

iGoConnect

Manual

Version 3.0+

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.

Table of Contents

Install iGoConnect Plug-in	4
How it works	6
Update NavData.....	6
TROUBLESHOOTING YOUR CONNECTION PROBLEM	9

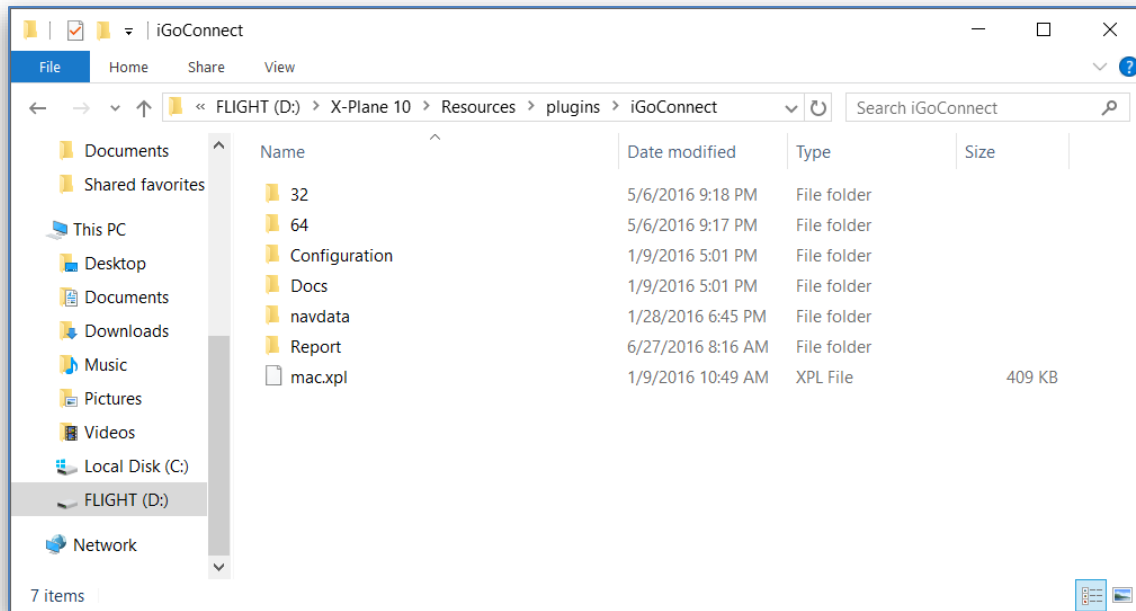
iGoConnect (hereinafter referred to as the Plugin) is a plugin for X-Plane flight simulator. It acts as a server that connects X-Plane to the iGoDispatch application (iOS, Android or desktop) over the TCP protocol. The Plugin performs the following actions:

- Identifies airports, waypoints, airways and navaids included in the flight plan and sends to the client navdata for each of these points. Navdata is selected from the following X-Plane files (apt.dat, earth_fix.dat, earth_awy.dat, and earth_nav.dat).
- Receives from the client loading information (i.e., Center of Gravity offset, payload weight, and fuel weight) and adjust the corresponding datarefs in X-Plane.
- Periodically parses to the client the following ACARS data: plane's position (latitude and longitude); heading (true and magnetic); weight; available fuel; current fuel flow; ground speed; and altitude.
- In X-Plane 11, dynamically adjusts the plane's Center of Gravity during a flight resulting in greater flight realism. In X-Plane 12, this is implemented by the simulator.
- Monitors flight performance based on approximately 20 parameters, identifies potential issues during the flight, and sends the report to the client.

