GLV2000 Control Center Operating Handbook

The GLV2000 Control Center

Introduction

The **Control Center** is a configuration utility for the GLV2000 that will allow you to perform various tasks to make this unique addon as user friendly and easy to configure as possible. It can perform the following tasks:

- Configure your installed aircraft for Microsoft Flight Simulator® (**MSFS**) to use the panel instrument and systems, or restore them back to their original configuration.
- Customize the speed and performance data for each aircraft installed.
- Review and modify the global preference settings for the system.

The **Control Center** is simple and easy to operate. The following handbook outlines the steps and procedures for the proper use of this utility.

The **Control Center** is a pre-flight utility. Any changes made using this utility will be reflected the next time **MSFS** is started.

Contents

This manual is presented in nine sections:

KEYWORDS

Name	Description	Page
Add Aircraft Wizard	Utility to find a GPS unit in a panel not found in the automatic process	14
Aircraft Directory	An individual aircraft's folder in the **MSFS** directory structure	17
Backup File	A copy of an aircraft's original panel.cfg file	10
Configured Aircraft List	List on the Program **GUI** that displays the aircraft presently configured	5
Control Center	The ControlCenter.exe program, detailed here.	---
Global Preferences	User controlled options for display and functionality of the **MFD**	---
Global Settings List	List on the Program **GUI** that displays the **Global Preferences**	---
GLV2000	The name of this system	---
GUI	Graphic User Interface. The dialog controls for the **Control Center**.	4
MFD	The FSDevGLV2000!GLV2000 gauge installed into a **Panel File**	---
Model File	The G2KPnl.cfg file containing the **MFD**, used as a model for configuring an aircraft	10
MSFS	Microsoft Flight Simulator®	---
Non-configured Aircraft List	List on the Program **GUI** that displays the aircraft *not* presently configured	---
Panel File	A panel.cfg file	---
Panel Window	A 2D panel window. Sometimes the main panel, but usually a popup window	---
POH	Pilot Operating Handbook file Pilot Handbook.pdf for the **GLV2000**	---
Program	The Control Center program (ControlCenter.exe)	---
Project Directory	The directory within MSFS containing files used by the **GLV2000**	9
Reference Speeds List	List on the Program **GUI** that displays an aircraft's performance speeds	16
VNAV	Vertical Navigation. The GLV2000 control over altitude in given situations	---

1. Getting Started

This section includes:

1. How it Works - page 4 — *Overview of how the program works*
2. Startup and Initialization - page 7 — *How to start the program and how it initializes*
3. Finding Files and Data- page 8 — *Where to find the information you are need*
4. Aircraft Configuration - page 10 — *How to configure/reconfigure your MSFS aircraft*
5. Reference/Performance Data- page 16 — *Where to find the data used by the system and what it means*
Global preferences and how to change them
6. Global Preferences - page 20

1. How it Works

The following will help you familiarize yourself with the **GUI** in order to help you to find what you are looking for.

1.1.1 GUI DIAGRAM

Figure 1a

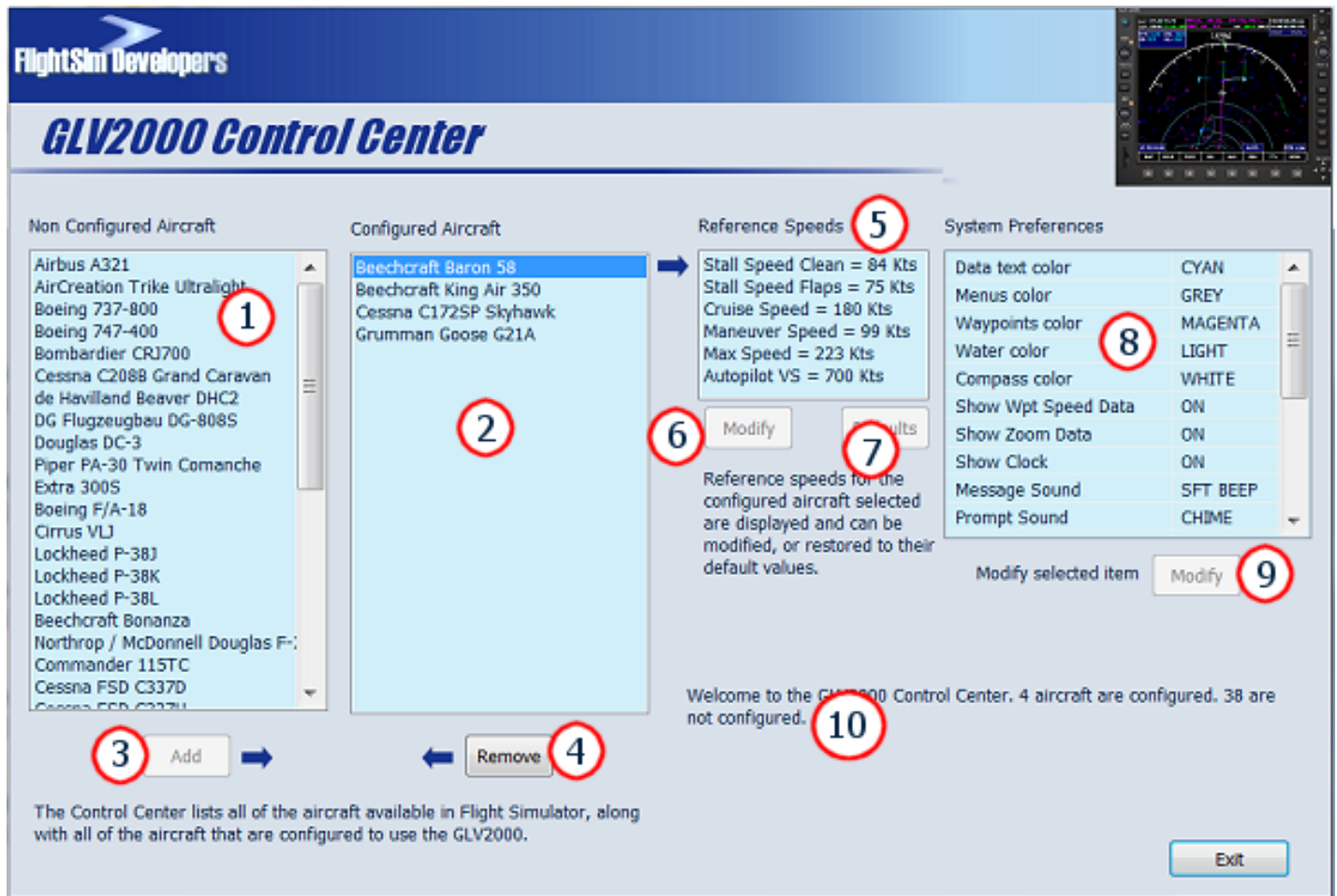1. **Non-Configured Aircraft List**
2. **Configured Aircraft List**
3. 'Add' button to configure and aircraft
4. 'Remove' button - restore aircraft to original config
5. **Reference Speeds List**

6. 'Modify' button to change a reference speed
7. 'Defaults' button - restores all speeds to defaults
8. **Global Settings List**
9. 'Modify' button - to change global values
10. Message section - status annunciator

1.1.2   Getting Around the GUI

There are three main functions of the **Control Center**, covered here in sections:

1.1.2a   Aircraft Configuration

The two large data fields on the left of the **GUI** list the aircraft that are available for use in **MSFS**. On the left, aircraft that are not presently configured for the **GLV2000** are listed. On the right, the aircraft that are presently configured. Both list fields are labeled respectively (Fig. 2).
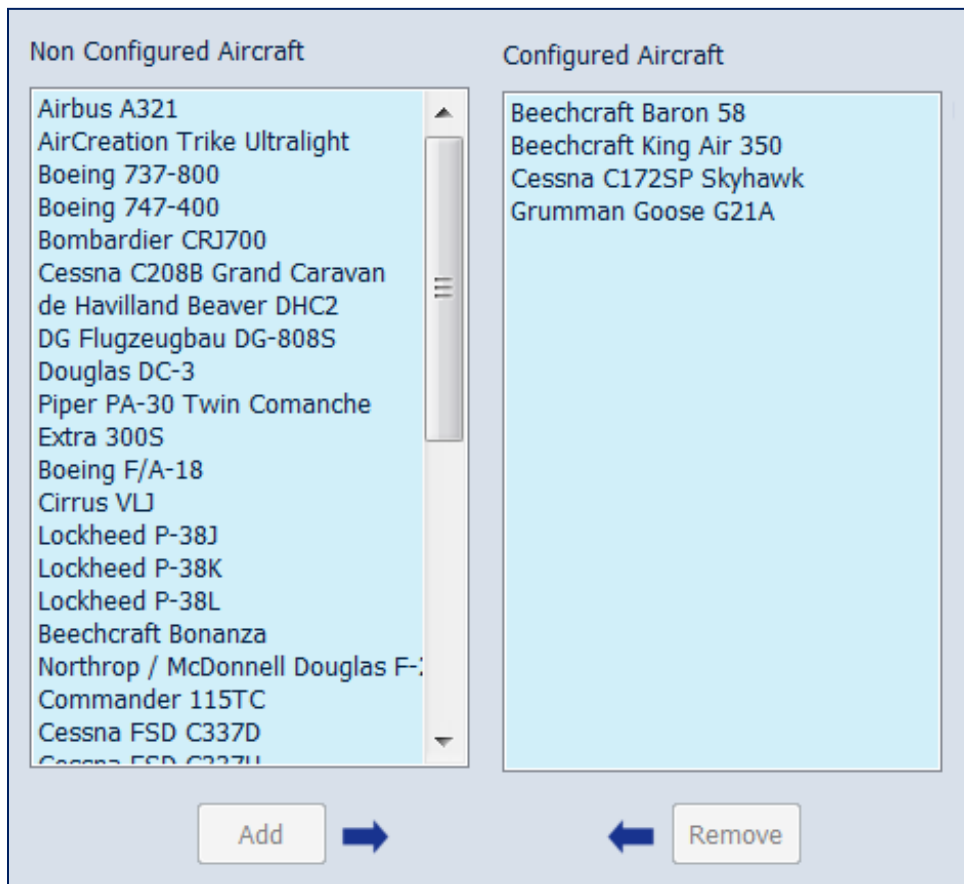

