, some modifications need to be made to the lights.ini file. Delete "light.x=" from each line. Delete any line that is a light type 4 or 10 since these types are unsupported by IBNET. Now, insert as the first line of the file, the number of light effects inside Lights.ini. Name and save the text file as lights.ini in the root folder of the aircraft you are configuring the lights.ini file for. The lights.ini for the default Cessna 182 file should now look like the example below.

```
6
3,  -3.03, -18.11, 3.58, fx_navred
3,  -3.03,  18.11, 3.58, fx_navgre
3, -21.45,   0.00, 1.95, fx_navwhi
2,  -3.33, -18.31, 3.58, fx_strobe
2,  -3.33,  18.31, 3.58, fx_strobe
1, -21.52,   0.00, 7.40, fx_beacon
```

Note – Although now you can see the lights on the airplane in IBNET now, you may have to adjust the longitudinal position of the lights in relation to the plane. See tip at end of next section. At the end of this document there are some examples of lights.ini files that have been adjusted so you can see the lights of other IBNet aircraft in their proper positions.

Modifying the fx Effect files

Some minor modifications may also need to be made to the actual effects files located in the FlightSimulator9\Effects folder. Always back up the original FX files before modification. Open each lights effects (inside the Effects folder) with a text editor. Search the file for a line that reads Light=1. If present, delete this line. An example inside fx_navred.fx would be as below.

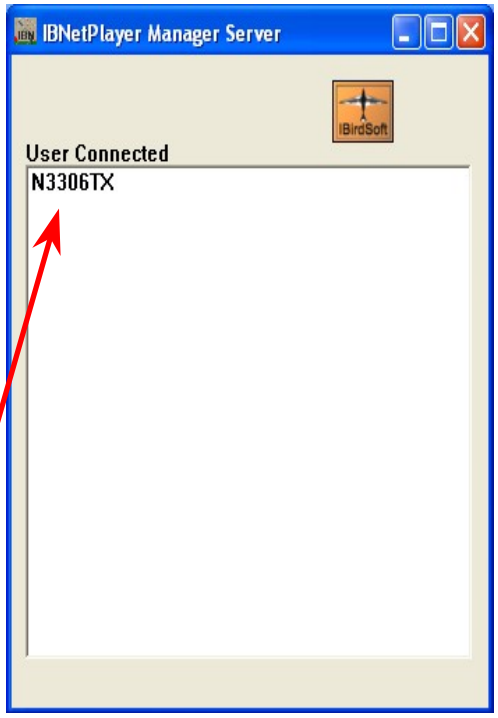
```
.....
[Emitter.0]
Lifetime=0.50, 0.50
Delay=0.00, 0.00
Bounce=0.00
Light=1
No Interpolate=1
Rate=1.00, 1.00
X Emitter Velocity=0.00, 0.00
Y Emitter Velocity=0.00, 0.00
.....
```

Delete the line Light=1

Next look for the [Properties] section and add or change the Cockpit= and VirtualCockpit= entries to 1.
[Properties]
Spot=1
Cockpit=1
VirtualCockpit=1
Tower=1
Map=1

Tip: Ed Cox (N180GS) and myself have worked to create several lights.ini files for some of the planes we fly. I have incorporated specific settings of certain planes for the lights.ini files at the end of this manual so all you need to do is copy/paste the settings from this document into a blank lights.ini file. If your airplane is not listed, then you may need to adjust the position of the lights yourself. You can also download a compressed file of modified fx effects files and light.ini files from http://www.coxguitarrepair.com/flightsim/ . Be sure to back up the original fx effects files before overwriting with the modified effects.

RUNNING A SERVER



If you are going to run an IBNet server, you must first know your external IP address. There are several ways to determine the external IP address, but the easiest way is to visit one of the websites below.

http://www.whatismyip.com/ or
http://www.whatismyipaddress.com/

Double-click on the IBMegaserv.exe file located in the main FS9 folder. Do **Not** Click On The IBSERV.EXE file.

As users connect to the server, you will see their call sign appear in the server window.

To join the IBNET server with FS2004, follow the instructions in the ***How to Set Up and Connect IBNetPlayer*** section of this document.

