

FS-FlightControl Manual

Instructor Operator Station

for Microsoft Flight Simulator, Prepar3D and X-Plane



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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 Prov	vided by Flight Simulator	
Current METAR:	EDDM 061404z 24005KT 210V270 9999 CLR 05/M07 Q1029	
Translated to Text:	Report Date and Time Thursday, February 6, 2020 at 14:04:00 UTC Surface Wind With 5 kt from 240° true. Wind is varying between 210° and	270° true.
Load in Custom Weather Name:		

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

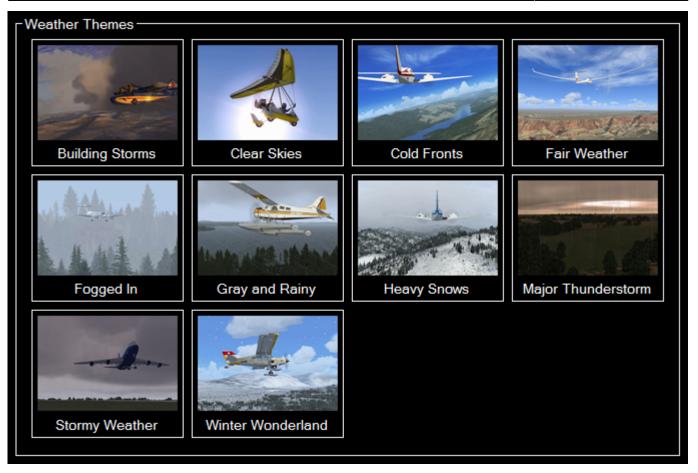
You can choose if the translated text it displayed as continuous text or structured table. Additionally you can decide if all or only official weather METAR data is displayed.

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.

Note: The option to load into custom weather is only available if you do not have the Simplified Weather Control option enabled in the Settings module.

Weather Themes



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

Note: This section does not appear if Active Sky is enabled as weather engine in the **Settings** module.

Real-Time Weather

Real-Time Weather
Send Real-Time Weather to Flight Simulator
Load Next Station Weather in Custom Weather
Enabled Continious Real-Time Weather
Continious Real-Time Weather
Automated Weather Update (whatever is first): Every Certain Time: 120 sec.
Every Certain Time: 120 sec. After Flown Distance: 10 NM
✓ No Weather Update Below Altitude Above Ground: 1,000 ft.
Next Automated Update:
Either in: 101 sec.
Or After: 10 NM

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.

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

Note: This section does only appear if Prepar3D, FSX or FSW is selected as simulator type and Active Sky is not enabled as weather engine in the **Settings** module.

Real-Time Weather for X-Plane

Real-Time Weather for X-Plane
Enabled Real-Time Weather
This option enables the automatic X-Plane weather data download and update.
Real-time weather is currently available.
Refresh Real-Time Weather Now

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

Additionally you will see the current availability status of the real-time weather and you have the option to use the button Refresh Real-Time Weather Now to reload the weather at any time.

Mote: This section does only appear if X-Plane is selected as simulator type.

Continous Real-Time Weather

Continious Real-Time Weather
Automated Weather Update (whatever is first): Every Certain Time: 120 sec. After Flown Distance: 10 NM No Weather Update Below Altitude Above Ground: 1,000 ft.
Next Automated Update:
Either in: 101 sec.
Or After: 10 NM

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.

Weather Mode for Active Sky Weather Engine

Current Weather Mode: Real-Time Live Weather Change Weather Mode Real-Time Live Weather Cocked to Simulator Time
 Real-Time Live Weather Locked to Simulator Time
O Locked to Simulator Time
Or Historic Weather
Date: 4/3/2020 Select
Time: 5:09 PM Select
Custom Static Mode
Set Weather Mode

In this area you can see the current Active Sky weather mode and change it, too.

Mote: This section only appears if Active Sky is enabled as weather engine in the **Settings** module.