Figure 1b

Buttons to 'Add' *(Fig. 1a No. 3 - Pg. 4)* or 'Remove' *(Fig. 1a No. 4 - Pg. 4)* aircraft to/from the configuration list are found below, and are enabled when a selection on the Non-Configured Aircraft (Add) or Configured Aircraft (Remove) is made. More on aircraft configuration can be found in section *4. Aircraft Configuration / 4.3 Modification* Procedures *on page 12*.

1.1.2b   Reference Speed Review and Modification

When an aircraft on the **Configured Aircraft List** is selected, it's reference speed data is displayed on the **Reference Speeds List**.

A *Modify* button is located directly underneath, which is enabled when one of the reference speeds is selected with the mouse. This button, described in *section 5.4 Data Modification on page 17.*

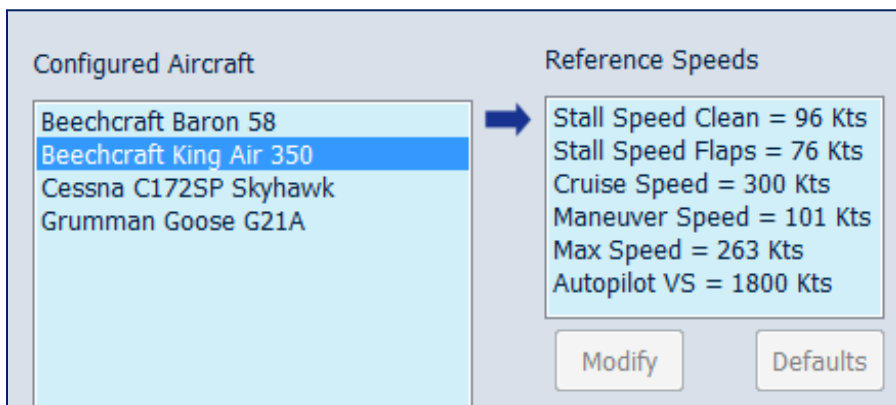**Figure 1c**

1.1.2c   Global Preferences Review and Modification

The global preferences used by the **MFD**, for display and functionality, are listed here from the stored data on your computer.

A *Modify* button is located directly underneath that will allow you to change any of these preferences. *See* section *6.4 Global Preference Modification Procedures on page 20.*
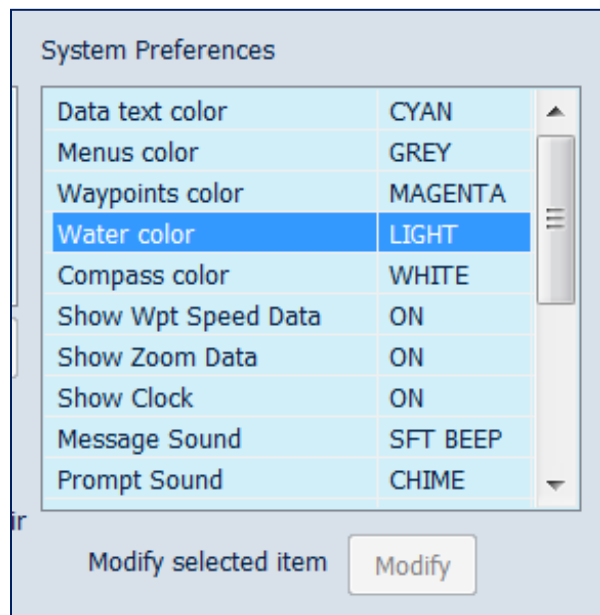
Figure 1d

6

FlightSim Developers
Flying high in digital aviation

2. Startup and Initialization

The **Control Center** was installed into the same directory as this document, in the FlightSim Developers\GLV2000 folder within the **MSFS** directory structure.

Double left click on the **Program** to start the **Control Center**.

▲ 📁 Microsoft Flight Simulator X
   ▲ 📁 FlightSim Developers
      📁 GLV2000

« Program Files (x86) ▸ Microsoft Games ▸ Microsoft Flight Simulator X ▸ FlightSim Developers ▸ GLV20(

dit   View   Tools   Help

ze ▾   Include in library ▾   Share with ▾   Burn   New folder

Name	Date modified	Ty
📁 FlightSim Developers		
📁 GLV2000		
📁 Installation Manuals		
📁 Pilot Manuals		
📁 Fonts		
📁 FSD International		
📁 FSWeb		

ControlCenter.exe   1/17/2012 2:36 PM A

File description: GLV2000 Control Center
Company: FlightSim Developers
File version: 1.0.0.1
Date created: 1/16/2012 8:19 AM
Size: 270 KB

Contr...
Error.t
GLV20
Install
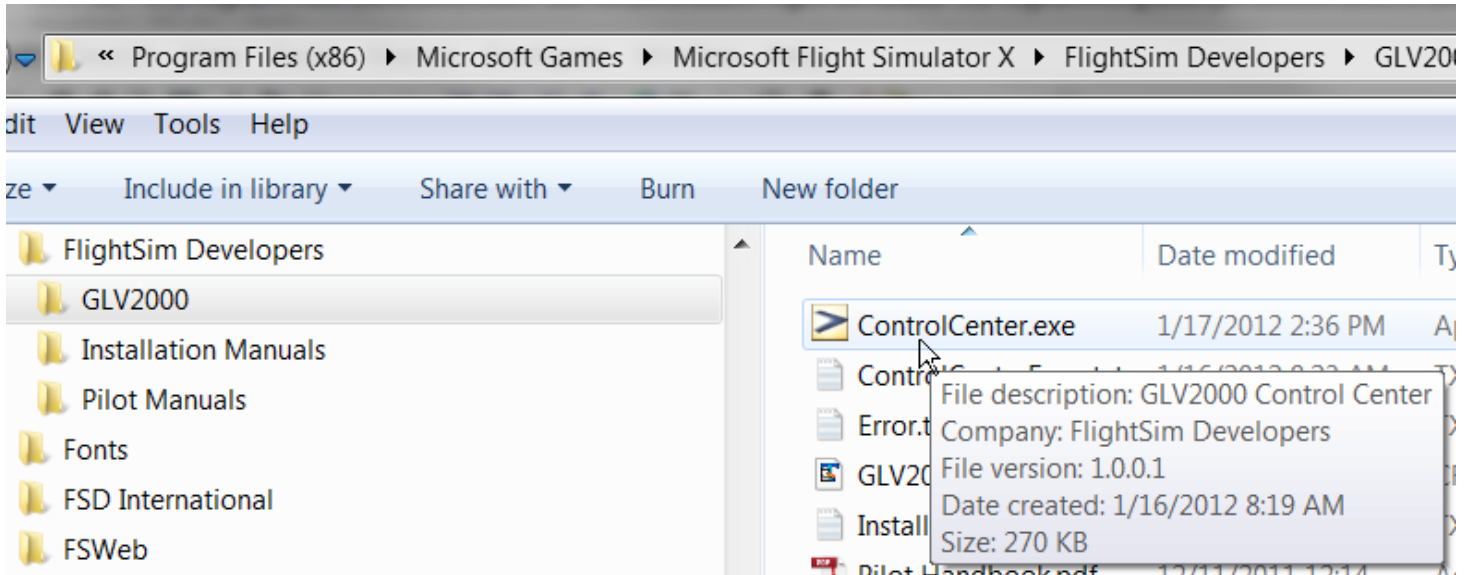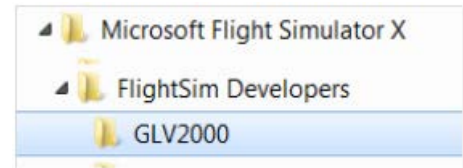Pilot Handbook.pdf