INFORMATION FOR SERVER ADMINSTRATORS

Server settings and options are located in the main FS9 folder in a file called VSlot.dat. The basic structure of a Vslot.dat file is as follows:

Max number of Users
TCP Port for Server (Be careful if you change port numbers - the client should set on client port X-3, example for default 2006-3=2003)
Internal Refresh time
Max range visibility in meters
Number of tries for establishing P2P Client User connection

A typical vslot.dat file might look like this:

256
2006
1000
18350
4

where:
256 = Max number of Users
2006 = TCP Port for Server
1000 = Internal Refresh time (1 second)
18350 = Max range visibility in meters (10 miles)
4 = Number of tries for establishing P2P Client User connection

Using a text editor such as Windows Notepad, you can modify the Max Number of Users, Port and Max Range visibility variables. (Internal Refresh and Number of tries is not as important if users are not over 600-700).

Difference between IBServ and IBMegaserv

IBMegaServer is a P2P system so the server doesn' t send the specific aircraft information but sends the IP address to the user (inside a range) to create a direct link by which to transmit the aircraft information. The limits for this server are 3000 users with a density of 20-25 aircraft per 10 miles (Server ADSL 256 and client ADSL 256 settings).

IBServ.exe is a normal non-P2P Server. The aircraft information is transmitted by the user to the Server and the Server replies with the information for the other users (Limit on internet 6 Users on ADSL 256 settings). With a router you can host or fly because when you connect to the MegaServer, the Server sees your LAN IP, not your outside IP address.

LIGHTS.INI SETTINGS FOR FS2004 AIRCRAFT

Below are some examples of lights.ini files used so you can see the lights of other IBNet aircraft. Note that the effects listed in the files below may not be the exact effects used in the aircraft.cfg file of the plane. To reduce editing many effect fx files, I used just a few standard edited effects files that work well for all planes listed below. Simply find a plane below and copy the text below the title and paste into a blank lights.ini file in the root folder of the aircraft. Save the file, start FS2004, connect to an IBNet server and you should see lights on other IBNet players aircraft if the other aircraft has its lights turned on.

Default FS2004 Cessna 172

```
5
3,  0.86, -18.11, 2.95, fx_navred
3,  0.86,  18.11, 2.95, fx_navgre
2,  0.5, -18.31, 2.95, fx_strobe
2,  0.5,  18.31, 2.95, fx_strobe
1, -16.80,   0.00, 6.23, fx_beacon
```

Default FS2004 Beechcraft Baron 58

```
7
3,  0.10, -19.29,  0.79, fx_navred
3,  0.10,  19.29,  0.79, fx_navgre
3, -18.33,   0.00,  0.72, fx_navwhi
2,  0.43, -19.29,  0.79, fx_strobe
2,  0.43,  19.29,  0.79, fx_strobe
1, -17.20,   0.00,  6.47, fx_beacon
2,  -0.80,   0.00, -1.60, fx_strobe
```

Default Beechcraft Kingair 350

```
7
3,   0.36, -28.41,  1.97, fx_navred
3,   0.36,  28.41,  1.97, fx_navgre
3, -31.20,   0.00,  9.09, fx_navwhi
2,   0.69, -28.48,  1.87, fx_strobe
2,   0.69,  28.48,  1.87, fx_strobe
1, -25.49,   0.00,  9.89, fx_beacon
2,  -4.55,   0.00, -1.85, fx_strobe
```

Default FS2004 Cessna C182

```
6
3,  0.23, -18.31, 3.58, fx_navred
3,  0.23,  18.31, 3.58, fx_navgre
3, -17.85,   0.00, 1.95, fx_navwhi
2,  0.53, -18.31, 3.58, fx_strobe
2,  0.53,  18.31, 3.58, fx_strobe
1, -17.82,   0.00, 7.40, fx_beacon
```

Default FS2004 Cessna 208

6
3, 0.25, -26.41, 3.35, fx_navred
3, 0.25, 26.41, 3.35, fx_navgre
3, -25.60,   0.00, 2.10, fx_navwhi
2, -0.10, -26.51, 3.35, fx_strobe
2, -0.10, 26.51, 3.35, fx_strobe
1, -23.10,   0.00, 10.01, fx_beacon