Change Weather Mode

Change Weather Mode			
Real-Time Live Weather			
O Locked to Simulator Time			
O-Historic Weather			
Date: 4/3/2020			
Select			
Time: 5:09 PM			
Select			
Custom Static Mode			
Set Weather Mode			

Select the desired weather mode here and set it with the button Set Weather Mode.

Historic Dynamic Weather

Historic Weather		
Date:	4/3/2020	
	Select	
Time:	5:09 PM	
	Select	

If you have chosen the hisotoric dynamic weather mode you can set the historic date and time here.

Weather Effects for Active Sky Weather Engine

In this area you can create new and edit existent Active Sky weather effects.

11 Note: This section only appears if Active Sky is enabled as weather engine in the **Settings** module.

Weather Effect

r Weather Effect			
General	Effect Location		
Unique Identifier: Effect1	At Current Aircraft Location		
Effect Type: Thermal 👻	O_Relative to Aircraft Location		
Effect Intensity: 1,000 ft/min.	Bearing:		
Effect Altitude	⊖ Custom: 0 °		
 Current Aircraft Altitude 	Distance: 0 NM		
O Custom MSL:	Or Absolute Location		
Altitude Range: 1,000 ft			
Send New Effect to Active Sky			
Delete Effect Copy Effect	Location Range: 10,000 ft		

Here different options of the weather effect can be changed.

Use the button Send New Effect to Active Sky to active a new weather effect, the button Delete Effect to remove an existent one again and Copy Effect to create a duplicate of the current selected effect.

Note: An already sent weather effect cannot be changed anymore. Please just duplicate it and then remove the old one.

General

General ———				
Unique Identifier:	Effect1			
Effect Type:	Thermal 🚽 🗸			
Effect Intensity:	1,000	00 ft/min.		

First you can enter a name for the weather effect here and set the effect type as of

- Thermal
- Downdraft
- Updraft
- Turbulence
- Windshear

Then the effect intensity can be defined as vertical speed for thermal, downdraft and updraft effect types and as an intensity between 1 and 5 for the turbulence and windshear effect types.

Effect Altitude

Γ ^{Effect} Altitude ──	
Ourrent Aircra	ft Altitude
Custom MSL:	0 ft
Altitude Range:	1,000 ft

You can choose here if the current aircraft altitude should be used for the effect or you want to define an altitude (MSL) manually.

Additionally an altitude range can be set: So if you define, for example, an custom altitude of 10,000 ft and an altitude range of 1,000 ft the effect will be active between 9,500 and 10,500 ft.

Effect Location

Effect Location
 At Current Aircraft Location
O_Relative to Aircraft Location
Bearing: Aircraft Heading
◯ Custom:
Distance: 0 NM
O_Absolute Location
0 E - 0 '0 "
Location Range: 10,000 ft

Select here if the effect should be placed at the current aircraft location, relative to the aircraft location or at a custom absolute location.

Additionally a location range can be set defining the radius around the location where the effect should be active.

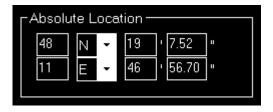
Relative to Aircraft Location

Relative to A	vircraft Location
Bearing:	 Aircraft Heading
	◯ Custom: 0 °
Distance:	1 NM

If the effect should be placed relative to the aircraft location, you first need to choose if it should be place in the direction of the current aircraft bearing or in a custom direction.

Then you need to define the distance the effect should be placed away from the aircraft.

Absolute Location



In case of an absolute position you can directly enter the latitude and longitude of the position where the weather effect should be located.

ILS Visibility

$\begin{bmatrix} \\ \\ \end{bmatrix}$	S Visibility			1	
	CATI	CATILTS	CAT II		
	CAT I CAT I CAT IIIa Custom Visibility Decision Height: 200 Runway Visibility: 550	CAT IIIb	CAT IIIc	Reference Airport — Flight Plan Departure	Custom
	-Custom Visibility			Flight Plan Arrival	
	Decision Height: 200 Runway Visibility: 550	Set Cus	stom Visibility	Airport: Munich (EDD Runway: 08R	M)

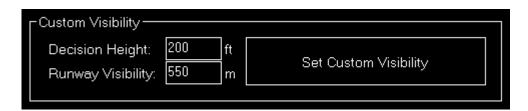
Use this section to set a pre-defined visibility condition for any of the ILS categories.

