



# RXP GNS 530W/430W V2

## User's Manual For Prepar3d / Flight Sim

### Fly Waas Approaches!

The WAAS-certified GNS 530W and its slightly smaller sibling, GNS 430W, lead the industry with multitasking, integrated avionics and cutting-edge WAAS navigation. The GNS 530W comes with optional Class B TAWS alerting to warn you of potential terrain and obstacle conflicts along your flight path. Both come with optional Ryan 9900B TCAD, Shadin Fuel and Shadin Air input, and cross fill capability.

The Reality XP GNS 530W/430W V2 is an entirely new GNS WAAS simulation product built on our unique expertise in designing the most authentic Garmin devices simulation since 2002.

### About This Manual

This manual guides you through the product features and is intended for flight simulation purposes only. It shall not be used for any real world aviation application or reference. By reading this manual, you should become well acquainted with the product, and should be able to obtain the information necessary to use the product in your simulator.

We thank you for having chosen a Reality XP Product and wish you a pleasant and a safe virtual flight with us.

**Product disclaimer: this software is designed for entertainment only.** Although we have designed the product to resemble and function like the original, it is not designed as a training device. Not all systems have been simulated, and some of those that have been simulated may not be entirely functional.

**NOT FOR USE IN REAL FLIGHT OR AIRCRAFT OPERATION.**

|                                     |           |
|-------------------------------------|-----------|
| <b>INTRODUCTION</b>                 | <b>3</b>  |
| System Requirements                 | 3         |
| <b>GETTING STARTED</b>              | <b>4</b>  |
| Garmin Reference Guides             | 4         |
| Add-Ons Menu                        | 4         |
| Configuration Panel                 | 5         |
| Using The Mouse                     | 5         |
| Resizing The Gauge Window           | 5         |
| <b>ADD-ON DETAILS</b>               | <b>6</b>  |
| Autopilot                           | 6         |
| Radios                              | 6         |
| Traffic Collision Alerting Device   | 6         |
| Flight Simulator Gps Commands       | 6         |
| Integral Lighting                   | 6         |
| Failures Annunciation               | 7         |
| Cross Fill                          | 7         |
| Keyboard Shortcuts                  | 7         |
| Flight Plans And User Waypoints     | 8         |
| <b>CONFIGURATION</b>                | <b>9</b>  |
| Aircraft Configuration              | 9         |
| Advanced Settings                   | 10        |
| Advanced Rendering Settings         | 10        |
| Hardware Controllers                | 11        |
| Custom Commands                     | 12        |
| Custom Sim Variables                | 13        |
| Configuring Alternate Paths         | 14        |
| Configuring Aviation Database File  | 14        |
| Installing Multiple Garmin Trainers | 15        |
| Third Party Vendor Settings         | 15        |
| <b>TROUBLESHOOTING</b>              | <b>16</b> |

## Introduction

The Reality XP GNS 530W and GNS 430W V2 gauges is a faithful reproduction that pilots and flight simulator users can use it as a training tool to familiarize themselves with the workings of the actual equipment. Each button and knob is fully functional and performs identically to its real-world counterpart.

Garmin avionics have become the clear #1 choice in the owner-flown aircraft market. Nearly three-fourths of all U.S. single- and twin-engine piston and turbine aircraft retrofitted since 2000 are now flying with Garmin GPS-enabled equipment. The provision of the integrated communication and navigation radios in the unit gives the extra capabilities of auto tuning and pre-fetching your navigation and approaches frequencies. Flying has never been easier!

The Reality XP GNS 530W and GNS 430W V2 are navigator's heaven with an extraordinary number of user customizable navigation information fields. In short, there is simply no better simulation of the GNS 530W and GNS 430W for any flight simulator, period.



## System Requirements

The Reality XP GNS 530W/430W V2 requires either **Prepar3d v4/3/2/1**, **Flight Simulator X - Steam Edition**, **Flight Simulator X** or **Flight Simulator 2004** for Windows<sup>1</sup>.

During installation you will be prompted to download and install the Garmin GNS Trainer Lite<sup>2</sup>. The first time you install this package, or should you need to repair the Garmin Trainer installation, the installer will save a copy of the trainer installer in: "C:\ProgramData\Reality XP\Common\GnsTrainer"

This Garmin trainer is a more recent version never offered before in flight simulation, exclusively showcased in our solution. It has main software version 3.3 released in 2010 and includes bug fixes, faster updates, takes less resources and adds some new capabilities to the integrated navigator.

