

Follow Me

Your guide for FSX



User Manual
Version 1.1.0

© 2007, 2008
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IMPORTANT

Requirements

Hardware:

- No additional requirements besides those of FSX
- **Fo l l owMe** uses about 2MB of hard disk space

Operating systems:

- Windows XP Service Pack 2 - 32 bits edition
- Windows Vista – 32 bits edition
- Windows Vista – 64 bits edition

The following software must be installed:

- .Net Framework 2.0 or 3.0 ¹⁾
- Microsoft Flight Simulator X with
 - o Microsoft Flight Simulator X Service Pack 1 OR
 - o Microsoft Flight Simulator X Service Pack 2 OR
 - o Microsoft Flight Simulator X Acceleration
- Adobe Reader to read this manual

1) The .Net Framework can be downloaded for free from the Microsoft website. The installer of **Fo l l owMe** will take you there if necessary. Windows Vista comes standard with version 3.0 of the framework installed.

Compatibility

Fo l l owMe is compatible with all default airports in FSX where the default ATC of FSX is able to assign you a taxi route.

Fo l l owMe does not work in combination with ATC add-ons or when flying online.

Fo l l owMe can only be used in combination with the user's plane, the service is not available for AI Aircraft.

FSX Acceleration / SP 2 / DX10

This version of **Fo l l owMe** is compatible with FSX Service Pack 1, FSX Service Pack 2 and FSX Acceleration. **Fo l l owMe** is compatible with the DX10 preview mode.

WHAT'S NEW?

Important Change

This paragraph is intended for users of **FollowMe** 1.0 who are upgrading by installing the service pack.

A major modification was made to the way **FollowMe** handles the key request. You no longer have to find out yourself which key is available, but you can suggest 3 keys.

FollowMe will then determine which one is available. See the chapter on Configuration for more details.

Other Changes

- **FollowMe** now adds a submenu item to the Add-On menu in FSX. Using the menu you can request the **FollowMe** car and you can request the current hotkey.
- A new model and paint for the car is included in this update. Almost identical to the one released as Christmas present.
- FSX SP2 and FSX Acceleration support is included in this version, no more need to install a separate patch.
- A small utility is included to help diagnose problems with **FollowMe**, should they occur.



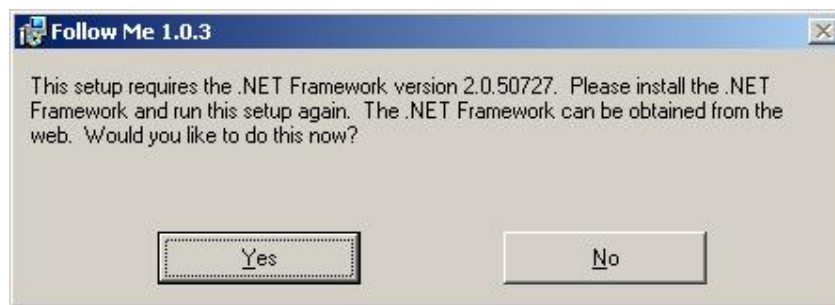
GETTING STARTED

Installation

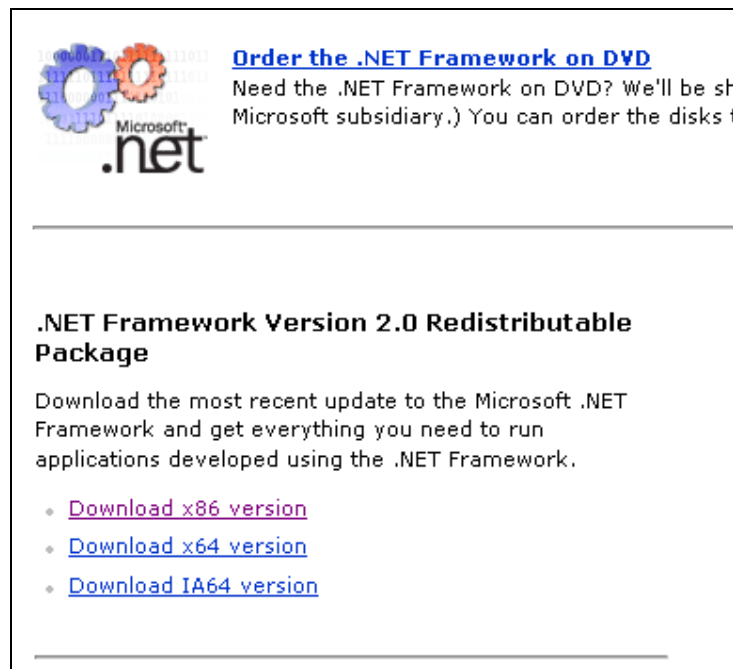
FollowMe is distributed as a Microsoft Installer package (.msi). You can start the installation by double clicking the purchased **FollowMe.msi** file. You must install **FollowMe** from the user account you will be using when you run Flight Simulator.

