



USER MANUAL

(MEH2.520-26OCT09A)

**Please read this manual before operating your
units and keep it for future reference.**

VRinsight

Virtual Reality Insight

All stated here is subject to change without advanced notice for improvement.
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BEFORE USE : Thanks for purchasing VRi's *μ-ProPit*.

Before operating your units, please read through this manual and keep it for future reference.

For any further question, visit www.wilcopub.com or contact us below:

Fax : +32-2-33107 51

E-mail (Support team) : info@wilcopub.com

NOTE : This manual could be redistributed unless you modify the contents.
This manual has been written out on a *μ-ProPit* basis.

All software (& software versions) stated here (MEH2.520-26OCT09A) is subject to change without advanced notice for improvement.

If you want to download the latest driver version for panel & application programs, visit www.vrinsight.com



VRinsight *μ-ProPit*



The *μ-ProPit* of VRinsight is a portable control and screen system for propeller type aircraft. All the gauges, buttons and knobs are displaying synchronized with Microsoft's Flight Simulator propeller aircraft and most add-ons propeller aircrafts. Real knobs and push buttons provide the user an ultimately realistic flight experience with instant setup. Fully interfaced with Microsoft Flight Simulator 2004 and Microsoft Flight Simulator X through a USB port and SerialFP2 software (supplied).

Requires USB 2.0 port, unregistered FSUIPC and a free DVI or VGA port.

- Standalone type
- SerialFP2 software supports all functions to .
- If you want to use a USB hub, be sure that the USB hub is USB 2.0 compliant. Otherwise it may cause a malfunction.
- *μ-ProPit* requires DVI or VGA port

Features

- AIRSPEED indicator
- ARTIFICIAL HORIZON with setting rotary knob
- ALTIMETER with BARO setting rotary knob
- TURN COORDINATOR
- HEADING indicator with heading bug and gyro rotary knob
- VERTICAL SPEED indicator
- VOR1 indicator with OBS rotary knob
- VOR2 indicator with OBS rotary knob
- Programmable 2-position switch : Default functions are Trim & Flap up/down
- Full metal case
- Standalone type
- 1 year warranty

Technical specifications

- USB interface type to computer
- External power requirement ; DC 12V adaptor (Included in package)
- Video port requirement : One DVI or VGA video port
- 21 cm (L) x 3.7 cm (W) x 11.3 cm (H)
- 2.5Kg

Compatibility software

- Flight Simulator 2004 / FSX by Microsoft

Operating software

- SerialFP2

BEFORE USE

Before use μ -ProPit, please check below procedures.

1. SerialFP2 Installation

In the μ -ProPit package, one “Install DVD” is included. When you insert it in DVD driver of your computer, “VRinsight HTML” document will be shown. Then click “SerialFP2” (operating software) and install it at a proper folder. “SerialFP2” is the main operating software of VRinsight used for all VRinsight flight panels.

SerialFP2 software supports all functions of μ -ProPit and completely interfaced with MSFS9 and MSFSX enables full simulation with simple connection your computer through USB.

Be sure that when installing SerialFP2, “Install USB-Serial Driver” must be checked.

After installation, you can find “SeiralFP2” in “All programs” of “Start menu”.

2. USB Connection

The connection between μ -ProPit and your computer is made using a USB cable that plugs into one USB port on your computer. **If you want to use a USB hub, be sure that the USB hub is USB 2.0 compliant. Otherwise it may cause a malfunction.**

When you connect μ -ProPit to your computer at first, your computer will detect it and will describe the process step by step.

3. Power Connection

Power supplying of μ -ProPit is done by universal power supply adaptor DC 12V (Included in package).

4. Video Connection

The connection between μ -ProPit and your computer is made using DVI or VGA cable.

