

iGoConnect

Manual

WARNING

This application must not be used for real flight planning, aviation or navigation purposes.

All calculations performed by this application are based on navigation data provided by Aerosoft. Navdata provided by Navigraph is also compatible.

This application may contain bugs and may not perform as expected or promptly at all times.

The developer of the application declines any responsibility that may be caused by any use of the application under any circumstances other than X-Plane flight simulation.

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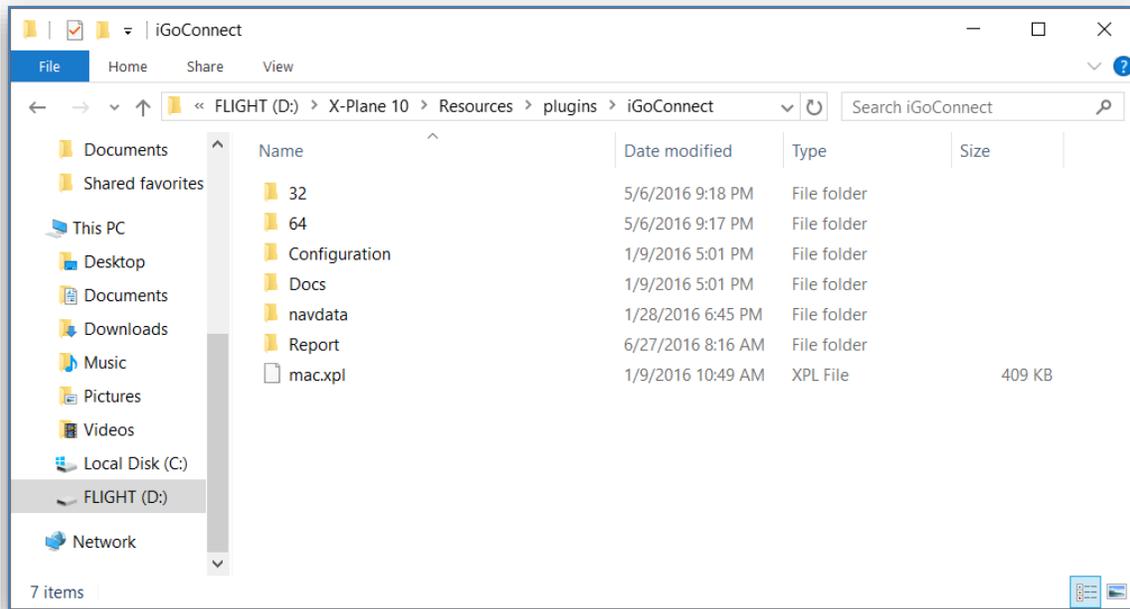
iGoConnect is a plugin for X-Plane flight simulator. iGoConnect (hereinafter referred to as the Plugin) acts as a server that connects X-Plane to iGoDispatch over TCP. The Plugin performs the following actions:

- The Plugin receives loading data from the Application (Center of Gravity offset, payload weight, and fuel weight) and loads the plane by changing the relevant datarefs in X-Plane.
- The Plugin sends to the Application a range of X-Plane datarefs (ACARS data), such as the plane's position (latitude and longitude); heading (true and magnetic); weight; available fuel; current fuel flow; ground speed; and altitude. In return, the Application sends back to the Plugin estimation of time and distance taking into account available fuel, %MAC, and the current CG offset.
- The Plugin dynamically adjusts the current CG offset received from the Application during the flight resulting in greater flight realism.
- The Plugin monitors the main flight parameters, such as G-force, turbulence, maximum speeds, lights, flaps, gear, etc., and determines if any of them have been violated or exceeded. It then creates a Flight Performance Report and sends it to the Application.

Install iGoConnect Plug-in

The Plugin is a so-called fat plugin, i.e. it includes all necessary files inside one folder called iGoConnect. In order to install the Plugin, perform the following:

1. Download the file iGoConnect_vX.X.zip from either website:
 - http://igoapp.ca/page_igoconnect/igoconnect.html
 - <http://forums.x-pilot.com/files/file/707-igoconnect/>
2. Unzip and move the **iGoConnect folder** to the following location:
 - Your X-Plane 10 folder\Resources\plugins\



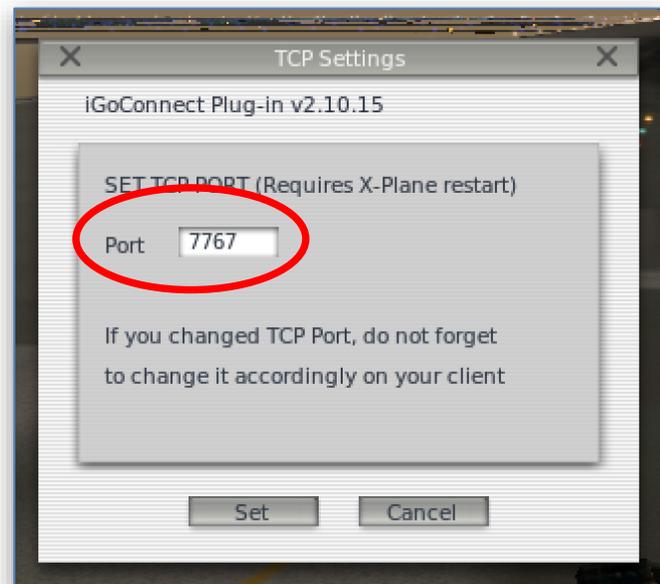
3. Make sure the Plugin folder includes the following subfolders:

- 32 – contains the 32-bit plugin files for Windows and Linux;
- 64 – contains the 64-bit plugin files for Windows and Linux;
- mac.xpl – plugin for Mac 32-bit and 64-bit;
- Configuration – contains the following configuration files:
 - preferences.cfg – stores the value of IP Port and other information;
 - planedata.cfg – stores plane technical characteristics used to monitor the flight performance, such as Vmo|Mmo, Flaps limitation speeds, VLE,VLOE, VLOR, Maximum Ramp Weight, Maximum Takeoff Weight, Maximum Landing Weight;
- Docs – contains License Terms, Manual, and other documents, if available;
- navdata – contains a navigation dataset from Aerosoft or Navigraph;
- Report – contains performance files that are passed to the Application to create a performance report;

How it works

The interface of the Plugin is extremely easy. In fact, you do not need to do anything. By default, both the Plugin and the Application have the same Port – 7767. You only need to modify its settings if, for some reason, you want another port assigned to the TCP connection.

In this case, go to the Plugins tab in X-Plane, select iGoConnect and in the opened TCP Settings window type the new TCP Port. Click on Set and restart X-Plane. Do not forget to change the Port value in the Application.



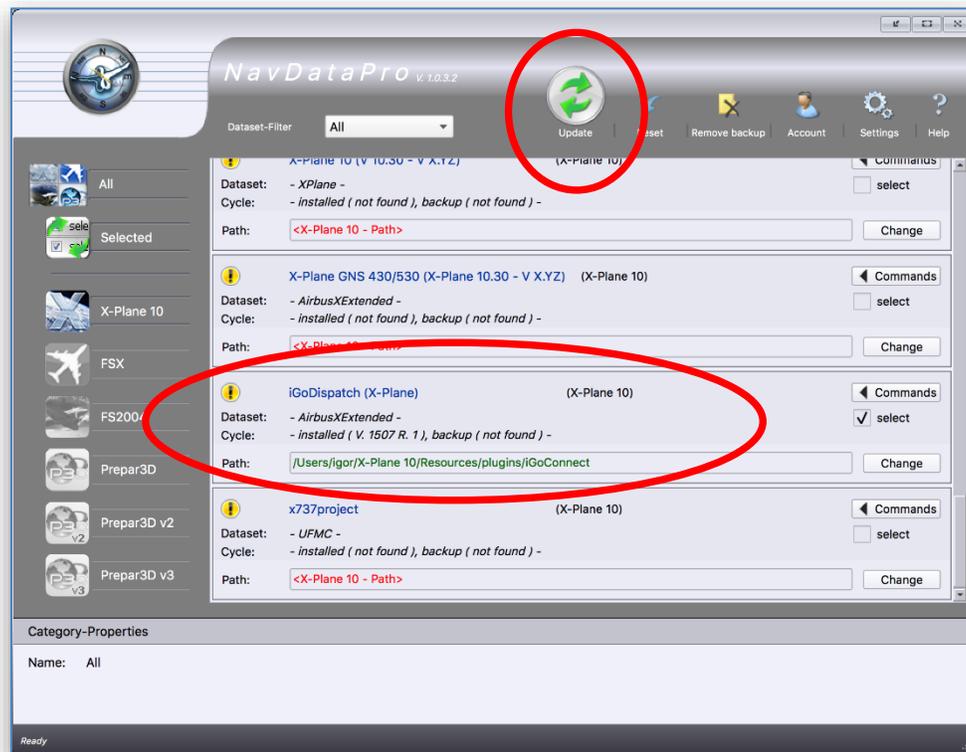
IMPORTANT!

If you have problems connecting the iGoDispatch application to the computer with X-Plane running, refer to Section “Troubleshooting Your Connection Problem”.

Update NavData

The Plugin comes with the default navdata from Aerosoft. It is possible (and recommended!) to update the dataset either using navdata from Aerosoft or Navigraph.

Updating Aerosoft navdata



1. Open the NavDataPro application;
2. In the X-Plane 10 tab, find **iGoDispatch (X-Plane)**.
3. Change the path to point to the location where the iGoConnect plugin is located.
4. Check the Select box and click on the Update icon.
5. Click on Download to download and install the updated navdata.