1. Installation of the .Net Framework 2.0

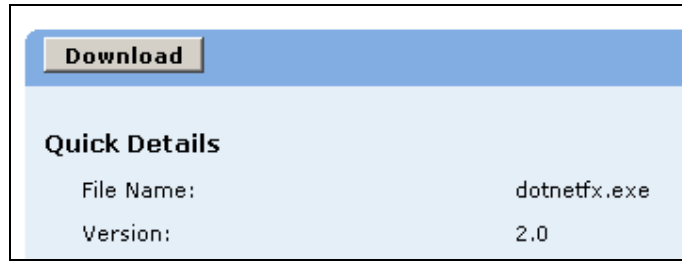
This step is skipped if the installer detects that the framework has already been installed. If not, this screen will be shown:



Click 'Yes' to let the installer open the .Net website:



Select the **x86** version (**FollowMe** is currently only supported on 32 bit architectures). You will now be taken to the download page.



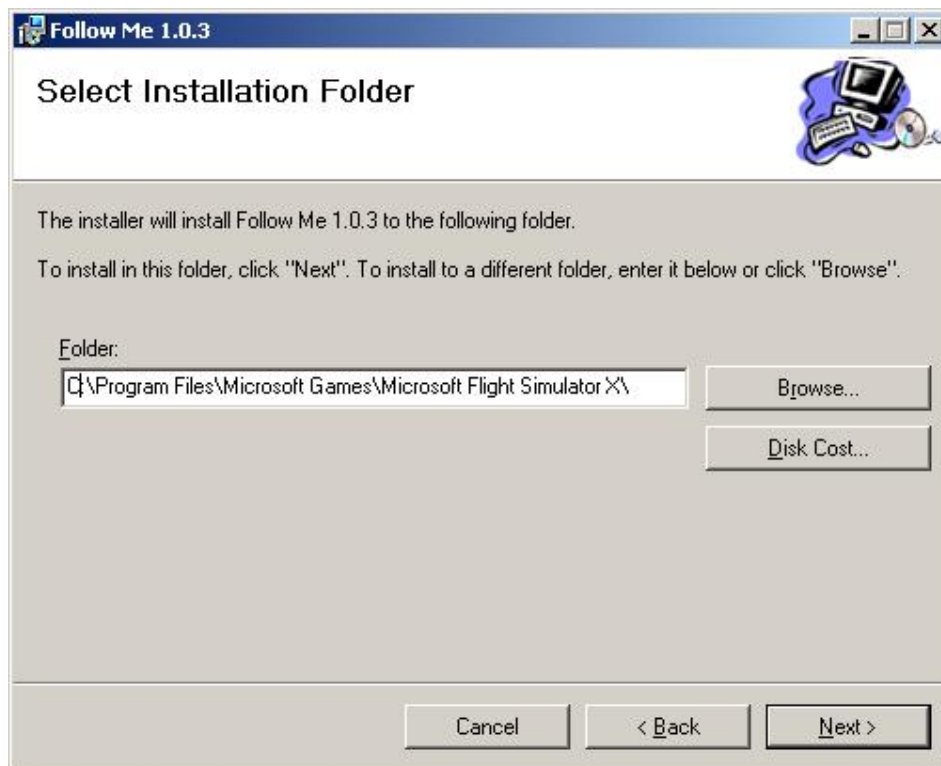
Click 'Download' and save the file 'dotnetfx.exe'. When the file has been downloaded, double click it to install the .Net Framework 2.0. After successful installation, go back to the FollowMe.msi file and double click it. You should now be taken to step 2.

2. FSX version

The installer DOES NOT check which version of FSX has been installed. It is your responsibility to make sure you have at least Service Pack 1, Service Pack 2 or Acceleration installed.

3. Installation Path

FollowMe must be installed to the install folder of Flight Simulator X. The installer will try to automatically detect this folder and it should not be modified. If the installer is not able to detect FSX, you should click the 'Browse...' button and browse to the folder on your system that contains fsx.exe.

