FS-FlightControl

Manual

Instructor Operator Station
for Microsoft Flight Simulator, Prepar3D and X-Plane

FS-FlightControl · AB-Tools GmbH
E-mail: info@fs-flightcontrol.com · Internet: www.fs-flightcontrol.com
Marsstraße 78, 80335 München, Germany · Phone: +49 89 38898588 · Fax: +49 89 38898589
Bank Account: Grenke Bank AG · IBAN: DE 49 20130400 0060270139 · BIC: GREBDEH1XXX
Register: Amtsgericht München, HRB 202859 · Finance Office: München für Körperschaften · VAT ID DE273587389

Table of Contents

CONDITIONS MODULE 1
Current Weather 1
Load Theme 1
ILS Visibility 1
Real-Time Weather 2
Continous Real-Time Weather 2
Custom Weather 2
Load and Send Weather 2
Add as Weather Preset 3
Wind Layers 3
Cloud Layers 4
Visibility Layers 5
Temperature Layers 5
Atmospheric Pressure 6
Weather Presets 6
Season and Time 6
Simulation Rate 6
General Info 6

CONDITIONS MODULE

Define and save detailed custom weather conditions, enable real-time weather, set ILS visibility for all categories and set season, time and simulation rate.

Current Weather

image

In this section the current weather is displayed as METAR code and translated text.

You can choose if the translated text it displayed as continuous text or structured table. Additionally you can decide if all or only official weather METAR data is displayed.

Note: flight simulator uses the official METAR format, but extends is with additional extensions. FS-FlightControl can decode both, the official METAR data as well as the flight simulator extensions.

You can load the current weather into the ***custom_weather*** section or save it as ***weather_presets***.
custom_weather

Load Theme

image

Here all themes that are available in the flight simulator are listed and can be activated with just one click.

ILS Visibility

image

Use this section to set a pre-defined ILS visibility condition for any of the ILS categories.

Following values are the default for decision height and runway visibility:

	Decision Height	**Runway Visibility**
CAT 1	200 ft.	1,800 ft.
CAT 2	100 ft.	1,200 ft.
CAT 3a	50 ft.	600 ft.
CAT 3b	30 ft.	150 ft.
CAT 3c	0 ft.	0 ft.

Note: You can customize these values in the ***Settings*** module.

Real-Time Weather

image

You have the option to enable real-time weather in this section.

First you need to choose which weather data source should be used. You can choose from the official weather from the National Oceanic and Atmospheric Administration (NOAA) or one of the online communities Virtual Air Traffic Simulation Network (VATSIM) and International Virtual Aviation Organization (IVAO).

Then you can either send the current real-time weather directly to flight simulator or load it into the ***custom_weather*** section.

Continous Real-Time Weather

image

To enable continues real-time weather just activate the corresponding check box. This will enable automated real-time weather updates for all weather stations around the current aircraft location.

You can choose how often this weather update should be performed by entering a certain time interval or a flown distance (or both).

Additionally you can define that automated weather updates should not be performed when the aircraft is below a certain altitude above ground. This makes sure that the pilot is not disturbed while doing an approach.

Below that some information is displayed to show when the next automated weather update will be performed.

Custom Weather

image

In case you want to define a completely custom weather situation you can do so in this section.

Load and Send Weather

image

If you have a METAR string as starting point for your custom weather enter it in the corresponding text field on top of the screen and click on the Load button. This will decode the weather situation defined in the METAR string into the custom weather sections below.

To send the weather define in these custom weather sections to the flight simulator, just click on the `Send Weather` button.

Add as Weather Preset

image

You may also save your custom weather situation as weather preset. Just enter a name and then click on the `Add Preset` button.

Wind Layers

image

You can define all wind layers - including the surface wind - in this section.

First enter the speed and optional gust speed (keep it if not needed) of the wind layer.

Next you can define the direction where the wind is coming from. You have two additional options regarding the wind direction:

You can define it as `Entirely Variable` or even enter the `from` and `to` direction where the wind is coming from. If the wind should come only from a fixed direction, just keep the `Entirely Variable Direction` check box unchecked and the variation input fields as .

Next you can define if the current wind layer is a surface wind or an wind aloft. In case of a surface wind you have the additional option to define a depth/height of the wind and if it is a wind aloft you can define a maximum altitude (MSL) for it instead.

Note: You may add as many wind layers as you want, but there can be only one of them defined as surface wind.

Finally you can define turbulances in this wind layer as

- None
- Light
- Moderate
- Heavy
- Severe

and wind shears as:

- Gradual (none)
- Moderate
- Steep
- Instantaneous

Cloud Layers

image

Here you can define all cloud layers of the custom weather situation.

First enter a base altitude (MSL) for the cloud layer.

Then you can define several additional parameters for like cloud coverage as of

- Few Clouds
- Scattered Clouds
- Broken Clouds
- Overcast
- 1/8 Coverage
- 2/8 Coverage
- 3/8 Coverage
- 4/8 Coverage
- 5/8 Coverage
- 6/8 Coverage
- 7/8 Coverage
- 8/8 Coverage

cloud type as of

- Cirrus
- Stratus
- Cumulus
- Cumulo-nimbus

top of the cloud as of

- Flat
- Round
- Anvil

turbulances in the cloud layer as of

- None
- Light
- Moderate
- Heavy
- Severe

type of precipitation as of

- None
- Rain
- Freezing Rain
- Hail
- Snow

precipitation strength as of

- Very Light
- Light
- Moderate
- Heavy
- Dense

the base altitude of the precipitation and the icing rate as of

- None
- Trace
- Light
- Moderate
- Severe

Visibility Layers

image

The visibility layers of the custom weather situation can be defined in this section.

First enter the base and maximum (top) altitude (MSL) of the visibility layer.

Then you can define the visibility in this layer itself.

Finally you can decide in which direction this visibility should be effective as of

- All
- North-West
- North
- North-East
- East
- South-East
- South
- South-West
- West

Note: To set the same visibility for more than one direction, but not for all, just create another visibility layer with the same base and maximum altitude.

Temperature Layers

image

Also individual temperature layers can be defined for your custom weather situation.

First enter the maximum altitude (MSL) up to which this layer should be valid.

Then you can enter the temperature and dew point of this temperature layer.

Atmospheric Pressure

image

Here you can define the atmospheric pressure for your custom weather situation.

Weather Presets

image

All your saved weather presets are listed here. There is no limit in the number of weather presets you can define.

To delete a weather preset again, just right-click (for touch-screens: “long touch”) on one of the presets. Then you will be asked if you want to delete it.

Season and Time

image

In this section you have a quick and easy control of the current season and time in the flight simulator.

Either click on one of the season buttons or define a completely custom date and time in the section below that.

Simulation Rate

image

Beside a very detailed weather configuration system this module offers here also an easy way to change the current simulation rate of the simulator.

General Info

image

Additionally in the bottom right of the screen you always have an eye on the current frame rate and simulator time.

FS-FlightControl Manual:
https://www.fs-flightcontrol.com/en/manual/

PDF Generated on:
2026-04-07 11:04