

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

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FAILURES

Fail any aircraft component with just one click manually or define detailed failure conditions like fail if aircraft is above a specific altitude or airspeed.

Note: By default the flight simulator standard failures are shown here, but FS-FlightControl does have support for extended aircraft failures of several third party products. You can choose the failure source in the **Settings** module.

Core System Failure

Core System Failure				
Engine 1 Failed	Engine 1 on Fire	Engine 2 Failed	Engine 2 on Fire	Engine 3 Failed
Engine 3 on Fire	Engine 4 Failed	Engine 4 on Fire	Electrical System	Hydraulic System
Vacuum System	Pitot Blockage	Static Port Blockage	All Brakes	Left Brake
Right Brake				

In this area you can fail all core aircraft systems like engines, electrical system or brakes.

Fuel Leak Failure

All Tanks	Left Main	Left Aux	Left Wing Tip	Center 1
Center 2	Center 3	Right Main	Right Aux	Right Wing Tip
External 1	External 2			

Produce fuel leaks in all or individual tanks with this section.

Gear & Flaps Failure

Gear & Flaps Failure	Gears Down	Flaps Position 0
Flaps Position 1	Flaps Position 2	Flaps Position 3

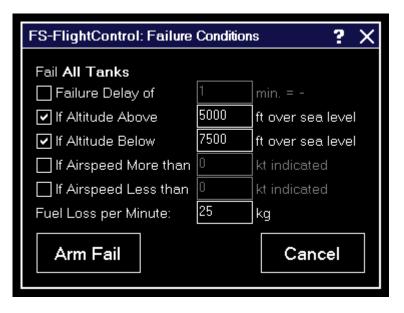
Here you can stuck the aircraft gear and flaps in a certain position.

Panel Failure

Panel Failure				
Airspeed	Altimeter	Attitude		
Vertical Speed	Heading/ Direction	Magnetic Compass		

Fail one or more panels here to force the pilot to get along with the situation also without that specific panel systems.

Failure Conditions



After clicking on a failure button in one of the sections above, these failure condition options will be displayed. Enable the check box before a condition to enable it.

First you can define if the failure should be in effect immediately or delayed for a certain amount of minutes.

Then you can choose a minimum and maximum altitude (MSL). If you enable one or both of these conditions the failure will be only in effect within this altitude range.

Additionally you can make sure that the failure will only occur within a certain (indicated) airspeed range.

In case the failure is a fuel leak you will see another option where you need to enter the amount of fuel that is lost per minute.

To enable a failure click on the Enable button. If you click on an already active failure you can disable it here again with the Disable button, too.

Random Failures

Beside triggering specific failures directly there is also an option to let FS-FlightControl generate random failures.



Therefore click on the button Random Failures first.

FS-FlightControl: Random Failures 🛛 📍 🇙				
Failures Included in Rand Core System: All Brakes Core System: Electrical Sy Core System: Engine 1 Fai Core System: Engine 1 on Core System: Engine 2 Fai Core System: Engine 2 on	/stem iled Fire iled	ires:	< 11 >	
🗌 lf Altitude Above	0]ft		
☐ If Altitude Below	0	ft		
🗌 If Airspeed More than	0]kt		
🗌 If Airspeed Less than	0]kt		
For Fuel Leak Failures Loss per Minute				
Between 27 kg	and 27	'2 kg		
Average Failure Count per Hour: 0.5 Minimum Time Between Failures: 10.0 min.				
Enable		Can	cel	

Then first select all failures that should be included in the random failures.

After that you can define the conditions when random failures may occur. The condition settings are the same as for the normal failure conditions above.

For fuel leaks you can additionally define a range of fuel loss per minute. The exact value then will again be chosen randomly within the defined range.

Finally you have to define the average number of failures that should occur per hour and the minimum time between two occurred random failure.

Note: Keep in mind that failures number per hour is just an average value - everything is still random. You can also use decimal number (smaller than one) to get even less failures.

Clear All



Use the button Clear All to reset all failures again.

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

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