CH Control Manager - For Dummies VOL III

Written By: Ken King

Installing Control Manager | Installation Notes | Calibration Notes | Writing and Saving A Command File | Some Sample Script

Table Of Contents

Comment

Click on the above links:

Load Save Clear Map Wizard Add Remove ...

to view content related to the topics.

Click on the above Tabs:

Installing Control Manager | Installation Notes

to view content related to those topics.

CH Control Manager - For Dummies VOL III

Written By: Ken King

Download and Use a .CMC | Download/Use a .MAP | Create a .MAP | Button Assignment | The CH-Hangar | CH Products

Table Of Contents

Comment

Click on the above links:

Down Load | Key Check | Calibrate | Command Finder | Off | Direct | Mapped Modes

to view content related to the topics...

Click on the above Tabs:

Download and Use a .CMC | Download/Use a .M.

to view content related to those topics.

< Back

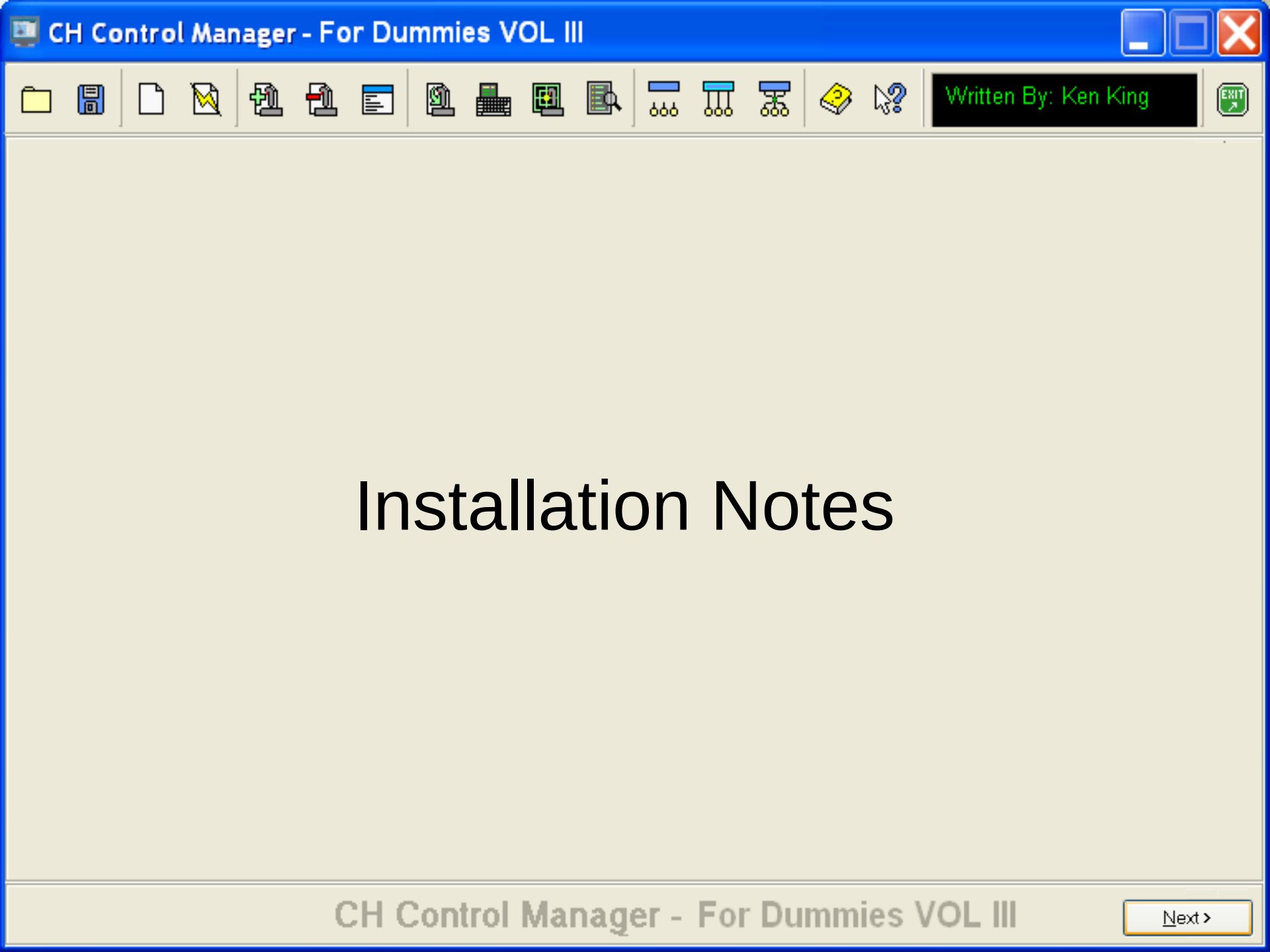
Written By: Ken King

PREFACE

This is a Dummies Guide. It is NOT the Help File found in Control Manager. Not all subjects will be discussed in as great detail as you would find in the Help File.

However, The Dummies Guide will provide enough information so that you can:

- Install Control Manager
- Calibrate your CM Devices
- Build a Map/Profile
- Assign a button
- Assign an axis
- Write a Command File
- Download and use a Command File
- Write BASIC Script
- Download and use a Map/Profile


CH Control Manager - For Dummies VOL III
Written By: Ken King
Installation Notes
CH Control Manager - For Dummies VOL III
Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

// Install Notes

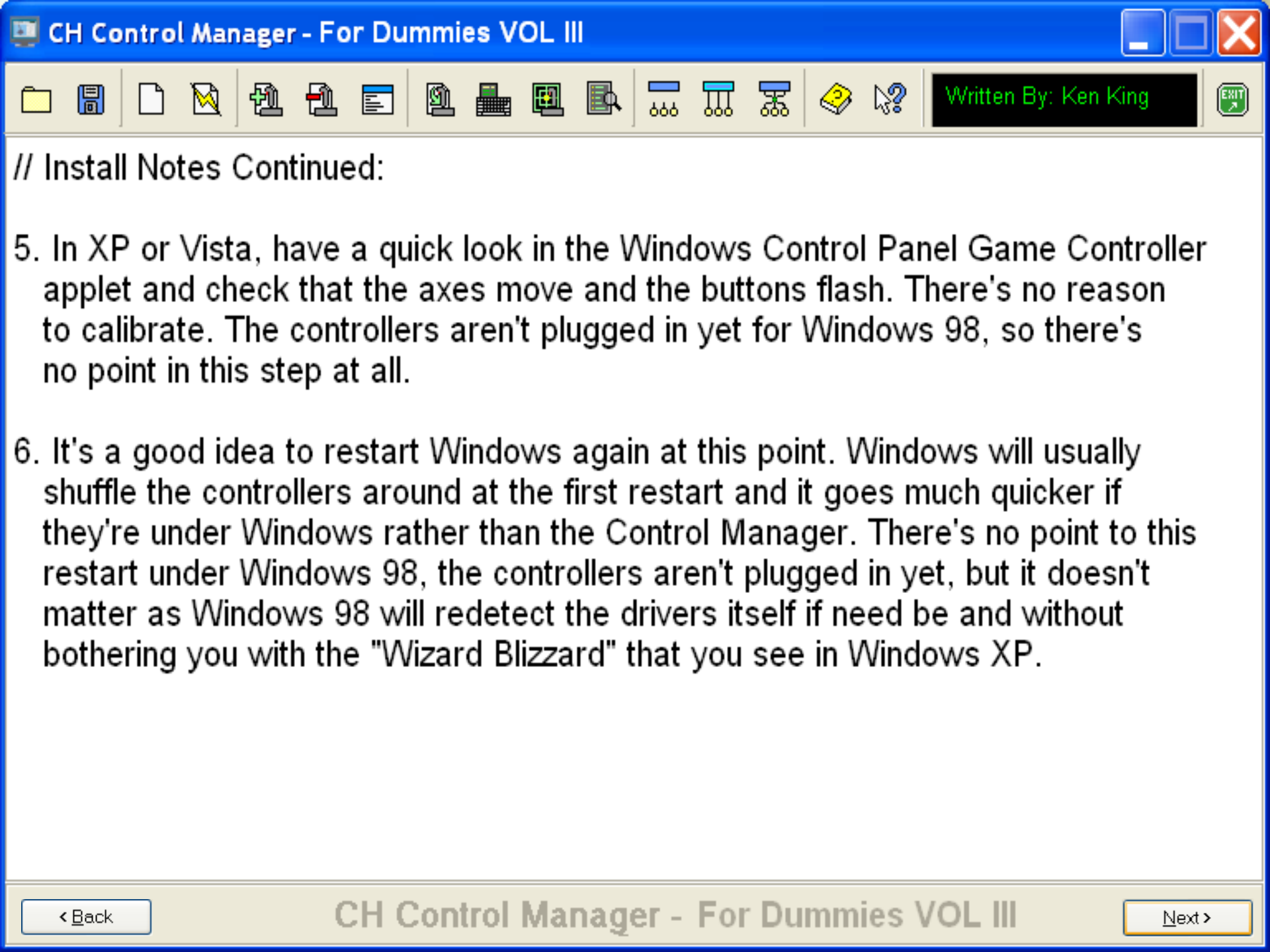
To install it, the procedure needs to go something like this:

1. Unplug all your CH Controllers.

2. Uninstall any previous versions of the Control Manager. You have to do this via the Control Panel. In Windows it's under the "Add/Remove Programs" selection. In Vista it's in the Control Panel too, but look for "Programs and Features".

3. After the uninstall, it will ask if you want to reboot. Say "Yes". The Controllers should still be unplugged.

4. When Windows comes up again, the action you take depends on the version of Windows. If you're using Windows 98, don't plug anything in at all just yet. In XP or Vista, you need to plug in everything EXCEPT any MFPs you're using.



// Install Notes Continued:

5. In XP or Vista, have a quick look in the Windows Control Panel Game Controller applet and check that the axes move and the buttons flash. There's no reason to calibrate. The controllers aren't plugged in yet for Windows 98, so there's no point in this step at all.

6. It's a good idea to restart Windows again at this point. Windows will usually shuffle the controllers around at the first restart and it goes much quicker if they're under Windows rather than the Control Manager. There's no point to this restart under Windows 98, the controllers aren't plugged in yet, but it doesn't matter as Windows 98 will redetect the drivers itself if need be and without bothering you with the "Wizard Blizzard" that you see in Windows XP.

// Install Notes Continued:

7. Run the installer that you downloaded and follow the prompts. It will autodetect the Operating System version and install the correct versions of things, so there's no need to worry about which version of the installer to run, etc. It will handle Windows 98, Windows XP, Windows XP 64, Vista 32, and Vista 64.

You must be logged in as an administrator, and your "Driver Signing Policy" should be set no higher then "Warn". If it's set to "Block" then the drivers will not be installed. In XP, expect the usual flurry of New Hardware wizards. You have to allow them to proceed. It may also ask you if it can go out on the Internet to look for new drivers. There is no point, there are no later drivers out there. It also helps if you uncheck all the places it should look and remove any CDs. The fewer places Windows has to look the faster it goes, and all the files are in place.

// Install Notes Continued:

8. If you're using Windows 98, this is the time to plug the controllers in. Do them one at a time and save any MFPs for last. In XP and Vista, the controllers are already plugged in of course so this step is just skipped.

9. That completes the Control Manager installation. Plug in any MFPs you're using and they should be detected and installed automatically. Don't plug them in before the installation is complete. The installation provides the drivers, without those the MFP will be seen as an "Unknown Device" and will no be useable.

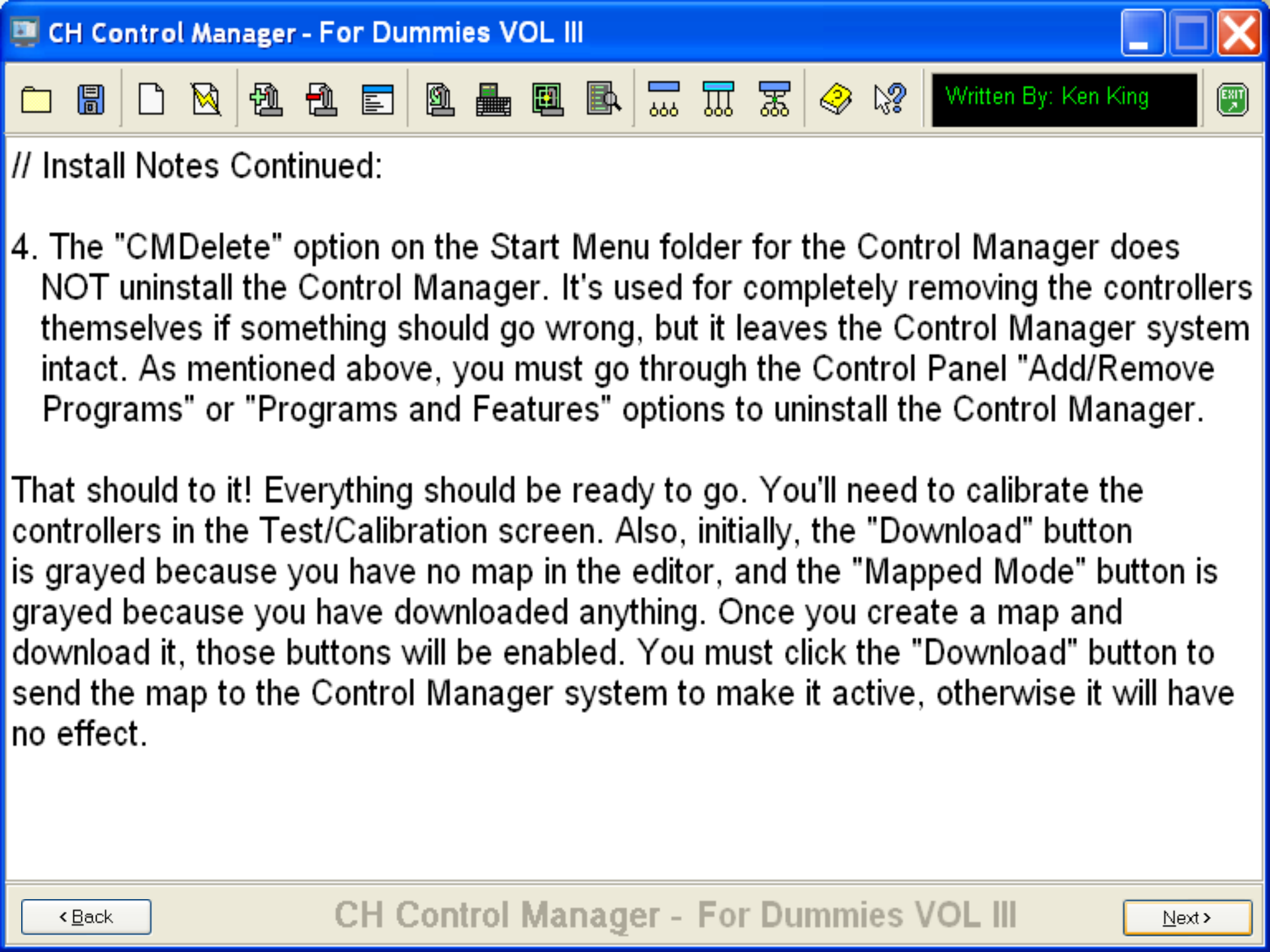
A couple of other notes that might be helpful:

1. At some point, it may ask you to insert the manufacturers CD. Don't do that. All the files are there. What it really wants is the Windows CD to pick up any missing system drivers and that's the one you should insert.

// Install Notes Continued

2. You may get a notification that "A driver on the hard disk is later than the one on the CD" ask you if you want to keep the newer driver. Always say "Yes, keep the newer driver.". This is almost invariably a result of an update to DirectX having been made after Windows was installed. Windows realizes it's not "original equipment" and checks to see what the difference is. When it finds out it's a later version, it realizes the newer version is the one it should keep.

3. You may encounter a dialog box with a checkbox that says something like "Protect My PC from Viruses.....". Always uncheck that box as it locks out the installation of the drivers under XP. More to follow in the calibration section.



// Install Notes Continued:

4. The "CMDelete" option on the Start Menu folder for the Control Manager does NOT uninstall the Control Manager. It's used for completely removing the controllers themselves if something should go wrong, but it leaves the Control Manager system intact. As mentioned above, you must go through the Control Panel "Add/Remove Programs" or "Programs and Features" options to uninstall the Control Manager.

That should to it! Everything should be ready to go. You'll need to calibrate the controllers in the Test/Calibration screen. Also, initially, the "Download" button is grayed because you have no map in the editor, and the "Mapped Mode" button is grayed because you have downloaded anything. Once you create a map and download it, those buttons will be enabled. You must click the "Download" button to send the map to the Control Manager system to make it active, otherwise it will have no effect.

Written By: Ken King

Installing Control Manager

You can get the latest version of Control Manager at:

CH PRODUCTS

Or:

THE CH HANGAR

Limitations

The Control Manager v4.51 is compatible with Windows 98, ME, 2000, XP, XP 64bit Edition, Windows Vista (all editions), as well as Windows 7 (all editions). It is only compatible with CH USB devices.

Installation Instructions

BEFORE INSTALLING THE NEWEST VERSION OF CONTROL MANAGER, BE SURE TO UNINSTALL ANY PREVIOUS VERSIONS FROM YOUR COMPUTER. ALSO MAKE SURE THAT ANY ANTI-VIRUS SOFTWARE IS DISABLED.

CH Control Manager - For Dummies VOL III

Written By: Ken King

Setup - CH Control Manager Software

Welcome to the CH Control Manager Software Setup Wizard

Setup will install CH Control Manager Software Version 4.50 on your computer.

It is strongly recommended that you close all other applications and turn off any virus scanning software that may be running before continuing with the installation.

Click "Next" to continue or "Cancel" to exit Setup.

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Setup - CH Control Manager Software

CH Products End-User License Agreement

Please read the following information carefully before continuing...

To install and use the CH Control Manager Software, you must read and accept the License Agreement and the Terms of Use shown below

End-User License Agreement

This End-User License Agreement (**EULA**) is a legal agreement between you and CH Products, Inc. (**CH PRODUCTS**) governing the use of the included software (**SOFTWARE**). It applies to all materials supplied in this package including utilities, drivers, documentation, associated media, and any accompanying printed materials.

Under the terms of this **EULA**, **CH PRODUCTS** grants you a non-exclusive license to use the software solely for it's intended purpose in conjunction with

- (●) I agree — Pretty simple, agree and Control Manager will install.
- ( ) I do not agree — do not agree, and Control Manager, won't.

CH Control Manager Software Install Wizard

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Found New Hardware Wizard

Welcome to the Found New Hardware Wizard

Windows will search for current and updated software by looking on your computer, on the hardware installation CD, or on the Windows Update Web site (with your permission).

Read our privacy policy

Can Windows connect to Windows Update to search for software?

- ○ Yes, this time only
- ○ Yes, now and every time I connect a device
- ◉ No, not this time

There is no need for Windows Update to search, so, select, No, not this time.

Click Next to continue.

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Found New Hardware Wizard

This wizard helps you install software for:

CH Control Manager Root Device

If your hardware came with an installation CD or floppy disk, insert it now.

What do you want the wizard to do?

- (●) Install the software automatically (Recommended)
- ( ) Install from a list or specific location (Advanced)

Click Next to continue.

< Back

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Found New Hardware Wizard

Completing the Found New Hardware Wizard

The wizard has finished installing the software for:

CH Control Manager Root Device

Click Finish to close the wizard.

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

After you've successfully installed Control Manager, it's a good idea to Test/Calibrate your fresh installation of your CM Devices. You can do this simply by insuring that you are in DIRECT MODE. NOT Off Mode OR Mapped Mode.

Test/Calibrate

Direct Mode

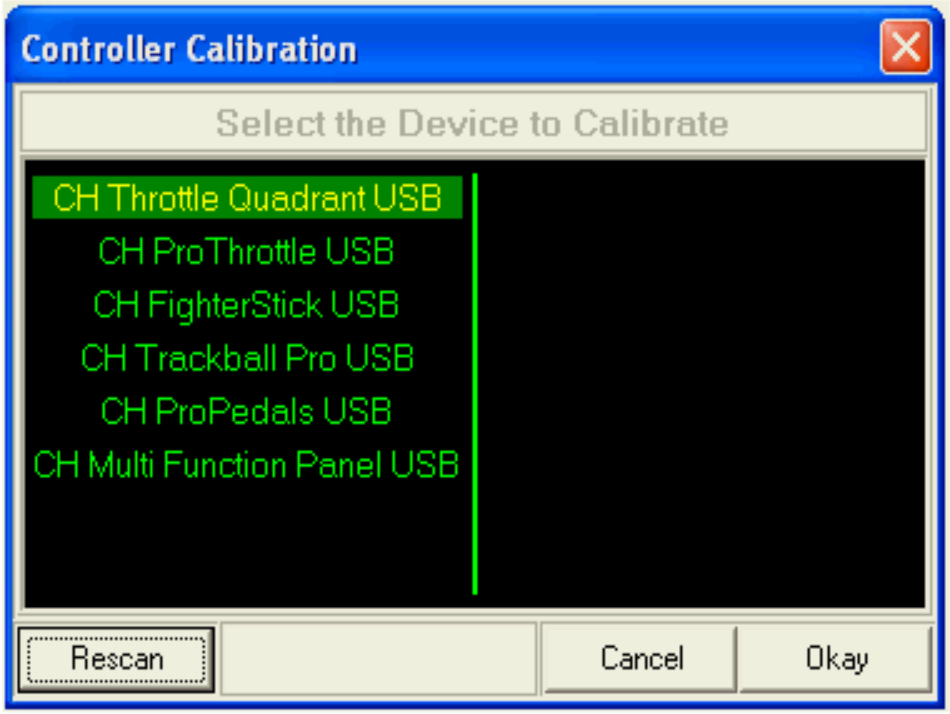
Written By: Ken King

Calibration Notes And Calibrating Your CM Devices in **Control Manager**

(Not Windows)

// Calibration Notes

If you open the Test/Calibrate screen in the Control Manager GUI, you'll see a list of all the controllers that the Control Manager has under its control. It will look something like this:



// Calibration Notes

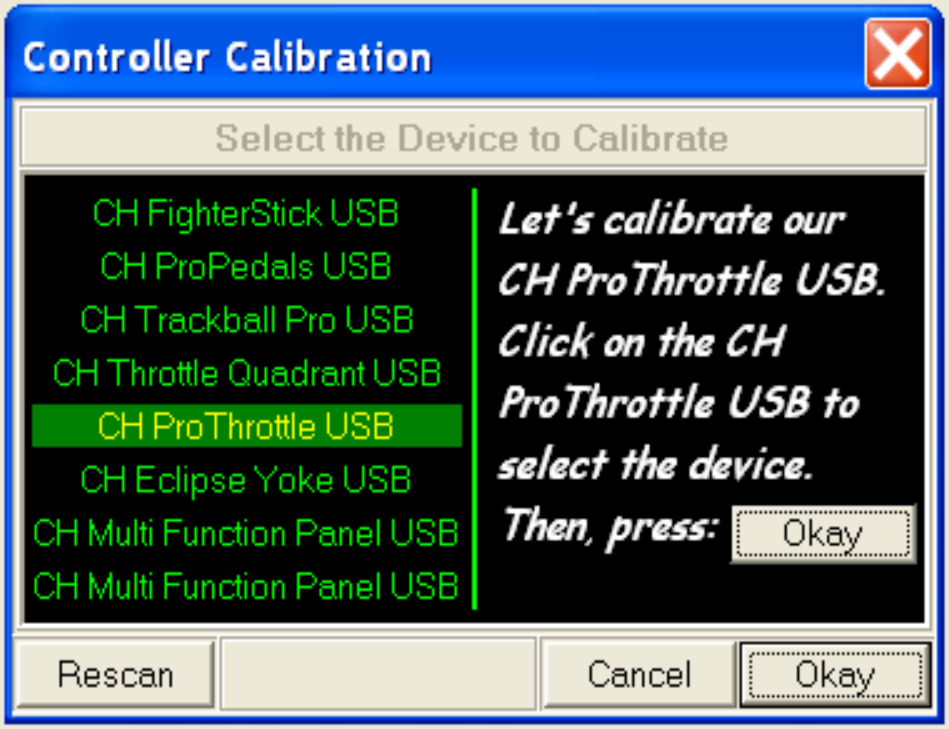
If one of your CH controllers isn't among them, then chances are it's been moved to Windows and needs to be taken back. To do this, it's enough to click the "Rescan" button in the lower-left corner of the first calibration screen as shown above to request that Windows scan for CH devices and put them back under the control of the Control Manager.

Because of some changes in the way the new installer needs to handle things, in Windows XP you will receive a dialog that looks like this:

It's perhaps not exactly clear what this dialog means but it's essentially telling you that the driver isn't signed and asking you if you want to install it anyway. You have to install it or not use the Control Manager, of course, and in fact the driver it's warning you about is already running. It's the "telling it to install anyway" that isn't as clear as it might be.

