Table of Contents

Approach Training 1
Airport Selection 1
Directly by ICAO Code 1
Search for Airport 1
Airport Information 1
Runways or Helipads 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
Gate or Parking 6
Options 6
Flight Situation Presets 7
Create New Flight Situation Preset 7
Pop-Up Menu 8
Rename Flight Situation Preset 8
Landing Analysis 8
Approach Details 9
Landing Report 9
Localizer Deviation 9
Glideslope Deviation 10
Print Approach Statistics 10
Reset 10
Settings 10
Approach Training 10
General 11
Final Position 11
Vectors Position 11
Base Position 12
Downwind Position 12
Airworks 12
Options on Position Change 13
Landing Analysis 13
Color Settings 13
Print Options 14

Approach Training

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



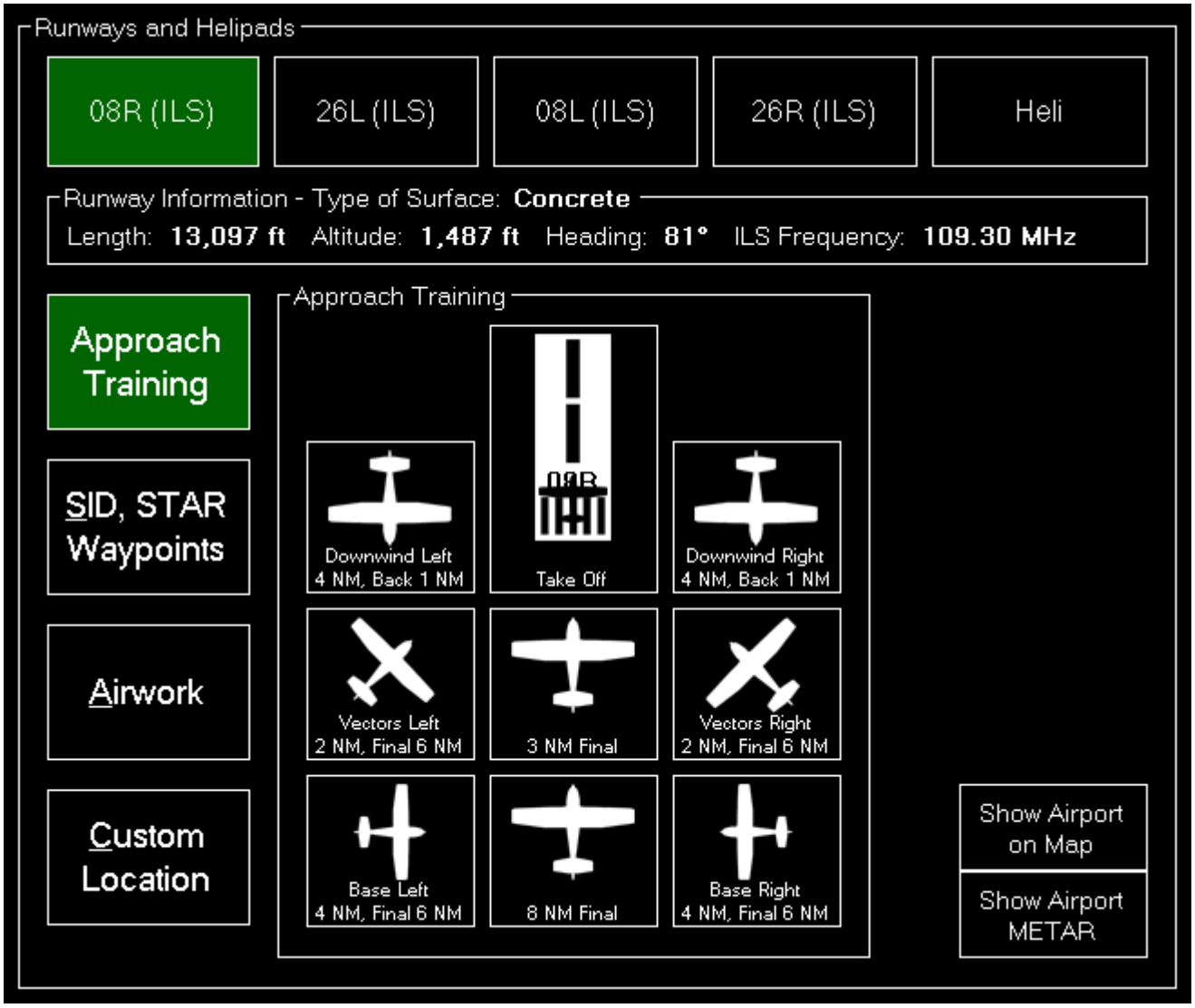
Click on this button to open the Select Airport dialog.

