

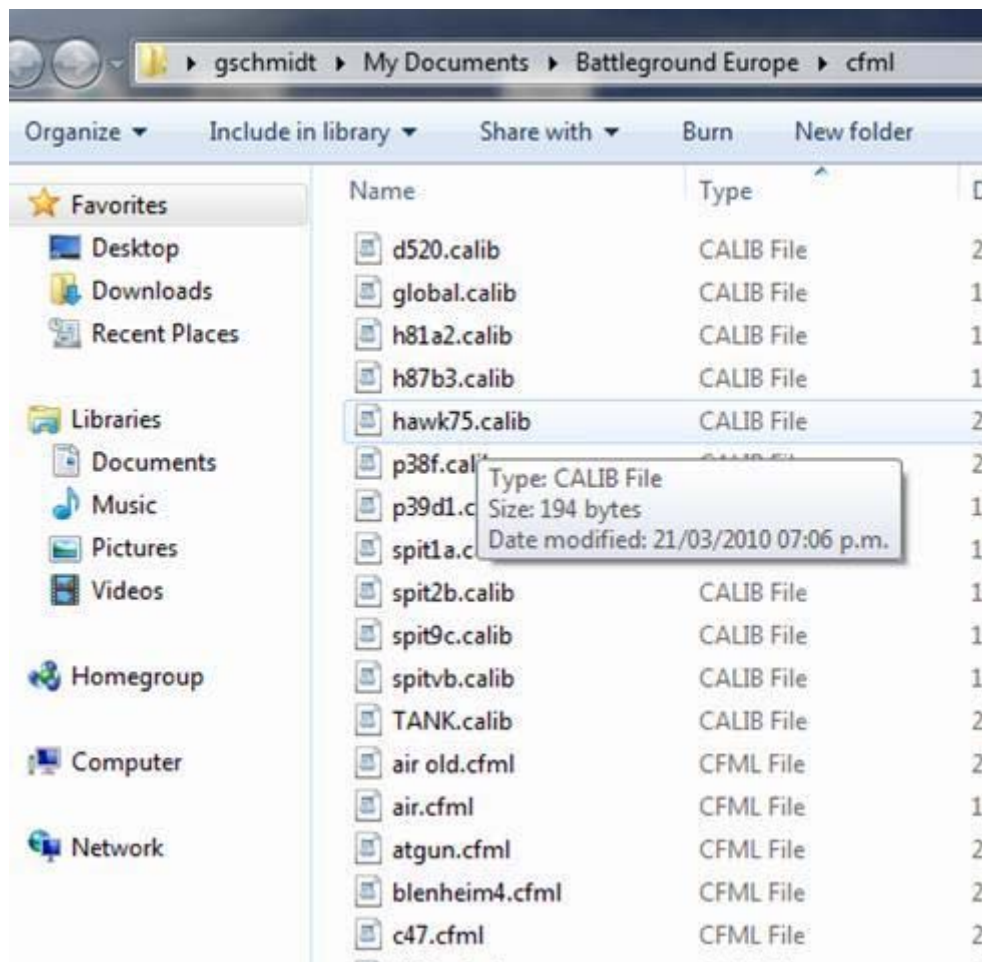
How to make a calib file by Khsolo

Steps:

1. Naming calib files and where to store them
2. Understanding calib files and its content /Keymapper
3. Calib curve and definition of cali file content
4. Pic of rudder calib example
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1. Naming calib files and where to store them:

There is one base calib file called GLOBAL.CALIB stored in your cfml folder inside your personal files in your windows directory. The only file that shows in your game when you open it in the preferences is your global.calib even when you have others for every plane. You can make a calib file for every plane depending on flying style, skill, stick input, etc, there are plenty of reasons why you would want a personal and unique calib file for each plane but its up to you to make it so. Calib files change with every setup and could be different for every system, if you have rudder pedals or a twist or no rudder or have just one stick with you throttle or two sticks so if you want to make a calib file for you, you have to make a personal file yourself for your own setup and system. Pic shows calib files and calib files names for almost every allied plane:



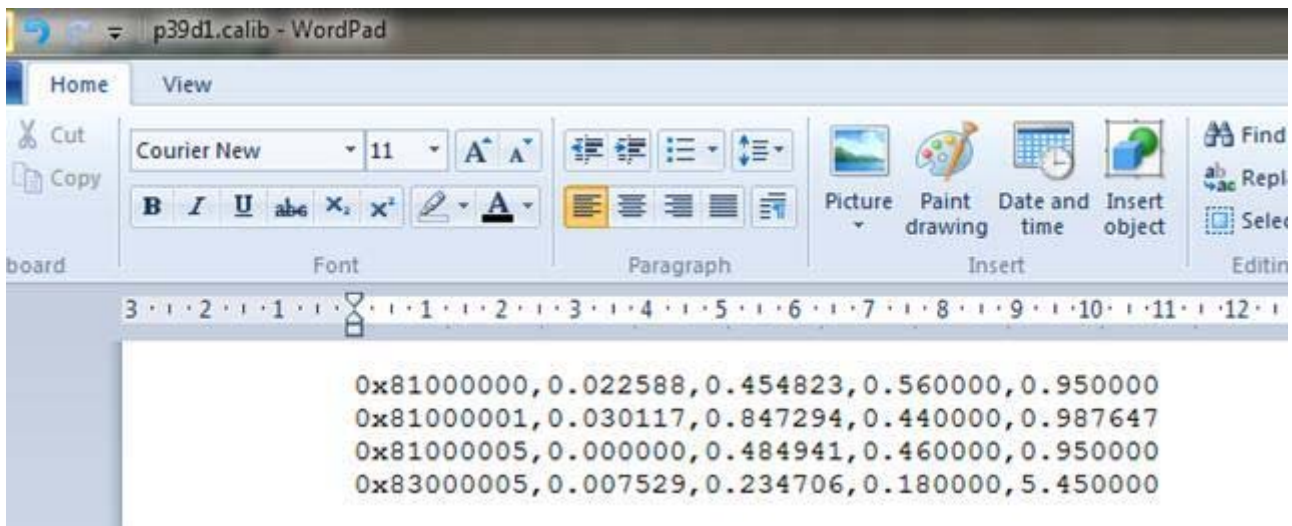
2. Understanding calib files and its content / Keymapper:

The content of the calib file is mapped directly from your keymapper as shown in pic, if you choose a different stick in your keymapper then your calib files will be different, in my case you can see my x and y axis are mapped to my joystick 1 and my rudder is mapped to my joystick 3 rx axis:

