Using AxisAndOhs on a remote computer

On the „Server" = the computer where the simulator is running

1. Copy the file „SimConnect.xml" from this package into the following folder of this PC

   Prepar3D Version N:
   AppData\Roaming\Lockheed Martin\Prepar3D vN\

   FSX:
   \AppData\Roaming\Microsoft\FSX\

   Use Notepad and alter the IP address in the file:

   ```
   <?xml version="1.0" encoding="UTF-8"?>
   <SimBase.Document Type="SimConnect" version="1,0">
    <Descr>SimConnect Server Configuration</Descr>
    <Filename>SimConnect.xml</Filename>
    <Disabled>False</Disabled>
    <SimConnect.Comm>
     <Disabled>False</Disabled>
     <Protocol>IPv4</Protocol>
     <Scope>global</Scope>
     <MaxClients>64</MaxClients>
     <Address>192.168.178.41</Address>
     <Port>500</Port>
    </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 „Cient" = 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 TCP port „500" through your local firewalls!

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