Figure 2a

When the **Program** starts the initialization process begins, and the status bar annunciates its progress.
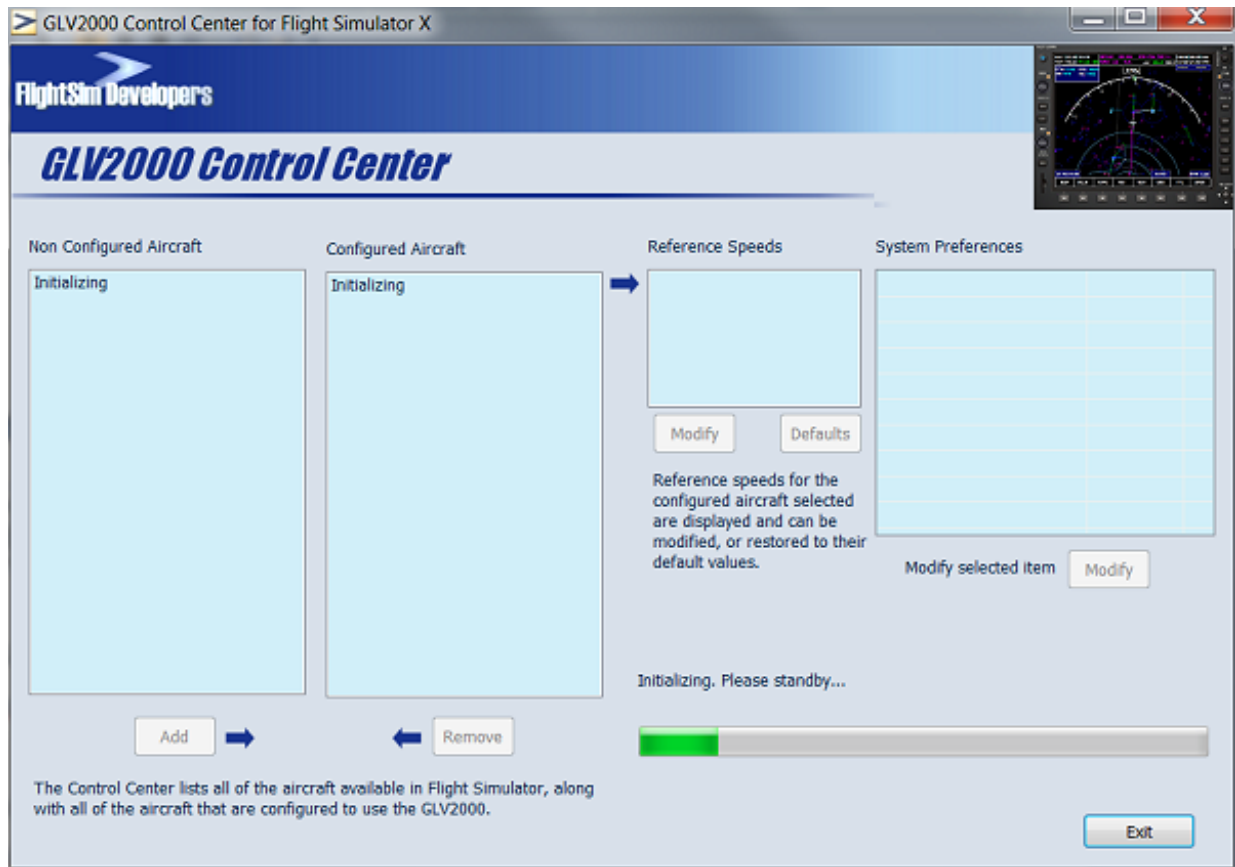

Figure 2b

The **Control Center** scans your **Aircraft Directory** for MSFS. It looks for aircraft that are already configured to use the **MFD**, and those that are not. This determination is made by a quick scan of each aircraft's **Panel File**. Once a determination is made, the configured aircraft are added to the **Configured Aircraft List**, and the others to the **Non-Configured Aircraft List**.

When the initialization process is complete the data fields are filled and the program is ready for user input.
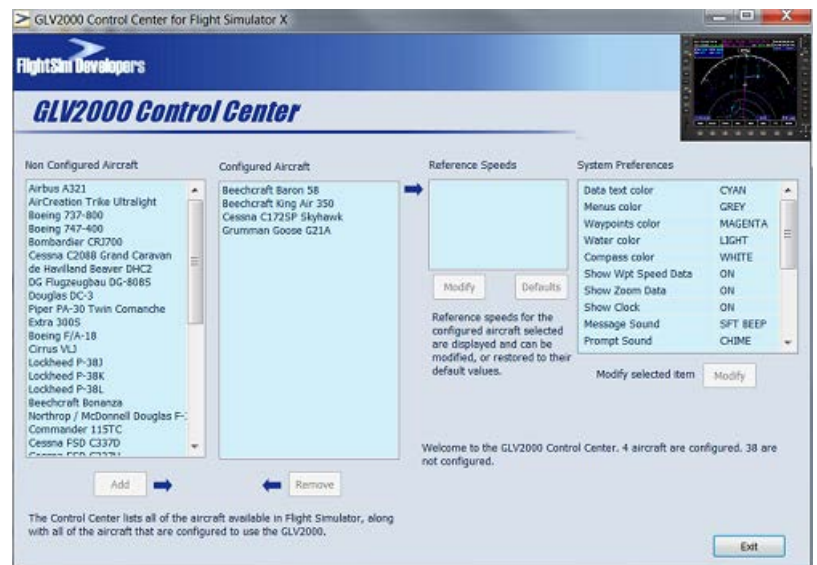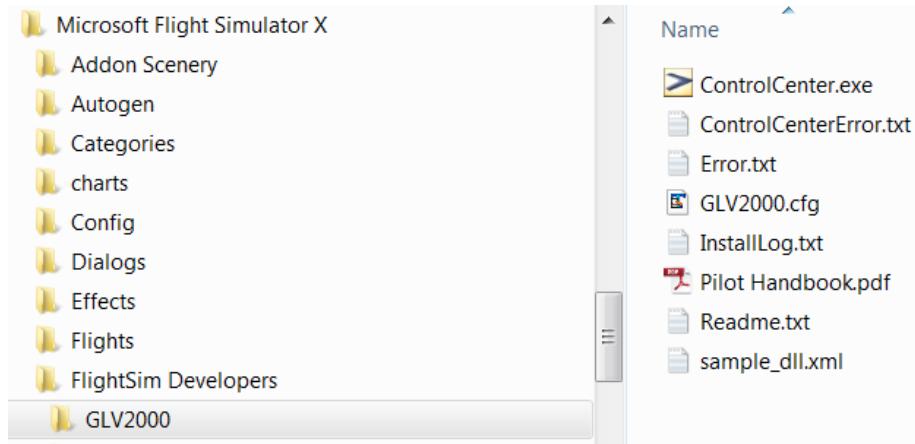

Figure 2c

3. Finding Files and Data

3.1 FILES ON YOUR HARD DRIVE

The Control Center, and the working files for the GLV2000 are located in the **Project Directory** within the Flight Simulator directory structure:

Flight Simulator (root)
    FlightSim Developers
        GLV2000

3.1.1 File Definitions

⊃	**ControlCenter.exe**	*The Control Center program*
	ControlCenterError.txt	*Error log maintained in case of problems or errors in the Control Center program*
PDF	**Control Center Handbood.pdf**	*This file.*
	GLV2000.cfg	*Configuration file for global settings and data used by the GLV2000 MFD gauge. This is the* ***primary*** *data source.*

3.2 REGISTRY DATA

Installation data and backup MFD preferences and settings are maintained in the following registry key:

        HKEY_CURRENT_USER\Software\FlightSim Developers\GLV2000

The system registry is the **secondary**, or **backup** data source.

This key contains the subkeys Version 1 (this software version) and Data. The Data key is the backup record for you global settings and preferences. The main archive for this data is the GLV2000.cfg file found in the **Project Directory.**
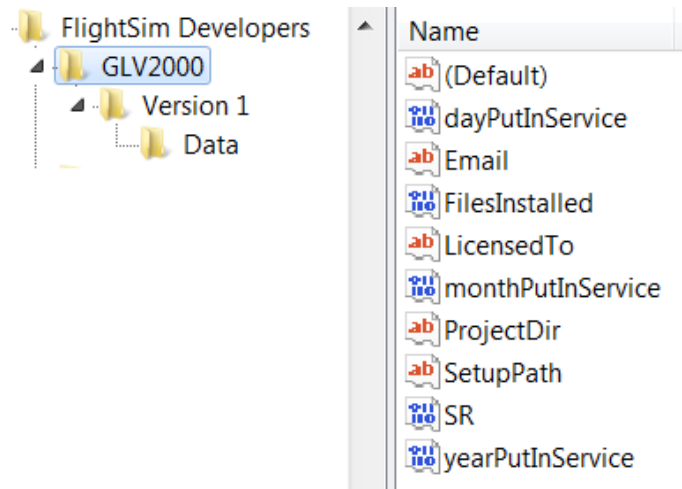
4. Aircraft Configuration

4.1 SCOPE OF THIS SECTION

This section will describe the step by step procedures necessary to configure the aircraft of your choice to use the **MFD**, or to return these aircraft to their original configuration.

