

Dan's Ezdok / EZCA "Camera Sets" v1.0

Date: 26/07/2012

It's been 2 years since release of this excellent addon, and still hardly any shared camera sets are available out there. When I sat down to actually start creating them, the learning process was there but also the workload to create them for all the planes that were added to the hangar over the years was very time consuming.

Out of frustration at the lack of decent camera sets available online for Ezdok, I decided to just create them as best I could and package it to share. These views cover some of the very best aircraft available for FSX at the moment. When I say "best" I mean the ones I was interested enough to spend my money on :) I'm sure there are other aircraft out there just as good, but I don't own them so I can't create a profile. These are the ones I have, so here they are.

Note for the default aircraft, they do come with EzDok profiles. But for my favourites I have created better profiles. That is the Trike, the Glider, C172, the Maule, and the Grumman Goose.

Included Aircraft

- Aerosoft Dornier Do-27
- Aerosoft Katana 4x
- Aerosoft PBY Catalina
- Aerosoft Twin Otter
- Ants Drifter
- Ants Sierra
- Basler BT-67 Turboprop DC-3
- Baytower RV-7
- Captain Sim Boeing 707 Package (all aircraft)
- Captain Sim Boeing 727 Package (all aircraft)
- Captain Sim C-130 Hercules Xperience (all aircraft)
- feelThere ERJ-135LR (ERJ v2)
- feelThere ERJ-145LR (ERJ v2)
- feelThere ERJ-145XR (ERJ v2)
- feelThere ERJ-170 (Ejet)
- feelThere ERJ-175 (Ejet v2)
- feelThere ERJ-190 (Ejet)
- feelThere ERJ-190 Lineage Jet
- feelThere ERJ-195 (Ejet v2)
- Flight1 Cessna Citation Mustang
- Just Flight Beechcraft Duchess

- Just Flight Piper Archer III
- Just Flight Piper Warrior
- Just Flight Schweizer 300CBi
- Microsoft Maule
- Microsoft Cessna 172
- Microsoft DG-808S Glider
- Microsoft Grumman Goose
- Microsoft Trike
- Milviz Beech Baron B-55
- PMDG 737-600 NGX
- PMDG 737-700 NGX
- PMDG 737-800 NGX
- PMDG 737-900 NGX
- PMDG Bae JetStream 4100
- Realair Citabria
- Realair Decathlon
- Realair Duke Turbine
- Realair Lancair Legacy
- Realair Scout
- SimCheck Airbus A300B4

Release Notes

These views were created at an aspect ratio of 16:10, at 2560x1600 resolution, with the 1.17 beta version of EZCA. This version is available from their forums.

If your aspect ratio differs you will need to adjust the zoom levels, by pressing 2 on the numpad, zooming in/out with the mouse wheel, and pressing 2 again to save.

If your resolution is different to this, I'm not sure but it may also affect you.

The other thing to note is that I have a joystick button assigned to the first view in the VC, and the first view external. This way I can always quickly get to the cockpit and use the next/previous view to cycle quickly with a hatswitch on my throttle (I don't assign next category/previous category, only the view cycle). You should re-assign these two button assignments so that they don't conflict with other assignments.

If you would like to delete these two joystick button assignments, simply click in them and push ESC.

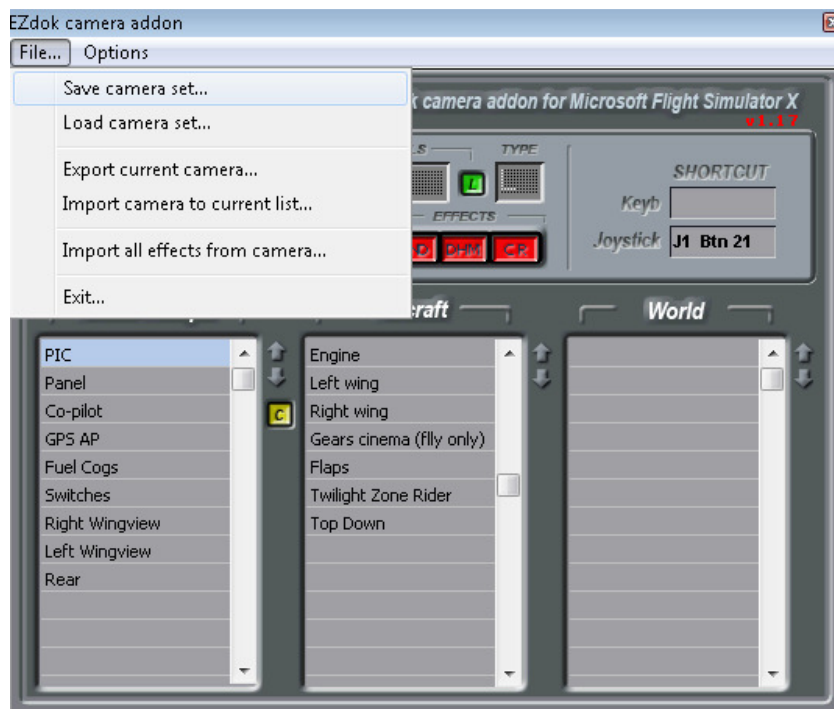
Pre-Requisites

Ensure that these are true:

1. You have already configured EzDok settings as per the manual or the Tutorial videos that are linked on the flight1 website;
2. You have the 1.17 latest version of EzDok. Note this may or may not work with the earlier version, use at your own risk
3. You have backed up your current EzDok settings and camera profiles. For details how to do this refer to Flight1, or you can backup the camera sets individually one by one in step 10 below.

Installation Instructions

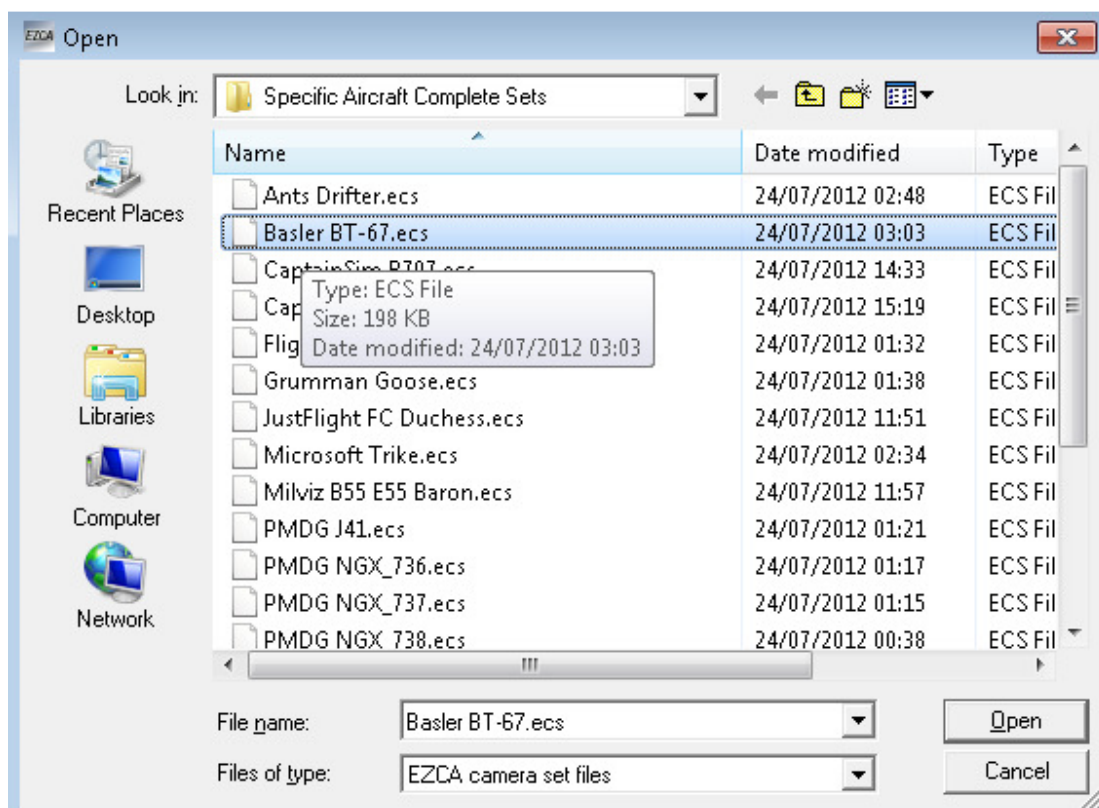
1. Backup and ensure the pre-requisites above have been met. Use at your own risk ☺
2. Extract the zip file that you downloaded to a folder. Remember that folder path!
3. Start FSX with the default Cessna 172, clear weather etc.
4. Takeoff and fly to over 1000 feet.
5. Pause FSX here
6. Save the flight, so you can get back to here for configuring your views in future.
7. Now from the Menu choose Aircraft->Select Aircraft
8. Choose the aircraft that you want to import the view for
9. Push Shift+D to bringup the EzDok window
10. If you want to backup the current views for that plane, click File->Save camera set. Otherwise go to next step.