5. Download & install “FSUIPC”

Refer to “Download & install FSUIPC” at “Download” part of www.vrinsight.com

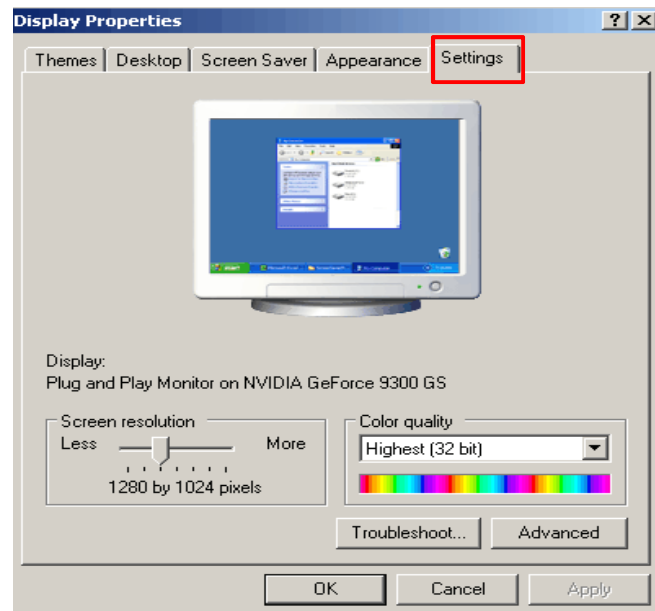
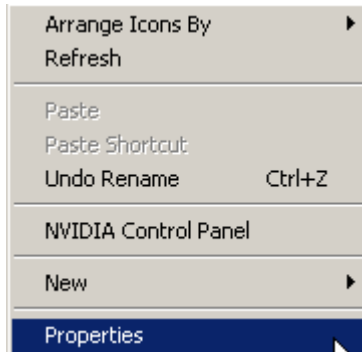
FS 9 requires FSUIPC v3.80 or later. FSX requires FSUIPC v 4.26 or later.

Double click the shortcut of “SerialFP2” or find it in “All programs” of “Start menu .
If everything is done properly, below window will be shown.

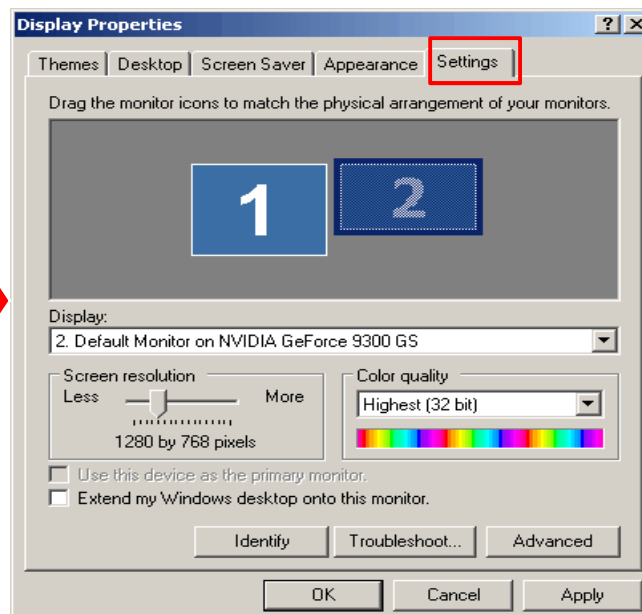
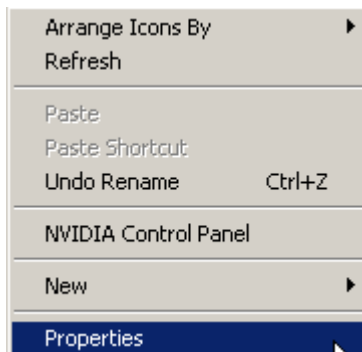


Monitor setting

1. Check the current display properties in order that another sub monitor is connected or not. (See “Settings”)



2. Connect video cable of *μ-ProPit* to your computer.
3. Connect AC/DC adaptor to your *μ-ProPit*.
4. Check the display property in order that *μ-ProPit* monitor is detected or not.



* If the μ -ProPit monitor (=Monitor 2) isn't detected, check the connection of video cable & AC/DC adaptor.

* If your OS is VISTA, please restart your computer.

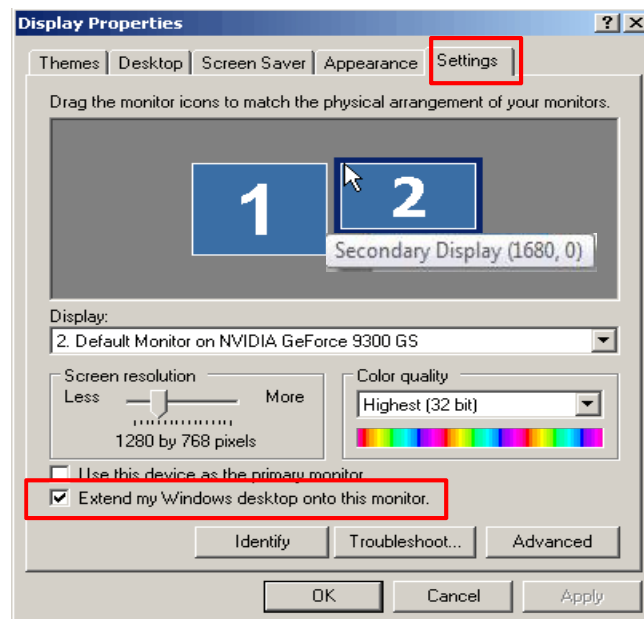
5. When the μ -ProPit monitor is recognized, click monitor 2(= μ -ProPit monitor).