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

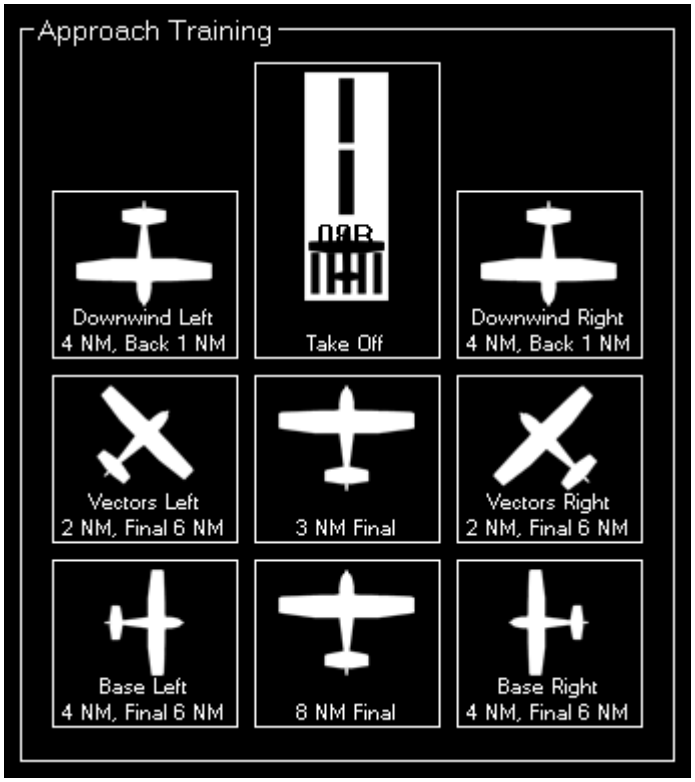


After selecting a runway some additional information about this runway is displayed.

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.

