# FS-FlightControl

## Manual

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

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# PUSHBACK MODULE

Control aircraft pushback operations in any direction you want, stop it again at any time and always know the exact location of the aircraft on the airport.

## Current Aircraft Location



On the top left of the screen the current airport name and ICAO code is displayed.



Additionally on the top right of the screen you can find the exact location of the aircraft on this airport: It will display the gate or parking position or event the runway the aircraft is currently standing on.

## Pushback Operation



You can push the aircraft into all possible directions.

### Start Pushback



To start a pushback operation just click on one of the three buttons `Push Left`, `Push Straight` or `Push Right` depending on the direction the aircraft should be pushed to. The program calculates for you the expected aircraft heading after the pushback below the buttons.

Note: If the aircraft should be pushed straight back from a gate first and then to left or right, just use the `Push Straight` button first till the aircraft is far away enough from the gate to turn it in one direction. Then stop the pushback and use the appropriate push button for the direction you want.

### Stop Pushback



To stop a pushback operation again just click on the `Stop Pushback` button and the pushback will stop immediately.

Note: The pushback does not stop automatically. So you need to stop it when the aircraft reached the desired location. You can always watch the exact position of the aircraft also on the ***Map*** module.

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

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