6. Adjust the resolution for μ -ProPit monitor.

(Recommended resolution is **1280 * 768**).

7. Check the position of the monitor 2.

8. Check "Extend my Windows desktop onto this monitor".



* If μ -ProPit monitor doesn't illuminate, restart your computer.

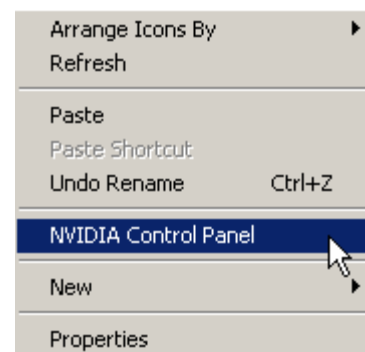
9. Click "Apply" and click "OK"

10. If everything is done properly, μ -ProPit will be power on.

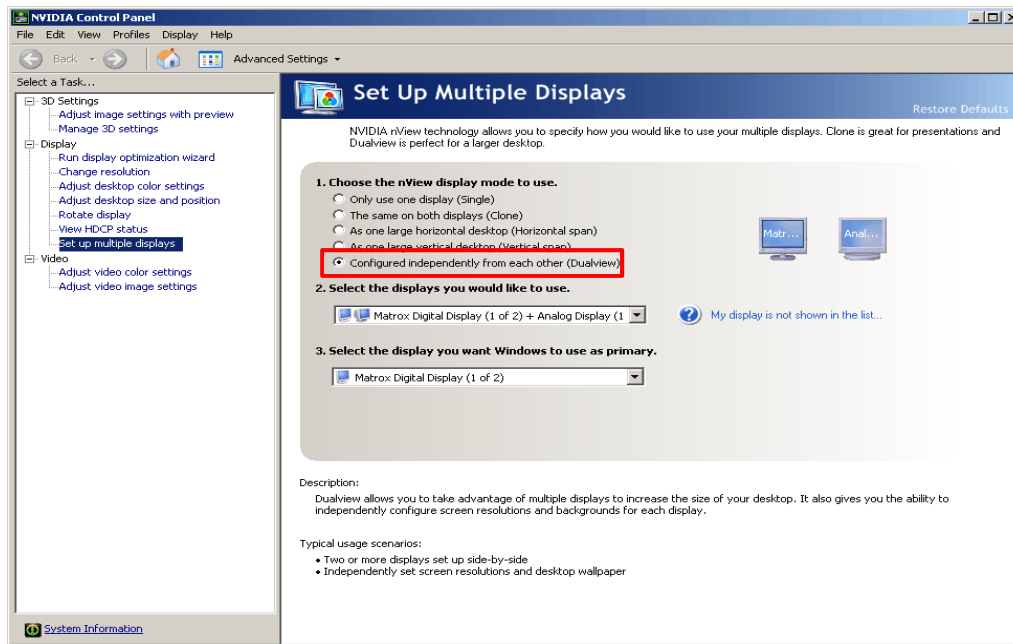
11. Multiple display

11-A. NVIDIA

11-A-1. Launch "NVIDIA Control Panel".



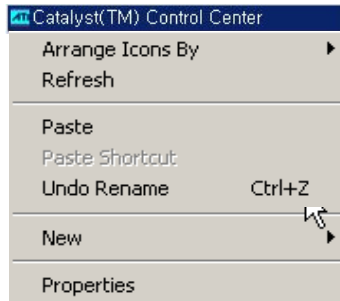
11-A-2. Go to “Set up multiple displays and check “Configured independently from each other (Dualview). Then the monitor of *μ-ProPit* will independently display your “Desktop” view.



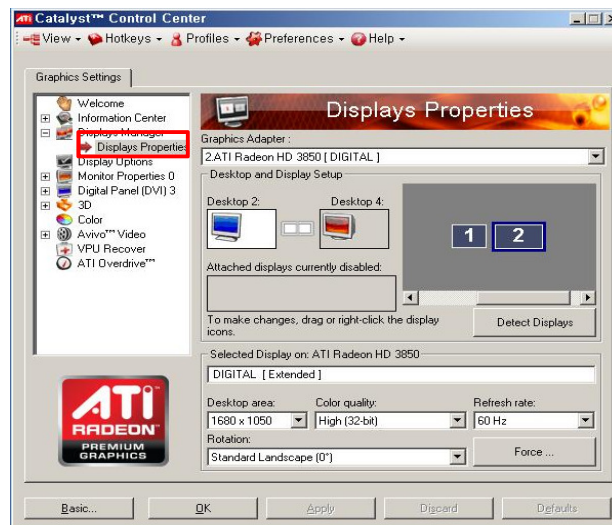
11-B. ATI

10-B-1. Launch “Catalyst(TM) Control Center”.

The monitor of *µ-Pro Pit* will automatically display your “Desktop” view.



11-B-2. Go to “Displays Properties” and select monitor 2.



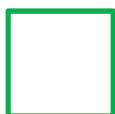
Controls & Displays for each part



Controllable gauges : VOR1, VOR2, HDG, ALT, Altitude indicator and Heading indicator



Gauges display: Airspeed indicator, Turn coordinator, Altitude, Vertical speed.



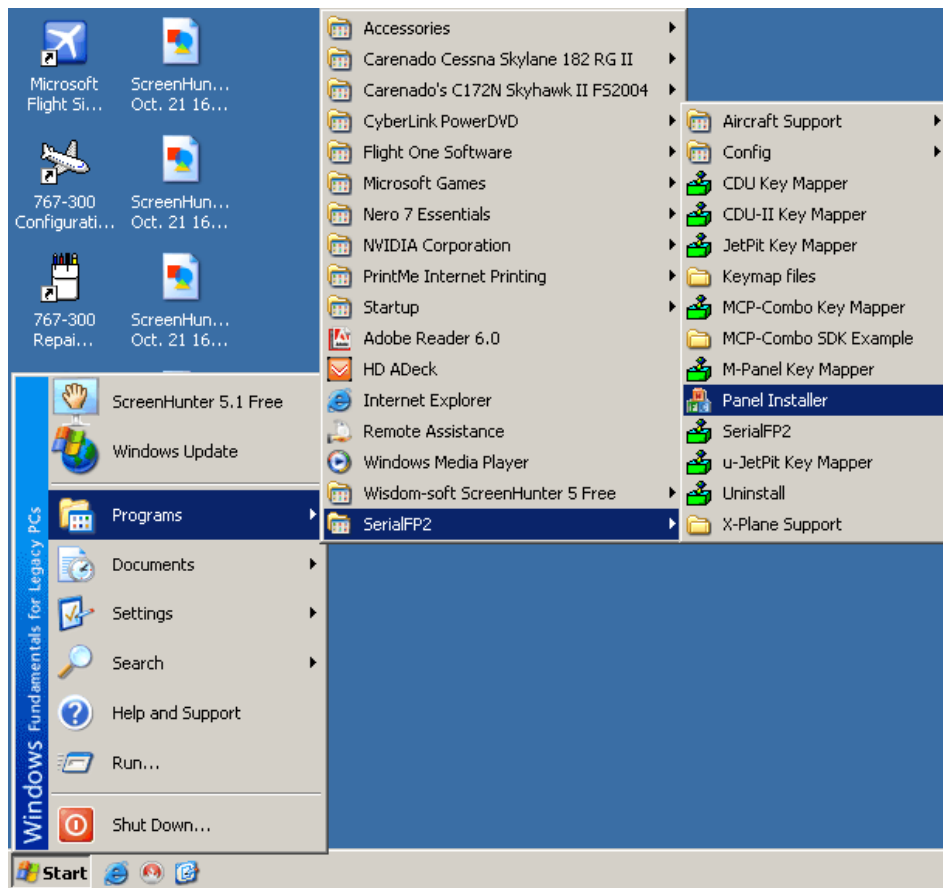
Programmable 2-position switch : Default functions are Trim & Flap up/down

Panel installer launch

: Panel installer will copy & paste all necessary panel data to work *μ-ProPit* automatically. Be sure “Panel Installer” should run before running SerialFP2.