Default FS2004 Mooney Bravo

7
3, 1.30, -18.55, -0.21, fx_navred
3, 1.30, 18.55, -0.21, fx_navgre
7, -1.75, -18.65, -0.21, fx_recog
7, -1.75, 18.65, -0.21, fx_recog
1, -13.60,   0.00, -1.25, fx_beacon
2, 1.00, -18.65,   0.00, fx_strobe
2, 1.00, 18.65,   0.00, fx_strobe

Default FS2004 Learjet

6
3, -4.40, -23.6, -0.25, fx_navred
3, -4.50, 23.6, -0.25, fx_navgre
3, -29.13,   0.00, 9.20, fx_navwhi
1, -2.50,   0.00, -2.59, fx_beacon
2, -2.47,   0.00, -2.62, fx_strobe
1, -28.55,   0.00, 9.75, fx_beacon

Default FS2004 Douglas DC-3

4
3, -7.80, -46.3, 0.65, fx_navred
3, -7.80, 46.3, 0.65, fx_navgre
3, -44.80,   0.00, 2.72, fx_navwhi
1, -17.60,   0.00, 6.25, fx_beacon

Default FS2004 Bell 206B Helicopter

5
3, -14.80, -2.80, 2.17, fx_navred
3, -14.80, 2.80, 2.17, fx_navgre
3, -23.05, 0.00, 2.60, fx_navwhi
1, -22.45, 0.44, 6.34, fx_beacon
2, -5.78, 0.00, 4.38, fx_strobe

Default FS2004 Boeing 737-400

7
3, -17.34, -47.24, 1.38, fx_navred
3, -17.34, 47.24, 1.38, fx_navgre
3, -64.02,   0.00, 4.92, fx_navwhi
2, -17.42, -47.08, 1.38, fx_strobe
2, -17.42, 47.08, 1.38, fx_strobe
2, -2.65,   0.00, -4.60, fx_beacon
1,   2.20,   0.00, 8.30, fx_beacon

Default FS2004 Boeing 747-400

8
3, -66.40, -102.56,   3.22, fx_navred
3, -66.40, 102.56,   3.22, fx_navgre
3, -139.85,   0.00,   8.85, fx_navwhi
2, -66.40, -102.56,   3.22, fx_strobe
2, -66.40, 102.56,   3.22, fx_strobe
2, -145.87,   0.00, 44.62, fx_strobe
1, 38.40,   0.00, 14.65, fx_beacon
1, -66.22,   0.00, -12.05, fx_beacon

Default FS2004 Boeing 777-300

9
3, -49.85,-103.52, 11.38, fx_navred
3, -49.85, 103.52, 11.38, fx_navgre
3,-138.50,   0.00, 8.42, fx_navwhi
3, -54.34,-103.64, 11.38, fx_navwhi
3, -54.34, 103.64, 11.38, fx_navwhi
2, -49.80,-103.40, 11.38, fx_strobe
2, -49.80, 103.40, 11.38, fx_strobe
1, -5.00,   0.00, -6.25, fx_beacon
1, 22.00,   0.00, 18.30, fx_beacon

Default FS 2004 Robinson Helicopter

6
3, 2.70, -1.88, -1.60, fx_navred
3, 2.70, 1.88, -1.60, fx_navgre
3, -15.10, 0.40, 1.95, fx_navwhi
1, -10.53, 0.04, 2.58, fx_beacon
5, 5.25, 0.20, -1.65, fx_landing
5, 5.25, -0.20, -1.65, fx_landing

Default FS2004 Extra 300

4
3, 0.22, -13.28,-0.15, fx_navred
3, 0.22, 13.28,-0.15, fx_navgre
2, 0.12, -13.28,-0.15, fx_strobe
2, 0.12, 13.28,-0.15, fx_strobe

Carenado Bonanza F33M

7
3,0.50,-16.71,0.69,fx_navred
3,0.50,16.71,0.69,fx_navgre
2,0.80,-16.72,0.69,fx_strobe
2,0.80,16.72,0.69,fx_strobe
1,-6.40,0.03,2.80,fx_beacon
2,-17.30,0.00,0.80,fx_navwhi
2,-17.30,0.00,0.80,fx_strobe

