FS-FlightControl
Manual

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

Table of Contents

CONDITIONS

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

```
┌─Current Weather Provided by Flight Simulator─────────────────────────────────────┐
│  Current METAR:    EDDM 061404Z 24005KT 210V270 9999 CLR 05/M07 Q1029              │
│  Translated to Text:  Location          Weather station Munich, Munich, Germany (EDDM)  │
│  ☑ Show as Table     Report Date and Time  Thursday, February 6, 2020 at 14:04:00 UTC    │
│  ☑ Show Only         Surface Wind       With 5 kt from 240° true. Wind is varying between 210° and 270° true. │
│     Official METAR    Visibility         100,000.0 m in all directions                   │
│                       Clouds            No clouds below 12,000 ft                       │
│                       Temperature       5°C with a dew point of -7°C                    │
│                       QNH               1,029 hPa (mean sea level pressure)             │
│                                                                                          │
│  ┌──────────────┐                                                                        │
│  │ Load in Custom │                                                                      │
│  │   Weather    │                                                                        │
│  └──────────────┘                                                                        │
│  Name: ┌─────────┐                                                                        │
│        └─────────┘                                                                        │
│  ┌──────────────┐                                                                        │
│  │   Save as    │                                                                        │
│  │ Weather Preset │                                                                      │
│  └──────────────┘                                                                        │
└──────────────────────────────────────────────────────────────────────────────────┘
```

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: The 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_**.

Weather Themes

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

Real-Time Weather

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

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

Note: You can change the used real-time weather source in the **Settings** module.

Continous Real-Time Weather

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 a final approach.

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

ILS Visibility

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

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

	Decision Height	Runway Visibility
CAT I	200 ft (60 m)	1,800 ft (550 m)
CAT II	100 ft (30 m)	1,000 ft (300 m)
CAT IIIa	50 ft (15 m)	600 ft (180 m)
CAT IIIb	30 ft (10 m)	150 ft (46 m)
CAT IIIc	0 ft (0 m)	30 ft (10 m)

📝 Note: You can customize these values in the **Settings** module to your needs.

Custom Weather

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

Load and Send Weather

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

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

Wind Layers

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

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 as well as the icing rate as of

- None
- Trace
- Light
- Moderate
- Severe

Visibility Layers

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

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

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

Custom Weather for Active Sky Weather Engine

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

📋 Note: This version of the custom weather section appears if Active Sky is enabled as weather engine in the **Settings** module.

Surface Wind

You can define the surface wind in this section.

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

Next you can define the direction where the wind is coming from including a variance.

Also the temperature and the dew point on the surface can be defined here.

Finally you can define turbulances in the surface wind as:

- None
- Light
- Moderate
- Heavy
- Severe

Surface Visibility

The surface visibility 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 itself.

Wind Aloft Layers

You can define all wind aloft layers in this section.

First enter the speed and the direction of the wind layer.

Next you can define the temperature and finally the turbulances in this wind layer as:

- None
- Light
- Moderate
- Heavy
- Severe

Cloud Layers

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

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

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

- 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

turbulances in the cloud layer as of

- None
- Light
- Moderate
- Heavy
- Severe

type of precipitation as of

- None
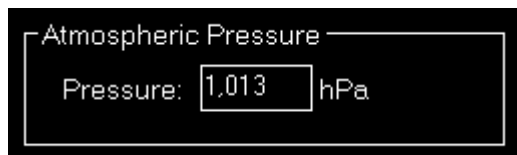- Rain
- Freezing Rain
- Hail
- Snow

precipitation strength as of

- Very Light
- Light
- Moderate
- Heavy
- Dense

as well as the icing rate as of

- None
- Trace
- Light
- Moderate
- Severe

Atmospheric Pressure

```
┌─ Atmospheric Pressure ──────────────┐
│                                      │
│   Pressure:  [1,013  ] hPa           │
│                                      │
└──────────────────────────────────────┘
```

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

Weather Presets

```
┌─ Weather Presets ─────────────────────────────────────┐
│                                                        │
│  ┌──────────┐   ┌──────────┐   ┌──────────┐            │
│  │ 3 Cloud  │   │  Clouds  │   │  Clouds  │            │
│  │ Layers   │   │  FL050   │   │  FL100   │            │
│  └──────────┘   └──────────┘   └──────────┘            │
│                                                        │
│  ┌──────────┐   ┌──────────┐                           │
│  │  Clouds  │   │   High   │                           │
│  │  FL200   │   │  Clouds  │                           │
│  └──────────┘   └──────────┘                           │
│                                                        │
└────────────────────────────────────────────────────────┘
```

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

In this section you have a quick and easy control of the current season.
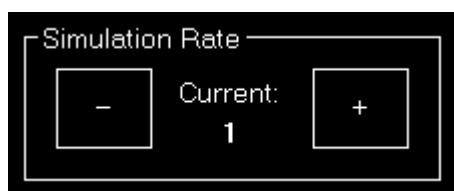
Just click on one of the pre-defined season buttons.

Set Custom Date and Time

Additionally you can define a completely custom date and time in this section.

Simulation Rate

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

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:
2025-09-13 09:37