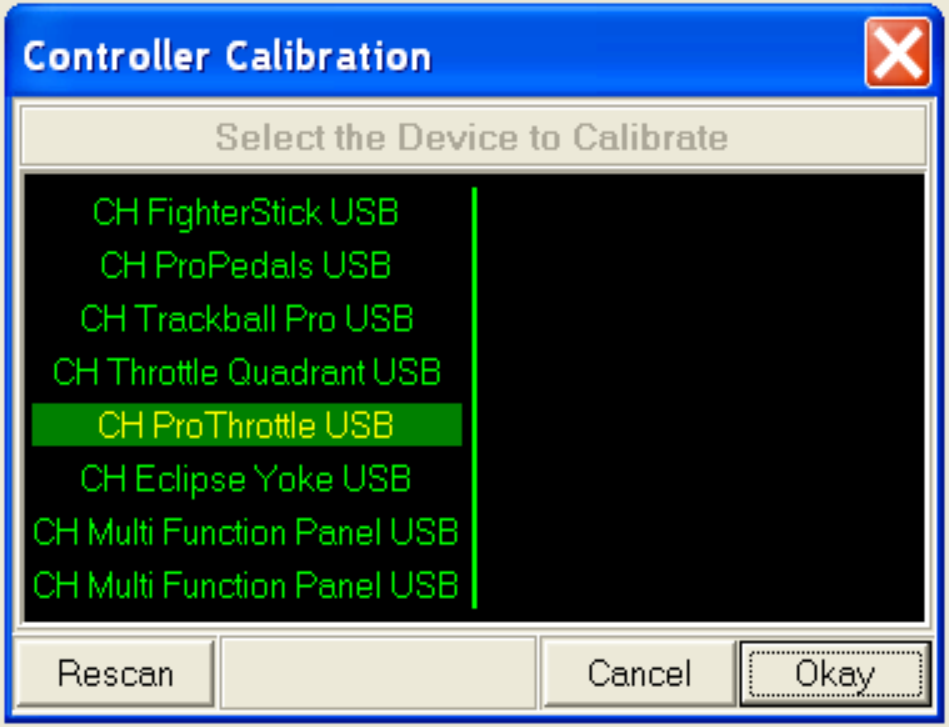
Written By: Ken King

After pressing the Rescan button, (provided you have devices plugged in that did not show up previously) your controller calibration screen will include all devices plugged in.



CH Control Manager - For Dummies VOL III

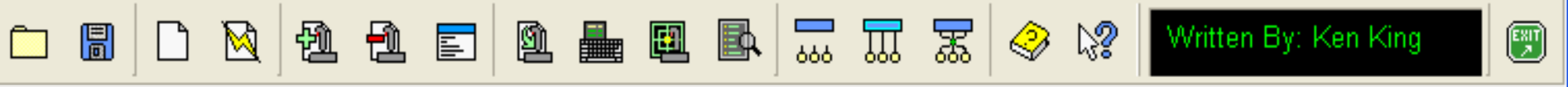
Written By: Ken King

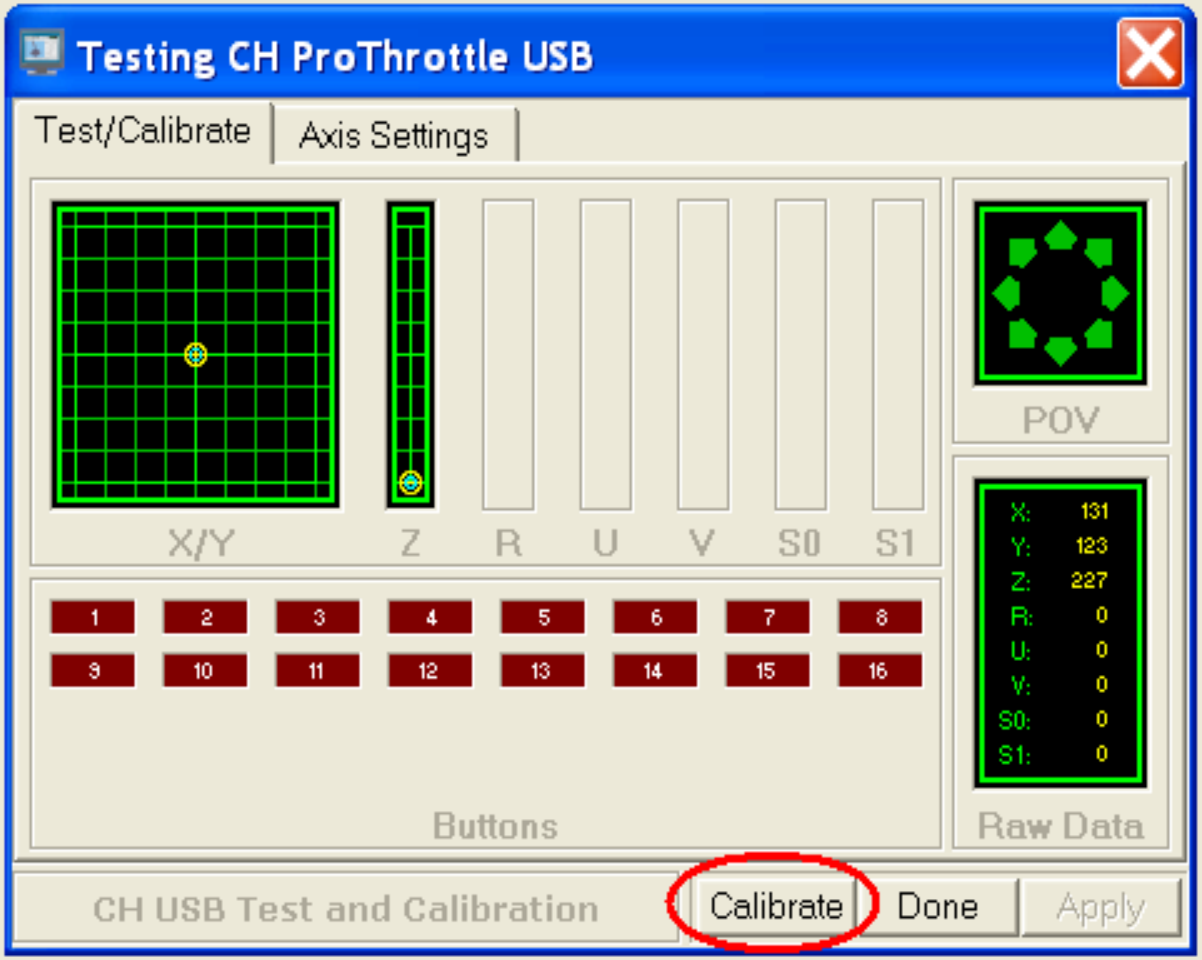


For the purpose of these calibration steps, we'll calibrate a ProThrottle.

Calibrating your CM Devices is pretty simple, BUT crucial in the proper function of them.

Let's get started...





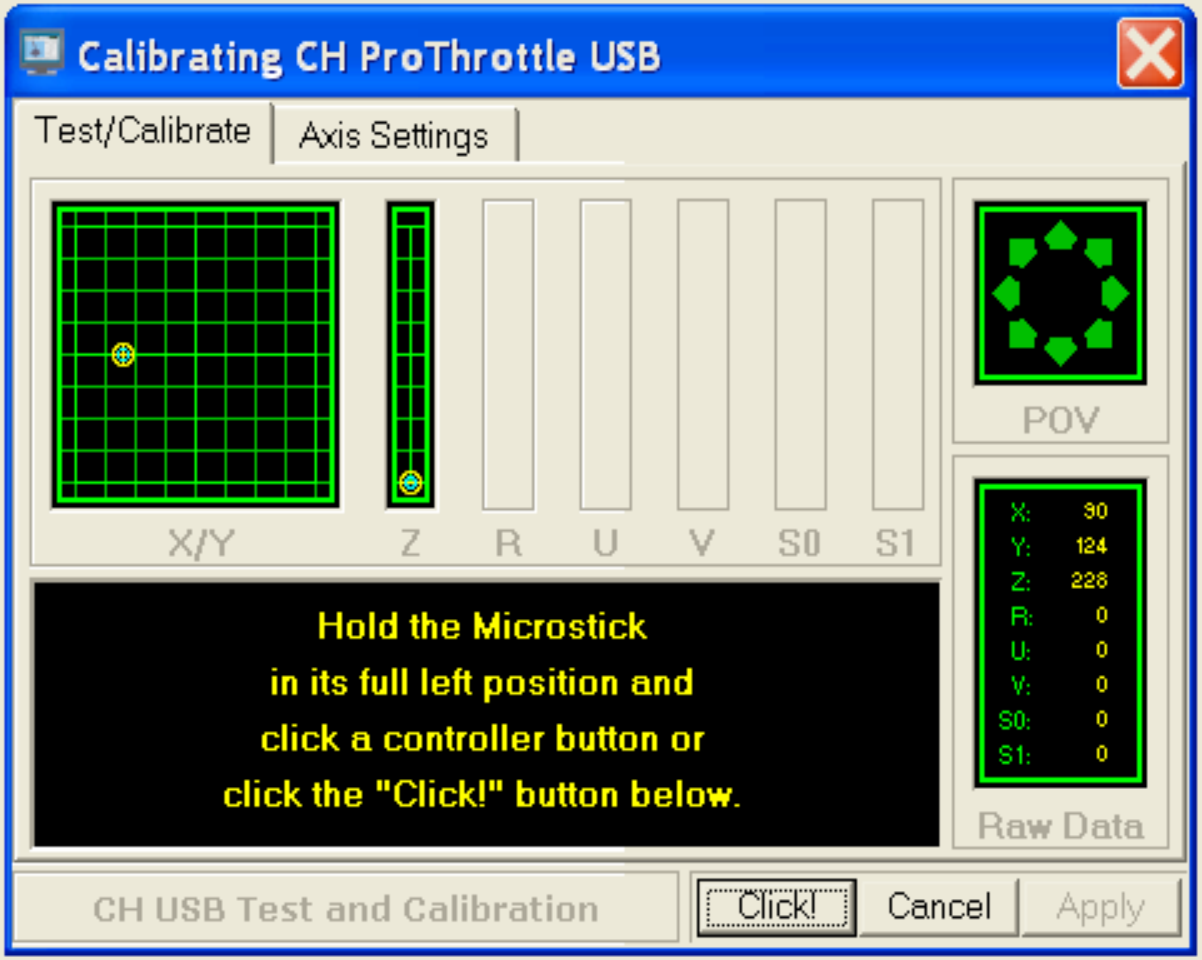
After clicking Okay, the Test and Calibration screen will appear. Click on the Calibrate button.

CH Control Manager - For Dummies VOL III

Written By: Ken King

Simply follow the directions you see in the black rectangle our friend is pointing to.

You didn't really think you'd seen the last of him in VOL II did you?



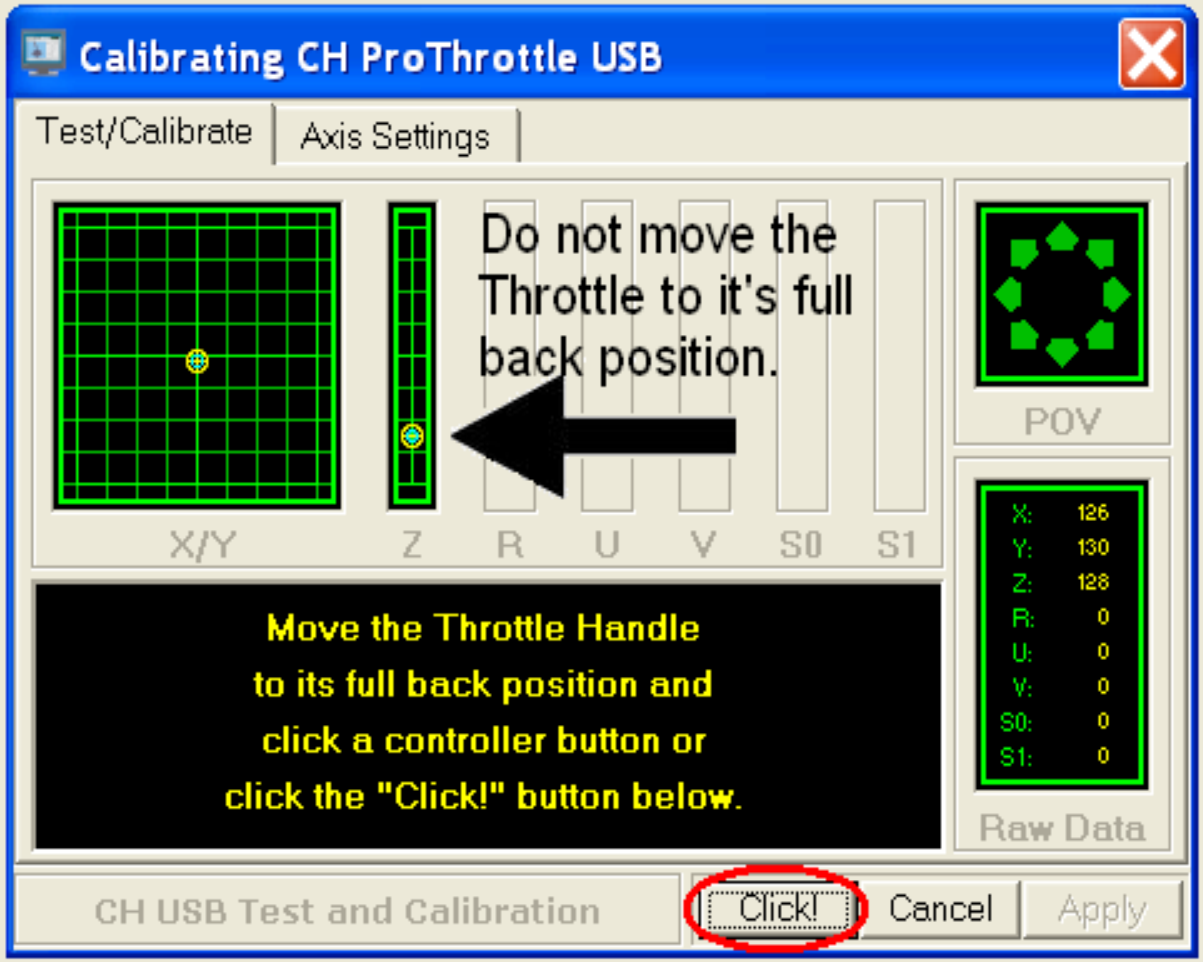
< Back

CH Control Manager - For Dummies VOL III

Next >

Written By: Ken King

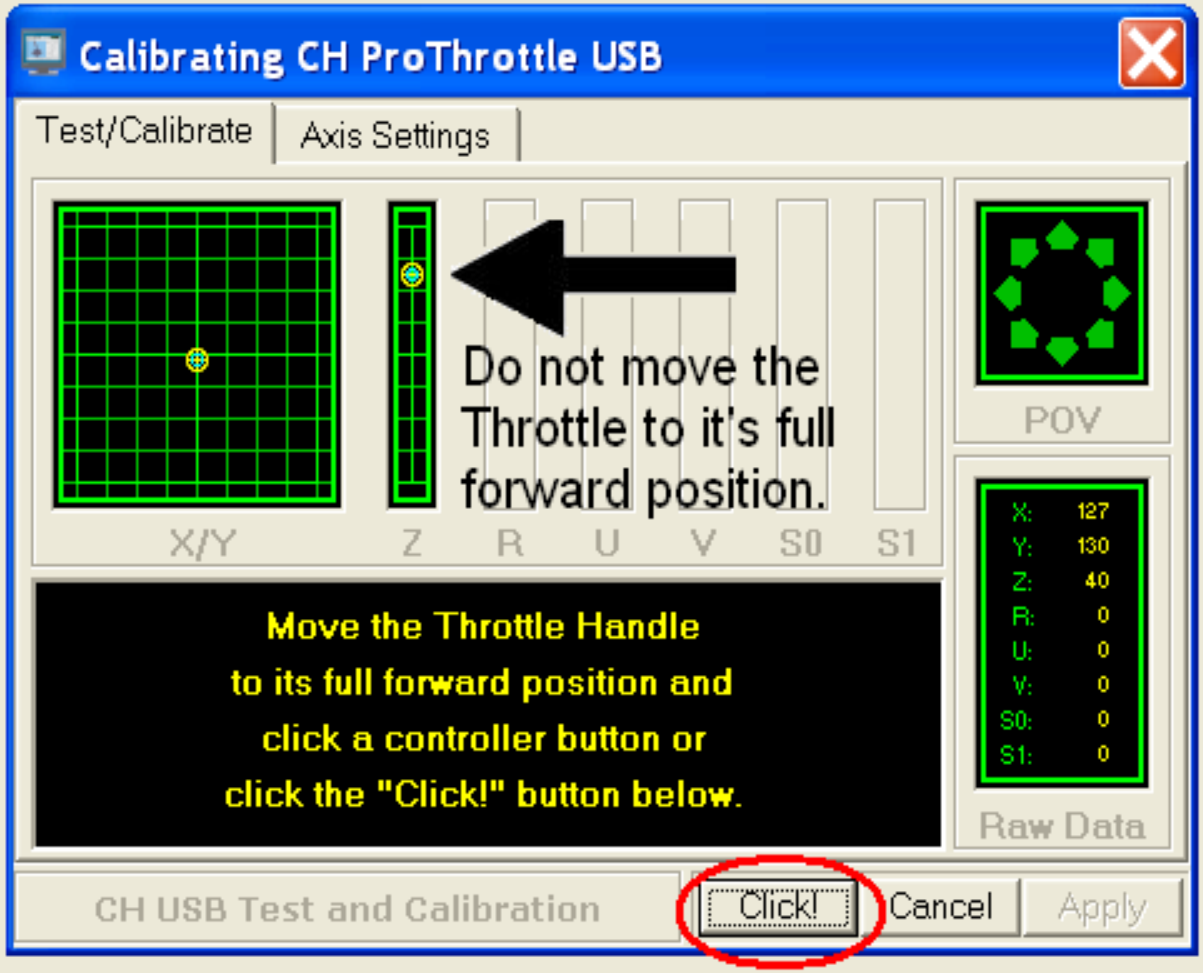
To insure full cutoff and 110% throttle movement in your game...



follow these steps in the throttle calibration procedures

Written By: Ken King

Following these steps should insure full cut off and 110% throttle settings in your game.



Written By: Ken King

Calibrating CH ProThrottle USB

Test/Calibrate | Axis Settings

X/Y Z R U V S0 S1

POV

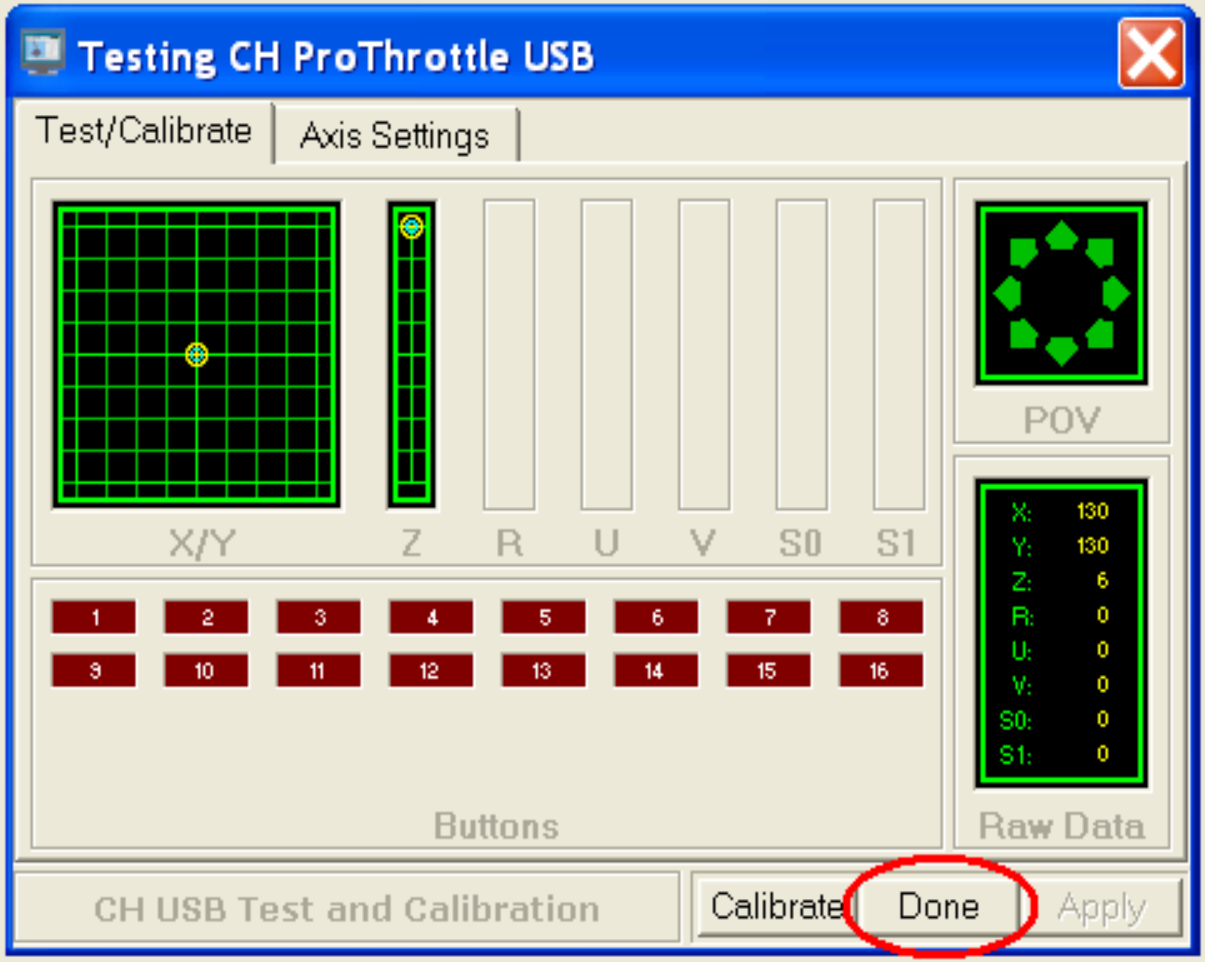
Calibration is Complete!
Click the "Apply" button to save the
the new data and exit or click the
"Cancel" button to exit without saving.

X:	126
Y:	130
Z:	40
R:	0
U:	0
V:	0
S0:	0
S1:	0

Raw Data

CH USB Test and Calibration | Click! | Cancel | Apply

Click, Apply to finish and save calibration settings to your CM Devices.

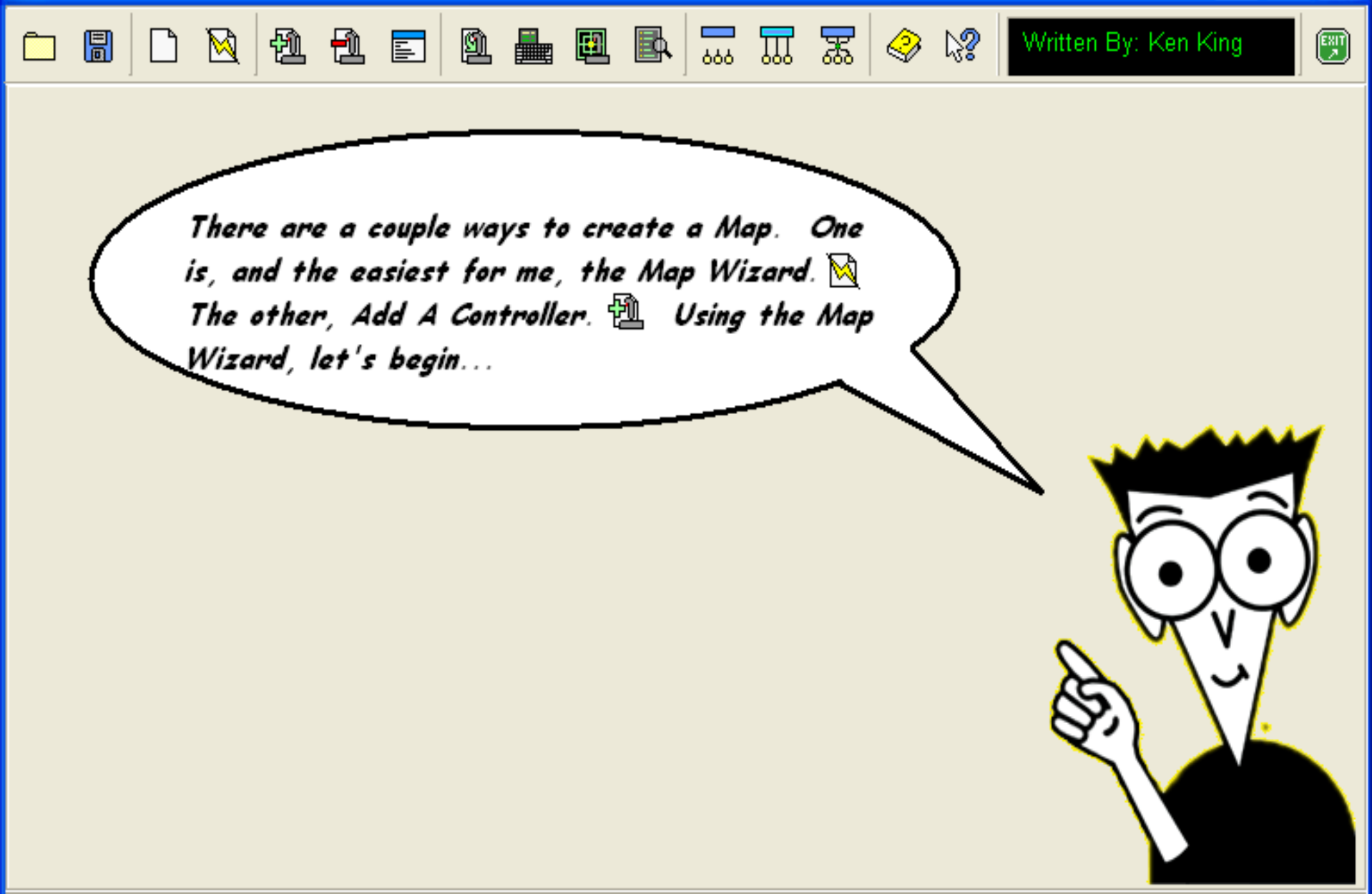


Once you click Apply your Test and Calibration screen should look like this. Note that the Z axis has jumped all the way up. This is a good thing. This is what insures 110% or afterburner throttle position in your game.

