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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



Airport ICAO: Random

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



Search for Airport

Click on this button to open the [Select Airport](#) dialog.

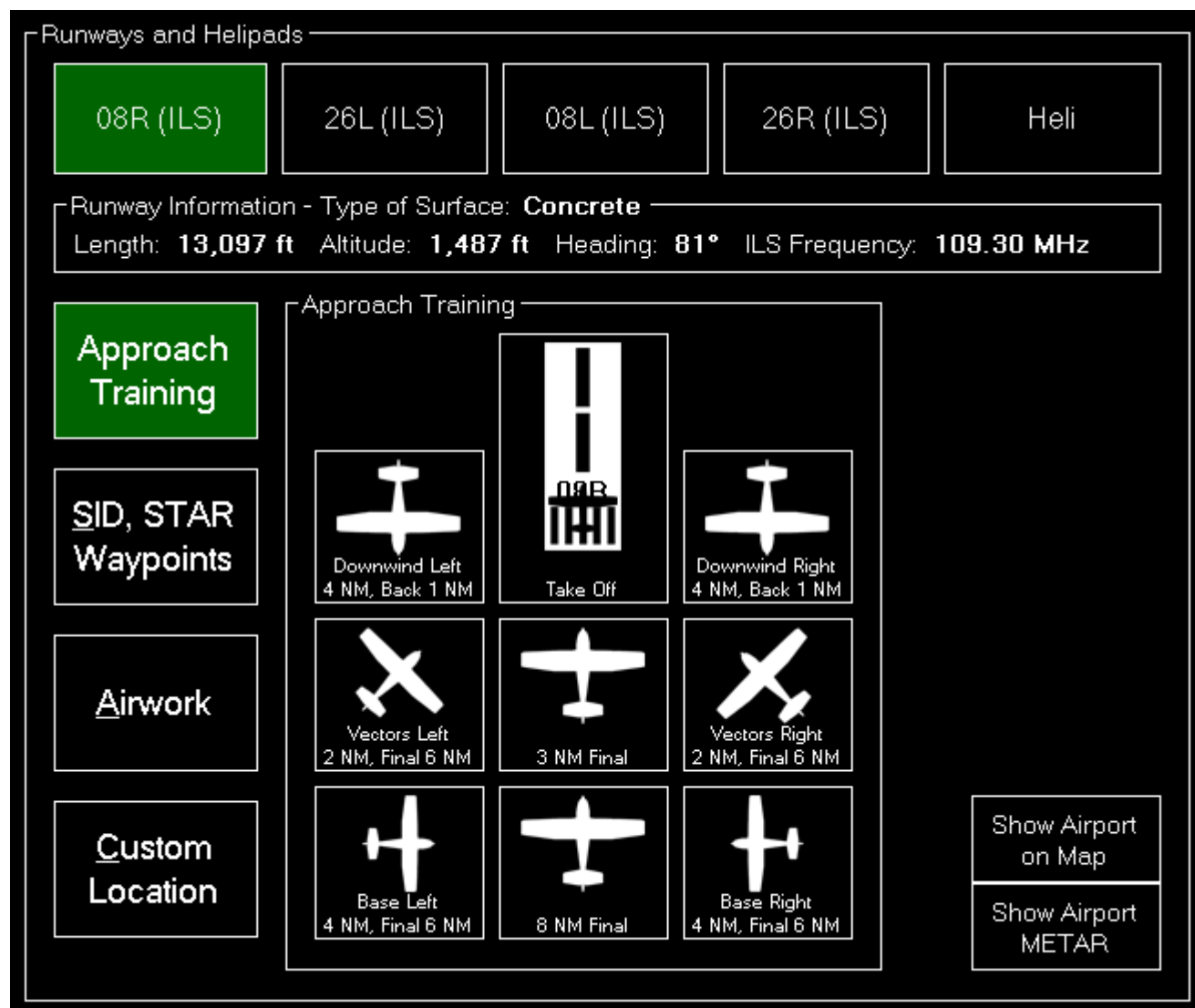
Airport Information



Airport: **Munich**
Country: **Germany**
City: **Munich**

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

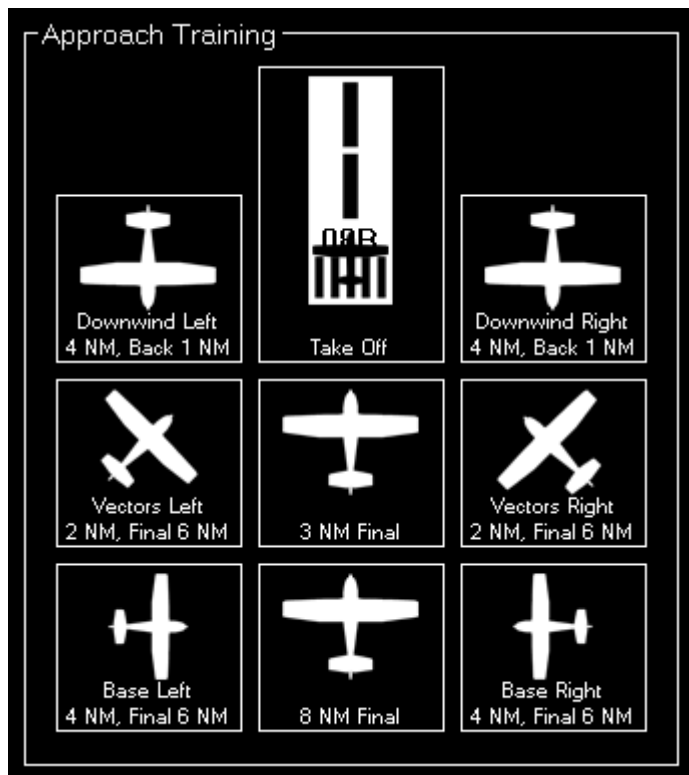


After selecting a runway some additional information about this runway is displayed.

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 He*l*i.



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

SID and STAR Waypoints

SID and STAR Waypoints

Procedure Type:

☒ Standard Instrument Departure (SID)