11. Click File->Load camera set (similar to above, but pick Load)
12. Leave all the tickboxes set, and click Continue.



13. Browse to the folder you extracted the download to, and select the camera you want to load that matches the plane



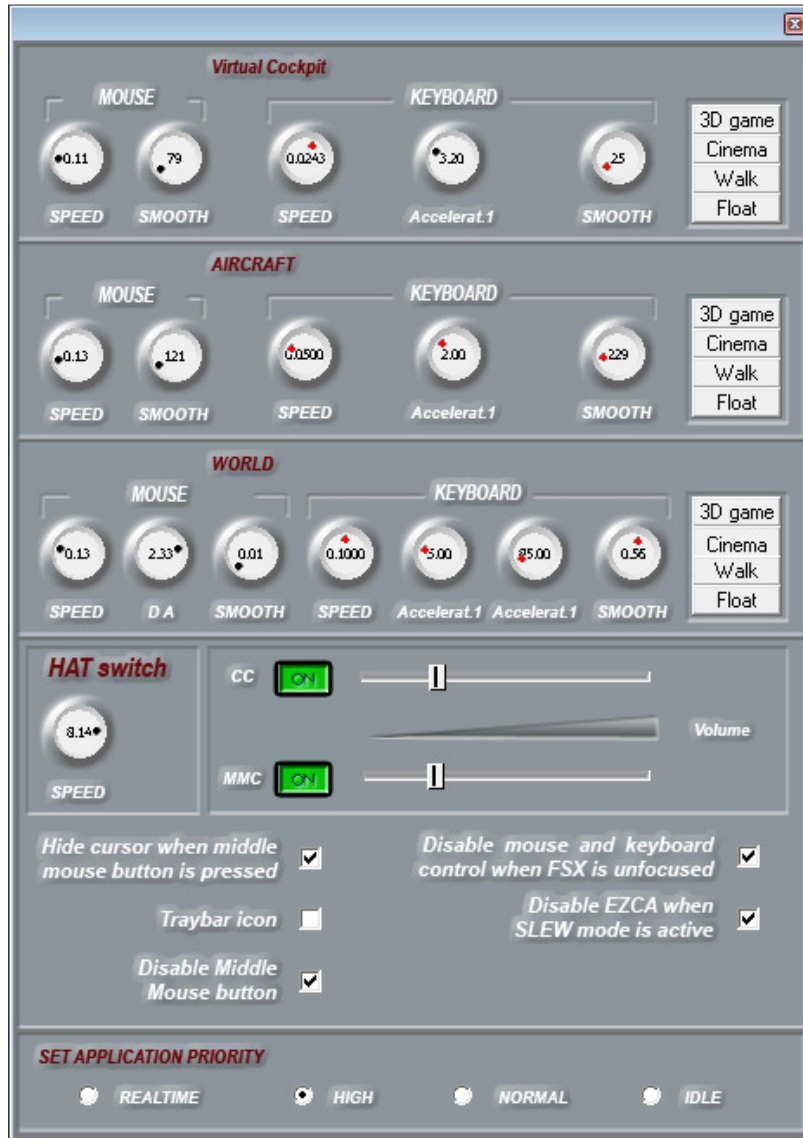
14. Click on the various views and confirm that they work, hopefully they work out of the box. If you have different aspect ratio etc and need to adjust the views:
 - a. Center Trackir, then turn off Trackir. You should have buttons/keys assigned in your trackir profile to do this. It's best to have trackir off during this so you can see exactly where the view is pointing.
 - b. Push 2 on the numpad.
 - c. Use the arrow keys, pgup/pgdown, the mouse movement, and the mousewheel(zoom) to adjust the view.
 - d. Push 2 again to save.
15. For the first VC view, either re-assign the joystick shortcut, or click in there and hit escape to unassign it. Note if you do not have anything assigned in "Next Category" or "Previous Category" from general settings, then you will need to assign something here to get to these views!
16. Do the same for the Aircraft first view, you must assign a different distinct button of your choice or unassign it (by pressing esc).
17. Once you're happy with the view, it will stay there and save just fine. However you should also save it out in case you need to re-install or lose your config. Do a File->Save Camera Set. Save your own personal view backups to a different folder to the download, don't get them mixed up.
18. Before you go to the next plane, load the MS FSX Cessna 172 first. This ensures a clean slate in case of opening complex addon aircraft like PMDG that don't like loading on top of other complex addon aircraft.

What if my Aircraft is not included?

You can still use these views as a template, just load your aircraft as per the instructions above, and select the camera set that closest corresponds to the aircraft you have. Then adjust everything to fit into the screen correctly using the instructions above.

