FSX

FSiPanel 2017   Prepar3D

User Manual

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1 Introduction

FSiPanel has been designed to help flight simulator enthousiasts to train IFR approaches on their favorite airplane the same way as airline pilots do.

An Airline pilot for 15 years and a real flight simulator enthusiast, I always found it very frustrating not to be able to train efficiently on new complex aircraft

Every time you want to practice an approach on a different runway, you need a lot of time to set up all the parameters before you can actually fly your airplane.

FSiPanel will save you time, the software will help you to set up your approach within a few seconds at any airport within the FSX database with any real, actual, historical or user defined weather.

You will also be given a feature to simulate an engine failure and other failures depending on the aircraft type.

I urge you to carefully read this user manual before using the software. This will prevent wrong configuration so you can optimize your training and maximize your user experience

Thank you and fly safe!
Jean-Pierre Garraio

1.1 Why is FSiPanel different

Why is FSiPanel different from other available instructor stations:
FSiPanel is aircraft type specific for a better experience.

The idea behind this software is not to control every single option of the simulator but rather to let you train your sophisticated aircraft the same way airline pilots train in full motion simulators.

What do you need to have a good training session?
Time! When getting familiar with a new aircraft or to keep proficiency, the most critical phases of flight are trained. With FSiPanel these phases can be prepared and simulated within a few seconds so you can repeat the same approach while changing several parameters.

When FSiPanel gives you control, your aircraft will be :
- Properly trimmed
- Stabilized in Pitch & Power for the configuration
- Final NAV setting completed for the approach
- Checklists completed

If flying a traffic pattern, your route will be programmed for you in your FMS, you can then fly a quick left hand or right hand pattern in LNAV and VNAV.

This software is designed for serious flight simulator enthousiasts wanting to practice approaches and different other scenarios exactly like the pros but without losing precious time.

1.2 Supported aircraft

Aircraft	P3D V3	P3D V4	Remarks
PMDG Boeing 737	YES	YES	Check Appendix A
PMDG Boeing 747 QOTS II	YES	YES	Check Appendix A
PMDG Boeing 777	YES	YES	Check Appendix A
PMDG Boeing 747-8	YES	YES	Check Appendix A
iFly Boeing 737	YES	YES	Check Appendix B
iFly Boeing 747	YES	YES	Check Appendix B
Majestic Dash8-Q400 Pilot Edition	YES	YES	See note 1 below
Majestic Dash8-Q400 Pro Edition	YES	YES	See note 1 below
A2A Simulations Cessna 172 Trainer	YES	YES	Check Appendix C & note 2
A2A Simulations Cessna 182 Skylane	YES	YES	Check Appendix C & note 2
A2A Simulations Piper Cherokee	YES	YES	Check Appendix C & note 2
A2A Simulations Piper Comanche	YES	YES	Check Appendix C & note 2
FSLabs A320 v231 & 232	NO	YES	Check Appendix D
Aerosoft Airbus 318/319 PRO	NO	YES	See note 3 and note 1
Aerosoft Airbus 320/321 PRO	NO	YES	See note 3 and note 1
Maddog X MD-82	YES	YES	Check Appendix E
Maddog X MD-83 / MD-88	NO	YES	Check Appendix E

Note 1:   FSUIPC FREE version is required, traffic patterns not supported

Note 2:   FSUIPC FREE version is required, traffic patterns and snapshots not supported.
Please refer to Appendix C, A2A aircraft with FSiPanel 2017

Note 3:   Please watch the tutorial video on how to use the airbus with FSiPanel 2017
https://youtu.be/zdpumZnRhLc

2 Installation

2.1 System requirements

Tu run properly, your system shall have the following:

- Lockheed Martin Prepar3D V3 or V4 installed.
- Windows 7 or Windows 10 64 bits operating system
- SimConnect clients XPACK 2 installed
- Microsoft .net Framwork version 4.5.2 or later

Optional:

- Navigraph or NavData PRO FSiPanel database (optional only if you want to fly STAR)
- Lorby Prepar3D V4 Addon organizer FREE (to rebuild airports database if third party sceneries are installed). More information and download link in the setup section of this manual under update database section.

Note: During the installation process and during the first run of the software, FSiPanel will check if your system meets the requirements and help you to correct your system if so required.

2.2 Installing FSiPanel

To install FSiPanel, simply run the installer and follow the instructions.

FSiPanel can be installed in your Program files directory or at any other location.

When the installation is completed, the installer will launch a quick tool to check if your system meets all the requirements, this tool will perform the following checks:

- Is SQLLocalDB installed on your system, if not, it will be installed.
- Is Simconnect XPACK installed on your system, if not, it will be installed.

If all system requirements are correct, FSiPanel will be started.

2.3 Registering FSiPanel

On the first run of the program, FSiPanel shall be registered, this action takes approximately one minute and will update our server database with your correct information.

Registration

Please enter your FSiPanel 2017 P3D License

Serial no   FSI2017-P3D-

Check license online

Please copy-paste your license and click "Check license online"

Your license will be validated with our server, you will then see the following screen:
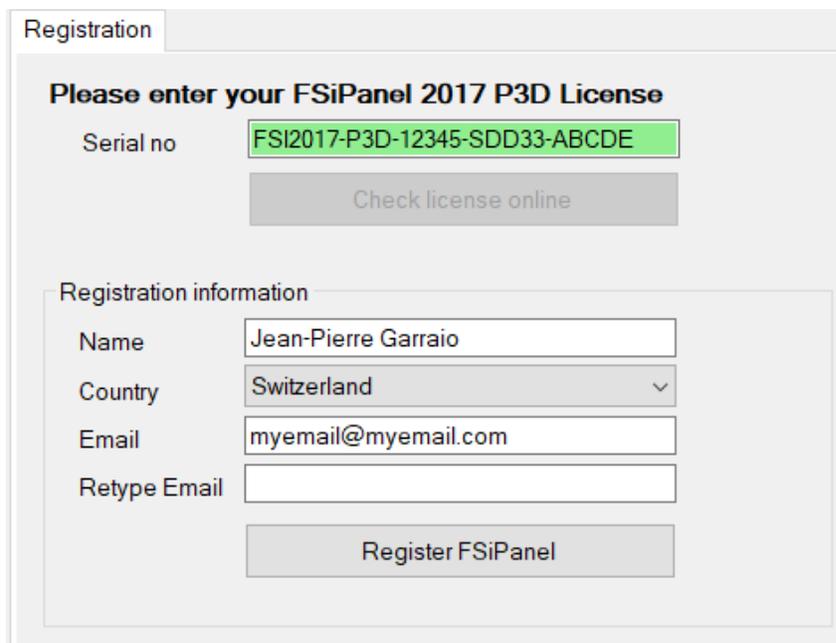
Registration

Please enter your FSiPanel 2017 P3D License

Serial no   FSI2017-P3D-12345-SDD33-ABCDE

Check license online

Registration information

Name   Jean-Pierre Garraio

Country   Switzerland

Email   myemail@myemail.com

Retype Email

Register FSiPanel

- Check that your Name is correct

- Check or select correct Country.