 ☐ Standard Terminal Arrival Route (STAR)
 ☐ Approach Transition (APPTR)
 ☐ Final Approach (FINAL)

Procedure Ident:

ALG2E.08R.ALG
 ANKE9E.08R.ANKER
 BIBA2E.08R.BIBAG
 EVIV3E.08R.EVIVA
 GIVM5E.08R.GIVMI
 INPU2E.08R.INPUD
 KIRD2E.08R.KIRDI
 MERS1P.08R.MERSI

^
=
▼

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.

SID and STAR Waypoints

Procedure Type:


☒ Standard Instrument Departure (SID)
 ☐ Standard Terminal Arrival Route (STAR)
 ☐ Approach Transition (APPTR)
 ☐ Final Approach (FINAL)

Procedure Ident: **BIBA2E.08R.BIBAG**

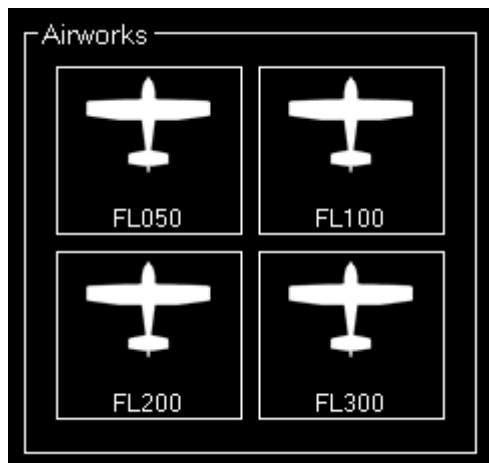
Waypoint Ident: **RATGI**

Move Aircraft to Waypoint

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.

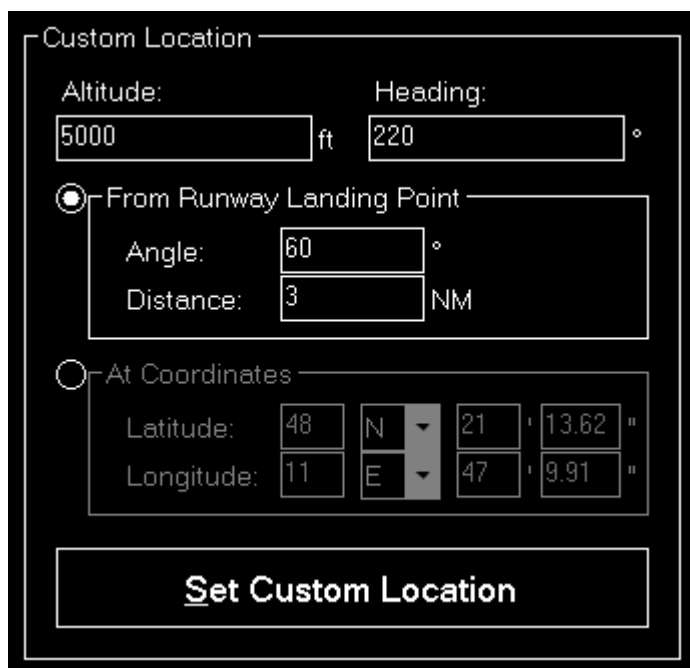
Airworks



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.

