

# **Multiple Moving Map Display for Microsoft Flight Simulator X SP1/2**



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# I      **General**

This **Multiple Moving Map ( MMap )** provides a excellent and generic orientation and navigation gauge for any aircraft in FSX. The gauge will be implemented as a separate window in the panel.cfg ( see installation instructions in this document).

The gauge allows the user to select different terrain presentations e.g. desert areas on the globe ( north of Africa for example ), or areas in the north of Europe/America .

In addition, the user can select a camera lookalike view. This is a dedicated view which allows the user to have a top view from the aircraft to the real FSX terrain.

Control buttons are available to insert into the map displays for airports, flight plans, VOR etc.. The gauge includes a commercial version ( MMap\_Com ) and a military version ( MMap\_mil ). The difference is the gauge body only.

## **Important Note:**

The camera lookalike view requires a color 0,0,0 background.

Therefore the display will be shown only, if it is positioned on the cockpit window, or if the panel itself has a color 0,0,0 area . If you want to switch e.g. from a PDF display to this map display, you must have a extra gauge which closes your PDF and opens the map window on this position. The closed PDF must be replaced by the color 0,0,0 in place of .

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The use of this gauge is at your own risk, the author cannot be held responsible for any direct or indirect damages caused.

## II Functional Description of Buttons and Displays for Terrain View



Description of the buttons.

Menu	: Turns the menu display ON/OFF
TS	: Select the terrain display. Three options available.
RM	: Selects the Map view. Real FSX view, or terrain view.
INT	: Turns intersection display ON/OFF.
NDB	: Turns NAV NDBs display ON/OFF.
VOR	: Turns NAV VOR display ON/OFF.
ILS	: Turns the ILS symbol on the map ON/OFF.
APT	: Turns the APT symbols in the map ON/OFF.
TRK	: Turns the flight plan rout ( Track) ON/OFF.
BOR	: Turns the border line in the map ON/OFF.
COP	: Turns the compass rose ON/OFF.
ZO	: Zoom Out .
ZI	: Zoom IN .

Other Displays.

- A : Indicates the view level in feet.
- B : Indicates the HDG in degrees.
- C : Indicates the terrain number selected.

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Buttons for the real FSX terrain view.

- Menu : Toggles the menu
- RM : Toggles the map view (real FSX view/terrain).
- COP : Turns the compass rose ON/OFF.
- ZO : Zoom Out .
- ZI : Zoom IN .

### III View Examples

Location : Cairo ( HECA)



Terrain selection Nbr. 2 . Desert colors for the lower layer elevation.





And here the FSX terrain view.

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Location : Innsbruck (LOWI)



Terrain selection Nbr. 1 . Green colors for the lower layer elevation.



And here the FSX terrain view.



Location : Sylt, Germany, North Sea (EDXW)  
Military version of the MMAP integrated in a F-18 Cockpit.



FSX terrain view of EDXW.  
Note: The terrain view above is based on the foto real scenery addon NFI from the Author ( available by AVSIM) .

### III Installation

The installation is a very simple copy and paste approach. The installation described here, shall be for the standard MS B737-800.

- 1: Copy the folder MMap into the panel folder of the B737-800
- 2: Insert a new window entry into the section of the panel.cfg.

[Window Titles]

window16=Multiple\_Moving\_Map // new entry

- 3 : Insert now the new window into the panel.cfg.

----- MMap Window -----

```
[Window16]
Background_color=0,0,0
size_mm=380,380
window_size_ratio=1
position=0
visible=0
ident=1010                                //Don't change this !!
//window_size= 0.272,0.362                //Option
//window_pos= 0.087, 0.6240                //Option

gauge00=MMap!MMap_com,                    8,40,280,280
//gauge01=MMap!MMap_Mil,                  8,40,280,280
```

-----

With this entry the commercial version is configured.

- 4 : Next you have to insert a entry for the click icon to call/activate the window.  
This is the entry in the [Window00] section:

gauge37=MMap!MMap\_icon, 585,448,20,20

Check the gauge sequence number not being in conflict with existing numbers in your cfg. This is the icon symbol :



Thats it !

Have fun flying with the Map.