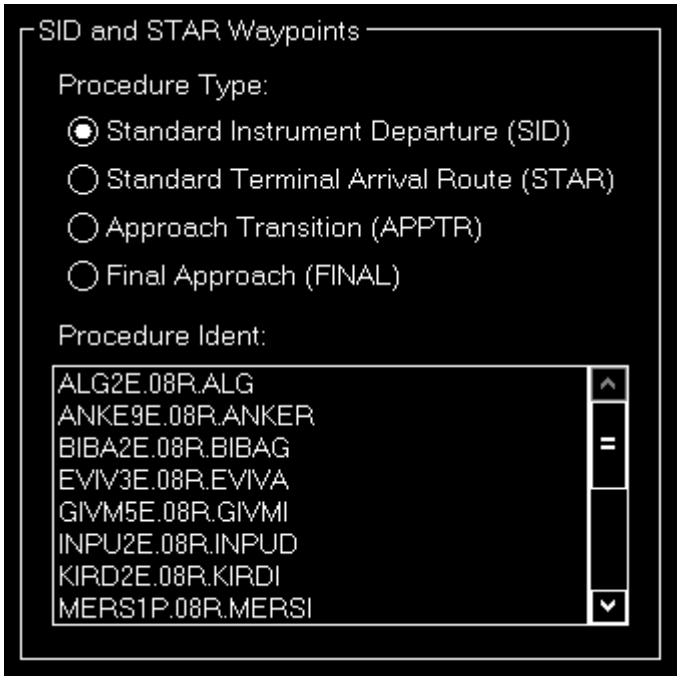
Helipads

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



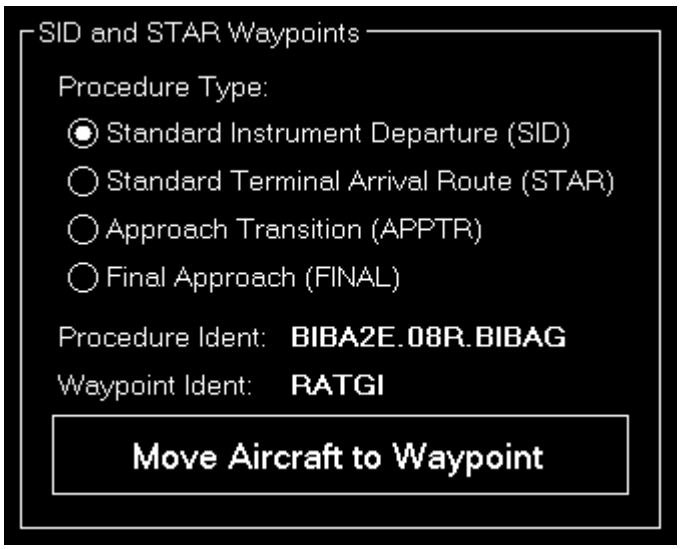
Click on one of the helipad buttons to place the aircraft on a helipad.

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).

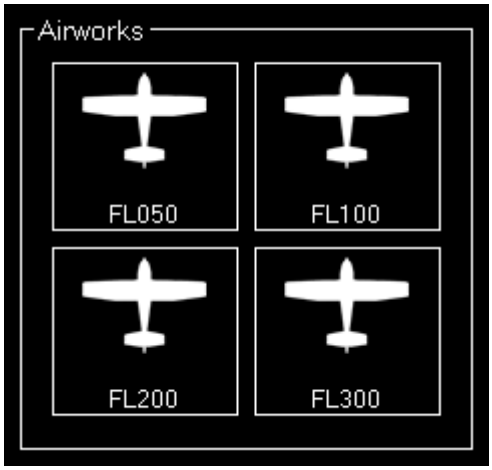
First select which the desired procedure type - SID oder STAR - and then the procedure ident. Finally you can select one waypoint of the procedure you have chosen.



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.

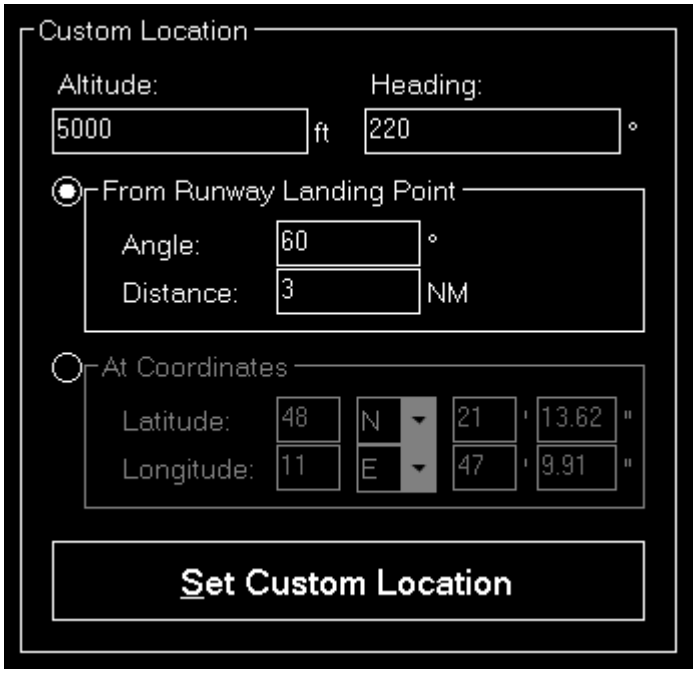
Airworks



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.