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<sup>1</sup> Versions required: Prepar3d 4 (64bits), P3D3, P3D2, P3D1, FSX-SE, FSX-ACC/SP2, FS9-SP1; Windows versions required: WinXP to Win10

<sup>2</sup> Compatible trainer versions: 3.3

## Getting Started

### Garmin Reference Guides

In addition to this user's manual which guide you through the functions within the simulator, we recommend referring to the original Garmin GNS series pilots and cockpit reference guide that is installed in its own Garmin program group. Please take the time to read all manuals completely so that you can become properly acquainted with the product and its operation.

### Add-Ons Menu

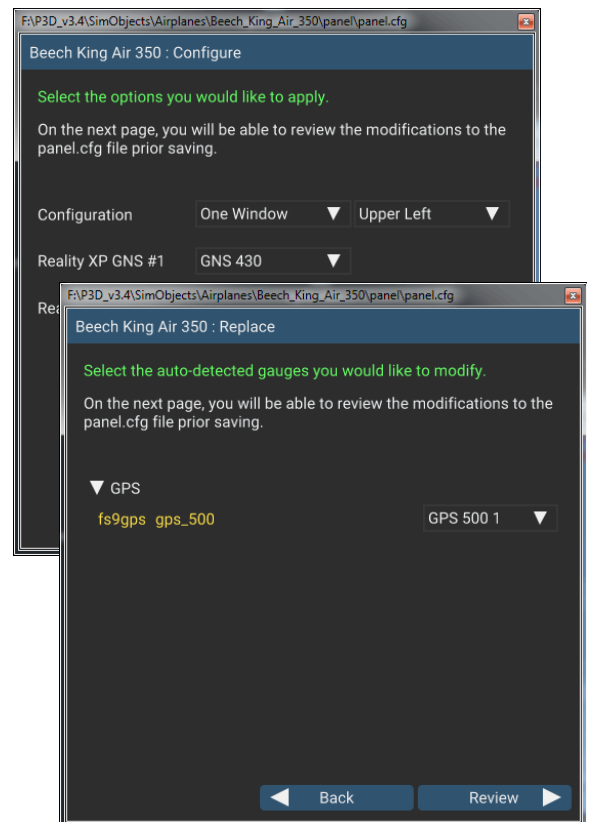
The GNS 530W/430W V2 Menu loads automatically and is operated using the Prepar3d/FSim add-ons menu<sup>3</sup>.

Select the menu **Add-ons | Reality XP GNS** to add or remove GNS units to your aircraft panel. Once selected, the panel wizard opens and guides you through. This task-oriented context aware assistant can help you with the following tasks:

- Configure your aircraft panel with GNS popup windows.
- Replace any similar GPS gauge with a GNS gauge using an auto-detect feature.
- Remove all GNS gauges from the panel.
- Restore the panel to its prior state using the automatic backup.

The first time the assistant modifies the panel, it saves a backup copy of the panel.cfg file next to the original in the same folder. The last option restores the panel from this backup.

Should you manually modify the panel.cfg file afterward, make sure to make your own copy prior using the 'Restore' function otherwise the manual modifications will be lost.



<sup>3</sup> FS9 only: the menu displays in a popup when right-clicking anywhere on the FS9 window.

### Configuration Panel

The GNS can be tailored to suit your needs by configuring the way each device looks and behaves. Most of each device configuration options are available from the configuration panel.

