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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.

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

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