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**FLIGHT**  
C O N T R O L  
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# FS-FlightControl

## Manual

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



**FS-FlightControl · AB-Tools GmbH**

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# Table of Contents

<b>POSITION</b> .....	1
<b>Airport Selection</b> .....	1
Directly by ICAO Code .....	1
Search for Airport .....	1
Airport Information .....	1
<b>Runways or Helipads</b> .....	1
Runway/Helipad Information .....	2
Approach Training .....	2
Helipads .....	3
SID and STAR Waypoints .....	3
Airworks .....	4
Custom Location .....	5
From Runway Landing Point .....	5
At Coordinate .....	6
<b>Gate or Parking</b> .....	6
<b>Options</b> .....	6
<b>Flight Situation Presets</b> .....	7
Create New Flight Situation Preset .....	7
Pop-Up Menu .....	8
Rename Flight Situation Preset .....	8

## 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

Airport ICAO:	<input type="text"/>	<input type="button" value="Random"/>
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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

<input type="button" value="Search for Airport"/>
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Click on this button to open the extended airport search.

### Airport Information

Airport: <b>Munich</b>
Country: <b>Germany</b>
City: <b>Munich</b>

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

## Runways or Helipads

Runways and Helipads

08R (ILS)	26L (ILS)	08L (ILS)	26R (ILS)	Heli
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Runway Information - Type of Surface: **Concrete**

Length: **13,097 ft** Altitude: **1,487 ft** Heading: **81°** ILS Frequency: **109.30 MHz**

**Approach Training**

 Downwind Left 4 NM, Back 1 NM	 Take Off	 Downwind Right 4 NM, Back 1 NM
 Vectors Left 2 NM, Final 6 NM	 3 NM Final	 Vectors Right 2 NM, Final 6 NM
 Base Left 4 NM, Final 6 NM	 8 NM Final	 Base Right 4 NM, Final 6 NM

**SID, STAR Waypoints**

**Airwork**

**Custom Location**

**Show Airport on Map**

**Show Airport METAR**

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

Runway Information - Type of Surface: **Concrete**

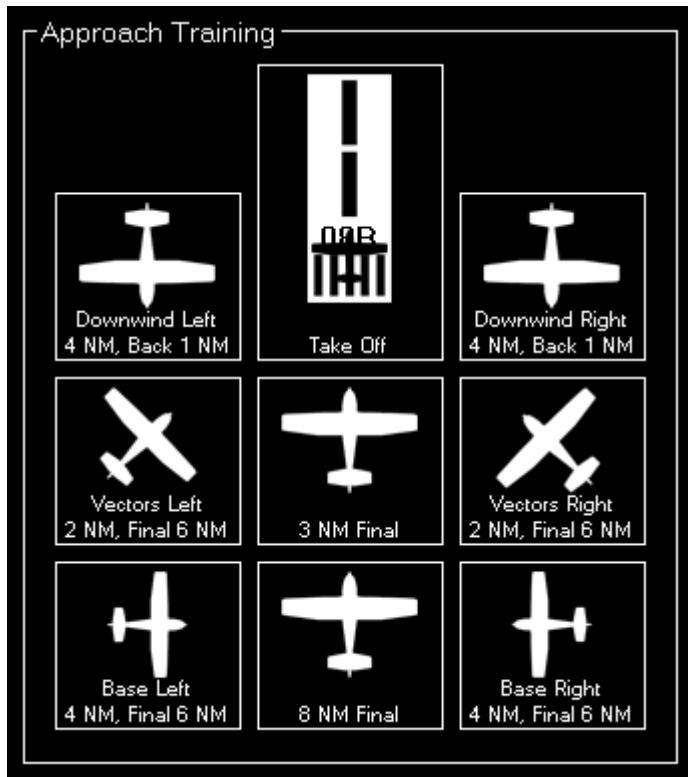
Length: **13,097 ft** Altitude: **1,487 ft** Heading: **81°** ILS Frequency: **109.30 MHz**

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.

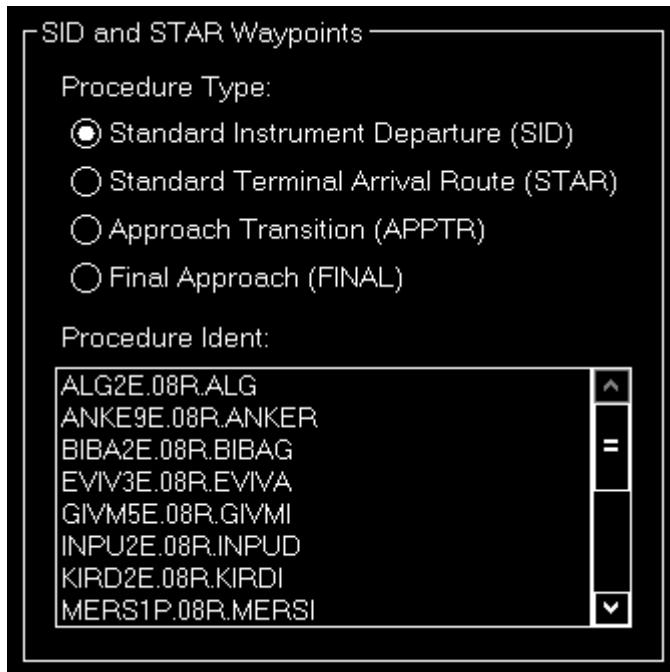
## Helipads

 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).