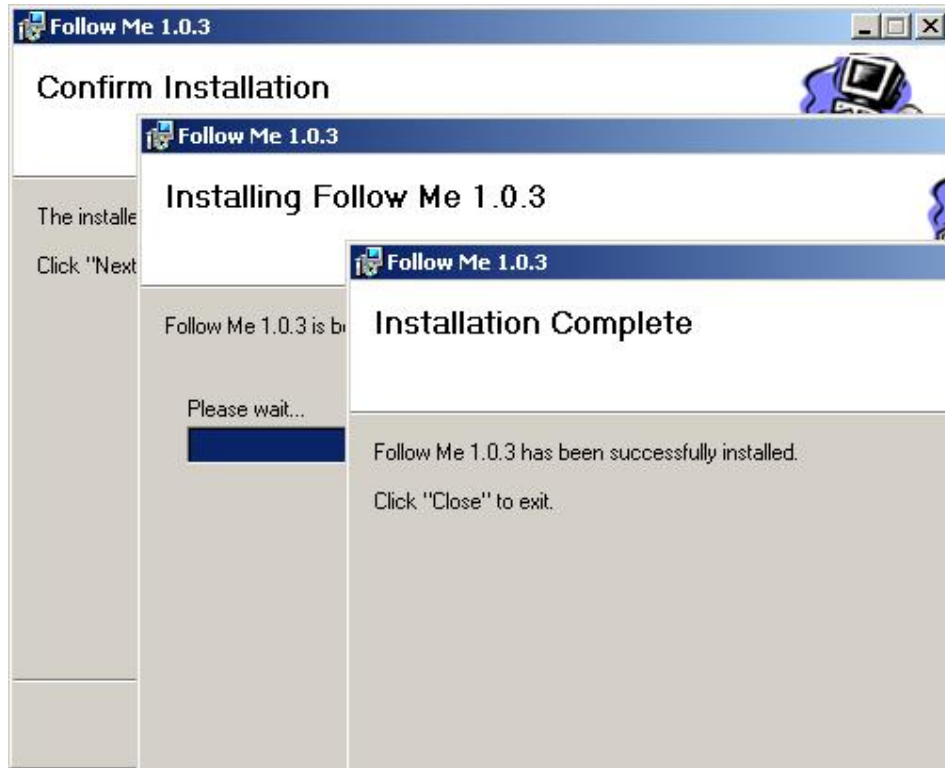


4. Finishing the Installation

If every goes well, you will now be taken through the 'Confirm Installation',

'Installing FollowMe 1.0' and 'Installation Complete' screens, shown below.

Part of the installation is a script that will add **Fo l l owMe** to the list of programs that will startup along with FSX. A failure in adding **Fo l l owMe** will not cause the installation to be aborted. **Fo l l owMe** will install normally but it will not startup automatically. Please see the 'Trouble Shooting' section of this manual for more information.



Starting Up

When the installation has finished successfully, startup FSX. FSX will detect **Fo l l owMe** and ask your permission to run an application from an unknown publisher. After clicking 'Yes' FSX will ask you whether **Fo l l owMe** should be started automatically each time FSX is started, or whether it should ask your confirmation each time.

! Please keep an eye on the taskbar during the first startup of FSX after installing **Fo l l owMe**. The initial question about running an application from an unknown Publisher may be hidden behind the FSX splash screen. Press Alt-Tab to switch to the confirmation screen.



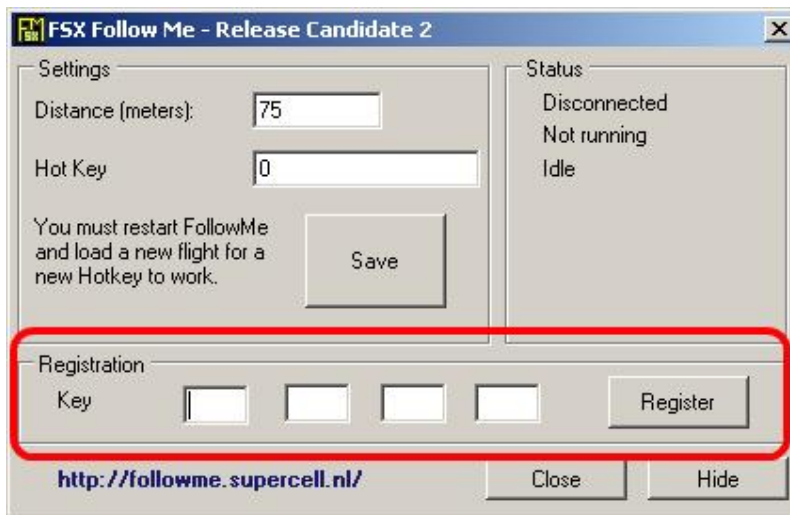
If an error mentioning 'SimConnect.dll' occurs after clicking yes it is likely that you have not installed the correct version of SimConnect that comes with Service Pack 1 for Flight Simulator X.

