

# DCS A-10C CDU Data-Loader

## User Manual

From Version 1.24.

### 1. Introduction

With this tool it is possible to upload several waypoints which are stored in a text file in LAT/LONG format into the DCS A-10C CDU with a few clicks.

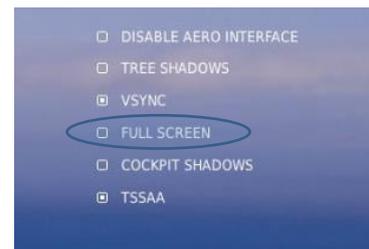
The text file lists the coordinates, elevation (altitude), the DTOT (preferred arrival time) and the name of the waypoint(s). This waypoint(s) can then be used by the tool during the game to load them into the A10 CDU.

This software is Freeware and can be distributed freely but you are more than welcome to give a small donation, thank you.

### 2. Conditions

- DCS WORLD with Module A-10C. Favourable is the configuration **not** in *FULL SCREEN Mode*.

-VB6 runtime files must be installed. These are part of MS-Office but can be downloaded from the Internet if required.



### 3. Installation

After running of the installation file "A-10C CDU Dataloader Setup.exe", you can now the Program "A10C CDU-Database.exe" start directly from your installation folder. The Setup Program from the older Version is canceled.

Information:

The DCS "export.lua" and the CDU-Tool Plugin "setflightplan.lua" are now (like in DCS-World from Version 1.23.) in folder C:\Users\xx\SavedGames\DCS\Scripts administered. The entry "allow\_object\_export = xxx," in file C:\Users\xx\SavedGames\DCS\Config\network.cfg was checked during Program start and is set to "true" if it is "false".

#### **Important for HELIOS Users:**

HELIOS users have to configure HELIOS first and then start the Program "A10C CDU-Database.exe". The HELIOS Message "Setup DCS A-10C" must be ignored thereafter otherwise the CDU Database Setup will reset.

#### 4. The Coordinates-Database

The coordinates are entered in text files with the suffix “.txt”. The file name is like the indication in the Controller. Also, the folder names will be accepted. They should not have more than 12 characters because they cannot be shown.

The input Format of the coordinate with name WAYPT 01 should look like this:

E.g. for N43°12.483 E040°30.255; 5200 feet height; DTOT 12:42:00 must be entered thus: N4312483 E04030255 EL05200 T122300 WAYPT 01

The count of characters of every position must be the same and must be separated with a space like this. For N43°12.4 E040°3.2 it would be entered as

N4312400 E04003200 EL05200 T122300 WAYPT 01

WAYPT 01 stands for a free selectable name (max. 12 digits) of the waypoint and is shown in the CDU and HUD in same manner. The WP name must not start with a digit! The coordinates, the height, the time and the name must be separated with **one** space.

For complex flight plans, the coordinates can be written to each other and are thus loaded in one step. You can give the file the name UGKO-UGSB.txt for example and copy it into the folder MISSIONS or create its own folder.

**In the DCS A-10C only a maximum of 50 waypoints can be saved, because from WP 50 internal fixed stored waypoints are placed. (Airports)**

The templates folder includes the new Airport Ground and VAD charts from the maps of the < virtual-jabog32.de > (from V4.01)

For folders that should not be displayed in the Controller you must set a “#” before the folder name like the example #Invisible at page 1 of this document.

If there are waypoints already loaded in the CDU, your own or fixed Airports (from WP50), you can also load flight plans if you write only the name of the WP in your “.txt” file e.g.:

KUTAISI

BATUMI

KOBULETTI

...

These are then loaded with the option LOAD FP.

## 5. Der Controller

To enter the data in the Game you need a Controller. It starts with the file <A10C CDU-Database.exe> and shows like the A10 CDU Display.

Remark: You should run the Application as **Administrator** if you only have user rights and as the game will not load the data!



You can exit the application if you click on the right upper screw; the position of the Controller on the Desktop will be saved.

To activate the Controller in the Game press <ALT-TAB> unless the Controller is shown. Then you will see the Controller and your Cockpit at the same time. This is the reason to run DCS not in *FULL SCREEN Mode*.

## 6. The Function

To load Waypoints or Flight-Plans do the following:

First create on the A10 CDU a new empty Flight-Plan or use the existing FP "MSN", then you do not need prepare anything else. Wait until the Alignment of the EGI/INS is up to 1.0 minute. Note the line of the Flight-Plan in the CDU, in this example the standard Flight-Plan "MSN" in Line 1 is shown.



