

How to use PMDG event ID list

Download PMDG events ID list

MY LINK

Open FSX/P3D then load your PMDG addon. In this case I will use PMDG 777

Go to addons and select FSUIPC



How to interface a switch/pushbutton

In this case I will interface the PMDG 777 nose landing light switch with my hardware

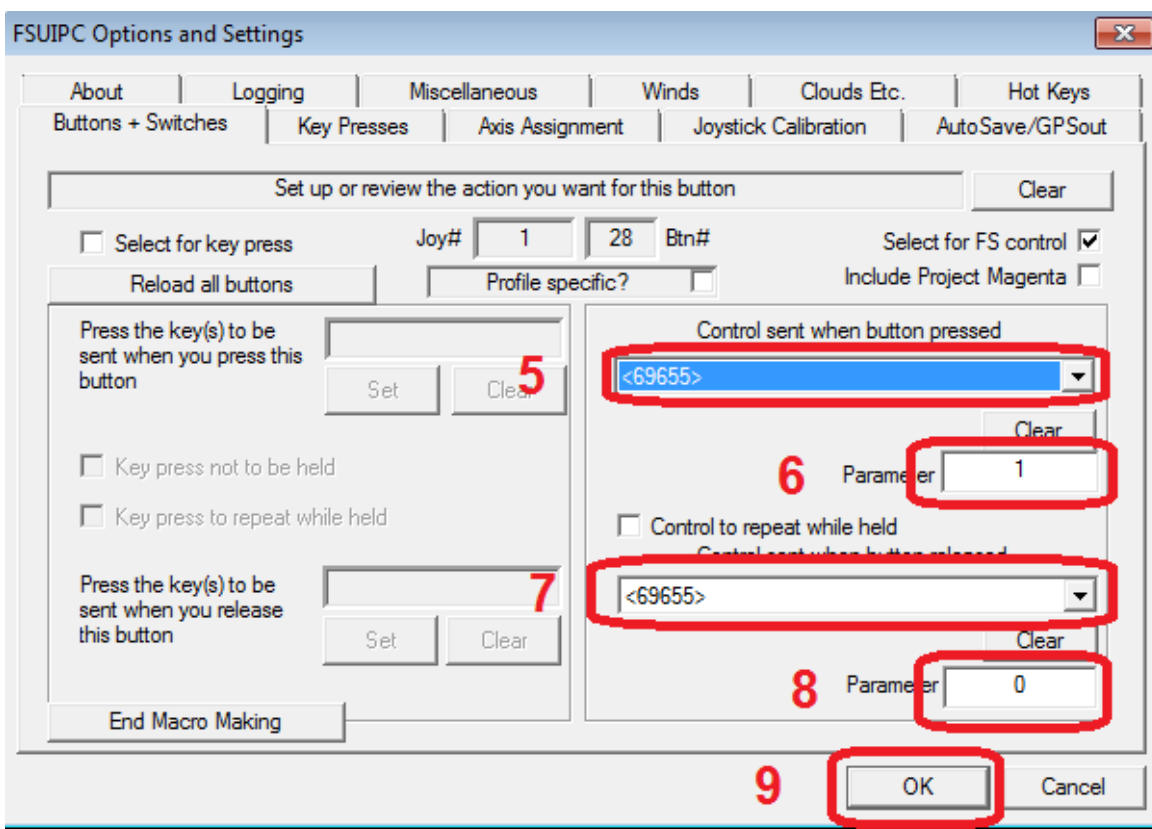
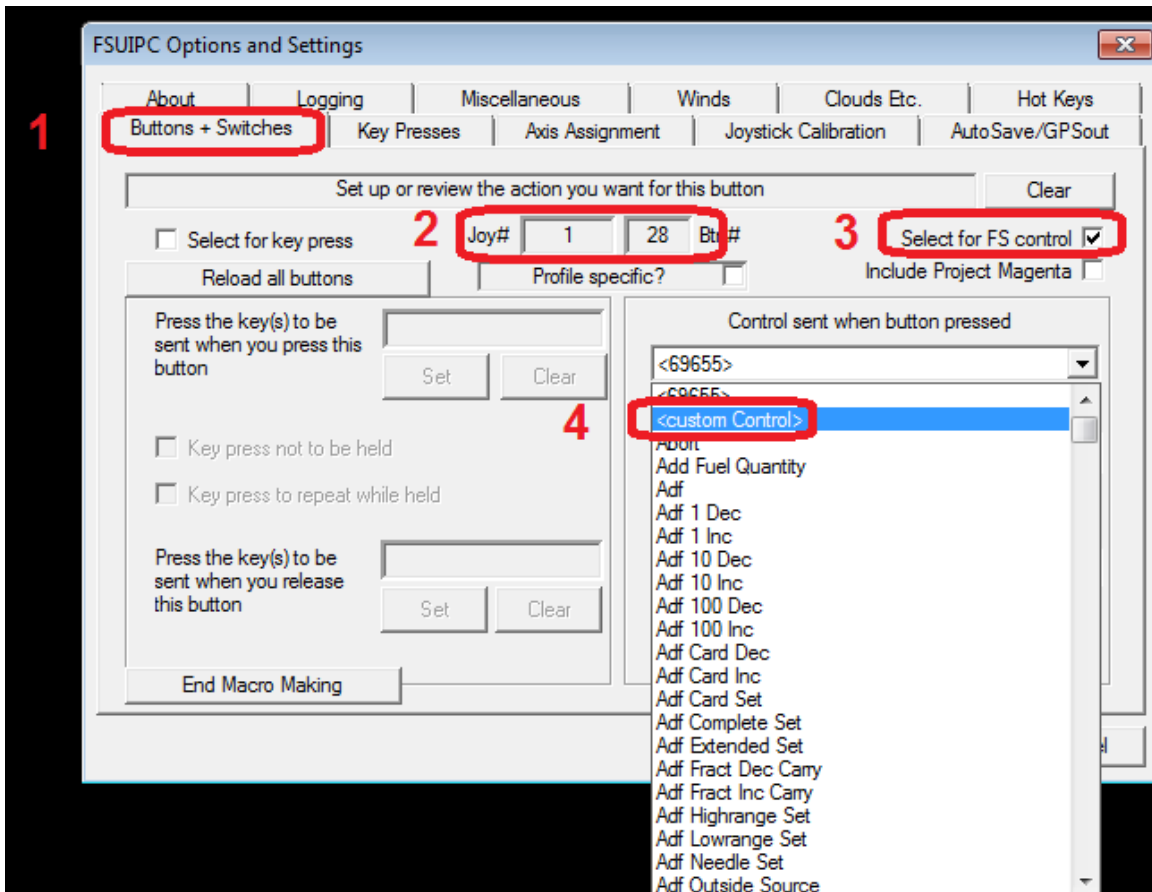
Open your PMDG event list then look for what you want to interface