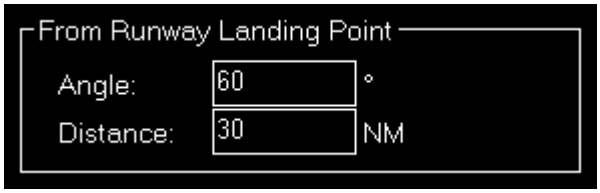
Custom Location



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

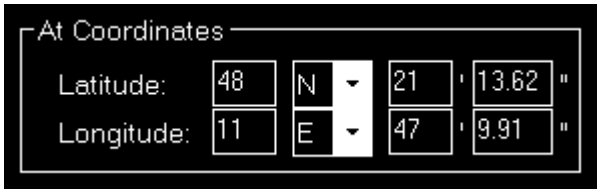
First enter the desired altitude (above MSL) and heading of the aircraft. Then you can choose from two options to define the position.

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.

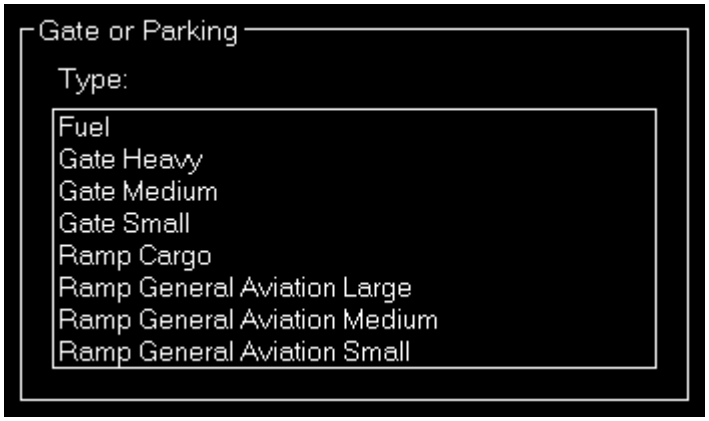
At Coordinate



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.

Gate or Parking



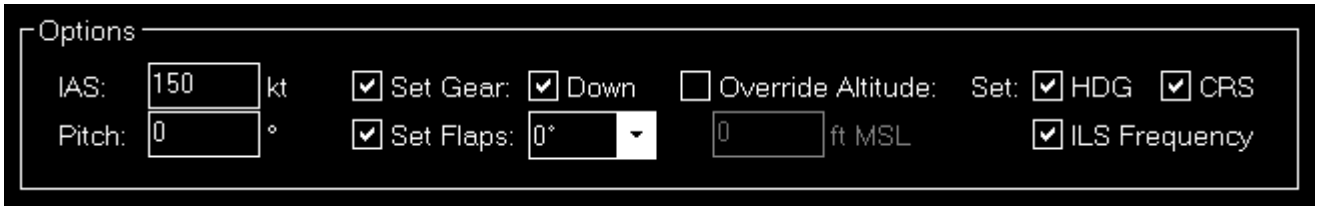
You can also place your aircraft on a gate or parking position.

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.