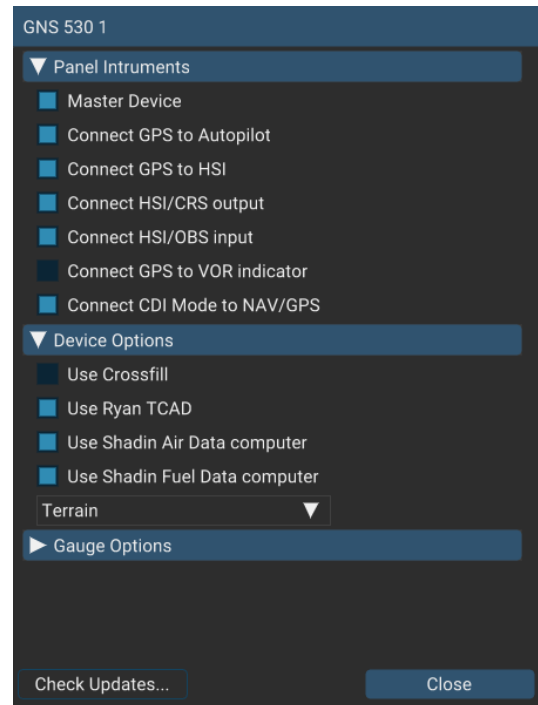
**Press and hold the SHIFT key then RIGHT-Click the top edge** of the GNS device to open the configuration panel.

Options are set up for an individual aircraft and then saved to the "RealityXP.GNS.ini" file in the aircraft folder. The add-on restores the last known settings when loading the aircraft.

Whenever the configuration changes, the last row changes to display 'Cancel' and 'Accept' buttons.

When changed settings require rebooting the device, a warning 'reboot' tag displays next to each one and the confirmation button changes to 'Accept and Reboot'.

Select **Check Updates...** to check if you are running the latest version.



### Using The Mouse

This gauge implements a relatively unique implementation of click spots. They work as follows:

- The mouse cursor contextually changes depending on the possible actions.
- As the mouse cursor passes over a click spot it changes from an arrow cursor to a “hand” cursor.
- Whenever a single click spot is used, a left click will accomplish the task.
- Left clicks turn knobs to the counter-clockwise direction when the mouse is in an area to the left of the knob and to the clockwise direction when the mouse is in an area to the right of the knob.
- Mouse wheel turns knobs in either direction regardless if the mouse is to the left or to the right.

### Resizing The Gauge Window

The simulation window resizes and maintains its aspect ratio. **Press and hold the SHIFT key then LEFT-Click the top edge** of the GNS device to scale the window to either 1:1 or 2:1 screen sizes.

## Add-on Details

The simulation comes in the form of a plug-in installed in "My Documents\Prepar3d v4 Add-ons\Reality XP GNS" folder<sup>4</sup>. There is only one plug-in for both the GNS 530W and the GNS 430W simulation<sup>5</sup>.

In addition to GPS integration to the panel system, the GNS offers some additional features described below.

### Autopilot

The GNS is capable of precise course deviation and roll steering outputs that can be coupled to the simulator autopilot so that IFR flight procedures may be flown automatically. It can control the simulator A/P system both horizontally and vertically.

### Radios

The GNS 530W and GNS 430W V2 can control the simulator COM and NAV radios. To accommodate a wider variety of aircraft panels, the GNS 530W license unlocks the **GPS 500W**. Similar in form and function to the 530W, the radio-less sibling fits panels already equipped with radios. It also fits in any panel equipped with the default FS GPS.

### Traffic Collision Alerting Device

The GNS offers a faithful simulation of the Ryan 9900B TCAD (Traffic Collision Alerting Device). Internally powered by a complete TCAS II Mark 7 simulation passing the 250 TSIM tests, it comes integrated to the RXP GNS 530W and the RXP GNS 430W V2. Take full control of the TCAD detection shields, view nearby traffic and take actions upon visual and aural TA advisories directly on the GNS device. The TCAD simulation takes its data source from the Flight Simulator AI Traffic.

### Flight Simulator GPS commands

The GNS can be configured to intercept all of the default FS GPS commands. When the option is enabled in the configuration panel, the FS GPS bezel buttons and knobs control the GNS.

### Integral Lighting

Using the configuration panel, adjust both the screen and the bezel brightness independently. In addition,

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<sup>4</sup> P3D3: "Prepar3d v3 Add-ons"; P3D2, P3D1, FSX-SE, FSX, FS9: in their respective "Gauges" folder.

<sup>5</sup> Although a single plug-in file installs, it requires purchasing and installing both products to unlock both GNS models.

