

Trim Wheel Program Installation

1. Find or create a suitable folder for the TrimWheel program, i.e. *c:\MSFS Addons\DTA*.
2. Copy TrimWheel.exe and TrimWheel.cfg into this folder.
3. Locate the EXE.xml file of MSFS, i.e. *c:\Users\User\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\LocalCache\EXE.xml*.
4. Open this file with any simple text editor. It might look similar like this:

```
<?xml version="1.0" encoding="Windows-1252"?>
<SimBase.Document Type="Launch" version="1,0">
  <Descr>Launch</Descr>
  <Filename>EXE.xml</Filename>
  <Disabled>False</Disabled>
  <Launch.ManualLoad>False</Launch.ManualLoad>
  <Launch.Addon>
    <Disabled>False</Disabled>
    <ManualLoad>False</ManualLoad>
    <Name>FSUIPC7</Name>
    <Path>C:\MSFS Addons\FSUIPC7\FSUIPC7.exe</Path>
    <CommandLine>-auto</CommandLine>
    <NewConsole>False</NewConsole>
  </Launch.Addon>
</SimBase.Document>
```

5. Add the following lines (red):

```
<?xml version="1.0" encoding="Windows-1252"?>
<SimBase.Document Type="Launch" version="1,0">
  <Descr>Launch</Descr>
  <Filename>EXE.xml</Filename>
  <Disabled>False</Disabled>
  <Launch.ManualLoad>False</Launch.ManualLoad>
  <Launch.Addon>
    <Disabled>False</Disabled>
    <ManualLoad>False</ManualLoad>
    <Name>FSUIPC7</Name>
    <Path>C:\MSFS Addons\FSUIPC7\FSUIPC7.exe</Path>
    <CommandLine>-auto</CommandLine>
    <NewConsole>False</NewConsole>
  </Launch.Addon>
  <Launch.Addon>
    <Disabled>False</Disabled>
    <ManualLoad>False</ManualLoad>
    <Name>Trim Wheel</Name>
    <Path>C:\MSFS Addons\DTA\TrimWheel.exe</Path>
    <CommandLine>"C:\MSFS Addons\DTA"</CommandLine>
    <NewConsole>False</NewConsole>
  </Launch.Addon>
</SimBase.Document>
```

6. Save the file.

7. Open the TrimWheel.cfg file with any simple text editor. It looks like this:

```
NAME=Trim Wheel
ELEVATOR_STEP_SLOW=0.001
ELEVATOR_STEP_FAST=0.005
RUDDER_STEP_SLOW=0.002
RUDDER_STEP_FAST=0.01
```

`NAME` is the name of the Trim Wheel joystick of concern. This name must match the name of the joystick how it is reported to the PC.

Elevator trim deflection in the MSFS is in ,radians'. With the settings above there are increments (and decrements) of 0.001 radian per joystick button pulse (or encoder click). When turning the encoder fast it automatically switches to fast increments, in this case 0.005 radians. If slow and fast values are set the same, then there is no difference in turning slow or fast.

The rudder trim is in percent, however. 100% is represented as 1.000. Thus, a step of 0.002 corresponds to a 0.2% change. The fast trim in this example is 5 times the slow trim, or 1% per click.

These values can be changed and are effective after a reload of the program. In order not to reload the entire Sim one can close the *TrimWheel.exe* program by it's ,X' button (in the right top corner) and then restarted with a double click on the ,*TrimWheel.exe*' program file. Thereafter, go to the running Sim and hit the ,0' key. This relinks the program with the Sim.

Do not change the text before the ,=' sign; otherwise the program cannot find the correct values and it's behaviour is unpredictable.

After changes are done, save the file.

8. Start the Simulator and verify that elevator and rudder are working properly.
9. Have fun.