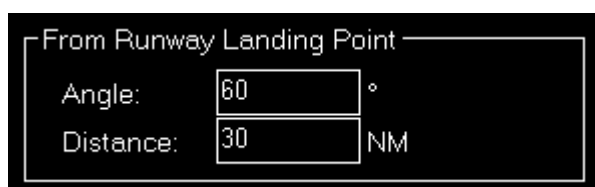
Custom Location

A screenshot of the 'Custom Location' settings panel. It has a dark background with a light blue border. At the top, it says 'Custom Location'. Below this, there are two input fields: 'Altitude:' with a value of '5000' and a unit of 'ft', and 'Heading:' with a value of '220' and a degree symbol. Below these, there are two radio button options. The first is 'From Runway Landing Point', which is selected. It has sub-fields for 'Angle:' (60 degrees) and 'Distance:' (3 NM). The second option is 'At Coordinates', which is unselected. It has sub-fields for 'Latitude:' (48 N 21 13.62) and 'Longitude:' (11 E 47 9.91). At the bottom, there is a large button labeled 'Set Custom Location'.

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

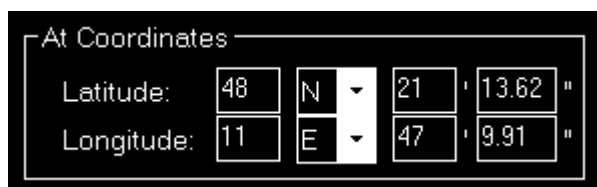
First enter the desired altitude (above MSL) and heading of the aircraft. Then you can choose from two options to define the position.

From Runway Landing Point

A screenshot of the 'From Runway Landing Point' settings panel. It has a dark background with a light blue border. It shows the 'From Runway Landing Point' radio button selected. Below it, there are two input fields: 'Angle:' with a value of '60' and a degree symbol, and 'Distance:' with a value of '30' and a unit of 'NM'.

Using this option the aircraft will be move a definable distance away from the runway landing point in the entered direction.

At Coordinate



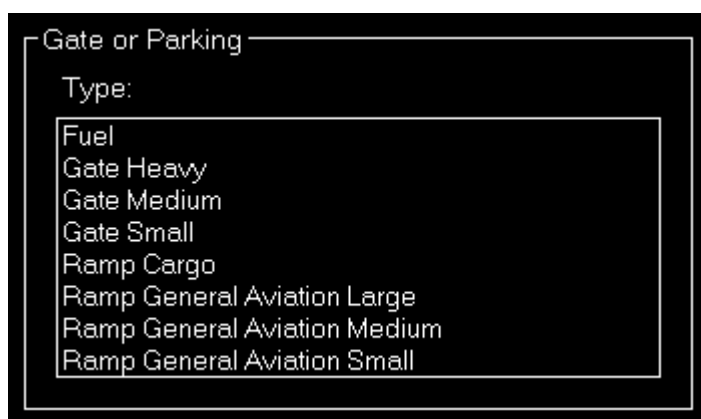
At Coordinates

| | | | | | |
|------------|----|---|----|-------|---|
| 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 place.

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

Options

IAS: kt ☒ Set Gear: ☒ Down ☐ Override Altitude: Set: ☒ HDG ☒ CRS

Pitch: ° ☒ Set Flaps: ° ft MSL ☒ ILS Frequency

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

Flight Situation Presets

| | | |
|--------------------------------|----------------------|-----------------------|
| Approach EDDM 5 NM | Approach New York | SID KLAX HOLTZ9 |
| STAR KJFK PARCH1 | Take Off LA 25R | Take Off Tegel 26L |
| Back | Add | Next |
| Reset Current Flight Situation | | |

Here you can save the current flight situation including aircraft position, altitude, speed, heading as well as pitch and bank angle.

