Skalarki Driver 2.2 Owner's Manual

Thank you for your purchase! Please review the following prerequisites before using software.

Prerequisites

- .Net Core 8.0 Desktop Runtime x64 (Installed with Installer).

- 64-Bit CPU

- Windows 7 64-Bit or higher

Installation

Installation is easy. Install .exe that came with your purchase.

The license is perpetual, and you will receive lifetime updates at no charge. If you have a subscription or add-on it is linked to your account sign-in and no additional sign-in is required.
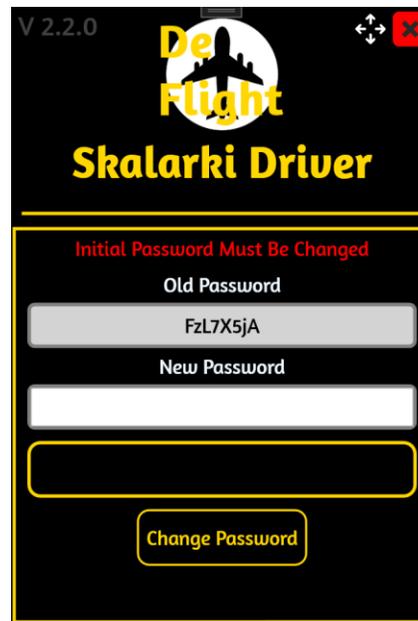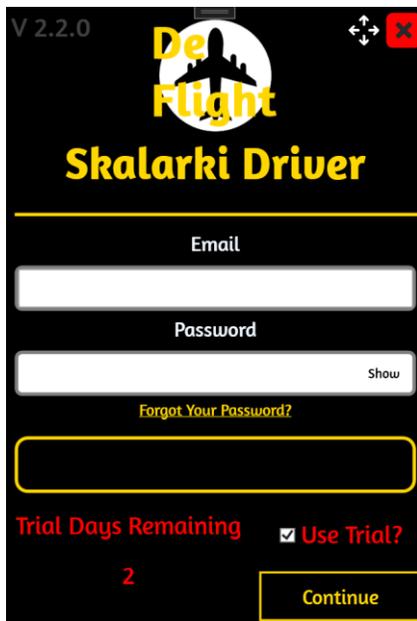
Enter your username and password you received when you purchased the product. If you are using your initial password, you will need to change it. Then press continue. If successful, it will bring you to the app automatically. This only needs to be completed once. We offer a 3-day free trial to new users. To use this, check the "Use Trial?" checkmark then hit continue.

Getting Started

When first opening the program. The application will automatically minimize and go to the tray. Simply click on the icon to open the application. There is no setup required as the application will automatically begin working.
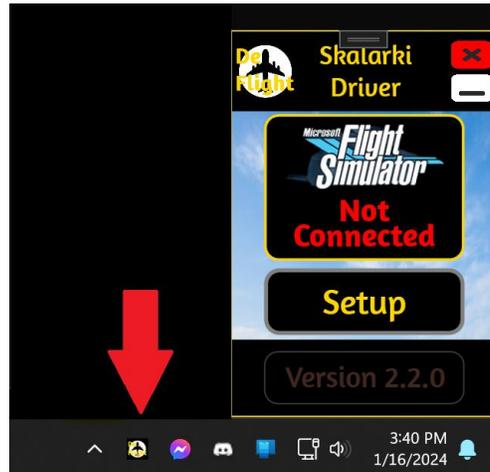
Connectivity

The application will automatically connect and reconnect to Microsoft Flight Simulator. You can always run this application in the background, and it will connect automatically. Restarting the application at any point will reconnect to Microsoft Flight Simulator.

Main Menu

If you wish to close the application, press the red X button and it will prompt you to close the application. If you press the black minimize button it will simply minimize the application to the tray. Pressing setup will bring you to the setup menu.

When running the application, it will have 3 connection states (Not connected, connected, and connected/plane info).   Connected means that it is connected to the simulator, but the plane is not loaded and/or plane is not ready to fly.   When it shows connected and the plane information in RED you are ready to go!

Setup Menu

There is no reason to change any settings as it will automatically be configured when you start the application. However, you have a few options you can adjust.

- **Calibration** – Provides adjustments to the Throttles, Speed brake, Trim, Flaps, and motor enable/disable.
- **Options** – Provides power settings for the backlighting on the FCU, Overhead, and Pedestal. Additional options, Vspeed Callout settings, dome light, and dimmer settings.
- **Panel –** Shows what Skalarki panels are ready and connected. Provides installation and removal of drivers.
- **Subscription –** Management of your subscription, refreshing your subscription, and Custom Plane options.
- **Debug** – Simple window to show what is going on within the application.