### Failures Annunciation

When enabled in the configuration panel, the GNS plugin uses the following sim variables<sup>6</sup> as failures sources:

|  |  |
|--|--|
| PARTIAL PANEL AVIONICS                     | Shuts down unit's power.   |
| rxp.failures.gps_1<br>rxp.failures.gps_2   | Satellite reception failure, displays "No GPS Position"  |
| rxp.failures.waas_1<br>rxp.failures.waas_2 | Differential GPS failure, reduces location accuracy. Satellite reception mode switches to 3D instead of 3D-Diff. |



### Cross Fill

When enabled in both GNS, this option allows you to transfer a direct-to destination, the active flight plan including VNAV parameters, any stored flight plan or user waypoints to a second 400W or 500W device.

If both units are set to automatic (in the Garmin GNS device settings), a change in the active flight plan, or VNAV parameters, on one unit can also be seen in the other. Initiating a direct-to course to a waypoint on one unit also initiates a direct-to course to the same waypoint on the other unit.

### Keyboard Shortcuts

Each device supports mapping their buttons and knobs to keyboard shortcuts. To change hotkeys, open the "My Documents\Reality XP\GNS Simulation\FltSim\RealityXP.GNS.ini" file with notepad.

It is a self-documented configuration file that lets you configure any combination of ALT, CTRL, SHIFT, WIN and key per device button and knob.

These commands are described in more details in the 'Configuration' chapter.

<sup>6</sup> Variables starting with 'rxp' are additions that can be set from either XML or C++ gauges like any other 'L' var.

## Flight Plans And User Waypoints

Flight plans can be created on a computer using compatible flight planning software and saved to a virtual datacard folder to be imported into the GNS. The imported flight plans can then be stored to the GNS flight plan catalog. This chapter describes how to enable and use this feature.

### Preparing the virtual datacard

The first step is to create a virtual datacard folder where to store the flight plans and the user waypoints. This folder must be named **FPL** and be located in the GNS Trainer Data folder, typically<sup>7</sup>:

```
"C:\ProgramData\Garmin\GNS Trainer Data\GNS\FPL"
```

The second step is to create one or more flight plan files with the ".fpl" file extension. The product comes with a starter pack installed into the following folder:

```
"C:\ProgramData\Reality XP\Common\GnsTrainer\flightplans.zip"
```

### Importing flight plans

The last step is to import the flight plans into the GNS device. To proceed with the starter pack, unzip the "flightplans.zip" archive file to extract the "LFATLFRG.fpl" flight plan sample file, then copy the file to the "FPL" folder.

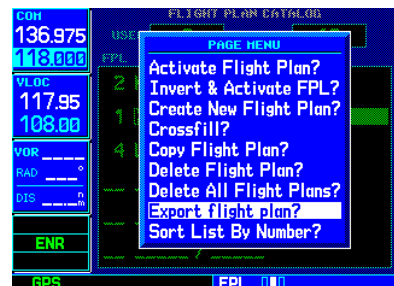
On the GNS device, while viewing the Flight Plan pages, turn the outer GPS knob clockwise to reach the 3rd FPL page and select flight plan file, and the FPL number this flight plan will be assigned to. When done, select **Import?**



### Exporting flight plans

The GNS offers a feature to export the flight plans from the device. On the GNS device, while viewing the Flight Plan Catalog page, press the GPS knob to activate the cursor and select a flight plan in the list.

Then press the **Menu** key and select the **Export Flight Plan?** option. The exported flight plan is saved to the same "FPL" folder with a unique file name.



<sup>7</sup> The "FPL" folder must reside in the folder equivalent to "GNSAPPPDATA" (see Configuring Alternate Paths chapter for more information).



## Configuration

### Aircraft Configuration

This chapter details the general organization of the settings file. The GNS settings are automatically saved in the file **RealityXP.GNS.ini** located in the aircraft folder. Every time a GNS opens from the Reality XP GNS menu, it creates this self-documented settings file on save.