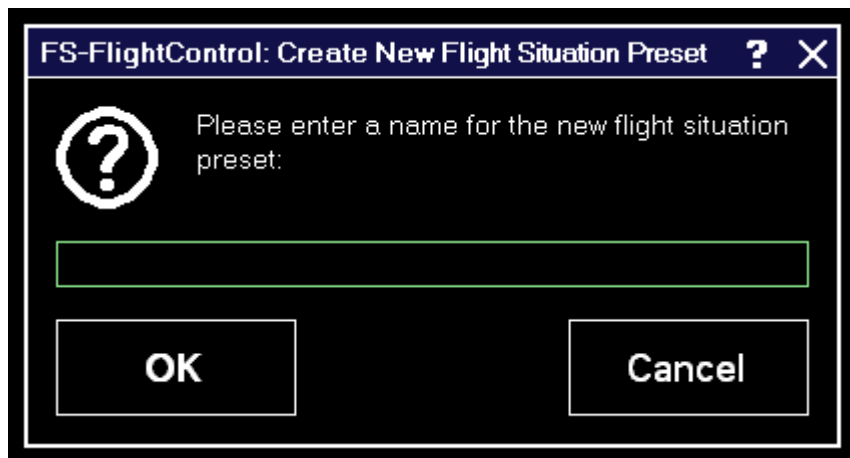
If there are more than 6 presets, you can page through them using the buttons Back and Next.

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



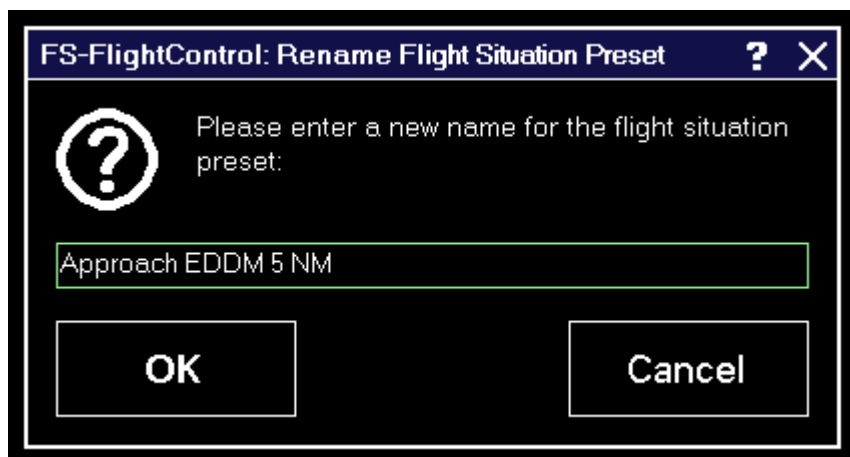
When creating a new flight situation preset, you need to enter a name for it in this dialog.

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.

The approach statistics starts automatically after the aircraft has been positioned on an approach with the Position module.

But you can enable the approach statistics also by choosing the airport you are currently approaching manually:

EDDM**ETSE****EDNX****EDML****EDMD**

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

| Approach Details | | |
|--------------------|-----------------------|---------------------------|
| Airport: | Munich (EDDM) | Runway: 08R |
| Visibility: | 54.0 NM | Wind: 0 kt from 0° |
| Temp.: 15°C | Dew Point: 5°C | |

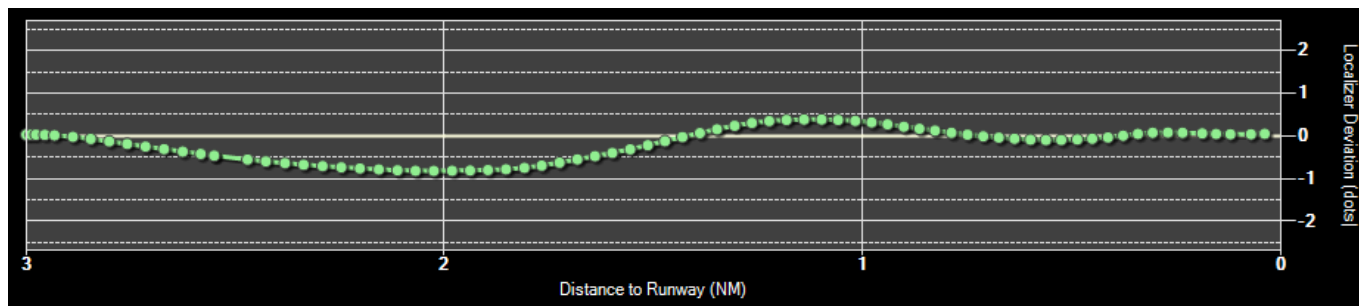
This section shows some details about the current approach like the airport, runway and some visibility information.

Landing Report

| Landing Report | | |
|-----------------|------------------------|-------------------------------|
| Distance: | 677.78 ft. | G-Force: 1.0 G |
| Deviation: | 144.39 ft. left | Pitch Angle: 2.24° up |
| Vertical Speed: | -717 ft./min. | Bank Angle: 9.63° left |

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

Print Approach Statistics

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

Reset

Reset

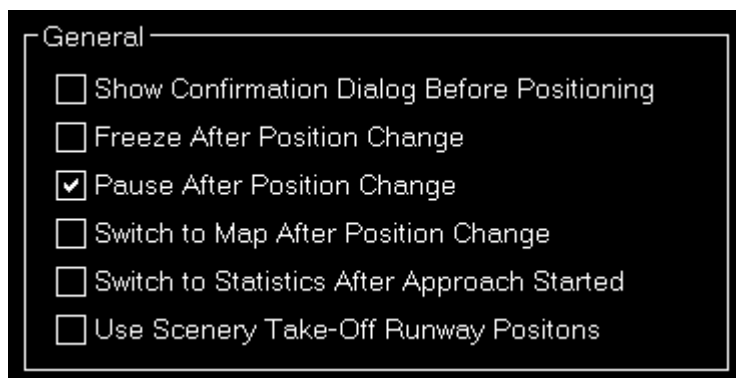
Use the button Reset to reset the approach statistics again.

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.

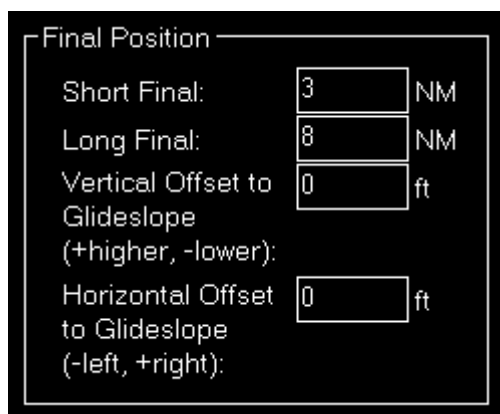
First choose if pause should be enabled after aircraft move.

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

| | |
|------------------------|-----------------------------------|
| Vectors Position | |
| Vector Leg Distance: | <input type="text" value="2"/> NM |
| Final Leg Distance: | <input type="text" value="6"/> NM |
| Final Intercept Angle: | <input type="text" value="30"/> ° |

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

Base Position

| | |
|---------------------|-----------------------------------|
| Base Position | |
| Base Leg Distance: | <input type="text" value="4"/> NM |
| Final Leg Distance: | <input type="text" value="6"/> NM |

Define here the distances for the base positions.

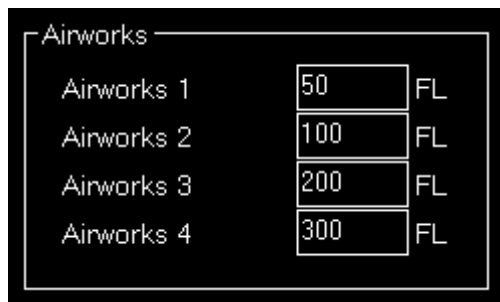
Downwind Position

| | |
|-----------------------------|---------------------------------------|
| Downwind Position | |
| Distance Back: | <input type="text" value="1"/> NM |
| Lateral Distance to Runway: | <input type="text" value="4"/> NM |
| Altitude Above Ground: | <input type="text" value="2,000"/> ft |

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.