Calibration page

The calibration page allows you to calibrate the throttles, speed brake, trim wheel, and flaps levers. For most this will not need to be adjusted as they are calibrated for you. If you do not have a specific piece of hardware, then it will show Uninstalled and be in gray lettering.

To Calibrate

Place the lever to the minimum level and press Min Set, then place the lever to the maximum state and press Max Set. The flaps work a little differently. Set the minimum (0) and then set the maximum (Full). Once done, the Set 1, Set 2, and Set 3 will be available to calibrate. The yellow line will be placed where you put the lever. Your calibration values are always saved unless you deactivate your license or uninstall the program.

Reverse checkmarks will swap the lever direction. You have the option to reset the calibrations if you mess up to default. This will reset ALL levers.

You also have the option to adjust the Dead zone range from 0-10.   They will essentially allow the lever to not send values +/- from the values set here.

Motor function

You have the option to disable and enable the motor. This has no effect if your throttle does not have a motor, or you are using a subscription that does not allow use of the TQ and Motor. The trim wheel has a center calibration which is used to allow the motor to go back to zero during landing or initialization of the program or flight. You can place this where you wish. Disabling the motor will also disable the initialization of the motor.

The motor will also _lock if the engines are not on the plane_. This is a simulation of a real plane. Once either one of the engines has reached _N2 15% the motor will unlock_, and you then can control the trim wheel. You can also disable this by disabling the motor and turning it back on when ready to take off.

Once the plane is off the ground the motor will then lock again and move on its own. Once you land the motor will reinitialize as you hit the ground like the real plane. Once it has initialized you can then move it again until the engines have been turned off and the motor will, once again, lock.

Options Page
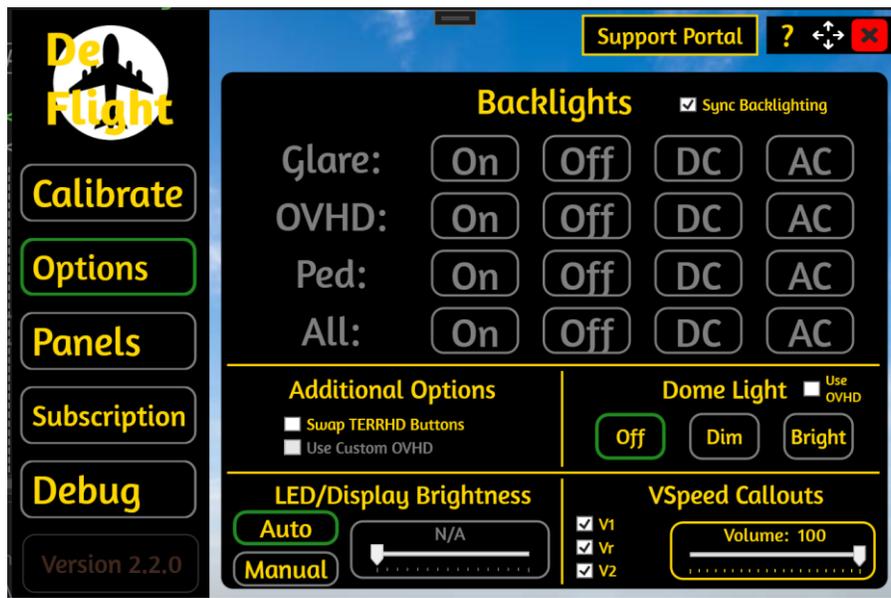
Depending on your subscription, you will see certain elements in Yellow. If you see items in gray this indicates you do not have access to them, or they are inactive.

Backlights

The backlights area allows you to adjust when you want the backlights to turn off and on. Setting the value to "On" will always turn the backlights on. Off will do the opposite. Changing the setting to DC will turn on/off the backlights when the Battery is turned on and off on the plane. AC will do the same as DC but for the AC power of the plane. Typically, this is when the engines are on, or external power is on.

There is an option to "Sync Backlighting". What this option does is send a 1-way signal to the simulator to turn off and on the actual virtual cockpit lighting. If this is unchecked only your hardware will light up. Please note that the simulator DOES NOT send a signal back to hardware and it is only 1-way.

You also have the option to turn the setting on to all of them by using the "All" row. This setting is persistent and will also be saved unless you deactivate your license or uninstall the application.