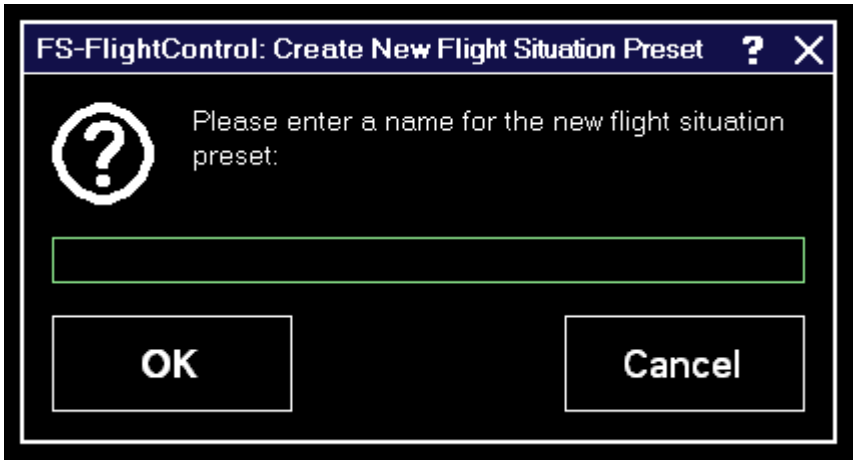
If there are more than 6 presets, you can page through them using the buttons `Back` and `Next`.

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



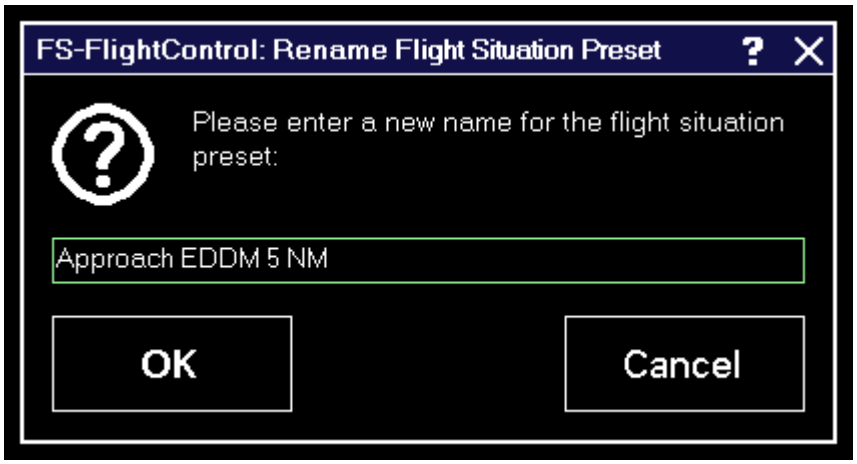
When creating a new flight situation preset, you need to enter a name for it in this dialog.

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.

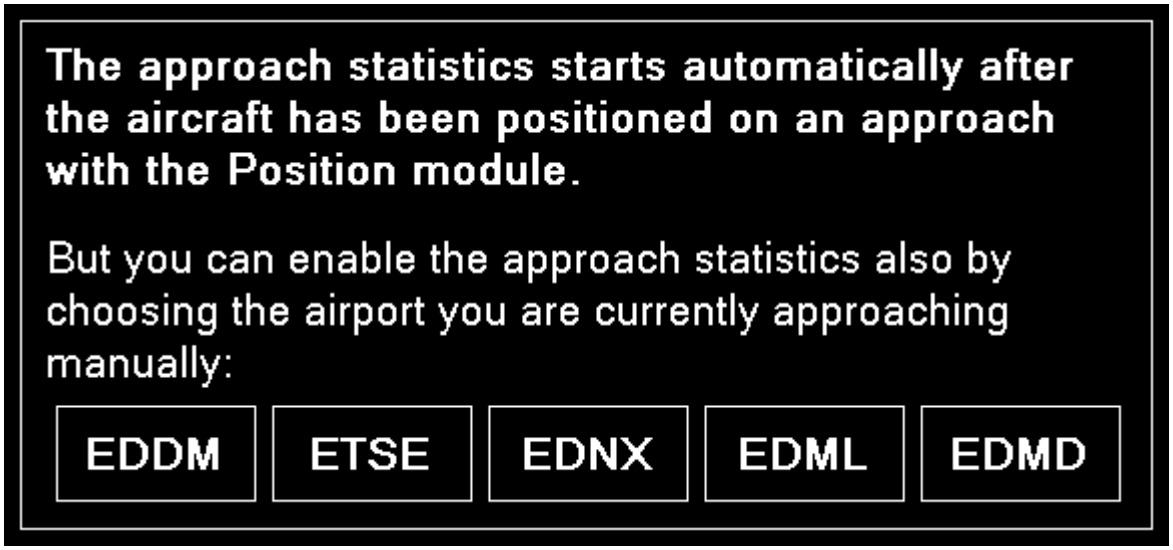
Rename Flight Situation Preset



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

Landing Analysis

After you started an approach in this section your approach will be tracked.