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 Illa	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)

Mote: You can customize these presets in the **Settings** module to your needs.

Custom Visibility



Additionally you can also set directly a custom visibility here as well.

Custom Weather

-Custom Weather High Altitude	Layer —	Direction:	159 0					
MSL in ft: 30.000 -	Calculate Wind	Speed: Gust:	24 k		No Turbulence	ISA Deviation: Temperature:		
 Low Altitude	Layer —							
MSL in ft: 9.000 -	Calculate Wind	Direction: Speed: Gust:	139 ° 17 k 0 k		No Turbulence	ISA Deviation: Temperature:		
 Surface Layer -								
MSL in ft:	Calculate Wind	Direction: Speed:	9k	⊲t	No Turbulence	Calculate		nd Change for Higher A Deviation Layers
1.516		Gust:	12 k	<t< td=""><td>Visibility: 100.000 m</td><td>Temperature:</td><td>59 °F</td><td>QNH: 1.014 hPa</td></t<>	Visibility: 100.000 m	Temperature:	59 °F	QNH: 1.014 hPa

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 Enable Simplified Weather is selected in the Settings module.

High Altitude Layer

┌─ High Altitude La	ayer —					
I MSL in the	alculate Wind	-1	24	kt kt	No Turbulence	°F Clear °F Change Clouds

This section creates a high altitude layer.

2025-08-20 16.48

If you have enabled this layer can first selected the altitude level where this layer will be applied to.

Next the wind for this layer can be defined either manually by entering the wind direction, speed and gust values or by using the *Calculate Wind dialog*.

There is also the option to set the intensity of turbulence in this layer as well as the visibility.

By default the temperature is automatically calculated based on the ISA atmosphere, but values can be adjusted here as needed either by specifying the deviation from the ISA atmosphere or a temperature directly.

Additionally you can see which clouds and precipitation is present in this layer. Both can be configured using the Change Clouds button.

Low Altitude Layer

Low Altitude Layer				
MSL in ft: Calculate 9.000	Direction: 139 ° Speed: 17 kt Gust: 0 kt	No Turbulence	ISA Deviation: 4 °F Temperature: -1 °F	Scattered, Cumulus, Rain, Icing Change Clouds

The options of the low altitude layer are exactly the same as for the high altitude layer.

Note: Wind and temperature values between the layers are automatically interpolated to ensure a smooth transition between them.

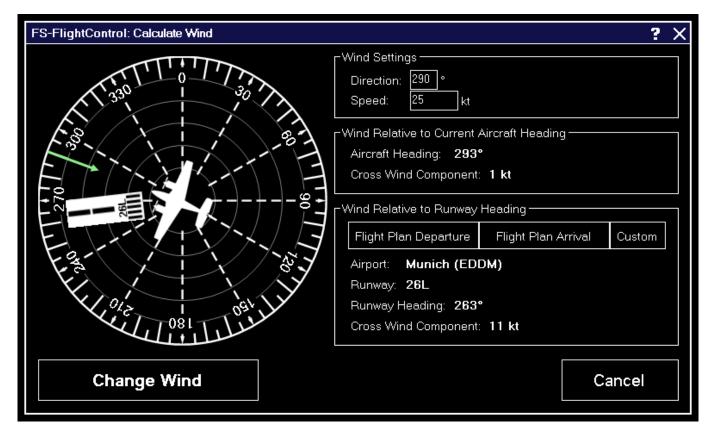
Surface Layer

□ Surface Layer -									
MSL in ft:		Direction:	130 °		No Turbulence	-	Calculate	Wind Change	for Higher
MSL in ft:	Calculate Wind	Speed:	9	kt				ISA Deviation	Layers
1.516	, , , , , , , , , , , , , , , , , , ,	Gust:	12	kt	Visibility: 100.000	m	Temperature:	59 °F QNH: 1.014	hPa

The options for the surface layer are also very similar to the layers above.