Additional Options

- **Swap TERRHD Buttons** – This option allows you to swap the TerrHD buttons/LEDs. This is for users using an ABRAKE panel and does not have a CS TerrHD Button.
- **Use Custom OVHD** – This is for users that have a custom OVHD that Skalarki makes. It switches all buttons to a press/release momentary instead of a discrete press/release. Do not use this option if you do not have a custom OVHD.

Dome Lights (Standard Subscription Only)

Using the softkeys here you can turn off and on the dome lights within the simulator. If you have an OVHD you can enable it here using the checkbox labelled "Use OVHD". Some users have an OVHD with custom Dome Lights. If you are one of those users, you have the option here to disable it and use the softkeys to turn on the Dome lights inside the simulator.

LED/Display Brightness (Standard Subscription Only)

You have the option to change the brightness of the LEDS/Displays on all panels. Using Auto mode will change the brightness based on the plane's output and/or if you own an OVHD panel from the ANN Lights switch. Please note this does not function for the Glare/MCDU as they are adjusted via the hardware themselves.

VSpeed Callouts (Standard Subscription Only)

You can enable/disable V1,Vr,V2 to callouts during take-off on all planes. You can also adjust the volume of the Callouts. You can go to x:\ProgramData\De Flight\Skalarki Driver\Sounds folder and you can change the V1,Vr,V2 wav files to whatever you wish if you keep the same name.   Also, you will see your VSpeeds from the MCDU in RED when you have properly set them, and the callouts are engaged.
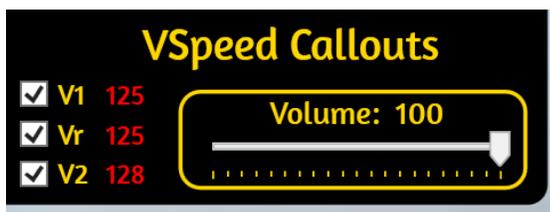
Panels Page

This page provides status of all Skalarki hardware.   You will see 3 different indications.

- **Ready** - Hardware is initialized and ready to be used.
- **Not Ready** – Hardware failed to initialize or is disconnected.
- **Disabled** – Hardware is not able to be used for this plane.

Panel Options
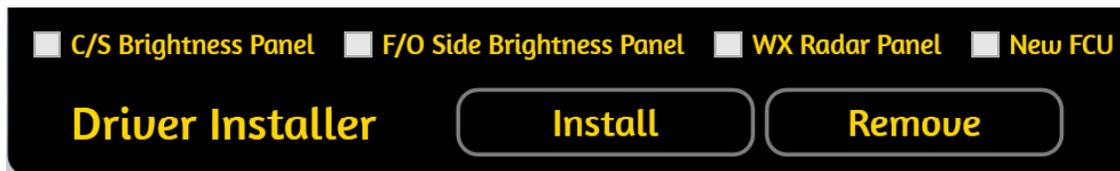
You have the option to enable and disable specific items that you have installed. It is important that you disable/enable the devices, or you might get buttons and Axis to send information when they are not supposed to.   "New FCU" allows users with the newer FCUs to use the new LED displays.

Driver Installer

You have the option here to remove and re-install the De Flight drivers at any time. This is useful if you plan to use Skalarki ProfilerIO when not using our driver. When using ProfilerIO you will need to remove our drivers and when using our driver, you will need to re-install them. Removing our drivers will automatically use the Skalarki ProfilerIO drivers if you have them installed prior to using our application.

We also provide the driver files in the applications folder named "USB Drivers" if you wish to manually install them at any time.

Subscription Page
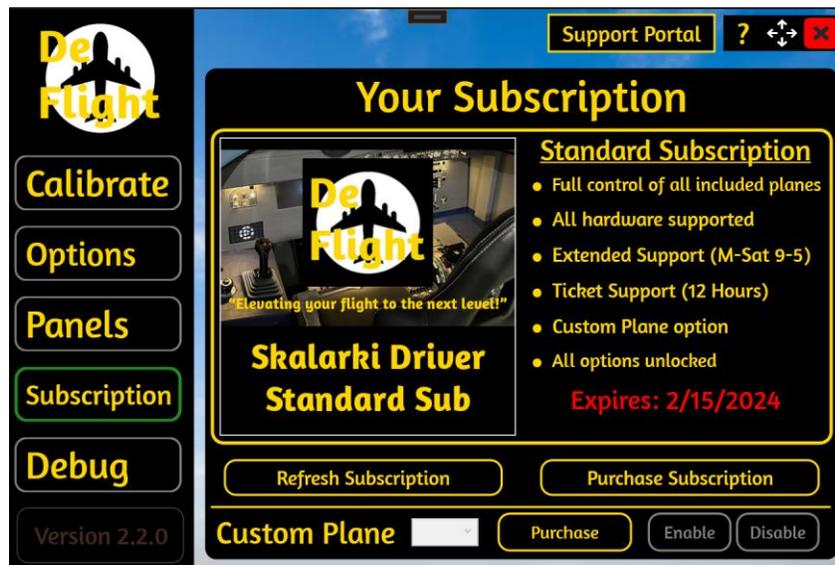
On this page you can see your current subscription and its expiration date. Keep in mind that it shows the current period expiration. Meaning if you purchased a monthly subscription, it would automatically renew every month. If you are on trial, you will see a 60-minute countdown until the program shuts down. You can refresh your subscription at any time. However, if you refresh it, you will need to restart your flight for the changes to take effect.