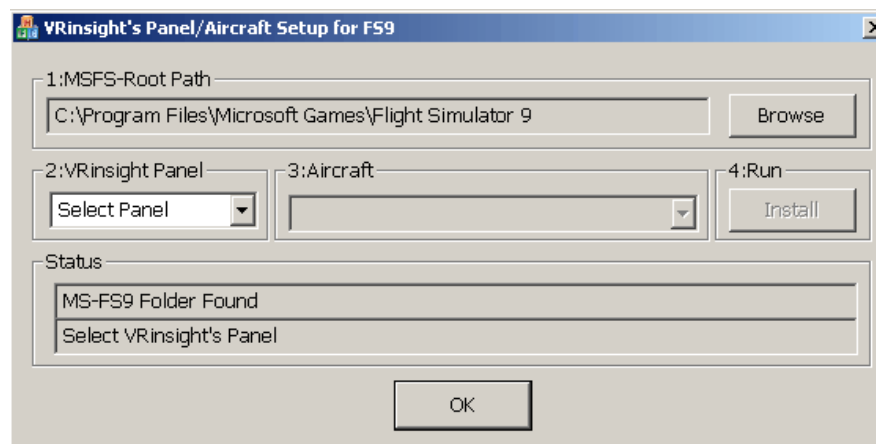
*** Once the panel is installed, aircraft configuration is kept.**

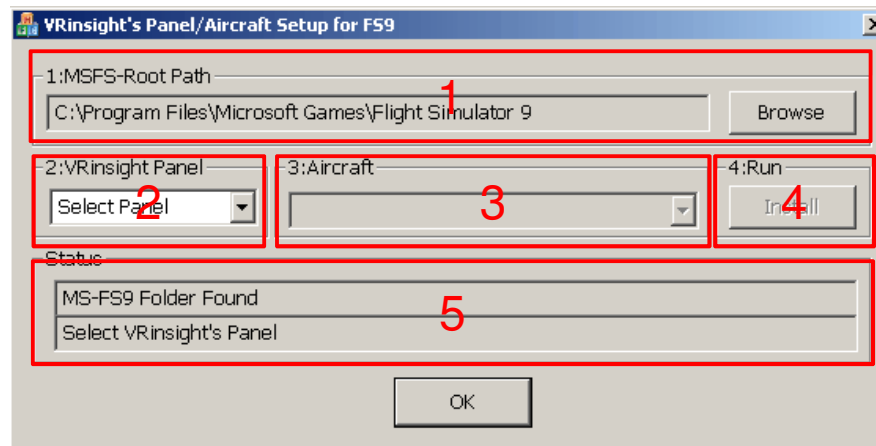
After “SerialFP2” installation, you can find “Panel Installer”.



How to use “Panel Installer”.

