

---

# **ecka-doc Documentation**

*Release 0.1.1*

**Adam Naylor**

**Jun 11, 2019**



<b>1 Quick start</b>	<b>3</b>
<b>2 Requirements</b>	<b>5</b>



Ecka allows you to control Star Citizen from your touch screen devices.

Ecka runs entirely on your local network. No information is sent out over the internet and stays between the devices you choose to connect to Ecka.



- Once downloaded, extract Ecka to a folder on your computer.
- Open the *appsettings.json* file in the root of the Ecka folder and change the *installPath* setting of the *Ecka.StarCitizen.Plugin* plugin section to match the location of where Star Citizen is installed on your machine. The default is *c:\program files\roberts space industries\starcitizen\live\bin64\*
- Run *ecka.launcher.win.exe*.
- Once it's running it will open the Ecka welcome screen in your browser.



Fig. 1: Ecka welcome screen

- **If you have only one connected network adapter or LAN IP address;**
  - The welcome page will show you the IP address that you can use to connect your secondary device.
  - Either type this address in full into your second device's browser or scan the QR code to quickly open the correct address on your device.
- **If you have more than one connected network adapter or multiple LAN IP addresses you must choose which one your sec**
  - Choose the network adapter from the first list if more than one is available.
  - Then choose the IP address from the second list if more than one is available.

- Then either type the displayed address in full into your second device’s browser or scan the QR code to quickly open the correct address on your device.
- **If no connected network adapter or LAN IP address is found you will only be able to connect to Ecka on the device it is running on.**
  - Click the displayed link to open the page in your local browser.
- Once you see the Star Citizen flight screen on your second device you are ready to launch Star Citizen.

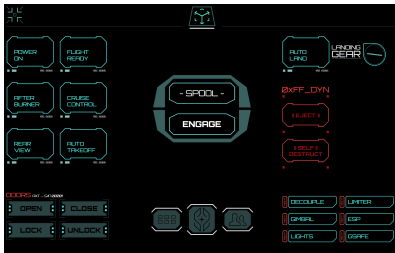


Fig. 2: Ecka flight screen

- Whilst Star Citizen is loading copy the *ecka.xml* control profile from the `\Plugins\Ecka.StarCitizen.Plugin.0.0.1\` folder into your Star Citizen control profile folder at `[installPath]\StarCitizen\LIVE\user\Controls\Mappings\`.
- **Once Star Citizen is up and running the last thing to do is apply the control profile.**
  - You can apply the profile by using the menu [in game](#).
  - Or by typing the command `pp_RebindKeys ecka` into the console. You can access the console by pressing the tilde key “~” which is usually on the top left of the keyboard next to the number 1 key on the top row.

Now Star Citizen is configured to respond to the commands sent from Ecka.



## CHAPTER 2

---

### Requirements

---

The requirements to run Ecka are;

- 210MB of hard drive space
- Microsoft .NET Framework 4.7.2 Runtime
- .NET Core 2.2 Runtime
- Windows 10
- [Star Citizen](#) (Ecka has been fully tested with Star Citizen ALPHA 3.5)