FS-FlightControl

Manual

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

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Table of Contents

POSITION

Move your aircraft on an approach, to a runway takeoff point, on a helipad, a gate or parking position or any other custom geographical location you choose.

Airport Selection

There are two options to select an airport.

Directly by ICAO Code

Just enter the ICAO code of the airport in the corresponding field and the airport will load immediately.

Alternatively you can also use the button Random to choose a random airport.

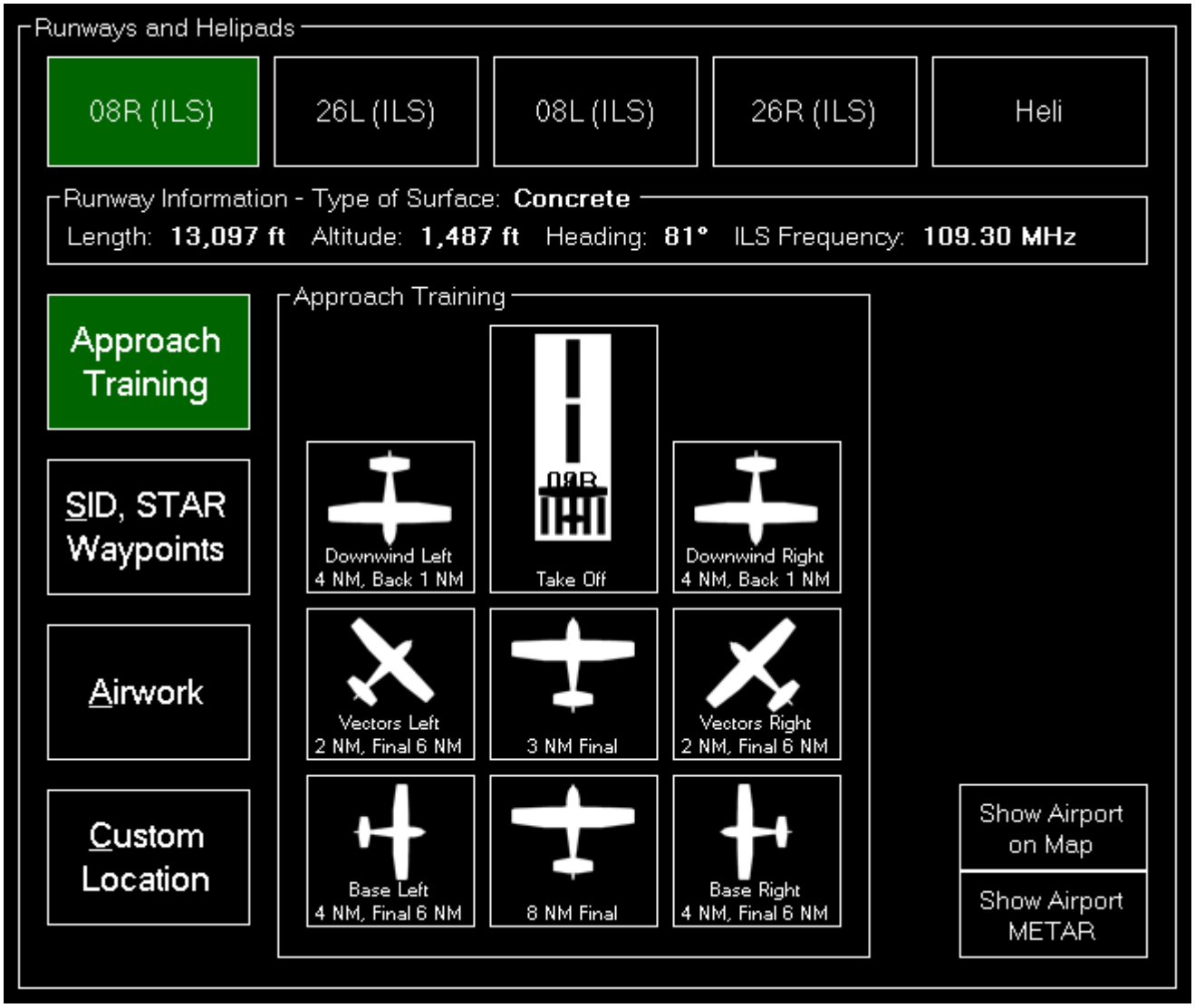
Search for Airport

Click on this button to open the ***Select Airport*** dialog.

Airport Information

Here you can see the name, country as well as city of the currently selected airport.

Runways or Helipads



Now you can choose on which runway or helipad you want your aircraft to be place.