The INI file consists of sections and keys. The name of a section in the \*.ini file is always entered inside the square brackets. Each section contains several keys (the key must be always assigned to the section that begins in the file before this key). The content of one section ends by a definition of the next section. The name of a key is always on a separate line and the content is assigned by the = char. A line comment starts with the ; char.

```
[GNS_530_1]
; is the master device if true.
MasterDevice = true
; selects COM/NAV Radios '1' or '2'.
RadiosPair = 1
; connects GPS to HSI if true.
LinkHsi = true
; connects GPS to HSI course if true.
LinkCrs = true

[GNS_530_1.DEFAULT]
; show screen only gauge if true.
nobezel = false
; enable mouse clickspots if true, disable if false.
usemouse = true
; left mouse button popup ident (ex: GPS_PANEL or 225).
popleft =
```

There are multiple sections in the Reality.GNS.ini file:

- The GNS\_530\_1 gauge section contains the settings for this device.
- The GNS\_530\_1.DEFAULT section contains the default settings for each device instance.

## Advanced Settings

Advanced settings aren't visible in the configuration panel and are only manually editable in the **RealityXP.GNS.ini** settings file in a **[GNS\_###\_#]** section. Any text editor suffice to open and edit the content.

|                  |  |
|------------------|--|
| CpuAffinity = -1 | selects the CPU running the trainer process: 1 to 32; 0: last core, -1: automatic.   |
| HardwareDevice = | ; connects to: 'PFC_STACK','PFC_430','PFC_530' or any '#PID' (#D002 for PFC_430)<br>no value connects to first found, 'OFF' disables connection.<br><br><i>requires the Reality XP GNS Driver add-on</i> |
| HardwareIdx = -1 | ; hardware selector number or -1 to disable.<br><br><i>requires the Reality XP GNS Driver add-on</i>   |

## Advanced Rendering Settings

When adding multiple instances of the same gauge to the panel.cfg file, the RealityXP.GNS.ini supports per-instance configuration. To specifically tailor the rendering settings of one instance, you can just add a section name as the 5th parameter in the panel.cfg file, and create a new section with the same name in the RealityXP.GNS.ini.

For example, a GNS 530 both in a popup window and the VC Panel is a single gauge with two instances. By default, each instance of the same gauge uses the **[GNS\_###\_#.DEFAULT]** section.

To specifically render the VC instance without a bezel (screen only), the **panel.cfg** and the **RealityXP.GNS.ini** files may be configured like this:

```
[VCockpit01]
gauge00=rxpGNS2!GNS_530_1, 0, 0, 100, 90, NO_BEZEL
```

```
[GNS_530_1.NO_BEZEL]
; show screen only gauge if true.
nobezel = true
```

In this case, the 5th param was arbitrarily named 'NO\_BEZEL', but you can use any descriptive text you like.<sup>8</sup>

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<sup>8</sup> Make sure to use non space separated words.

## Hardware Controllers

The GNS supports a selection of external hardware controllers<sup>9</sup>. When the add-on loads, it automatically detects the connected hardware and saves the bindings to the "RealityXP.GNS.ini" file in the aircraft folder. The following hardware devices are supported:

- PFC 430 Control Head Standalone.
- PFC 430 Control Head included in PFC Avionics Stack.

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<sup>9</sup> Flight Simulator 32 bits only. Requires separate activation or a hardware enabled version. See [reality-xp.com](http://reality-xp.com) for available options. Existing customers of the GNS Driver don't have to purchase the driver a second time.

## Custom Commands

This chapter describes the list of custom commands available to control the GNS from keyboard shortcuts. Each command ends with the suffix "\_1" for unit #1 or "\_2" for unit #2. For example, the command name for the device #2 "ENT" button is: "ENT\_2"

|               |                          |
|---------------|--------------------------|
| TOGGLE_WINDOW | toggle window visibility |
| CFLP          | press button: COM fLIP   |
| VFLP          | press button: NAV flip   |
| CDI           | press button: CDI        |
| OBS           | press button: OBS        |
| MSG           | press button: MSG        |
| FPL           | press button: FPL        |
| VNAV          | press button: VNAV       |
| PROC          | press button: PROC       |
| ENT           | press button: ENT        |
| CLR           | press button: CLR        |
| MNU           | press button: MNU        |
| DTO           | press button: DTO        |
| RDN           | press button: RNG UP     |
| RUP           | press button: RNG DWN    |

