

FS-FlightControl Manual

Instructor Operator Station

for Microsoft Flight Simulator, Prepar3D and X-Plane



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Sound
General Info

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:	LocationWeather station Munich, Munich, Germany (EDDM)Report Date and TimeThursday, February 6, 2020 at 14:04:00 UTCSurface WindWith 5 kt from 240° true. Wind is varying between 210° and 270° true.Visibility100,000.0 m in all directionsCloudsNo clouds below 12,000 ftTemperature5°C with a dew point of -7°CQNH1,029 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*.

Note: The option to Load in 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.
After Flown Distance: 10 NM
✓ No Weather Update Below Altitude Above Ground: 1,000 ft.
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.

Note: Real-time weather in Prepar3D, FSX or FSW is limited to existent ground weather stations with upper level winds being interpolated.

Continuous 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.

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.

Weather Mode for Active Sky Weather Engine

CWeather Mode			
Current Weather Mode: Real-Time Live Weather			
Change Weather Mode			
 Real-Time Live Weather Locked to Simulator Time 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		
O 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.

Use the corresponding Select button to open the **Select Date** or **Select Time** dialog.

Weather Effects for Active Sky Weather Engine

Weather Effects for Active Sky Weather En	gine
Existent Weather Effects: Effect1	· · · ·
Weather Effect General Unique Identifier: Effect1 Effect Type: Thermal • Effect Intensity: 1,000 ft/min.	Effect Location O At Current Aircraft Location O Relative to Aircraft Location Bearing: O Aircraft Heading
Effect Altitude Current Aircraft Altitude Custom MSL: 0 ft Altitude Range: 1,000 ft	Custom: 0 ° Distance: 0 NM Absolute Location 0 N V 0 " 0 E V 0 "
Send New Effect to Active Sky Delete Effect Copy Effect	Location Range: 10,000 ft

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

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

Weather Effect

-Weather Effect	Effect Location
Unique Identifier: Effect1 Effect Type: Thermal - Effect Intensity: 1,000 ft/min.	 At Current Aircraft Location Relative to Aircraft Location Bearing: Aircraft Heading
Effect Altitude Current Aircraft Altitude Custom MSL: 0 ft Altitude Range: 1,000 ft	O Custom: 0 ° Distance: 0 NM O Absolute Location 0 N V 0 " 0 E V 0 "
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 ft/min.		in.	

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



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

FEffect Location	
At Current #	Aircraft Location
O_Relative to	Aircraft Location
Bearing:	● Aircraft Heading ○ Custom: 0 °
Distance	: 0 NM
Or Absolute L	ocation ———
	 ○ ○
Location Rang	ge: 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:
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 Illa	CAT IIIb	CAT IIIc	Reference Airport — Flight Plan Departure	Custom
	-Custom Visibility			Flight Plan Arrival	
	Decision Height: 200 Runway Visibility: 550)ftSet 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
CATI	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

Custom Visibility —		
Decision Height:	200 ft	Ret Oustern Maile Utra
Runway Visibility:	550 m	

Additionally you can also set directly a custom visibility using a specified decision height and runway visibility as well.

Reference Airport

۲R	eference Airport ———		٦
	Flight Plan Departure	Custom	
	Flight Plan Arrival	Custom	
	Airport: Munich (EDD Runway: 08R	M)	

The ILS visibility needs to be defined in relation to a reference airport and runway which you can specify here.

By default it uses the airport of the last approach in the **Position** module, but you can also take over your flight plan departure or arrival airport or defining any custom one.

Note: If no airport is specified here it will use the ground elevation below the current aircraft position for calculations which might lead to wrong visibility results.

Custom Weather

Image: Construction of the sector of the	Custom Weather High Altitude MSL in ft: 30.000 -	e Layer Calculate Wind	Direction: 159 ° Speed: 24 kt Gust: 0 kt	No Turbulence ISA Deviation: 8 °F Clear Visibility: 100.000 m Temperature: -72 °F Change Clouds	:
MSL in ft: Calculate Wind Direction: 139 ° No Turbulence Scattered, Cumulus, Rain, Icing 9.000 Gust: 0 kt Visibility: 100.000 m Temperature: -1 °F Change Clouds	∟ ∟ Low Altitude	Layer —			
	MSL in ft: 9.000 -	Calculate Wind	Direction: 139 ° Speed: 17 kt Gust: 0 kt	No Turbulence Scattered, Cumul ISA Deviation: 4 °F Rain, Icing Visibility: 100.000 m Temperature: -1 °F Change Clouds	us,
r Surface Layer	-Surface Layer				
MSL in ft: Calculate Speed: 9 kt Calculate Wind Change for Higher Layers	MSL in ft:	Calculate Wind	Direction: 130 ° Speed: 9 kt	No Turbulence Calculate Wind Change for H	Higher ers
1.516 Gust: 12 Kt Visibility: 100.000 m Temperature: 59 YF QNH: 1.014 hPa	1.516		Gust: 12 kt	Visibility: [100.000]m Temperature: 59 YF 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.

Activate



In case you have a different weather control option (like ILS visibility or real-time weather) enabled you will have to activate the customer weather control first before you can start using it.

High Altitude Layer

- ⊢ High Altitude Layer -					
MSL in ft: 30.000 -	Direction: Speed: Gust:	159 ° 24 kt 0 kt	No Turbulence	ISA Deviation: 8 °F Temperature: -72 °F	Clear Change Clouds

This section creates a high altitude layer.

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	Direction: Speed:	139 ° 17	kt	No Turbulence 📑	ISA Deviation: 4 °F	Scattered, Cumulus, Rain, Icing
9.000 -	wind	Gust:	0	kt	Visibility: 100.000 m	Temperature: -1°F	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 -									
		Direction:	130 °		No Turbulence	٠	Calculate	Wind Change	for Higher
MSL in ft:	Calculate Wind	Speed:	9	kt				ISA Deviation	Layers
1.516		Gust:	12	kt	Visibility: 100.000 n	n	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.

Also applying the same ISA temperature deviation (based on the surface elevation) to the higher layers is possible.

Calculate Wind

FS-FlightControl: Calculate Wind	? ×
	Wind Settings Direction: 290 ° Speed: 25 kt Wind Relative to Current Aircraft Heading Aircraft Heading: 293° Cross Wind Component: 1 kt Wind Relative to Runway Heading Flight Plan Departure Flight Plan Arrival Custom Airport: Munich (EDDM) Runway: 26L Runway Heading: 263° Cross Wind Component: 11 kt
Change Wind	Cancel

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



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

Wind Relative to Current Aircraft Heading



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

ГТ	уре ———	
	Cirrus	
	Stratus	
	Cumulus	
	Cumulo- nimbus	

Next the cloud type can be selected.

Precipitation

-Precipitation				
None	Light			
Rain	Moderate			
Snow	Heavy			
	Dense			

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

lcing



You also have the option to select the amount of icing in this cloud layer

Height

Height		
Cloud Base: 9,000 ft	Cloud Top: 12,000 ft	

Finally you can define the height of the cloud above the ground (independent of the current layer altitude) and set the upper limit of the cloud.

Mote: The upper cloud limit can only be set when Active Sky weather engine is used.

Custom Weather for Prepar3D, FSX and FSW

Custom Weather for Prepar3D, FSX and	H FSW	Save as Preset	Send Custom Weather
Surface Wind + Wind Layer Calculate Direction and Speed Direction: 260 ° Entirely Variable Direction Variation from 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 La Atmospheric Pressure Pressure: 1,013 hPa	+ 39,300 ft Broken Clouds Cirrus Flat None Rain Moderate 0 ft None	0 - 1,013 ft + Visibility Layer Base Altitude: 0 ft Max. Altitude: 1,000 ft Visibility: 50,000 m Direction: All + Delete Layer 0 ft + Temperature Layer Max. Altitude: 0 ft Temperature: 32 °F Dew Point: 10 °F Delete Layer

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

Load from Current Weather	Load from METAR String	Save as Preset	Send Custom 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:	Flat	-	
Turbulence:	None		
Type of Precipitation:	Rain	-	
Precipitation Strength:	Moderate	-	
Precipitat. Base Height:	0 ft		
Icing Rate: None			
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		- +	
Temperature La	yer ——		٦
Max. Altitude:	0	ft	
Temperature:	32]°F	
Dew Point:	10]°F	
Delet	e 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

C ^{Atmospheric}	Pressure	9
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 Base Altitude: 4,500 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 °

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

Atmospheric Conditions				
Visibility:	35,00	10	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

Г	Thermals ——			
	Altitude:	32,80	10 ft AG	
	Coverage:	10	%	
	Climb Rate:	300	ft/min.	

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 Layer			

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 Pre	eset	Send Cu	ustom 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	3,000 ft Wind Aloft Layer Calculate Direction and Direction: 270 ° Speed: 5 Temperature: 15 Turbulence: Light Atmospheric Pressure Pressure: 1,013 hPa	▼ 39,30 Speed Clo Speed Ti kt Cl *F Ti Pi IC	0 ft ud Layer	3: 4 C N tation: N rength: V Delete Laye	9,300 ft 0,900 ft /8 Coverage irrus lone lone ery Light fone	+

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

Calculate Dire	Calculate Direction and Speed					
Direction:	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

-Surface 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 Dire	Calculate Direction and Speed					
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 Co∨e	rage	-			
Cloud Type:	Cirrus		-			
Turbulence:	None		-			
Type of Precipitation:	None		-			
Precipitation Strength:	Very Ligł	ht	-			
Icing Rate:	None		-			
Delete La	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-FlightControl: Rename Weather Preset					
?	Please enter a new name for the weather	pres	et:		
3 Cloud La	yers				
0	K 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.

Synchronize Date and Time

٢s	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.

Custom Date and Time

۲'	Custom Date and Time								
	Date:	4/3/2020	Select	Time:	5:34 PM	Select			
	Send Custom Date and Time								

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

Use the corresponding Select button to open the **Select Date** or **Select Time** dialog.

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

┌ General Info ——	
Frames Rate:	62.19 frames/sec.
Simulator Time:	3/28/2018 5:04:20 PM +02:00

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/

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