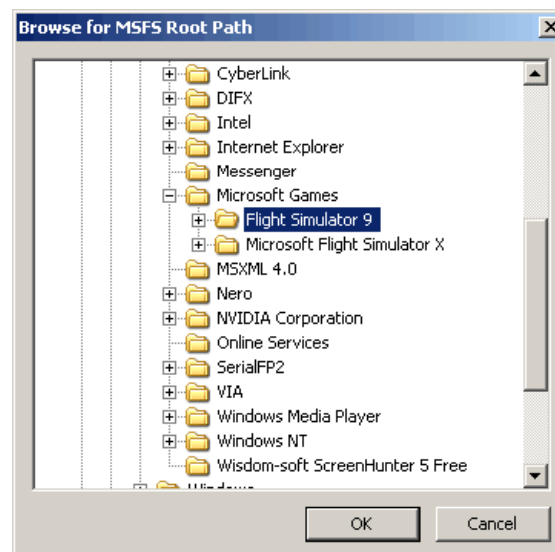
1. Run “Panel Installer” first



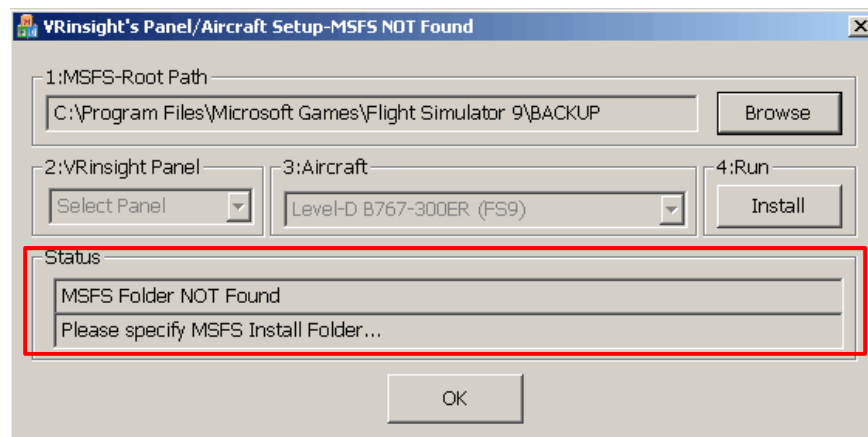


- 1. MSFS-Root Path** : Browse the path where “Flight Simulator 9” or “Microsoft Flight Simulator X” is installed.

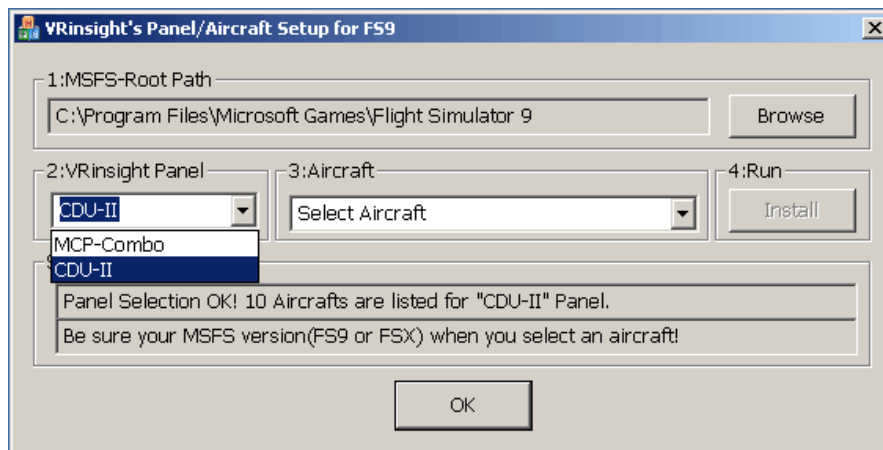
* If “Flight Simulator 9” or “Microsoft Flight Simulator X” is installed other “Drive” or “Directory”, find the path and click “OK”.



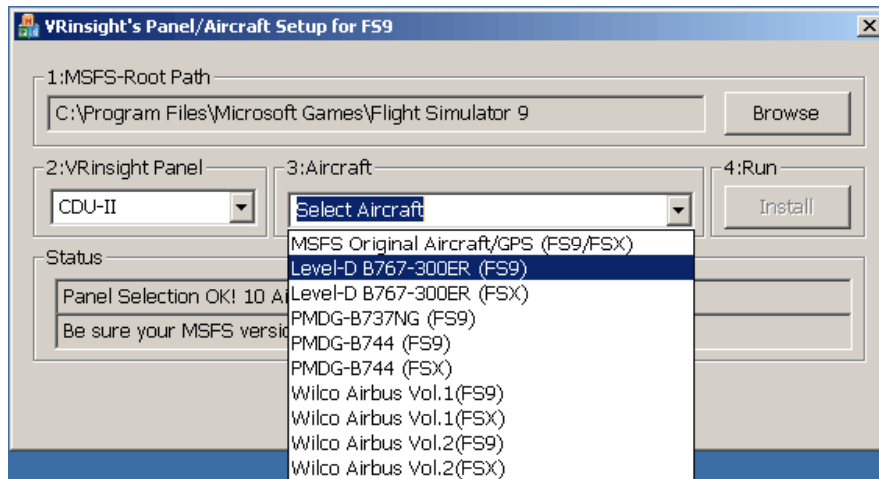
* if you select a wrong path, “Status” window displays error message.



