

## Using AxisAndOhs on a remote computer with MSFS

### On the „Server“ = the computer where the simulator is running

1. You have to create a global SimConnect port entry in the simulator's config file „SimConnect.xml“. **Don't use the file „SimConnect.xml“ in this package, it is for FSX and P3D!**

You will find the MSFS file here:

(Store Version)

\AppData\Local\Packages\Microsoft.FlightSimulator\_8wekyb3d8bbwe\LocalCache

(Steam Version)

\AppData\Roaming\Microsoft Flight Simulator

**Add the global port, using Notepad, like this:**

```
.....
    <Port>0</Port>
    <MaxClients>64</MaxClients>
    <MaxRecvSize>41088</MaxRecvSize>
</SimConnect.Comm>
<SimConnect.Comm>
    <Descr>Global IP4 port</Descr>
    <Protocol>IPv4</Protocol>
    <Scope>global</Scope>
    <Address>192.168.178.41</Address>
    <Port>500</Port>
    <MaxClients>64</MaxClients>
    <MaxRecvSize>41088</MaxRecvSize>
</SimConnect.Comm>
</SimBase.Document>
```

The <Address> must be the local IP address of the computer where you are running MSFS on. On my computer it is 192.168.178.41, yours will be different. When in doubt, use the CMD command „ipconfig“ to find it

2. Make sure to install AxisAndOhs. You don't have to run it, but you need it to configure the AAO modules that run inside the sim.

### **On the „Client“ = the computer where you want to run AAO**

1. Install AxisAndOhs.
2. Copy the file „simconnect.cfg“ from this package into the \Documents\ folder of this PC

Use Notepad to alter the „simconnect.cfg“ file and enter the same IP address as before (= the one of the Server)

```
[SimConnect]
Protocol=IPv4
Address=192.168.178.41
Port=500
MaxReceiveSize=41088
DisableNagle=0
```

3. Start AxisAndOhs and activate „Connection->Networked SimConnect“

### **On both computers:**

**You must allow port „500“ through your local firewalls!**

**Now you can start MSFS on your main computer, then connect your remote AxisAndOhs to it.**