



# Pocket MFP User's Guide

Based on Pocket MFP version 1.1

## Revision history

Date	Note
1 November 2007	First release for Pocket MFP v1.1

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## About Pocket MFP

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Pocket MFP is designed to provide you a better Falcon 4.0 flight simulation experience.

It permits to control several F-16 panels through the Pocket PC touch screen. Finally you can forget the complex keyboard sequences required to interact with ICP and MFDs, just press the properly button on your Pocket PC as you would be on the real cockpit.

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## System Requirements

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Pocket MFP is composed by two modules: client and server.

The server module can be used with the following O.S.:

- Microsoft Windows XP
- Microsoft Windows Vista

The client module can be used with Pocket PC devices based on the following Windows CE versions:

Pocket PC 2003	Windows CE 4.20.1081 Build 13100
Pocket PC 2003 Second Edition	Windows CE 4.21.1088 Build 14049
Windows Mobile 5	Windows CE 5.1.1700 Build 14334 to 14397 Windows CE 5.1.195 Build 14957.x
Windows Mobile 6	Windows CE 5.2.318 Build 15341.0.0.0

The Pocket PC must be equipped with a touch screen that supports QVGA (240x320) or VGA (480x640) resolution.

## Installing Microsoft .NET Compact Framework 2.0

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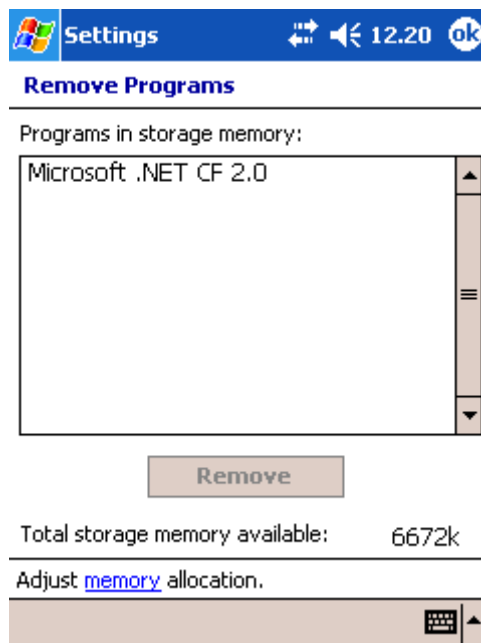
The Pocket MFP client module requires .NET Compact Framework 2.0 . In Windows Mobile 6 the framework is part of the O.S. image, so further installation isn't required for those PPCs. But if you are using a Pocket PC 2003 or Windows Mobile 5 PPC, you need to download and install the .NET Compact Framework 2.0.

To download .NET Compact Framework 2.0 please visit Microsoft's website following the link you can find at <http://www.pocketmfp.com/links.htm> .

The framework is packaged into one file: NETCFSetupv2.msi (about 37 Mb).

Run NETCFSetupv2.msi on your desktop PC while the Pocket PC is connected via ActiveSync. The installer will select the right framework version according to your Pocket PC platform and Windows CE version. As final step it will start copying all required files into Pocket PC memory.

If framework installation has been completed successfully, you should find "Microsoft .NET CF 2.0" listed as application in "Remove Programs" Pocket PC control panel applet:



If you encounter a problem during the framework installation, you could try with a "manual installation".

In "C:\Program Files\Microsoft.NET\SDK\CompactFramework\v2.0\WindowsCE" you can find several cab files (there is one cab file for every supported Windows CE version and platform). Select the right cab and using ActiveSync, copy the cab into Pocket PC "My Documents" folder. Then using Pocket PC "File Explorer", you have to browse "My Documents" folder and click the cab file to start framework installation.

For example some users report to have solved their framework installation problem, manually installing NETCFv2.wce4.ARMV4.cab from  
 C:\Program Files\Microsoft.NET\SDK\CompactFramework\v2.0\WindowsCE\wce400\armv4 .

Anyway please check <http://www.pocketmfp.com/links.htm> for others Microsoft's support web sites.

