

Lorby “Axis And Ohs”

Web Page for GSX
(MSFS only)

Last Update: 06.08.2023

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This document describes how to implement the GSX web page for AxisAnd Ohs.

This only works with the MSFS Version of GSX!

The GSX integrations consists of two parts:

- The web page assets
- An AAO scripts package that must be imported and configured

1. Install the web page

Pull the files “iconbuttons.css” and “index.html” out and save them to
\Documents\LorbyAxisAndOhs Files\WebPages\aaogsx\

2. Import the script file into AAO

- Extract the file “AxisAndOhs_GSX_Scripts.xml” from the ZIP
- Start AxisAndOhs
- Go to “Scripting->Import scripts”
- Navigate to the “AxisAndOhs_GSX_Scripts.xml” file
- Put a checkmark into the box for the group “GSX” on the following dialog, then press “Import”
- If AAO asks you if you want to overwrite existing script, click “yes”.

3. Configure the Update Script

The script GSX-MENU_UPDATE is used to load two files from the GSX folder into AAO.

If you did not install GSX into the default folder you will have to adjust the paths in this script, so it can find those files.

- Go to “Scripting-Edit RPN Scripts”
- In the list on the left, go to “GSX”, doubleclick “MENU_UPDATE”
- The script loads into the big textbox

There are two LOADTEXTFILE commands in the script.

```
(LOADTEXTFILE:C:\Program Files (x86)\Addon  
Manager\MSFS\fsdreamteam-gsx-  
pro\html_ui\InGamePanels\FSDT_GSX_Panel\menu|GSX_MENU|11)
```

```
(LOADTEXTFILE:C:\Program Files (x86)\Addon
```

```
Manager\MSFS\fsdreamteam-gsx-  
pro\html_ui\InGamePanels\FSDT_GSX_Panel\tooltip|GSX_TOOLTIP|1)
```

The path in those commands points to the default installation of GSX. **If this is not where the files are on your computer, the path must be changed.**

A good strategy is to target the GSX package in your Community folder instead, for example, if your Community folder is here F:\MyMSFS\Community you would set it like this:

```
(LOADTEXTFILE:F:\MyMSFS\Community\fsdreamteam-gsx-  
pro\html_ui\InGamePanels\FSDT_GSX_Panel\menu|GSX_MENU|11)
```

```
(LOADTEXTFILE:F:\MyMSFS\Community\fsdreamteam-gsx-  
pro\html_ui\InGamePanels\FSDT_GSX_Panel\tooltip|GSX_TOOLTIP|1)
```

When you have made your changes, press “Update”

4. Fetching the data

If you are using the StreamDeck profiles that came with this package, there is nothing else to do. The red “CLICK TO REFRESH MENU” bar has an autoscript attached to it, that triggers the required script in AAO automatically.

5. URL to call

<http://localhost:9080/webapi/aaogsx/index.html>

when AAO has been installed previously

<http://localhost:43380/webapi/aaogsx/index.html>

for new users

When calling the page from a remote computer, "localhost" must be replaced with the actual IP Address of the computer where AxisAndOhs is running

6. Operating the page

GSX doesn't update the menu when the GSX Menu in the simulator has been closed. You will have to press the “REFRESH MENU” button from time to time to force GSX to provide new menu data.

The best strategy for operating this profile is pressing “REFRESH MENU”, then the Action, then “REFRESH MENU” again if you feel that the menu should have updated. Submenus to an action open automatically though, so don’t overdo the “REFRESH”.

Unfortunately, this can’t be automated. An automated refresh would immediately close any submenu, so you have no chance to click on anything. This may change in the future, depending on how GSX itself will develop.

Lastly, this whole process relies on GSX functioning in a certain way. Should this change in the future, there is a good chance that the profiles stop working. If the change in GSX is profound enough, there may not be another way to do this, and the profile becomes useless.