Appendix: My EzDok settings

For comparison, these are my settings the views are used on:



These are mostly default. Except I disabled middle mouse button because Reality XP needs it.

Note I only have next category and previous category unassigned because I have joystick shortcuts assigned to the first view for VC and External, assigned in the camera set itself for each plane:

EZCA VIEW SYSTEM

	Keyboard	Joystick
Forward	<input type="text" value="Up"/>	<input type="text"/>
Backward	<input type="text" value="Down"/>	<input type="text"/>
Left	<input type="text" value="Left"/>	<input type="text"/>
Right	<input type="text" value="Right"/>	<input type="text"/>
Up	<input type="text" value="PageUp"/>	<input type="text"/>
Down	<input type="text" value="PageDown"/>	<input type="text"/>
Acceleration 1	<input type="text" value="Num 1"/>	<input type="text"/>
Acceleration 2	<input type="text" value="Num 4"/>	<input type="text"/>
Global enable	<input type="text" value="Num 3"/>	<input type="text"/>
Edit mode	<input type="text" value="Num 2"/>	<input type="text"/>
Show main form	<input type="text" value="Sht+ D"/>	<input type="text"/>

Cycle view

Next camera	<input type="text"/>	<input type="text" value="J1 Btn 24"/>
Previous camera	<input type="text"/>	<input type="text" value="J1 Btn 22"/>
Next category	<input type="text"/>	<input type="text"/>
Previous category	<input type="text"/>	<input type="text"/>

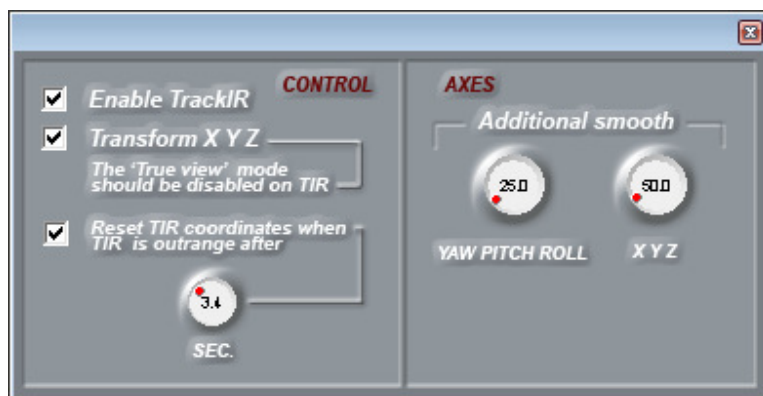
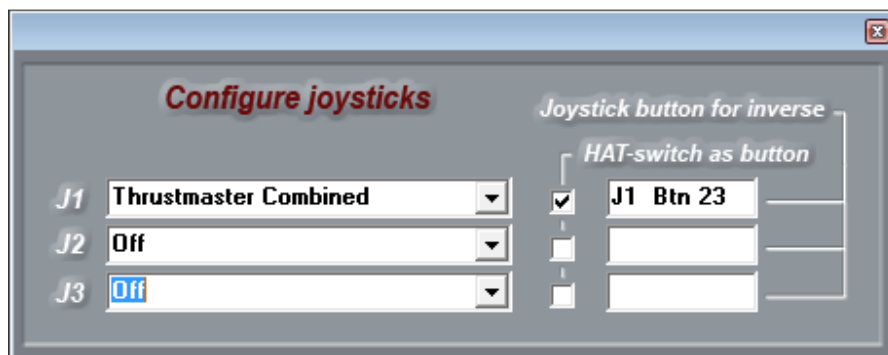
Emulate MM button

Mode ☒ T ☐ H

DEFAULT VIEW SYSTEM

	Keyboard	Joystick
Next in current category	<input type="text"/>	<input type="text"/>
Prev. in current category	<input type="text"/>	<input type="text"/>
Next category	<input type="text"/>	<input type="text"/>
Prev. category	<input type="text"/>	<input type="text"/>

Do not tick the below box if you want to pan with your hatswitch. I use my hatswitch for other things since I have trackir, so I ticked it to disable panning.



Contact

Any questions about ezdok please post in the FSX forum on AVSIM, the Flight1 Ezdok forum, or a specific question you can send a PM to **DanW** on AVSIM forums.

Flight1 Forum: http://www.simforums.com/forums/ezdok-software_forum39.html

AVSIM EZCA Camera Sharing Thread:

http://forum.avsim.net/topic/379713-ezdok-ezca-profiles/page_hl_ezca

AVSIM FSX Forum: <http://forum.avsim.net/forum/121-ms-fsx-forum/>