

Turtle Beach, Inc.

Status Indicator Panel (SIP) Connect Configuration Guide

Revision 1.2

Release Date: 7 June 2021

Caution: You will notice in the SIP menu that there are multiple titles of software / games, in addition to MSFS. Although the SIP has been tested and works in these additional titles, please be aware that the VelocityOne Flight Controller button and axis bindings will need to be manually configured in these other titles, and that some users have experienced intermittent bugs with controllability in these additional titles, in rare cases resulting in loss of control of the aircraft.







We are working with software and game developers to address the stability and are looking to implement full functionality for additional titles in the future.

1.0 Quick Start

The 'SIP Connect' software is a lightweight, mostly self-contained application designed to run on a PC running Windows 10/11. The only pre-requisites are:

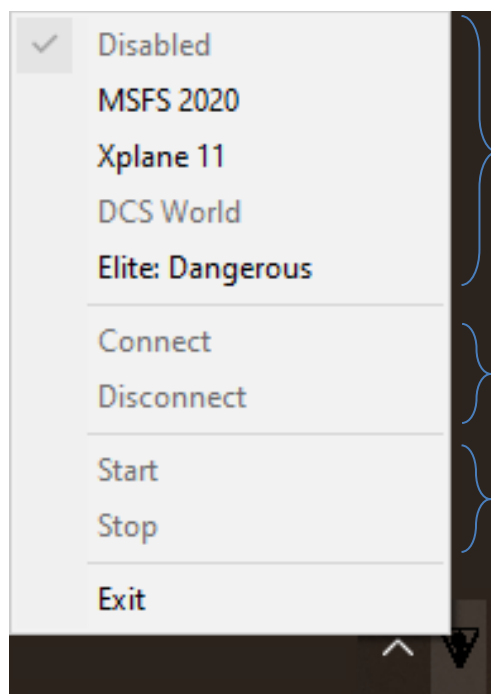
- VelocityOne™ Flight Yoke connected to the PC
- On the VelocityOne Flight™ FMD, select SIP FP001 in SETTINGS > SIP PANEL MODE
- Have one of the compatible simulation software/games installed, listed in the section '2.0 Compatible Games'

The following files must be kept in the **same folder location** for the program to run properly:

Name	Status	Date modified	Type	Size
 Microsoft.FlightSimulator.SimConnect.dll		07/06/2022 16:32	Application exten...	129 KB
 SimConnect.dll		07/06/2022 16:32	Application exten...	57 KB
 SIPConnect-1.2		07/06/2022 16:32	Application	3,509 KB

Double-clicking on the 'SIPConnect 1.2.exe' file will run the software and a Turtle Beach logo will appear in the system tray.

Right clicking on the Turtle Beach Icon in the system tree will produce the following menu.



1. Select the desired software.

2. Click **Connect**. You should notice all the LEDs on your SIP turn off, and then cycle once through each LED in green.

3. Pressing **Start** will allow the program to begin passing data to the VelocityOne™ Flight.

Clicking on the Exit button will stop communications between the game and the device and close the program.

2.0 Compatible Games

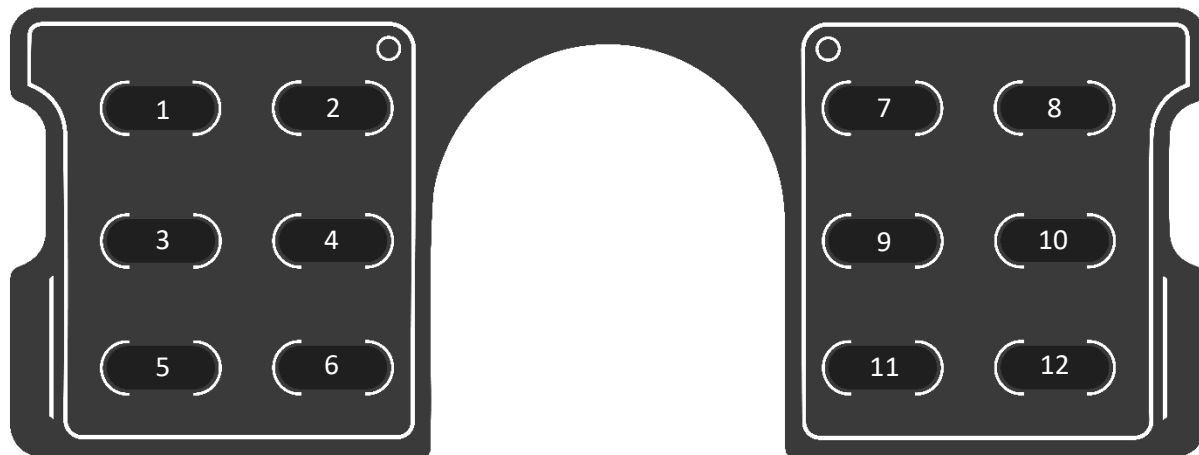
As of this release, the following games are compatible and tested with the SIPConnect application and the VelocityOne™ Flight:

- **Microsoft Flight Simulator 2020**
- **XPlane-11**
- **Elite: Dangerous**

More titles are planned for compatibility in future releases.

2.1 Status Indicator Panel

The Status Indicator Panel (SIP) LEDs are numbered/labelled:



The following sections describe the setup for the supported games and the result of game functions and their effect on the SIP.

2.2 Microsoft Flight Simulator 2020

LED Number	Game Function	Values	Colour
1	Parking Brake Position	Disengaged	Yellow
		Transitioning	
		Engaged	
2	Landing Gear	Down	Green
		Transitioning	Yellow
		Up	
3	Flaps (Percent)	75% - 100% (Down)	Green
		0.01% - 75%	White
		0 (Up)	
4	Stall Warning	Engine Stall	Red
		Normal Flying	
5	Auto Pilot	On	Green
		Disconnect	White (Flash)
		Off	
6	Low Voltage Warning	On	Red
		Off	
7	Master Warning	Active	Red
		Inactive	
8	Master Caution	Active	Yellow
		Inactive	
9	Fuel Low	Less Than 15%	Red (Flash)
		Between 15%-35%	Yellow
		Over 35%	
10	Engine Oil Temperature	Unimplemented	
11	CHT/EGT	Unimplemented	
12	ALT	Unimplemented	