4.2 HOW IT WORKS

Once the **Program** has initialized, per section 2. Startup and Initialization on page 7, a determination has already been made as to which aircraft are configured (*see section 4.2.1 How aircraft Are Configured*), and which are not. At this time both the 'Add' (*Fig. 1a, No. 3 - Pg. 4*) and 'Remove' (*Fig. 1a No. 4 - Pg. 4*) buttons are disabled. Using your mouse to select an item on the **Non-Configured Aircraft List** will enable the 'Add' button.

4.2.1 How aircraft Are Configured

When an aircraft is first configured by the **Program** for the first time, a **Backup File** of the original configuration is created in a file called G2KBk.cfg, based on the **Panel File** that it finds in that aircraft's folder.
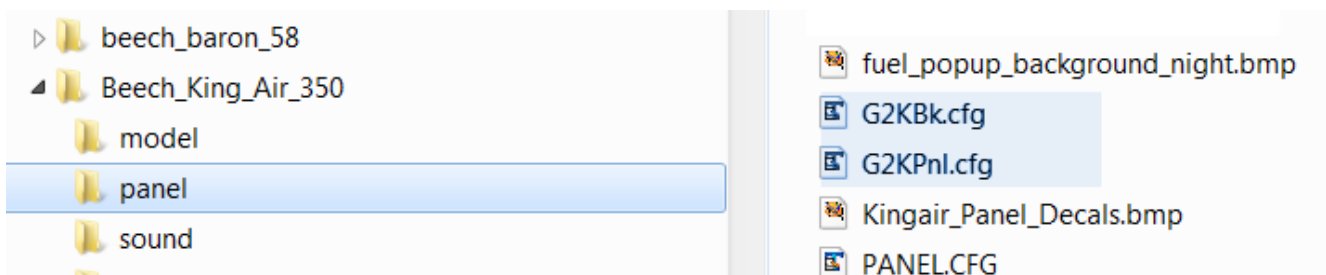
The original **Panel File** is then analyzed, looking for the **Panel Window** definitions, which describe what each panel windows doe

```
[Window Titles]
window00=Main Panel
window01=Radio Stack
Window02=GPS
window03=Throttle Quadrant
window04=Caution Annunciator
window05=Warning Annunciator
window06=Compass
window07=Trim
window08=Fuel
Window09=IFR Panel
Window10=Mini Panel
```

The **Program** identifies the panel window (if any) that is used to display the GPS unit by itself. Most addon aircraft, and all default **MSFS** aircraft have such a window. It stores this data in its internal database.

The program then creates another new file, the **Model File**, called G2KPnl.cfg, and copies the data from the aircraft's **Panel File**, except that it uses the **MFD** in place of the present GPS gauge.

```
[Window02]
size_mm=456,378
window_size=0.5
position=8
BACKGROUND_COLOR=0,0,0
VISIBLE=0
ident=GPS_PANEL

gauge00=fs9gps!gps_500,0,0
```

If the present GPS is the default **MSFS** GPS 500 unit, the size ration (width ÷ height) is the same as the **MFD**. In this case, the **Program** will also swap the default **MSFS** GPS 500 unit with the **MFD** wherever it is found when creating the G2KPnl.cfg file. This is the file that will be used as a **Model File** for configuring the aircraft for the **MFD**.

Once both the G2KBk.cfg **Backup File** and the G2KPnl.cfg new configuration **Model File** are both created, the **Program** can configure, or reconfigure the aircraft to its original form as you desire. If the backup and model files were created as a result of pressing the 'Add' button, the **Program** will go ahead and configure the aircraft by overwriting the aircraft's **Panel File** with the data in the **Model File**.

Thereafter, configuring or reconfiguring the aircraft is a simple matter for the Program to overwrite the Panel File with the **Backup File** or the **Model File**.

4.2.1a User Revisions and Modifications

If there are adjustments or modifications that you want to make outside of the **GLV2000 MFD**, or if you simply want to modify some aspects of the configuration yourself, make sure to save your changes in the **Model File**. Then you can be assured that the modification will always be there every time you use the **Program** to change the aircraft's panel configuration.

4.3 MODIFICATION PROCEDURES

The procedure itself is quite simple:

1. Select one of the aircraft in the **Non-Configured Aircraft List**. The aircraft will be highlighted and the 'Add' button will be enabled.
2. Press the 'Add' button.

Figure 4a

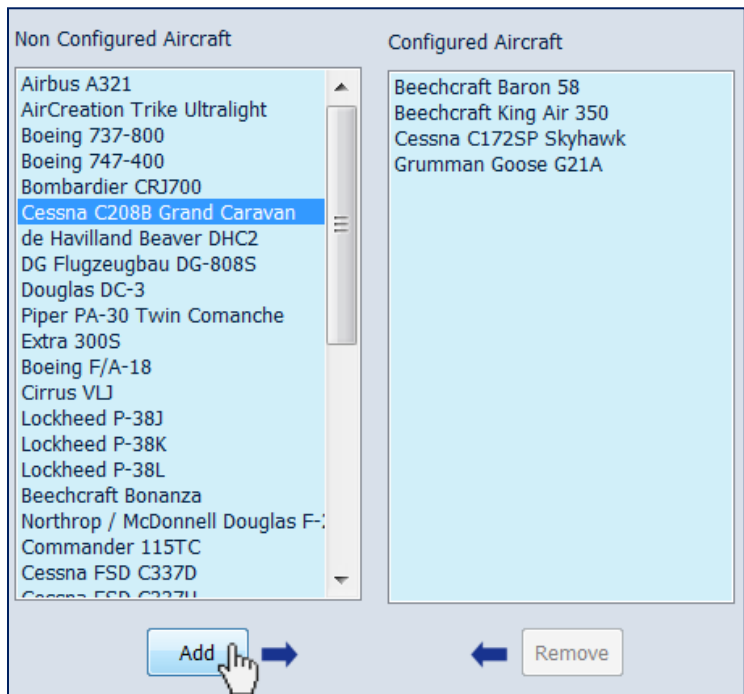### 4.3.1 Normal Modification

If the **Program** can identify the GPS unit, the process described in section 4.2.1 How aircraft Are Configured (*page 10*) will configure the selected aircraft, after which the Program will re-initialize, as described in *section 2. Startup and Initialization on page 7*. The Status Bar will indicate the progress of this process.
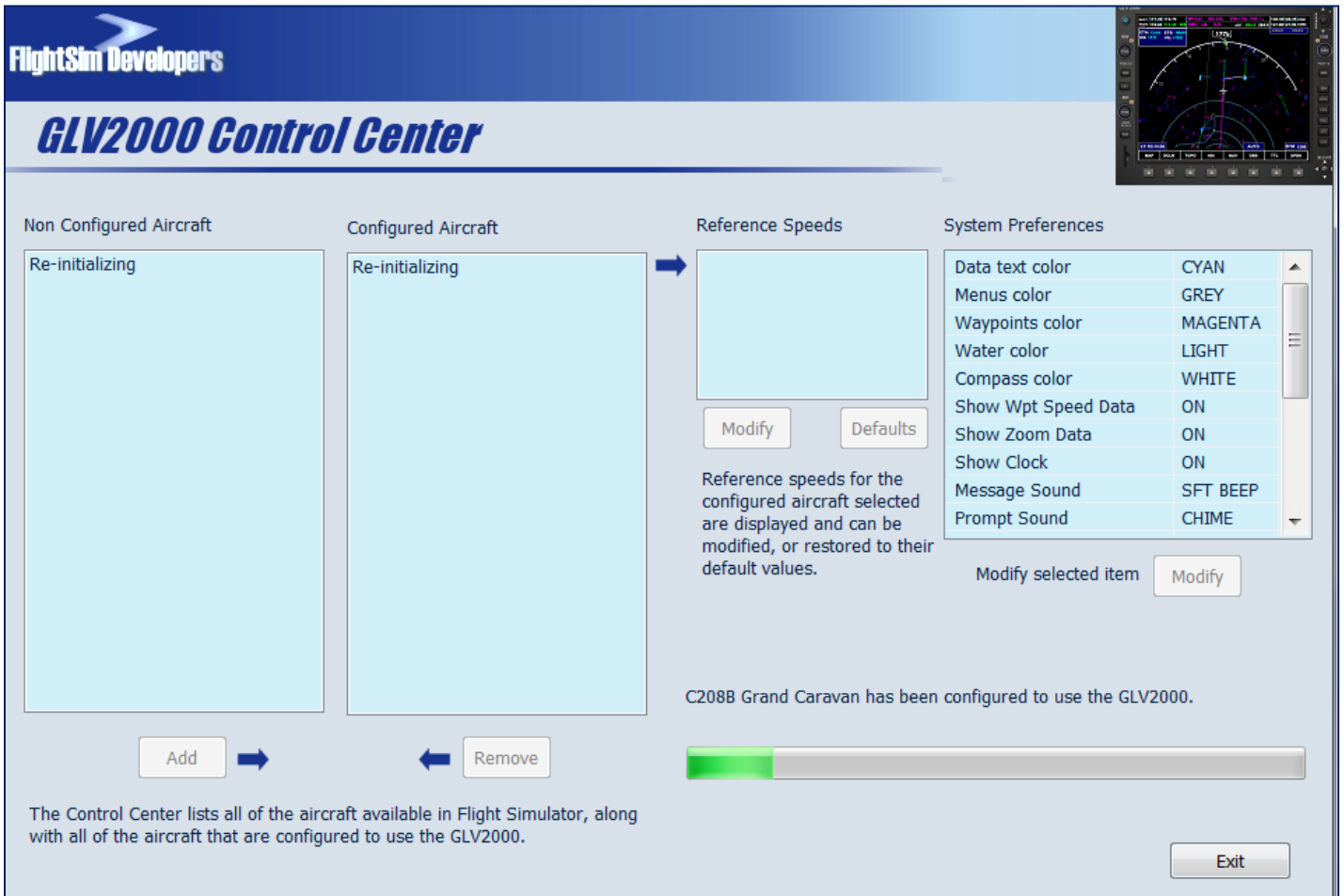
Figure 4b

The selected aircraft should now appear on the **Configured Aircraft List**.