That should do it, click Done.

You should, at this point continue calibrating the rest of your CM Devices.

Creating a Map


Written By: Ken King
There are a couple ways to create a Map. One is, and the easiest for me, the Map Wizard. The other, Add A Controller. Using the Map Wizard, let's begin...

CH Control Manager - For Dummies VOL III

Written By: Ken King

Map Wizard

Map Creation Wizard

Select Controllers

The first step in creating a new map is to select the devices to be used. In the list on the right, use your mouse to highlight each device that you want to use in the game. Any devices that are not highlighted will be disabled while the map is active.

Click "Okay" when you are done

- Eclipse Yoke
- FS Yoke
- FS Yoke LE
- Virtual Pilot Pro
- FighterStick
- CombatStick
- FlightStick
- ProThrottle
- Throttle Quad
- ProPedals
- Multi Function Panel
- Trackball Pro

Cancel | Okay

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Map Wizard

For this Map, I'll select the FighterStick, ProThrottle, Throttle Quad, ProPedals, and Multi Function Panel.

Map Creation Wizard

Select Controllers

The first step in creating a new map is to select the devices to be used. In the list on the right, use your mouse to highlight each device that you want to use in the game. Any devices that are not highlighted will be disabled while the map is active.

Click "Okay" when you are done

- Eclipse Yoke
- FS Yoke
- FS Yoke LE
- Virtual Pilot Pro
- FighterStick
- CombatStick
- FlightStick
- ProThrottle
- Throttle Quad
- ProPedals
- Multi Function Panel
- Trackball Pro

Cancel | Okay

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Map Wizard

Map Creation Wizard

Combining Controllers

The Control Manager has the ability to combine multiple devices to form a single Windows "Joystick 1" controller using axes and buttons from all mapped devices. This is quite useful in older games that do not support multiple controllers. If you wish, the Map Creation Wizard can make the most common axis and button assignments for this single controller automatically.

Do you want the Wizard to combine your controllers?

Yes | No

Answering this question depends on the game you are creating the Map for. Does the game support multiple devices, or, a single input device?

< Back

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Map Wizard

In this screen, you'll select how many axes and buttons your game can support and or program.

Map Creation Wizard

Select Configuration

Some games experience problems if too many axes or buttons are present. Select a number of buttons and axes from the lists on the right which do not exceed the capabilities of your game and the Wizard will create a map that falls within the limits specified.

Click "Okay" when you are done

Max Axes

8 Axes

6 Axes

4 Axes

Max Buttons

32 Buttons

16 Buttons

4 Buttons

Cancel

Okay

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Map Wizard

Map Creation Wizard

Control Manager Scripting

The Control Manager includes an advanced scripting capability called CMS. CMS can be used by advanced users to create special functions not normally available through the standard Control Manager programming interface. While CMS is fairly simple, it does require some knowledge of basic programming concepts. For more information, consult the CMS Programmers Guide.

Do you want to include CMS capability in this map?

Yes | No

You can add CMS (Scripting) capabilities later. But, why not press Yes *and be done with it? Nothing says you have to use CMS.*

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Map Wizard

Well? What are you waiting for? Let's Finish this thing!

Map Creation Wizard

Map Creation Complete

All of the map creation parameters have been set. The map will be created automatically when you return to the Control Manager. The newly-created map can be used immediately by simply downloading it or it can be edited to add character programming to unassigned buttons and axes or to modify the axis and button assignments made by the Wizard to better suit your own needs.

Press "Finish" to return to the Control Manager.

Cancel Finish

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

And there you have it! A Map.
Next step, you'll want to save the Map.
Come on, I'll show you...

X-Axis [A1]

X↔Y

ectX Function

Axis Settings

DX Device: CM Device 1 — Centered ☑

DX Axis: X Axis — Reverse ☐

Gain and Response Settings

Sensitivity: 100

Dead Zone: 0

Comment

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Prog Save ttings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

First, you're going to want to Save your newly created Map.

X-Axis [A1]

X↔Y

ectX Function

Axis Settings

DX Device: CM Device 1 — Centered ☑

DX Axis: X Axis — Reverse ☐

Gain and Response Settings

Sensitivity: 100

Dead Zone: 0

Comment

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Prog Save ettings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Save As

Save in: Maps

- Combat Flight Simulator
- Combat Flight Simulator II
- DCS Black Shark Sim Mode
- Falcon4.0AF
- FS9
- IL2 1946-Pacific Fighters
- JanesFA18
- Lock-On Flaming Cliffs
- rFactor
- Seven-G
- SFP1-WOV-WOE-WOI
- Targetware
- WOV-WOE-WOI

You can save it as one of the existing files, replacing the one you want to save it as, or...

File name: *Type in the name of the Map here.*

Save as type: MAP Files

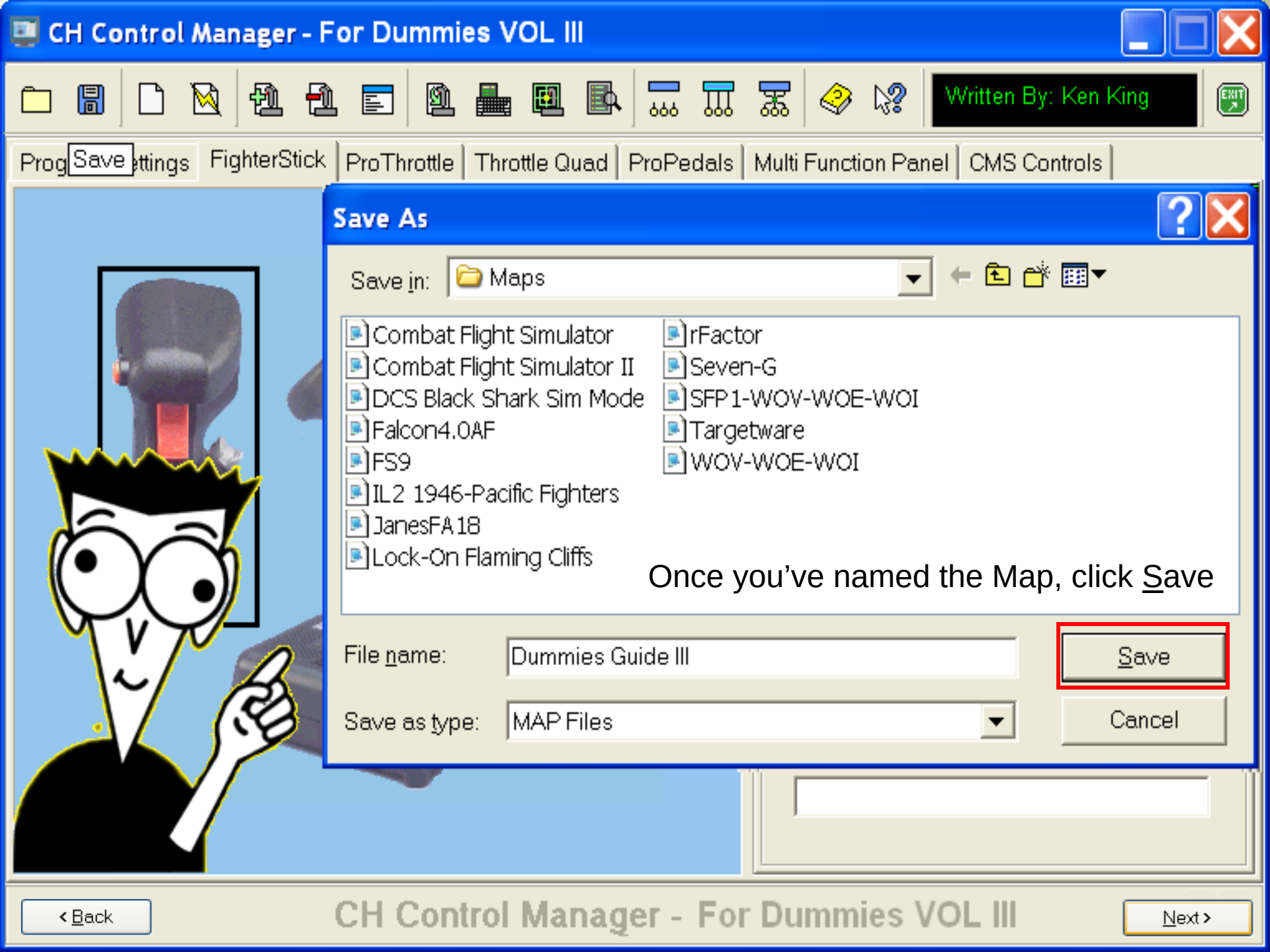
Save

Cancel

< Back

CH Control Manager - For Dummies VOL III

Next >


CH Control Manager - For Dummies VOL III
Written By: Ken King
Prog Save ettings
FighterStick
ProThrottle
Throttle Quad
ProPedals
Multi Function Panel
CMS Controls
Save As
Save in:
Maps
Combat Flight Simulator
Combat Flight Simulator II
DCS Black Shark Sim Mode
Falcon4.0AF
FS9
IL2 1946-Pacific Fighters
JanesFA18
Lock-On Flaming Cliffs
rFactor
Seven-G
SFP1-WOV-WOE-WOI
Targetware
WOV-WOE-WOI
Once you've named the Map, click Save
File name:
Dummies Guide III
Save as type:
MAP Files
Save
Cancel
< Back
CH Control Manager - For Dummies VOL III
Next >

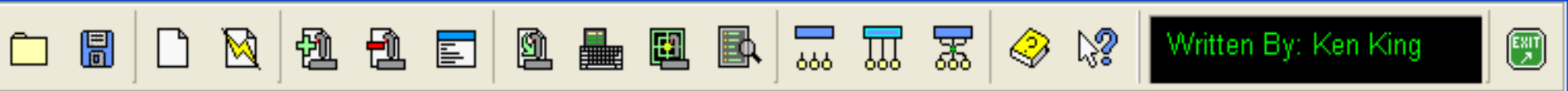
Written By: Ken King

Adding a controller...

There must be at least one controller in the map being edited before the GUI screen will be completely active, so it's the first thing you need to do to create a map.

There are basically two ways to add controllers to your map. The first is using the Map Wizard. It will lead you step-by-step through the basic map creation process and is especially recommended for first-time users.

The second method is a bit more work but provides somewhat greater flexibility. You have to Add the Controllers one at a time. This is also useful if you have an existing map and wish to expand the map by adding another controller to it. When using the Map Wizard, you always start with a blank map.



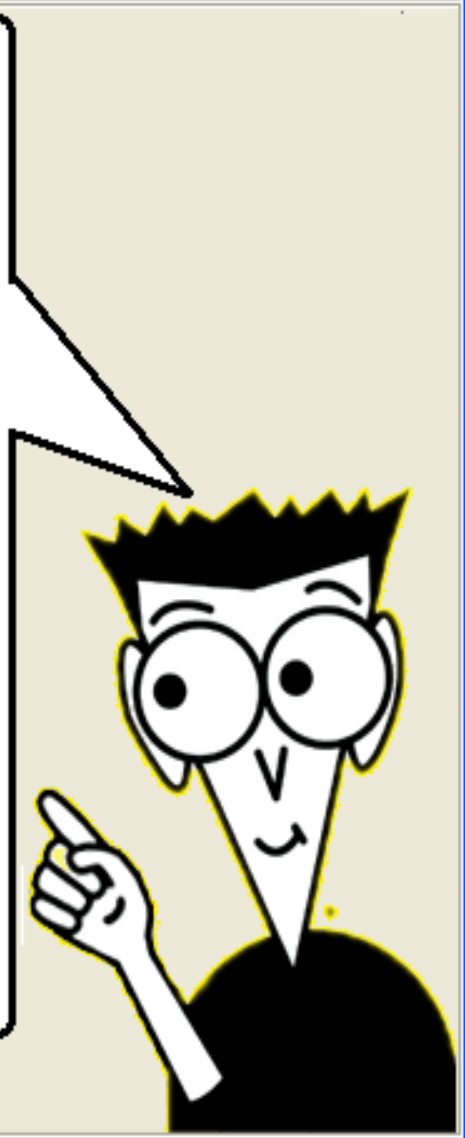
Adding a controller...

Now, using the Add Button When it's clicked you will be presented with a list of the CH controllers that the Control Manager recognizes.

Highlight the controller type that you want to add and click "Okay" or simply double-click the controller type. The selected device type will be added to your map and a new device tab will appear to allow you to access it.

Remember that you must add all the devices that you want to use in the game regardless of whether you intend to program that device or not. This is important. If it's not in the map, it won't function in the game even if the controller is connected and otherwise operating properly. This is by design, as it allows a user with several CH USB devices to only include the controllers that are to be used in any particular game.

Okay, let's try this Add thingie...



CH Control Manager - For Dummies VOL III

Written By: Ken King

Add

Add Controller to Map

Controller Selection

Select the controller type you want to add to the map from the list on the right. Add the "CMS Controls" if you are planning to use the CMS Scripting Facility. The CMS Controls should be added last after all other devices have been specified.

Click "Okay" when you are done

- Eclipse Yoke
- FS Yoke
- FS Yoke LE
- Virtual Pilot Pro
- FighterStick
- CombatStick
- FlightStick
- ProThrottle
- Throttle Quad
- ProPedals
- Multi Function Panel
- Trackball Pro
- CMS Controls

Cancel | Okay

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Add Controller to Map

Controller Selection

Select the controller type you want to add to the map from the list on the right. Add the "CMS Controls" if you are planning to use the CMS Scripting Facility. The CMS Controls should be added last after all other devices have been specified.

Click "Okay" when you are done

- Eclipse Yoke
- FS Yoke
- FS Yoke LE
- Virtual Pilot Pro
- FighterStick
- CombatStick
- FlightStick
- ProThrottle
- Throttle Quad
- ProPedals
- Multi Function Panel
- Trackball Pro
- CMS Controls

Cancel | Okay

To Add a Controller, after pressing simply click on the controller you'd like to add or click on CMS Controls and click...

Okay

< Back

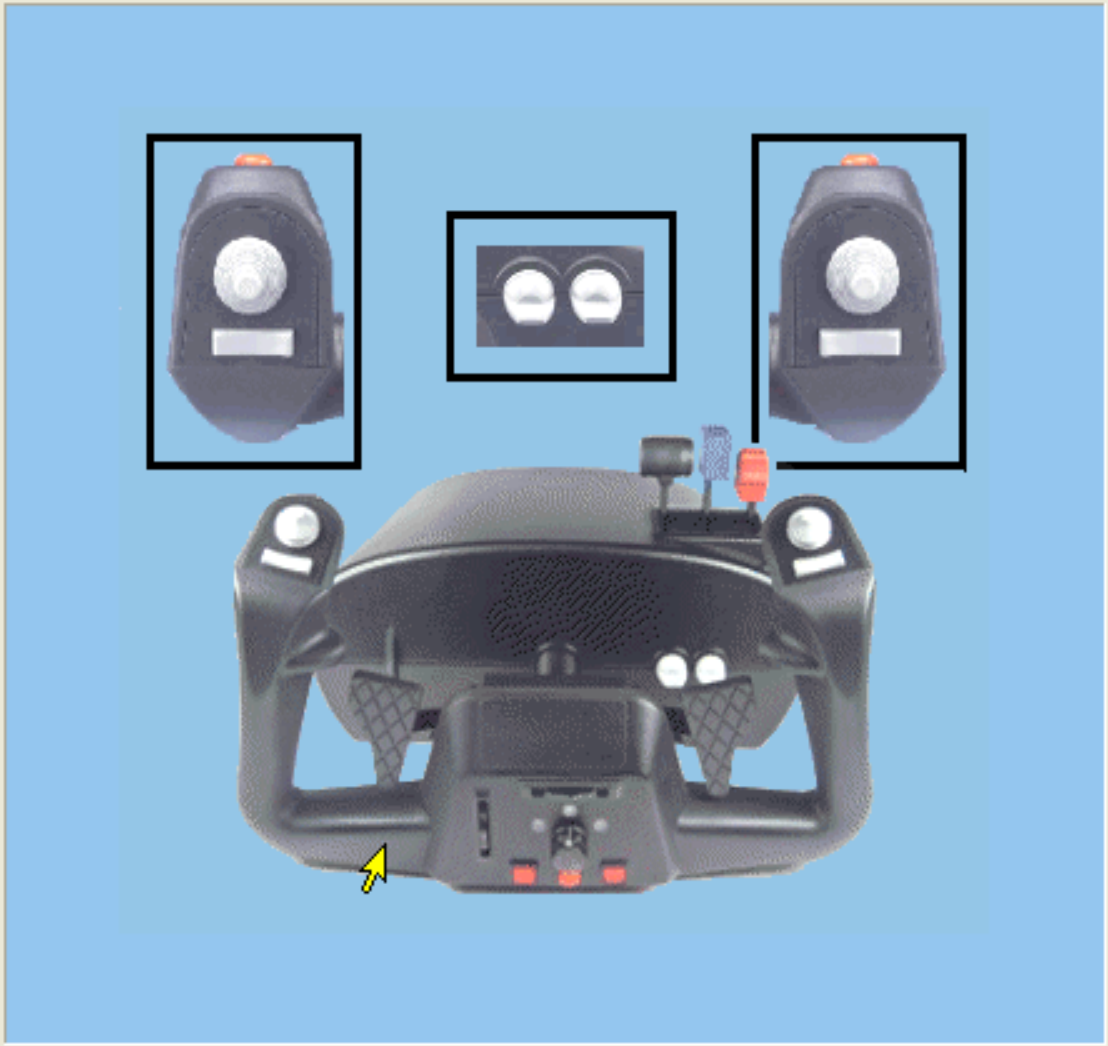
CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Editing: NoName.map
LastDL: WOV-WOE-WOI.map

Program Settings | Eclipse Yoke



X-Axis [A1]

DX Mode ☑

X↔Y

Mode 1

DirectX Function

Axis Settings

DX Device: CM Device 1 — Centered ☑

DX Axis: X Axis — Reverse ☐

Gain and Response Settings

Sensitivity: 100

Dead Zone: 0

Comment

And there you have it, an added controller

< Back

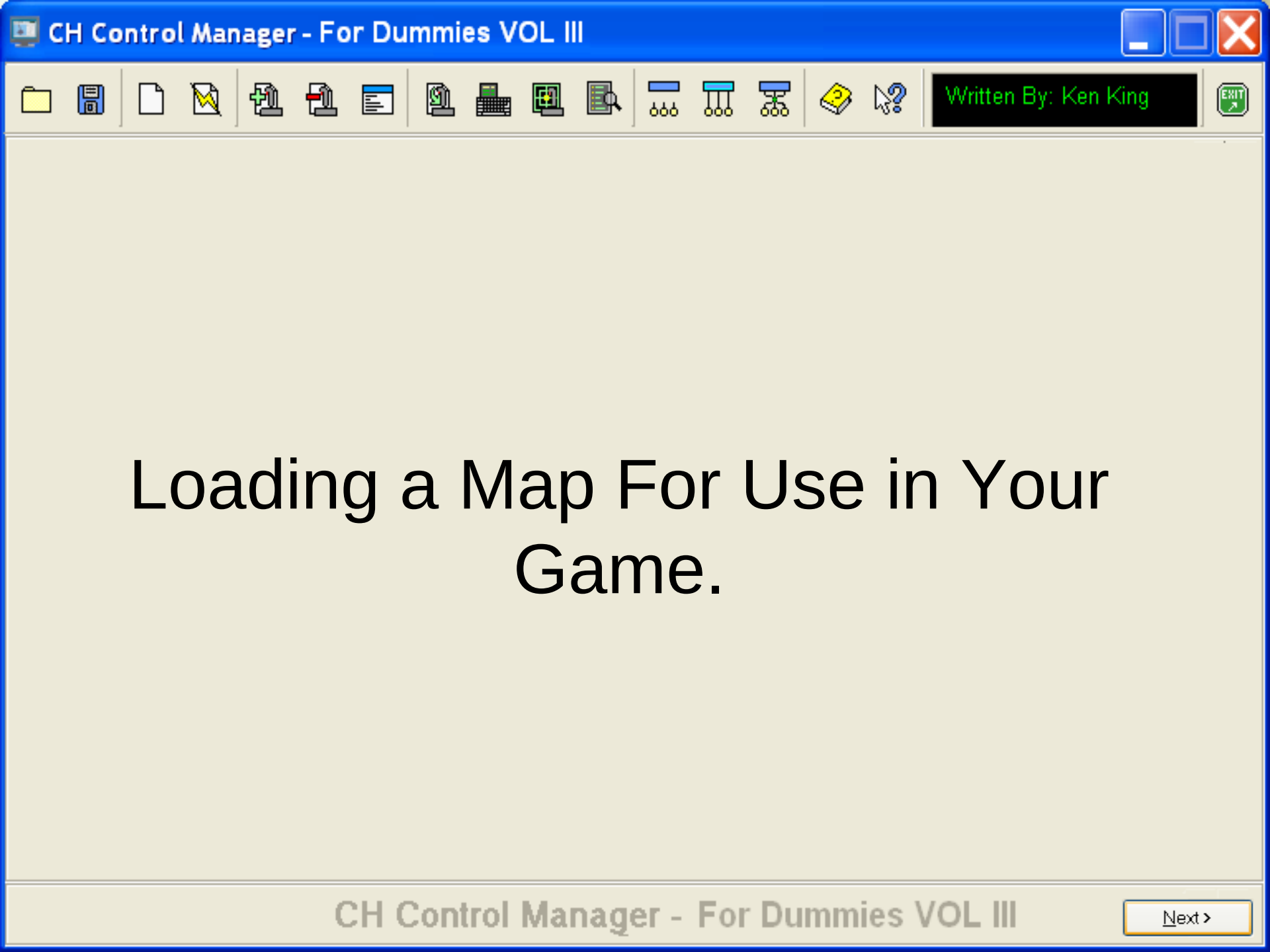
CH Control Manager - For Dummies VOL III

Next >

Written By: Ken King

Sometimes you may need to remove a device from an existing map. The "Delete" button serves this purpose. First, select the Device Tab for the controller you want to remove from the map so the controller is the one showing in the Selection Pane (left-hand window). Once the controller has been selected, click the Delete button. It looks like this:

The tab (and its associated device) will disappear from the map. This doesn't change any device assignments for any other controllers that may be present in the map so some things may need to be reassigned as a result of the removal.


CH Control Manager - For Dummies VOL III
Written By: Ken King
Loading a Map For Use in Your Game.
CH Control Manager - For Dummies VOL III
Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Load

Let me show you how to Load (a previously made map), Download, and Exit, Control Manager so that you can use your CM Devices in your game. ERRRRRR I mean SIM.

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Load **In Control Manager, click -Load- This will open your** Maps **folder.**

Open

Look in: Maps

- Combat Flight Simulator
- Combat Flight Simulator II
- DCS Black Shark Sim Mode
- Falcon4.0AF
- FS9
- IL2 1946-Pacific Fighters
- JanesFA18
- Lock-On Flaming Cliffs
- rFactor
- Seven-G
- SFP1-WOV-WOE-WOI
- Targetware
- WOV-WOE-WOI

File name: *.map

Files of type: Map Files

Open

Cancel

Open as read-only

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Load

Select the map you'd like to open by clicking on it with your mouse/DT225. You can either click on the map and press the Open button, or, double (left mouse button) click on the map you'd like to open.

Open

Look in: Maps

- Combat Flight Simulator
- Combat Flight Simulator II
- DCS Black Shark Sim Mode
- Falcon4.0AF
- FS9
- IL2 1946-Pacific Fighters
- JanesFA18
- Lock-On Flaming Cliffs
- rFactor
- Seven-G
- SFP1-WOV-WOE-WOI
- Targetware
- WOV-WOE-WOI

File name: Falcon4.0AF

Files of type: Map Files

Open as read-only

Open

Cancel

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

X-Axis [A1]

DX Mode ☑

X↔Y

Mode 1

DirectX Function

Axis Settings

DX Device: CM Device 1 — Centered ☑

DX Axis: X Axis — Reverse ☐

Gain and Response Settings

Sensitivity: 100

Dead Zone: 0

Comment

And there you have it, a loaded map...