Carenado Bonanza V35B

7
3,0.50,-16.71,0.69,fx_navred
3,0.50,16.71,0.69,fx_navgre
2,0.80,-16.72,0.69,fx_strobe
2,0.80,16.72,0.69,fx_strobe
1,-6.45,0.01,2.80,fx_beacon
2,-17.30,0.00,0.80,fx_navwhi
2,-17.30,0.00,0.80,fx_strobe

Carenado Cessna U206 Stationair (Wheeled and Cargo Versions)

6
3,   1.35, -18.05, 3.45, fx_navred
3,   1.35, 18.05, 3.45, fx_navgre
1, -16.80, 0, 7.5, fx_beacon
2,   1.05, -18.11, 3.45, fx_strobe
2,   1.05, 18.11, 3.45, fx_strobe
3, -16.75, 0, 1.98, fx_navwhi

Carenado Cessna U206 Stationair (Float Version)

6
3, 1.6, -18.05, 3.45, fx_navred.fx
3, 1.6, 18.05, 3.45, fx_navgre.fx
1, -16.8, 0, 7.5, fx_beacon.fx
2, 1.35, -18.11, 3.45, fx_strobe.fx
2, 1.35, 18.11, 3.45, fx_strobe.fx
3, -17.75, 0, 1.98, fx_navwhi.fx

Carenado T-34 Mentor (Metallic & Navy Versions)

6
3, 0.49, -17.28, 0.8, fx_navred
1, -4.06, 0, -0.79, fx_beacon
3, -17.78, 0, 1.08, fx_navwhi
3, 0.51, 17.34, 0.8, fx_navgre
2, 0.35, -17.29, 0.8, fx_strobe
2, 0.30, 17.35, 0.8, fx_strobe

Dino Cattaneo's FS2004 F-14

17
3,-25.5,5.2,11.0,fx_navwhi
3,7.5,-7.8,2.9,fx_navred
3,7.5,7.8,2.9,fx_navgre
3,28.0,0.00,-0.8,fx_beacon
3,-20.8,-5.2,11.0,fx_strobe
3,7.5,-7.8,4.3,fx_navred
3,7.5,7.8,4.3,fx_navgre
5,-30.0,-17.0,0.6,fx_contrail_s
5,-30.0,17.0,0.6,fx_contrail_s
6,-22.7,-4.2,0.7,fx_F14_Burn1
6,-22.7,-4.2,0.7,fx_F14_Burn2
6,-25.3,-4.2,0.7,fx_F14_Burnerflame
7,-22.7,4.2,0.7,fx_F14_Burn1
7,-22.7,4.2,0.7,fx_F14_Burn2
7,-25.3,4.2,0.7,fx_F14_Burnerflame
6,-22.0,-4.2,0.7,fx_F14_Blueflame
7,-22.0,4.2,0.7,fx_F14_Blueflame

Eaglesoft Citation X

9
3, -14.80, -31.2, 0.883441, fx_navredm
3, -14.80, 31.2, 0.883441, fx_navgrem
3, -34.971428, 0.00, 11.37128, fx_navwhi
1, -4.930720, 0.00, -2.383679, fx_beaconb
2, -15.95, -31.400158, 0.895627, fx_strobe
2, -15.95, 31.400158, 0.895627, fx_strobe
1, -27.428572, 0.00, 13.495714, fx_beaconh
5, 7.09, -4.048980, -0.970262, fx_landing
5, 7.09, 4.048980, -0.970262, fx_landing

FlightOne/DreamFleet Cessna C310

7
3, 3.34, -17.25, 1.47, fx_navred
3, 3.34, 17.25, 1.47, fx_navgre
3, -17.63,   0.00, 1.35, fx_c310_navwhi
2, 3.21, -17.25, 1.47, fx_strobe
2, 3.21, 17.25, 1.47, fx_strobe
1, -17.04,   0.00, 7.57, fx_beacon
2, -6.72,   0.00, -0.48, fx_strobe

