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



Before starting the pushback operation you can define the distance the aircraft is pushed back.

If you push to the left or right you can even define the turn angel and an additional straight distance after the turn has been completed.

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: The distances and turn angels are saved in the current ***aircraft profile***.

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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