Note: This selection can also be directly accessed by the keyboard shortcut N.

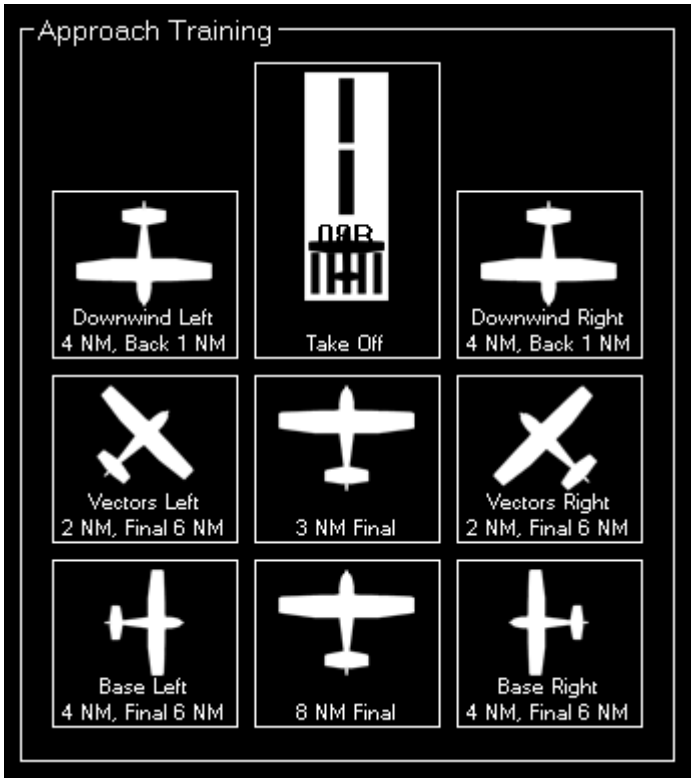
Runway/Helipad Information

After selecting a runway some additional information about this runway is displayed.

For helipads this information is not displayed before you choose a specific helipad in the next step.

Approach Training

Note: This option is only available if you chose a runway.



To start an approach training just click on one of the button to place your aircraft it the corresponding position.

If the runway is ILS enabled the correct altitude above ground will be calculated using the runway-specific glideslope degree. Otherwise the default of 3° will be used.

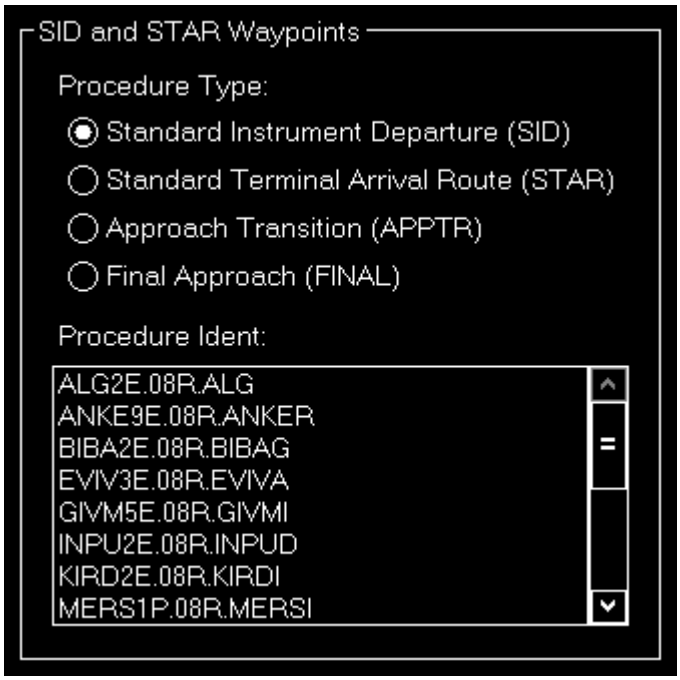
All parameters like distance to landing point for the two final positions, distance for the base positions or altitude above ground for the downwind positions can be configured in the ***Settings*** module. There is also an additional option to enable a confirmation dialog in in the ***Settings*** module that allows to adjust these parameters dynamically.

Helipads

Note: This option is only available if you chose `Heli`.