If not, you will have the option of using the **Add Aircraft Wizard**. *See section 4.3.2 Add Aircraft Wizard*, below.
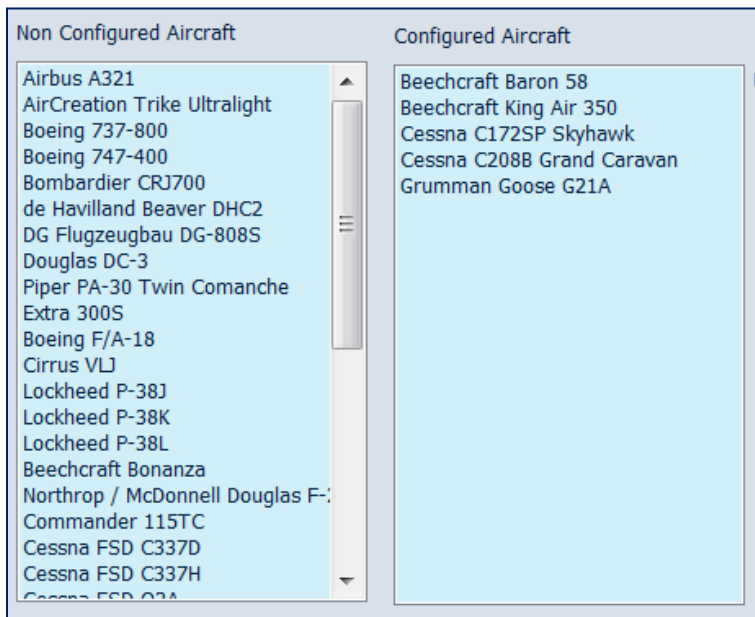

Non Configured Aircraft	Configured Aircraft
Airbus A321	Beechcraft Baron 58
AirCreation Trike Ultralight	Beechcraft King Air 350
Boeing 737-800	Cessna C172SP Skyhawk
Boeing 747-400	Cessna C208B Grand Caravan
Bombardier CRJ700	Grumman Goose G21A
de Havilland Beaver DHC2	
DG Flugzeugbau DG-808S	
Douglas DC-3	
Piper PA-30 Twin Comanche	
Extra 300S	
Boeing F/A-18	
Cirrus VLJ	
Lockheed P-38J	
Lockheed P-38K	
Lockheed P-38L	
Beechcraft Bonanza	
Northrop / McDonnell Douglas F-:	
Commander 115TC	
Cessna FSD C337D	
Cessna FSD C337H	
Cessna FSD O2A	

Figure 4c

4.3.2 Add Aircraft Wizard

If the **Program** fails to identify the panel's GPS unit, this message will appear.

Select "Yes" if you want to launch the **Add Aircraft Wizard,** or "No" cancel the configuration.
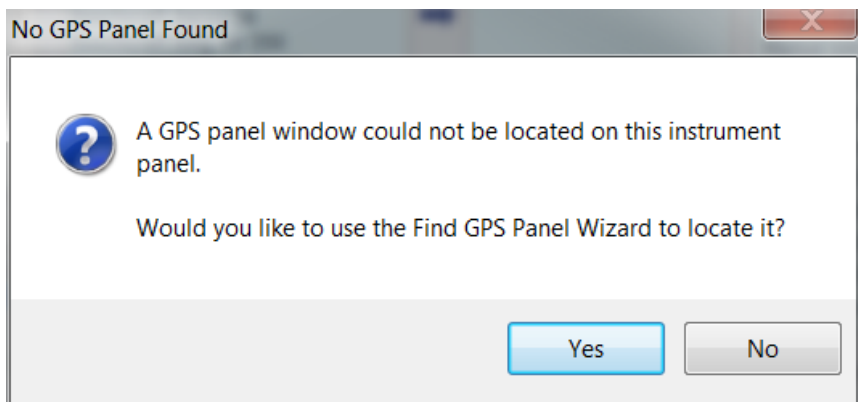

No GPS Panel Found

A GPS panel window could not be located on this instrument panel.

Would you like to use the Find GPS Panel Wizard to locate it?

Yes   No

Figure 4d

The **Add Aircraft Wizard** (*Fig. 4e*) takes the **Panel Window** data described in *section 4.2.1 How aircraft Are Configured on page 10*, and displays the available **Panel Window**s in the left hand field. The gauges installed on that panel are displayed on the right.

Select a window on the left with your mouse. Those gauges will be displayed. If you find the GPS gauge click on it on the right hand list, and the 'Next' button will be enabled. Just click 'Next" and the configuration process described in *section 4.2.1 How aircraft Are Configured on page 10*.
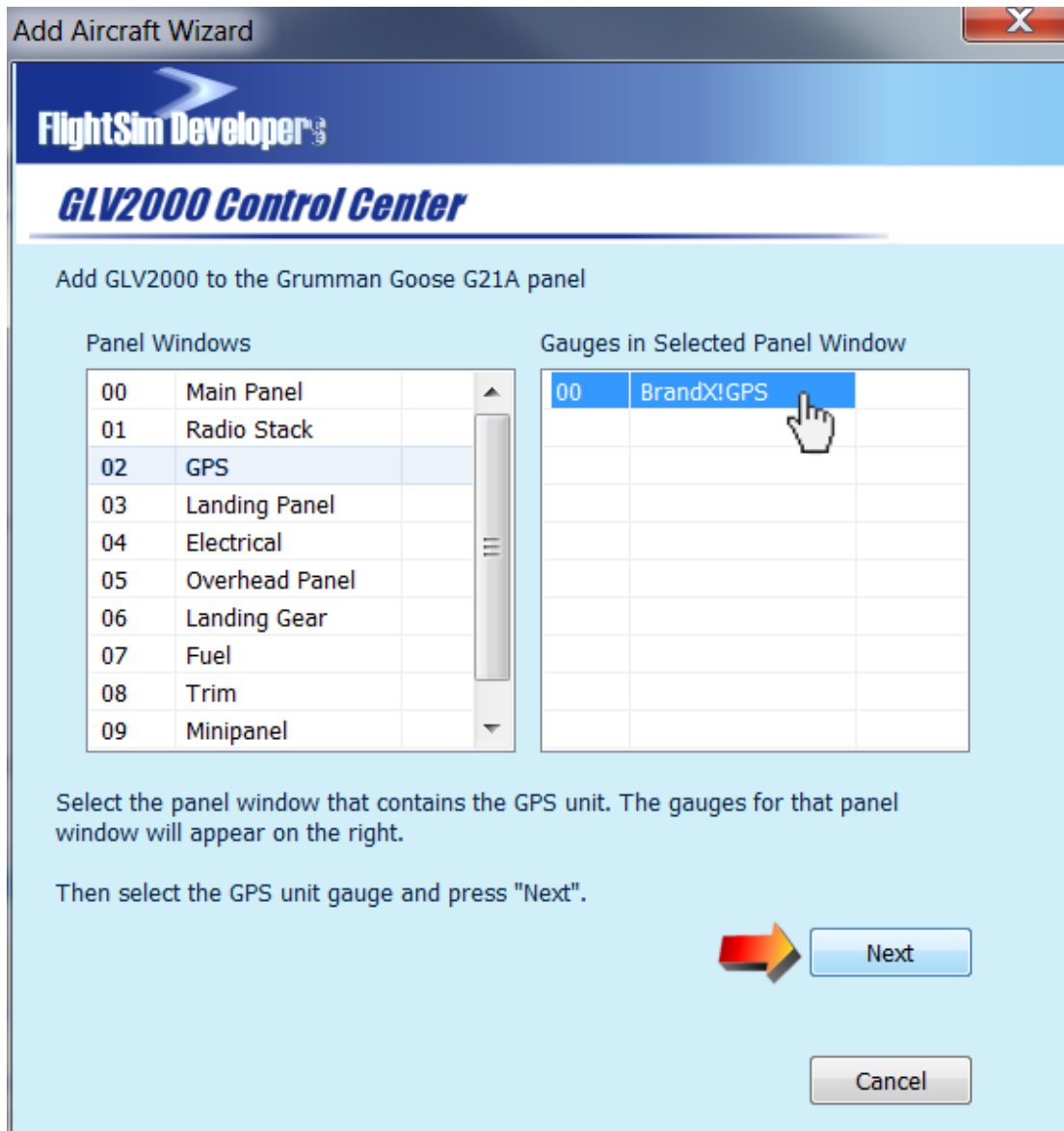