|              |  |
|--------------|--|
| PWR_PUSH     | press knob: POWER                        |
| PWR_CCW      | rotate knob: POWER (counter clock-wise)  |
| PWR_CW       | rotate knob: POWER (clock-wise)          |
| VOL_PUSH     | press knob: VOLUME                       |
| VOL_CCW      | rotate knob: VOLUME (counter clock-wise) |
| VOL_CW       | rotate knob: VOLUME (clock-wise)         |
| COM_PUSH     | press knob: COM                          |
| COM_OUTR_CCW | rotate outer: COM (counter clock-wise)   |
| COM_OUTR_CW  | rotate outer: COM (clock-wise)           |
| COM_INNR_CCW | rotate inner: COM (counter clock-wise)   |
| COM_INNR_CW  | rotate inner: COM (clock-wise)           |
| GPS_PUSH     | press knob: GPS                          |
| GPS_OUTR_CCW | rotate outer: GPS (counter clock-wise)   |
| GPS_OUTR_CW  | rotate outer: GPS (clock-wise)           |
| GPS_INNR_CCW | rotate inner: GPS (counter clock-wise)   |
| GPS_INNR_CW  | rotate inner: GPS (clock-wise)           |

In addition to custom device commands, the add-on exports the following additional commands designed to work across multiple Reality XP plugins:

|                            |  |
|----------------------------|--|
| "RXP_GPS_MASTER_DEVICE_0   | select master device: default GPS      |
| "RXP_GPS_MASTER_DEVICE_1   | select master device: Reality XP GPS 1 |
| "RXP_GPS_MASTER_DEVICE_2   | select master device: Reality XP GPS 2 |
| RXP_GPS_MASTER_DEVICE_NEXT | select next available master device    |

## Custom Sim Variables

This chapter describes the list of additional sim variables the GNS publishes to third party plugins. Please note only the "master" device updates these.

|   |                      |
|---|----------------------|
| <code>rxp.hsi.bearing_deg_mag_pilot</code>    | degrees              |
| <code>rxp.hsi.flag_from_to_pilot</code>       | number               |
| <code>rxp.hsi.hdef_dots_pilot</code>          | number               |
| <code>rxp.hsi.vdef_dots_pilot</code>          | number               |
| <code>rxp.hsi.has_dme_pilot</code>            | number               |
| <code>rxp.hsi.dme_distance_nm_pilot</code>    | miles                |
| <code>rxp.hsi.dme_speed_kts_pilot</code>      | knots                |
| <code>rxp.hsi.dme_time_sec_pilot</code>       | seconds              |
| <code>rxp.hsi.flag_glideslope_pilot</code>    | number               |
| <code>rxp.hsi.display_horizontal_pilot</code> | number               |
| <code>rxp.hsi.display_vertical_pilot</code>   | number               |
| <code>rxp.gps.course_degtm</code>             | degrees              |
| <code>rxp.gps.cross_track_nm</code>           | miles                |
| <code>rxp.gps.time_sec_eta</code>             | seconds              |
| <code>rxp.gps.discrete_out</code>             | number               |
| <code>rxp.gps.nav_id</code>                   | number <sup>10</sup> |

In addition to the above, each device shares the following sim variables which help synchronize the 2D gauge knob rotation angle with the gauge 3D model in the Virtual Cockpit:

|   |                                    |
|---|------------------------------------|
| <code>rxp.GNS_530_1.knob_powr<sup>11</sup></code> | number (rotation angle in degrees) |
| <code>rxp.GNS_530_1.knob_volm</code>              |                                    |
| <code>rxp.GNS_530_1.knob_left</code>              |                                    |
| <code>rxp.GNS_530_1.knob_rite</code>              |                                    |

Any third party gauge can use the following sim variables to further enhance the GNS V2 operation:

|  |        |  |
|--|--------|--|
| <code>rxp.failures.gps_1</code>          | Enum   | (FAIL_NONE = 0, FAIL_INOP = 1, FAIL_BLANK = 2) |
| <code>rxp.failures.gps_2</code>          | Enum   |  |
| <code>rxp.failures.waas_1</code>         | Enum   |  |
| <code>rxp.failures.waas_2</code>         | Enum   |  |
| <code>rxp.panel.rheostat_screen</code>   | number | (0 to 100) (reserved for future use)           |
| <code>rxp.panel.rheostat_integral</code> | number | (0 to 100) (reserved for future use)           |

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<sup>10</sup> Because the SDK doesn't allow setting 'string' variables, the ICAO is encoded as a sequence of 6 chars into a 'double' (as binary data).