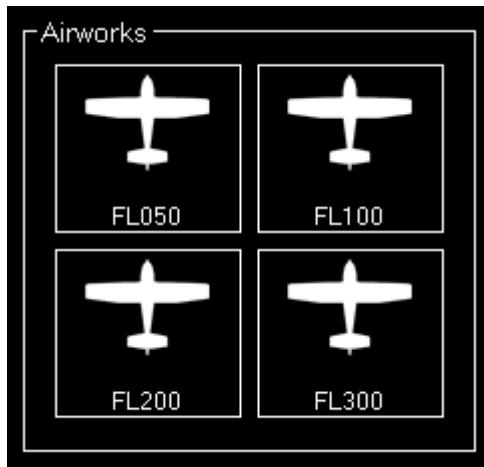
First select which the desired procedure type - SID oder STAR - and then the procedure ident. Finally you can select one waypoint of the procedure you have chosen.



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.

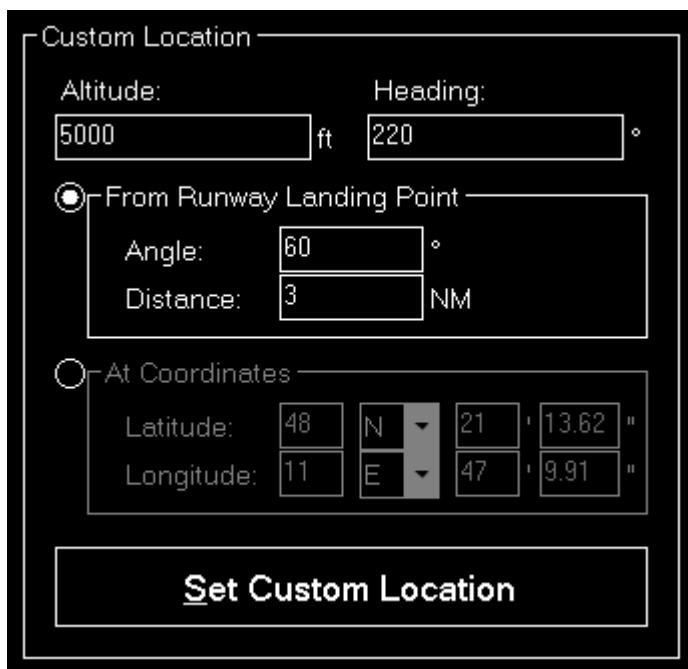
## Airworks



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.

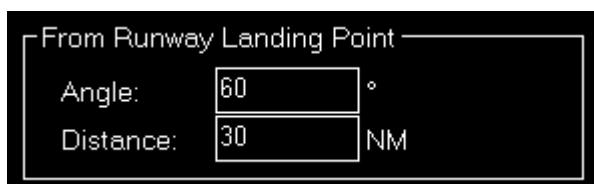
## Custom Location



If you want your aircraft to be placed 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



At Coordinates

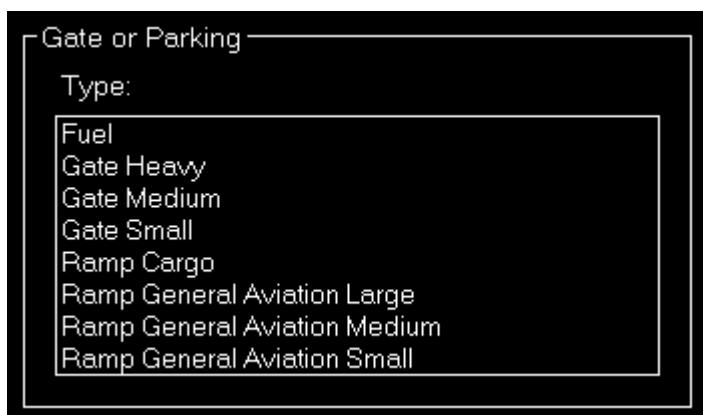
Latitude: 48 N 21' 13.62"

Longitude: 11 E 47' 9.91"

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

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

### Gate or Parking



Gate or Parking

Type:

- Fuel
- Gate Heavy
- Gate Medium
- Gate Small
- Ramp Cargo
- Ramp General Aviation Large
- Ramp General Aviation Medium
- Ramp General Aviation Small

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

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



Gate or Parking

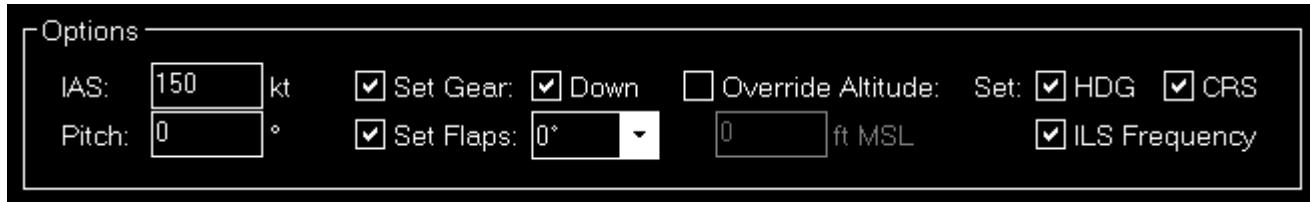
Type: **Gate Medium**

Gate or Parking: **Gate 102**

**Move Aircraft to 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.

Use the button **Show Airport on Map** to switch to the **Map** module and center the map on the current airport.

 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.

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