Figure 4e

5. Reference/Performance Data

This is the data found on the **Reference Speeds List** *(Fig. 1a No. 5)*. It is used by the GLV2000 MFD for operating speed warnings and calculations, particularly for the system's **VNAV** functions.
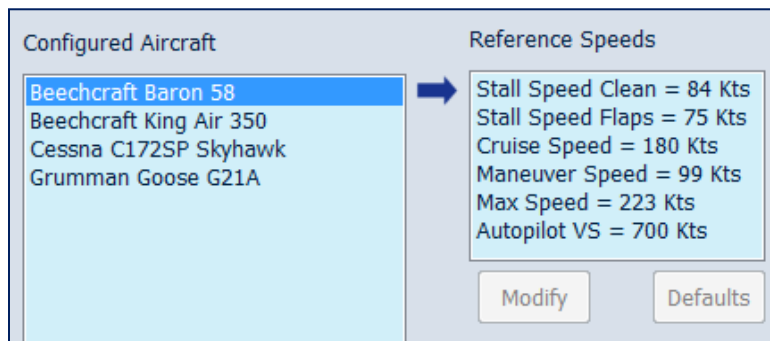

Figure 5a

5.1 SCOPE OF THIS SECTION

This section will define what this data is for, the source of this data, and how it is used. It is also to show you how you can modify these values.

5.2 PURPOSE AND USAGE OF THIS DATA

The Speed Annunciation information on the **MFD** and the Audible Speed Annunciation *("Check Speed message"),* as described in *section 2.12.3a on page 79* of the **POH**, require data on the following aircraft performance specifications:

1. Stall speed clean (no flaps extended)
2. Stall speed with flaps extended
3. Recommended cruise speed
4. Maneuver speed (V_A)
5. Maximum speed (V_{MO})
6. Autopilot recommended climb rate, in feet per minute

Without this data, the system cannot make the necessary calculations to utilize these features in the **MFD**.

5.3 DATA SOURCE

The performance and speed information is extrapolated from the flight dynamics data from the aircraft's aircraft.cfg file.
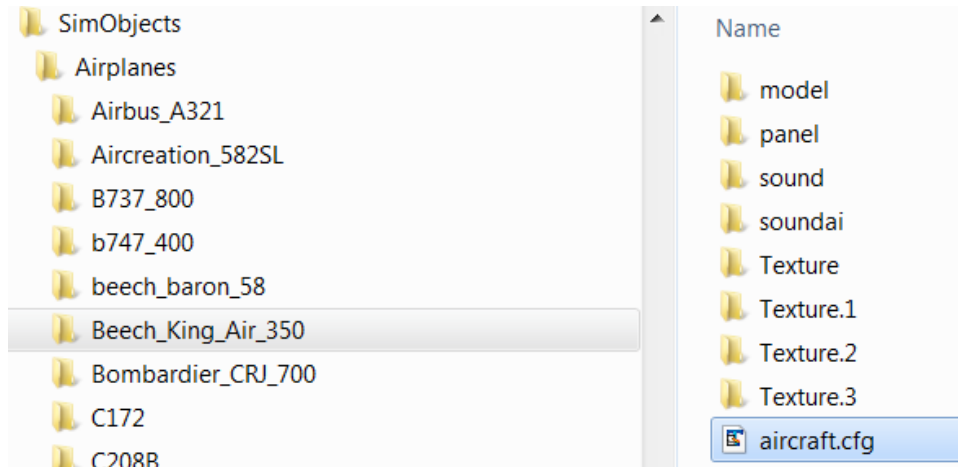
This data, for each individual plane, is stored in the GLV2000.cfg file that is created in its folder within the Flight Simulator aircraft directory structure. This program creates this file once an aircraft is selected for configurations. It is editable by this program, or by any text editor like Notepad.
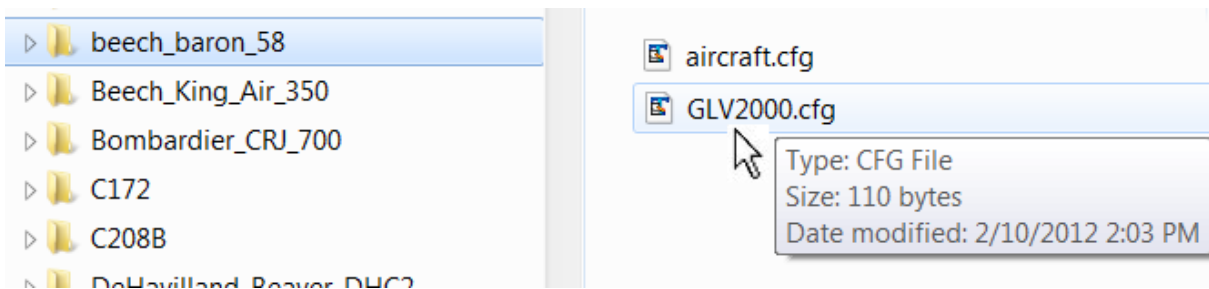
5.4 DATA MODIFICATION

To modify any of the reference data that was created for the aircraft, just clock on the data with your mouse. The 'Modify' *(Fig. 1a No. 6 pg. 4)* and 'Default" *(Fig. 1a No. 7 pg. 4)* buttons will be enabled.

If the 'Modify' button is pressed, the Modify Data dialog will appear, as described in *section*
5.4.1 Modify Data Dialog below.

If the 'Defaults' button is pressed, any changes that may have been made will be overwritten, and the original values created by the Program when the aircraft was originally configured will be restored.
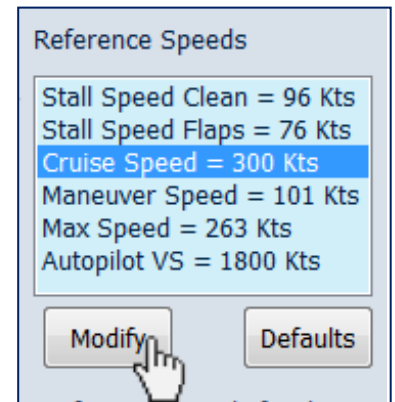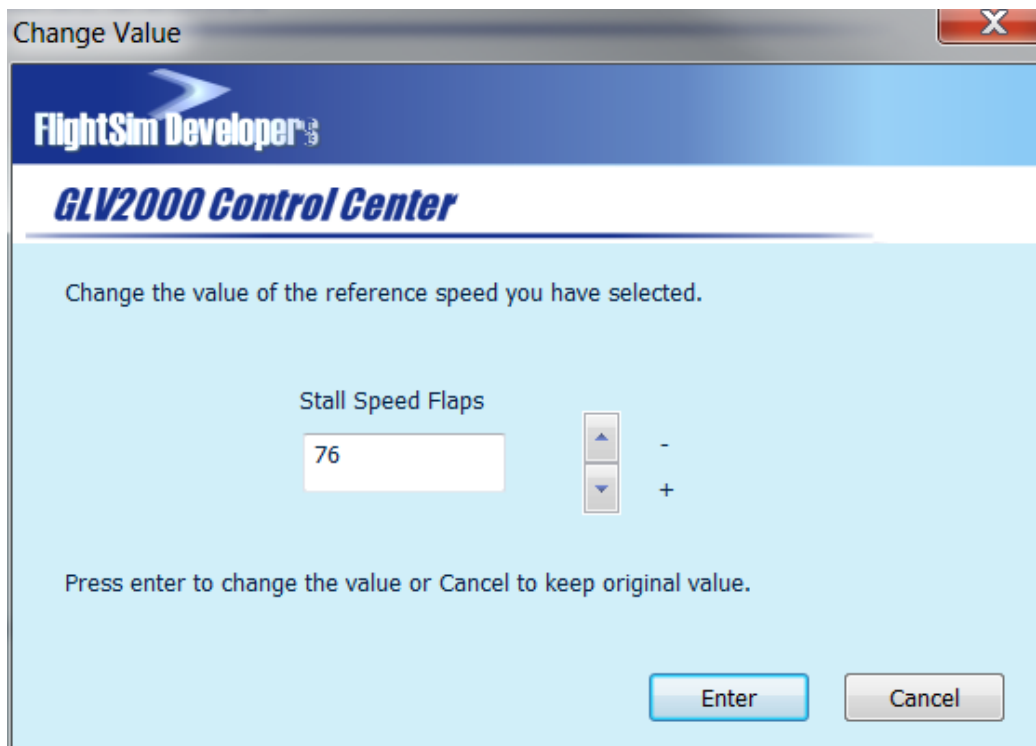

Figure 5b

5.4.1 Modify Data Dialog

When the dialog appears, use the up or down arrow keys ↕ to change the value +/-. Most values have limitations in terms of how high or low these values will go.