Overhead Lights Panel	SDK Value	EVENT ID	Param
EVT_OH_LIGHTS_LANDING_L	22	69654	
EVT_OH_LIGHTS_LANDING_NOSE	23	69655	
EVT_OH_LIGHTS_LANDING_R	24	69656	
EVT_OH_LIGHTS_STORM	27	69659	
EVT_OH_LIGHTS_BEACON	114	69746	
EVT_OH_LIGHTS_NAV	115	69747	

the event for the nose landing light switch is 69655

In FSUIPC go to

1. button and switches
2. trigger the switch on your hardware that you want to configure
3. select for FS control
4. select custom controls
5. assign the event number "69655"
6. set parameter to 1 switch on (based on your hardware might be the other way around)
7. assign the same event number "69655"
8. set parameter to 0 switch off (based on your hardware might be the other way around)
9. press OK and test your switch in your simulator



How to interface a rotary switch

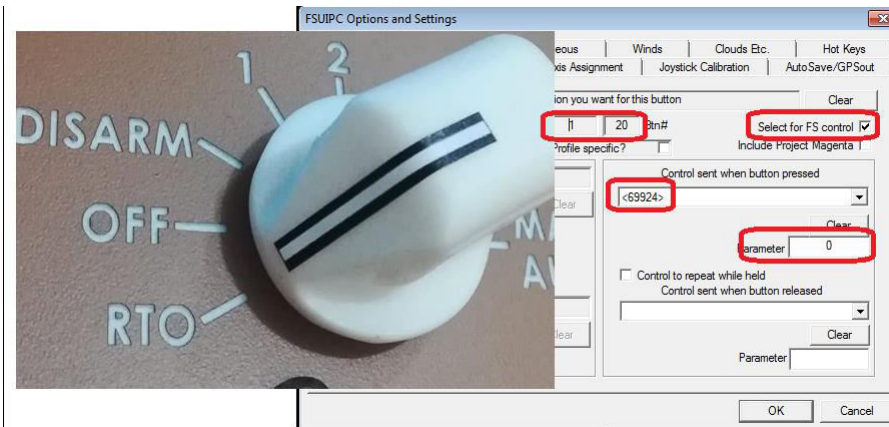
In FSUIPC go to

- 1.button and switches
2. i will interface the 8 position autobrake rotary switch

