BRUNNER
dedication **+** innovation

CLS2Sim installation guide

1 Overview

This guide will explain how to install CLS2Sim and the needed plugin for your Simulation

2 Important information

Brunner control loading systems are **not normal USB devices**, like joysticks or gamepads, therefore they **will not show up as controllers in the simulations**. Exceptions to that are the CLS-H yoke and the CLS-E rudder. If you want to use one of those with CLS2Sim, you have to make sure to remove all mappings to these devices in your simulation software.

3 Installation Steps

3.1 Go to our Webpage and download and install CLS2Sim. You will have to create an account if you do not have one yet.

https://www.brunner-innovation.swiss/software-download-page/

3.2 Go to the CLS2Sim installation folder. The default installation path is

C:\Program Files (x86)\Brunner Elektronik AG\CLS2Sim

3.3 Open the subfolder „Simulator plugin installers" and install the appropriate plugin.

3.3.1 X-Plane 9, 10 or 11

Start "X-Plane plugin installer" and choose you X-Plane installation directory. (The directory where X-Plane.exe is located).
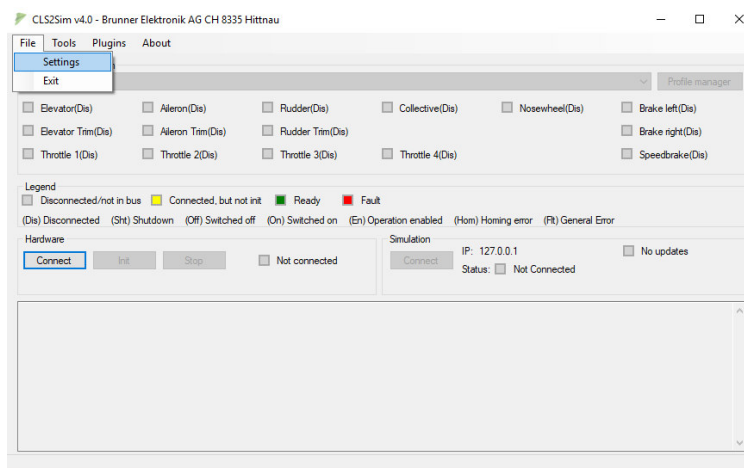
3.3.2 Microsoft flight simulator X

Start "MSFX plugin installer". Just click continue and install.

3.3.3 Prepar3D v2, v3 or v4

Start "Prepar3D plugin installer". You have to go to the location "C:\Users\<YOUR USERNAME>\AppData\Roaming\Lockheed Martin" and select the subfolder of your Prepar3D version.

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3.4   Open the subfolder „Virtual joystick driver" and install the setup inside.

3.5   Start CLS2Sim. Read the warnings, scroll down to the end, confirm you have
        read the warnings and click Continue.

3.6   Follow the steps of the hardware auto-detection assistant.
        Make sure that your device is connected as shown in one of the diagrams.
        If the auto-detection fails and your device is not found, close the window and in the following
        window, manually select the hardware you want to use. **Make sure to select the exact
        hardware you are using!**

3.7   Once you are in the main window, go to File > Settings.

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3.8 Configure the Simulation you installed the plugin for and click OK.

3.9 If the simulation you want to connect to is on another computer, enter the IP address of that machine.

3.10 If the auto-detection at the beginning failed, you will have to configure the connection to the hardware manually.
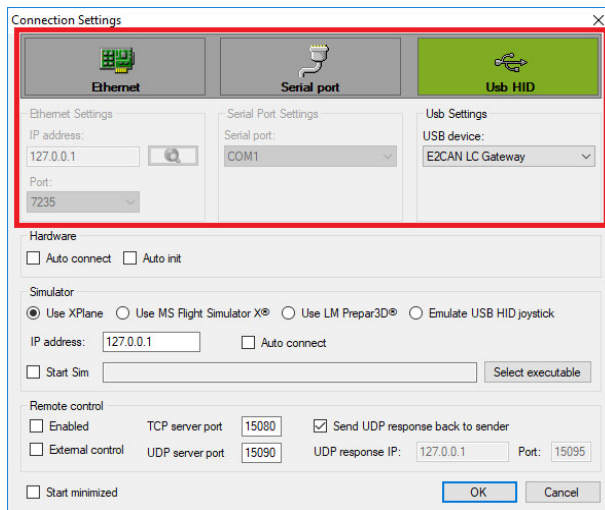
3.11 In the main window, click on the "Connect" button on the hardware side (left) and wait until the button is labeled "Disconnect". Click on the "Connect" button on the Simulation side.

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