- Check your email and retype the email

When all set, click on "Register FSiPanel"

An automated process will now send you an email with a validation code, please make sure to check your SPAM folder if you do not see the email within 1 minute.
Enter the code received to complete the registration process.
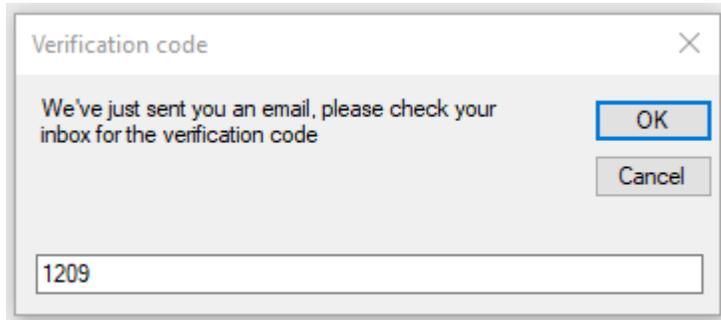
FSiPanel will then be restarted and should be successfully registered.

Warning: An internet connection and a valid email address are required to register FSiPanel

3 Configure the software

To access the setup page, click on the Setup button at the bottom right of the main screen.

3.1 Options Tab

You can check and change the default values used for the positioning of your aircraft

The following options are configured on this tab:

3.1.1 Aircraft positioning options

3.1.1.1 Final position

Short Final Button

Default value 4 NM.

This value will be used by the quick position button (short final) on the main screen.

The default value for Short Final distance in NM can be adjusted from 4NM to 10NM

Long Final Button

Default value 8 NM.

This value will be used by the quick position button (long final) on the main screen.

The default value for Long Final distance in NM can be adjusted from 5NM to 19NM

Offset in NM to GS intc

Default value 0.5 NM

FSiPanel will position the aircraft a little bit further than the glideslope intercept point

Example, if you want to fly a 8NM ILS approach and your offset is 0.5 by default, you will be positioned at 8.5NM giving you some time to intercept the glideslope.

The default value for offset in NM to GS intc can be adjusted from 0.5NM to 2.0NM

3.1.1.2 Downwind position

Lateral distance to the RWY

Default value 3 NM

This will be your lateral distance to the runway in NM when positioned on downwind.

The default value for lateral distance to the runway can be adjusted from 2NM to 5NM.

Altitude AGL in feet

Default value 2000 ft

The aircraft will be positioned xxxx ft AGL (Above ground level)

Note: Example : the airport elevation is 499ft and your setting is 2000ft, the aircraft will be positioned on downwind at 2500ft which is 2000ft above airport elevation.

3.1.1.3 Base position

Base leg distance in NM

Default value 3 NM

The default value for base leg distance in NM can be adjusted from 3NM to 10NM.

Your base leg distance will be X NM until your intercept final approach course.

Final leg distance in NM

Default value 8 NM

The default value for Final leg distance in NM can be adjusted from 4NM to 15NM

This will be your final distance in NM when intercepting final approach course.

3.1.1.4 Vectors position

Vector leg distance in NM

Default value 4 NM

The default value for Vector leg distance in NM can be adjusted from 3NM to 15NM

Your vector leg distance will be X NM until your intercept final approach course.

Final leg distance in NM

Default value 8 NM

The default value for Final leg distance in NM can be adjusted from 4NM to 15NM

This will be your final distance in NM when intercepting final approach course.

3.1.1.5 Traffic pattern options

Lateral distance to the RWY

Default value 3 NM

The default value for lateral distance to RWY can be adjusted from 3NM to 10NM

This will be your lateral distance to the runway when flying your traffic pattern

(downwind leg)

Altitude AGL in feet

Default value 2000 ft

The aircraft will be positioned xxxx ft AGL (Above ground level)

Note: Example : the airport elevation is 499ft and your setting is 2000ft, the aircraft will be positioned on downwind at 2500ft which is 2000ft above airport elevation.

Final distance in NM

Default value 6 NM

The default value for Final distance in NM can be adjusted from 4NM to 15NM

This will be your final distance in NM when intercepting final approach course.

3.1.2 Weather Settings

3.1.2.1 Visibility units
Visibility unit can be change from metric to US and vice versa.
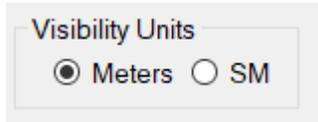
Visibility Units
⦿ Meters ◯ SM

Select Meters for metric unit and SM (Statute miles) for US

3.1.2.2 Weather Source
You can change weather source from FSiPanel Weather engine to ActiveSky
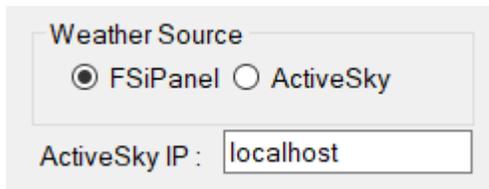
Weather Source
⦿ FSiPanel ◯ ActiveSky

ActiveSky IP : localhost

Note: ActiveSky should be installed and running, if not running on the same computer as FSiPanel, the IP address of ActiveSky should be entered manually instead of "localhost" ex: 192.168.0.8

Refer to section 3.2.2 : Flying with ActiveSky weather for more information

3.1.3 Miscellanous

Bring P3D in focus when clicking MoveAC
Selecting this option will automatically bring your P3D screen in view after you have clicked on MoveAC, you will then be ready to take over control without having to manually open P3D window.

Bring P3D in focus when unfreezing position.
When you decide to unfreeze actual aircraft position from FSiPanel Sim Controls menu, P3D window will come in view for you to fly.

Select how FSiPanel will hand over the controls to you.
- **By Pausing the simulator**
  With this method, when everything is set, FSiPanel will PAUSE P3D.
  You will then have to switch Pause mode OFF (P Key) to start flying.
- **By Freezing aircraft position**
  With this method, FSiPanel will just freeze the aircraft position, it will fly without actually moving. To take over control, you need to hold your brakes for a few seconds.
  The benefit of this method is that you can program your FMC, set your minimum while the aircraft is flying, some addons don't accept modes or FMC changes in Pause mode.