Press the 'Enter' key to change the value, or 'Cancel' to abort the change.

These values can also be changed using the **MFD** in **MSFS**. See the **POH** *section 1.1.2.1 Setting Preferences on pages 11 - 13* for more information.

5.4.2 Aircraft Range

The published range of the aircraft is, unfortunately, not part of the Flight Simulator data incorporated in the plane's aircraft.cfg file. This specification is very relevant to fuel management and flight planning. If this figure is not available in the individual plane's GLV2000.cfg file you can add it yourself.

When an aircraft is highlighted on the configured aircraft list, the program reads its GLV2000.cfg file. If the range data is not included you will be prompted, allowing you to add this data. Just select **Yes** and continue on to the Modify Data dialog.

GLV2000 Control Center

The range of this aircraft has not been set. Would you like to set the range?
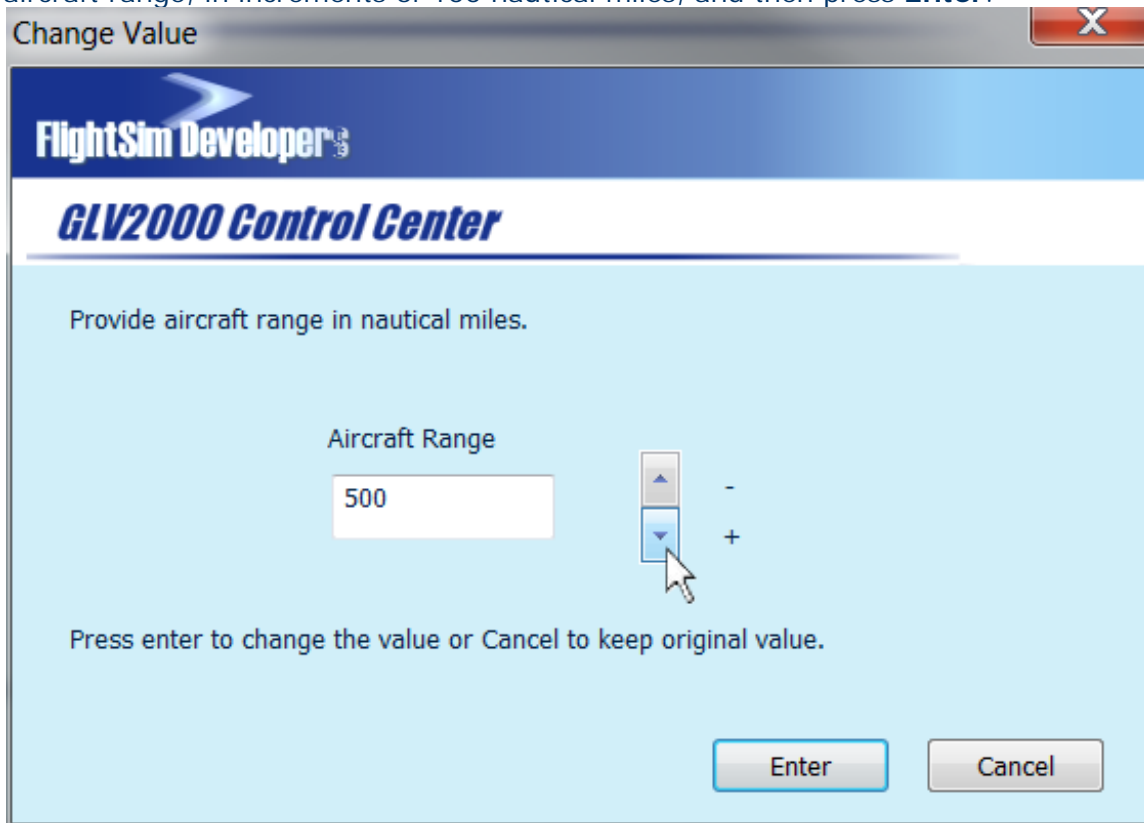
Yes   No

Configured Aircraft

Beechcraft Baron 58
Beechcraft King Air 350
Bombardier CRJ700
Cessna C172SP Skyhawk
Cessna C208B Grand Caravan
Piper Navajo
Grumman Goose G21A
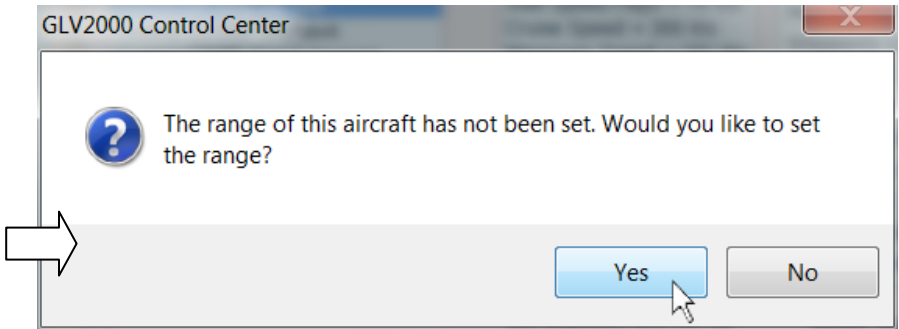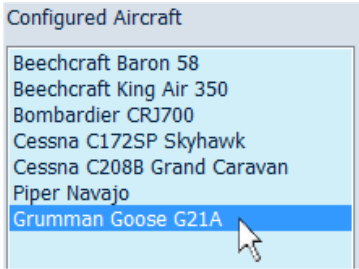
Select the aircraft range, in increments of 100 nautical miles, and then press **Enter**.

Change Value

FlightSim Developers

GLV2000 Control Center

Provide aircraft range in nautical miles.

Aircraft Range

500   ▲ -
             ▼ +

Press enter to change the value or Cancel to keep original value.

Enter   Cancel

6. Global Preferences

These values are displayed on the **System Preference List** *(Fig. 1a, No 8-pg. 4)*, and in the **MFD** (*see the* **POH** *section 1.1.2.1 Setting Preferences - pg. 11*).

6.1 SCOPE OF THIS SECTION

This section describes how to review and change the **Global Preferences** for the **MFD** using this **Program**.

6.2 PURPOSE OF GLOBAL PREFERENCES DATA

Global Preferences are the display values and operating parameters, which are user selectable, that are stored on your system for use in the **MFD** while running in **MSFS**.

6.3 SOURCE OF THIS DATA

See section 3. Finding Files and Data on page 9 for complete details.

6.4 GLOBAL PREFERENCE MODIFICATION PROCEDURES

Changing **Global Preferences** is a simple operation. Simply use your mouse to select one of the data items on the **System Preference List** *(Fig. 1a, No 8-pg. 4)*. This will enable the 'Modify' button *(Fig. 1a, No 9-pg. 4)*.

Press the 'Modify' button and the Modify Data dialog will appear, as described in *section 5.4.1 Modify Data* Dialog *on page 18.*

These values can also be changed using the **MFD** in **MSFS**. See the **POH** *section 1.1.2.1 Setting Preferences on pages 11 - 13* for more information.
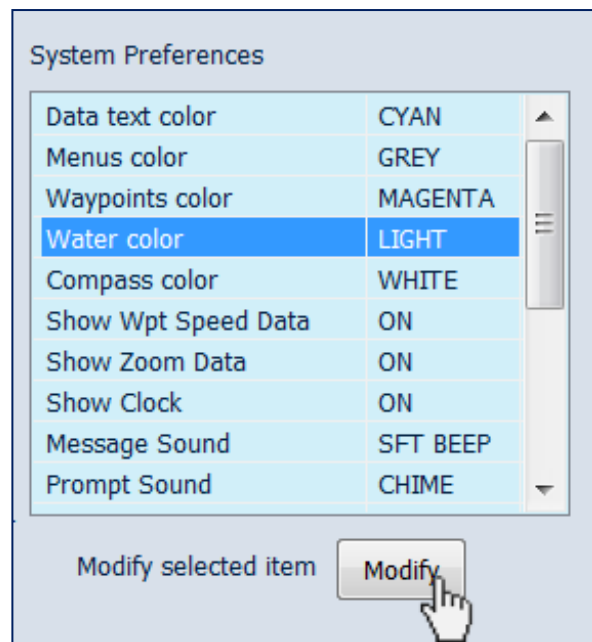

System Preferences	
Data text color	CYAN
Menus color	GREY
Waypoints color	MAGENTA
Water color	LIGHT
Compass color	WHITE
Show Wpt Speed Data	ON
Show Zoom Data	ON
Show Clock	ON
Message Sound	SFT BEEP
Prompt Sound	CHIME

Modify selected item   Modify

Figure 6a

Support

FlightSim Developers (FSD) has been a leading developer of quality Flight Simulator addons, dating back to 1992 and the **MSFS** 5.1 days. We provide ourselves with our timely and effective support and the advanced diagnostics built into our software that enables useful error reporting. This enables us to help you more effectively.