Custom Planes (Standard And FCU Subscriptions Only)

By default, you will be unable to use the Custom Plane option. You must purchase a separate license to use this feature. When activated you have the option to enable/disable the use of the custom plane listing and you have the option to use up to 10 profiles. The use of custom planes is explained in a separate manual. This option allows you to control any plane you wish and program it to your liking. Custom plane purchase comes with a **perpetual license.**

Please note the above options are not available if you are in the cockpit of a plane.

Each custom plane must have its own file associated with it.   These are found in the "Custom Planes" folder of the application.   Again, if you have not purchased this add-on, you will not

see this folder.

The custom plane must be in the format "CUSTOM1.csv".   Note that this is case sensitive. For each profile change the number up to 10 (CUSTOM10.csv).   Anytime a change is made to this file you will need to restart the flight.

By disabling this option, the custom file will never be read, and it will use the pre-defined plane files that we provide for you.   If enabled, it will override the pre-loaded profiles and use your profile instead regardless of what plane is being flown.

Debug Window

The debug window shows you everything that is going on within the application. Depending on your subscription you may not see everything.

Red Text – Indicates what is disconnected, an error, or user intervention required.
Blue Text – Indicates the statuses of the application.
Green Text – Indicates what is connected and/or ready.
Black text – Indicates input/output signals from devices that are checked.

Auto-Scroll Checkmark – When checked (by default), will automatically scroll the list.
Rx/Tx – You have the option here to disable the output from and to the sim and Skalarki hardware as well as seeing the display information from the Fenix A320.
Clear Button – Clears the window.

Troubleshooting Simconnect Code Numbers

Code #1 - "Failure on Module
This code occurs when the application is unable to connect to a specific SimConnect module. There could be several things that cause this. Typically, this is caused by a corrupt SimConnect.cfg file. You can download a fresh copy of it from MSFS dev site. Please note when doing this if you have any custom SimConnect configuration it will be removed. This also may occur if the current plane is faulty or in a faulty state.

Code #2 - "Unable to initialize."
This occurs when the Skalarki hardware was not able to be initialized with the Simulator due to a timeout. Typically, a simple restart of the application will fix this.

Code #3 - "Unable to send events to the sim."
This usually occurs when too many signals were sent to the sim or vice versa. This can also occur if your hardware is faulty and sends the wrong information due to a miscalibration. It is very important to have your throttles calibrated properly in the sim and in this software. We have worked very hard to avoid this but sometimes Simconnect does not play nice. You will usually only see this during initialization and a simple restart in most cases fixes this.

Code #4 - "Error adding Simconnect values to definitions."
This occurs when your plane file is changed or corrupted. Be sure to never edit the plane files that are included with the application. The application will automatically download the latest file for you when you restart the flight so typically this is the easy and quick fix for this error.

Code #5 - "Error loading plane file found in directory."
Very similar to Code #4.   This occurs when your plane file is changed or corrupted.   Be sure to never edit the plane files that are included with the application. The application will automatically download the latest file for you when you restart the flight so typically this is the easy and quick fix for this error. Plane files are stored in the \Program Data\De Flight\Skalarki Driver\Planes\ folder.   Be sure they are there and if not please contact support.

Code #6 - "Error loading Custom Plane file found in directory."
This only applies if you have purchased our Custom plane add-on.   Please refer to the article here for troubleshooting custom plane errors.

Code #7/8 - "Plane not installed"/"Plane not activated"
This will only apply to you if you are trying to use our software on a NON activated plane.   In most cases all planes are automatically installed, and this error should never occur unless the planes files have been removed as explained in #5.

Code #9 - "Plane not part of this driver suite"
The plane you are trying to fly is not part of the driver currently. If you would like it added let us know!