< Back

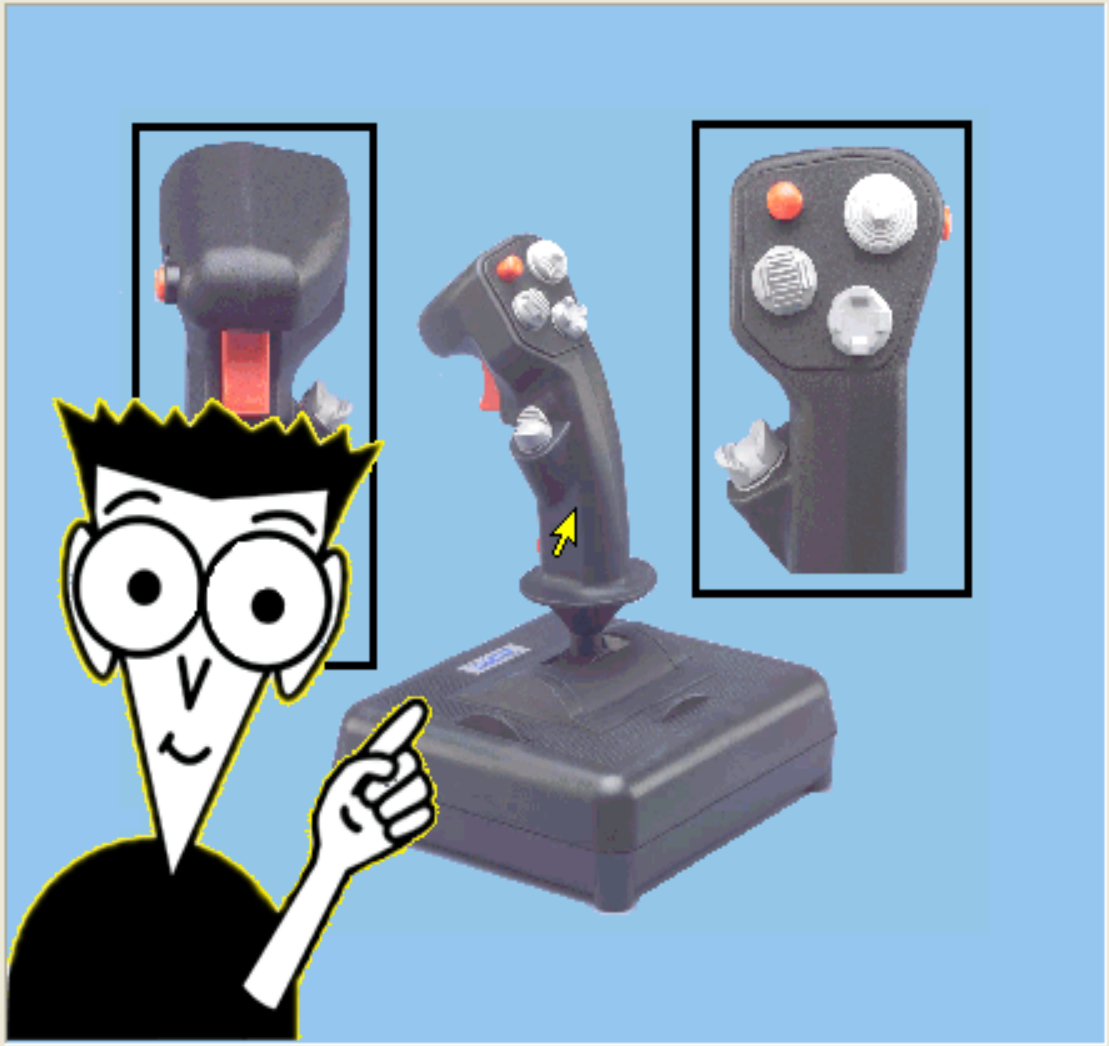
CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThr Download le Quad | ProPedals | Multi Function Panel | CMS Controls



X-Axis [A1]

DX Mode ☑

X↔Y

Mode 1

Comment

The next step in this process, IF you DON'T want to change anything with the map is applying the map to your CM Devices.

Click the button in the Control Manager GUI.

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

V-Axis [A6]

DX Mode

Mode 1

Programmed Function

Control Type

Down Position

Min Zone Keys

Normal Zone Keys

g g

Comment

Download successful. Now what?

Detent

MinZone

Information

Download Successfully Completed!

OK

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

V-Axis [A6]

DX Mode

Mode 1

Programmed Function

Control Type

Down

Position

Min Zone K

Normal Zone K

g g

Comm

Download successful. N

Detent

MinZone

Information

Download Successfully Completed!

CLICK

OK

< Back

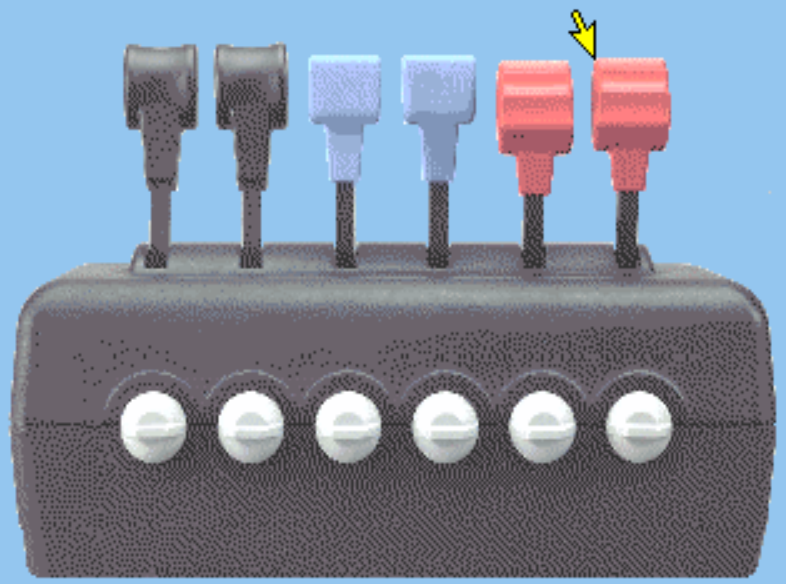
CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls | Exit



Detent

MinZone

V-Axis [A6]

DX Mode

Mode 1

Comment

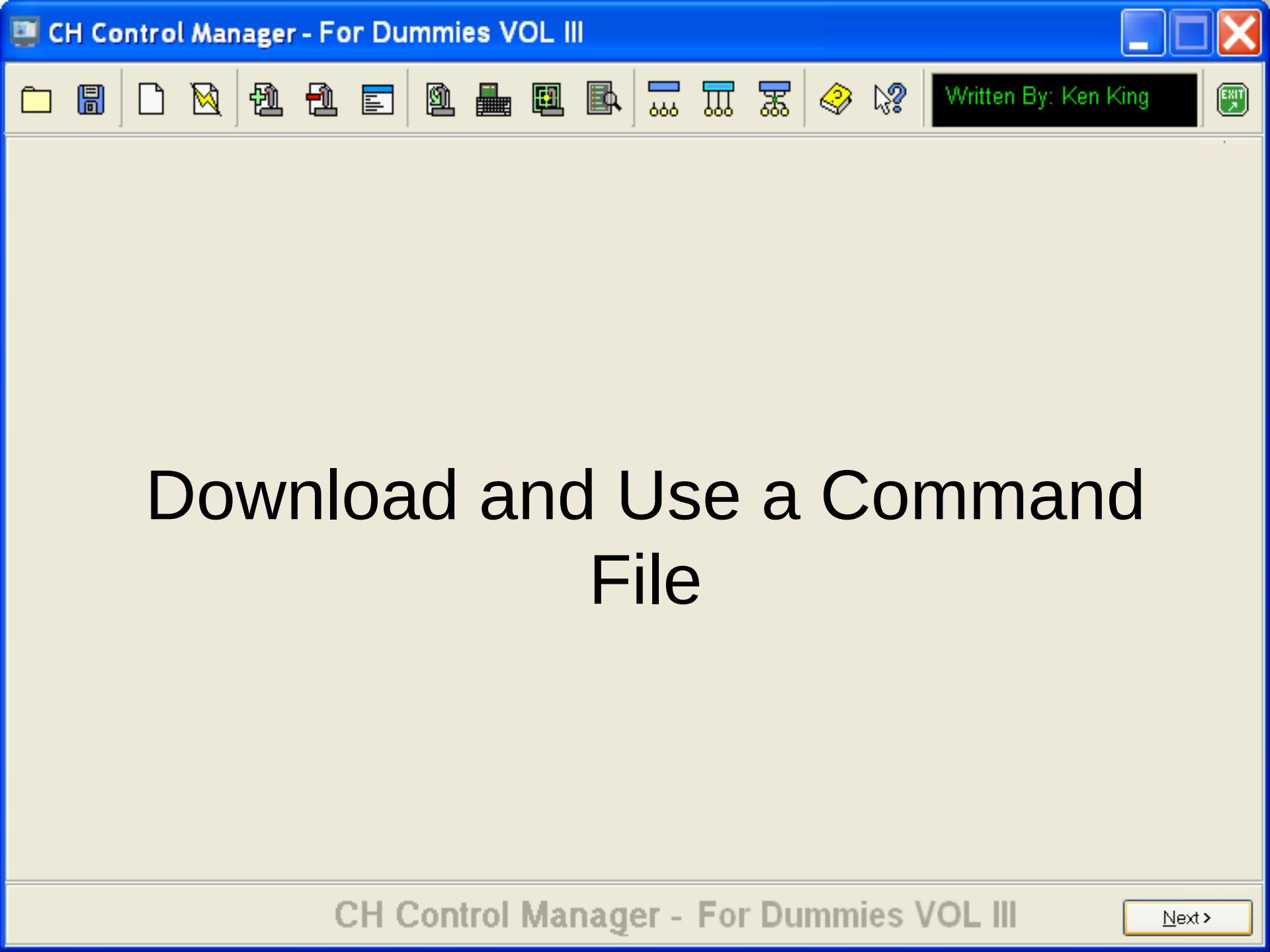
Now, all ya gatta do is click or and...

GO FLY!

< Back

CH Control Manager - For Dummies VOL III

Next >


CH Control Manager - For Dummies VOL III
Written By: Ken King
Download and Use a Command File
CH Control Manager - For Dummies VOL III
Next >

DCS Black Shark English Version - The CH Hangar Forums - Windows Internet Explorer

http://www.ch-hangar.com/forum/showthread.php?t=5915

File Edit View Favorites Tools Help

Favorites | DCS Black Shark English Version - The CH Hangar Foru... | Page | Safety | Tools

AVG | Yahoo! Search | Search | Total Protection | Identity Guard

THE CH HANGAR

To download a Command File, let's go to the CH-Hangar.

The CH Hangar Forums > CMC Files > Helicopter Sim CMC Files
DCS Black Shark English Version

Welcome, 531_Ghost.
You last visited: Today at 08:59 AM
Private Messages: Unread 0, Total 33.

User CP | Competitions | FAQ | Community | Calendar | Arcade | New Posts | Search | Quick Links | Log Out

Post Reply

Thread Tools | Search this Thread | Rate Thread | Display Modes

24-10-2008, 06:08 PM #1

531_Ghost
Senior Member

ports 10 - Icicle Clim
Join Date: Jan 2004
Location: MCAS Camp Pendleton
Posts: 2,955

DCS Black Shark English Version

497 commands all in all. Have fun.

Attached Files
Black_Shark.cmc (18.2 KB, 796 views)

After selecting the CMC Files section, and finding the CMC you'd like to download, right click on the file, Save Target As…

Open
Open in New Tab
Open in New Window
Save Target As...
Print Target
Cut
Copy
Copy Shortcut
Paste
Blog with Windows Live
E-mail with Windows Live
Translate with Live Search
All Accelerators

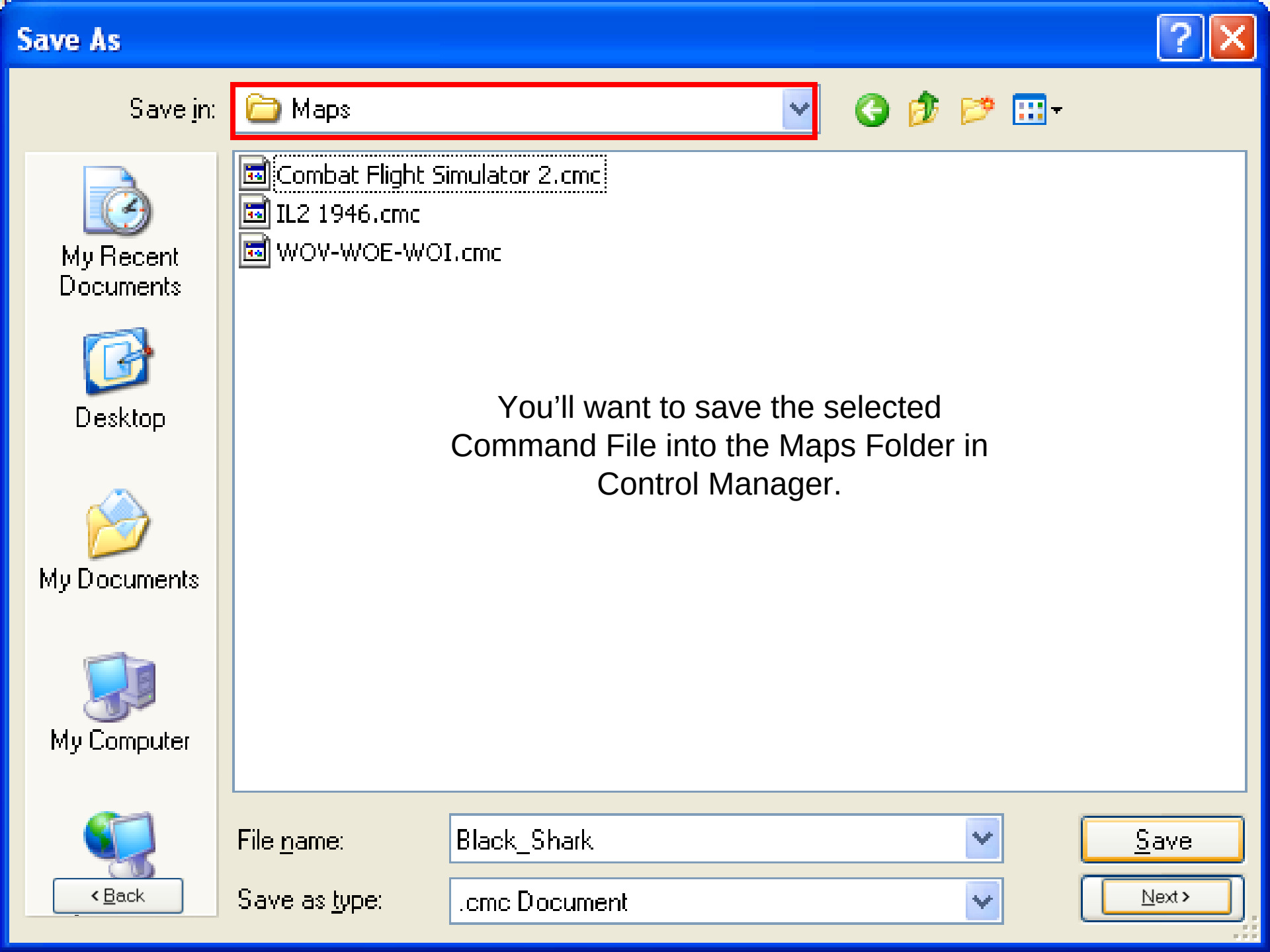
Creator of [redacted] Control.

When in d

Last edited b PM.

Edit | Q

< Back | Next >



You'll want to save the selected Command File into the Maps Folder in Control Manager.

Download complete

Download Complete

Black_Shark.cmc from www.ch-hangar.com

Downloaded: 18.2KB in 1 sec

Download to: C:\Program Files\CH P...\Black_Shark.cmc

Transfer rate: 18.2KB/Sec

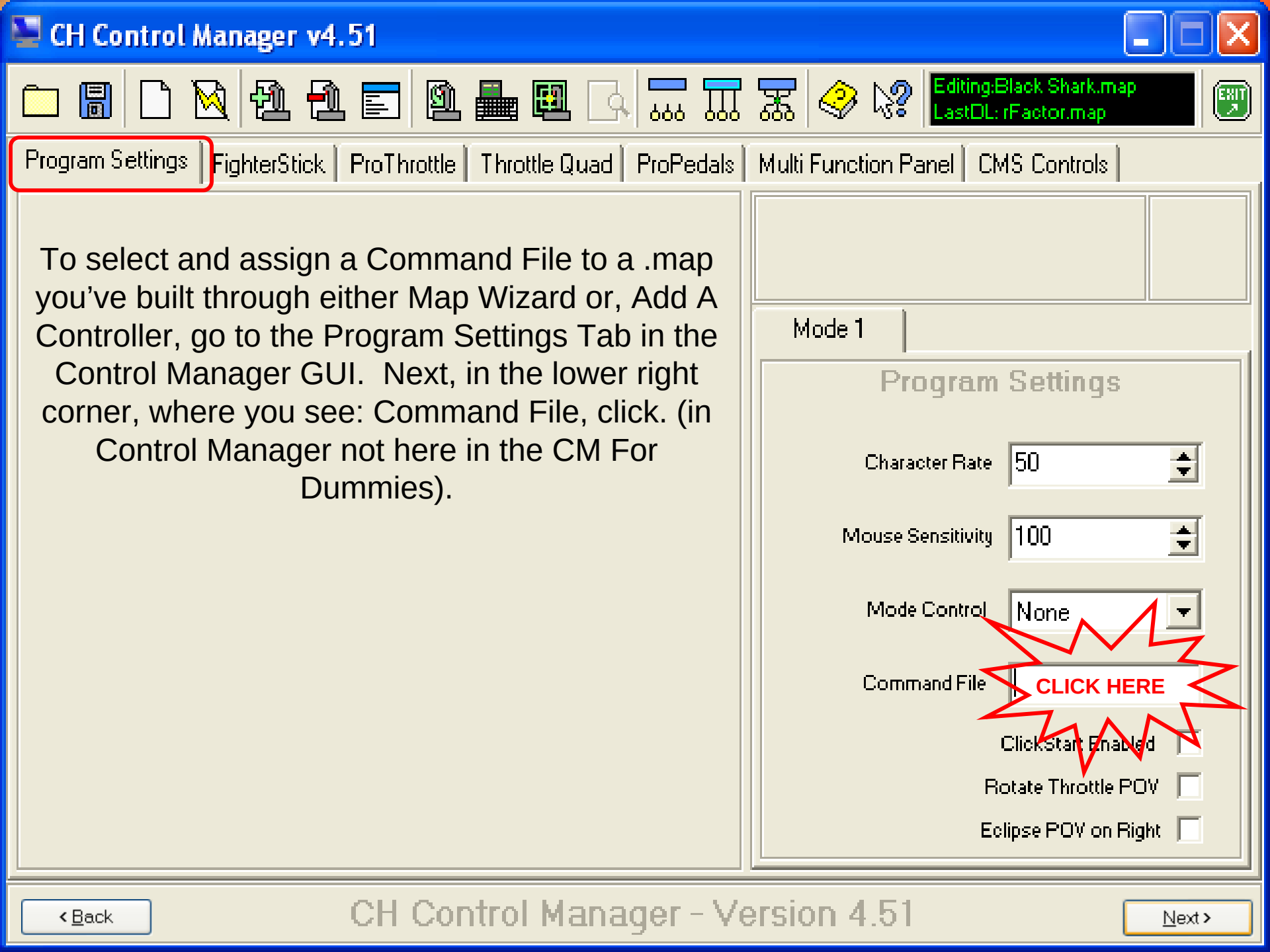
☐ Close this dialog box when download completes

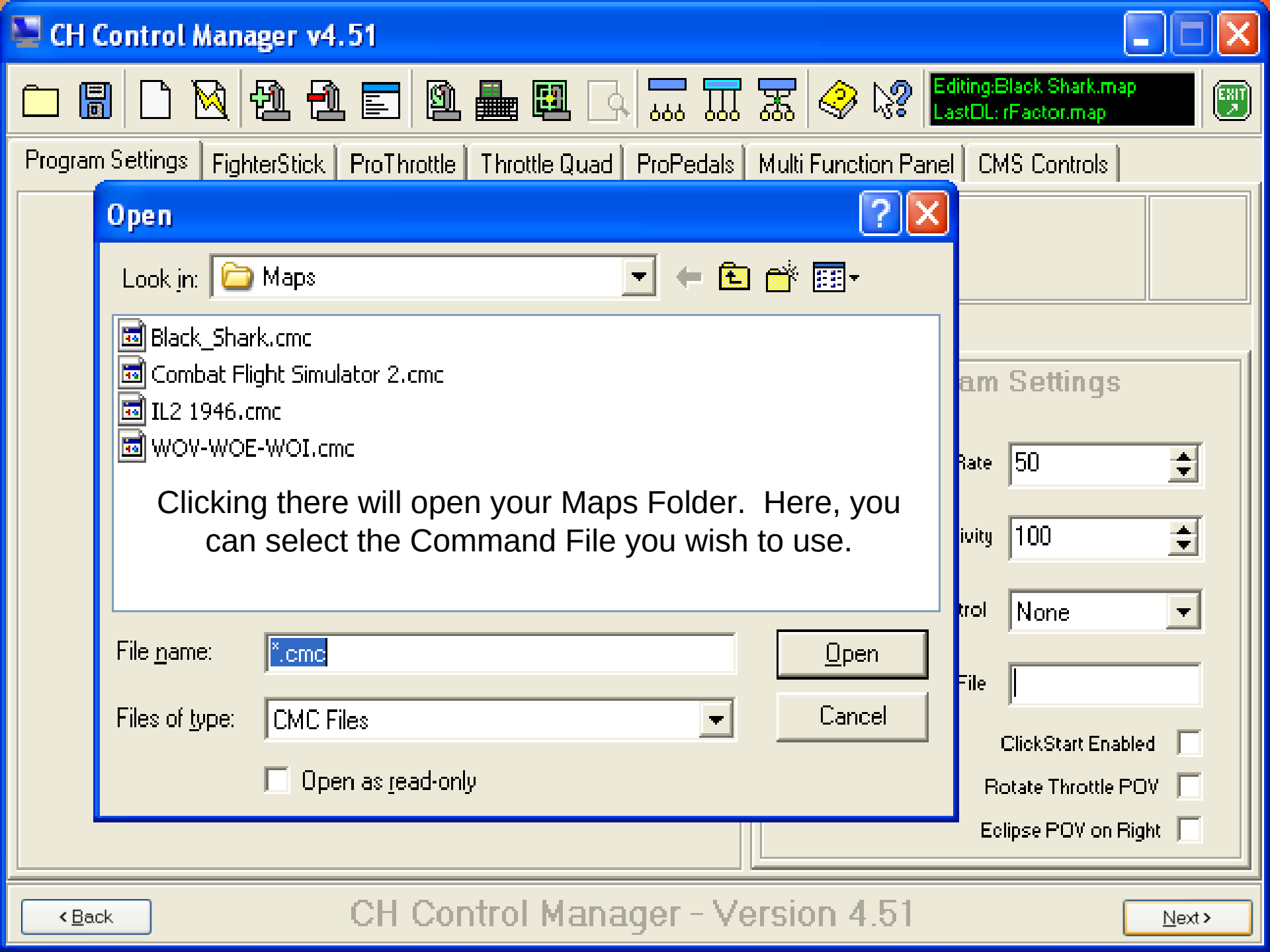
Open | Open Folder | Close

SmartScreen Filter checked this download and did not report any threats. Report an unsafe download.

< Back | Next >

Now that you've successfully downloaded a Command File, I'll show you how to assign, and use it.


CH Control Manager v4.51
Editing:Black Shark.map
LastDL: rFactor.map
Program Settings
FighterStick
ProThrottle
Throttle Quad
ProPedals
Multi Function Panel
CMS Controls
To select and assign a Command File to a .map you've built through either Map Wizard or, Add A Controller, go to the Program Settings Tab in the Control Manager GUI. Next, in the lower right corner, where you see: Command File, click. (in Control Manager not here in the CM For Dummies).
Mode 1
Program Settings
Character Rate
50
Mouse Sensitivity
100
Mode Control
None
Command File
CLICK HERE
ClickStart Enabled
Rotate Throttle POV
Eclipse POV on Right
< Back
CH Control Manager - Version 4.51
Next >


CH Control Manager v4.51
Editing:Black Shark.map
LastDL: rFactor.map
EXIT
Program Settings
FighterStick
ProThrottle
Throttle Quad
ProPedals
Multi Function Panel
CMS Controls
Open
Look in:
Maps
Black_Shark.cmc
Combat Flight Simulator 2.cmc
IL2 1946.cmc
WOV-WOE-WOI.cmc
Clicking there will open your Maps Folder. Here, you can select the Command File you wish to use.
File name:
*.cmc
Open
Files of type:
CMC Files
Cancel
Open as read-only
am Settings
Rate
50
ivity
100
trol
None
File
ClickStart Enabled
Rotate Throttle POV
Eclipse POV on Right
< Back
CH Control Manager - Version 4.51
Next >

CH Control Manager v4.51

Editing:Black Shark.map
LastDL: rFactor.map

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

For the purpose of this portion of the Dummies Guide, I've selected the Black_Shark.cmc

Let's take a look…

Mode 1

Program Settings

Character Rate 50

Mouse Sensitivity 100

Mode Control None

Command File Black_Shark

ClickStart Enabled

Rotate Throttle POV

Eclipse POV on Right

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing:Black Shark.map
LastDL: rFactor.map

Program Settings | FighterStick | CM Editor | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Click on, CM Editor.