Updating Navigraph navdata

Wilco A320 PIC for FS2002	No	2016-07-19	1	3.52 MB	Download
Wilco CRJ Next Generation	Yes	2016-07-19	1	19.90 MB	Download
Wilco Falcon7X	Yes	2016-07-19	1	9.12 MB	Download
Wilco/Feelthere 737/777, Legacy, Airbus Series	Yes	2016-07-19	1	19.71 MB	Download
Wilco/Feelthere CRJ	No	2016-07-19	1	4.73 MB	Download
World Traffic 2.0 (and above) - native**	Yes	2016-07-19	1	17.60 MB	Download
x737FMC - native**	Yes	2016-07-19	1	14.81 MB	Download
X-FMC 2.5 (and above) - native**	Yes	2016-07-19	1	18.33 MB	Download
X-Plane 10.30 (and above) - native**	No	2016-07-19	1	5.47 MB	Download
X-Plane GNS430, 777 Worldliner (Ext/Prof), Flightfactor B757 Professional, VMAX B767-300ER Professional, X-Crafts Embraer E-175 - native**	Yes	2016-07-19	1	14.53 MB	Download

* Contrary to other FMS Data files, access code are limited in time. An access code will enable use of the current AIRAC cycle during the current and the following cycle.

** A "native" version of a download is identical to the regular download, but there is no installer program. The data is provided in a ZIP file which needs to be extracted manually in the correct folder. This version is only recommended for advanced or non-Windows users.

Access to the data is determined by your [subscription](#) start date and end date, which is printed on your receipt. NOTE: We never provide access to previous cycles, neither data files nor access codes, and regardless of your previous purchases. We only keep the current cycle on the server, and if you have an active subscription, you may download.

1. Login to <http://www.navigraph.com>;
2. Go to **Products -> FMS Data -> Manual Install**;
3. Find FMS data for **"X-Plane GNS430, 777 Worldliner (Ext/Prof), Flightfactor B757 Professional, VMAX B767-300ER Professional, X-Crafts Embraer E-175 - native**"**
4. Click Download.
5. Unzip the downloaded file.
6. Copy the folder **"navdata"** in the unzipped file and paste it in **[X-Plane 10 folder]/Resources/ plugins/iGoConnect/**.
Replace the folder when prompted.

TROUBLESHOOTING YOUR CONNECTION PROBLEM

If you cannot establish TCP connection with X-Plane via the iGoConnect plugin, try the following steps:

1. Make sure that X-Plane is running when you try to establish connection. Your plane has to be loaded in X-Plane.
2. Check the IP Address of your X-Plane computer. Make sure that this address is correctly entered on the Settings panel of the Application.
3. **Check the IP Address of your X-Plane computer again and whether it is correctly entered in the Application.** This is not a typo. Ninety nine percent of all cases where a problem with connection is reported account for entering the wrong IP address.
4. If you changed the port number on the application, do NOT forget to change it in the plugin. After the number has been changed, reload X-Plane.
5. Once the IP Address and the Port number are checked, type an ICAO code (e.g., **KLAX**) in the Departure textfield on the Flightplan panel. Tap on button  to upload the airport information. Has the information been successfully uploaded? If yes, you have no problem with the connection – everything works as it should.
6. If you still have problems connecting, you may have your firewall blocking the port and not allowing the Application to establish connection through it.
 - Start your X-Plane and wait till a plane finishes loading.
 - In Mac, open Terminal. In Windows, open Command Prompt window.
 - Type “telnet”, followed by the IP Address of the X-Plane computer (the one you need to enter in the Application), and the Port number. Do not use quotes, for example:

```
telnet 192.168.1.99 7767
```

7. If the connection was not established, you probably use a firewall that blocks the port and the port must be opened. Disabling your firewall completely is not necessary and is not recommended. You may temporarily disable your firewall to confirm that it causes your connection problem. Once the port opening rule is set, the firewall can be turned on again. In order to open the IP Port using default Windows and Mac firewalls, the following can be done:

For Windows:

- 1) Go to Control Panel > Windows Firewall
- 2) Click on "Advanced Settings" in the left-hand pane.
- 3) Click on "Inbound Rules" and then "New rule".
- 4) Select "Port", click next, select "TCP", and enter "7767" as the local port.
- 5) Click next, and allow the connection.
- 6) Click next again, and ensure that "Domain", "Private" and "Public" are all ticked.
- 7) Name your firewall rule, e.g. "iGoConnect", and then save it.

For Mac:

- 1) Go to System Preferences, and choose the Security and Privacy Tab.
- 2) Click on the Firewall Tab, and the Firewall options button.
- 3) The page will show you the applications that are allowed access through your firewall
- 4) Add new applications to the list by clicking on the plus icon.

If you have third party firewalls, please refer to their manuals.

8. If nothing worked:
- Go to the Settings panel and send me an email from there to igodispatch@igoapp.ca.
 - Send me another email to the same address with a Log.txt file attached.

We will fix it together!