

How to connect to DCA3 or DCA4 via vPilot

version 2

Note for those that use vPilot also for Vatsim.

The version of vPilot that we will be using for DCA can only be installed in the default folder. For Vatsim you need to download the newest version, but that one will allow you to install in a different folder. That way you can use both connections. To avoid confusion add something to the names of the shortcuts to disguised the one from the other.

Step 1

Download: **vPilot (version 1.1.5851.23849)** and **MSFlights Proxy Client Setup** and **DCA.vmr** from: <https://www.dropbox.com/s/2eq4qaemsabp6fj/P3D%20and%20vPilot.zip?dl=0>

Step 2

Save the DCA.vmr-file where you can find it.
Install **vPilot** and **MSFlights Proxy Client** wherever you want.

Step 3

The file DCA.vmr (a Model Matching Rule-file) specifies how you will see other DC3 or C47 online. I have chosen the "**Douglas C-47 DCA Bare Metal Livery AI**", but you may not have that one in your aircraft-folder.
So look in the aircraft.cfg for the title of the plane you want to use.
Open DCA.vmr with notebook. Replace in four lines: **Douglas C-47 DCA Bare Metal Livery AI** with your title.
Save as DCA.vmr. To prevent notebook to save the file as a txt-file, place the name between quotes ("DCA.vmr").
For more info, see below

Step 4

Run P3D, start a flight and minimize the program.

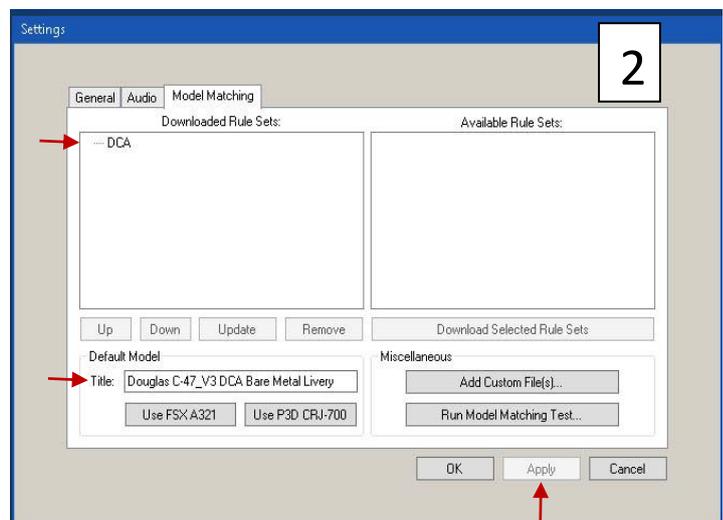
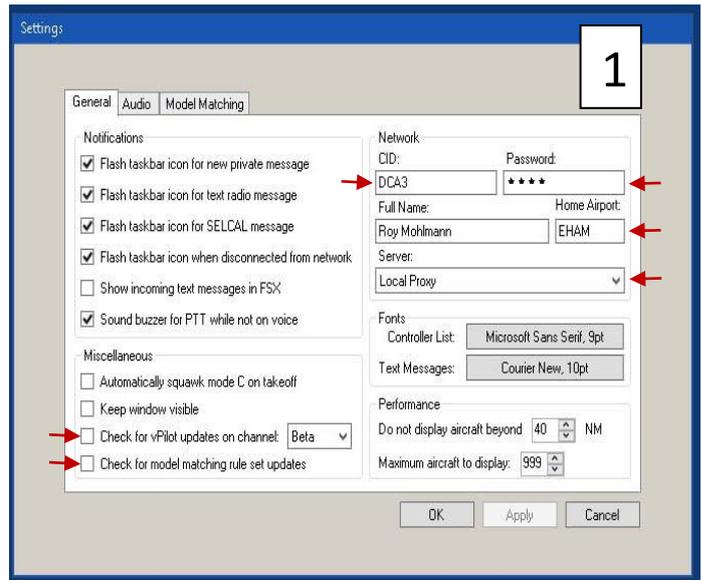
Step 5

Run vPilot, go to Settings/General (see screenshot 1).
Fill in Server ID and password for our DCA3 or DCA4-server (provided by the DCA-board via Glen DCA996 or Andy DCA309 or Johan1026).
Fill in Full Name and Home Airport.
Server: Choose Local Proxy (at the bottom of dropdown menu).
Uncheck: Check for vPilots update on channel.
Uncheck: Check for model matching rule set updates.
Don't let Vpilots to be updated past the vPilot version 1.1.5851.23849.

Step 6

Go to Model Matching (see screenshot 2).
Under Miscellaneous hit the button: Add Custom File(s).
Browse to the folder where you placed the **DCA-vmr** and Open.
Look in the aircraft.cfg of the aircraft you want to use as Default to see other planes for the exact Title and copy the Title into Default Model. When ready, hit Apply.

You now will see all the default aircraft in P3D the way they are and all other aircraft will show up as what you have chosen as Default Aircraft (very usefull for multiplayer).If you want more variation, look below.



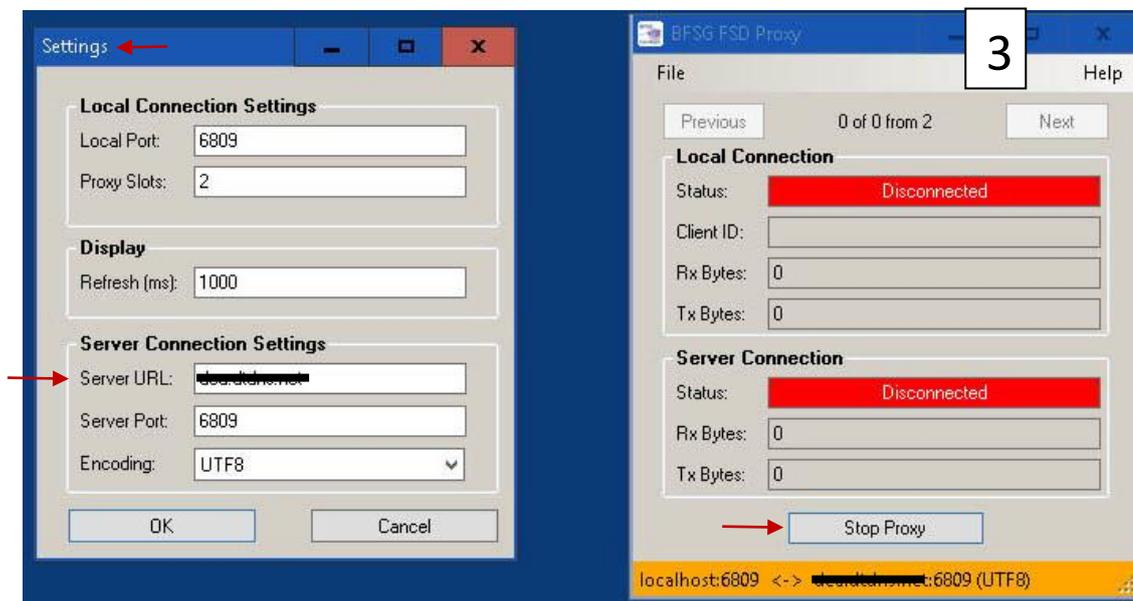
Step 7

Run: MSFlights FSD Proxy (see screenshot 3).

Start the Proxy (button below/middle).

Open: File/ Settings.

Fill in Sever URL for DCA3 or DCA4 (provided by the DCA-board via Glen, DCA996 or Andy DCA309 or Johan1026).



Step 8

In vPilot hit the Connect-button (see screenshot 4 and 5)

Fill in Callsign and Type Code

Hit Connect and you are in.

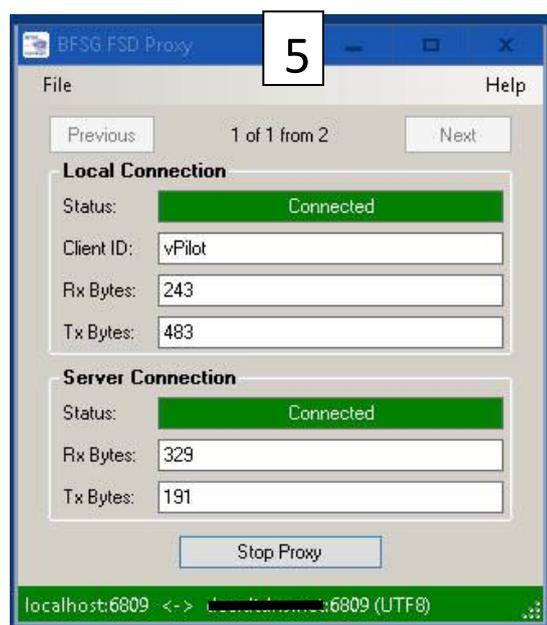
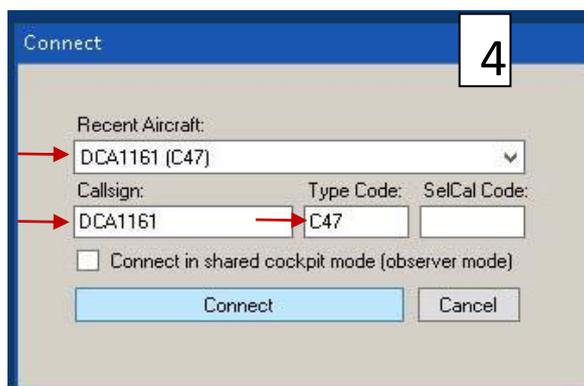
Notes:

The credits for developing this setup goes to the Bristol Flight Sim Group.

If you have used vPilot for Vatsim and have PTT Key or Button selected, disable it (Setting s/Audio – Clear Current PTT Assignment).

vPilot will not provide weather from the DCA-servers. You will need to use RealWeatherLight or connect via JoinFS to another pilot on line with FSinn and JoinFS.

vPilot has no radar.



More Model Matching

A model matching rule-file determines how you see other planes on line. You can make and use more than one model matching rule-files. The base is a txt-file. The one we are using looks like this:

```
<?xml version="1.0" encoding="utf-8"?>
<ModelMatchRuleSet>
<ModelMatchRule CallsignPrefix="DCA" TypeCode="" ModelName="Douglas C-47 DCA Bare Metal Livery AI" />
<ModelMatchRule CallsignPrefix="" TypeCode="DC3" ModelName="Douglas C-47 DCA Bare Metal Livery AI" />
<ModelMatchRule CallsignPrefix="" TypeCode="C47" ModelName="Douglas C-47 DCA Bare Metal Livery AI" />
<ModelMatchRule CallsignPrefix="" TypeCode="C-47" ModelName="Douglas C-47 DCA Bare Metal Livery AI" />
</ModelMatchRuleSet>
```

To explain:

The blue lines are the base of the program and should not be changed.

The first black line filters the first three letters of the Callsign and changes those planes into the AI-plane.

The following three black lines filters the TypeCodes of the planes we are using and changes those planes into the AI-plane. All green entries can be changed.

The red entries should be changed into the Title of your AI-plane.

If you want more variation you can extent the ModelName with more Titles divided with //. F.i. "AI-aircraft1// AI-aircraft2// AI-aircraft3". The different aircraft will show up ad randon.

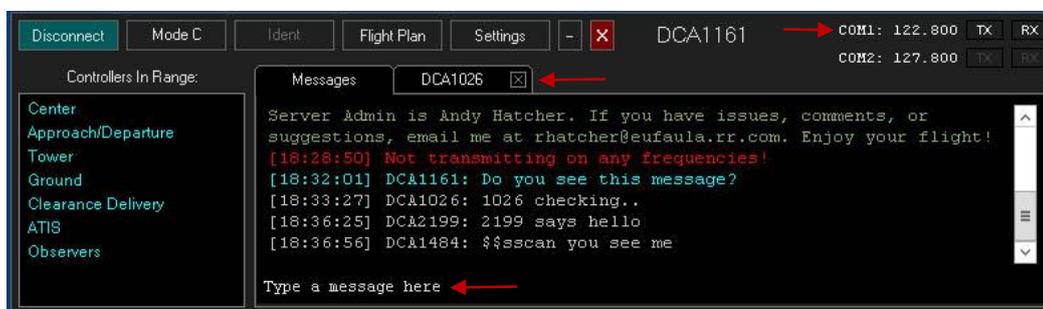
For military events like Market Garden, just choose a military livery. If we have combined actions with DC4's we will need to adjust some lines.

Planes that not fit in above rules will be shown as they are, if you got the Title in your Aircraft-folder, else it will show up as your default AI-aircraft.

If you want to learn more about Model Matching, go to the vPilot website -> documentation.

Chat

To be able to chat with other online pilots you'll have to be on the same COM-frequency. Common is used Unicom 122.800, so dial that frequency into COM1.



To explain:

Type your message at the bottom of the message-window. It will be send after you hit Enter (green/blue line).

The white lines are answers. The red line is due to not using the right frequency.

If you want to send a message to a specific pilot, start your message with .chat CALLSIGN. A new tab will open (see tab DCA1026).

If you want to learn more about Chat, go to the vPilot website -> documentation.