PMDG Beechcraft B-1900C

9
3, 0.902, -27.500, 2.910, fx_navred
3, 0.702, -27.250, 2.882, fx_navred
3, 0.902, 27.500, 2.910, fx_navgre
3, 0.702, 27.250, 2.882, fx_navgre
1, -5.400,   0.000, -0.800, fx_beacon
1, -31.750,   0.000, 10.300, fx_navwhi
1, -31.750,   0.000, 10.300, fx_beacon
2, 0.700, -27.000, 2.895, fx_strobe
2, 0.700, 27.000, 2.895, fx_strobe

Posky 757-300 Northwest

9
3, -13.50, 61.90, 6.10, fx_navgre
3, -13.50, -61.90, 6.10, fx_navred
3, -13.80, 61.90, 6.10, fx_navgre
3, -13.80, -61.90, 6.10, fx_navred
2, -16.40,   0.00, 6.10, Opensky_757_strobe
3, -19.10, -61.90, 6.00, Opensky_757_nav_yellow
3, -19.10, 61.90, 6.00, Opensky_757_nav_yellow
1, 55.00,   0.00, 11.20, fx_beacon
1,   3.50,   0.00, -4.10, fx_beacon

Project Globe DH-6 Twin Otter

6
3, 0.0, -33.00, 2.69, fx_navred
3, 0.0, 33.00, 2.69, fx_navgre
2, -.70, -32.5, 2.69, fx_strobe
2, -.70, 32.5, 2.69, fx_strobe
1, -27.7,   0.00, 11.2, fx_beacon
1, -19.85,   0.00, -3.41, fx_beacon

"P-38L-5 The Difinitive Lightning"

Version 2.3.0 by David C. Copley

9
3,-0.60,-24.60,2.31,fx_navred
3,-0.60,24.60,2.31,fx_navgre
3,-0.60,-24.60,1.97,fx_navred
3,-0.60,24.60,1.97,fx_navgre
2,-22.03,-8.23,3.60,fx_ls_xp38n
2,-22.03,8.23,3.60,fx_rs_xp38n
1,-0.86,0.00,-2.76,fx_rid_xp38n
1,-1.55,0.00,-2.61,fx_gid_xp38n
1,-2.27,0.00,-2.46,fx_aid_xp38n

Scheffel Boeing 737-800

6
1, 17.20, 0.00, 10.30, fx_beacon
1, 0.00, 0.00, -4.30, fx_beacon
3, 0.00, 0.00, 4.21, AS738_NavLights
2,-13.00,-58.80, 4.65, fx_strobe
2,-13.00, 58.80, 4.65, fx_strobe
2,-64.50, 0.00, 7.00, fx_strobe

US Viper F-16

10
3, 12.2, 2.48, -1.4, fx_navgre
3, 12.2, -2.48, -1.4, fx_navred
3, -5.9, 16.7, 0.7, fx_navgre
3, -5.9, -16.7, 0.7, fx_navred
3, 12.2, 2.48, -1.4, fx_beacon
3, 12.2, -2.48, -1.4, fx_beacon
2, -12.6, 3.4, 1.1, fx_navwhi
2, -12.6, -3.4, 1.1, fx_navwhi
1, -20.217, 0.0, 11.987, fx_beacon
3, -19.1, 0.0, 3.3, fx_beacon

IBNET Troubleshooting

I installed IBNet and cannot connect.

Windows XP Service Pack 1 and Zone Alarm Firewall do not allow IBNET to send data from person to person, If you are behind these firewalls IBNET wont work. Windows Service Pack 2 firewall will allow IBNet to connect. If you run Zone Alarm, you need to disable it to run IBNet. ZoneAlarm has been reported to cause connection problems with downstream rates, even with the IP address set as a trusted source.

IBNet uses a peer-to-peer (P2P) networking system. If you have a router, you must open the correct ports on your router. You must either set the router as a DMZ or set port forwarding or virtual server options on the router. To open the settings screen of your router, follow the instruction manual of the router. IBnet use the following ports: 2003 udp, 2004 udp, 2006 tcp. The server uses port 2006 while the client uses port 2003/2004. Additional information on routers and port forwarding may be found at www.portforward.com.