3.1.4 Prepar3D Version

Select the version of Prepar3D you want to use with FSiPanel.

Only valid P3D installations found by FSiPanel will be shown as options.

Note: You can change from P3D v3 to v4 and vice versa but only aircraft imported on the selected version will be available for your training session.

3.1.5 Update your airport database

FSiPanel comes with a generic FSX airports database. If you have third party sceneries, you should update the airport database by clicking on the Update DB button.

FSiPanel will use MakeRwys.exe and Lorby scenery exporter to create a new airport database containing your 3rd party sceneries.

Note: This action can take several minutes and is fully automatic, please do not interrupt the process

3.2 Paths Tab

This tab will let you check all detected paths and locate new addons if you have installed new aircraft after the initial installation of FSiPanel.

Except for ActiveSky WX file, all the paths listed here are read-only and can not be modified by the user, if a path is missing, the most likely cause will be a problem with your registry or the addon itself.

3.2.1 Locate new addons

Click on locate new addons button if you have installed a new aircraft or ActiveSky after the initial installation of FSiPanel.
FSiPanel will then scan your system for all compatible addons and will update your paths accordingly.

3.2.2 Flying with ActiveSky weather

If ActiveSky is your selected weather source, please make sure it is running when using FSiPanel

- If ActiveSky is running on the same machine as FSiPanel, no further settings as required.
- If ActiveSky is running on a remote computer, you will have to provide the local IP of the computer running ActiveSky. (Usually 192.168.0.x for example)
- You can set the date and time in ActiveSky prior to start FSiPanel, in that case, FSiPanel will use the ActiveSky date and time for the training flights.
- If ActiveSky is in Live Real time mode, FSiPanel will use actual weather.
- If you want to change the date and time from FSiPanel, after having selected your desired airport, click on ActiveSky button, you will then be able to change the date and time (Local Time), when clicking on SetWeather button, please wait at least 10 seconds for ActiveSky to download the new weather before starting your approach.
- MAKE sure "Force Historical Time to Sim Time" is **DISABLED**
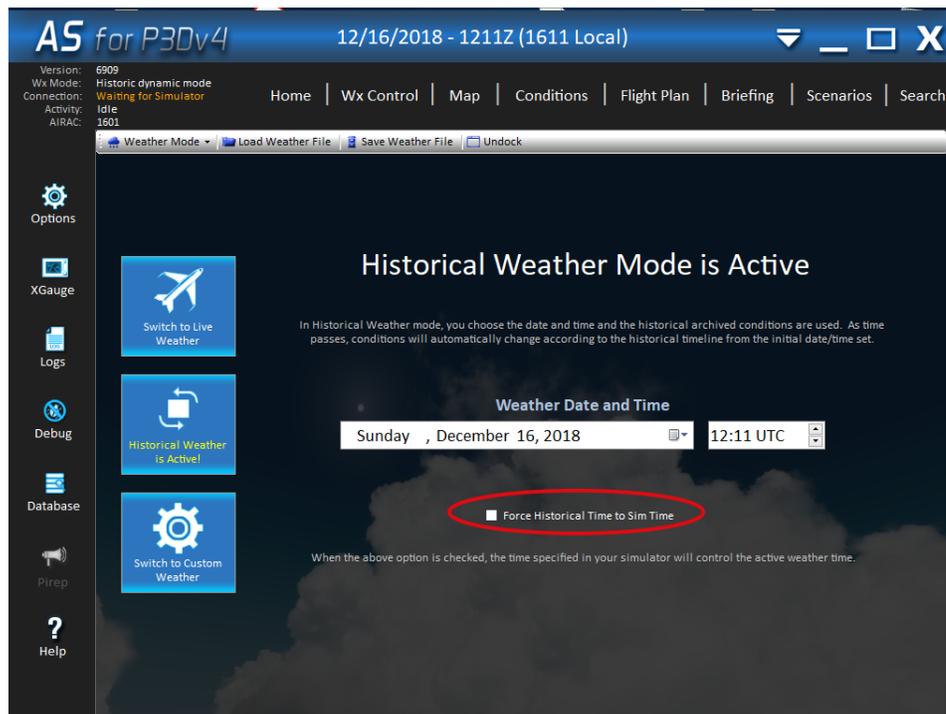
4 Activating an addon with FSiPanel

To use an addon with FSiPanel it must be activated.

When FSiPanel is purchased, it comes with 2 addons credits.

One credit will be deducted for each add-on activation.

Note: If you reinstall FSiPanel even on another computer, all your activated addons will be available.

Note: All variants and liveries are included for 1 credit. Example, you activate the PMDG 737, you can fly any variant (737-600, 737-700, 737-800, 737-900) and any livery. You can also import as many aircraft as you like for this activated addon

To activate an addon, click on Select Aircraft button (at the bottom right of your screen)

This button will be green if you have not yet selected any aircraft for your training.
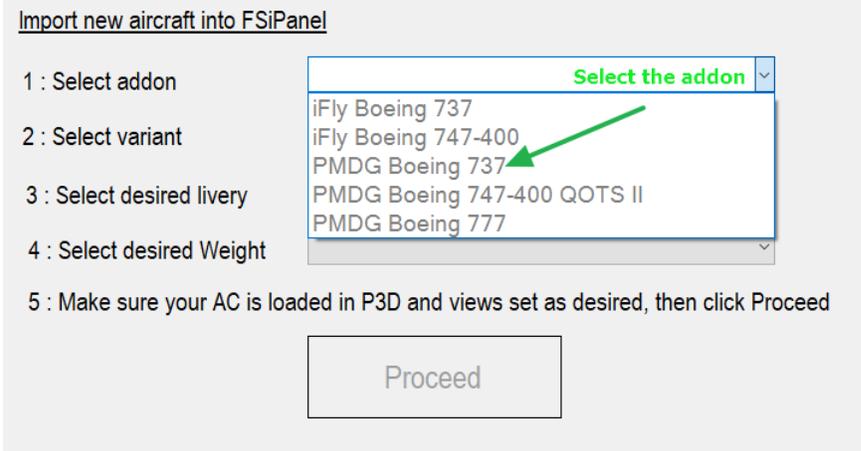
You will then see the following screen:

Select now the addon to be activated, it will be shown in grey if not activated.

You will then get the following confirmation window.

New Addon   ×

PMDG Boeing 737 is not activated on your license, do you want to
activate it?