The first time you start **Fo l l owMe**, it's interface will appear allowing you to enter your registration information.

Registration

Enter your registration key and press the 'Register' button. If registration is successful the **Fo l l o w M e** interface will disappear and it won't reappear on subsequent startups of FSX.

Please keep your key and keep it somewhere safe. Occasionally you might need to re-enter the key.



Uninstall

Fo l l o w M e can be uninstalled from the 'Add/Remove Programs' option in the Windows Control Panel. The program, follow-me-car and automatic startup will be removed.

CONFIGURATION

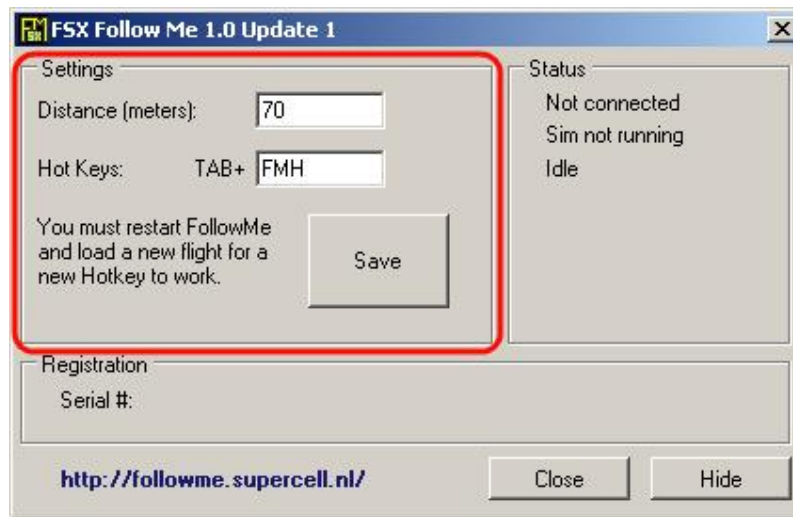
Settings

There are a few configuration settings which affect the behavior of **Fo l l owMe**. To change these you must bring up the **Fo l l owMe** interface by clicking on the yellow/black FM notify icon in the taskbar.



Distance (meters)

The follow-me-car will keep this distance from your plane to within about 10 meters. Usually the reference position is the center of the plane, but this may vary from plane to plane. Keep in mind that the car has a maximum speed of about 60 knots or 80 miles per hour.



Hot Keys

Enter up to three different letters here. **Fo l l owMe** will check which one is available and then use this one in combination with the TAB key for your requests. If the selected key is not the first one, this will be reported.

Example 1: You have entered FMH in the Hot Keys box. If the F key is available, nothing will happen and you can request **Fo l l owMe** by pressing the TAB key and the F key at the same time.

Example 2: You have entered FMH in the Hot Keys box. If the F key is not available, but the M key is, **Fo l l owMe** will show

a message once: **"Your preferred key could not be assigned. Call FollowMe by pressing: Tab+M"**. Meaning you can request **Fo l l owMe** by pressing the TAB key and the M key at the same time.

Example 3: You have entered FMH in the Hot Keys box. If the F, M and H keys are not available, **Fo l l owMe** will show a message once: **"None of the suggested FollowMe hotkeys were available."** In this case you have to reconfigure the Hot Keys in **Fo l l owMe**.

! *Changes to the hotkey will not take effect until after you restart FollowMe and load a new flight.*

Click the 'Hide' button to minimize **Fo l l owMe** to the tray.

Enabling / Disabling Autostart

After a successful installation FollowMe will start automatically each time you start FSX. You can disable this behavior by double clicking the 'Disable Autostart' item in the Disposition folder. This folder can be found in the Flight Simulator X folder.

To re-enable the autostart behavior double click on the 'Enable Autostart' item.

USAGE

Taxiing Out for Take Off

When you are parked at a gate or anywhere else on an airport, contact ATC and request permission to taxi as you would do without **FollowMe**.