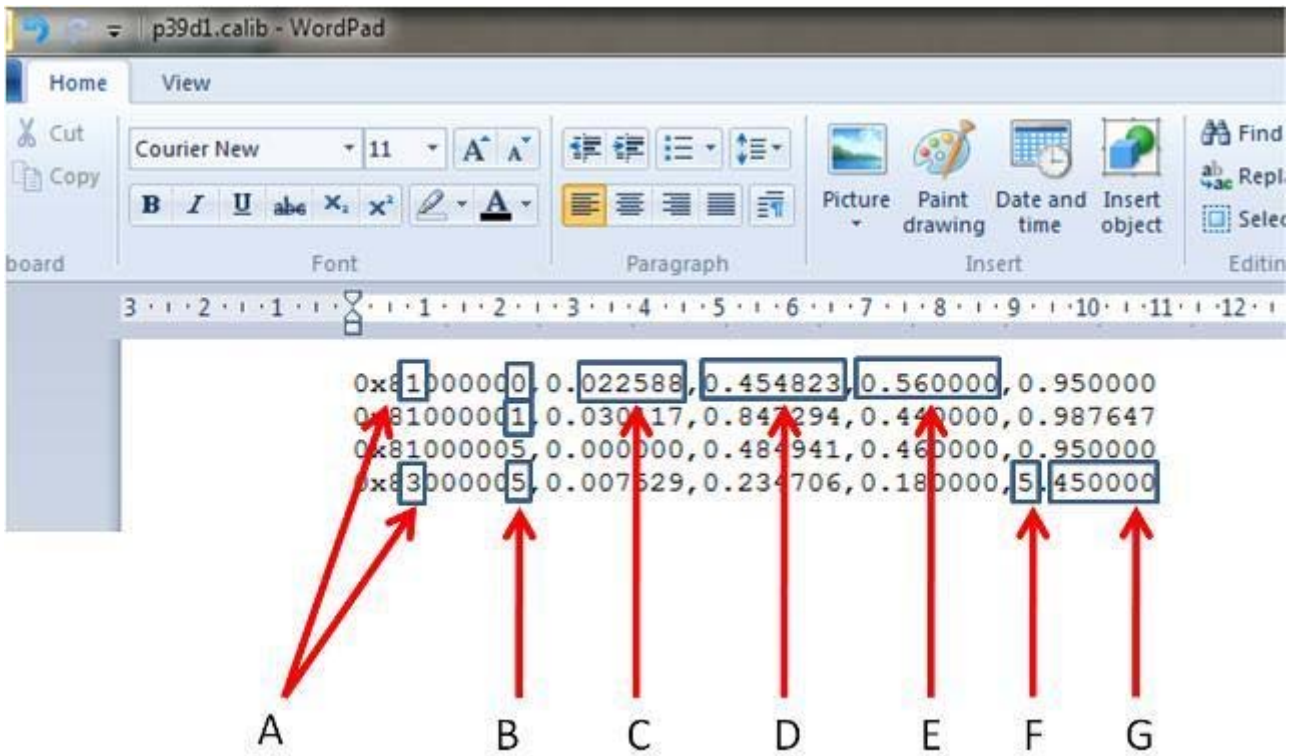


3. Calib curve and definition of calib file content:

Ok, we know know about keymapper and where my axis go, lets take a look at a calib file for the bell and try and understand where all the numbers come from:



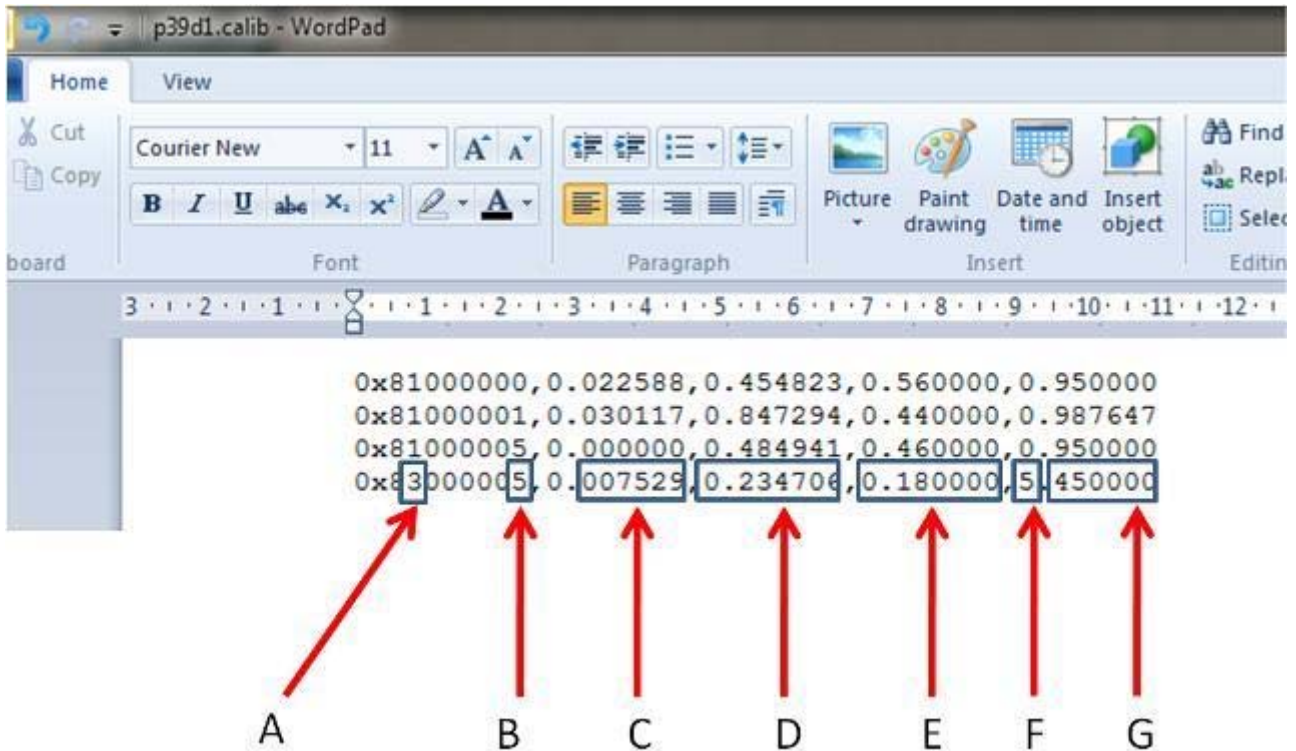
To better understand all the numbers lets try to place indicators on them:



- A = Which joystick (1 or 3 in my case)
- B = Which axis (0,1 or 5 in my case, 0 = x axis, 1 = y axis, 5 = rudder rx axis)
- C = Left deadband
- D, E = x and y coordinates for the red square
- F = 1/Maximum deflection margin (This is the most interesting one)
- G = Right deadband

In my case lets try to understand

Now we need to match the keymapper to the calib file and that you see in the following pic:



Here we have the calib register for my rudder which is in the 3rd joystick, the 5th axis, has a left deadband of 0,007529, its curve x,y coordinates are 0,23 and 0,18, its maximum deflection margin is 1/5 =20% and it has a right deadband of 0,45

4. Pic of rudder calib example

Here is the curve for all this:



As you can see the important aspect is that the rudder is has a maximum input of about 20% of the original rudder so it will be a lot less sensitive for your stick which in case of the bell makes the plane a lot more stable and a lot less whoobly

5. Pic of x axis calib example:

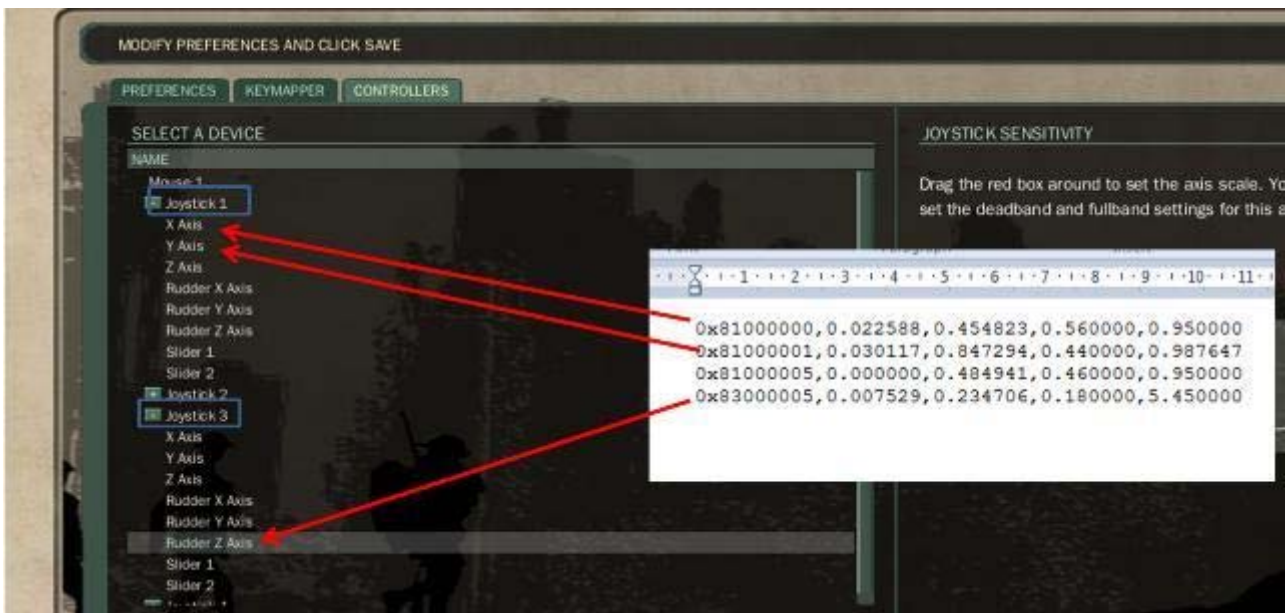
Here you can see another pic for another axis where the deadbands are more visible:



In this case this is the calib register for my x axis which helps me a little with the roll rate as you can see the curve shows itself a little to the top, it has left deadband so the little inputs on your stick when you are just holding the stick and not transmitted to the game which makes me shoot better since it makes the plane is a lot more stable because is not constantly turning a lil right or a lil left, and it has a right deadband so i dont have to input as much as i should have to have maximum deflection

6. Connecting the dots:

Finally a pic of how your stick axis connect to your calib file:



Hope this helps and hope you guys enjoy making your own calib files, its has made me a better pilot, im pretty sure it could be helpfull for you guys as well

Cheers !