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

Table of Contents

SETTINGS 1
Aircraft Related Settings 1
Aircraft Profile 1
Profile Settings 1
Position 1
Final Position 2
Vector Position 2
Base Position 2
Downwind Position 2
Airworks 2
Options on Position Change 2
Map 3
Colors and Text Settings 3
Auto Zoom 4
Reposition 4
Compass Rose 4
Aircraft 4
Aircraft Warnings 4
Statistics 5
Google Earth Export 5
Not Aircraft Related Settings 5
Position 5
General 5
Map 6
Data Update Rate 6
Print Options 6
Flight Plan 6
Third Party Products 7
Conditions 7
ILS Visibility 7
Network 7
FS-FlightControl Client 7
Status Page for Web Display 8
SimConnect 8
SimConnect Library 8
SimConnect Network Access 9
Database Rebuild 9
Database Synchronization 9
Navigation Data Update 10
Mobile Devices 10
Android Client 10
Other Settings 10
Units 10

SETTINGS

Customize this program to your needs with detailed, even aircraft-specific settings. Change map colors, SimConnect settings and many more options available.

But although a lot of very detailed customization options are available in this modules, FS-FlightControl is designed in a way that you do not have to touch anything here to just use the program.

It is perfectly usable with the default settings and only if you need something special then this is the right place to look at.

Aircraft Related Settings

All settings in this area will be saved together with the corresponding aircraft profile if aircraft related settings are enabled.

Aircraft Profile

###

By default aircraft related settings are disabled as this is not needed for many users, especially also if you only use FS-FlightControl with one specific aircraft type.

But if you want to use FS-FlightControl together with very different aircraft types it makes sense to enable aircraft related settings here.

Profile Settings

###

If aircraft related settings are enabled the profile settings section gets enabled as well.

You can edit or create new aircraft profiles here and change the flight simulator aircrafts that are assigned to the current aircraft profile.

Additionally you can copy all settings from another profile or revert all settings to default.

Position

These settings are related to the ***Position*** module.

Final Position

###

Here you can define the distance of the short and long final approach as well as a vertical and horizontal offset to the glideslope if you want.

Vector Position

###

The distances for the vector positions can be changed there as well as the final intercept angle.

Base Position

###

Define here the distances for the base positions.

Downwind Position

###

Here you can define the lateral distance to the runway for the downwind position.

In contrast to the other positions where the altitude is calculated based on the runway glideslope automatically, the altitude for the downwind position can be customized here.

Airworks

###

You can define the flight levels of the 4 airworks buttons here.

Options on Position Change

###

Depending on the aircraft capabilities you can change the parameters that are used when the aircraft is positioned.

This includes whether the heading, course (CRS) respectively omni bearing selector (OBS) or ILS frequency (if the runway is ILS enabled) should be set automatically with the aircraft position change to a certain airport runway.

Map

These settings are related to the ***Map*** module.

Colors and Text Settings

In this area you can highly customize the appearance of the map.

We decided to put this into the aircraft related settings although this seems not to be aircraft related at first sight, but this enables you to emphasis certain map parts based on the currently loaded aircraft: For example when using a small aircraft you might want to highlight more the small gates and do not care a lot about ILS, but when using a big jet the large gates are much more interesting. Same goes for other parts on the map which might be more interesting for certain aircraft types than others.

###

All colors and text sizes can be defined per map type.

Therefore please first select the map type.

Colors and Text Sizes for Map Type

###

Here all currently defined colors and text sizes are displayed for the selected map type.

The `Structure Color` is always the color of the item itself, like the runway surface of the runway, whereas `Text Color` the color of the corresponding text is, like the runway idents of the runway.

The `Min. Zoom` next to the `Structure Color` defines the minimum map zoom level needed that this structure (like the runway surface) is shown. Accordingly the second `Min. Zoom` column next to the `Text Color` defines the minimum map zoom level needed that the corresponding text (like the runway idents) is shown.

`Font Size`, the last column, enables you to define the size of the displayed text.

Parking

###

This area lets you define color and text sizes for the different parking types like gates and ramps depending on their sizes.

Additionally you can define text prefixes to be used for a certain type like fuel, cargo or military.

Tooltip

###

When hovering over certain map elements like an airport a tooltip is displayed shown the full name of the airport.

In this section you can define the appearance of this tooltip as well as the maximum zoom level until that the tooltip should be displayed.

Auto Zoom

###

The ***Map*** module also features an auto zoom function which will zoom the map in and out according to the current aircraft altitude.

You can configure this feature here by first entering the maximum zoom level (fully zoomed in) it should reach if the aircraft is below a certain altitude above ground.

Then, for the upper end, you define the minimum zoom level (fully zoomed out) it should reach above a certain altitude.

Reposition

###

In this section you can define if certain map features are automatically turned on after the map reposition function was used.

Compass Rose

###

Use these settings to define the maximum zoom level up to the compass rose (when this function is enabled) should be displayed and how wide its radius should be.

Aircraft

These settings are related to the ***Aircraft*** module.

Aircraft Warnings

###

Here you can set limits for some parameters like pitch or bank angle for the aircraft.

Additionally you can define maximum speeds below a certain altitude above mean sea level (MSL).

These settings are used to change the color of the corresponding value to red on the ***Aircraft*** module and also to shown warning indicators when exporting graph data to Google Earth on the ***Statistics*** module.

Statistics

These settings are related to the ***Statistics*** module.

Google Earth Export

###

Define all Google Earth export related settings in this area.

Every certain time interval a flight track point is shown in Google Earth with detailed flight information. You can set this time interval here.

Additionally you can define the range for including VORs, NDBs and waypoints if their export is enabled.