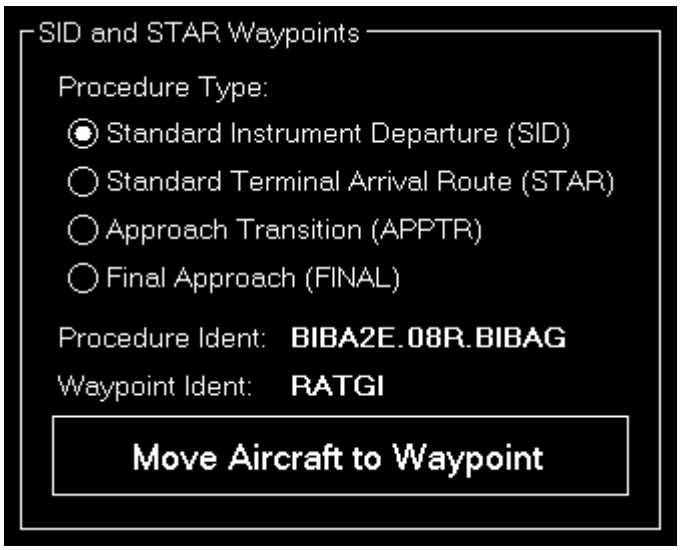
Click on one of the helipad buttons to place the aircraft on a helipad.

SID and STAR Waypoints



You can place your aircraft directly on a waypoint of a Standard Instrument Departure (SID) or Standard Terminal Arrival Route (STAR).

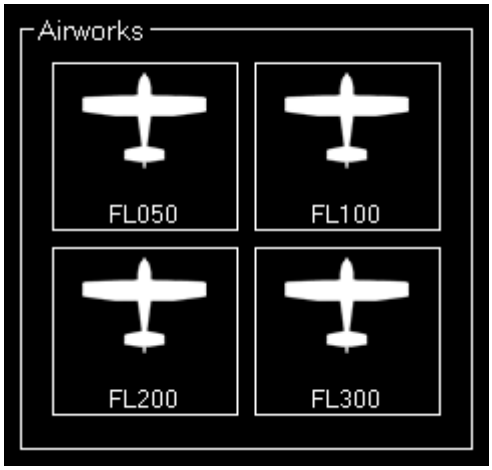
First select which the desired procedure type - SID oder STAR - and then the procedure ident. Finally you can select one waypoint of the procedure you have chosen.



Now click on the button `Move Aircraft to Waypoint` to change the aircraft position accordingly.

Note: The aircraft will be automatically set in a way that the heading matches the direction to the next waypoint in the procedure.

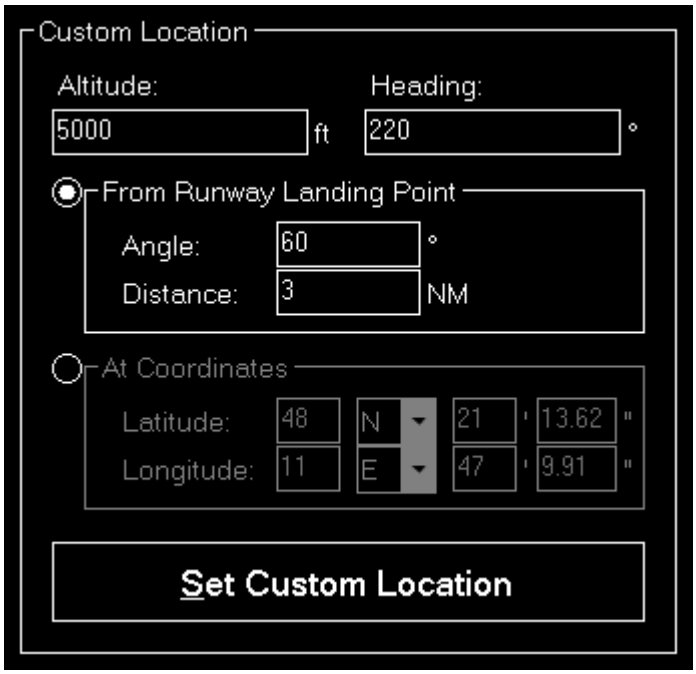
Airworks



Choose one of four pre-defined flight levels to start your airworks.

Of course, also these altitudes can be easily changed in the ***Settings*** module.

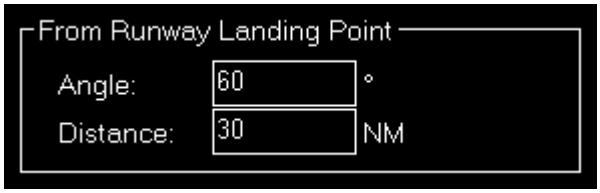
Custom Location



If you want your aircraft to be place at a completely custom location, this is the right section for you.

First enter the desired altitude (above MSL) and heading of the aircraft. Then you can choose from two options to define the position.

From Runway Landing Point



Using this option the aircraft will be move a definable distance away from the runway landing point in the entered direction.