Ensure you have the correct IP Address input into the IBNetPlayer Connect screen.

When I press the Connect button on the IBNet screen, I get a CONNECT NOT SET message.

Before you connect you must switch to the Connect screen on the IBNet player. The CONNECT NOT SET error message also means that not all parameters may be set correctly. If all settings are confirmed to be correct, be sure to press the Connect button only after navigating to the Connect screen on the IBNet player. Pressing the Connect button from any other screen may cause this message to appear. If that doesn't work, try opening the Client Manager and then close it. This will refresh the default state.

I can connect to the IBNet server but the Downstream rate is 0.00 and the Upstream rate is active. IBNetPlayer is showing maybe 1 user or 0 users.

This problem occurs when a Router or Firewall program blocks the IBNET P2P function. There are two options around this problem. Either put your router into DMZ mode or open the three ports to allow information to be sent via P2P. The ports in question need to be opened as port 2003 and port 2004 in UDP mode and port 2006 in TCP mode. Once completed, restart FS2004 and then reconnect to IBNET. You should now be able to see other players and the users number on the IBNetPlayer screen should be correct.

IBNetPlayer is setup correctly and connected to the IBNet Server. At first, I could see all the players and IBNet player showed the correct number of users, but later, the Downstream rate is 0.00 but the Upstream rate is active.

When connected users are more than 18,350 meters (11.4 miles) away from you, they will not be seen and IBNet will not send or receive other player's data. If you are within 18,350 meters (11.4 miles), the downstream rate will become active again. This default distance setting can be changed in the server's VSlot.dat file located in the main Flight Simulator folder.

Since Installing IBNet, my Flight Simulator crashes whenever I start it up.

Installing the wrong version of IBNet most likely causes this. If you download one of the older versions (i.e. IBNETPLAYER 1.08.X), be sure to download the version for the correct FS2004 version 9.0 or FS 9.1

update. Note: In some situations (i.e., if you have incorrectly uninstalled FS2004 or have altered certain FS module files) while trying to install the 9.1 patch or an error occurs installing the 9.1 patch, the computer may show a message that indicates the FS 9.1 patch is already installed. However, it is likely not actually installed properly and in this case you must use the IBNet FS 9.0 version. If you install IBNet FS 9.1 version and it crashes FS upon startup, this is likely the case. To find out what version of FS you are actually running, navigate to Flight Simulator 9 main folder, right click on the FS9.exe file, scroll down and click on Properties, then click Version. If the MS Flight Simulator patch is installed it will read Version 9.1.0.40901. A different version number will indicate the Flight Simulator version is 9.0. You can either install and use the IBNETPLAYER 1.08.X FS 9.0 version or uninstall and re-install the latest IBNet Version 1.09.403.

When I click Connect and the Users number changes from 0, my FS9 crashes to a black screen and an error pops up asking me to restart FS9 or send an error report. The error message indicates a fatal error has occurred and the module involved is ibd3d9ge.dll.

There is likely an error inside the smoke effects system. Check the smoke files.

When I click on Views>Instrument Panel in Flight Simulator, I don't see the IBNetPlayer option.

This is likely caused because the Client Manager was not run to install IBNet on all models of a specific aircraft. To prepare the aircraft for IBNet, run the clientManager.exe file located in the main FS9 folder. Select Start >Programs >IBNetPlayer >Clientmanager. In this list you can find all installed aircraft of your Flight Simulator. Select each listing for a specific model(including all paints) and Click Apply. To install the IBNet panel into all FS aircraft press the Apply All button. If you have lots of aircraft installed, this process may take several minutes. If you don't see any aircraft in the ClientManager list box, then check to be sure you installed IBNet into the correct folder. It should be installed in the root folder of Flight Simulator 9.

Every time I change aircraft, I get dropped from the IBNet server.

This is a normal function of the IBNet player. To change aircraft, you must disconnect from the server, change aircraft, and then reconnect to the server.

I can turn off/on the aircraft labels on the AI aircraft, but how do I turn off/on aircraft labels for IBNet players?