<sup>11</sup> Replace GNS\_530\_1 with either: GNS\_430\_1, GNS\_430\_2, GPS\_500\_1, GPS\_500\_2, GNS\_530\_1, GNS\_530\_2

## Configuring Alternate Paths

The Garmin trainer installation is split in various components, each one in a specific path. This chapter describes supported Windows environment variables<sup>12</sup> to configure alternate trainer paths in a typical scenario.

Set the general trainer application path, that is where the trainer is installed:

```
GNSSIMPATH="C:\Program Files (x86)\Garmin\GNS Trainer\GNS"
```

Set the application data path, that is where it stores the non volatile memory files (where routes, user waypoints and device settings are saved)<sup>13</sup>:

```
GNSAPPPATH="C:\ProgramData\Garmin\GNS Trainer Data\GNS"
```

Set the application database path, that is where to look for all the db files (terrain, obstacle, navigation etc.):

```
GNSNAVDATA="C:\Program Files (x86)\Garmin\GNS Trainer\GNS\DB"
```

## Configuring Aviation Database File

This chapter describes a procedure when you want or need to use another aviation database file.

Copy the aviation database file to the location of your choice on your hard drive, for example in your "My Documents" folder, with a file name "gns\_db.bin", then add the following Windows environment variable:

```
GNSDBFILE="C:\Users\MyName\Documents\gns_db.bin"
```

---

<sup>12</sup> how to add environment variables: <http://www.kunal-chowdhury.com/2016/09/windows-10-anniversary-update-how-to-edit-environment-variables.html>

<sup>13</sup> The GNSAPPPATH default to the path shown If not manually configured otherwise.

## Installing Multiple Garmin Trainers

This chapter describes a procedure when you want or need to install two different versions of the Garmin GNS Trainer on your computer. The Garmin GNS Trainer installer prevents installing two different versions, such as the latest compatible with the Reality XP GNS and an older one. However, the GNS Touch plugin can be configured to use alternate trainer path and data path. Please note the following for dual Trainer installation:

1. Install the trainer for the Reality XP GNS
2. Copy the "GNS" folder located in "C:\Program Files (x86)\Garmin\GNS Trainer\" to the location of your choice, or rename it for example to: "C:\Program Files (x86)\Garmin\GNS Trainer\GNS (3300)\"
3. Add the following Windows environment variables:

name = "GNSSIMPATH" value = "the path to the 'GNS' folder you have chosen above"

for example:

```
GNSSIMPATH="C:\Program Files (x86)\Garmin\GNS Trainer\GNS (3300)\"
```

4. You can uninstall the trainer and reinstall the old one, our GNS simulation will now use the trainer and its data as indicated in your environment variables!

## Third Party Vendor Settings

Third party aircraft vendor might want to prevent users from altering settings which would break the integration. For example, a specific aircraft integration might require the device to be set to 'COM1/NAV1' radios, and connected to the HSI. The plugin support additional setting to make any entry read-only. When locked, settings appear disable in the configuration panel.

The following key must be manually added in the **RealityXP.GNS.ini** settings file in a **[GNS\_###\_#]** section:

locked = RadiosPair, LinkHsi

comma separated list of read only settings. (NB: case sensitive names)

## Troubleshooting

This chapter describes solutions available to help troubleshooting problems with the plugin and the Garmin Trainer.

The solution monitors certain key operations and logs runtime data to specific files. When troubleshooting a problem, the first step is to analyze runtime data saved to the log files.

The add-on gauge logs to the file "**My Documents\rxpGNS2.gau.log**".

The add-on menu logs to the file "**My Documents\rxpGNS2\_menu.dll.log**".

The GNS simulation logs to the file "**My Document\rxpGnsSim.dll.log**".

The GNS simulation support additional settings to help troubleshooting video card drivers, and to report internal Garmin trainer errors. When enabled, the trainer will log additional information to "rxpGnsSim.dll.log"

The following keys must be manually added in the **RealityXP.GNS.ini** settings file in a **[GNS\_###\_#]** section:

|                |                                  |
|----------------|----------------------------------|
| LogTrainer = 0 | 1 to enable Garmin Trainer logs. |
|----------------|----------------------------------|



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