Code #10 - "Disconnected while running."
This occurs when Simconnect was disconnected for an unknown reason.   This usually happens if the simulator has a corrupt SimConnect.cfg file as explained in #1. The application will automatically try to reconnect every 5 seconds to try to regain connection to Simconnect. A restart of the application will also rectify this error.

Code #11 - "Misc Custom File Errors"
This only applies if you have purchased our Custom plane add-on.   Please refer to the article here for troubleshooting custom plane errors.

Code #12 - "Error Reading Event list"
This error only occurs when the event list was not downloaded properly set to your subscription. This is typically caused by the end-user trying to manipulate the plane files or the license on their computer. If you see this error, contact customer support.

Troubleshooting Skalarki Code Numbers

Code #1 - "USB Unable to Initialize."
When the program first starts up all panels that are installed and connected will initialize. If you see this error, then more than likely your driver is corrupted, or your device needs to be reset.

Code #2 - "USB Unable to send values."
If the USB device is not sending values that means that the USB device is locked up. A simple reset of the hardware typically will fix this.

Code #31 - "USB Disconnected"
This will occur if you prematurely unplug the USB while the software is running. You will need to unplug and plug the USB back in and restart the application for it to re-initialize.

Troubleshooting Fenix Code Numbers

Code #1 - "Unable to connect to Fenix."
This is typically an indication that the Fenixsystem.exe app is not running.

Code #2/3 - "Unable to get/update display values."
If you are seeing this code, this means that your CPU cannot handle the amount of information that Fenix is sending. A restart of the Fenix app usually fixes this.

About Menu (?)
This button will show you the registration information, allow you to check for updates,

configure the automatic update timings, and reset the license information.

Updates

The application will automatically prompt you to update the software when opened. If you wish to turn this setting off, you can do so under the About Menu (?).   You can also manually check for updates at any time.

Plane Updates

Periodically we will update our planes files as the plane makers change their commands. Version 2.0.0 introduced a new feature that **automatically will download** the latest plane files when loading into the simulator. There will no longer be a need to update the entire software.

Deactivation

If you wish to deactivate for any reason, you can do so in the About Menu (?). Doing so will also deactivate all licenses/subscriptions and will delete all settings.

Connecting the software

This software is completely automated. At no time do you need to connect the driver to the simulator. It will pick up the plane you are flying in and match the commands to it on its own.

Uninstalling this software

When uninstalling the software, it WILL NOT uninstall the USB drivers. It is recommended that you uninstall the USB drivers before uninstalling the software.

Changelog

Version 2.2.4
- Fixed Baro Encoder Knob not sending commands at times.
- Added Custom OVHD option for those with Custom OVHD. DO NOT USE it if you do not have a custom OVHD. Disabled by default and only possible if you own an OVHD.

Version 2.2.3
- Complete re-coding of how license is synced to software.
- Added ability to reset license via the login screen.
- Fixed issue for some users not able to login after first login.
- Fixed issue for some users not able to activate their subscription.

Version 2.2.2
- Fixed Flaps not calibrating properly for some users. All users will need to recalibrate their flaps.
- Changed Flaps to Switches and not axis. Debugger will now show flaps as switches and no longer axis values.
- Fixed dead zones of flaps in detents to avoid flaps skipping detents.
- Fixed Trial timer not showing actual timeout.

Version 2.2.1
- Fixed constant refreshing on Fenix A320 FCU when using FCU subscription.

Version 2.2.0

New license system
- Single sign on, no more keys. Everything is under a singular account.
- Subscriptions are enabled. Please review subscription pricing and differences on our website and how to purchase.
- All licenses are NO LONGER key based. Once you login, the software will check your subscription status and custom plane status and activate it automatically. There is nothing more to do. Once it is activated the subscription period begins.
- Customers can access their license at any time via our license management system.
- All licenses have been converted to the new system. Therefore, all licenses used pre 2.2 will be removed and deactivated. They are all converted from KEYS to

USER/password. If you are having trouble logging in, go to our new license management page.

UPDATED TO .NET 8.0 RUNTIME. This will update with the installer but if it does not you will need to install it manually.

Trial Changes
- Trial is now automatically enabled when you first use the software. There is not a separate key for it.
- The trial only lasts 60 minutes per session for 3 days, timer is shown within the subscription menu.
- All trials have been reset for all users so they can use it again if they wish.

New Login Screen
- User sign on screen with ability to reset your password.
- Provides more information when your trial is ending.
- Comes up to indicate if your license is valid and passed.