Additionally you have the option to select a near airport directly by just clicking on the ICAO code of the airport that you want to approach.

Note: Selecting an airport here does not change your aircraft position. This just provides you with the option to activate the approach statistics if you approach an airport manually without positioning your aircraft on an approach position first.

Approach Details



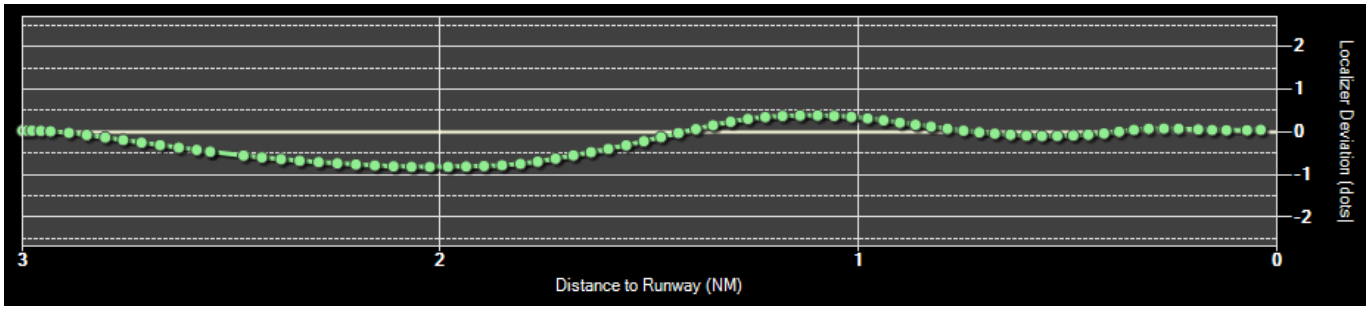
This section shows some details about the current approach like the airport, runway and some visibility information.

Landing Report



After the approach has been completed and the aircraft is landed, this landing report shows detailed information about how well the landing was.

Localizer Deviation



The localizer deviation graph shows the horizontal deviation from the runway localizer (center of the runway) on your approach.

If the graph line goes to the top of the graph the aircraft is left from the localizer and if the line goes to the bottom the aircraft is right from the localizer.

Glideslope Deviation

On the lower approach graph the current aircraft altitude above mean sea level (MSL) as well as the ground altitude is shown.

The yellow straight line shows the ideal glideslope.

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

Print Approach Statistics



The whole approach statistics can be printed with the button `Print Approach Statistics`.

Reset



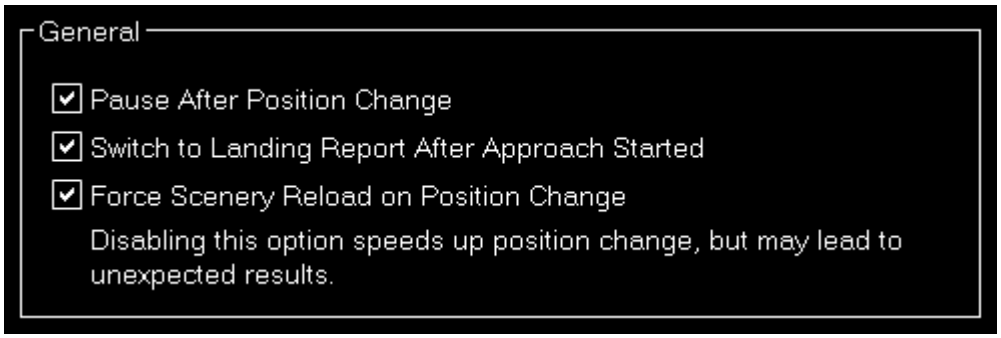
Use the button `Reset` to reset the approach statistics again.