You can define a local QNH here and also calculate the winds for the higher layers: This will apply a standard model of geostrophic winds turning with increasing altitude to the right in the Northern and left in the Southern Hemisphere.

Calculate Wind



This dialog allows you to visually change the wind direction and speed.

Just click in the compass rose from where the wind should come from. The length of the arrow defines the wind speed.

You can also see the current aircraft heading as well as the runway if an airport and runway is selected.

Wind Settings

∠ Wind Setting	js ———	
Direction:	290 °	
Speed:	25	kt

Alternatively you can also set the wind direction and speed manually here.

Wind Relative to Current Aircraft Heading

Wind Relative to Current Aircraft Heading
Aircraft Heading: 293°
Cross Wind Component: 1 kt

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This section shows your current aircraft heading and calculates the cross wind component relative to that.

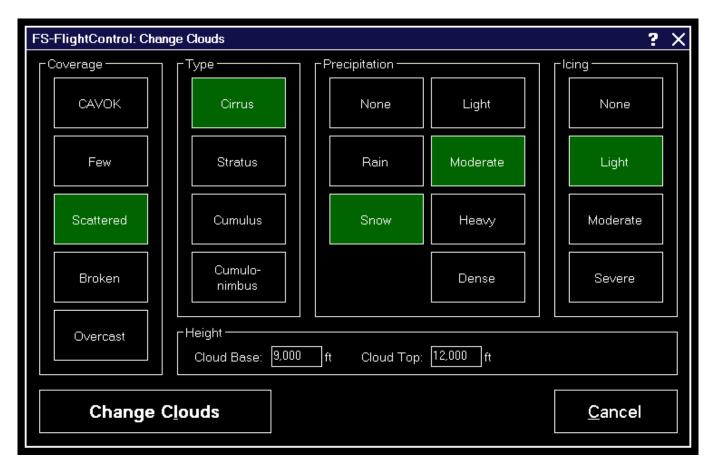
Wind Relative to Runway Heading



First you can select here the airport and runway either by taking over your flight plan departure or arrival airport or defining any custom one.

Then it will calculate the cross wind component accordingly.

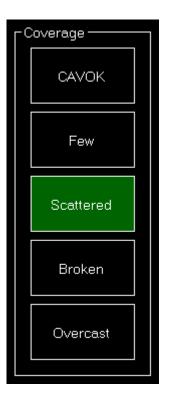
Change Clouds



This dialog makes it simpler to change the cloud layer as well as set a certain precipitation.

Mote: The available options will vary based on the simulator and weather engine type.

Coverage



First you can select the coverage of the cloud layer.

Туре

Г	уре ———	
	Cirrus	
	Stratus	
	Cumulus	
	Cumulo- nimbus	

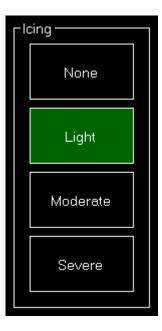
Next the cloud type can be selected.

Precipitation

۲F	recipitation ——	
	None	Light
	Rain	Moderate
	Snow	Heavy
		Dense

Now the precipitation type as well as its intensity can be defined.

lcing



Finally you have the option to select the amount of icing in this cloud layer

Custom Weather for Prepar3D, FSX and FSW

Custom Weather for Prepar3D, FSX ar	oad from METAR String	Save as Preset	Send Custom W	/eather
Surface Wind + Wind Layer Calculate Direction and Speed Direction: 260 ° Entirely Variable Direction Variation from 250 ° to Speed: 10 kt Gust Speed: 15 kt Surface Wind Depth/Height: Depth/Height: 3,000 ft Max: Altitude: 0 ft Turbulence: None Wind Shear: Gradual (none) Delete Layer	39,300 - 40,940 ft Cloud Layer Base Altitude: Cloud Coverage: Cloud Type: Top of Cloud: Turbulence: Type of Precipitation: Precipitation Strength: Precipitat. Base Height: Icing Rate: Delete Le Atmospheric Pressure Pressure: 1,013 hPa	* + 39,300 ft Broken Clouds * Cirrus * Flat * None * Moderate * 0 ft None * ayer *	0-1,013 ft Visibility Layer Base Altitude: 0 Max. Altitude: 1,000 Visibility: 50,000 Direction: All Delete Layer 0 ft Temperature Layer Max. Altitude: 0 Temperature: 32 Dew Point: 10 Delete Layer	ft + 1 ft - 1 ft

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 Prepar3D, FSX or FSW is selected as simulator type.

Load and Send Weather

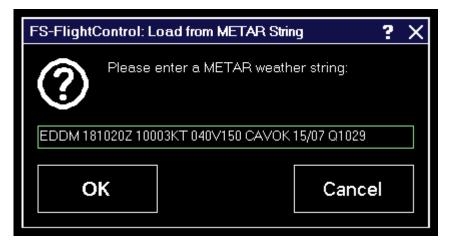


You can load into the custom weather from the current weather or from a METAR string here.

Also saving the custom weather as a new *weather presets* is possible using the Save as Preset button.

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

Load METAR String



If you have a METAR string as starting point for your custom weather enter it here. This will decode the weather situation defined in the METAR string into the custom weather sections.

Wind Layers

Surface Wind 🔹 +						
Wind Layer						
Calculate Direction and Speed						
Direction: 260 °						
Entirely Variable Direction						
Variation from 250 ° to 270 °						
Speed: 10 kt						
Gust Speed: 15 kt						
Surface Wind						
Depth/Height: 3,000 ft						
Max. Altitude: 0 ft						
Turbulence: None 🗸						
Wind Shear: Gradual (none) 🝷						
Delete Layer						

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

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

There is also a **Calculate Wind dialog** that allows you to set the wind direction and speed visually.

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 turbulences in this wind layer as

- None
- Light
- Moderate
- Heavy
- Severe

and wind shears as:

- Gradual (none)
- Moderate
- Steep
- Instantaneous

Cloud Layers

39,300 - 40,940 ft 🔹 🔸					
Cloud Layer					
Base Altitude:	39,300 ft				
Cloud Coverage:	Broken Clouds	-			
Cloud Type:	Cirrus	-			
Top of Cloud:	Top of Cloud: Flat				
Turbulence:	None	-			
Type of Precipitation:	Rain	-			
Precipitation Strength:	Moderate	-			
Precipitat. Base Height:	0 ft				
lcing Rate:	None	-			
Delete La	Delete Layer				

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

turbulences 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

0 - 1,013 ft		-	+	
 ┌─Visibility Layer -				
Base Altitude:	0	ft		
Max. Altitude:	1,000	ft		
Visibility:	50,000]m		
Direction:	All		-	
Delete Layer				

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

0 ft		- +				
Max. Altitude:	0	ft				
Temperature:	32]°F				
Dew Point:	10]°F				
Delete Layer						

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

Atmospheric Pressure					
Pressure:	1,013	hPa			

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

Custom Weather for X-Plane

Custom Weather for X-Plane	Load from METAR String Save	e as Preset Send Custom Weather
Atmospheric Conditions Visibility: 35,000 m Precipitation: 0 % Storminess: 0 % Temperature: 59 °F Dew Point: 45 °F Pressure: 1,013 hPa Thermals Altitude: 32,800 ft Coverage: 10 % Climb Rate: 300 ft	2.000 ft + Wind Layer - Calculate Direction and Speed - Direction: 120 ° Speed: 10 kt Altitude: 2.000 ft Turbulence: 0 (0-10) Gust Direct. Change: 20 ° Gust Speed Increase: 5 kt Delete Layer	4,500 - 6,500 ft + Cloud Layer Cirrus Cloud Type: Cirrus Base Altitude: 4,500 ft Top Altitude: 6,500 ft Top Altitude: 6,500 ft Delete Layer Runway Conditions Runway Wetness: Dry Dry Patchy Bodies of Water Wave Height: 5 ft Wave Direction: 140 °

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

You can also *load and send weather* from here.

11 Note: This version of the custom weather section appears if X-Plane is selected as simulator type.

Atmospheric Conditions

CAtmospheric Conditions						
Visibility:	35,000		m			
Precipitation:	0	%				
Storminess:	0	%				
Temperature:	59	°F				
Dew Point:	45	°F				
Pressure:	1,013	;	hPa			

Here you can first define the visibility followed by the precipitation and storminess as percentage.

Additionally the temperature, dew point and atmospheric pressure can be set.

Thermals

-Thermals			
Altitude:	32,80	0	ft AGL
Coverage:	10	%	
Climb Rate:	300	ft/m	nin.

You can define thermal effects in this section.

First enter the altitude where the thermal effect should occur.

Then you can set its coverage as percentage as well as the climb rate.

Wind Layers

2,000 ft	- +
Wind Layer	
Calculate Direction a	and Speed
Direction:	120 °
Speed:	10 kt
Altitude:	2,000 ft
Turbulence:	0 (0-10)
Gust Direct. Change:	20 °
Gust Speed Increase:	5 kt
Delete Laya	er

You can define all wind layers in this section.

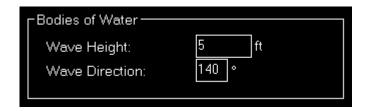
First enter the direction, altitude and speed of the wind layer.

There is also a **Calculate Wind dialog** that allows you to set the wind direction and speed visually.

Next you can define the turbulence intensity between and 10.

Finally the gust direction change and speed increase can be set.

Bodies of Water



In this section the water wave height and direction can be defined.

Cloud Layers

4,500 - 6,500 ft				•	+	
Cloud Layer						
Cloud Type:		Cirrus			٠	
Base Altitude:		4,500	ft			
Top Altitude:		6,500	ft			
	Dele	te Layer				

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

First choose the cloud type as of

- Cirrus
- Few Cumulus
- Scattered Cumulus
- Broken Cumulus
- Overcast Cumulus
- Stratus

Then you can enter a base and top altitude (MSL) for the cloud layer.

Runway Conditions

Runway Conditions –	
Runway Wetness:	Dry 🗸
	Patchy

Here you can choose the runway conditions as of

- Dry
- Damp
- Wet

If you have chosen Damp or Wet you can additionally decide if the runway surface should be patchy or not.

Custom Weather for Active Sky Weather Engine

Custom Weather for Active Sky Weather	er Engine	Save as l	Preset	Send	Custom Weat	her
Surface Wind Calculate Direction and Speed Direction: 120 ° Variance: 0 ° Wind Speed: 10 kt Gust Speed: 12 kt Temperature: 25 °F Dew Point: 1 °F Turbulence: None Surface Visibility Base Altitude: 0 ft Max. Altitude: 10,000 ft Visibility: 50,000 m		Speed Kt	8,300 ft Cloud Layer — Base Altitude: Top Altitude: Cloud Coverage Cloud Type: Turbulence: Type of Precipit Precipitation Str Icing Rate:	tation:	39,300 ft 40,900 ft 6/8 Coverage Cirrus None None Very Light None	+

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

You can also load and send weather from here.

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

Surface Wind

Surface Wind			
Calculate Direction and Speed			
Direction:	120 °		
Variance:	0 °		
Wind Speed:	10]kt	
Gust Speed:	12]kt	
Temperature:	25]°F	
Dew Point:	1]°F	
Turbulence:	None	-	

You can define the surface wind in this section.

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

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

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

Finally you can define turbulences in the surface wind as:

- None
- Light
- Moderate
- Heavy
- Severe

Surface Visibility

CSurface Visibility		
Base Altitude:	0	ft
Max. Altitude:	10,000	ft
Visibility:	50,000	m

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

3,000 ft 🗸 🗸				
Wind Aloft Layer				
Calculate Direction and Speed			d	
Direction:	270 °			
Speed:	5	kt		
Temperature:	15	°F		
Turbulence:	Light		-	

You can define all wind aloft layers in this section.

First enter the direction and speed of the wind layer.

There is also a **Calculate Wind dialog** that allows you to set the wind direction and speed visually.

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

- None
- Light
- Moderate

- Heavy
- Severe

11 Note: The altitudes of the individual wind layers cannot be changed for Active Sky.

Cloud Layers

39,300 ft		+
Cloud Layer		
Base Altitude:	39,300 ft	
Top Altitude:	40,900 ft	
Cloud Coverage:	6/8 Coverage	-
Cloud Type:	Cirrus	-
Turbulence:	None	-
Type of Precipitation:	None	-
Precipitation Strength:	Very Light	-
Icing Rate:	None	-
Delete Layer		

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

turbulences 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

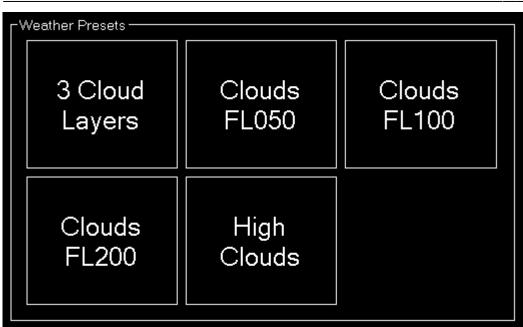
- None
- Trace
- Light
- Moderate
- Severe

Atmospheric Pressure



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

Weather Presets



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

Pop-Up Menu

Rename
Delete
Edit

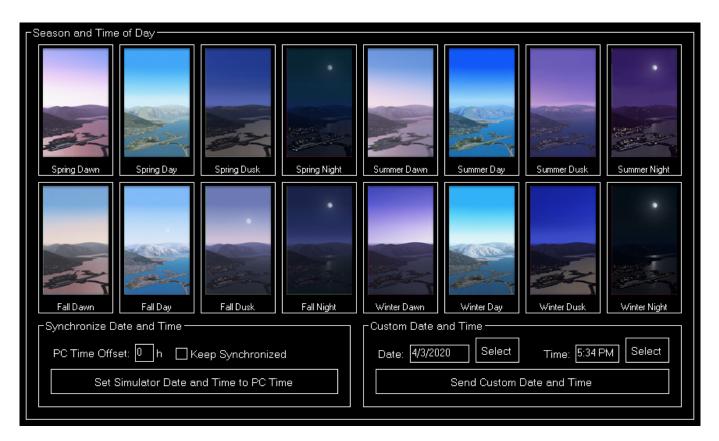
If you right click (long "touch") on a weather preset this pop-up menu will be shown enabling you to rename, delete or edit an existent weather preset again.

Rename Weather Preset

FS-FlightCo	Control: Rename Weather Preset 🛛 📍 🕻		
?	Please enter a new name for the weather	· pres	et:
3 Cloud Lay	/ers		
Ok	(Canc	el	

Here you can set a new name for an existent weather preset.

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.

Custom Date and Time



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

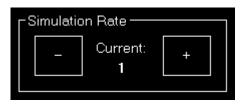
Synchronize Date and Time

Synchronize Date and Time
PC Time Offset: 🕛 h 🛛 Keep Synchronized
Set Simulator Date and Time to PC Time

There is also the option to synchronize the simulator date and time with the one of the computer, optionally with a certain time offset.

You can either do a one-time synchronization manually or keep it synchronized automatically.

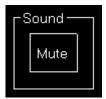
Simulation Rate



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

Only for X-Plane additionally the actual simulation rate is shown next to the currently requested one. For Prepar3D, FSX and FSW these two are always identical.

Sound



It is possible to mute and un-mute the simulator sound from here.

General Info



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

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