Error Handling

If an error occurs in the **Program** during operation it will be logged in the ControlCenterError.txt file described in section *3.1 Files on your Hard Drive* on page 9. If you encounter some kind of problem and need to get help from our Support staff, it is a good idea to copy and paste the information from this text file into your email to us. It can be very useful in determining the problems.

CONTACTING SUPPORT

Just go to our website at http://www.fsd-international.com and select the *Support* link:
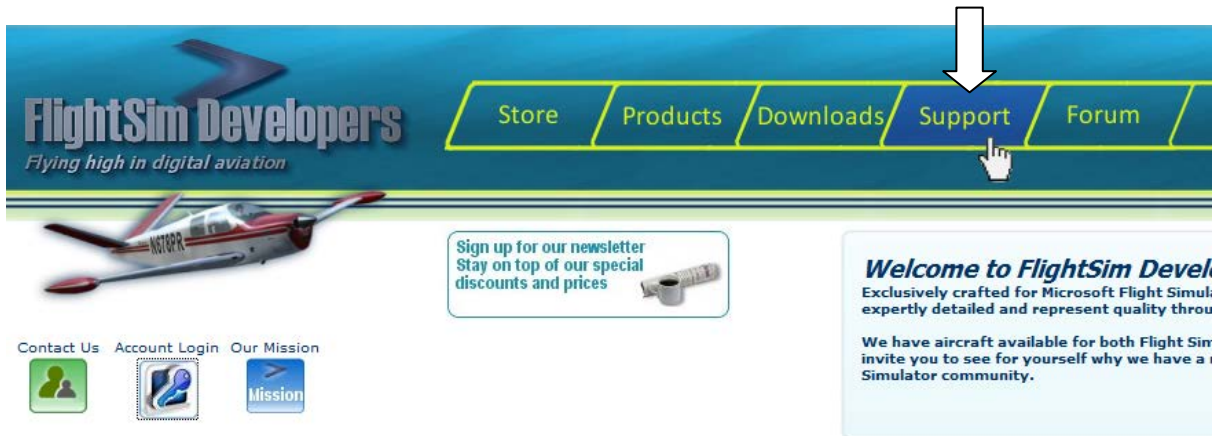
And then select the *Contact Us* link:

- Our Frequently Asked Questions page provides quick answers to most inquiries: → FAQ

- Contact us directly via our support inquiry forms. We have a fast response time: →

- If you are receiving an error number you may be able to find a quick answer here. Just type the number in the box and press **Submit.** * → Sub[...]

When sending support requests please provide a full description of the problem you are encountering so that we may provide you with timely and effective support.

FlightSim Developers
Flying high in digital aviation

Technical Support

If the FAQs and help screens did not resolve your problem, send us this inquiry form. We will respond by return e-mail. Therefore, make certain that you have completed all of the required fields, particularly your return e-mail address. Otherwise the information we give you may not be accurate.

Response time is typically within 2 hours. However, sometimes circumstances will not allow this. Therefore, please allow 24 hours for a response.

**We cannot guarantee a response will get to you if you are using a free e-mail service such as Yahoo, hotmail or Juno. These services are notorious for deleting mail before you receive it, or just plain losing mail. Service can only be guaranteed if you are using a standard POP3 e-mail account from a reputable Internet Service Provider.

Please provide us with some important information:

Store	Downloads	
Products	Forum	
Support	Home	

Your name: _____ *Required

E-mail address: _____ *Required

Customer ID # _____ (optional) **

Version of Flight Simulator [Select: ▼] *Required

Operating System [Select ▼] *Required

Product [Select ▼] *Required

Subject _____

[First Inquiry ▼] **Error Number** [____]

How can we help you:

[   ]

4A23F4   Type verification image: _____ [Send]
(case sensitive)

Index

End User License Agreement

IMPORTANT-READ CAREFULLY: BY INSTALLING THIS SOFTWARE YOU ARE AGREEING TO THE TERMS SPECIFIED BELOW!

This FSD International, Inc. **End User License Agreement** (**EULA**) is a legal agreement between you (either an individual or a single entity) and FSD International, Inc., for the software product. "**SOFTWARE PRODUCT**" is hereby identified as, and includes, any or all computer software, associated media, printed materials, and "online" or electronic documentation associated with it. By installing, copying, or otherwise using the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not install or use the SOFTWARE PRODUCT.

SOFTWARE PRODUCT LICENSE
The SOFTWARE PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE PRODUCT is licensed, not sold. FSD International, Inc. maintains ownership of the software.

1. GRANT OF LICENSE.
-**Installation and usage**
FSD International, Inc. grants to you the rights to install and use the software, for your own personal use only, on one (1) computer. Installation on a second computer or any number of additional computers is prohibited. The license may be transferred to another computer with permission from FSD International, Inc. provided you can demonstrate that the software has first been removed from the original computer. FSD International, Inc. can provide you with a utility which will remove all files and the license from the original computer and create a data file demonstrating this. You may inquire with FSD International, Inc. regarding this by contacting us in the manner described below under **Contacting FSD International, Inc.**. Other arrangements on subsequent to evaluation by FSD International, Inc. can also be made, and inquiries are welcome.

- Reproduction and Distribution.
You may NOT reproduce or distribute any number of copies of the SOFTWARE PRODUCT. Webmasters may NOT upload the SOFTWARE PRODUCT to their web sites, or distribute the SOFTWARE PRODUCT in any way. At no time may the SOFTWARE PRODUCT be placed on a web site, newsgroup, Internet mailing list, or Bulletin Board (BBS), or copy/redistribute the software and documentation by any other means.

2. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.
-Limitations on Reverse Engineering, Decompilation, and Disassembly.
You may not reverse engineer, decompile, or disassemble the SOFTWARE PRODUCT.

- Use of "key generator" or other license "hacking" tools.
Use of any such utility or tool on your system, designed to circumvent the FSD International, Inc. license/license system for this or any other FSD International, Inc. aircraft shall be considered a violation of this agreement and cause for termination of this license agreement and all other FSD International, Inc. licenses.-

Separation of Components.
The SOFTWARE PRODUCT is licensed as a single product. Its component parts may not be separated for use on more than one computer.

- Software Transfer.
You may **not** transfer this license without the specific permission of FSD International, Inc..

- Termination.

Without prejudice to any other rights, FSD International, Inc. may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE PRODUCT and all of its component parts.

3. COPYRIGHT

All title and copyrights in and to the SOFTWARE PRODUCT (including but not limited to any images, photographs, animations, video, audio, music, text, and "applets" incorporated into the SOFTWARE PRODUCT) and any copies of the SOFTWARE PRODUCT are owned by FSD International, Inc.. The SOFTWARE PRODUCT is protected by copyright laws and international treaty provisions. Therefore, you must treat the SOFTWARE PRODUCT like any other copyrighted material except that you may install the SOFTWARE PRODUCT on a single computer provided you keep the original solely for backup or archival purposes.

4. U.S. GOVERNMENT RESTRICTED RIGHTS

The SOFTWARE PRODUCT and documentation are provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software-Restricted Rights at 48 CFR 52.227-19, as applicable.
Manufacturer is FSD International, Inc., Olathe, Kansas.

5. MISCELLANEOUS

If you acquired this product in the United States, this EULA is governed by the laws of the State of Kansas.

If you acquired this product in Canada, this EULA is governed by the laws of the Province of Ontario, Canada. Each of the parties hereto irrevocably attorns to the jurisdiction of the courts of the Province of Ontario and further agrees to commence any litigation, which may arise hereunder in the courts located in the Judicial District of York, Province of Ontario.

If this product was acquired outside the United States, then local law may apply.
Should you have any questions concerning this EULA, or if you may do so in the manner described below under **Contacting FSD International, Inc.**

6. LIMITED WARRANTY

NO WARRANTIES. FSD International, Inc. expressly disclaims any warranty for the SOFTWARE PRODUCT. The SOFTWARE PRODUCT and any related documentation is provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties or merchantability, fitness for a particular purpose, or non infringement. The entire risk arising out of use or performance of the SOFTWARE PRODUCT remains with you.

7. **NO LIABILITY FOR DAMAGES**. In no event shall FSD International, Inc. be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use this FSD International, Inc. product, even if FSD International, Inc. has been advised of the possibility of such damages. Because some states /jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

Any attempts to distribute or alter the files without permission of FSD International, Inc. will be considered an act of piracy and will be dealt with according to domestic, or as applicable, international law.

8. U.S. Government Restricted Rights. The Software is a "commercial item," as that term is defined at 48 C.F.R. 2.101 (OCT 1995), consisting of "commercial computer software" and "commercial computer software documentation," as such terms are used in 48 C.F.R. 12.212 (SEPT 1995). Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227-7202-1 through 227-7202-4 (JUNE 1995), all U.S. Government End Users acquire the Software with only those rights set forth herein.

Contacting FSD International, Inc.. Please use our E-mail message terminal for support inquires. You can access it from our front page or from our Tech Support page. This will insure that your support request will go to the right place, and the information on the forms will provide us with the minimal information we need to assist you.