Settings

Approach Training

These settings are related to the Approach Training module.

General



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

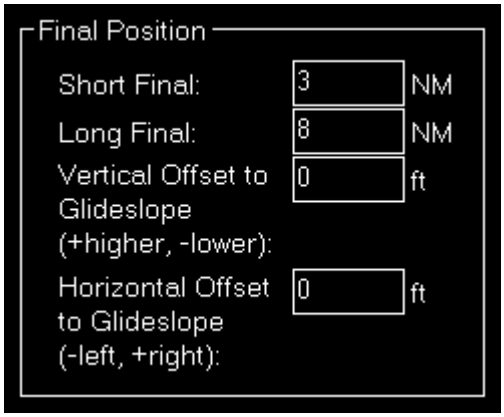
First choose if pause should be enabled after aircraft move.

Additionally you can define if the program should automatically switch to the Landing Analysis when an approach is started.

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

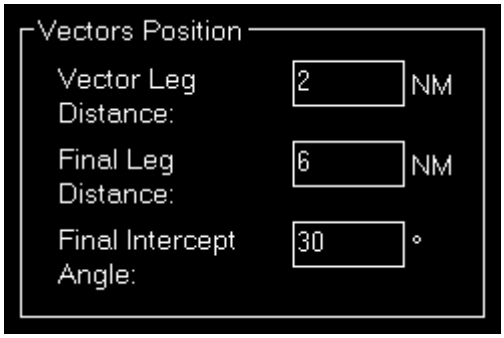
Note: The forced scenery reload is enabled by default as disabling it may lead to unexpected results (like aircraft crash) especially if the new location is far away from the old one.

Final Position



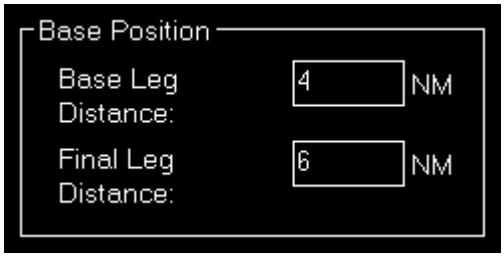
Here you can define the distance of the short and long final approach as well as a vertical and horizontal offset to the glideslope if you want.

Vectors Position



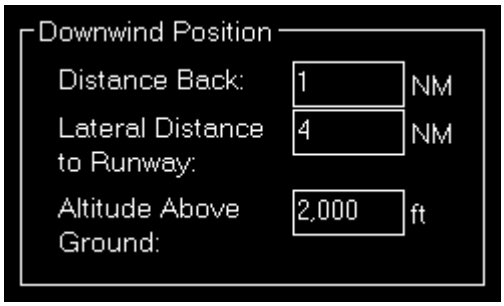
The distances for the vector positions can be changed here as well as the final intercept angle.

Base Position



Define here the distances for the base positions.