Mode 1

Program Settings

Character Rate 50

Mouse Sensitivity 100

Mode Control None

Command File Black_Shark

ClickStart Enabled

Rotate Throttle POV

Eclipse POV on Right

< Back

CH Control Manager - Version 4.51

Next >

CM Editor

CM Script File (CMS) | Command File (CMC)

```
// CMC Command File
//
//      Game Title: DCS Black Shark - Real Mode
//      Written By: Ken 'Ghost' King
//            Date: 10-22-2008
//
//
//   Cheat
//
Auto-Execute-Full-Start-Procedure KBHOME LWIN
Auto-Execute-Full-Stop-Procedure  KBEND LWIN
//
//   General
//
End-Mission ESC
Pause   PAUSE
Accelerate-Time LCTL z
Decelerate-Time LALT z
Normal-Time LSHF z
```

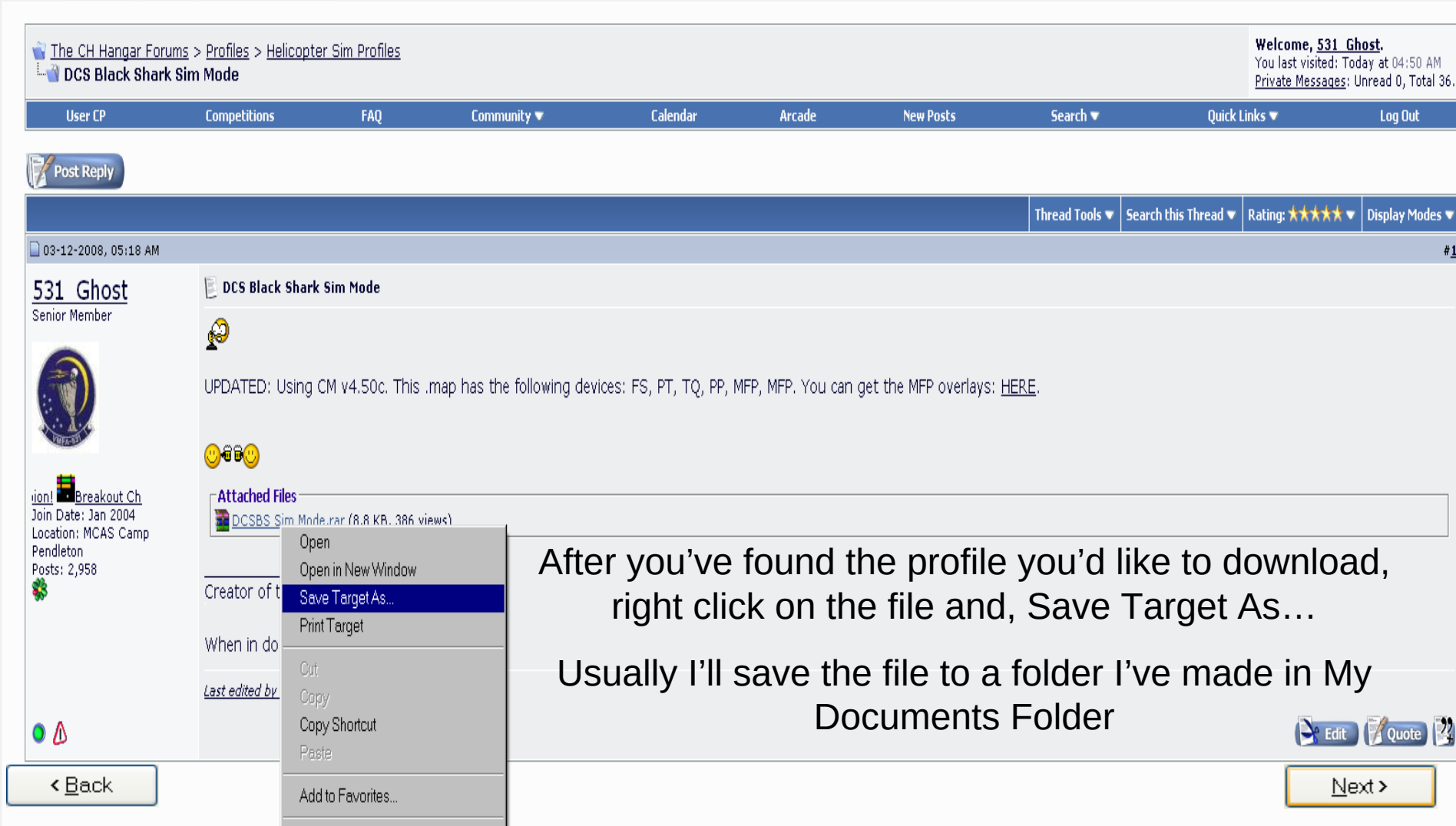
Clicking on the CM Editor will open both the CMS, and, CMC Files. Here you see that I've selected the CMC Tab. This is a list of available commands in the game and their associated keys/macros.

< Back | Col:1 | INS | NRM | Next >

Written By: Ken King

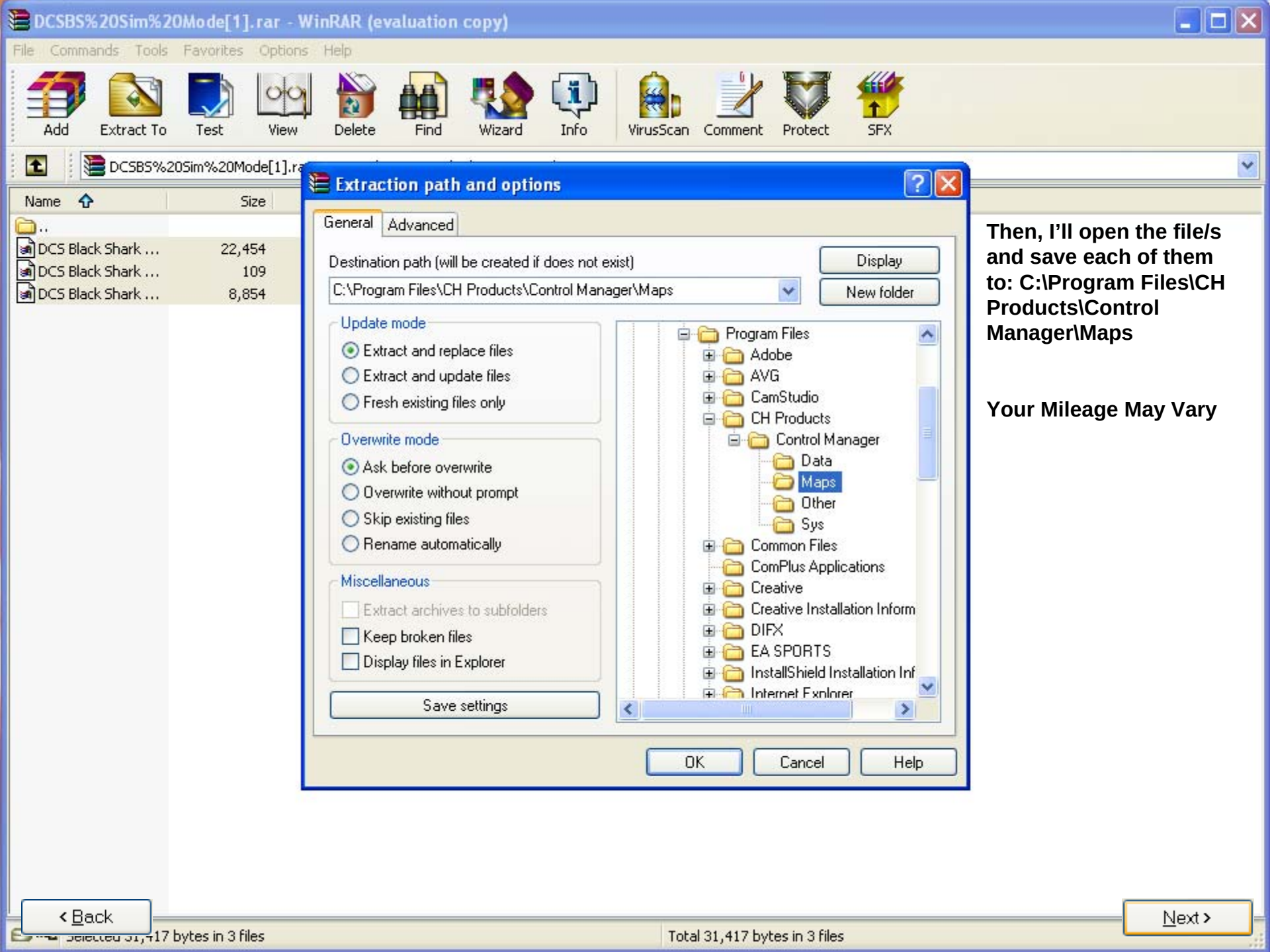
Download and Use a Map

Here we are, back at the CH-Hangar.



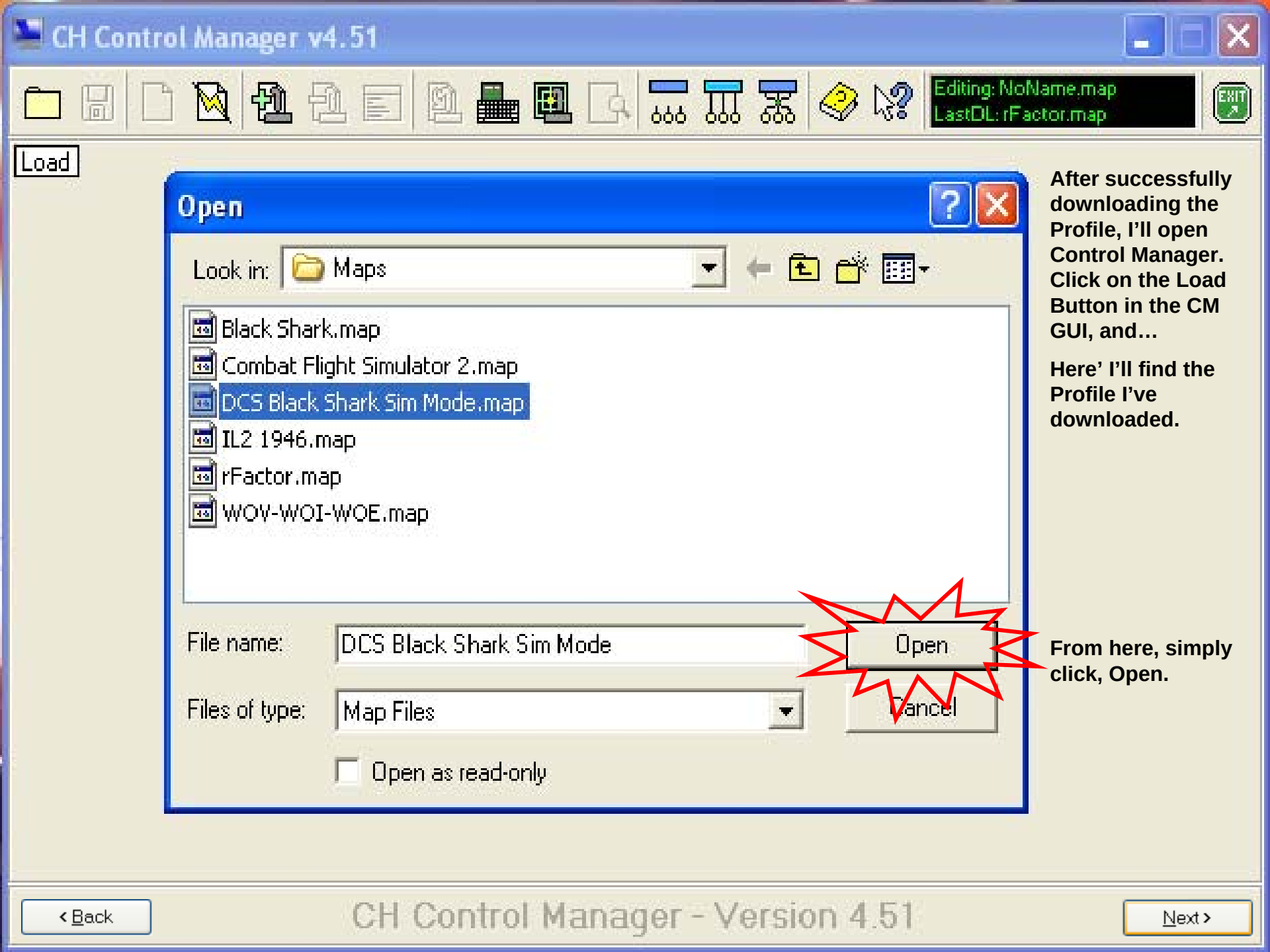
After you've found the profile you'd like to download, right click on the file and, Save Target As…

Usually I'll save the file to a folder I've made in My Documents Folder



Then, I'll open the file/s and save each of them to: C:\Program Files\CH Products\Control Manager\Maps

Your Mileage May Vary



After successfully downloading the Profile, I'll open Control Manager. Click on the Load Button in the CM GUI, and…

Here' I'll find the Profile I've downloaded.

From here, simply click, Open.

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | ProPedals | Multi Function Panel | CMS Controls

Button 3

DX Mode ☑ Shift ☐

Mode 1

DirectX Function

Normal Action

DirectX Device: CM Device 1

DirectX Control: Button 3

Shifted Action

DirectX Device: None

DirectX Control: None

Comment

And here we have, a loaded map.

< Back

CH Control Manager - For Dummies VOL III

Next >

Writing and Saving a Command File

Written By: Ken King

The Command File capability is used to allow you to program maps using the name of a function rather than the actual command characters. Command Files are really just a list of commands that the game understands and the characters needed to activate that command. In their basic form, they look something like this:

Landing-Gear-Down g
Landing-Gear-Up G
Flaps-Extend f
Flaps-Retract F

On the left is the command name, on the right the character(s) that need to be sent to activate the command.

The Control Manager recognizes most standard characters directly. Any key that can be entered as a single character ("a", "B", "%", "*", etc) can be entered directly. If the key requires a SHF, that will be generated automatically when the shifted character is entered.

Written By: Ken King

Once the Command File is complete, modifying the map becomes easier, and the Map will be largely self-documenting. If you maintain a consistent set of command names, you can create a default map for a new sim in a matter of seconds. Choose a basic set of names for the most common functions GearUp, AutopilotToggle, FlapsDown, LookLeft, etc. Use those names to create your default map. Now when you get a new sim, you only need to create the CMC file with the commands named as they are in the default map. You can load your basic map, set it to use the CMC file for the new sim and the map is complete. Even though "GearToggle" may be "L" in one sim and "G" in the other, the command names will be the same and so the default map will get the appropriate button commands in both cases. Normally, you can't do this 100% of the time, some commands just have to change, but it can work for the most common function and get you up and running very quickly.

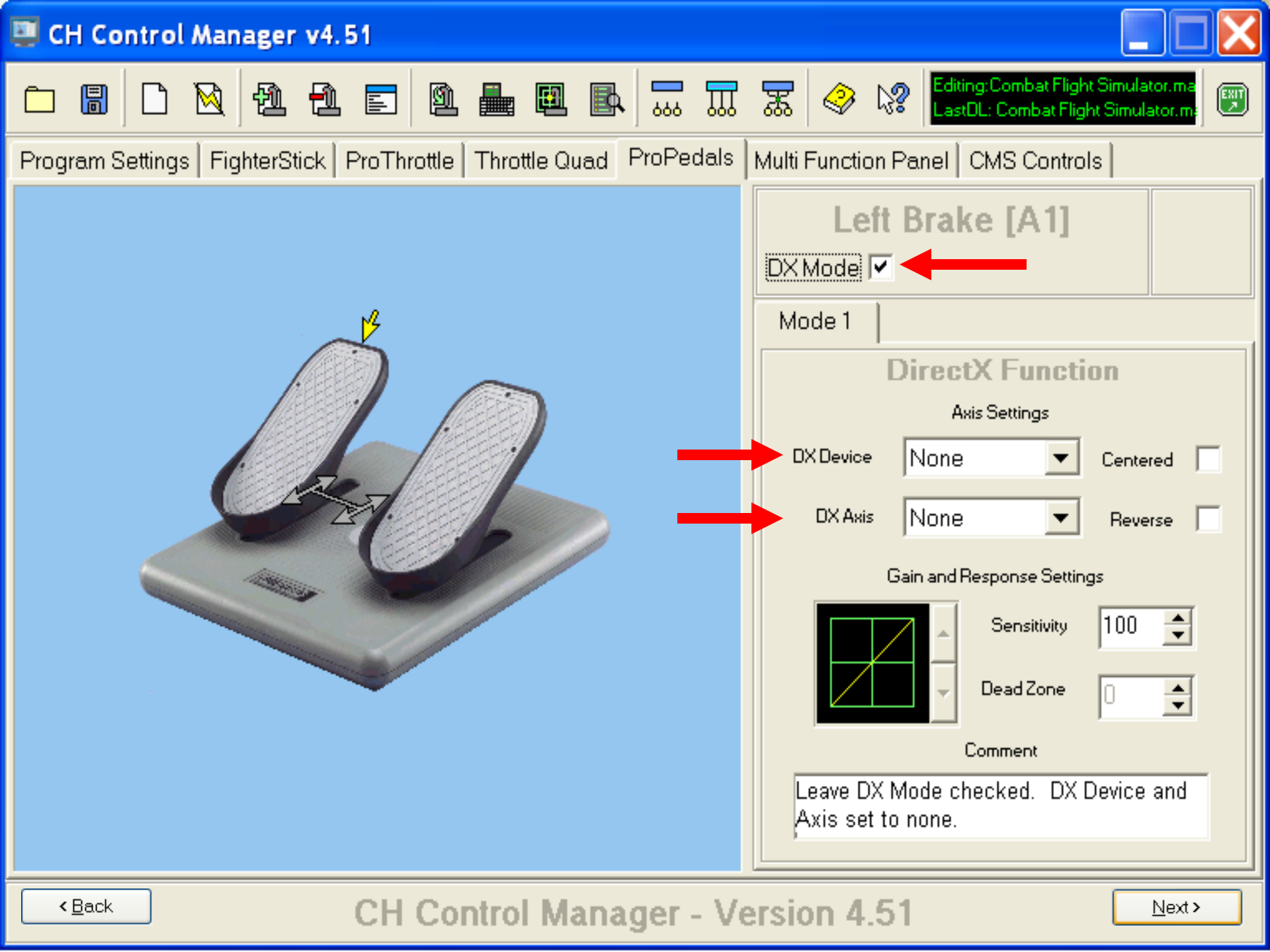
For other keys, a key name is used. A complete list of the key names recognized by the Control Manager can be found:

HERE

Written By: Ken King

Okay Jane, how do we stop this crazy thing?

A Sample Script…


CH Control Manager v4.51
Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma
Program Settings
FighterStick
ProThrottle
Throttle Quad
ProPedals
Multi Function Panel
CMS Controls
Left Brake [A1]
DX Mode
Mode 1
DirectX Function
Axis Settings
DX Device
None
Centered
DX Axis
None
Reverse
Gain and Response Settings
Sensitivity
100
Dead Zone
0
Comment
Leave DX Mode checked. DX Device and Axis set to none.
< Back
CH Control Manager - Version 4.51
Next >

CH Control Manager v4.51

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Right Brake [A2]

DX Mode ☑

Mode 1

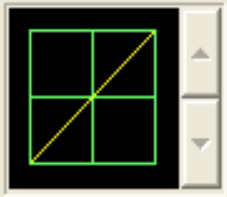
DirectX Function

Axis Settings

DX Device: None — Centered ☐

DX Axis: None — Reverse ☐

Gain and Response Settings



Sensitivity: 100

Dead Zone: 0

Comment

Do the same for the right brake.

< Back

CH Control Manager - Version 4.51

Next >

CM Editor

CM Script File (CMS) | Command File (CMC)

```
// CMS Script File
//
//      Game Title:
//      Written By:
//            Date:
//
script
cms.b1 = [js4.a1 > 180] AND [js4.a2 < 180]; // Left Brake
cms.b2 = [js4.a2 > 180] AND [js4.a1 < 180]; // Right Brake
cms.b3 = [js4.a1 > 180] AND [js4.a2 > 180]; // Brakes
endScript
```

Now, in order for those to work, we're going to have to do a wee bit of scripting. Open the CM Editor. Between the words, script, and endScript type what you see above. More on what it all means in the next few pages.

< Back | Col:54 | INS | NRM | CHG | Next >

CH Control Manager v4.51

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Buttons

Axes

Button 1

DX Mode ☑ Shift ☐

Mode 1

DirectX Function

Normal Action

DirectX Device: None

DirectX Control: None

Shifted Action

DirectX Device: None

DirectX Control: None

Comment

Once you've done the scripting it's time to assign the buttons in CMS Controls...

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Buttons

Axes

Button 1

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Shifted Action

Press

Release

Comment

Un-check DX Mode on Button 1

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Buttons

Axes

Button 1

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Cut to Clipboard
Copy to Clipboard
Paste from Clipboard
Record Keystrokes
Insert Command
Clear Function

Press

Release

Comment

In the Normal Action Function, right click Insert Command, if working with a .cmc.

< Back

CH Control Manager - Version 4.51

Next >

Command Selector

Select Command

Minimum-Prop-RPM

Decrease-Prop-RPM
Increase-Prop-RPM

Maximum-Prop-RPM
Mixture-Idle-Cutoff

Lean-Mixture
Enrich-Mixture

Full-Rich-Mixture
✓ War-Emergency-Power

// AIRCRAFT COMMANDS
//

Landing-Gear-Toggle
✓ Manually-Pump-Gear
Parking-Brakes
Brakes
Left-Brake
Right-Brake
Radio-Toggle
Pitot-Tube-Heat
All-Lights-Toggle
Pannel-Lights
Landing-Lights

< Back | Cancel | Okay

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Multi Function Panel | CMS Controls

Button 1

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Shifted Action

Press

Release

Comment

Remember your script? CMS.B1 was Left Brake. Find Left-Brake and double click.

ersion 4.51

Next >

CH Control Manager v4.51

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Buttons

Axes

Button 1

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press: Left-Brake

Release:

Shifted Action

Press:

Release:

Comment

Okay, the Left-Brake is assigned...

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

B2

Buttons

Axes

Button 2

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Shifted Action

Press

Release

Comment

Now, let's do the same for the Right-Brake

< Back

CH Control Manager - Version 4.51

Next >

Command Selector

Select Command

Decrease-Prop-RPM
Increase-Prop-RPM

Maximum-Prop-RPM
Mixture-Idle-Cutoff

Lean-Mixture
Enrich-Mixture

Full-Rich-Mixture
✓ War-Emergency-Power

// AIRCRAFT COMMANDS
//

Landing-Gear-Toggle
✓ Manually-Pump-Gear
Parking-Brakes
Brakes
✓ Left-Brake
Right-Brake
Radio-Toggle
Pitot-Tube-Heat
All-Lights-Toggle
Pannel-Lights
Landing-Lights

< Back | Cancel | Okay

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Multi Function Panel | CMS Controls

Button 2

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Shifted Action

Press

Release

Comment

In our script, CMS. B2 was assigned to Right-Brake. In the Normal Action Press, Right Click, Insert Command, Double click

ersion 4.51

Next >

CH Control Manager v4.51

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Buttons

Axes

Button 2

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press: Right-Brake

Release:

Shifted Action

Press:

Release:

Comment

Okay, the Right-Brake is now assigned...

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

B3

Buttons

Axes

Button 3

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Shifted Action

Press

Release

Comment

Okay, enough of that differential stuff, let's stop this thing. CMS.B3 was assigned to Brakes

< Back

CH Control Manager - Version 4.51

Next >

Command Selector

Select Command

Decrease-Prop-RPM
Increase-Prop-RPM

Maximum-Prop-RPM
Mixture-Idle-Cutoff

Lean-Mixture
Enrich-Mixture

Full-Rich-Mixture
✓ War-Emergency-Power

// AIRCRAFT COMMANDS
//

Landing-Gear-Toggle
✓ Manually-Pump-Gear
Parking-Brakes
Brakes
✓ Left-Brake
Right-Brake
Radio-Toggle
Pitot-Tube-Heat
All-Lights-Toggle
Pannel-Lights
Landing-Lights

< Back | Cancel | Okay

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Multi Function Panel | CMS Controls

Button 3

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Shifted Action

Press

Release

Comment

By now, you should know the drill...

ersion 4.51

Next >

CH Control Manager v4.51

Editing:Combat Flight Simulator.ma
LastDL: Combat Flight Simulator.ma

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Buttons

Axes

Button 3

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press: Brakes

Release:

Shifted Action

Press:

Release:

Comment

Okay Jane, now, you can stop this crazy thing.

< Back

CH Control Manager - Version 4.51

Next >

CM Editor

CM Script File (CMS) | Command File (CMC)

```
// CMS Script File
//
//      Game Title:
//      Written By:
//            Date:
//
script
cms.b1 = [js4.a1 > 180] AND [js4.a2 < 180]; // Left Brake
cms.b2 = [js4.a2 > 180] AND [js4.a1 < 180]; // Right Brake
cms.b3 = [js4.a1 > 180] AND [js4.a2 > 180]; // Brakes
endScript
```

Okay, let's break this simple li'l script down:

cms.b1 = *cms.b1 is the button that will be pressed when...*

[js4.a1 > 180] *your left toe brake* [js4.a1] *is greater than 180* AND

your right toe brake, [js4.a2] *is less than 180.*

< Back | Col:54 | INS | NRM | CHG | Next >

CM Editor

CM Script File (CMS) | Command File (CMC)

```
// CMS Script File
//
//      Game Title:
//      Written By:
//            Date:
//
script
cms.b1 = [js4.a1 > 180] AND [js4.a2 < 180]; // Left Brake
cms.b2 = [js4.a2 > 180] AND [js4.a1 < 180]; // Right Brake
cms.b3 = [js4.a1 > 180] AND [js4.a2 > 180]; // Brakes
endScript
```

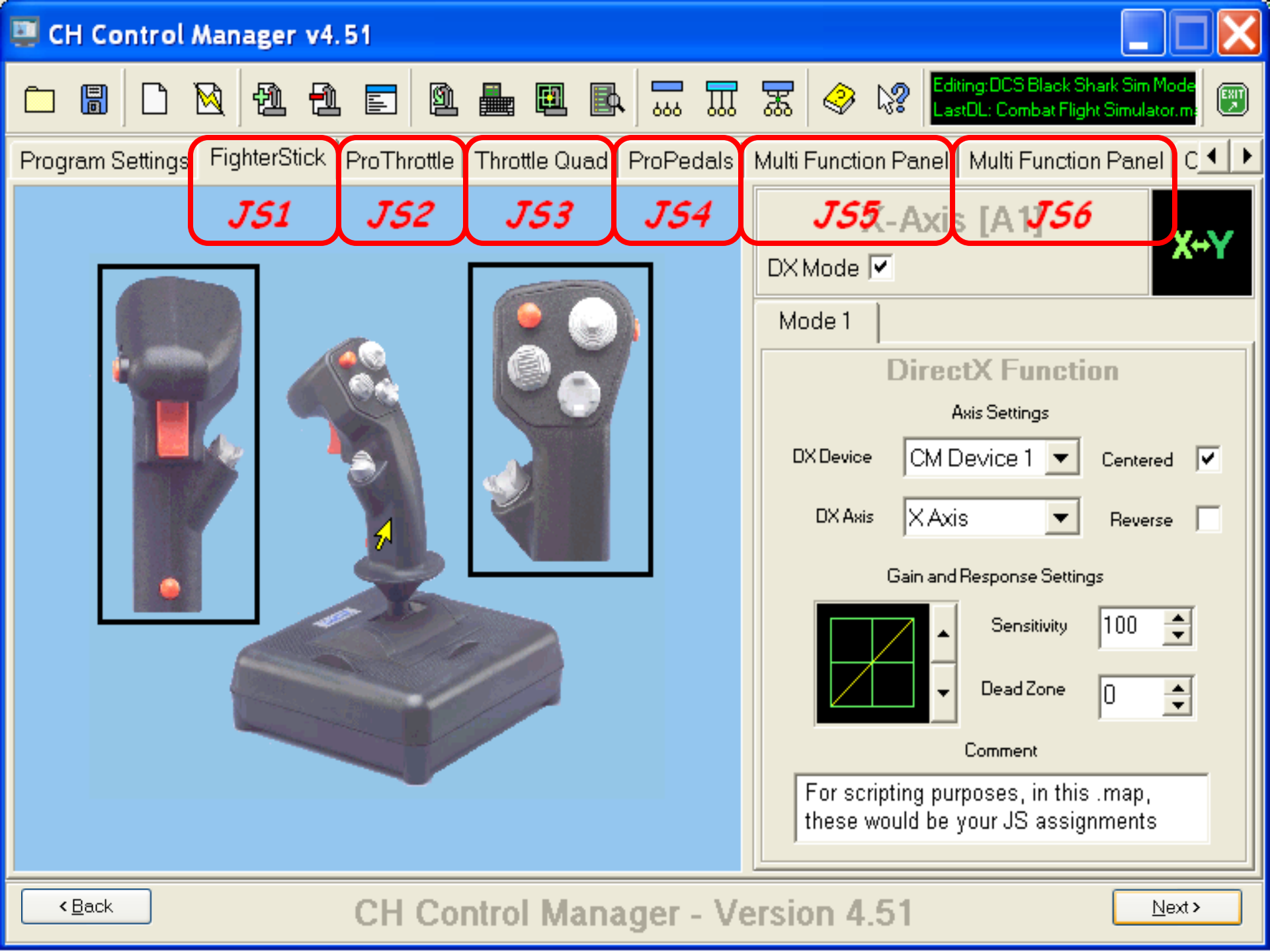
js4 = *ProPedals* *NOTE: js4 WILL NOT ALWAYS BE ProPedals. The js (JoyStick) assignment will depend on where each device is in the .map.*

.a1 = Left Brake *axis.*

.a2 = Right Brake *axis.*

180 = *A value at where in the travel of the axis being depressed a .cms button will be depressed.*

< Back | Col:54 | INS | NRM | CHG | Next >


CH Control Manager v4.51
Editing:DCS Black Shark Sim Mode
LastDL: Combat Flight Simulator.ma
Program Settings
FighterStick
ProThrottle
Throttle Quad
ProPedals
Multi Function Panel
Multi Function Panel
JS1
JS2
JS3
JS4
JS5
JS6
X-Axis [A1]
X↔Y
DX Mode
Mode 1
DirectX Function
Axis Settings
DX Device
CM Device 1
Centered
DX Axis
X Axis
Reverse
Gain and Response Settings
Sensitivity
100
Dead Zone
0
Comment
For scripting purposes, in this .map,
these would be your JS assignments
< Back
CH Control Manager - Version 4.51
Next >

CH Control Manager v4.51

Editing:Falcon4.0AF.map
LastDL: Combat Flight Simulator.m

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | Multi Function Panel | C

Left Brake [A1]

DX Mode ☑

Mode 1

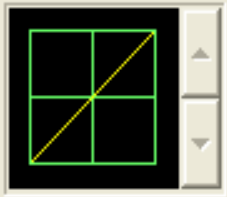
DirectX Function

Axis Settings

DX Device: None — Centered ☐

DX Axis: None — Reverse ☐

Gain and Response Settings



Sensitivity: 100

Dead Zone: 0

Comment

But what if you don't have Left or Right Brakes? And there's only a Brakes command? Un-check DX Mode...

< Back

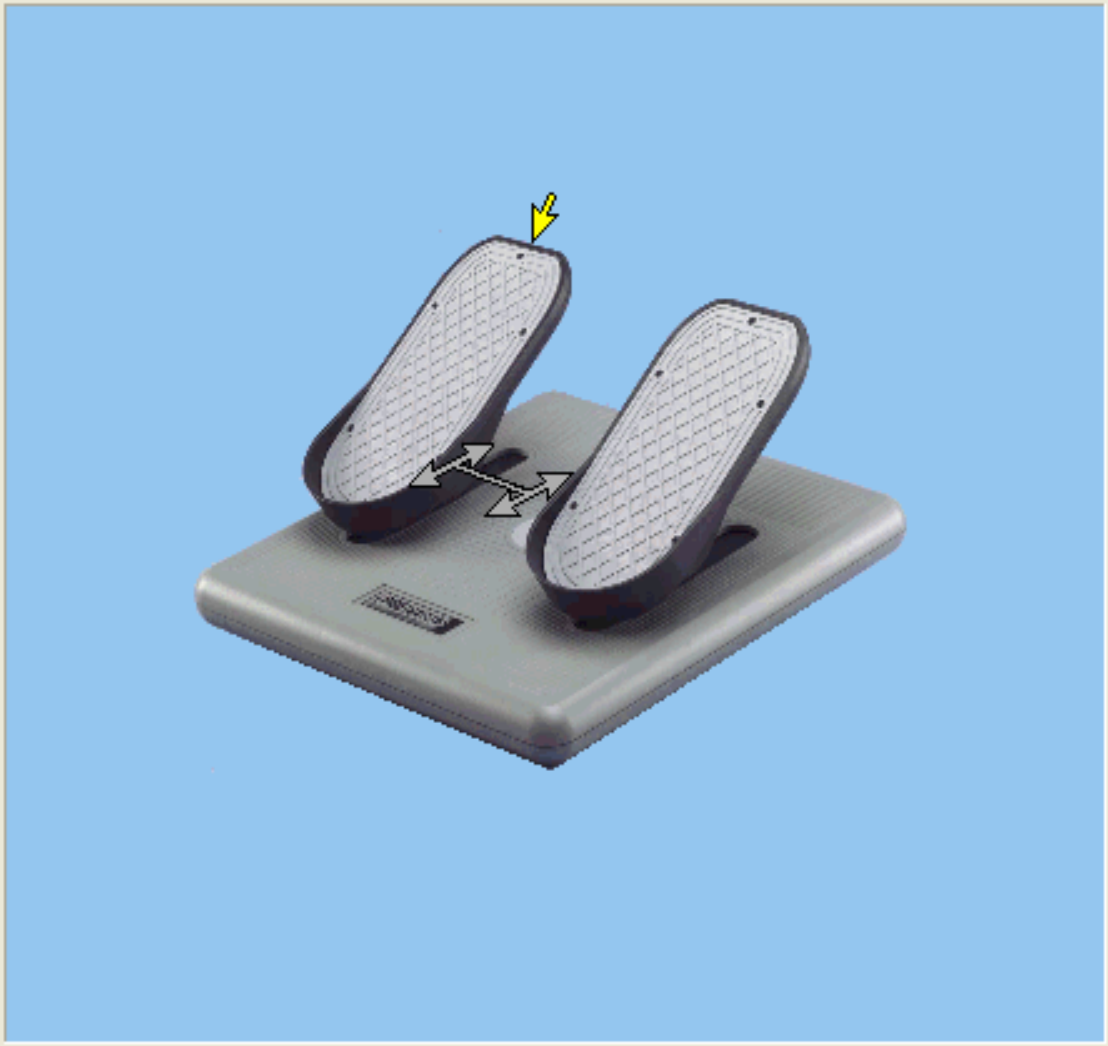
CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing:Falcon4.0AF.map
LastDL: Combat Flight Simulator.m

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | Multi Function Panel



Left Brake [A1]

DX Mode ☐

Mode 1

Programmed Function

Select Up/Down

Control Type

Up/Down ◉ Position ○

Control Parameters

Steps	Inc Key	Dec Key	Ctr Key
1			N/A

Comment

Decrease the Steps to 1

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing:Falcon4.0AF.map
LastDL: Combat Flight Simulator.m

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | Multi Function Panel | C

Left Brake [A1]

DX Mode ☐

Mode 1

Programmed Function

Control Type

Up/Down ◉ Position ○

Control Parameters

Steps	Inc Key	Dec Key	Ctr Key
1	k		N/A

Comment

Type the key for brakes in the Inc Key box

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing:Falcon4.0AF.map
LastDL: Combat Flight Simulator.m

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | Multi Function Panel

Left Brake [A1]

DX Mode ☐

Mode 1

Programmed Function

Control Type

Up/Down ◉ Position ○

Control Parameters

Steps	Inc Key	Dec Key	Ctr Key
1	k	NULL	N/A

Comment

Type NULL in the Dec Key box

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing:Falcon4.0AF.map
LastDL: Combat Flight Simulator.m

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | Multi Function Panel | C

Right Brake [A2]

DX Mode ☐

Mode 1

Programmed Function

Control Type

Up/Down ◉ Position ○

Control Parameters

Steps	Inc Key	Dec Key	Ctr Key
1	k	NULL	N/A

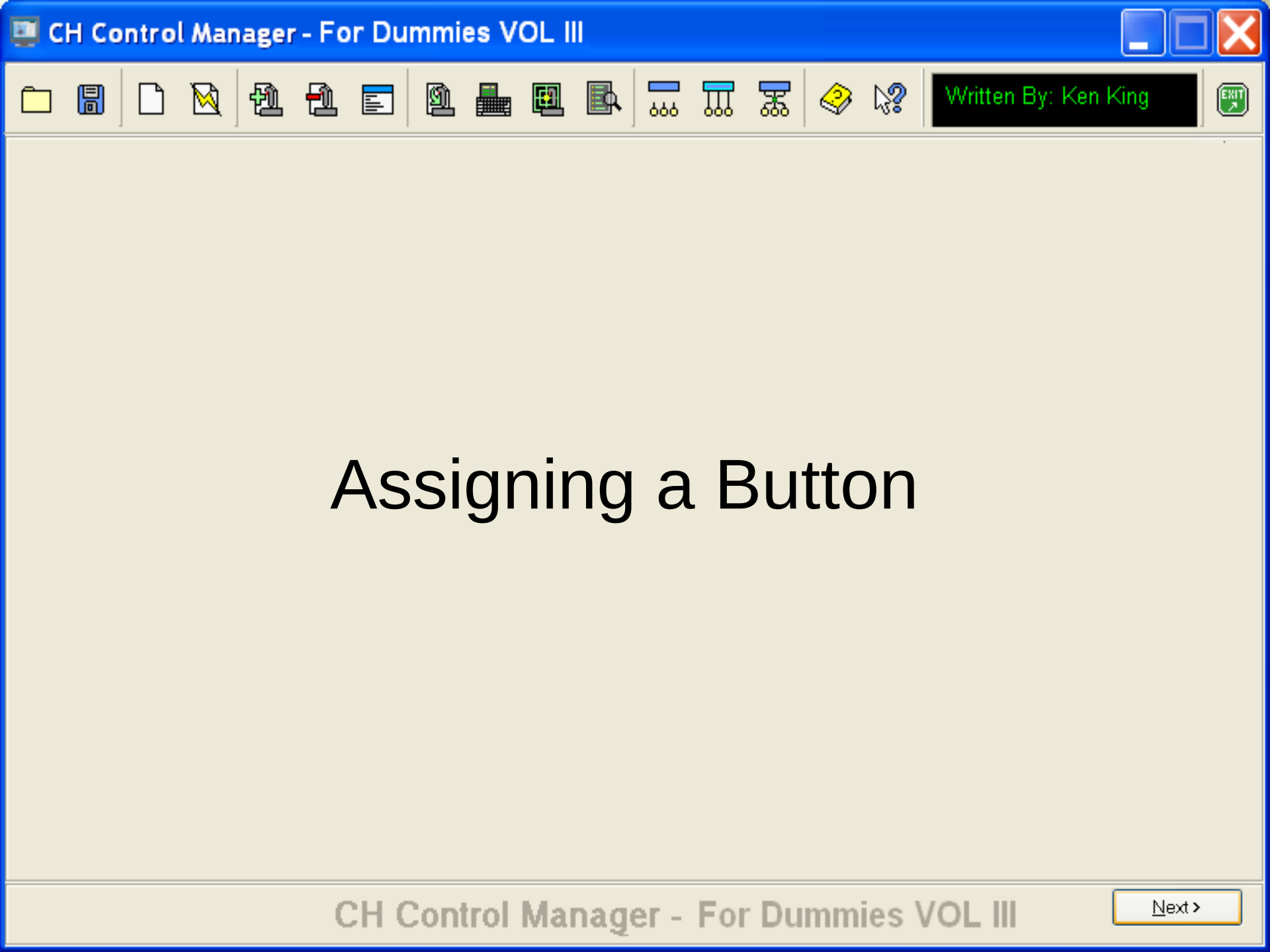
Comment

And there you have it, brakes.

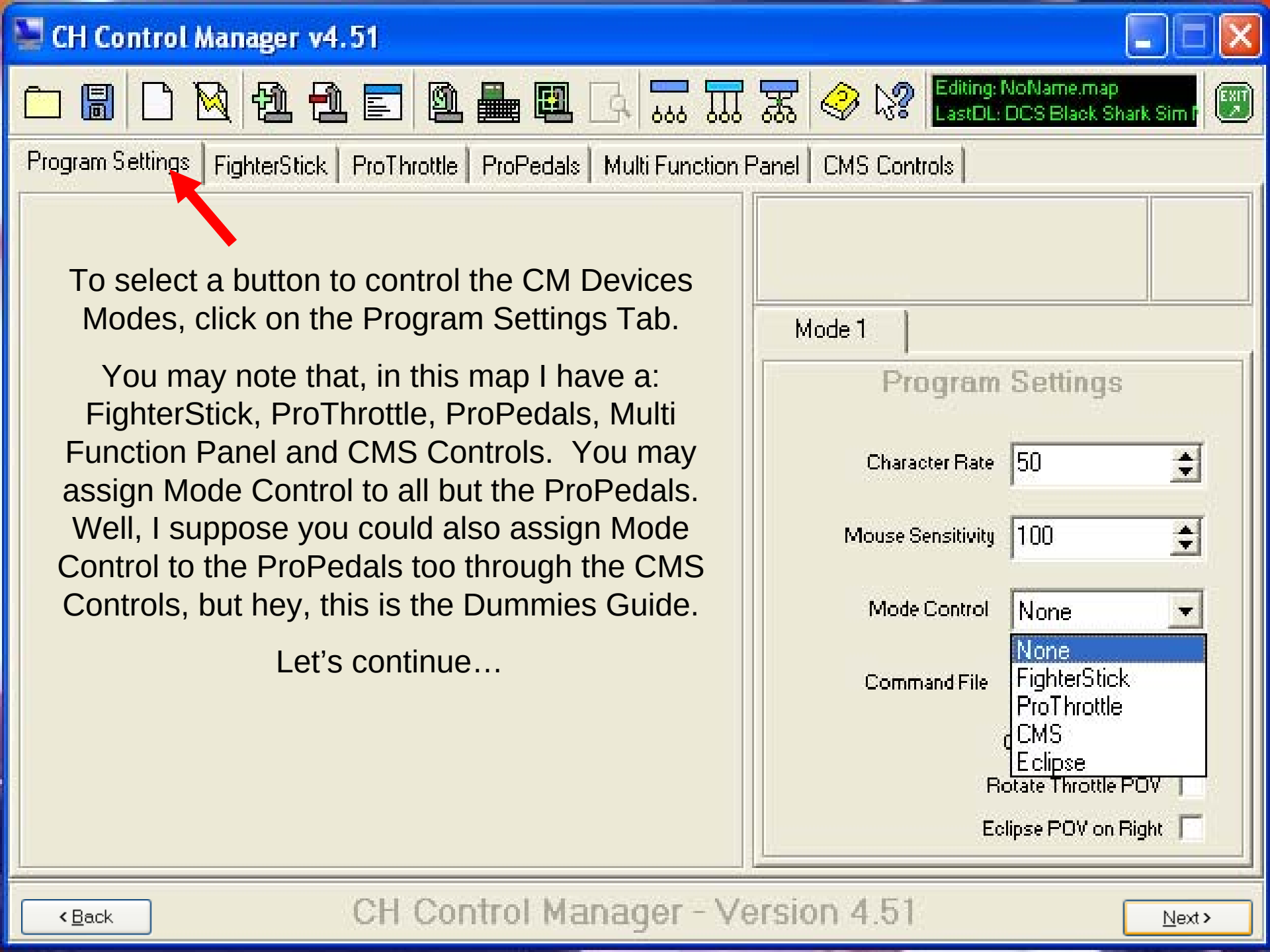
< Back

CH Control Manager - Version 4.51

Next >


CH Control Manager - For Dummies VOL III
Written By: Ken King
Assigning a Button
CH Control Manager - For Dummies VOL III
Next >

There are a few ways to assign a button on your CM Device. To begin this portion of the Dummies Guide let's assign a Hardware Mode Button. And, like most things in Control Manager, there's more than one way to do that too. The next few pages will illustrate just how to do this…



To select a button to control the CM Devices Modes, click on the Program Settings Tab.

You may note that, in this map I have a: FighterStick, ProThrottle, ProPedals, Multi Function Panel and CMS Controls. You may assign Mode Control to all but the ProPedals. Well, I suppose you could also assign Mode Control to the ProPedals too through the CMS Controls, but hey, this is the Dummies Guide.

Let's continue…

CH Control Manager v4.51

Editing: NoName.map
LastDL: DCS Black Shark Sim

Program Settings | FighterStick | ProThrottle | ProPedals | Multi Function Panel | CMS Controls

Here I've selected the FighterStick to select Mode Control. This will give us three hardware modes, thus, giving us three times the programmability to each of our CM Devices.

Now, what button do I push to select modes?

Mode 1 | Mode 2 | Mode 3

Program Settings

Character Rate 50

Mouse Sensitivity 100

Mode Control FighterStick

Command File

ClickStart Enabled

Rotate Throttle POV

Eclipse POV on Right

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing: NoName.map
LastDL: DCS Black Shark Sim

Program Settings | FighterStick | ProThrottle | ProPedals | Multi Function Panel | CMS Controls

Button 3

DX Mode ☑ Shift ☐

Mode 1 | Mode 2 | Mode 3

DirectX Function

Normal Action

DirectX Device: CM Device 1

DirectX Control: Button 3

Shifted Action

DirectX Device: None

DirectX Control: None

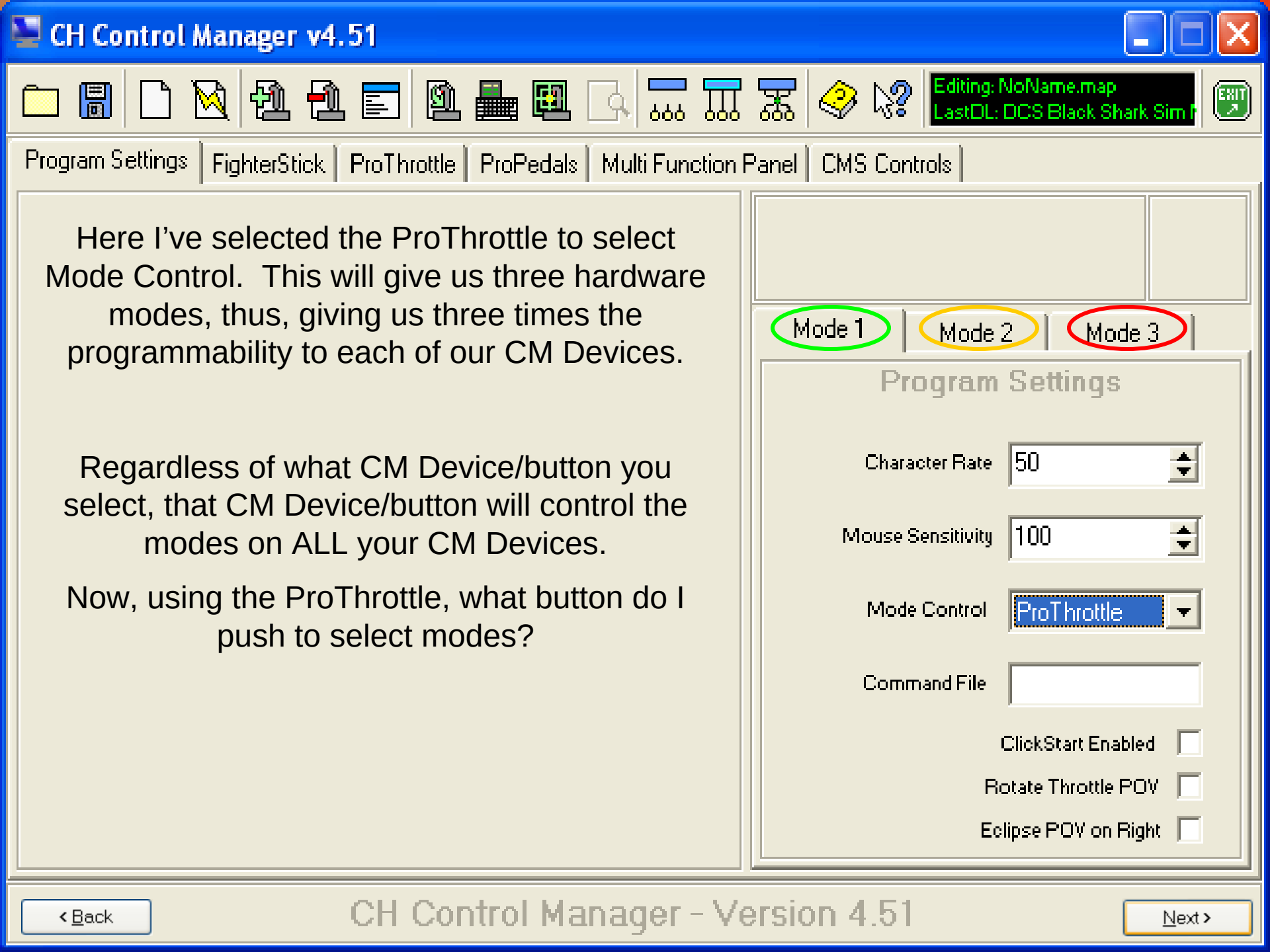
Comment

Press it! Watch the pretty LEDs!