## Installing Pocket MFP

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The Pocket MFP's installation package is composed by the following files:

ReadMe.txt	Quick installation guide
EULA.txt	License terms
SetupPocketMFP.exe	Setup for QVGA (240x320) client module
SetupVGAPocketMFP.exe	Setup for VGA (480x640) client module
MFPServer.exe	Server module

Remember that the client module requires Microsoft .NET Compact Framework 2.0 for your Pocket PC, otherwise Pocket MFP won't start. Please see chapter "Installing Microsoft .NET Compact Framework 2.0" for more information.

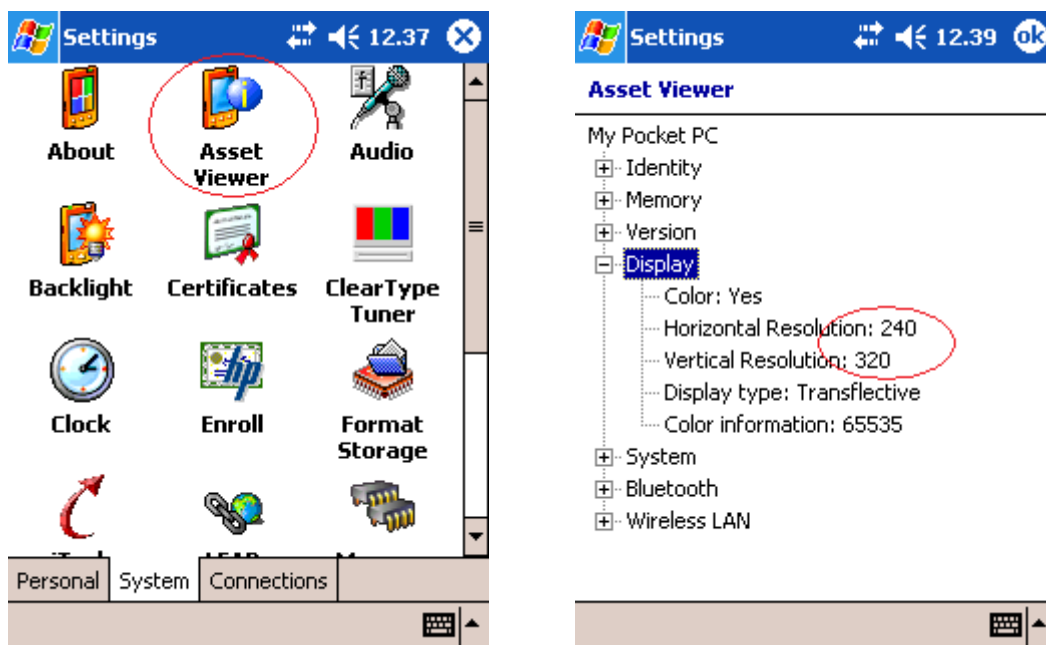
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### Pocket PC screen resolution

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Before installing the client module, you have to understand which display resolution is supported by your Pocket PC. Please refer to the Pocket PC documentation in order to find that information.

Some Pocket PCs have the "Asset Viewer" applet in their control panel (the "Settings" menu) that permits to find the screen resolution:



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## Installing Client Module

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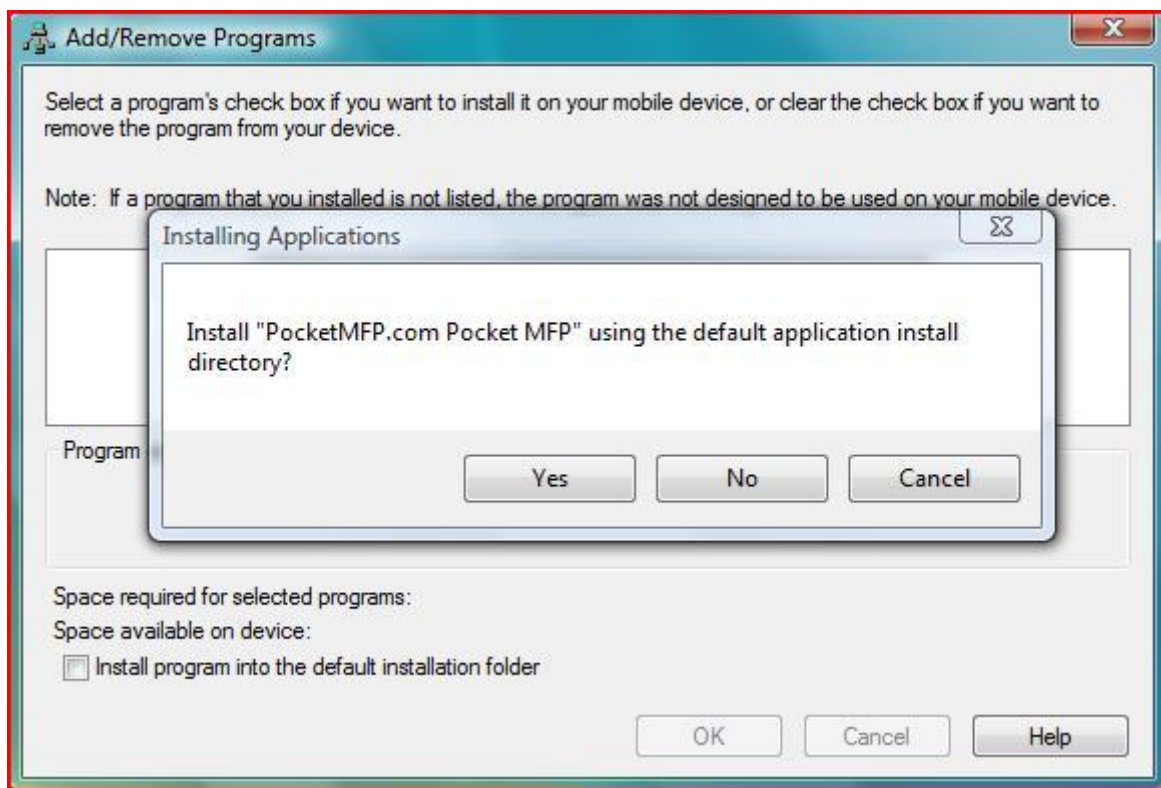
Pocket MFP is distributed with two different setup applications for the client module. They are based on two typical Pocket PC screen resolutions.

To install the client module you must run the right setup EXE on your desktop PC while Pocket PC is connected via ActiveSync.

Run SetupPocketMFP.exe on your desktop PC	if you have a QVGA Pocket PC (240x320)
Run SetupVGAPocketMFP.exe on your desktop PC	If you have a VGA Pocket PC (480x640)

When setup application starts, press "Next" button on "Welcome screen" and please accept the license terms only if you agree with them.

After that, the "ActiveSync application manager" will start, requiring if Pocket MFP can be installed using the default application install directory.



Please press "yes" so ActiveSync can complete the setup copying the required files to your Pocket PC.

At the end you will find the Pocket MFP client module's shortcut in Pocket PC start menu (Programs folder).



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## Installing Server Module

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The server module does not require any installation. Just copy MFPServer.exe wherever you want in your desktop PC (the one where Falcon is installed).

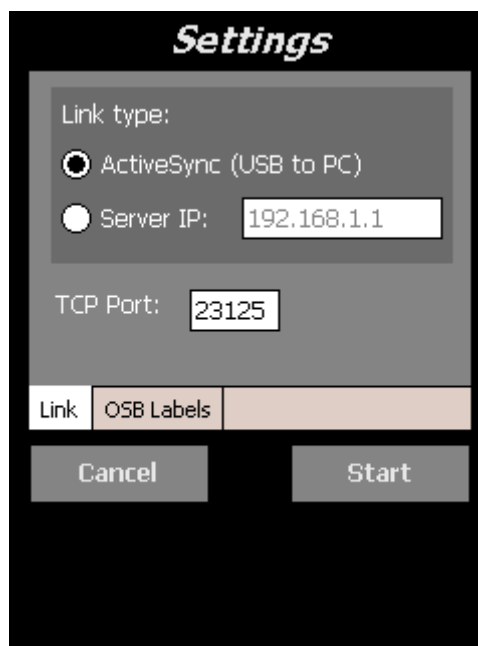
Please configure your firewall to avoid blocking TCP traffic for MFPServer.exe (see next chapter "Configuring Server Module").

## Configuring Pocket MFP

### Configuring Client Module

The settings window permits to configure the "link with MFP server" and the "OSB labeling mode".

In "Link page", if you select "ActiveSync" as link type, Pocket MFP will use the current ActiveSync connection with desktop PC (if any).