IBNet aircraft labels can only be turned on/off in the IBNETplayer and can only be turned on/off while disconnected from an IBNET server. From the IBNetPlayer Menu screen, click on Option. At the lower right there will be a button labeled ROT FACT. (Do NOT click this button.) Under that button is a blank button (The lowest button or the sixth button down on the right side). Click this button. Now you will see a new screen with a button labeled AIR TEXT (3rd button down on the right). To turn labels off, enter "N" or "NO" on the IBNET keypad and click the button next to AIR TEXT. To turn labels on, enter "Y" or "YES" on the IBNET keypad and click the button next to AIR TEXT. Next click MENU button to return to the main menu screen. (Note: This only affects labels on other IBNET aircraft. It does not turn labels on or off for AI Aircraft. To toggle AI aircraft labels, use the assigned FS keyboard shortcut (default setting is CTRL-SHIFT-L.)

I don't see any smoke effects on other players' aircraft, even though I have smoke.ini files installed.

Check to ensure the effect is listed in the INEffects.ini file. The IBEffects.ini file is located in FS9 modules folder. Also be sure the other players have their smoke effect turned on (usually by pressing the "I" key in FS2004).

I don't see any lights on the other players' aircraft.

To see the lights on other multiplayer aircraft, a lights.ini file must be created and placed in the root folder of the aircraft that you want to see lights on. IBNet Version 1.09.403 will automatically create the lights.ini files. If you are running an older version of IBNet, then these files need to be manually created. Also be sure the other players have their lights turned on (usually be pressing the "L" key in FS2004).

I can see lights on other IBNet aircraft but they are not in the proper position.

Although now you can see the lights on the airplane in IBNET now, you may have to adjust the longitudinal position of the lights in relation to the plane. Each light.ini file has lines (beginning with the second line in the file) that indicate what light effect is used and its position on the aircraft. The first entry of the line defines the type of light. The next three entries are the longitudinal, lateral, and vertical positions of the light in feet. The final entry is the special effect file name that is triggered (e.g., fx_navred). The longitudinal setting may need to be adjusted to obtain the proper position.

I can see other players' lights when I am in Spot View, but cannot see them if I am in 2D Cockpit View or Virtual Cockpit view.

Some minor modifications may also need to be made to the actual effects files located in the FlightSimulator9\Effects folder. Always back up the original FX files before modification. Open each lights effects (inside the Effects folder) with a text editor. Search the file for a line that reads Light=1. If present, delete this line. Next look for the [Properties] section and add or change the Cockpit= and VirtualCockpit= entries to 1.

I can see AI Aircraft, but other players are not seeing the same AI Aircraft that I am seeing.

Once all players are connected, make sure all players have their time set to the same date and time. Also be sure that other pilots flying with you have AI traffic is set to the same percentage as you do.

When connected to IBNet, we only see the aircraft labels and not the aircraft itself.

Not all aircraft are compatible with IB-net. Older aircraft (FS2000 format) are not compatible with IBnet. To check if an aircraft is compatible or not with IBNet, open the aircraft's .mdl (inside model folder) with a text editor such as Notepad. If the file starts with RIFF, the file is compatible with IBNet. If it starts with MZ, the aircraft is not compatible with IBNet.

Since FSNavigator does not work with IBNet, how can I find or see where other players are?

Arne Bartels developed a fantastic gauge, which you can add in or use in your custom built panels. This gauge is a functioning traffic radar which works with AI traffic and also shows multiplayers. It is not as sophisticated as FSNavigator but it works fine. The package includes the sourcefiles, freeware and is downloadable at avsim.com (http://library.avsim.net/download.php?DLID=87310)

I'm not seeing all the animations on the other players' aircraft.

IBNet only supports the following animations: Flaps, Spoilers, Engines, Gear, Exit, Smoke, Lights, Rudder, Ailerons, Elevator, and Wheel.

I tried to uninstall FS9 from my system but the uninstall program came up for IBNet. How can I uninstall FS9?

You will have to manually uninstall FS9. Visit this link (http://support.microsoft.com/kb/888846) on how to manually uninstall Flight Simulator 2004 - A Century of Flight