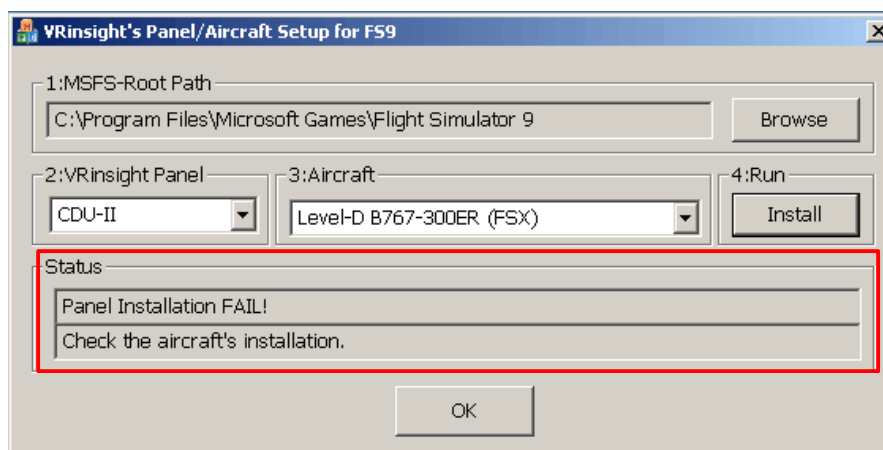
2. **VRinsight panel** : Drop down and select your panel.



3. **Aircraft** : Drop down and select your aircraft.

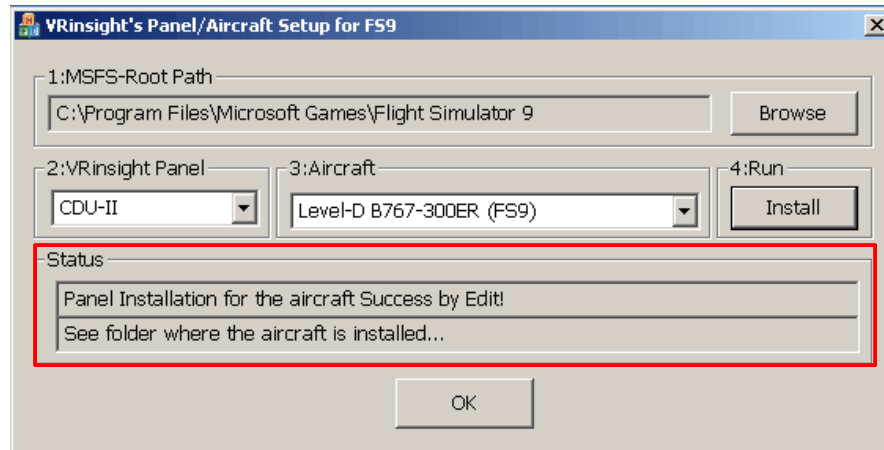


4. **Run** : Copy & paste all necessary panel data to work *μ-ProPit* automatically.
* If you select an aircraft for FS9 and the "MSFS-Root Path" is for FSX, "Status" window displays error message and all necessary panel data will not be automatically copied & pasted. And vice versa.



5. Status : Inform current status.

* If everything is done properly, you will get below message



Preparing μ -ProPit before Flight

Step 1 : Initial check up

Before flight with μ -ProPit, please check the followings are done

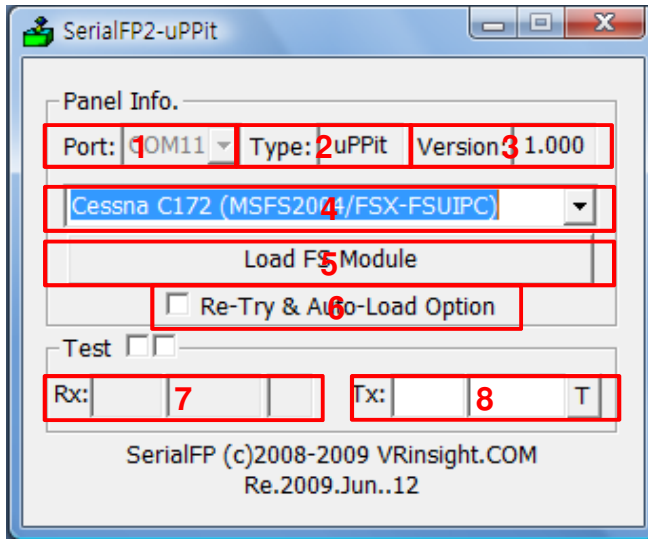
- A. Install of SerialFP2.
 - * Check that “Install USB-Serial Driver” is checked or not.
- B. Confirm that proper version of FSUIPC is installed or not
(FSUIPC v3.80 or later for FS9 / FSUIPC v4.26 or later for FSX)
- C. Confirm the USB connection.
 - * Check that the USB port of your computer is dead or not
 - * Check that if you use USB hub, it is compliant with USB 2.0 standard or not.
- D. Confirm DC 12V adaptor is plugged in.
- E. Confirm the DVI or VGA connection.
- F. Confirm the monitor setting. (See page no. 7)
- G. Confirm that “Panel Installer” is executed or not.