If your Pocket PC has a built-in network interface and you want to use a different IP link (such as WiFi, Bluetooth, etc.), select "Server IP" and type the server IP into related text box. The Pocket PC must be connected with the same desktop PC network using one of its network interfaces. Please refer to your Pocket PC documentation for networking capabilities and configuration.

To see the desktop PC's IP, type "ipconfig" in a "command prompt" window:

```
C:\>ipconfig

Windows IP Configuration

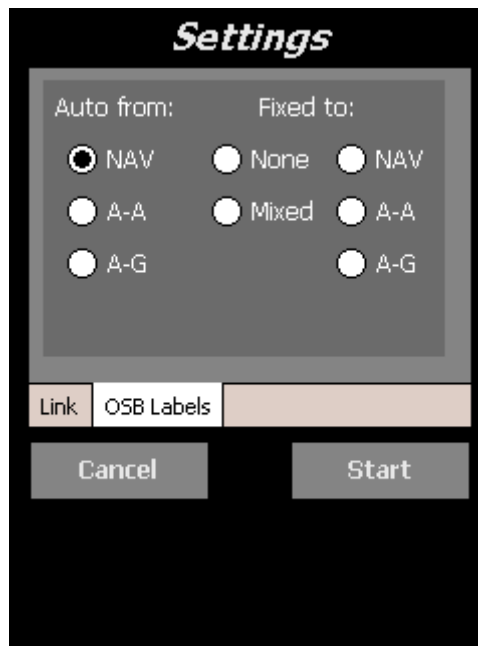
Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix . . : 
    IPv4 Address. . . . . : 192.168.1.6
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 192.168.1.1
```

If you use "ActiveSync" you haven't to specify any IP.

If for any reason you need to change the default TCP port used by MFP Server (due to firewall policies for example), please set the same TCP port into the client.

In "OSB Labels page" you can choose which "labels set" to use within OSB buttons (in left and right MFDs).



Basically there are two modes: AUTO and FIXED.

In "Auto mode" the labels change automatically according to the selected FCC master mode (A-A, A-G and NAV). The master mode must be selected via Pocket MFP. If you change the master mode directly in Falcon (using keyboard or mouse), Pocket MFP won't change the labels.

In "Auto mode" you can choose between the three FCC master mode start positions.

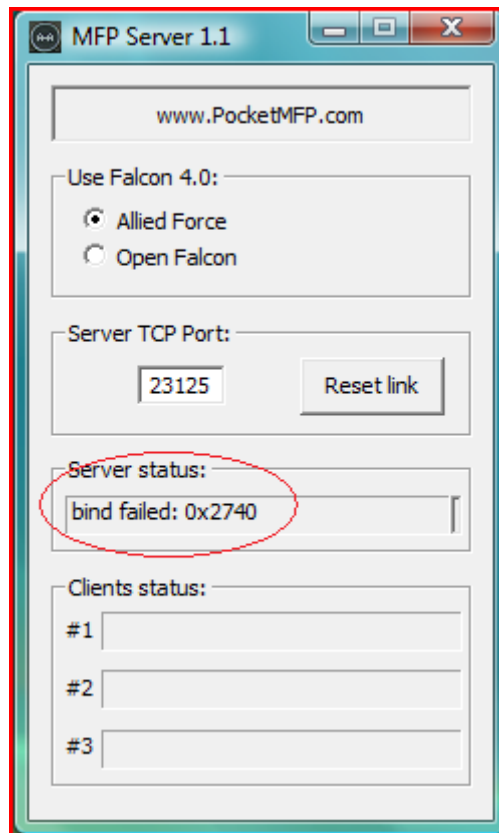
In "Fixed mode" the labels don't change when you press A-A or A-G button, but stay always with the same set. The "Mixed set" is what was used in previous Pocket MFP versions. The "None set" removes the labels.

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## Configuring Server Module

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The server module works like a TCP/IP server. It listens on TCP port 23125 by default. If that port is already used by other applications you'll get a "bind failed" error.



You can change the server TCP port typing a new one into the related text box and pressing "Reset link" button to confirm.