At Coordinate

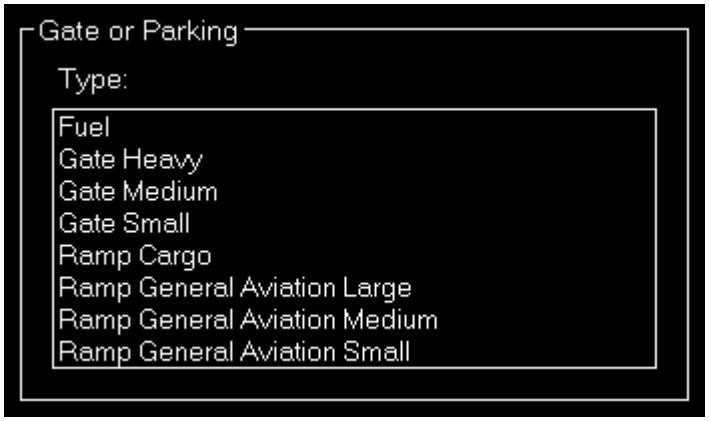
Or you can just enter the exact geographic coordinates manually where you want the aircraft to be place.

The fields are pre-filled with the coordinates of the currently loaded airport.

Action Buttons

Use the button `Show Airport on Map` to switch to the ***Map*** module and center the map on the current airport and the button `Show Airport METAR` to show the current ***Real-Time Weather Information*** for this airport.

Gate or Parking

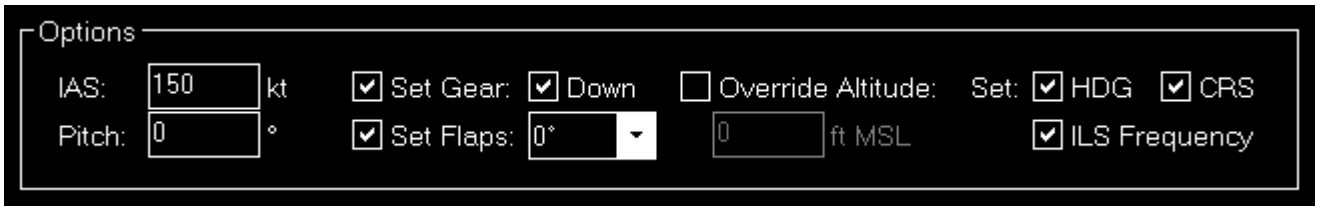


You can also place your aircraft on a gate or parking position.

Therefore first select the type and then a specific gate or parking.

And then click on the button `Move Aircraft to Gate or Parking` to finally place the aircraft.

Options



Here you can find several options like speed and gear/flaps status that are used when placing the aircraft.

All options are saved upon change and can even be defined on a per-aircraft level when aircraft profiles are enabled in the ***Settings*** module.

Note: When aircraft is placed on ground gear is always extended and ILS frequency can only be set obviously if the runway is ILS enabled.

Flight Situation Presets

Here you can save the current flight situation including aircraft position, altitude, speed, heading as well as pitch and bank angle.

If there are more than 6 presets, you can page through them using the buttons `Back` and `Next`.

After clicking on the button Add to create a new situation preset or click on an existent one to send it to the flight simulator.

To reset the simulator you can use the button `Reset Current Flight Situation`.

Note: For X-Plane this is only available starting from X-Plane version 11.10.

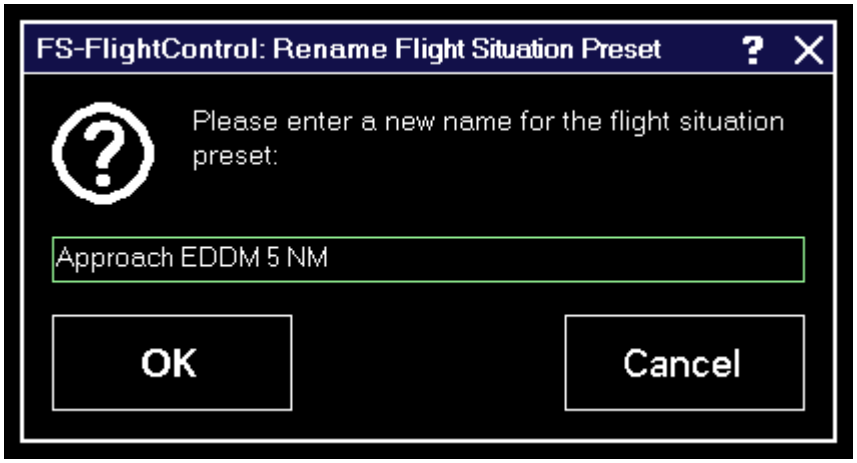
Create New Flight Situation Preset

When creating a new flight situation preset, you need to enter a name for it in this dialog.