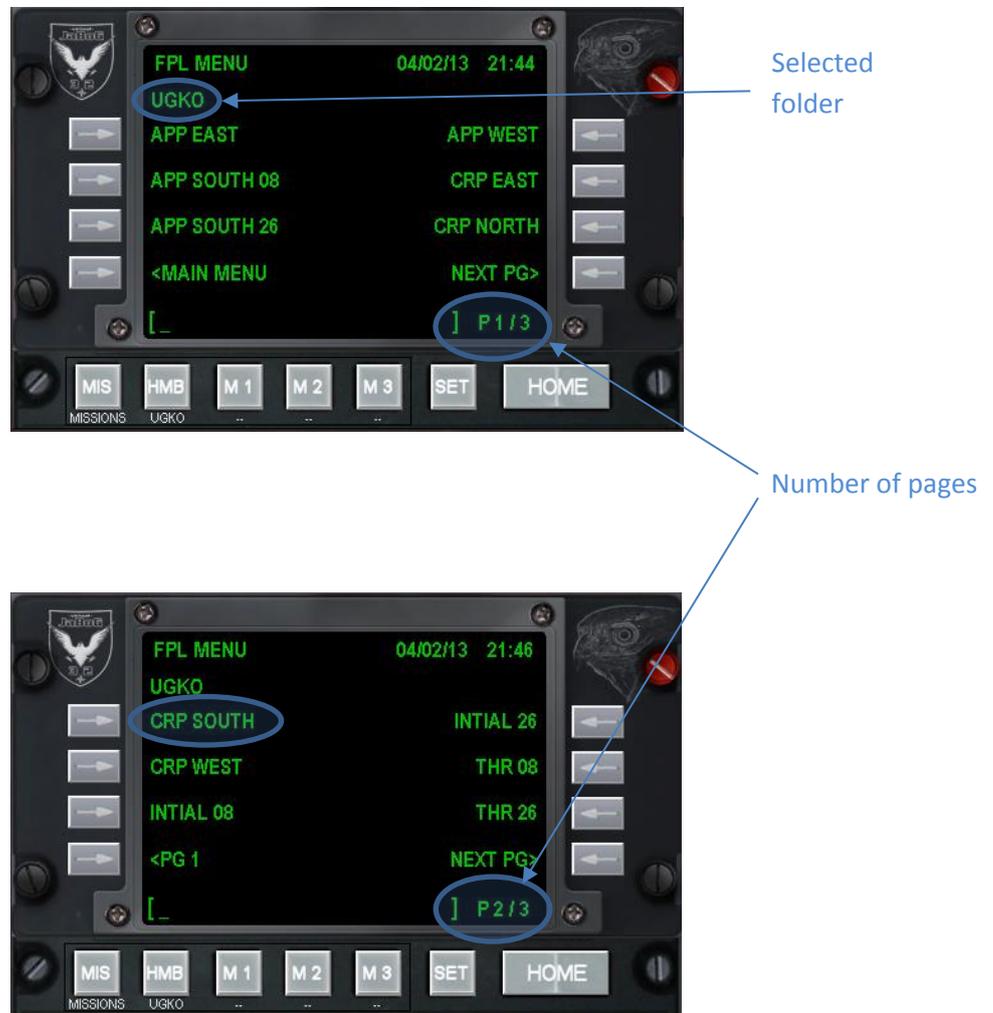
Selected  
FLIGHT PLAN  
Line 1

Now activate the Controller (ALT-TAB). The first section is the MAIN MENU. This Page corresponds with the folders in the Program Directory. With the LSK4R (NEXT PG) you can switch to further folders. In this example UGKO (Kutaisi-Airport) was selected.



