

SLEW MASTER (1.0.01)

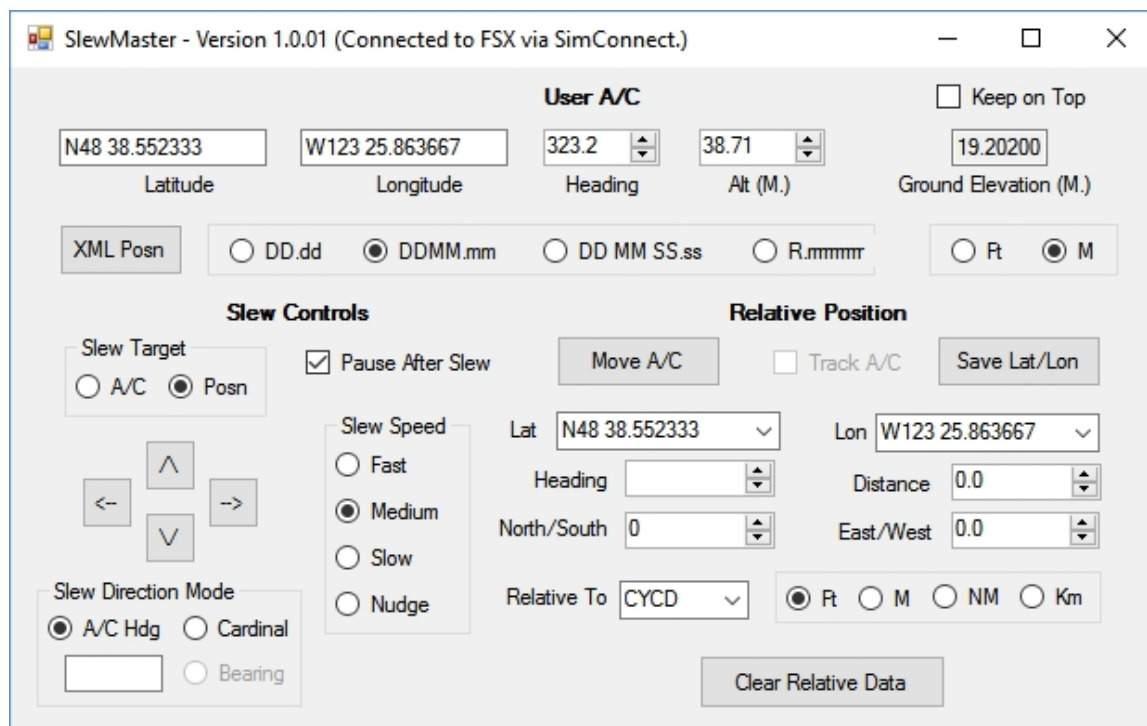
The SlewMaster is a small (in memory size) utility that is able to:

- slew the Microsoft Flight Simulator user aircraft - FS9, FSX or P3D - in every way possible,
- measure distances to/from the user aircraft, and
- convert between the various lat/lon formats

SlewMaster was inspired by Richard Ludowise's TCalc 2004 and TCalc for FSX which I used extensively in my scenery development efforts. Thanks Dick.

SlewMaster is a NET Framework 3.5 application. (If NET.Framework 3.5 is not already installed on your computer, the “redistributable” can be downloaded from the Microsoft website at no charge.) SlewMaster does not affect the system registry. FSUIPC must be installed to run with FS9. It connects to FSX and P3D with either FSUIPC (default, if available) or SimConnect.

Install SlewMaster in the folder of your choosing by copying the files from the archive to that folder.



The SlewMaster's Control Panel

SlewMaster must be “run as administrator”. It is not sufficient that you have administrator privileges; right-click in the program name/icon and select “Run as administrator”. Alternately, set up the program (icon) properties so that SlewMaster always runs as administrator.

When you start SlewMaster, if any version of FlightSim is running, the connection will be made immediately. If not, SlewMaster will connect (or re-connect) automatically to either version of FlightSim when the latter is started.

The top portion of the control panel displays the user aircraft parameters and the elevation of the ground directly below it. Latitude and longitude may be displayed in any of three formats. Elevations may be displayed in either feet or meters. The bottom portion of the panel provides a variety of slew controls and measurements. The XML Posn button copies the current position into the clipboard prefaced by "lat=" and "lon=", ready for copying into a SceneryObject XML entry.

To reposition the user aircraft to a specific latitude and/or longitude, enter the desired position in the upper Latitude and Longitude text boxes. As soon as the cursor leaves the text box or the <Enter> key is depressed, the aircraft is repositioned. To slew the aircraft heading or altitude, enter the desired value into the relevant textbox. Again, as soon as the cursor moves elsewhere, the repositioning occurs. Or, you may use the increment/decrement buttons, in which case the aircraft is repositioned after each click.

You may slew the aircraft to a new position incrementally by selecting the Slew Target as A/C and using the directional arrow buttons. A single click moves the aircraft by a predetermined amount (see following paragraph). If you hold the mouse down, the slewing will continue until the mouse is released. Slewing may be in cardinal directions, relative to the aircraft heading or on a bearing you designate - depending on the Slew Mode selection.

Four slew speeds are available:

Fast	100' / 30m	per click
Medium	10' / 3m	"
Slow	1' / 30cm	"
Nudge	0.1' / 3cm	"

The Relative To combobox allows you to change the reference position for Relative Positioning. The default mode is User A/C. But, you may also enter one of more other reference points by manually editing the SlewMaster.ini file when SlewMaster is not running. For each point, add a line in the form:

"Airport Ref=*name* | *latitude* | *longitude*".

name may be any character string, *latitude* and *longitude* must be in one of the three supported formats.

To slew the user aircraft to a position a specific distance and bearing from its current position, ensure User A/C is selected in the Relative To combo box and click the Clear relative Data button. Then, enter the desired offsets into the Relative Position Heading and Distance or North/South and East/West controls. Alternately, with Posn as the Slew Target, adjust the Latitude and Longitude with the Slew Controls. (The distance moved with each click of the distance increment or decrement buttons is determined by the Slew Speed controls.) When finished, click Move A/C.

To slew the user aircraft to a position relative to another reference point, select the reference point using the Relative To combobox and proceed as above.

For convenience, the Relative Position Latitude and Longitude may be saved at any time. These two controls are comboboxes, so any previously save position may be re-instated with a couple of mouse clicks.

In addition to slewing the user aircraft in virtually every imaginable way, SlewMaster also allows you to measure range, bearing and north/south and east/west distances from the user aircraft, between two points or from one of the defined reference points.

- To measure the distance from a point to the User Aircraft, select User A/C in the Relative To combobox and enter the position of the second point into the Relative Position Lat and Lon fields.
- To determine the relative position of two points, move the user A/C to the first point, momentarily check (and then uncheck) Track A/C to capture the position and then move/slew the User A/c to the second point.
- To determine the position of a point relative to a reference point, select the reference point in the Relative To combobox and either enter the position of the point of interest into the Relative Position Lat and Lon fields or check Track A/C and move/slew the User A/C to the point.

Latitude and longitude may be entered in any of the supported formats, irrespective of the selected display format. As soon as the cursor leaves the text box or the <Enter> key is depressed, the entered data will be converted and re-displayed in the currently-selected display format. For simple format conversion, enter the position of interest into the Slew Lat/Lon textboxes and then select the new format.

Finally, when you close SlewMaster, all your current settings are recorded and re-instated the next time you start.

Happy slewing,
Don Grovestine
don@stuff4fs.com
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End User License Agreement (EULA)

You are granted a free, non-exclusive right solely to install and use SlewMaster on your computer system(s) for your personal enjoyment.

You may not:

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- reverse engineer, disassemble or decompile any part of SlewMaster, or
- incorporate SlewMaster in whole or in part into any commercial product or facility, "shareware" or "freeware", or any other product or facility for which there is a charge of any kind,

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