                                           Yes   No
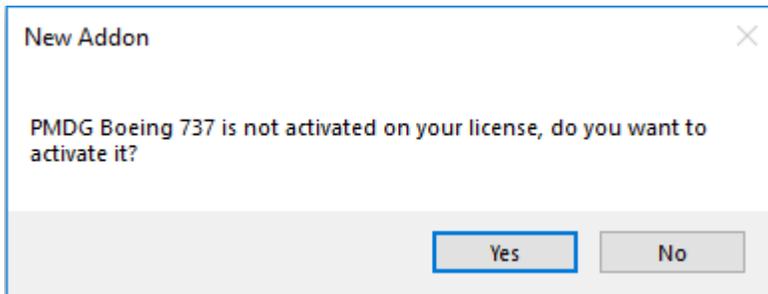
Select YES if you want to use 1 credit to activate this addon.

You will then get a last confirmation window showing your credits available as well as the new balance after the activation.

FSiPanel2017_P3D   ×

You have 2 credits available, 1 credit is required to activate the PMDG
Boeing 737. Do you want to continue?

                                           Yes   No
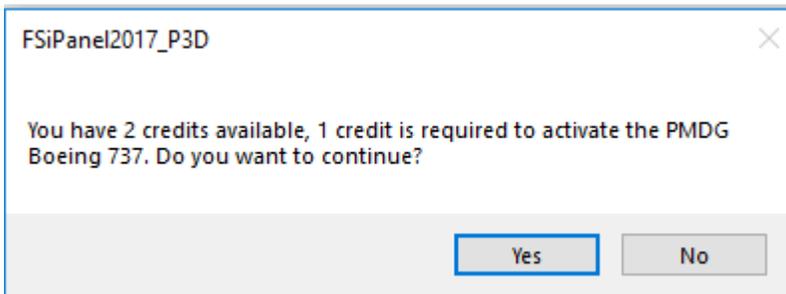
Select YES and the addon will be activated on your FSiPanel license.

Done   ×

PMDG Boeing 737 successfully added to your license ! new credit(s) : 1
FSiPanel will now be restarted

                                                        OK
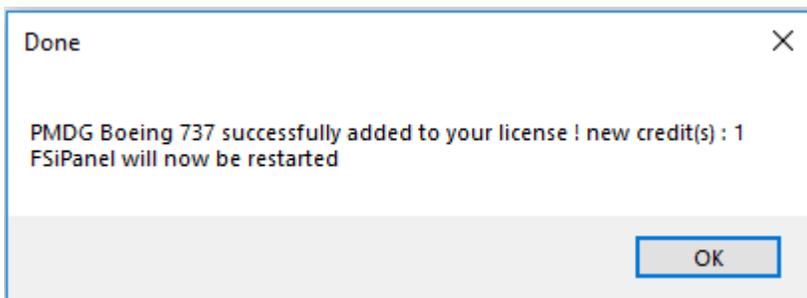
Note: FSiPanel needs to be restarted after a new addon activation

5 Importing your aircraft into FSiPanel

To fly your favorite aircraft with FSiPanel it should first be imported.

To import your aircraft, follow the steps below:

- Make sure ActiveSky or any other weather software is not running.

- Start Prepar3D and on the scenario screen, select the following:

    o Select your aircraft with desired livery

    o Select any airport or keep the default one

    o **Under weather, select Clear Skies**
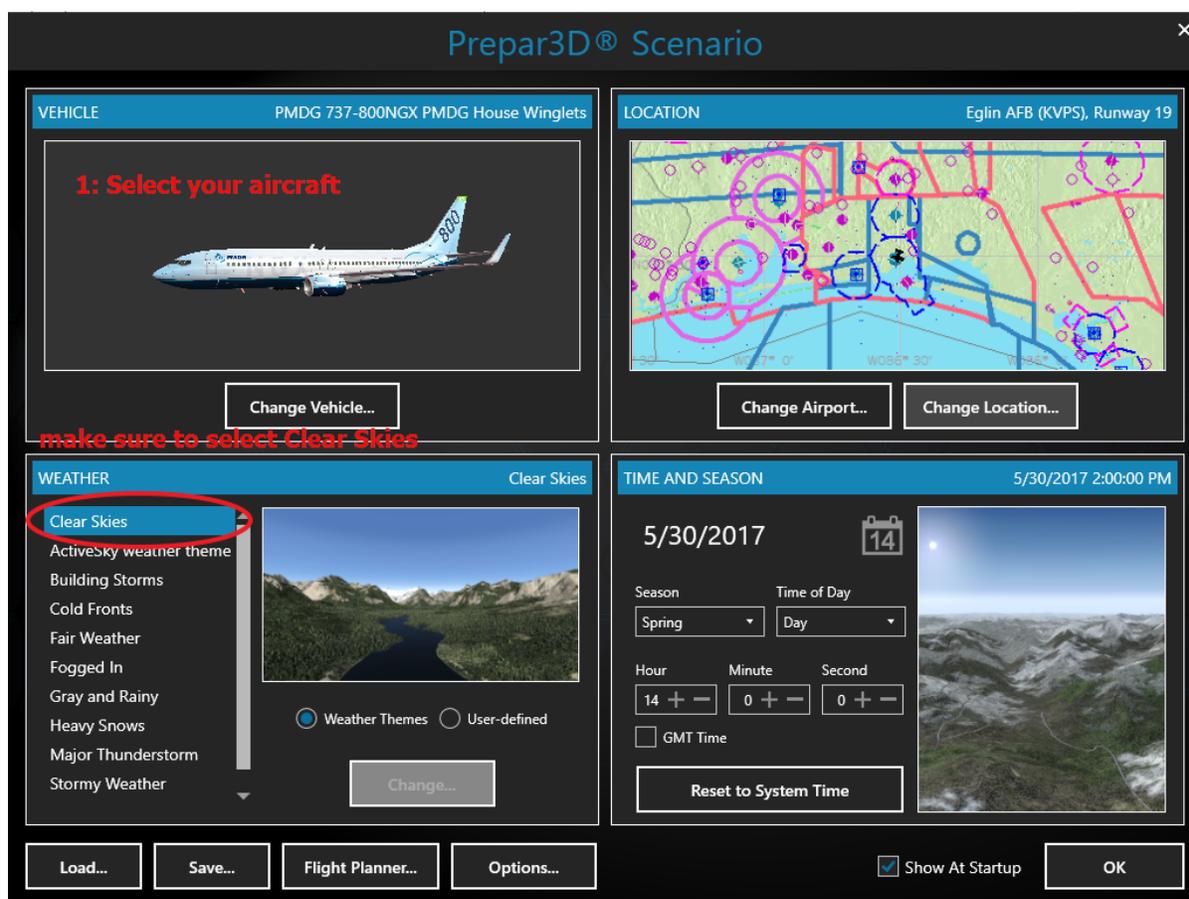
When all is set, click OK to start your simulator.