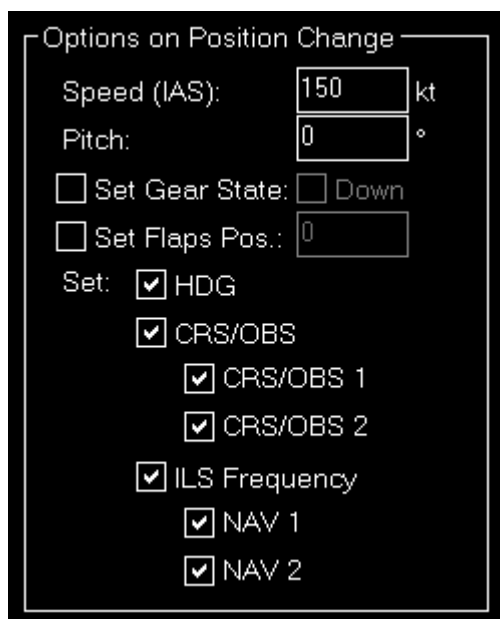
Airworks



| Airworks | | |
|------------|-----|----|
| Airworks 1 | 50 | FL |
| Airworks 2 | 100 | FL |
| Airworks 3 | 200 | FL |
| Airworks 4 | 300 | FL |

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

Options on Position Change



| Options on Position Change | |
|--|---|
| Speed (IAS): | 150 kt |
| Pitch: | 0 ° |
| <input type="checkbox"/> Set Gear State: | <input type="checkbox"/> Down |
| <input type="checkbox"/> Set Flaps Pos.: | 0 |
| Set: | <input checked="" type="checkbox"/> HDG |
| | <input checked="" type="checkbox"/> CRS/OBS |
| | <input checked="" type="checkbox"/> CRS/OBS 1 |
| | <input checked="" type="checkbox"/> CRS/OBS 2 |
| | <input checked="" type="checkbox"/> ILS Frequency |
| | <input checked="" type="checkbox"/> NAV 1 |
| | <input checked="" type="checkbox"/> NAV 2 |

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.



Display Type: ☒ Normal ☐ Print

All colors can be defined per display type.

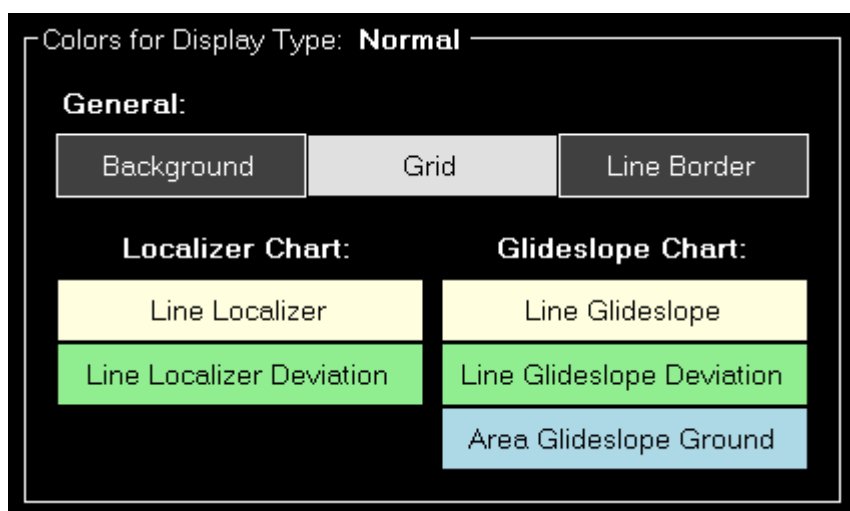
Therefore please first select if you want to change the colors for the normal in program display or for printout.

Revert to Defaults



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

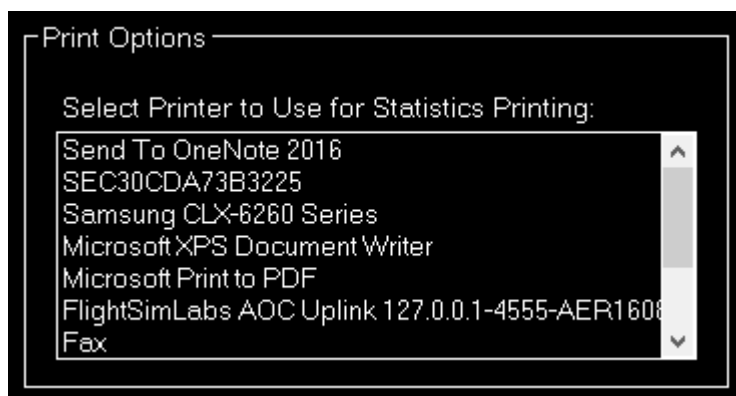
Colors for Display Type



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.

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