ATC will respond with a route you should follow, for example:

KLM1234, Taxi to runway 18L via taxiway Bravo, Delta 6, Charlie, ...

Acknowledge the taxi clearance and now press the **FollowMe** hotkey (default is the zero key '0'). A message should now appear in your screen: "FollowMe requested..."

! *If ATC responds to your taxi request with a clearance that does not include a route (no 'via taxiway' part), a follow-me-car is not available. In this case the message 'Unable to provide FollowMe service...' will appear.*

Initially you might not see anything else but when you switch to an outside view and look around, the follow-me-car should be waiting in your vicinity.

Proceed as you would do normally with pushback and startup. If you prefer to complete the push and start before asking taxi clearance, you can do so. Just press the hotkey when you are ready to taxi.

Now taxi towards the follow-me-car, it will start driving as soon as you come close enough. Keep following it and you will be guided to the runway along the assigned taxi route.

The follow-me-car will stop when you stop. When you start driving again, the car will start moving.

Once you are at the runway (or whenever you decide you don't need the follow-me-car anymore), press the hotkey again and the car will disappear. You will also see the message 'FollowMe called off...' in your screen.

The follow-me-car will disappear automatically when it has reached the end of the route and you are less than 25 meters away from it. In this case the message 'FollowMe guidance completed...' will appear.

Taxiing In after Landing

After you land at an airport, Tower will hand you off to Ground. From Ground you can request taxi clearance to a parking or a gate. Confirm the clearance and press the FollowMe hotkey. The follow-me-car will appear in front of you. Drive towards it and keep following it.

You will be guided to your assigned parking spot or gate. The car will not drive all the way to the gate, but wait at the entrance. The car will disappear once you approach it.

Pressing the hotkey again will remove the follow-me-car manually.

TROUBLE SHOOTING

Tips

Do not overtake the follow-me-car.

After overtaking it, FSX might prevent it from overtaking you again so it will follow you instead. See the next tip for a solution.

Call off and re-request Follow Me.

In case you lose the follow-me-car, you can call it off by pressing the hotkey. Then press it again to recall the car. As long as you are still on the assigned taxi route, the car should appear in front of you again.

When you are completely lost...

When you have lost both the follow-me-car and the taxi route, call off the car by pressing the hotkey. Now turn on the 'Progressive Taxi' option in FSX to find your way back to the taxi route. Once you are there, turn off 'Progressive Taxi' and recall the follow-me-car by pressing the hotkey.

Shortcut for activating new settings

There is a way to activate a new hotkey without restarting FSX. In **Fo l l owMe**, click the **save** button, close FollowMe, restart it (you can find FollowMe.exe in the Disposition folder in your FSX folder).

Fo l l owMe should minimize automatically to the tray upon reconnecting to FSX. When you start a new flight, **Fo l l owMe** will be active again using the new hotkey. If you change the settings while taxiing or in a flight, open for example the Settings->Display window in FSX after restarting **Fo l l owMe** and close it immediately by clicking Cancel. This will reactivate **Fo l l owMe** as well.

Errors

While a lot of effort has been put in guaranteeing a smooth install and operation of **Fo l l owMe**, the fact that there are several different versions of FSX (FSX, FSX SP1, FSX SP2, FSX Acceleration) and two different operating systems (XP and Vista) some problems may occur.

Installer: Detection of FSX fails

The installer will look for a key in the registry to find out where FSX is installed. In this case the folder in the 'Select Installation Folder' screen will show only a driver letter (eg. C:\ or D:\). You should manually browse to the folder that contains fsx.exe.

Installer: Adding FollowMe to FSX Startup fails

FSX uses a file 'exe.xml' to startup add-on programs. This file is not present by default, but will be created by the installer. If it does exist, the installer will add an entry to it for **Fo l l owMe**. If creating or appending this file fails, the installer will report this and you will have to do this step manually.

1. Go to your 'Documents and Settings' folder, usually C:\Documents and Settings
2. Look for a folder that has the same name as the account you use to login to windows when you run Flight Simulator and open it, it should contain a folder called 'Application Data', open it.
3. Alternatively you can open the start menu on your desktop and click 'Run...'. In the window that opens now enter '%APPDATA%' (without the quotes) and click OK. A new explorer should open showing the contents of the "C:\Documents and Settings\\Application Data\" folder.
4. From the Application Data folder open the Microsoft and then the FSX folder. In this folder look for a file called: exe.xml

If the file does not exist:

5. Copy the exe.xml file from the "...\Microsoft Flight Simulator X\Disposition" folder to the "..\Application Data\Microsoft\FSX" folder.