< Back

CH Control Manager - Version 4.51

Next >



Here I've selected the ProThrottle to select Mode Control. This will give us three hardware modes, thus, giving us three times the programmability to each of our CM Devices.

Regardless of what CM Device/button you select, that CM Device/button will control the modes on ALL your CM Devices.

Now, using the ProThrottle, what button do I push to select modes?

CH Control Manager v4.51

Editing: dummie mode.map
LastDL: dummie mode.map

Program Settings | FighterStick | ProThrottle | ProPedals | Multi Function Panel | CMS Controls

Button 1

DX Mode ☑ Shift ☐

Mode 1 | Mode 2 | Mode 3

DirectX Function

Normal Action

DirectX Device: CM Device 1

DirectX Control: Button 17

Shifted Action

DirectX Device: None

DirectX Control: None

Comment

Press it! Watch the pretty LEDs!

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing: dummie mode.map
LastDL: dummie mode.map

Program Settings | FighterStick | ProThrottle | ProPedals | Multi Function Panel | CMS Controls

Here I've selected CMS to select Mode Control. This will give us **FOUR** hardware modes, thus, giving us **FOUR** times the programmability to each of our CM Devices.

Regardless of what CM Device/button you select, that CM Device/button will control the modes on ALL your CM Devices.

Now, using CMS, what button/s do I push to select modes?

Mode 1 | Mode 2 | Mode 3 | Mode 4

Program Settings

Character Rate 50

Mouse Sensitivity 100

Mode Control CMS

Command File

ClickStart Enabled

Rotate Throttle POV

Eclipse POV on Right

< Back

CH Control Manager - Version 4.51

Next >

CH Control Manager v4.51

Editing: dummie mode.map
LastDL: dummie mode.map

Program Settings | FighterStick | ProThrottle | ProPedals | Multi Function Panel | CMS Controls

JS1 JS2 JS3 JS4

To use CMS to control the modes of your CM Devices, you'll have to do a wee bit o' scripting. Small price to pay for another mode.

For the purpose of this edition of the Dummies Guide, I'll use the Multi Function Panel in this case, **JS4**

Mode 1 | Mode 2 | Mode 3 | Mode 4

Program Settings

Character Rate 50

Mouse Sensitivity 100

Mode Control CMS

Command File

ClickStart Enabled

Rotate Throttle POV

Eclipse POV on Right

< Back

CH Control Manager - Version 4.51

Next >

CM Editor

CM Script File (CMS)

```
// CMS Script File
//
//      Game Title:
//      Written By:
//            Date:
//
script
IF ( JS4.B1 ) THEN
CURRENTMODE = MODE1;
ELSE
IF ( JS4.B2 ) THEN
CURRENTMODE = MODE2;
ELSE
IF ( JS4.B3 ) THEN
CURRENTMODE = MODE3;
ELSE
IF ( JS4.B4 ) THEN
CURRENTMODE = MODE4;
ENDIF
ENDIF
ENDIF
ENDIF
ENDSCRIPT
```

With this wee Li'l script we can simply press the button assigned on the Multi Function Panel to change modes on our CM Devices. You will NOT see the pretty LEDs change color on either the FighterStick, OR ProThrottle. You may be asking yourself, what in the world would I use four modes for?

Well…

< Back | Col:6 | INS | NRM | CHG | Next >

CM Editor

CM Script File (CMS)

```
// CMS Script File
//
//      Game Title:
//      Written By:
//            Date:
//
script
IF ( JS4.B1 ) THEN
CURRENTMODE = MODE1;
ELSE
IF ( JS4.B2 ) THEN
CURRENTMODE = MODE2;
ELSE
IF ( JS4.B3 ) THEN
CURRENTMODE = MODE3;
ELSE
IF ( JS4.B4 ) THEN
CURRENTMODE = MODE4;
ENDIF
ENDIF
ENDIF
ENDIF
ENDSCRIPT
```

Bob Church-

“You, might just need more buttons.

"Too many buttons" is something that can't exist. If you have them and don't use them, no big deal. If you need them and don't have them, it's a different story. Put the 4-mode selector on a 4-way hat, use the center position to bring it to the last active mode, and just think of it as a 4-position "shift" button. It doesn't have to be a mode at all.

Set the program to use the CMC and the mode switch becomes temporary. Write the map all in the Mode 1 blocks, when you need something special just move it up to Modes 2..4, and you can click the hat, do the odd function, then release the hat and you're right back to you're single mode program. It just gives you four "shifts" on each button.”

< Back | Col:6 | INS | NRM | CHG | Next >

CM Editor

CM Script File (CMS)

```
// CMS Script File
//
//      Game Title:
//      Written By:
//            Date:
//
script
IF ( JS4.B1 ) THEN
CURRENTMODE = MODE1;
ELSE
IF ( JS4.B2 ) THEN
CURRENTMODE = MODE2;
ELSE
IF ( JS4.B3 ) THEN
CURRENTMODE = MODE3;
ELSE
IF ( JS4.B4 ) THEN
CURRENTMODE = MODE4;
ENDIF
ENDIF
ENDIF
ENDIF
ENDSCRIPT
```

Dart-

Okay, for Black Shark, if I were to use modes (another one mode kind of guy), here's what I do with them:

Mode One:
Engine start-up/shut down.

Mode Two:
Fly and fight - locking up targets, Shkval operations, etc.

Mode Three:
Nav and communications - instructing wingmen, programming waypoints, etc.

Mode Four:
Emergency procedures - fire extinguishers, fuel cutoff, engine restart, eject, etc.

< Back | Col:6 | INS | NRM | CHG | Next >

CM Editor

CM Script File (CMS)

```
// CMS Script File
//
//      Game Title:
//      Written By:
//            Date:
//
script
IF ( JS4.B1 ) THEN
CURRENTMODE = MODE1;
ELSE
IF ( JS4.B2 ) THEN
CURRENTMODE = MODE2;
ELSE
IF ( JS4.B3 ) THEN
CURRENTMODE = MODE3;
ELSE
IF ( JS4.B4 ) THEN
CURRENTMODE = MODE4;
ENDIF
ENDIF
ENDIF
ENDIF
ENDSCRIPT
```

Panther-
An Emergency Mode, for alt gear, ejection, trim etc...

< Back | Col:6 | INS | NRM | CHG | Next >

CM Editor

CM Script File (CMS)

```
// CMS Script File
//
//      Game Title:
//      Written By:
//            Date:
//
script
IF ( JS4.B1 ) THEN
CURRENTMODE = MODE1;
ELSE
IF ( JS4.B2 ) THEN
CURRENTMODE = MODE2;
ELSE
IF ( JS4.B3 ) THEN
CURRENTMODE = MODE3;
ELSE
IF ( JS4.B4 ) THEN
CURRENTMODE = MODE4;
ENDIF
ENDIF
ENDIF
ENDIF
ENDSCRIPT
```

Joe-
One thing it might be useful for, if you have a complicated sim with a lot of keystrokes (Falcon 4 would be the most applicable), is to use a 4th mode for "housekeeping" tasks that you would like to put on the HOTAS but don't want to devote button space to in any of the other three modes. Perhaps things like refueling probe control, landing lights, etc. Most of that stuff can probably fit on the NAV mode just fine, however.

< Back | Col:6 | INS | NRM | CHG | Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

For this portion of the Dummies Guide we'll program Button 3 on the FighterStick. However, these steps apply to any button on any of your CM Devices. Let's begin...

Button 3

DX Mode ☑ Shift ☐

Mode 1

DirectX Function

Normal Action

DirectX Device: CM Device 1

DirectX Control: Button 3

Shifted Action

DirectX Device: None

DirectX Control: None

Comment

STEP 1: Press the button you'd like to program.

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Button 3

DX Mode ☑ Shift ☐

Mode 1

DirectX Function

Normal Action

DirectX Device: CM Device 1

DirectX Control: Button 3

Shifted Action

DirectX Device: None

DirectX Control: None

Comment

Now, you can leave in DX Mode, or...

< Back

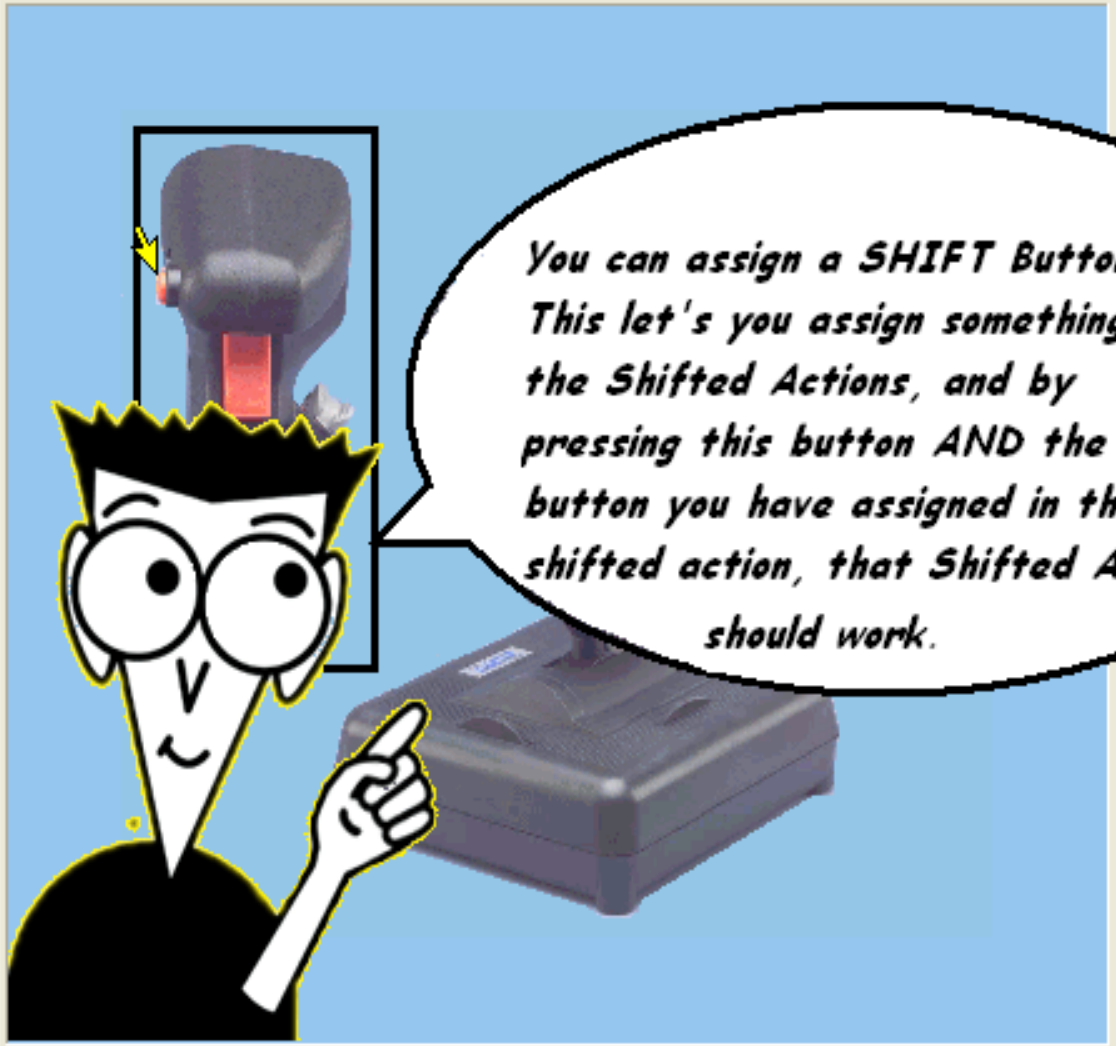
CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls



Button 3

DX Mode ☑ Shift ☑

DirectX Function

Normal Action

None

None

Shifted Action

DirectX Device None

DirectX Control None

Comment

Assign as a SHIFT Button

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Button 3

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Shifted Action

Press

Release

Comment

Use Normal Action, Press/Release...

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Button 3

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Shifted Action

Press

Release

Comment

Use Shifted Action, Press/Release...

< Back

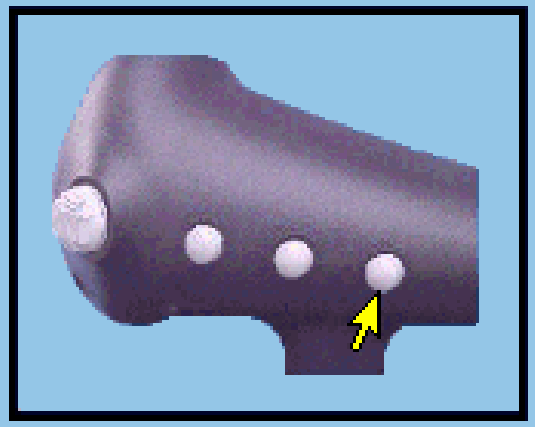
CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | ProPedals | Multi Function Panel | Multi Function Panel | CMS Controls



VERY IMPORTANT to press NOTHING if the button is pressed in the Normal Action State

Button 4

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

And when would you want to use a Shifted Action?

Programmed Function

And not a Normal Action

Press: NULL ← Type NULL here.

Release:

Shifted Action

Press: Idle-Detent-Toggle

Release:

Comment

Here's a fine example.

< Back

CH Control Manager - For Dummies VOL III

Next >

Now in order to program a button to send a keystroke (or a series of keystrokes) You'll need to take it out of DirectX mode. Un-check, with your mouse or DT225 the DirectX Mode Box shown here...

Written By: Ken King

Once you uncheck the DirectX mode check box you will get the "Programmed Function" in the right side of the Control Manager.

Program Settings | CombatStick

Button 1

DirectX Mode ☐ Shift Button ☐

Mode 1

Programmed Function

Normal Action

Press

Release

Shifted Action

Press

Release

Comment

Written By: Ken King

Now we are going to program the button (the trigger) so first we will place our cursor in the "Press" box under "Normal Action".

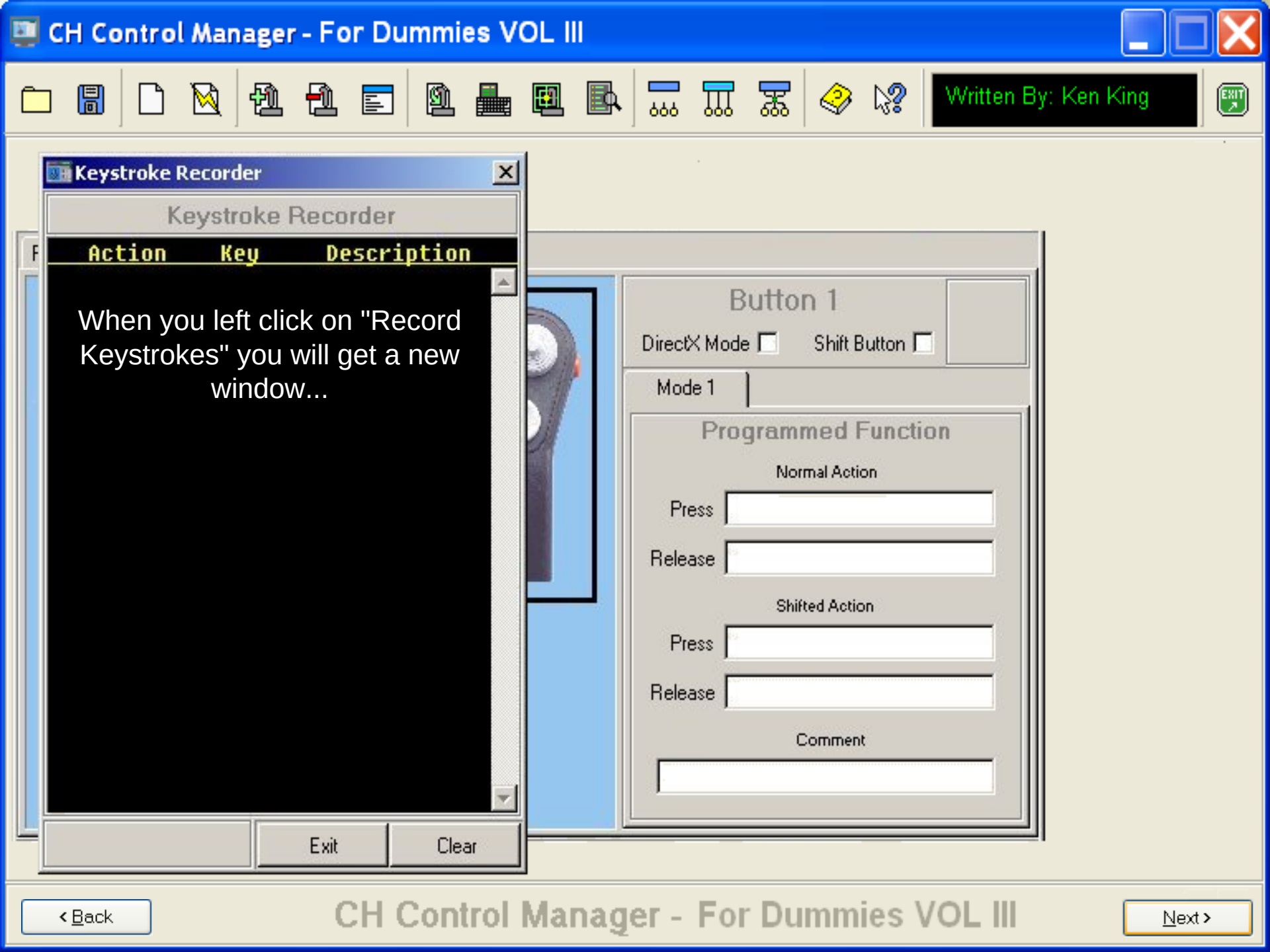
We use the "Press" box as we want the button to send the keystroke when we *press* the button. We do not need to enter anything in the "Release" box as the Control Manager is smart enough to know that when you stop *pressing* the button to stop sending the keystroke. If you wanted to send something behind a command then you would use the "Release" box.

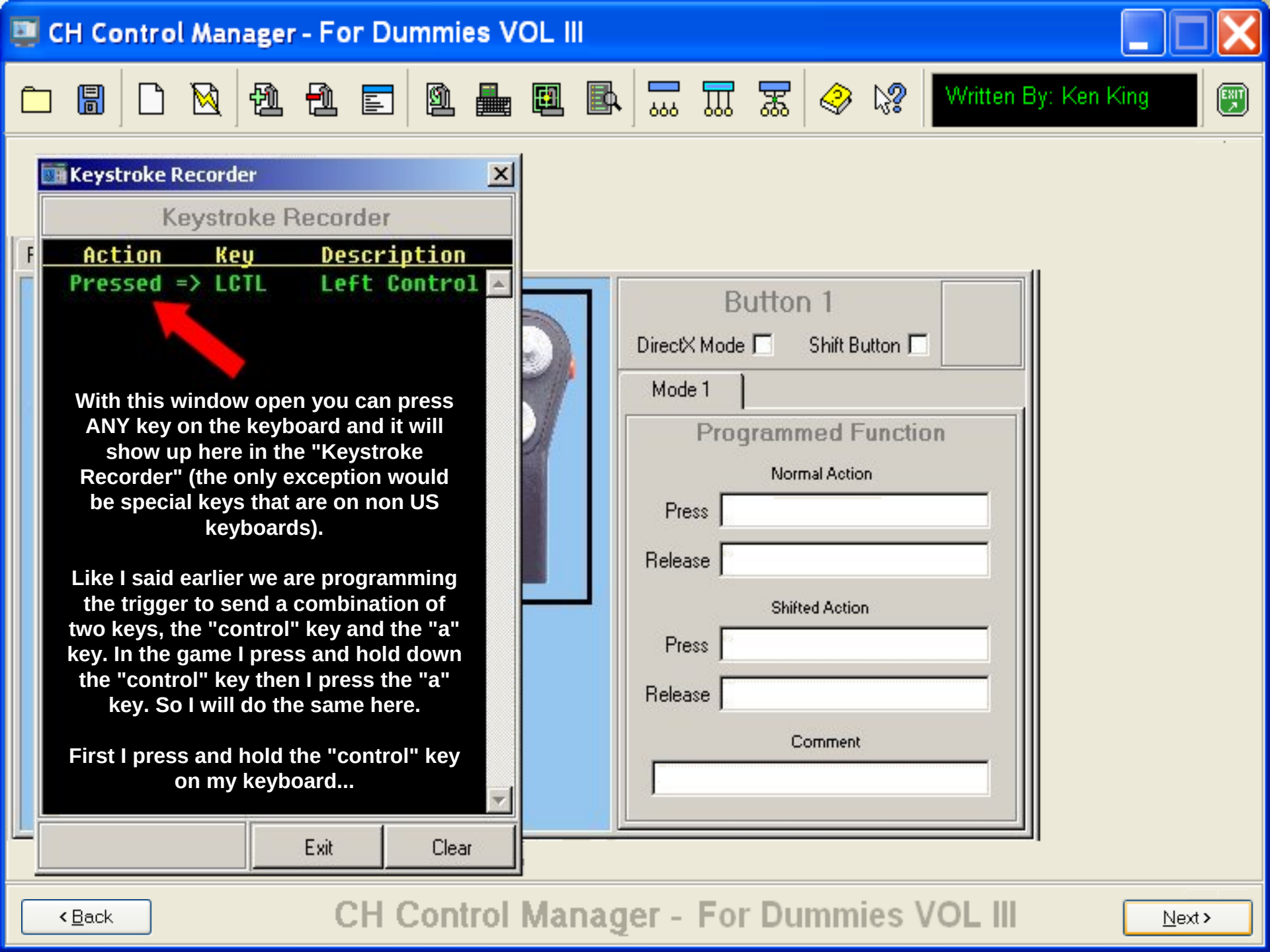
Written By: Ken King

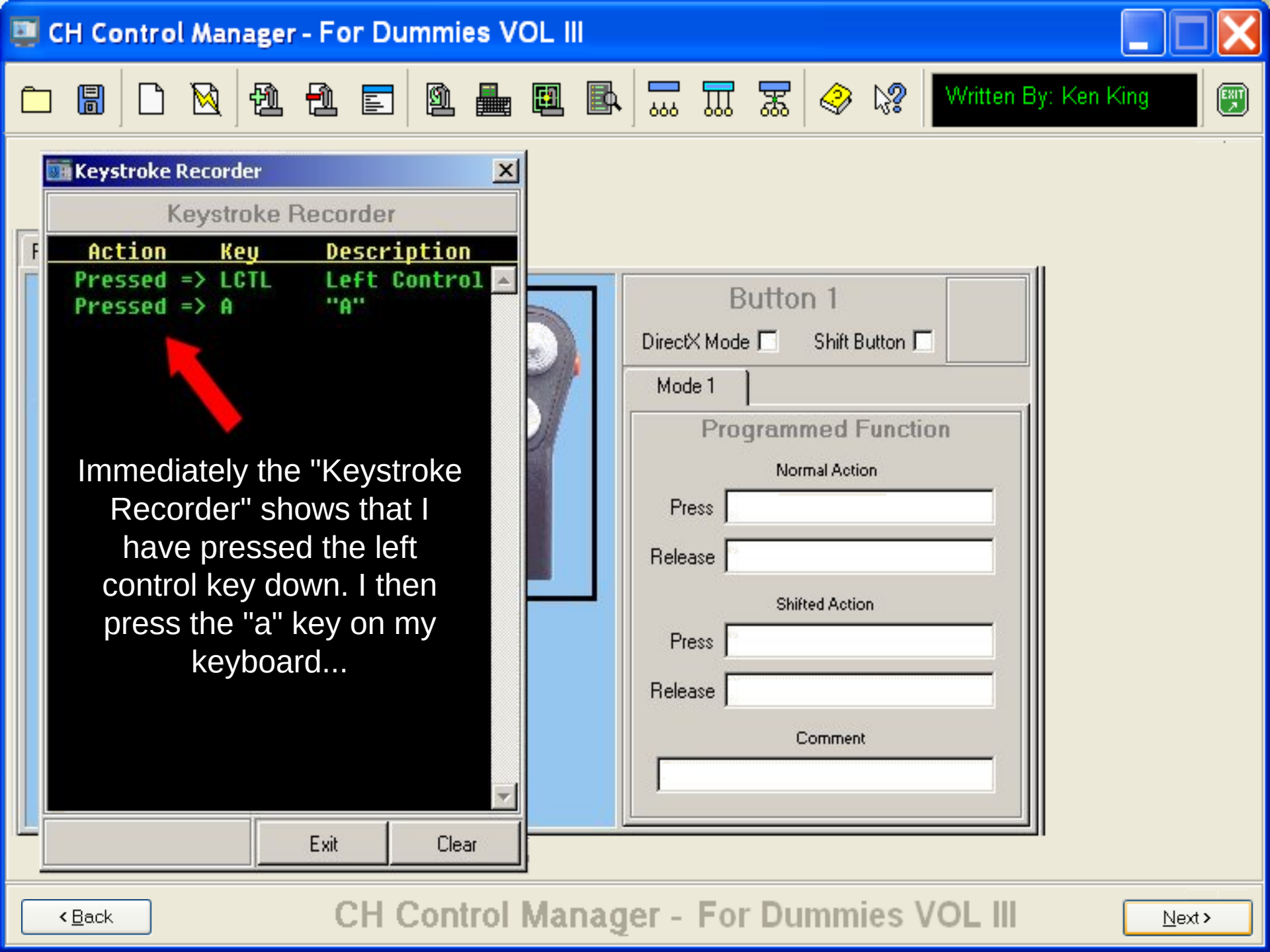
There are a couple of ways to enter a command but we will go with the fool proof way... the Keystroke Recorder. To use the Keystroke Recorder right click in the "Press" box and a drop down menu will appear.