Pop-Up Menu

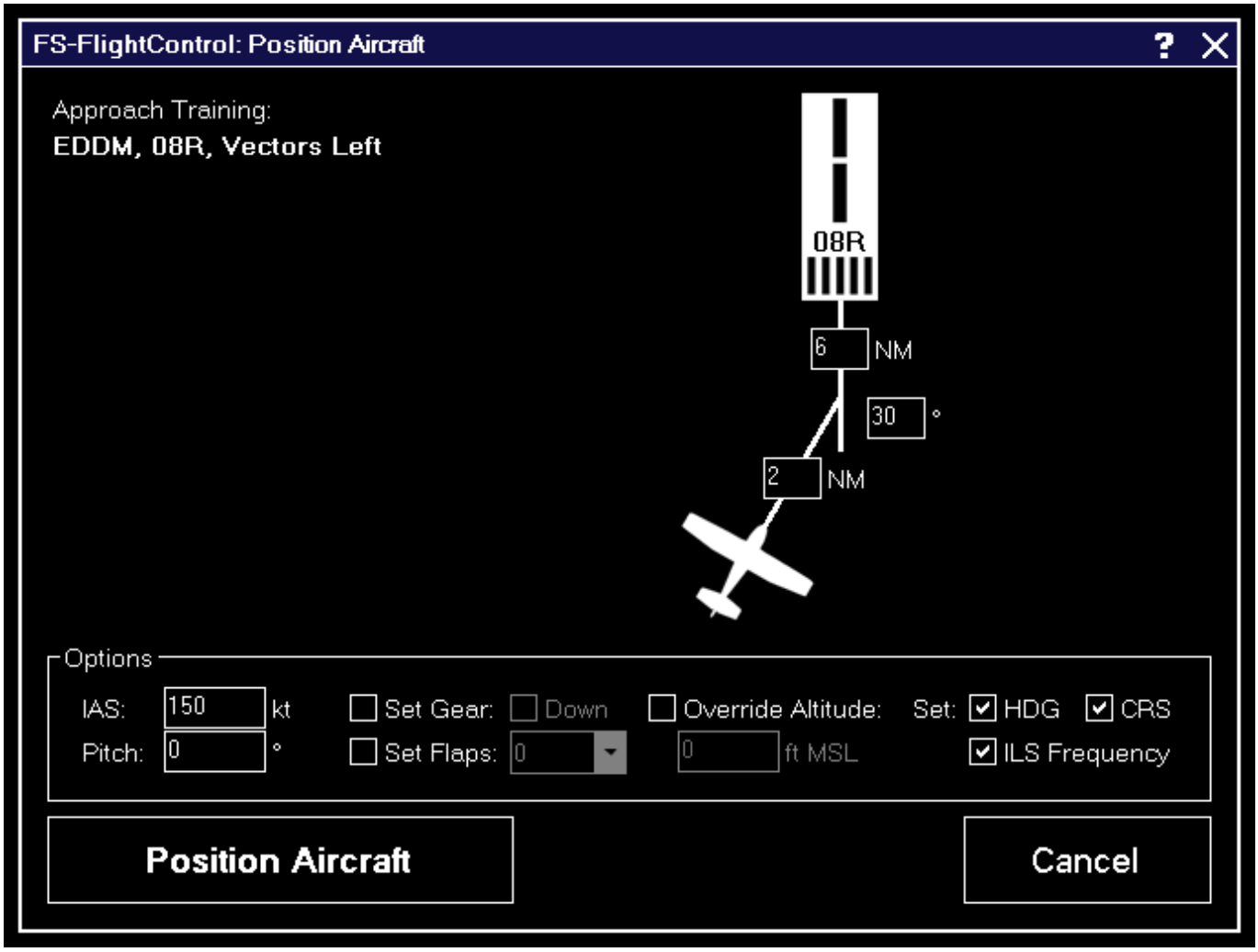
If you right click (long “touch”) on a flight situation preset this pop-up menu will be shown enabling you to rename or delete an existent flight situation preset again.

Rename Flight Situation Preset



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

Position Aircraft



If you have enabled the corresponding option in the ***Settings*** this confirmation dialog will be shown before the aircraft position is actually changed.

This allows you to change certain re-position parameters on-the-fly for each positioning.

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

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