Warning: if you are using a firewall, the connection toward that port could be blocked. Please check your firewall documentation to consent traffic toward the MFP Server port. Some kind of software firewalls, could lead MFP Server faults and other errors (such as "listen failed").

You can immediately switch between "Allied Force" and "Open Falcon" keys map just pressing the related radio button.

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## Using more than one Pocket PC

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The MFP Server supports up to 3 concurrently connected Pocket PCs, so you can display a different Pocket MFP panel on each one.

Unfortunately ActiveSync supports only one link at time, so the others two Pocket PCs must be connected using a different network interface. Typically this is achieved using a WiFi network, but you could use a Bluetooth link as well. It depends on your Pocket PC and desktop PC network capabilities. Please refer to their documentation for networking capabilities and configuration.

Remember that Pocket MFP is a TCP/IP client-server application, so every regular IP network is fine for its purpose.

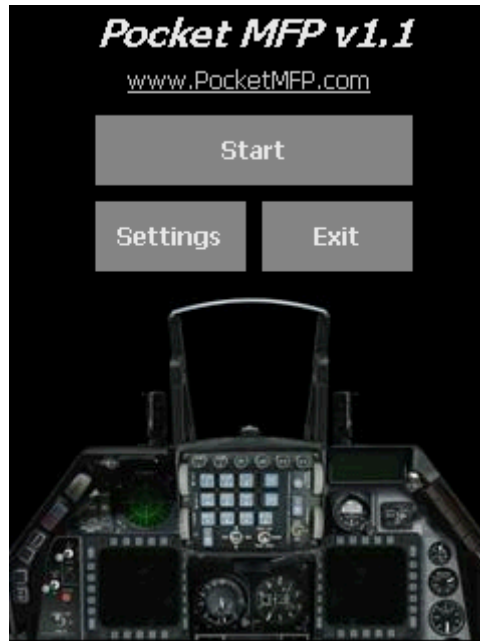
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## Running Pocket MFP

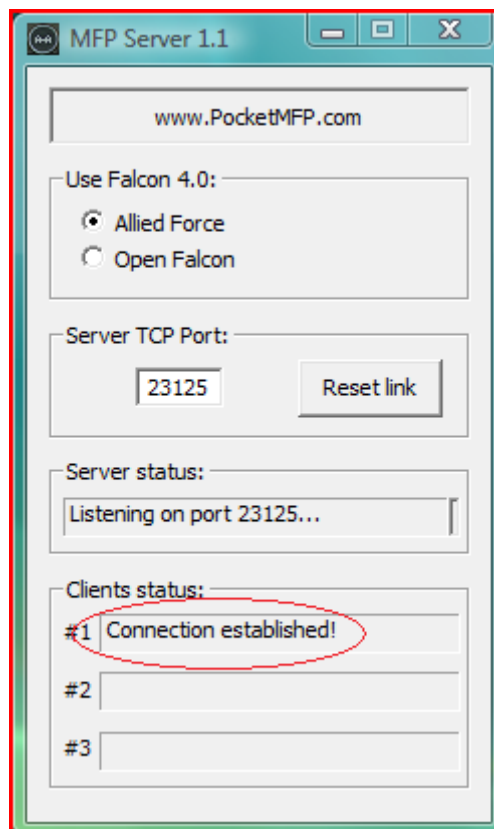
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To play with Pocket MFP, please connect the Pocket PC to the desktop PC via ActiveSync or join in the same IP network.

On desktop PC run MFPServer.exe, and then launch Pocket MFP on Pocket PC. If both are properly configured, press "Start" button on Pocket MFP to establish client-server link (please see chapter "Configuring Pocket MFP" for more information about settings).



If "Connection established" appears on MFP Server window, you are ready to launch Falcon and play it with Pocket MFP.



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## Issues with ActiveSync USB to PC connection

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When Pocket MFP is installed on a WM5 Pocket PC and uses ActiveSync as link type, it could take long time (when you press "Start" button) to get connected or to get an error message (such as "Cannot find MFP Server").

If you are facing that issue with your WM5 Pocket PC, then try to disable "Advanced Networking Functionality" in Start->Settings->Connections->"USB to PC".

Your Pocket PC will switch ActiveSync mode from RNDIS to serial PPP. Sometime the RNDIS mode leads network delays into TCP/IP applications.