Written By: Ken King

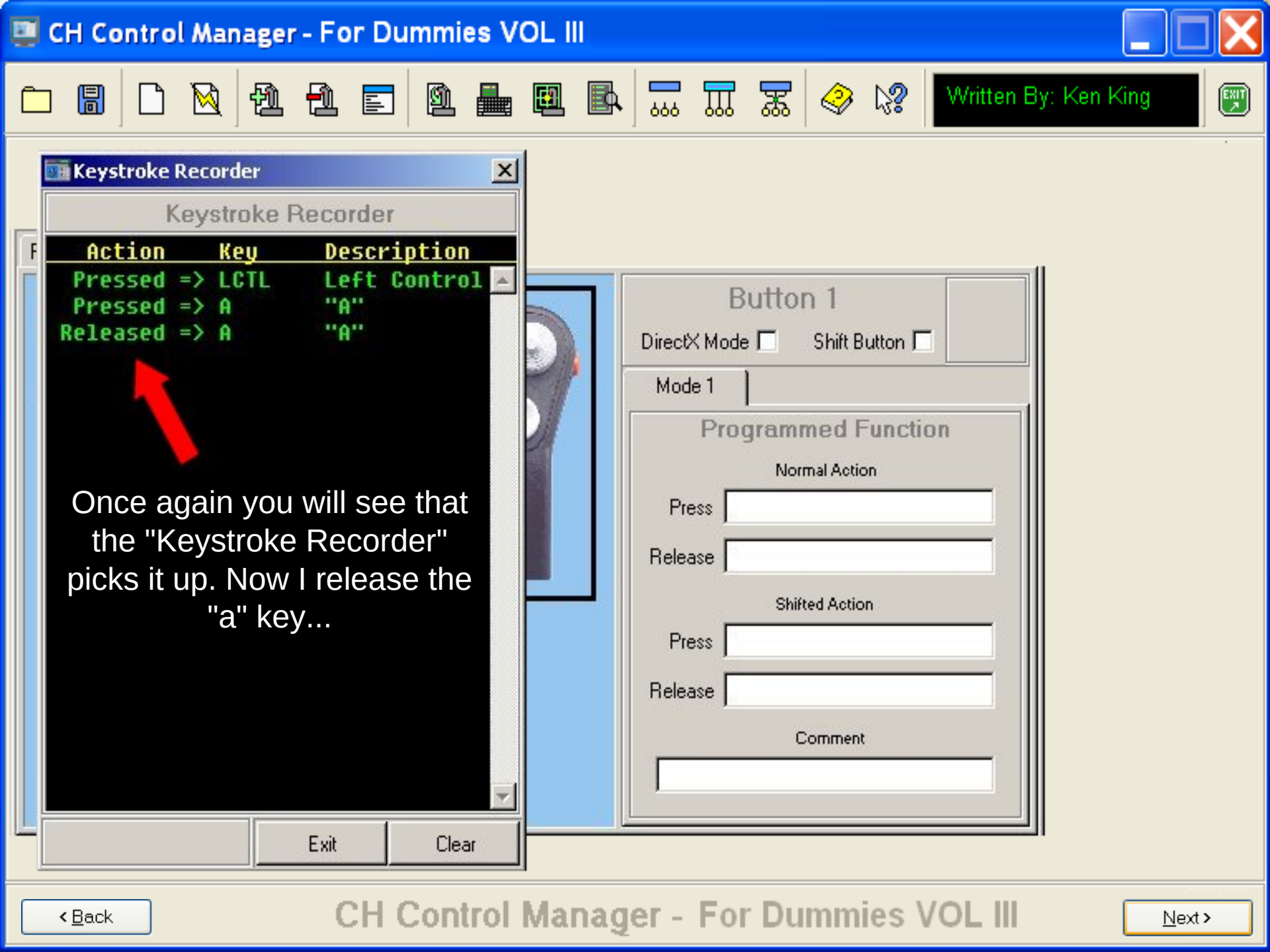
Use your mouse to move down the list and select the "Record Keystrokes"

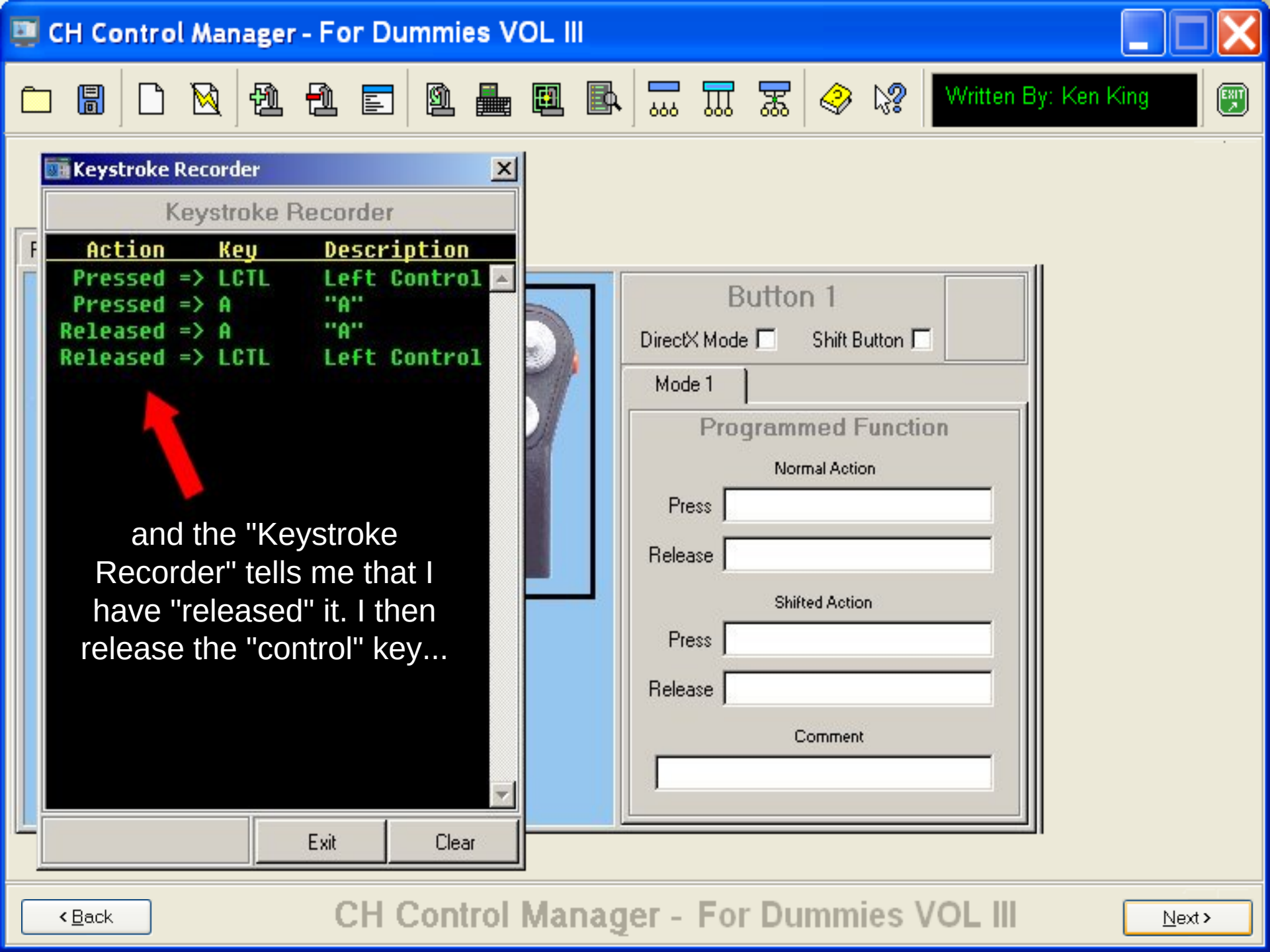

CH Control Manager - For Dummies VOL III
Written By: Ken King
Keystroke Recorder
Keystroke Recorder
Action
Key
Description
When you left click on "Record Keystrokes" you will get a new window...
Exit
Clear
Button 1
DirectX Mode
Shift Button
Mode 1
Programmed Function
Normal Action
Press
Release
Shifted Action
Press
Release
Comment
< Back
CH Control Manager - For Dummies VOL III
Next >


CH Control Manager - For Dummies VOL III
Written By: Ken King
Keystroke Recorder
Keystroke Recorder
Action Key Description
Pressed => LCTL Left Control
With this window open you can press ANY key on the keyboard and it will show up here in the "Keystroke Recorder" (the only exception would be special keys that are on non US keyboards).
Like I said earlier we are programming the trigger to send a combination of two keys, the "control" key and the "a" key. In the game I press and hold down the "control" key then I press the "a" key. So I will do the same here.
First I press and hold the "control" key on my keyboard...
Exit
Clear
Button 1
DirectX Mode
Shift Button
Mode 1
Programmed Function
Normal Action
Press
Release
Shifted Action
Press
Release
Comment
< Back
CH Control Manager - For Dummies VOL III
Next >



Immediately the "Keystroke Recorder" shows that I have pressed the left control key down. I then press the "a" key on my keyboard...

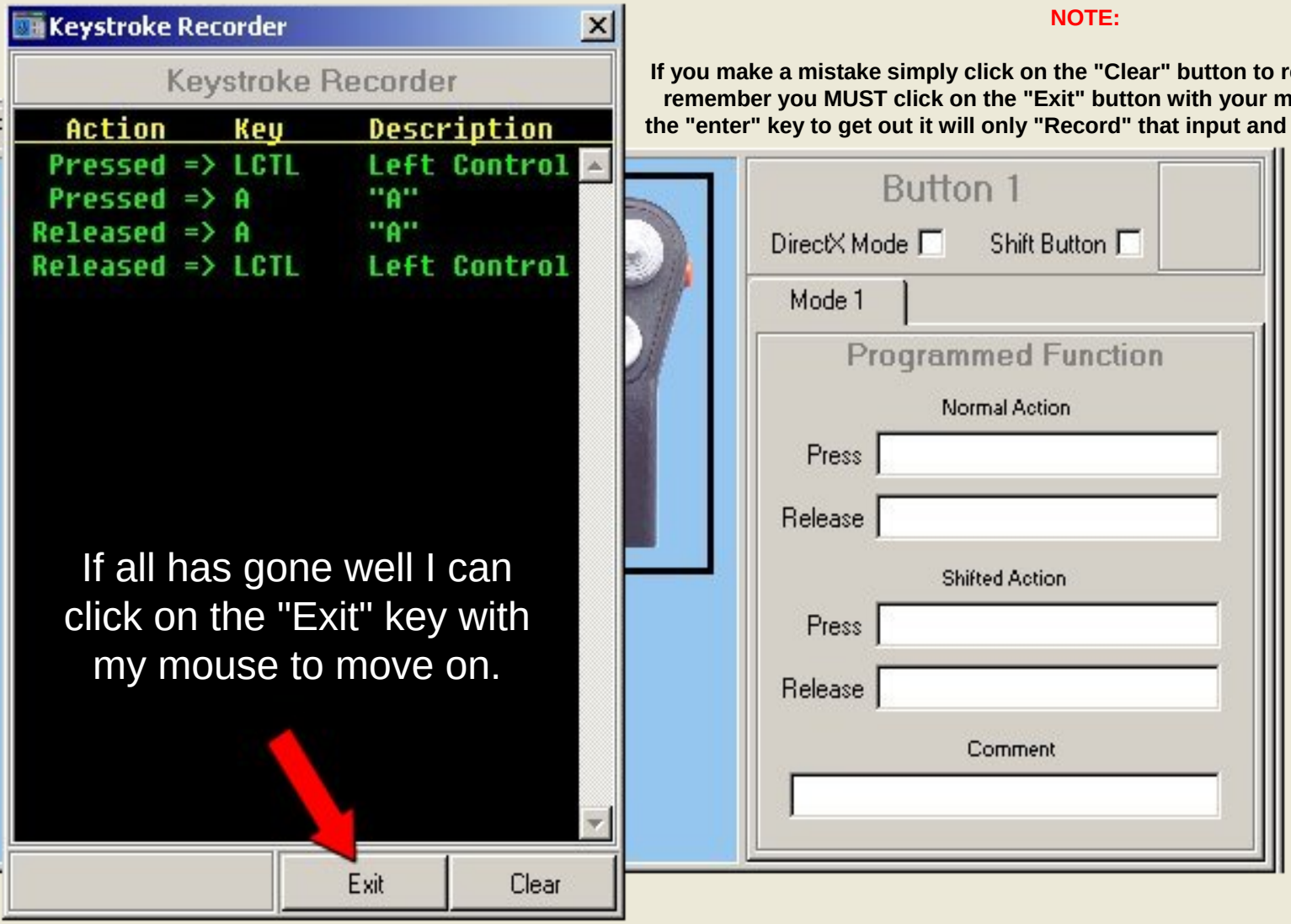

CH Control Manager - For Dummies VOL III
Written By: Ken King
Keystroke Recorder
Keystroke Recorder
Action Key Description
Pressed => LCTL Left Control
Pressed => A "A"
Released => A "A"
Once again you will see that the "Keystroke Recorder" picks it up. Now I release the "a" key...
Exit
Clear
Button 1
DirectX Mode
Shift Button
Mode 1
Programmed Function
Normal Action
Press
Release
Shifted Action
Press
Release
Comment
< Back
CH Control Manager - For Dummies VOL III
Next >


CH Control Manager - For Dummies VOL III
Written By: Ken King
Keystroke Recorder
Keystroke Recorder
Action Key Description
Pressed => LCTL Left Control
Pressed => A "A"
Released => A "A"
Released => LCTL Left Control
and the "Keystroke Recorder" tells me that I have "released" it. I then release the "control" key...
Exit
Clear
Button 1
DirectX Mode
Shift Button
Mode 1
Programmed Function
Normal Action
Press
Release
Shifted Action
Press
Release
Comment
< Back
CH Control Manager - For Dummies VOL III
Next >

Written By: Ken King

NOTE:

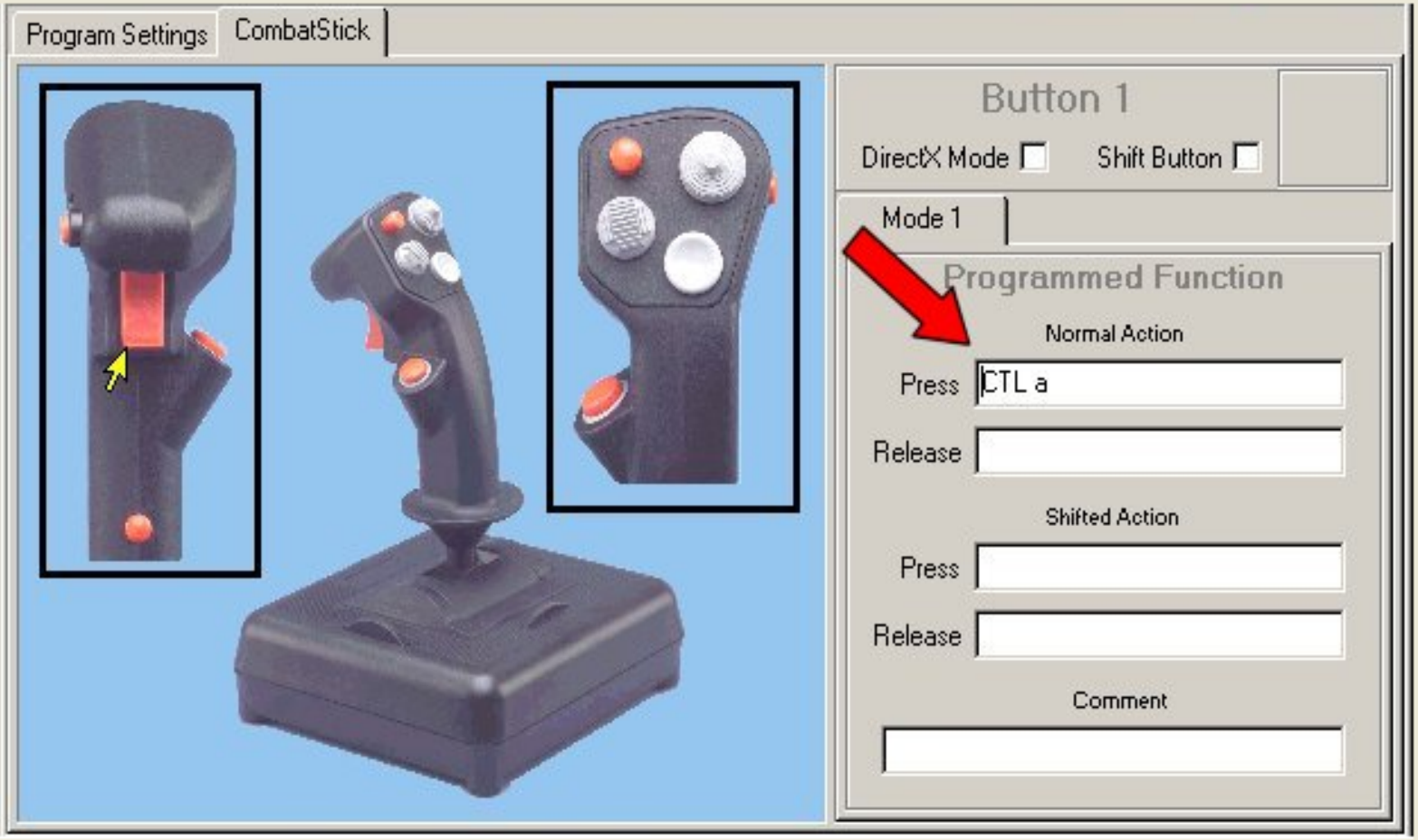
If you make a mistake simply click on the "Clear" button to re-enter the keys. Also remember you MUST click on the "Exit" button with your mouse if you try to hit the "enter" key to get out it will only "Record" that input and not close the window.



If all has gone well I can click on the "Exit" key with my mouse to move on.

Written By: Ken King

You will now see that the proper command has been entered in the "Press" box for us.



With this entered you can see that you can skip the "Keystroke Recorder" if you choose and simply type the command in manually. You will however need to be aware that this box IS case sensitive and you need to use the correct syntax for each key. So the "F1" key would need to be typed out by typing a capitol f and then a number 1.

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

But, there's more than one way to program a button…

Button 3

DX Mode ☐ List Mode ☑ Shift ☐

Mode 1

Programmed Function

#	Press	Release
1		
2		
3		
4		
5		
6		
7		
8		

Comment

For this button we'll use List Mode...

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

For these next steps, let's assume you've assigned a Command File.

Mode 1

Program Settings

Character Rate	50
Mouse Sensitivity	100
Mode Control	None
Command File	Falcon4.0AF

ClickStart Enabled ☐

Rotate Throttle POV ☐

Eclipse POV on Right ☐

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Button 3

DX Mode ☐ List Mode ☑ Shift ☐

Mode 1

Programmed Function

#	Press	Release
1	*Right Click...*	
2		
3		
4		
5		
6		
7		
8		

- Cut to Clipboard
- Copy to Clipboard
- Paste from Clipboard
- Record Keystrokes
- Insert Command
- Clear Function

Comment

For this button we'll use List Mode...

< Back

CH Control Manager - For Dummies VOL III

Next >

Command Selector

Select Command

```
// CMC Command File
//
//      Game Title: Falcon 4.0 Allied Fo
//      Written By: Ken "Ghost" King
//            Date: 08-26-06
//
//
// Ghost's HOTAS ASSIGNMENTS-(The Real

// FighterStick
// Trim POV
Elevator-Up
Aileron-Left
Trim-Reset
Rudder-Left
Rudder-Right
Elevator-Down
Aileron-Right

// Button 1

2nd-TRG-DET
1st-TRG-DET

// Button 2

Pickle

// Button 3
```

< Back | Cancel | Okay

Written By: Ken King

Multi Function Panel | CMS Controls

Now, you can select a command by doing one of the following: Scroll through them and double click on the command you'd like to assign. Or press the letter of the first word of the command you'd like to assign is highlighted with the blue line. Then, press, Okay

1	
2	
3	
4	
5	
6	
7	
8	

Com

For this button we'll use Lis

r Dummies VOL III

Next >

Command Selector

Select Command

Aileron-Left
Trim-Reset
Rudder-Left
Rudder-Right
Elevator-Down
Aileron-Right

// Button 1

2nd-TRG-DET
1st-TRG-DET

// Button 2

Pickle

// Button 3 *Button 3? What else on an F16?*

NWS *DOUBLE CLICK HERE*
A/R-Disc
MSL-HDPTS-CYC

// Button 4

Pinku-SW

// Hat 1

TMS-UP

< Back | Cancel | Okay

Written By: Ken King

Multi Function Panel | CMS Controls

Button 3

DX Mode ☐ List Mode ☑ Shift ☐

Mode 1

Programmed Function

#	Press	Release
1		
2		
3		
4		
5		
6		
7		
8		

Comment

For this button we'll use List Mode...

Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | CMS Controls

Button 3

DX Mode ☐ List Mode ☑ Shift ☐

Mode 1

Programmed Function

#	Press	Release
1	NWS	
2		
3		
4		
5		
6		
7		
8		

Comment

And there you have it, an assigned button.

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | Multi Function Panel

Select a key NOT used in the game.

Hat 3 Down [B14]

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

So, ya want a Press-To-Talk Button?

Programmed Function

Normal Action

Press: LCTL

Release:

Shifted Action

Press:

Release:

Comment

Press To Talk

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | Multi Function Panel

Detent

MinZone

X-Axis [A1]

DX Mode

Mode 1

Programmed Function

Control Type

Up/Down | Position

Min Zone		Normal Zone	
Steps	2	Steps	11

Inc Key ->	Enter Det ->	Exit Det ->	Inc Key ->
NULL	NULL	NULL	+

<- Dec Key	<- Exit Det	<- Enter Det	<- Dec Key
NULL	NULL	NULL	_

Comment

Prop Pitch INCR/DECR

< Back

CH Control Manager - For Dummies VOL III

Next >

Got a clickable cockpit? Don't want to click? Well, look no further than the MFP. For instance, in DCS Black Shark, the KA 50 has a clickable cockpit. Now you can click on (with your mouse) all the switches and buttons to activate whatever you'd like. But, in this sim as well as a few others out there each button and switch also has a key or macro assigned to it. With an MFP, or two, you wouldn't have to click a switch or button with your mouse.
< Back
Next >

The MFP has two hardware mode select buttons. One **Green**, one **Red**.

Other sims you may consider an MFP for, Falcon, Jane's F/A 18, MSFS, the list is endless as to what you can do with an MFP.

< Back

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | Fig Add ck | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | Multi Function Panel

Buttons (Green Mode)

Buttons (Red Mode)

Button 1 (Green)

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press: Master-arm-on/off

Release:

Shifted Action

Press:

Release:

Comment

Programming is the same as any other CM Device

< Back

CH Control Manager - For Dummies VOL III

Next >

CH Control Manager - For Dummies VOL III

Written By: Ken King

Program Settings | FighterStick | ProThrottle | Throttle Quad | ProPedals | Multi Function Panel | Multi Function Panel

Buttons (Green Mode)

Buttons (Red Mode)

Button 17 (Green)

DX Mode ☐ List Mode ☐ Shift ☐

Mode 1

Programmed Function

Normal Action

Press: Button-Ground-moving-target

Release:

Shifted Action

Press:

Release:

Comment:

< Back

CH Control Manager - For Dummies VOL III

Next >

Written By: Ken King

CH PRODUCTS

Debby "Den Mother" McDowell
Michael "MichaelCHProd" Sexton
And all the good people and friends at CH Products:
THANK YOU!

Kevin "Revvin" Watts, thanks for all you do for us at...

THE CH HANGAR

Bob "Sticky" Church, for the glue that holds it all together, THANK YOU!

The StickWorks™
http://www.stickworks.com

And that about wraps up this edition of, CH Control Manager - For Dummies III.