

Sim Network



Change log --

March 2010

Version 1.0.0.3 will soon be available. Communication rates between computers are now adjustable from 1/1000th of a second between messages, to a full second. The host and client computers mentioned below seem to work best at approximately ¼ second intervals. The host program has also been edited to accept messages through simconnect immediately. A checkbox has been added which will toggle between instant and approximately ¼ second data acquisition from FSX.

Tested with the 172 as well as the Starduster aerobatic aircraft, All views remain in sync through all manoeuvres with the high speed acquisition checkbox checked. Due to the capability of my systems, high speed data acquisition is only used for short periods of time.

February 2010

'Sim Network' version 1.0.0.2 was tested on the following computers and released as a Beta version.

<u>Host Computer: (Laptop)</u>	<u>Client computer : (Desktop)</u>
OS – Windows 7	OS – Windows XP
Processor - T2060 @ 1.60 GHz (2 Cores)	Processor –x86, 1695 MHz
Total Physical Memory - 2.0 GB	Total physical Memory – 768.50 MB
Available Physical Memory – 1.99 GB	Available physical memory – 308.61 MB
Virtual Memory – 3.98 GB	Virtual Memory – 2.00 GB
Available Virtual Memory – 2.64 GB	Available Virtual Memory – 1.96 GB
Graphics card - Intel (R) 945 Express Chipset	Graphics card – Radeon 9550

Both the Host and Client computers are low end, networked through a wireless router capable of 54 MB/second. Tested with the 172, straight and level flight resulted in smooth screens in all views. During banks beyond 15 degrees the client computer became 'choppy' with hesitation. Information is being received through simconnect as information is only received by the host in ½ second intervals. Tested with the host computer mentioned above and the simulator computer at the local flight school, the hesitation was present but much less noticeable.