Not Aircraft Related Settings

All settings in this area are not aircraft related and will be saved globablly.

Position

These settings are related to the ***Position*** module.

General

###

You can enable or disable some automatizations after an aircraft position is changed.

First choose if pause should be enabled after aircraft move.

Additionally you can define if the program should automatically switch to the ***Map*** module after a position change and to the ***Statistics*** module when an approach is started.

Finally you can choose if the scenery should be reloaded after a position is changed.

Note: The forced scenery reload is enabled by default as disabling it may lead to unexpected results (like aircraft crash) especially if the new location is far away from the old one.

Map

These settings are related to the ***Map*** module.

Data Update Rate

###

You can define here how often the map view gets updated.

By default that is set to once per second.

Custom Update Rate

###

If you uncheck the `Default Update Rate` checkbox you can define the update rate yourself.

The slider then ranges from very low (every 60 visual frames on flight simulator) to very high (every single visual frame).

Note: Please keep in mind that setting the data update rate to very high may lead to performance issues.

Print Options

###

For map printing you can define here which printer is used.

Additionally, if you own a professional license you can also change the footer text or remove it completely.

Within the footer text you may use the placeholders `{date}` and `{time}` to insert the current date and time.

Flight Plan

These settings are related to the ***Flight Plan*** module.

Third Party Products

###

The flight plan has the option to be synchronized with other third party products.

Currently the `Project Magenta Airbus` as well as the `Aerosoft Airbus` (including the older `Extended Version`) is supported.

To enable the option for synchronization, just select the path to the corresponding product in this section if they were not automatically detected already.

Additional you can define the time interval for synchronization updates here.

Conditions

These settings are related to the ***Conditions*** module.

ILS Visibility

###

In this section the ILS Visibility presets can be customized.

You can define the decision height as well as the runway visibility for each ILS category.

Network

These settings are related to the ***Network*** module.

FS-FlightControl Client

###

First you can change the network client port here that defaults to `2047`, but can be changed to any other port number if needed.

Note: If you change the port you need to re-build the network client executable.

Customize Start Waiting Screen

###

If you own a professional license you can completely customize the start waiting screen that is shown on the network client computers.

You can upload a background image, customize the colors and the shown texts.

In the `Remaining Text` input field you can use the placeholder `{remaining_seconds}` to insert the remaining seconds.

Status Page for Web Display

###

In this area you can define the method that should be used for the status page output.

Output Directly as Web Server

###

If this method is selected FS-FlightControl will listen on the defined port for HTTP web requests and will reply with the status page accordingly.

Save as HTML File

###

This method will save the status page as HTML file to a certain location in the defined time interval.

Upload to FTP Server

###

You can also enable this method to automatically upload the status page to a FTP server.

Then you need to define again the update interval as well as all parameters that are needed for FTP server access.

SimConnect

SimConnect is the flight simulator integrated connection method for external application.

Also FS-FlightControl uses this technology to connect to flight simulator.

In this section you can define corresponding parameters.

SimConnect Library

###

This section enables you to control which SimConnect library is used to connect to flight simulator.

Choose SimConnect Version Automatically

###

By default the SimConnect version is detected automatically and just for information the used DLL library is shown here.

Force Using this SimConnect DLL

###

If for whatever reasons that should be necessary you can define a path to a certain SimConnect DLL library here.

Note: This really should only be done if the automatic detection fails. Normally it should not be necessary to change anything manually here!

SimConnect Network Access

###

If you want FS-FlightControl to access a flight simulator installation that is not located on the same computer as FS-FlightControl itself, these SimConnect Network Access parameters need to be defined.

They are directly written to the global `SimConnect.cfg` file. To reset everything to its defaults you can delete this file again completely.

Note: To make this configuration as easy as possible you can use the ***SimConnect Network Wizard***.

Database Rebuild

This section is related to the main program database.

Database Synchronization

###

The database synchronization is explained in the ***Database Build*** installation section.

Navigation Data Update

###

This area is explained in the ***Navigation Data Update*** dialog section.

Mobile Devices

This section is related to the mobile devices support.

Android Client

###

There is an Android client app that makes it possible to use FS-FlightControl also with an Android Tablet device.

You can define the port here that should be used for the connection. It defaults to 2046.

In the following you can see the IP address that you need to enter in the Android app for connection.

Note: It rares cases it is possible that there is more than one IP address displayed here. In this case you just need to try which one works.

If you should see a Windows Firewall message popping up - normally on program start - asking you to give FS-FlightControl access please confirm that. Only with this approval you will be able to connect with your mobile device.

You can directly download the Android app from the ***Google Play store***.

Other Settings

In this section all other settings are located that do not fit anywhere else.

Units

###

Here all units for input as well as output used across the whole program can be defined.

Altitude Unit

###

Choose if feet (ft) or meters (m) should be used for altitude values.

Temperature Unit

###

Choose if Fahrenheit (°F) or Celcius (°C) should be used for temperature values.

Short Distance Unit

###

Choose if feet (ft) or meters (m) should be used for short distance values.

Far Distance Unit

###

Choose if nautical miles (NM) or kilometers (km) should be used for far distance values.

Speed Unit

###

Choose if knots (kt), miles per hour (mph) or kilometers per hour (km/h) should be used for speed values.

Liquid/Fuel Unit

###

Choose if kilograms (kg), pounds (lbs) or US gallons (gal.) should be used for liquid and fuel values.

Visibility Unit

###

Choose if meters (m), kilometers (km) or statute miles (M) should be used for visibility values.

Weight Unit

###

Choose if kilograms (kg) or pounds (lbs) should be used for weight values.

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

PDF Generated on:
2026-04-04 07:15