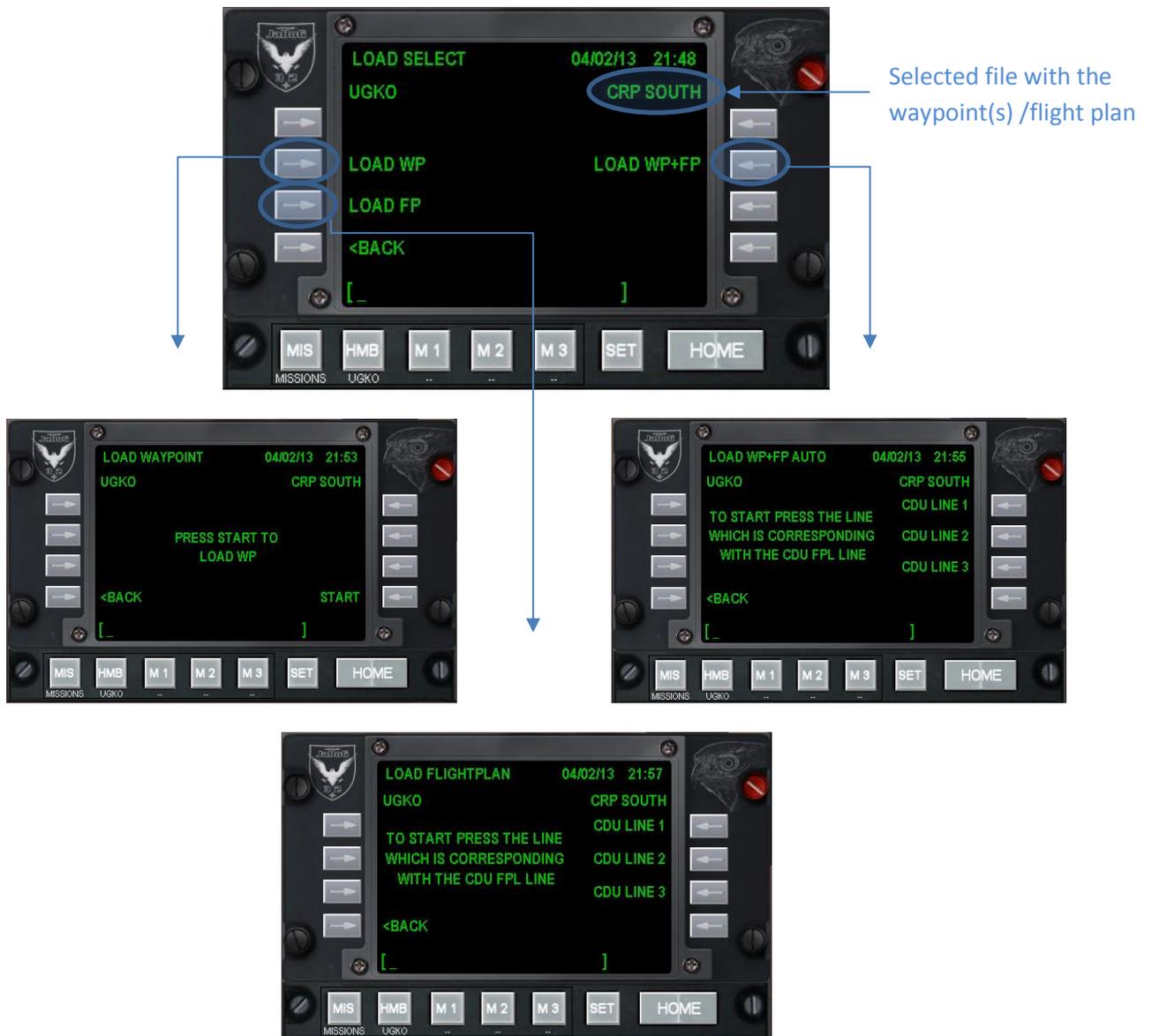
Switch to next  
folder page

You are now in FPL MENU, on the selection page of the Waypoints and Flight plans. This page is also with LSK 4R possible to extend. With LSK 4L you can switch one page back. These entries here correspond with the file names.



Now select one of the Waypoints (e.g. like here CRP SOUTH)

You are now on the LOAD SELECT Page and you must decide if you want to load only WAYPOINT(S), a FLIGHTPLAN or both at the same time in the CDU. If you want to load a FLIGHTPLAN you need to load appropriate WAYPOINTS before. Select with the respective LSK's <LOAD WP>, <LOAD FP> or <LOAD WP+FP>.



If you have only WAYPOINTS selected press on the next page START. All further Settings on the CDU and on AAP Panel are made automatically and the Waypoints are loaded.

When selecting LOAD FP or LOAD WP+FP you will need to select on the next page the corresponding CDU Line where the FLIGHTPLAN will show where the data has to be loaded.

Here also all further Settings on the CDU and on AAP Panel are made automatically and the Waypoints and/or the Flight-Plans are loaded. This can take some time because the CDU needs some time to create a new page.

During loading the CDU shows some different messages in the "Scratchpad". At the Start [LOAD INIT ] and after creating the Flight-Plan [FPL LOADED ].



The process is now completed and you can load further WAYPOINTS or FLIGHTPLANS. The last Loading-Process is displayed after sending to CDU in the "Scratchpad" of the Controller.



If during the Loading-Process the message [CDU INPUT ERROR ] occurs, the Waypoints are not loaded correctly and the Process must be repeated. You can check this on the WAYPT Page of the CDU. If the count of the Waypoints (at LSK 3R) is not more than before the Loading-Process, there are no Waypoints loaded yet.



## 7. Quick Select-Buttons

Since Version 1.24. the CDU-Dataloader Tool is equipped with „Quick Select-Buttons“. These give you the opportunity to select direct a designated folder or the first page (HOME).

To **save** you must select the designated folder (here UG27). After that press the button SET and then press the button to be assigned. The selected folder name is indicated below the button and can now be used.

To **delete** the assignment of a button, switch in the MAIN MENU (HOME). Then clear the setting with button SET and the assigned button.



Now have fun with the tool.

This software can be used for free, but I am not responsible for problems with your system.

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