<mark>Flight Simulator Operation</mark>   Revised - 4/22/22

X-plane uses 4 computer screens and 2 computers.

The top 3 screens show a panoramic scenery view of what you see when looking through any of the windows while you are in the aircraft cockpit.

The bottom screen is for all Instruments and the inside of the Aircraft Cockpit.

Note that all switches shown can be activated by clicking the mouse after putting the cursor over the switch.

The Scenery screens (3) are all controlled by the computer keyboard that has the Trackpad in it that is labeled "Scenery". (This keyboard usually located on the table to your right against the wall.)

The bottom center screen (standalone) shows your aircraft's Instrument Panel and some other aircraft views. All are controlled by the keyboard & mouse on the swivel table next to your seat. Both computers are always (supposed to be) on. Even though they are on, to start the flight simulator application itself, you will need to 'wake up' both computers.

I suggest you start with the scenery keyboard on your lap. (Then leave it there till right before you start flying.)

First waggle the mouse that controls the Instrument Screen. Then a couple of finger movements on the Trackpad of the Scenery keyboard. At this point 2 screens should be showing pictures which indicates they are alive.

If the screens don't wake up it means the computer(s) that runs the screen(s) is not on. In that case you need to turn on the computer(s) found on the floor on your right side near your foot. To do so simply find the label saying "Power Switch" which points at the switch which in the right side of the computer. To turn on either computer look for the Light(s). If either, or both buttons are not lit, push it in and release it, which will turn that computer on. (If either computer is not on you may have to turn them both on for everything to work correctly!)

Once they are both one you can start the flight simulation program. (Click the middle of either screen as above and enter the password.)

While the computer(s) is loading you can see proof of computer activity since the blue line at the bottom of the screen will be moving.

At this point, while the panel screen is loading, take the same actions as you just did. But instead this time take the actions using the panel Keyboard & Mouse.

As you previously did, move the cursor to somewhere in the middle of the left side scenery screen & move the mouse till the screen asks you to Sign In.

At that point the computer will load up all the Scenery Screens and you can put the scenery keypad back on the table.

Once that happens you are ready to go.

<mark>BEFORE YOU START FLYING</mark> set up your flight by using some of the available shortcuts such as:

You can center the instrument panel on the monitor by selecting # 5 on the panel keyboard (in the #'s box on the right side of the keyboard – not the numbers on the top of the instrument panel.)

The left throttle controls the speed of single engine aircraft. The right throttle is used for multi-engine aircraft & is used in conjunction with the left throttle.

In order to clean up trim tabs, etc. that the last flyer may have left when he closed down using the numbers on the top of the keyboard. (Not the #'s that you pressed in a. above, first press#6 and then #9. This will leave you with a clean aircraft.

If you want you can also remove the Yoke from the screen and get it out of the way by placing the panel mouse curser on the base of the yolk, till the arrow changes to a hand, and then clicking it once.

If you find your aircraft Brakes are set, simply click he red button on the throttle or on the keyboard use the letter 'B' to unset the brakes. (If when you increase the throttle and you are on the runway nothing happens your brakes are probably set.)

Never click or mess with 'settings'.

Most aircraft are preset to start with the engines and systems running.

The grey button on the top front of the joystick will Pause your Flight .

The letter 'M' on the Panel Keyboard will bring up the Map of your flight on the Panel Screen (and overlay your instruments).

It is necessary that you pause your flight before pressing "M". Pressing "M" a second time will remove the map.

Letter "W" is the Default View and will move the scenery screens views back to where they were before you used these keys.

1. The first step is to click on 'Start New Flight'. When the flight screen loads up you will be faced with a screen asking for you to pick a number of items. (Aircraft, Location, Weather and Time of Day.)
2. First look at the **Aircraft** list and find & click on the one you want to fly.
3. Then pick the **Airport** you want to fly from by clicking in the **Location** box area found in the upper right hand corner of the screen.
   a. In the grey box you can type the **Airport name** you want to fly into or out of, or the **Airport Location** or the **Airport Call Letters** (Kxxx).
   b. Then click on the word "**Customize**" in the upper right hand corner of that same area which will allow you to pick the location you want to start your aircraft from. "Clicking Customize" will bring up a picture of the airport you picked and you will then need to click a location on the picture shown as to what specific location you want to start from at that specific airport. If you are starting on a runway click the mark at the beginning of the specific runway. Some airports will also allow you to start from other locations that you may want to start your aircraft from. Any place that has grey button on the map allows you to start from that spot. If you are successful the grey spot will turn dark blue.

   When you are in flying you can change any of the parameters you had set in! For example, if you are already in the air during a flight you may want to change planes or locations to land at. First 'pause' your flight, and the go to the list shown above left and click on "Flight". And then click on 'flight configuration'. You will be taken back to the location that previously you had set for Aircraft, Location, Weather, and Time,
   1. You can then change any previously set item. For example since you are already in the air you can change how far away, in numerical air miles, you want your aircraft to be from an another airport. However, your choices are limited to 3 or 10 air miles away from your landing spot.

   2. You may also change the Weather or Time of day! However I recommend until you have a decent amount of flight simulator time under your belt you should not change the time of day. Landing at night

is a lot of fun and presents great views but much harder than landing during the day!

Also let me suggest you keep in mind everything you have changed. Both computers are supposed to inform the other of your changes but once and a while they goof up. This rarely happens but rarely doesn't mean never!

When you are done click on "Confirm" and then click on "Start Flight".

Once and a while another box will show up, superimposed over the aircraft screen, which will require you to click on "Start Flight" again.

<mark>TO MAKE ANY CONFIGURATION CHANGES WHILE IN-FLIGHT</mark>

You can PAUSE the flight simulator at any time by clicking the Pause Button on the front of the control stick. (It is easier if you are paused to make changes, but is not a necessity.)

1. Using the Panel Mouse select FLIGHT on the left top bar.
2. Then click on FLIGHT CONFIGURATION.
   a. To change the Aircraft pick the one you want.
   b. To make any change your location click Change Location the click on Customize in the LOCATION area in the top right corner.
      1. By pressing customize you will be able to change anything in this area you want including the aircraft you are flying!
      2. You can change where physically you want to start you aircraft from? On the runway or on the ramp. If the airport has more than 1 runway which one and at which end you want to start from.
      3. When in flight which runway you want to land on and at what distance from the runway you want to be at when you start your descent.
      4. You can click on the right side, which says 'On Runway'. A drop down menu will come down and pick the location (3 or 10 nautical miles) you want to start the new flight from.
3. When finished click CONFIRM. Then in about the same location click START NEW FLIGHT. Then if it the request comes up again in the Aircraft area, just click START NEW FLIGHT once again.

Lastly click the PAUSE button again this time to un-pause & continue the flight.

When you're ready to end your session first using the PANEL MOUSE Go to top left of the screen and click on FILE, then QUIT on the drop down menu. Then on the left side bottom of the screen put you cursor over the WINDOWS icon and click. Then run the mouse up to the grey icon with a head on it. This action will bring up an additional menu. Continue to scroll up on the additional menu and click SIGN OUT.

Then take the same exact actions with the SCENERY MOUSE.

(After ending your session please do not ever shut down the Flight Simulator Computers. Rather, please 'Quit' the application as explained at the end of this tutorial.)

MAKE A RESERVATION TO FLY

In your computer go to grandcomputers.org

Click on 'Login' on upper right & Put in your Cam # & Password

Click on Reservations

Click on Reserve Simulator or Specialized Equipment in the drop down menu

Click on Click on 'Flight Simulator'

Click on the date you want to reserve time to fly

Click on any Open Time shown

Click on Close

Confirmation of your completed and accepted reservation will be shown by clicking on the red box that says 'display reservations'

Click on 'logout'

IF YOU ARE NEW TO FLYING YOU MIGHT WANT TO READ:

http://www.free-online-private-pilot-ground-school.com/airplane.html

If you have any suggestions or problems regarding the instructions contact: Bernie Silverman – Cell # 480-209-5669 BSilverman2g@gmail.com

Press the number keys, on the <u>right side</u> of the Panel keyboard, not the ones on the top row of the keyboard: These keys will let you:

7 = look out left side   9 = look out right side

5 = Instrument Panel   2 = look down in front

4 = Out of left window   1 = look left rear

6 = Out of right side   3 = look right rear

8 = look to outside at rear

Using the Keyboard Shift key <u>and at the same time</u> press the number keys on the top of the keyboard.

Shift + 2 = to see the aircraft from Front

Shift + 3 = to see the aircraft from Behind

Shift + 4 = to see the aircraft looking from the Right

Shift + 5 = Panorama as seen from the Tower

Shift + 6 = looking from the rear of the aircraft looking forward

Shift + 7 = Instruments (2d image)

Shift + 8 = Similar rear view as #6 above but further back.

Shift + 9 = Instruments (3d image)