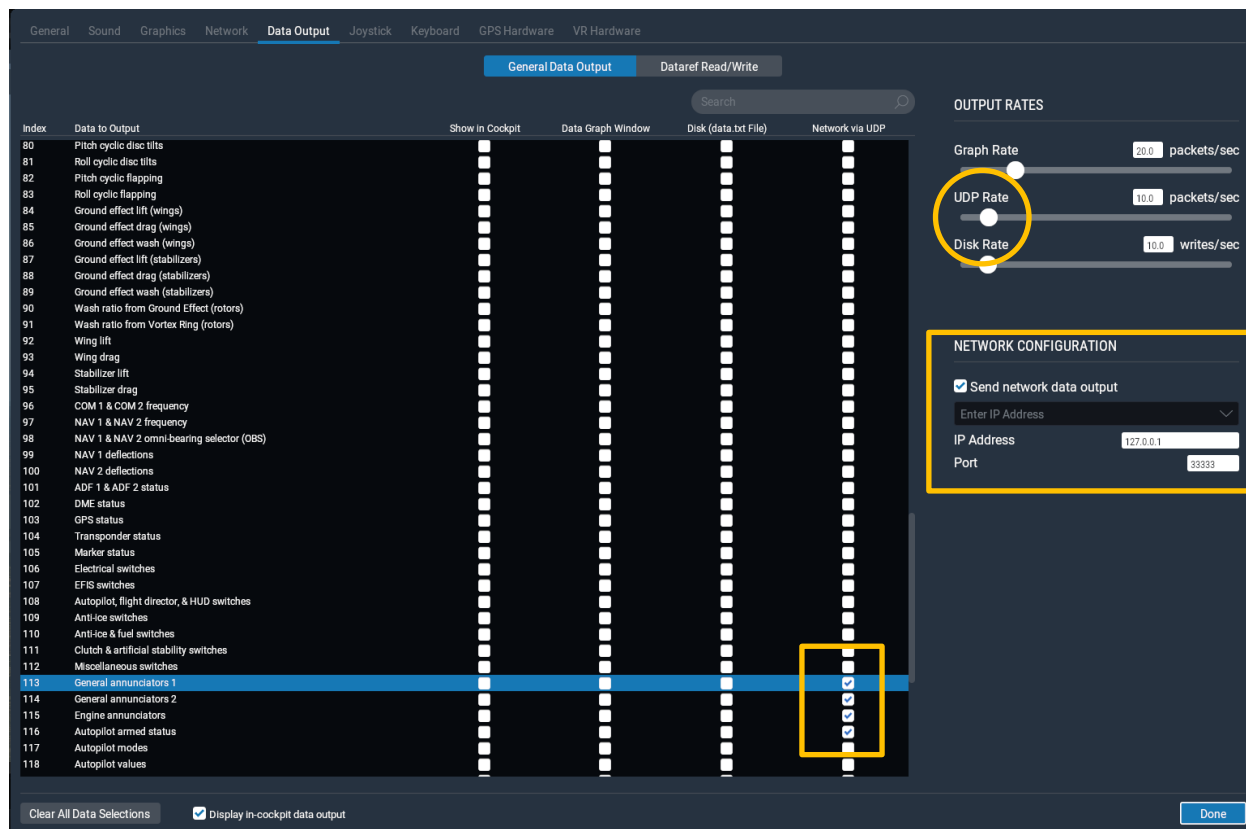
2.3 XPlane-11

LED Number	Game Function	Values	Colour
1	Parking Brake Position	Disengaged	Yellow
		Transitioning	
		Engaged	
2	Landing Gear	Down	Green
		Transitioning	Yellow
		Up	
3	Flaps (Percent)	75% - 100% (Down)	Green
		0.01% - 75%	White
		0 (Up)	
4	Stall Warning	Engine Stall	Red
		Normal Flying	
5	Auto Pilot	On	Green
		Disconnect	White (Flash)
		Off	
6	Low Voltage Warning	On	Yellow
		Off	
7	Master Warning	Warning Armed	Red
		Inactive	
8	Master Caution	Caution Armed	Yellow
		Inactive	
9	Fuel Low	Less Than 15%	Red
		Between 15%-35%	Yellow (Flash)
		Over 35%	
10	Engine Oil Temperature	Warning Active	Red
		Inactive	
11	CHT/EGT	Unimplemented	
12	Generator Warning	Warning Active	Red
		Normal Flight	Green

2.3.1 X-Plane Setup

2.3.1.1 Data

In the settings menu (or slider icon on the top right-hand side of the screen during flight) there will be a Data Output tab which specifies all of the data the Simulator can output.



The following indexes should be checked with a tick in the “Network Via UDP” column:

- 13 Trim, flaps, stats & speedbrakes
- 14 Gear & brakes
- 67 Landing gear deployment
- 113 General annunciators 1
- 114 General annunciators 2
- 115 Engine annunciators
- 116 Autopilot armed status
- 127 Warning status

In Network Configuration, “Send network data output” should be checked, and the IP Address set to 127.0.0.1 with a Port of 33333. This will allow SIPConnect to capture data being streamed from X-Plane.

Finally, Adjust UDP Rate to be 10 packets per second or less.

2.4 Elite: Dangerous

LED Number	Game Function	Values	Colour
1	Docked State of Spaceship	Landed on Space Station	Green
		Un-Docked	White
2	Landing Gear Down	Down	Green
		Up	
3	HUD mode, Analysis / Combat	Analysis Mode	Blue
		Combat Mode	Red
4	Frame Shift Drive (FSD) in Cooldown State	In Cooldown	Red
		Normal Flight	
5	Flight Assist Disengaged	Disengaged	Red
		In FSD Jump	Blue
		Off	
6	FSD Charging	Charging	Yellow (Flash)
		Off	
7	Master Warning	Is In Danger (Attacked)	Red
		Jump Interdicted	Yellow
		Normal Flight	
8	Master Caution	Mass Locked	Yellow
		Normal Flight	
9	Fuel Low	Low Fuel	Red
		Scooping Fuel	Blue
		Normal Flight	
10	Over Heating	Overheating	Yellow (Flash)
		Normal Flight	
11	Hardpoints Deployed	Deployed	Red
		Stowed	
12	Shields Up	Shields Up	Blue
		Shields Down	Red //Yellow

2.4.1 Game Setup

Elite: Dangerous has no formal setup procedure and should be able to automatically identify the files needed to process game data.

3.0 Support

Please refer to our [Knowledgebase](#), contact Turtle Beach staff through [Customer Support](#) or the [Turtle Beach Simulation Discord](#) if you have any issues with setup.