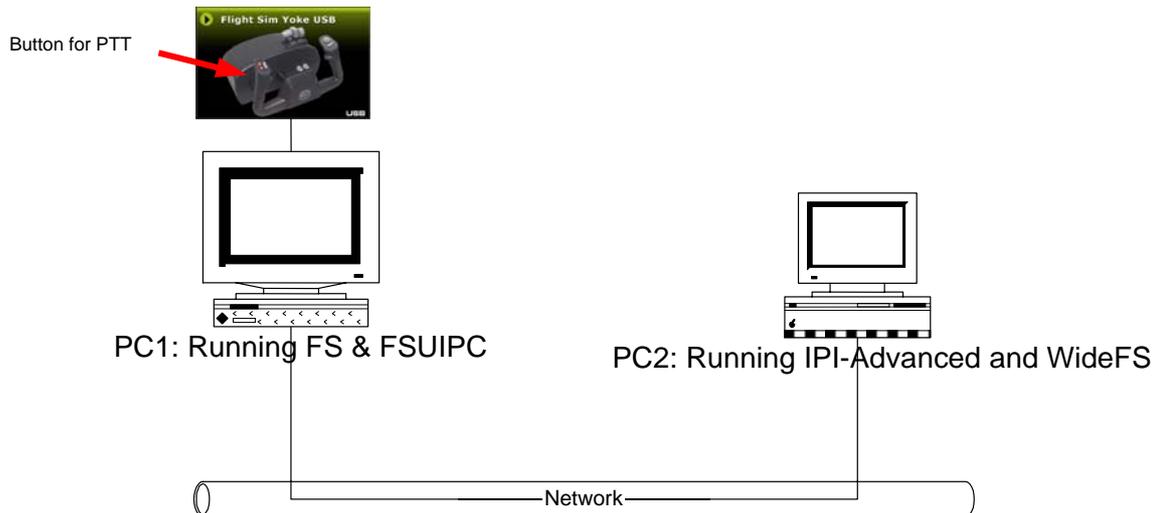


## How to setup Push To Talk (PTT) on a remote computer running IPI Advanced, using FSUIPC and WideFS

WideFS and FSUIPC can be configured to allow the user to use a button of a joystick or yoke that is connected to the PC that is running Flight Simulator, to activate the PPT function of IPI-Advanced on a different computer.

A potential such PC network setup is shown in diagram below:



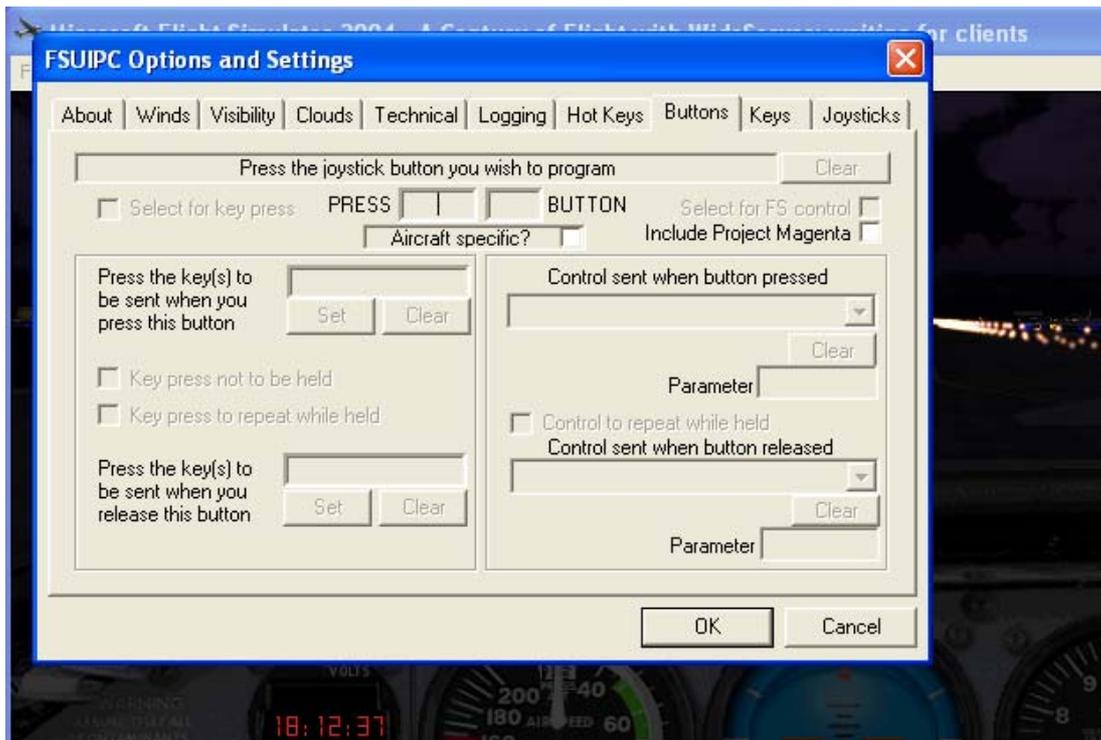
**Figure 1 - Network setup**

To start with, make sure that the WideFS client in PC2, is communicating with the FSUIPC server running on PC1, as described in the WideFS documentation. If you have WideFS running, close it for now, we'll run it again later.

Once you have achieved such connectivity, then go to PC2, open **WideClient.ini** and add the following lines:

```
....  
;-----  
[User]  
Log=Errors +  
KeySend1=123,16 ; Press F12  
KeySend2=123,24 ; Release F12  
UseSendInput=Yes
```

Save **WideClient.ini** and go to PC1, start FS, go to the **Modules** menu, open the **FSUIPC** submenu and select the **Buttons** tab. You should end up with the following screen:



**Figure 2 - FSUIPC Buttons configuration screen**

Press the button on the joystick that you want to act as the PPT button for Channel 1, and then click in the box **'Select for FS control'** to select it.

Then in the drop down box **'Control sent when button pressed'**, select **'KeySend 1-255 (WideFS)'** In the box below it, titled **'Parameter'** enter the numeral **1**. Perform the same action for the drop down box below but enter **2** in the **'Parameter'** box.

Finally, click the **'Control to repeat while held'** box.

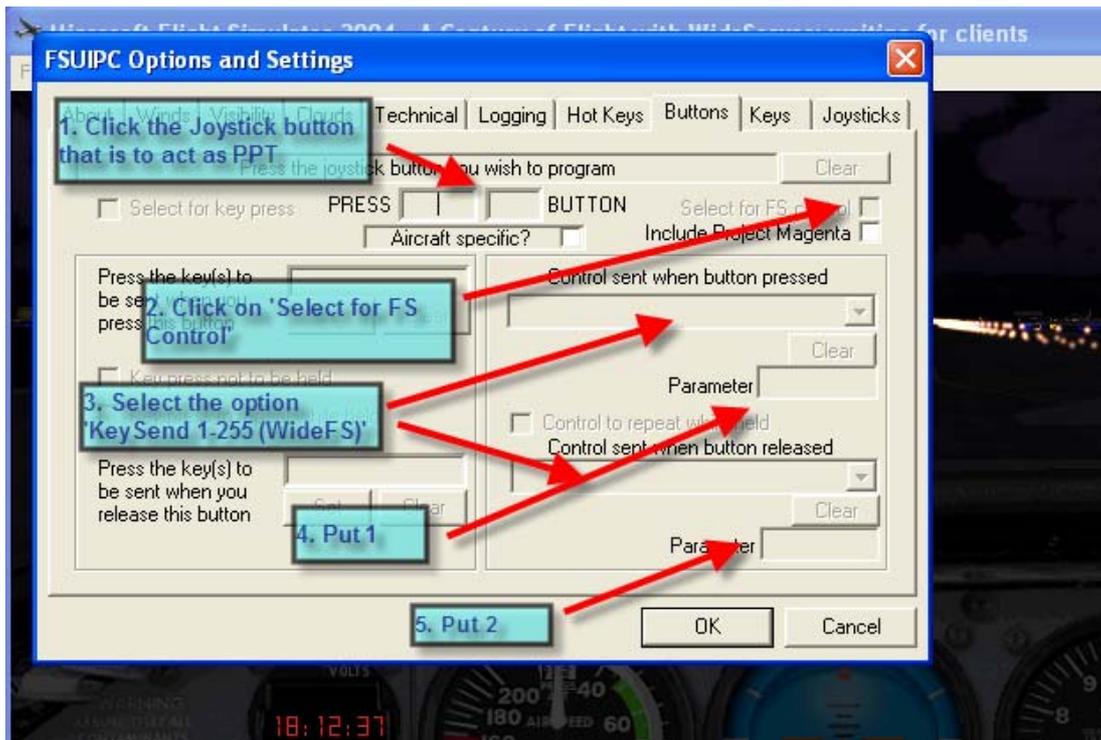


Figure 3 - Configuring for PTT

If you have configured all correctly the window will look as follows:

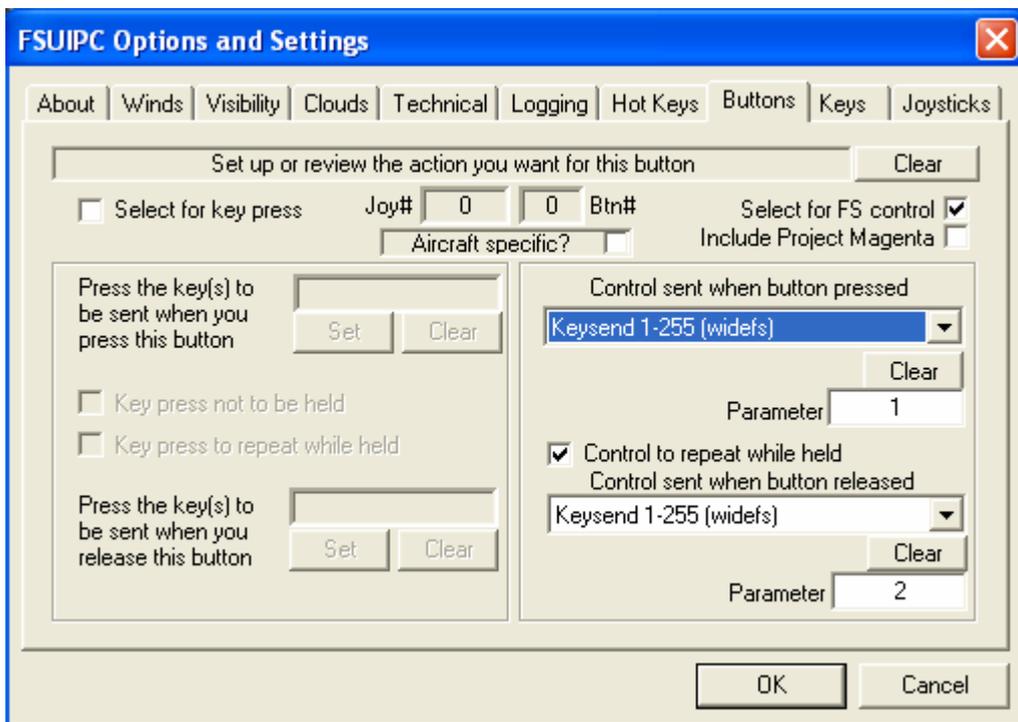


Figure 4 - Configured FSUIPC for remote PTT

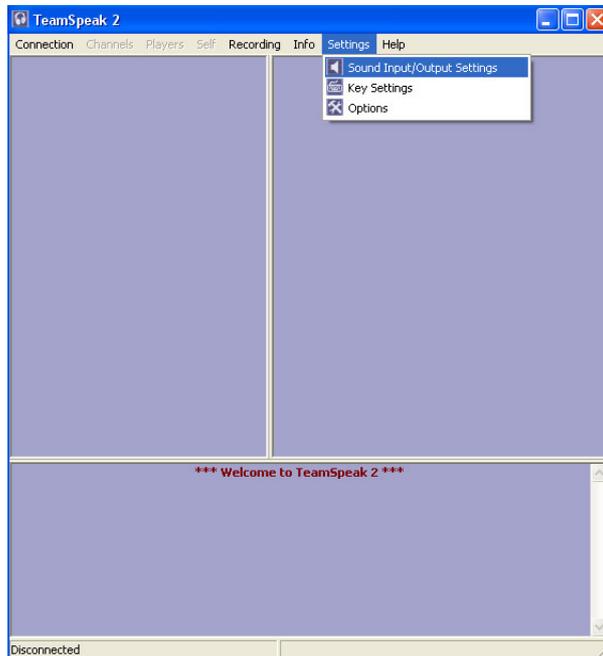
Click 'OK' and restart both PCs. ( a precaution, may not be necessary).

**Start FS**, and select a Flight. (this starts a WideServer session)

On your client machine **start WideFS**

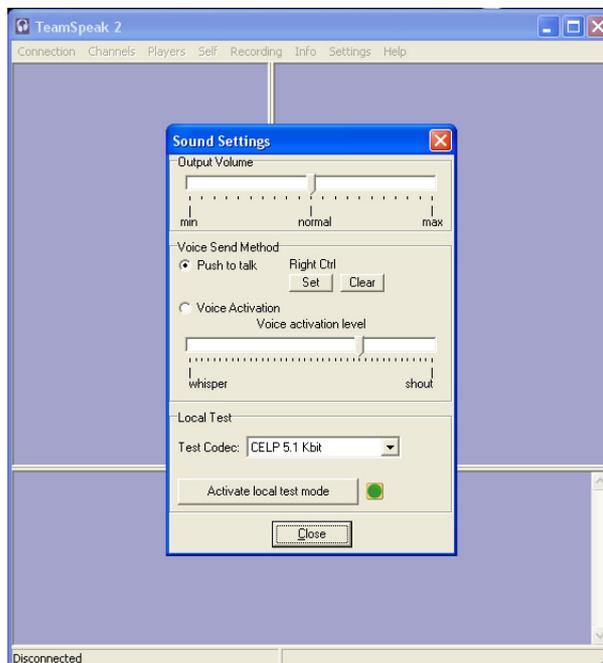
Start **Teamspeak** on your client machine.

From the **Settings** menu Select **Sound Input/Output Settings**



Check the **Push to talk** radio button is selected, if not select it.

Press the **Set** button, you will get a pop-up window asking you to press a key. Press the key on your controller and the pop-up should disappear.



You can now press the **Close** button and close Teamspeak. In IVAO, Teamspeak will automatically be opened when you tune to an active controller

## **NOTE**

TeamSpeak should now run on your client machine, therefore you will need your microphone and speakers / headset attached and configured to the client machine not the one running Flight Simulator.

Additionally, should you run other programmes on your client machine, when you press your PTT button on your controller, your client machine will behave as though you have just pressed F12. This may cause odd behaviour in other programmes.