

Introduction to PSXseecon

NOTE November 2017: The development PSXseecon is complete, I will make no further changes!

PSXseecon connects the Aerowinx PSX with the SIOC software of Opencockpits. It acts as a bridge between those two worlds, "talking" the Aerowinx network protocol over TCP/IP to PSX, and "talking" the IOCP protocol over TCP/IP to the SIOC server. PSXseecon acts as a client program to both servers and performs protocol translation.

2205 predefined SIOC Variables, representing approximately 99% of the functionality of the PSX interface, are available. These variables give access to all states and controls of the PSX 747-400. Everything you need to build a 744 cockpit.

In order to make your SIOC scripts even more simple, PSXseecon provides extra functionality, such as led variables with built in support for bulb-failure, power failure and MD&T test; rotary switch terminal variables; OnOffOn switch terminal variables; direct support for the Opencockpits CDU keyboard; direct support for Rotary Encoders, etc.

To support debugging, PSXseecon provides facilities for monitoring the messages that flow between PSX and PSXseecon and between SIOC and PSXseecon.
and ... PSXseecon detects the pre-defined SIOC variables in your scripts automatically!

Documentation

Consult the [Manual](#) and/or the [Release Notes](#). Also available here are a list of the SIOC variables by Qcode

Download

The last version 3.15, November 15, 2017, with a **64** bit version (only) for Windows Vista or later, is available for [download here](#).

The previous version 3.13, February 7, 2017, with 32 bit and 64 bit versions for Windows Vista or later, is available for [download here](#).

By downloading and installing the PSXseecon package you agree to be bound by the terms of this [EULA](#).

Is it free? Yes and no, it may be used free of charge. However, "free of charge" must not be confused with "completely free". PSXseecon is copyrighted software, not free software. There are restrictions on distribution and use; see the EULA file for details. A major restriction is that it is for non-commercial use only!

SIOC scripts

Here my complete [PSXcockpit archive](#), with example SIOC scripts.

In it you will also find Plug & Play scripts for Opencockpits Modules and a setup.exe program that will detect the OC modules you have plugged in, and configure these modules automatically. Read more about it in the PSX OCM Manual.

Plug&Play scripts for Opencockpits Modules & PSX

To demonstrate the power of SIOC, PSXseecon and PSX have made Plug and Play SIOC files for the Opencockpits Modules EFIS747, MCP737NG (V2 & V3), ATC737, COMM73, FMC747 (new: cdu screen support too!), FMC747V3 (new: cdu screen support too!) and CHRONO737. With these scripts and my PSXseecon program you can use these modules together with the PSX. 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 PSXseecon version.
3. Plug in all your Opencockpits Modules.
4. Download and extract the file PSXcockpit.zip and put PSXcockpit with its subfolders in your SIOC folder.
5. Run setup.exe in the PSXcockpit\OCM_setup folder.
6. Run PSX, run SIOC and finally run PSXseecon.

That's all!

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

Forum

You can search for information in the [forum at MyCockpit](#).

Do note however that I no longer answer any questions. My support has ended.