If the file does exist:

6. Open the file using Notepad.
7. The last line should look like this: `</SimBase.Document>`
8. Just above this line insert the following:

```
<Launch.Addon>
  <Name>DvoFollowMe</Name>
  <Disabled>False</Disabled>
  <ManualLoad>False</ManualLoad>
  <Path>Disposition\FollowMe.exe</Path>
</Launch.Addon>
```

9. Save the file.

Startup: FollowMe does not startup

See the 'Disabling/Enabling Autostart' item in the Configuration chapter of the manual. If this method causes errors, please see the item: 'Installer: Adding FollowMe to FSX Startup fails' and use step 3 to find the Application Data folder. This will make sure the startup file gets added to the right account.

Startup: FollowMe crashes during startup

'The application failed to initialize...':

- Make sure the .Net Framework version 2.0 or 3.0 has been installed.

'The system cannot find the file specified...':

- SimConnect has not been installed properly, or
- Service Pack 1/2 or Acceleration has not been installed properly

'A procedure imported ... could not be loaded':

- Service Pack 1/2 or Acceleration has not been installed properly

It has come to our attention that a successful install of a service pack for FSX does not mean that SimConnect is also properly installed. If you keep getting the 'The system cannot find the file specified...' error, you have two options:

- Reinstall FSX from scratch or
- If you own FSX Deluxe: Install the FSX SDK and update it to FSX SDK SP1a. Locate the file 'SimConnect.msi' inside the 'SimConnect SDK\lib' folder and execute it. If you already have installed the SDK and updated it to SP2 look in the 'SimConnect SDK\LegacyInterfaces\FSX-SP1' folder for the MSI file.

Startup: FollowMe does not minimize during startup

If the 'Register' button is visible in the **Fo l l owMe** window, you'll have to re-enter your registration key. Upon registration the interface will minimize.

If the 'Register' button is not visible, **Fo l l owMe** was not able to connect to FSX. This will occur if you manually start **Fo l l owMe** while FSX is not running or when an antivirus or firewall program is blocking the connection between **Fo l l owMe** and FSX. See the topic: "Startup: Firewall warning messages".

Startup: Firewall warning messages

Add-ons can communicate with FSX through SimConnect. The connection between the add-on and SimConnect is made using the TCP/IP protocol, which is monitored by firewalls. Some firewalls will ask you whether to allow this connection, others will block it without letting you know. In order for **Fo l l owMe** to work, the connection must be allowed. You should configure your firewall to do so, please DO NOT disable your firewall.

Please see: <http://www.fsinsider.com/tips/Pages/BlockItOrNot.aspx> for more details from Microsoft.

Diagnosis Tool

Inside **Fo l l owMe**'s folder (Microsoft Flight Simulator X\Disposition) you will find a program called FMInstallTest. This program can assist you with finding the cause of problems you might encounter. If you require support, please use this tool first as it also has an option to create a log file that can be used by the developer of FollowMe to help you. The program can also be found in the startmenu.

To use the program, double click it. If it does not start there probably is a problem with your .Net Framework installation which will also prevent FollowMe from working.

When the program starts, press the 'Run Test' button for a quick scan of **Fo l l owMe**, FSX and SimConnect. The other three buttons will show you the contents of some files related to FSX and **Fo l l owMe**.

If you require support, please click the 'Generate Full Report' button at the bottom, which will create a `FollowMeTestLog.gz` file on your desktop and mail this to the address shown in the program. The contents of this file are the accumulated output generated by pressing the four buttons at the top. The contents will only used to help you solve your problem.

SUPPORT

Website

The **FoI I owMe** website can be found here:

<http://followme.supercell.nl/>

Support

Support for **FoI I owMe** is available through the forum at Simflight:

<http://forums.simflight.com/viewforum.php?f=263>

History

- | | |
|----------------|---|
| 1.0.0 Update 1 | SP2/Acceleration compatible version with new car, new hotkey configuration, menu item, request message fixed, start menu items added. |
| 1.0.0 Public 1 | First public release. |

Acknowledgements

Thanks to:

- The beta testers from the Dutch Flight Simulator site! (www.dutchfs.nl)
- The fsdeveloper forum (www.fsdeveloper.com)