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 folder>\Resources\plugins\



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

- 64 – contains the 64-bit plugin files for Windows and Linux;
- 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;

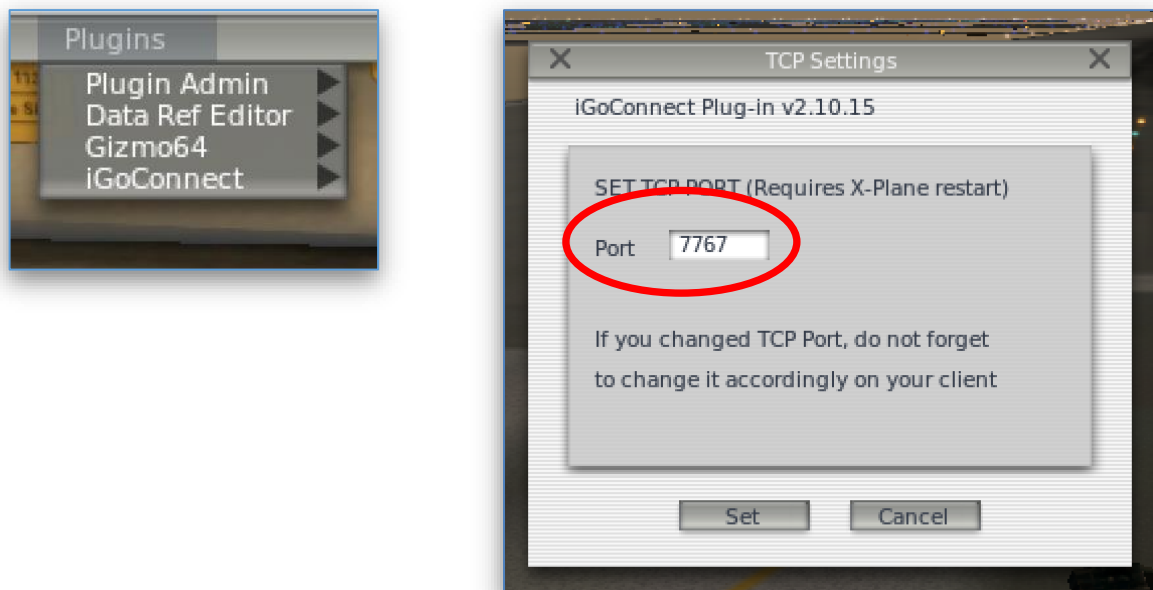
IMPORTANT!

Version 3 of the Plugin does not use navdata that comes with it. Instead, it communicates directly with the default or custom data that is provided with X-Plane. The folder is still included to ensure compatibility with older versions of iGoDispatch that were designed for the previous version of the Plugin.

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 you want another port assigned to the TCP connection (e.g., if this port is already used for other software).

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!

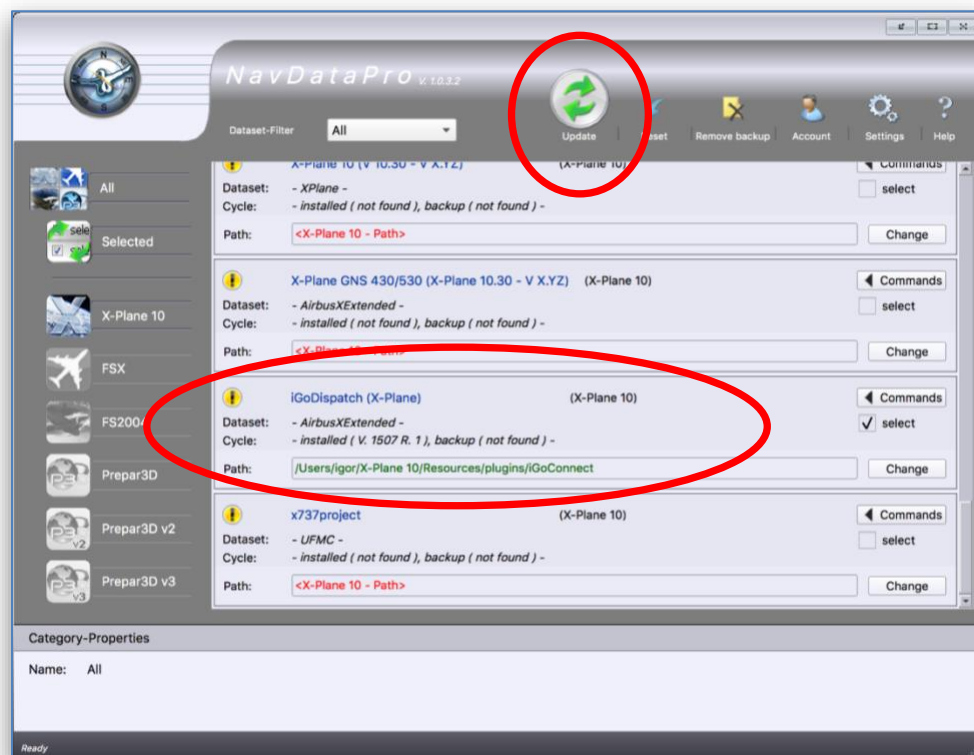
If you have problems connecting the iGoDispatch application to the computer with X-Plane running, refer to Section “Troubleshooting Your Connection Problem”.