Once the aircraft is on the runway, set the cockpit view as desired:

- Set 2D panel or virtual cockpit as desired.

- Set your view correctly, this will be the active view when FSiPanel will give you the control.

When everything is set as desired, go back to FSiPanel and follow the steps below to import your aircraft:

1. Click on button "Select Aircraft" (bottom right of the screen)
   This button will be green if you have not yet selected an aircraft for your training.
2. Select the addon from the list

Import new aircraft into FSiPanel

1 : Select addon

PMDG Boeing 737
iFly Boeing 737
iFly Boeing 747-400
PMDG Boeing 747-400 QOTS II
PMDG Boeing 777

2 : Select variant

3 : Select desired livery

4 : Select desired Weight

5 : Make sure your AC is loaded in P3D and views set as desired, then click Proceed

Proceed
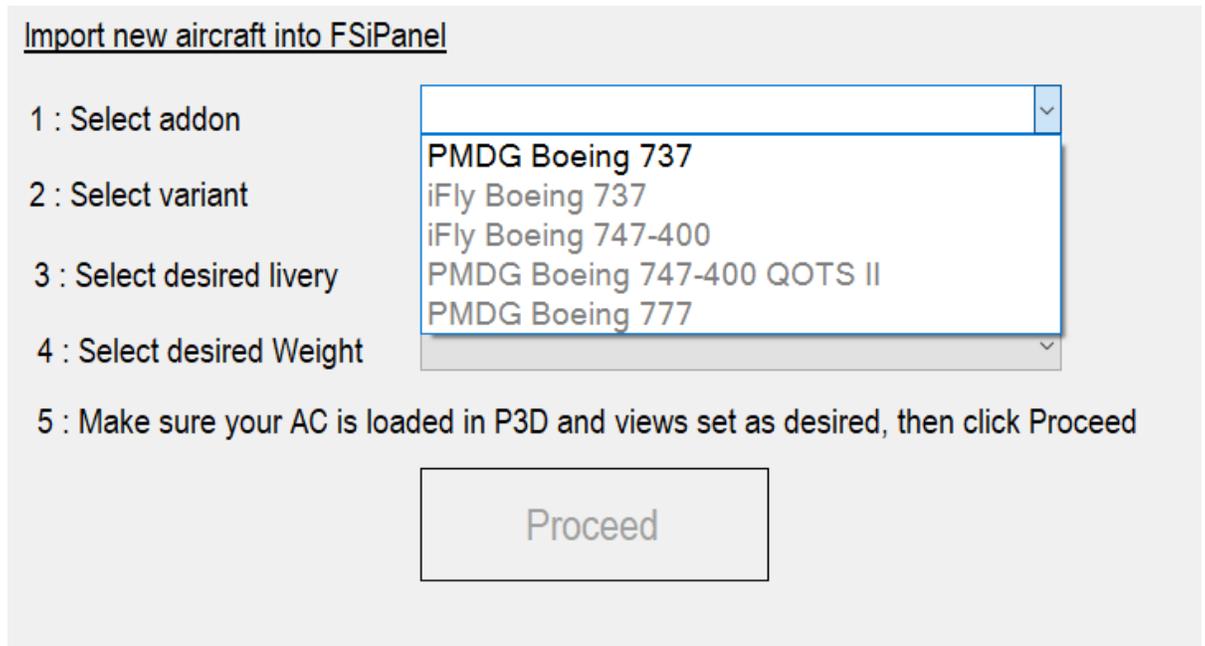
Note: Only addons already activated will be shown in black (PMDG 737 in the above illustration), if your desired addon is greyed out, refer to the previous chapter "activating an addon"

3. Select the desired variant from the list

2 : Select variant

3 : Select desired livery

4 : Select desired Weight

5 : Make sure your AC is load

737-600
737-700
737-700WL
737-800
737-800WL
737-900
737-900WL
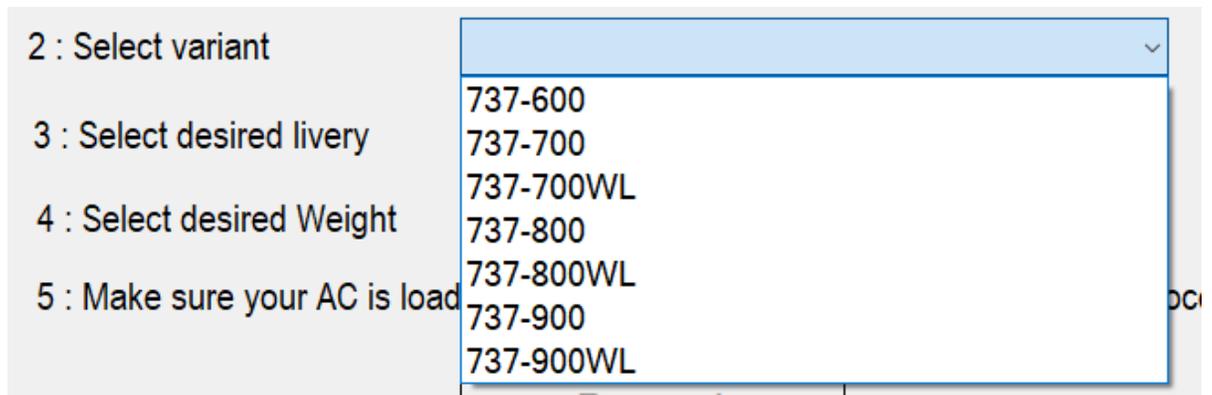
4. Select the desired livery from the list

5. Select the desired weight from the list

Note: Widebody aircraft have different weight options

6. When everything is set, click on Proceed to import your aircraft.

5.1 Error importing your aircraft

FSiPanel may display some error messages while importing an aircraft. The following error messages are the most common ones:

5.1.1 Weather problem

You didn't select CLEAR SKIES from the scenario screen or a weather engine program is running and interferes with P3D.

In that case, make sure to close any WX program and in P3D, go to WORLD, Weather and select "Clear Skies"

5.1.2 Aircraft not matching selection

The aircraft loaded in P3D does not match your selection in FSiPanel, please crosscheck the aircraft selected in P3D with your import settings

Error Importing Aircraft

Please select the correct aircraft on ground and try again.

Note: Example: You have selected the PMDG 737-800 in P3D but you have selected a 737-900 in FSiPanel

5.1.3 Slew axes assigned to your controllers

FSiPanel uses the slew mode to correctly position your aircraft, in some circumstances users have one or more slew axis assigned to their joystick. If the joystick is not properly calibrated, a small input is given while the Sim is in Slew mode changing the aircraft position.

Error Importing Aircraft

1 or more slew axis is assigned to your joystick

Please delete slew assignments, refer to FSiPanel Manual Slew problem

Warning: Please refer to the annex "remove slew axes/axis" to correct the problem

6 Getting started with FSiPanel (Quick tutorial)

This section will show you how to use FSiPanel for the first time, it is a short tutorial where we will practice a quick 8NM ILS approach on runway 23 in Geneva, Switzerland.

We will use CAVOK weather and quick settings, this will show you how fast you can start flying your approach with basic settings.

Warning: At this point, we assume that you have successfully activated and imported your favourite aircraft as described in chapter 4 and 5 of this manual

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6.1 Select your aircraft

First, we need to select our aircraft if not done already.

If an aircraft is selected for training, it will show at the top of the main screen
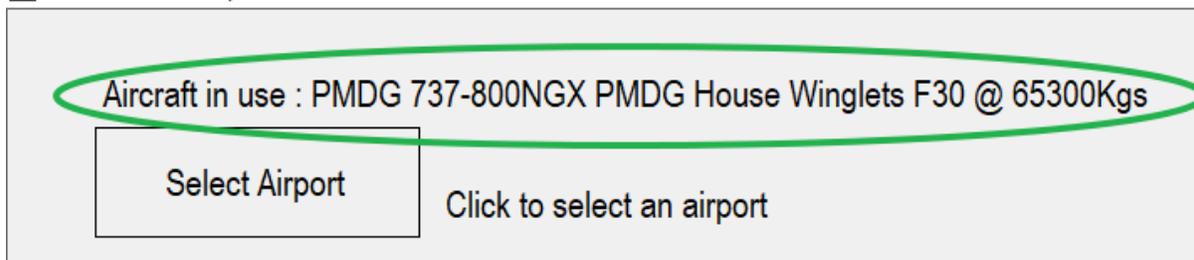
If no aircraft is selected, please click on Select Aircraft button (bottom right corner) and select your aircraft by clicking on it.

6.2 Select the airport

Now an airport must be selected. To select an airport click on the "select airport" button (main screen)

Then the ICAO code of the desired airport must be entered/inserted, in this example LSGG. LSGG can be entered by typing or by clicking on the screen keyboard button to enter LSGG.

Once the airport is found, you can check the airport information and confirm your choice by clicking on select airport button or by hitting ENTER on your keyboard.

6.3 Select the runway

Now the runway must be selected. Click on the button "Select Runway"

A list of available runways will be shown. To select the desired runway, in this example runway 23, click on "23" in the Runway column, indicated by the green arrow in the picture below.

Select your runway

Runway	Length [ft]	Length [m]	RWY Elev [ft]	ILS Avail	ILS Freq	LOC Course	GS Angle	Pavement	Wind component
05	12789	3898	1411	YES	110.90	045	3	Concrete	Wind calm
23	12789	3898	1411	YES	109.90	225	3	Concrete	Wind calm

6.4 Select the desired position

Now we need to select where to position our aircraft for the approach.

In this tutorial, we will use a Quickset button.

Click on 8NM aircraft symbol
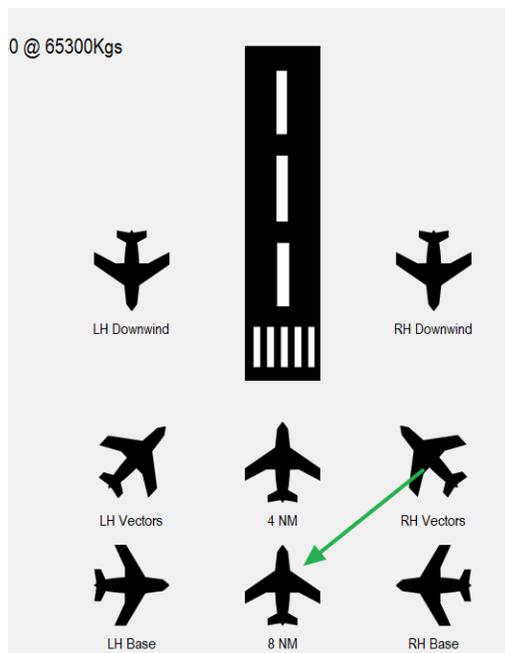
Note: Quickset buttons are shown on the main screen and will use default values set in FSiPanel options. You can position the aircraft to Downwind, Base, Vectors and Final using the eight quickset buttons shown on the main screen

Once you clicked on the quickset button a position summary will be shown on the top right of your screen.

6.5 Fly the approach!

If P3D is running and connected to FSiPanel, the Move Aircraft button will be available for you to start your approach.

Click on the button "MOVE AC" P3D should come in to view and your aircraft positioning / trimming will take place.

Warning: Wait until FSiPanel gives you control, do not make any keyboard or joystick manipulation. Do not push any buttons or make any changes/switching.

Note: For this tutorial, we will use CAVOK weather. To change the weather, please refer to Weather chapter of this manual.

After landing, go back to FSiPanel and on the right side of the main screen you should see a Landing Report button. Click on the landing report button to open it.

7 Prepare your approach

This chapter will show you all the possibilities you have to position your aircraft.

7.1 Select Airport

7.1.1 Manual selection

In this section, we will talk about airport selection.

How you can select your airport and what other options are available to you.

To select an airport, click on the "Select Airport" button on the top left corner of your screen.

Note: If an airport has previously been selected button will show the ICAO code of this airport, click on the select airport button to change the airport (ICAO code).
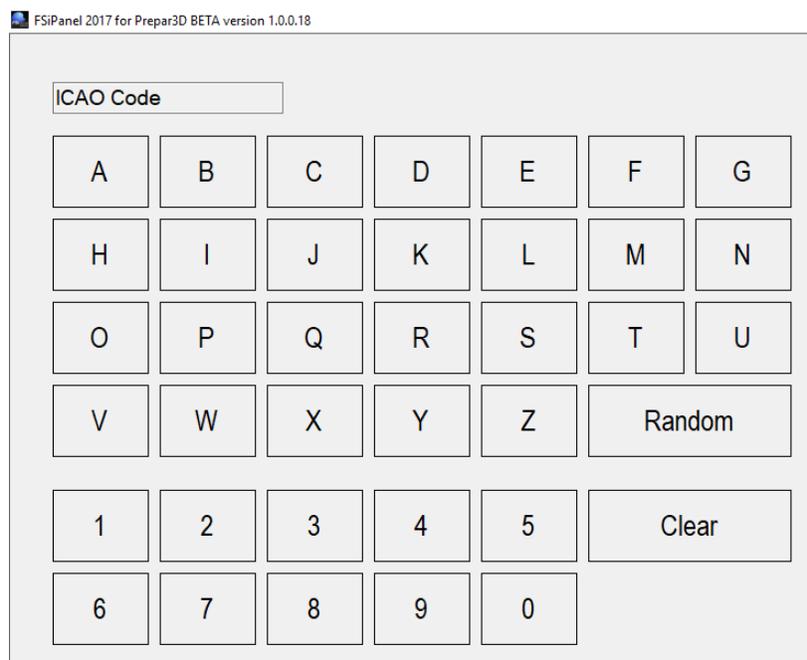
You can now type your airport ICAO code to select it for your training.

7.1.2 Select a random airport

If you want FSiPanel to select a random airport based on your filters, click on Random (see below illustration)

	Runway	Length [ft]	Length [m]	RWY Elev [ft]	ILS Avail	ILS Freq	LOC Course	GS Angle	Pavement	Wind component
▶	09	4848	1478	1959	LOC ONLY	110.70	086	N/A	Asphalt	Wind calm
	27	4848	1478	1959	YES	110.70	266	3.5	Asphalt	Wind calm

Minimum Runway Length 500m / 1640ft
Maximum Runway Length No Limit
Runway with an ILS app ○ Yes ○ No ● Loc Only
Country Germany
States Random
Rwy Pavement Not Specified

Search

ICAO EDQM   Elev 1959 ft   Country Germany   City Hof-Plauen   Name Hof-Plauen   State

Select EDQM Runway 09

Available filters:

- Minimum runway length :   (500m to 4000m)
- Maximum runway length :   (500m to no-limit)
- Type of approach: (ILS, LOC ONLY or NO IFR approach)
- Country   Random or select any available country
- States   Random or select any states (only for US airports)
- Rwy pavement   Not specified or select desired runway surface.

Once set with all your filters, click on the SEARCH button. If an airport with a runway meeting your criteria can be found, it will be shown in green as shown in the image. You can click on the button Select runway or select any other runway by simply clicking on the two digit runway identifier in the column labelled "runway".

7.2 Select the runway

To select the runway, click on the button "Select Runway" on the main screen. If a runway was previously selected, the button will be labelled with the runway identification ex. RWY 08L. Click on it again to select another runway.

Select your runway

Runway	Length [ft]	Length [m]	RWY Elev [ft]	ILS Avail	ILS Freq	LOC Course	GS Angle	Pavement	Wind component
08L	8595	2620	8	LOC ONLY	109.30	092	N/A	Asphalt	HW:2 XW:3
08R	10498	3200	8	YES	110.30	092	3	Asphalt	HW:2 XW:3
09	12994	3961	8	YES	110.90	092	3	Asphalt	HW:2 XW:3
12	9357	2852	8	YES	108.90	124	3	Asphalt	HW:3 XW:1
26L	10498	3200	8	YES	109.10	272	3	Asphalt	TW:2 XW:3
26R	8595	2620	8	LOC ONLY	109.30	272	N/A	Asphalt	TW:2 XW:3
27	12994	3961	8	YES	109.50	272	3	Asphalt	TW:2 XW:3
30	9357	2852	8	YES	111.70	304	3	Asphalt	TW:3 XW:1

The runway list will appear for you to select your desired runway.

The list will show:

- Runway ident   The runway itself ex. 08L
- Length   Runway length in feet and meters
- Runway elev   Runway elevation in ft MSL
- ILS Avail   YES: ILS is available

                        LOC ONLY   Loc approach (no glideslope)

                        NO   No ILS or LOC available
- ILS Information   ILS Freq, ILS Course, Glideslope angle
- Pavement   Type of pavement
- Wind component   Actual headwind HW, tailwind TX and crosswind XW

                        Based on actual WX or ActiveSky WX if provided

Note: Click on any column to sort the runway list as desired

7.3 Select the position

To select the desired position, you can use the quickset buttons as seen earlier on the tutorial or use the Select Fix button (main screen) to setup a more complex position.

Note: Quickset buttons are explained in previous chapters

Once you've clicked on Select Fix button, you will see the following screen:
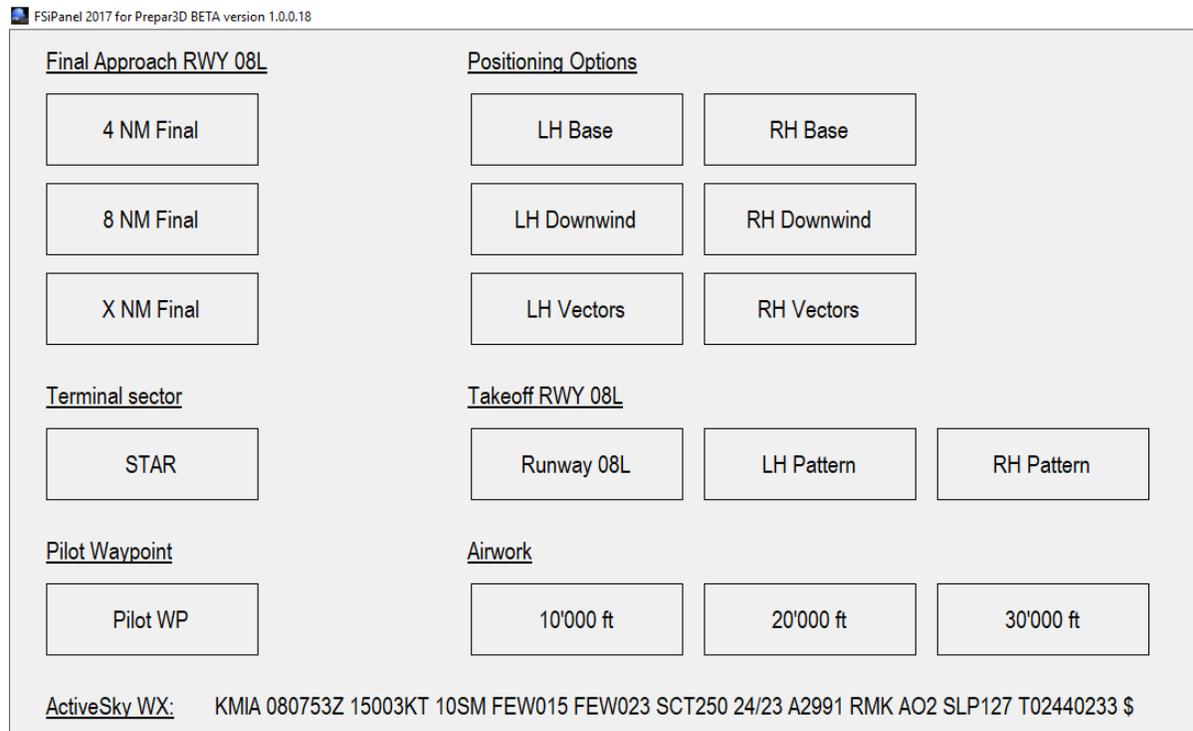
7.3.1 Final Positions
If you click on the 4 NM Final or 8 NM Final, it will be equivalent to the quickset buttons shown on the main screen.