Forward Panel - Autobrakes	SDK Value	EVENT ID
EVT_ABS_AUTOBRAKE_SELECTOR	292	69924

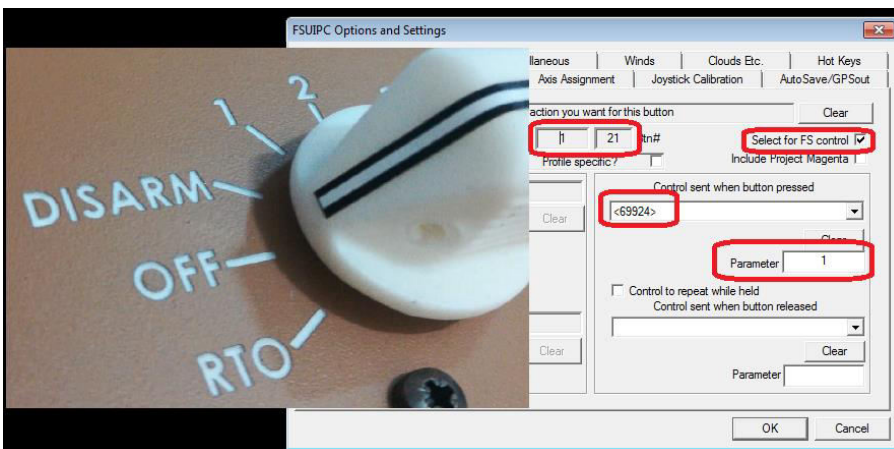
- 3.select for FS control
- 4.select custom controls
5. rotate switch in the first position

assign the event number "69924" **Set parameter 0**



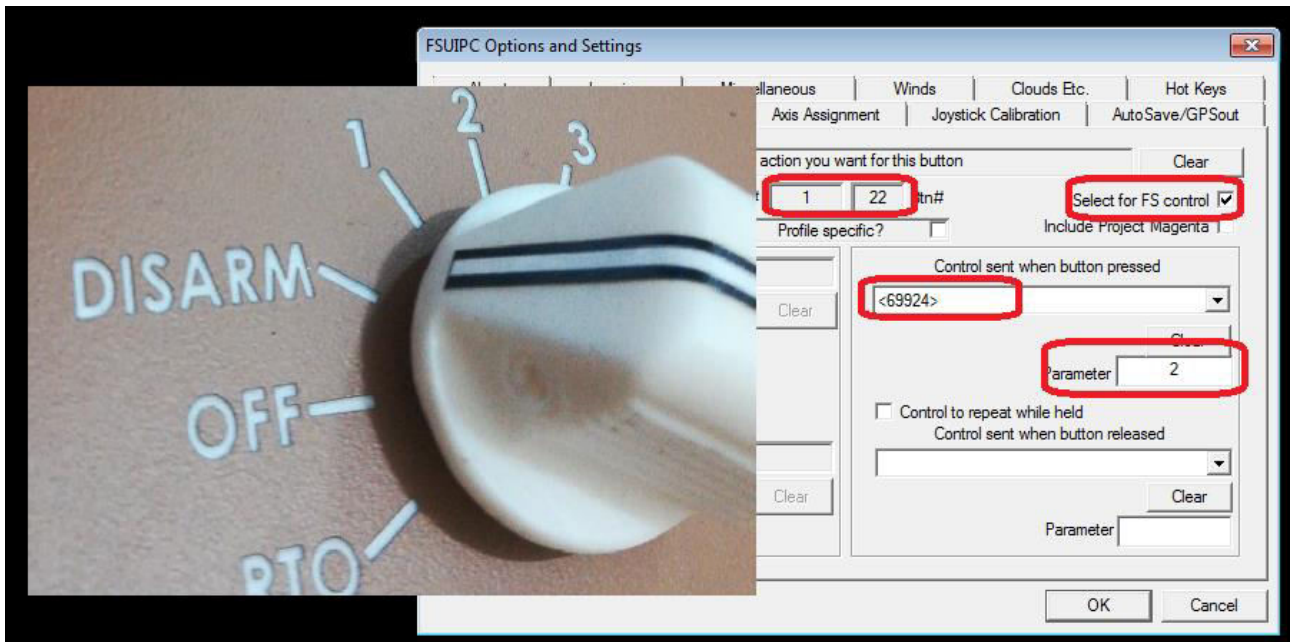
6. rotate the switch in the second position

assign the event number "69924" **Set parameter 1**



7. rotate the switch in the third position

assign the event number "69924" Set parameter 2



do the same for the rest of your positions in my case from 0 to 7 which stand for a rotary 8 position switch