Step 2 : Run flight simulator (MSFS9 / MSFSX)

- A. Run flight simulator (MSFS9 / MSFSX).
- B. Select Aircraft.



Step 3 : Run panel linking application software “SerialFP2”.



- 1 : Number of COM(USB) port
- 2 : Type of panel
- 3 : Firmware version
- 4 : Aircraft selection
- 5 : Link to game
- 6 : Software loading sequence change
Original sequence
(MSFS loading first => SerialFP2 running)
New sequence
(MSFS loading / SerialFP2 running first
=> Serial FP2 running / MSFS loading)
- 7 : Input test for panel
- 8 : Link test for panel with game

Step 4 : Undock “Main Panel(uProPit)” window.

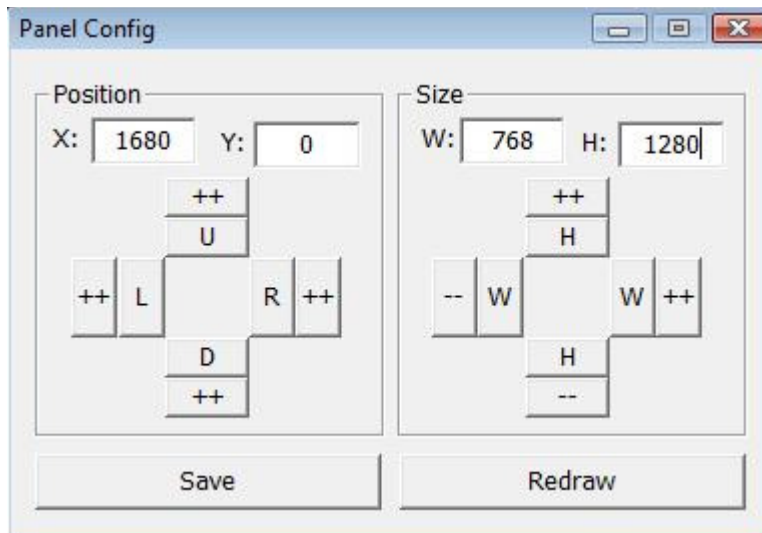
Place the cursor on the Main Panel(uProPit) and press right button to undock
If you can't see the Main Panel(uProPit), please go to page No. 12 “Panel Installer launch”.





Step 5. Press “Load FS Module” to move the undocked Main Panel(uProPit) display to μ -ProPit.

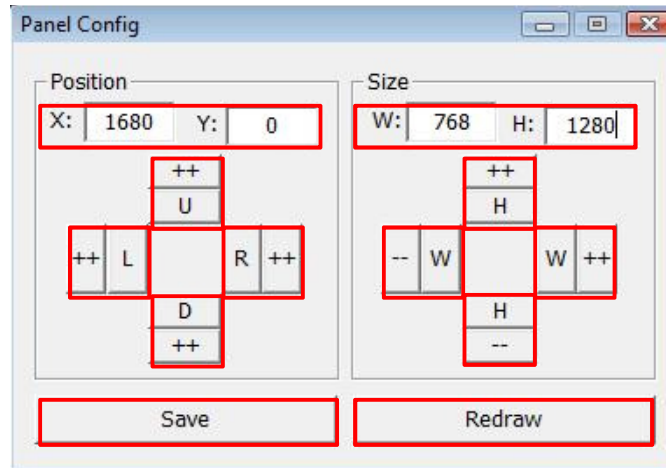
Step 6. Input the X & Y position of μ -ProPit monitor and press “Redraw”



* For instance,
If X & Y position is
same as page 8,
Put X=1680, Y=0.

If X & Y size is same as
page 8, Put W=768,
Y=1280.

Step 8. Confirm the Main Panel(uProPit) display has been moved to μ -ProPit . Then press “Save” for future purpose. With “Panel Config” window, you can adjust position and size of the display. See how to control them.



X, Y	Current position of gauges display window
++ U	Moves gauges display window to up
++ D	Moves gauges display window to down
++ L	Moves gauges display window to left
++ R	Moves gauges display window to right
W, H	Current size of gauges display window
++ H	Expands in up & lower gauges shape
-- H	Reduces in up & lower gauges shape
++ W	Expands in left & right gauges shape
-- W	Reduces in left & right gauges shape
Redraw	Execute current settings
Save	Save all settings.