Update NavData

For the best flight experience, it is always recommended to update the navdata either using dataset from Aerosoft or Navigraph. **Although the Plugin comes with the default navdata from**

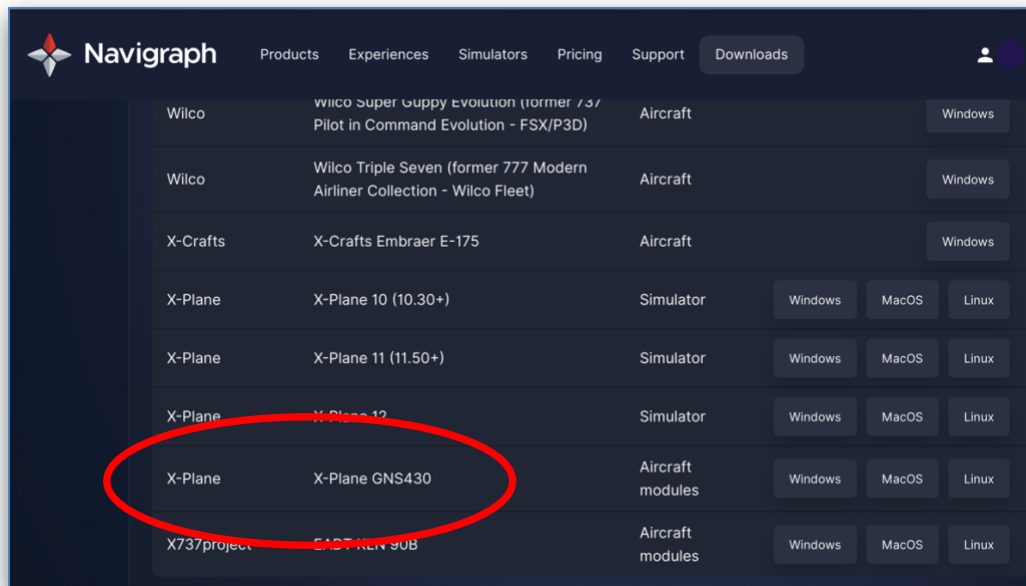
Aerosoft, this navdata is only used for older versions of iGoDispatch applications. The newer versions of iGoDispatch (compatible with version 3 of the Plugin) use navdata provided with X-Plane (either default or custom). For information on how to update navdata in X-Plane, please refer to the X-Plane manual. The following directions are only required if you use old versions of iGoDispatch.

Updating Aerosoft navdata



1. Open the NavDataPro application;
2. In the X-Plane 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



1. Login to <http://www.navigraph.com>;
2. Go to **Downloads** -> **Manual Downloads**;
3. Find FMS data for “**X-Plane GNS430**”
4. Click Download.
5. Unzip the downloaded file.
6. Copy the folder “**navdata**” in the unzipped file and paste it in **[X-Plane 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!

TERMS AND CONDITIONS

iGoConnect is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 3 of the License, or (at your option) any later version.

iGoConnect is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with iGoConnect; if not, write to the Free Software Foundation, Inc., 51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA.