

Introduction to lekseecon

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Lekseecon is software tool developed by Nico Kaan. Lekseecon connects the Level-D 767 in Microsoft Flight Simulator (FS2004 and FSX) with either the SIOC software of Opencockpits (lekseecon.exe) or the offsets in FSUIPC from Peter Dowson (lekseecon_f.exe).

Lekseecon provides about 900 Variables representing the complete functionality of the Level-D 767 SDK. These variables give access to almost all states and controls of the Level-D 767. You can receive information about state changes in the Level-D 767 and you can set buttons/switches/dials in the Level-D 767, and all that digitally!

Lekseecon keeps panel values in MS Flight Simulator synchronized with your cockpit hardware, relieving you from the tedious job of manually setting the Switches in the panel according to your hardware Switches after each Flight loaded. This synchronization is guaranteed, not only at start-up but always!

Lekseecon has built in support for cold and dark cockpit state control and Lights tests relieving you from the burden having to program that yourself.

The CPU load of lekseecon can be neglected, it's less than 0.1% at the powerful CPU's we have these days. No visible negative effect on your frames per second.

*[Note that further development of lekseecon has been **concluded** at Nov 7, 2014, its mature]*

How to use it?

With SIOC:

Using the lekseecon Variables in your SIOC program is easy, treat them just like other SIOC Variables. Configuring lekseecon goes automatically based on your compiled SIOC source file, the very same file that sioc.exe runs.

With FSUIPC:

Using the lekseecon variables in your FSUIPC based program is similar to reading and writing to other FSUIPC offsets, and depends on the cockpit building software that you are using (out of scope here). Configuring lekseecon has to be done manually by putting the variable numbers that you want to use in the file lekseecon_f.ini (in your My Documents folder).

Note that lekseecon 8.4 is the last version that supports FSUIPC. Lekseecon 10.0 or later is for SIOC use only.

Summary:

Both programs offer the same basic functionality with respect to SDK support. The SIOC implementation offers variables representing FSUIPC offsets on top of that. The SIOC implementation is easier to use while it automatically reads the lekseecon variables that you are using from your SIOC script. It is also more efficient while it connects the SDK directly with SIOC; it does not have to poll for changes in your cockpit.

If you start building from scratch I would strongly recommend to choose for Opencockpits and SIOC but if you already have invested in cockpit building systems based on FSUIPC you better use lekseecon for FSUIPC.

Manuals

Last release of lekseecon for **SIOC**: [Release Notes](#) and [Manual](#)

Last release of lekseecon for **FSUIPC**: [Manual](#)

Downloads

- For use with **SIOC**: download and extract [setup_lekseecon_v10.6.4.zip](#) (Windows Vista, or higher).
- For use with **FSUIPC**: download and extract [setup_lekseecon_v8.4.zip](#) (Windows XP, or higher)

Please read the [setup_readme.pdf](#) carefully, and then run the file [setup_lekseecon.exe](#).

Is it free of charge?

Yes and no, it may be used free of charge. However, "free of charge" must not be confused with "completely free". Lekseecon is copyrighted software, not free software. There are restrictions on distribution and use; see the [lekseecon EULA file](#) for details. A major restriction is that it is for non-commercial use only.

Forum and faq

You can search for information or post your lekseecon related question in the [lekseecon forum](#) at MyCockpit (*free registration is required*).

For what aircraft can I use lekseecon?

Only for the Level-D 767 (in FS2004 or FSX).

Will lekseecon run at another PC then my FlightSim PC?

No, lekseecon has to run at your Flightsim PC. This should not be a problem because the cpu load of lekseecon can be neglected, there is no visible negative impact on your frames per second.

Can I also use lekseecon together with FSBUS or Phidgets?

*Yes you can, use lekseecon for FSUIPC (version 8.4), and run **lekseecon_f.exe**.*

Plug&Play scripts for Opencockpits Modules & 767

To demonstrate the power of SIOC, lekseecon and the Level-D 767 SDK I have made Plug and Play SIOC files for the Opencockpits Modules EFIS737 (or EFIS747), MCP737NG (V2 & V3), ATC737, COMM737 (for COMM1 or COMM2), FMC737 (or FMC747), FMC737V3 (or FMC747V3), CHRONO737, NAV747-767 (used as ILS, VOR1 or VOR2) and ADF.

With these scripts and my lekseecon program you can use these modules together with the Level-D 767 (in FS9 and FSX).

The installation requires very little technical knowledge. A setup program will do the job. This is what you have to do:

1. Download and install SIOC 5.1 or later from the Opencockpits web site.
2. Download, extract and run the latest lekseecon version for Windows Vista (or higher).
3. Plug in all your Opencockpits Modules.
4. Run setup_ocm.exe in the lekseecon folder.
5. Run FS9/FSX, load a Level-D 767 flight, run SIOC and finally run lekseecon.

That's all, enjoy your Modules!

In the [OCM Manual](#) the allocation of functions to the various Buttons, Switches and Displays is described.