New subscription screen
- Provides a visual indicator of what subscription you have and when it will expire.
- Provides ability to refresh subscription when you purchase it.
- Provides an explanation of what your subscription provides and does not.
- Custom planes option is now automatically activated if you purchase it.

Important changes made to how the program works.
- Trial/Free Subscription users cannot use Panel Dimming, VSpeed announcements, or custom planes.
- Trial users cannot activate or use subscriptions.
- FCU Subscription users cannot use Panel Dimming or VSpeed announcements.
- Backlights are now disabled when using a plane/hardware not included in your subscription. On the main menu they are enabled.

Support/Ticket Changes
- Based on subscription you will receive different levels of support.

Bug Fixes
- Fixes issue with some panels not initializing properly.
- Fixed FBW heading display going to "0-1" when going to Managed.
- Fixed FBW Warning/Caution LEDs not working.
- Fixed multiple crashes, specifically use of the throttle was crashing the application.
- Additional fixes to Fenix displays locking up. Added ability for end-user to refresh, see additional features.
- Fixed issue with Arm Spoilers not being in correct position upon startup.
- Fixed LED issues throughout. Some were not engaging.

- Fixed Flaps sometimes do not engage properly.
- Fixed issue with Main setup window hiding for no reason.
- Fixed issue with levers (throttle, speed brake, etc.) not calibrating properly and being erratic.
- Improved responsiveness on Encoders with FBW. Still a big laggy but blame them.
- Fixed issue with Baro Knob on FBW not going to STD at times.
- Fixed GLARE requiring some buttons to be double hit.
- Fixed GLARE Speed Encoder turning the Heading encoder.
- Fixed switches and buttons not recalling correctly.
- Fixed Landing Elev on OVHD on FBW.
- Fixed ISIS Panel.

Motor Changes

- Motor locks if the engine is not on. This makes sure you do not move the trim wheel until Engines are on, like the real plane.
- Added Motor going to 0 (or where you set it) when you land and then unlocking.
- Added Motor going to 0 (or where you set it) when you go to main menu after flying.
- Motor can be turned On/Off via software which will negate all above changes.
- Smoothed out Motor movements.
- FBW trim wheel is more accurate.
- Added ZERO set to calibrations, this is ONLY used to tell the motor where to go when initializing (Above feature set). This has NO effect on the actual plane's Zero location. This way you can make it go to whatever you want when initialing and/or landing.
- Calibration now shows -4 and 13.5 It is ESSENTIAL it is calibrated exactly at those locations on the wheel. Skalarki has a 1-2% overage which causes the wheel to be off by 1-2% as well.

Additional Features

- New Pop Out helper to show customers where the application is run from.
- Added Calibration Reset Button. Resets to defaults.
- UI Changes and color changes throughout.
- Added Backlighting now Syncs (one way, from Hardware to Sim) with the simulator. You have the option to disable this.
- Reset license has been altered to reset all your license and subscriptions all at once.
- The info screen now shows your order ID instead of your Key.
- Added ability to swap CS and FO TerrHD buttons.
- Added new ability via the FCU/EFIS to refresh the Fenix Display. This is done by pressing and holding the BARO Knob on either CS/FO for 5 seconds. It will fix the Fenix lock up (displays going to 0 for example) if it occurs. It will indicate "DONE" on the window to indicate the refresh went through.
- Complete overhaul of Logging system. It is clearer and better to understand.
- Removed Re-Init buttons as people did not use them right.

- Enabled support for all incoming planes to be released. TBA.
- Added notification to inform and user when recalling is taking place.
- Added Clearer understanding of Debug Console.
- Added "Dome Lights" switches to interface for people without an OVHD. However, it can also be used for people with an OVHD that are using the Dome switches to control actual lights. This way you can turn on the Dome lights inside the plane as well. This option is only available for people with Subscriptions.
- Initialization of Ready to Fly is much improved and quicker.
- Changes to notifications, now provides status when ready to fly (everything has been recalled and plane state is ready).
- VSpeed callouts now show the current VSpeed that is entered into the MCDU and states it is ready to callout.

Version 2.1.5
- Fixed MCDU not initializing for some users.
- Fixed WX Brightness knob on Pro Brightness panel.
- Fixed Backlights staying on when AC/DC is selected.

Version 2.1.4
- Completed reprogrammed all LEDs.
- Fixed LEDs going out of sync at times.
- Fixed LEDs sometimes turn on when not supposed to.
- Fixed LEDs turning on when they are supposed to turn off and vice versa.
- Improved responsiveness on LEDs on OVHD.
- Fixed issue with Annunciator Test switch sometimes not going back to normal when users so not have OVHD.
- Added Rudder Trim window dashes on Fenix.
- Improved TQ Throttles going to correct place on startup.
- Fixed VOR1/VOR2 Volume on ACP in Fenix.
- Fixed Baro going to 0 for some users.
- Further improvements to Fenix lock ups.