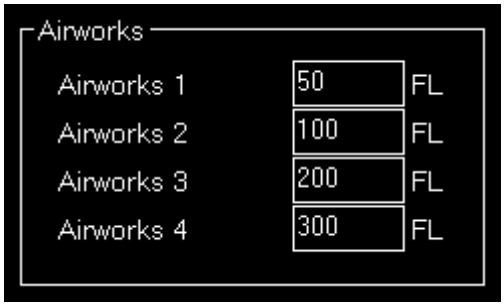
Downwind Position



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

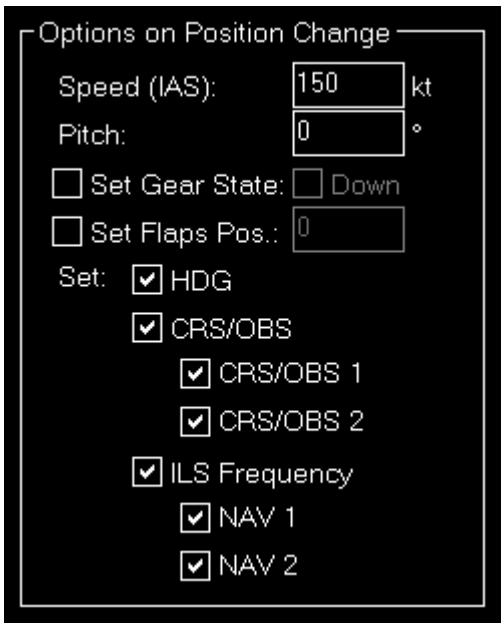
In contrast to the other positions where the altitude is calculated based on the runway glideslope automatically, the altitude for the downwind positions can be customized here.

Airworks



You can define the flight levels of the four 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 approach.

Landing Analysis

These settings are related to the Landing Analysis module.

Color Settings

In this area you can customize all colors used to draw the statistics graphs.



All colors can be defined per display type.

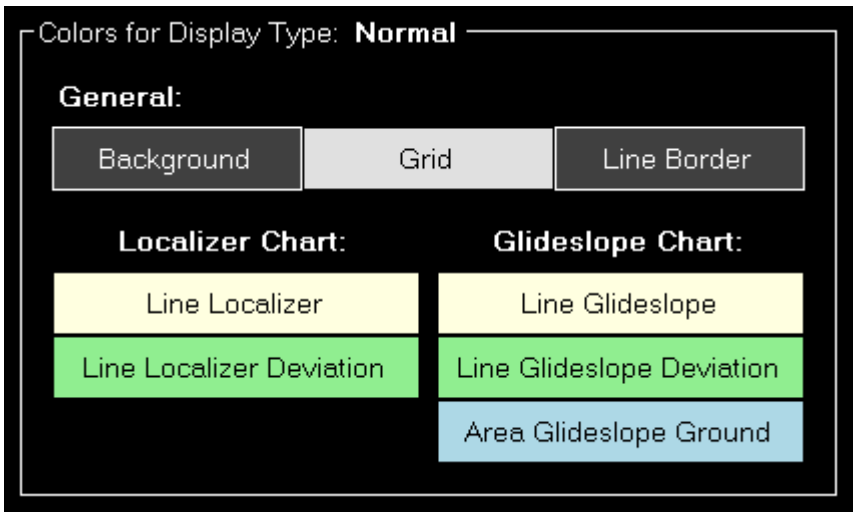
Therefore please first select if you want to change the colors for the normal in program display or for printout.

Revert to Defaults



You can easily revert all colors to their defaults by using the `Revert to Defaults` button.

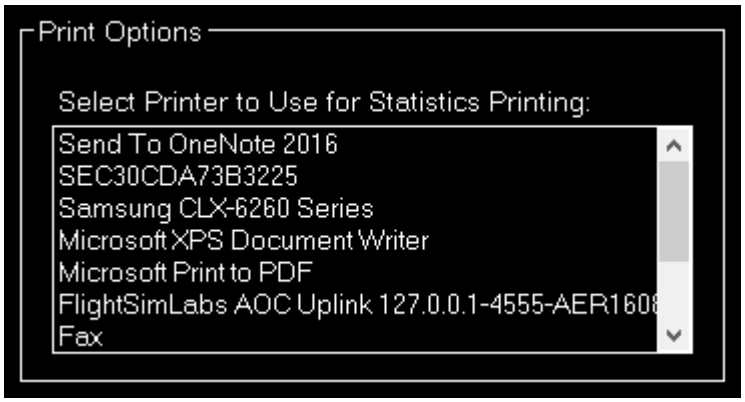
Colors for Display Type



Here all currently defined colors are displayed for the selected display type.

Click on any of the button to select a different color.

Print Options



For statistics printing you can define here which printer should be used.

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

PDF Generated on:
2026/10/31 00:28