Version 2.1.3
- Fixed RMP Switch LED/Display issues with FBW.
- Fixed VS turning on automatically on Fenix when turning Encoder midflight.
- Fixed Annunciator Test lights on FBW.
- Fixed ACP Lights not corresponding on FBW with Power Switch.

Version 2.1.2
- Fixed RMP displays not updating with Power Switch.

- Fixed high CPU Usage for users without OVHD.

Version 2.1.1
- Fixed high CPU Usage issue for some users.
- Fixed sometimes Vspeed Callouts were not being saved with Fenix.
- Fixed flickering on Displays when entering VSpeed values on Fenix for some users.
- Fixed VSpeed callouts not working if you do a touch and go or turn around.

Version 2.1.0

VSPEED CALLOUTS!
- 2.1.0 brings an exciting new feature!   Both the Fenix (beta), FBW, and all planes going forward will automatically callout your V1, Vr,and V2!
- Added New options page and added V1,Vr,V2 checkmarks to disable and enable the callouts.
- Added Callouts volume so end user can adjust the volume of them independently.
- Currently these .wav files reside in the x:\ProgramData\DeFlight\Skalarki SA Driver\Sounds folder.   You can make them anything you wish if you keep the exact same name, and it must be a .wav file.

- Fenix Display lock ups have been eliminated completely now (crossing fingers).
- Fixed RMP displays not showing up if app is restarted midflight.
- Fixed Motor not coming back on if app is restarted midflight.
- Motor now goes to 0 and shuts off when flight has ended or app is closed.
- Fixed sometimes Rudder trim display on Fenix not working.
- Added Pop-Up message when USB Initialization has failed. which prompts user to restart application.
- Fixed some USB devices not engaging properly. When restarted in midflight.

Version 2.0.9
- Removed updater for 1.2.6.   If you are using 1.2.6 you will need to update manually.
- Removed support for all 1.0 versions.
- Continued improvements to Fenix Display not locking up.
- Added ERROR wording if USB device fails to initialize properly.   A simple unplug and plug back in should fix it and then hitting "Re-Init".
- Fixed when updating app settings get erased (Going forward, you will still need to redo them on 2.0.9).
- Fixed USB Devices sometimes not initializing properly.
- Fixed Popup window showing wrong devices disconnected.
- Fixed Install/Remove not always working for some users.

Version 2.0.8

- Continued improvements to Fenix Display not locking up.   This has been reprogrammed again.
- Added "New FCU" checkbox in the Panels page which enables the use of the New FCU displays.
- Added USB disconnection error management.   Whenever a USB device fails to connect you will be provided a warning to restart the application.
- Fixed some encoders requiring double clicking on Counter-Clockwise direction.
- Fixed Backlights not turning off when entering main menu and you have   AC/DC selected as backlights mode.
- Fixed taskbar icon sometimes not opening application when clicking or double clicking.
- Fixed sometimes RMP LEDs all turning on when not supposed to.

Version 2.0.7

- Further improvements on Fenix displays to not cut out during specific power scenarios.
- Adjusted timing on Power Switch of RMP to allow it to correctly turn off and on display on Fenix.
- Fixed issue with App locking up when trying to disconnect in Main Menu.
- Fixed issue with external view and pushback causing app to stop functioning.
- Adjusted values on HF1 and HF2 of RMP to be more realistic.
- Fixed Bat 2 sometimes being Blank on OVHD in Fenix.
- Fixed Displays not coming up when first loading in due to Fenix not being ready.
- Fixed crash when loading into Fenix and the Fenix is not ready.
- Additional improvements to try and eliminate all display lock ups on Fenix.   Tested with 4-hour flight and no issues were apparent at this time.
- Further optimizations of engine to APU transitions of power on Fenix.

Version 2.0.6

- Fixed RMP displays not displaying on Fenix when switch was off before powering up plane and then turning switch to On.
- Added additional buffering to Proline Glare to allow encoders to work correctly.
- Fixed ATC display going blank when switching from Engines on to APU on Fenix.
- Fixed everything going blank for some users when turning off Battery on Fenix.
- Fixed everything going blank for some users when going to external view.
- Fixed TQ and Lower levers not going to correct location when starting up the plane and syncing the hardware.
- Fixed Speed Brake Arming spoilers when starting up the app.
- Reworked Fenix Display refreshing to eliminate lockups during flight.

Version 2.0.5
- Fixed calibrations not saving.

Version 2.0.4

Skalarki ProfilerIO
- No longer needs ProfilerIO to function. The driver is completely Standalone as intended. ProfilerIO should be closed while using driver.
  - De Flight now provides separate USB Drivers. You will need to replace them via the installer to use the application.
  - We have provided an installer/uninstall for De Flight drivers via the application. Please note, that when using the De Flight drivers, ProfilerIO will no longer function and vice versa. Meaning you have the option to uninstall and install them.
  - We have also provided a folder with the USB driver in the application folder so you can manually install them as well.
  - Because of this we encourage all users to keep SA driver versions below 2.0 if you wish to not have to uninstall and reinstall every time you want to switch simulators.

Plane Installation
- All Plane Add-ons are installed by default. No longer need to install them separately. You will need to uninstall any add-on planes you installed before updating to 2.0.0.
- All Updates are now installed including Plane Add-ons from the main program.

Main Window
- Now shows the current plane that is running and installed.
- Removed Skalarki as it is no longer needed.

Calibration Page
- Added Trim Wheel to Calibration
- Added Ability to disable Motor completely. Grays out if you do not have TQ.
- Added Dead zone adjustment for All Axis (0-10).
- Added Values inside Bars to show the current value.
- Grays out and disables Calibration for hardware not connected.
- Added reverse checkmarks to reverse levers direction.

Backlights Page
- Added LED/Display dimming option.
- Added Auto/Manual Dimming option.
- Grays out and disables backlighting for hardware not connected.
- Auto (default) option uses the planes "Int Lights Ann" switch to dim and brighten dimmers. Manual will bypass this and allow full control of the dimming.
- ****Please Note, dimming will not work for GLARE/MCDU due to limitations and the dimming is done via a knob in the back****.

Planes Page
- Removed "Installed" indication as now planes are automatically installed.
- Added option to enable and disable Custom plane.
- Enabled activations for all planes instead of coming soon.
- Updated command lists for FBW and Fenix.

NEW PANELS PAGE
- Shows which Skalarki panels are connected and ready.
- Ability to re-initialize Panels that are not communicating for any reason individually.
- Ability to disable (default) and enable WX panel on ECAM and disable CS/FO Lighting brightness panels on MIP.

Debug Page
- More clear text to show what is happening in real time.
- Shows what plane is loaded and running in RED.
- Shows hardware ready status.
- Added Coding to errors as explained in troubleshooting section of the manual.
- Ability to just show Skalarki info and just show sim info.

Plane Changes
- Added "v" next to Battery display on OVHD like the real plane.
- Added Fault LEDs to FLTCTL and Wing Ice LED on FBWA32NX.
- Added Trim wheel control to FBWA32NX.

Misc Improvements
- The top of setup page moves the entire Setup menu in conjunction with the move button.
- Significant improvements to initialization.
- Improvements to allow for restarting plane or closing app during flight and restarting application.
- Improved all LEDs/Displays turning off when app is closed, flight has ended, and/or Sim has closed.

- Significant improvements to encoder speed and precision.

Bug Fixes
- Application has been re-written from the ground up. Most, if not all bugs have been fixed.
- Fixed issue with lock ups during flight when using Fenix.
- Fixed issue with Motor not correctly going to correct place during flight.
- Fixed issue with Fenix values not correctly being displayed after long flights.
- Fixed encoder speed and laggy responsiveness.
- Fixed encoders sometimes do not go the correct direction.
- Added additional padding to dead zones on Axis so they do not send multiple signals causing application to lock up.
- Reworked Fenix connection to be more reliable.

Version 1.2.6
- Fixed TQ Motor is not activated for some users.
- Fixed Multiple hang ups while flying due to the Motor not working.
- Fixed OVHD EXT Lights panel not seeing correct values.

Version 1.2.5
- Fixed Fenix crashes when using ET on Clock midflight.
- Fixed Fenix crashes when ET passes 1 hour.
- Added further logging on Fenix crashes.
- Added additional refreshing of Fenix values to avoid hang ups.

Version 1.2.4
- Added ability to make custom plane files.

Version 1.2.3
- Minor UI Fixes

Version 1.2.2
- Fixed Autobrake panel not working.
- Fixed Crashes and FPS Hits when flying with Fenix or starting the app after you have hit ready to fly with Fenix.
- Fixed throttles not going to max reverse properly.

Version 1.2.1
- Fixed Fenix displays are not updating for some people.

Version 1.2.0
- Initial release