X NM Final:

Clicking on the X NM Final button will let you decide how many miles final you would like to start your approach. Any distance may be chosen. However, the shortest distance on final that can be chosen is 4NM, the longest 25NM.

After inserting the distance, you will be asked to enter the desired altitude. If you leave the default altitude FSiPanel will set the altitude based on the apporach glideslope (if available) or a standard 3 degree path.

Change this altitude value only if you want to be positioned above or below the glideslope.

7.3.2 Base positions
Clicking on the LH Base or RH Base button will let you define a custom base position.

X = 3 NM   Y = 8 NM   Alt = 2400ft

Validate
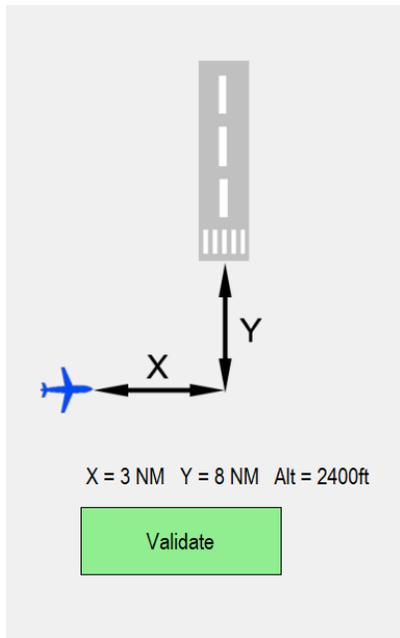
- If you want to change your base leg distance, click on X = 3 NM, you will then have to enter the desired base leg distance (2 to 10 NM)
- If you want to change your final leg distance, click on Y = 8 NM, you will then have to enter the desired final leg distance (4 to 25 NM)
- If you want to change the altitude, click on Alt = xxxx feet
  FSiPanel will always compute the correct altitude to put you on the glideslope for your approach, if you change this altitude you will be above or below the glideslope, effectively positioning you too high or too low for your approach. This is only recommended if training these types of scenarios if specifically desired.

When done, click on Validate to accept the settings and check Position Summary on the main screen (top right corner)

7.3.3 Downwind positions

Clicking on the LH Base or RH downwind button will let you define a custom downwind position.
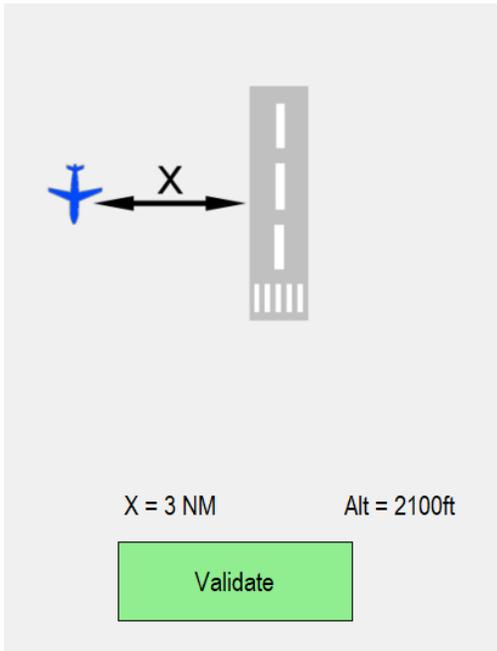
- If you want to change your lateral distance to the runway, click on X= 3 NM, you will then have to enter your desired lateral distance (2 to 10 NM)
- If you want to change the downwind altitude, click on Alt = xxxxft, you will then have to enter the desired altitude in feet above MSL

Note: Default downwind altitude is generated by the default value set in FSiPanel setup page

7.3.4 Vectors positions

Clicking on the LH or RH vectors button will let you define a custom vectors position.

X = 8 NM   Y = 4 NM   Alt = 2400ft

Validate
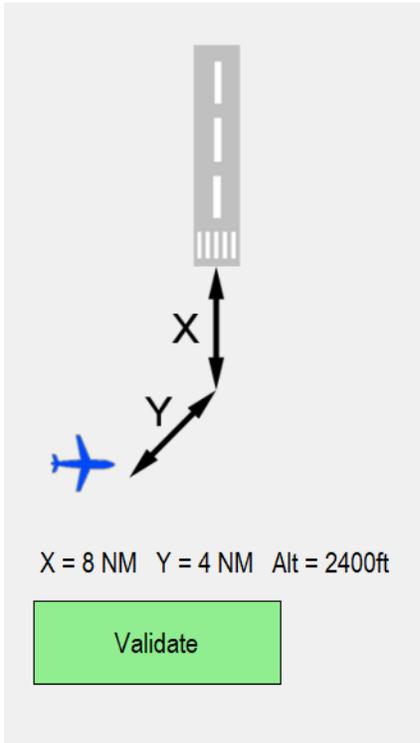
- If you want to change the vector leg distance, click on X=8NM, you will then have to enter the desired vector leg distance (4 to 25 NM)
- If you want to change the final leg distance, click on Y=4NM, you will then have to enter the desired final leg distance (2 to 25NM)
- If you want to change the vectors altitude, click on Alt = xxxxft, you will then have to enter the desired altitude in feet above MSL

Warning: FSiPanel will always compute the correct altitude to put you on the glideslope for your approach, if you change this altitude, you will be too high or too low for your approach!

7.3.5 STAR positions

FSiPanel allows you to start your flight from any waypoint, altitude based on a published STAR.
To use this feature you need to have an updated NAV database. FSiPanel 2017 is compatible
with Navigraph and NavData navigation databases.

Airport : KMIA Runway : 08L	AIRAC : 1410	Valid until : 10/15/2014

Select STAR	Select Transition	Select Waypoint
ANNEY2	MLB	TRV
BLUFI2	OMN	PHORD
CURSO2	SNSBK	PBI
CYY6	TRV	ANNEY
DVALL1		HILEY
FLIPR3		KAINS
FOWEE6		VKZ
HILEY4		

Options for PBI :

Heading :   165

Altitude :   5000ft   WARNING, no published restriction, check altitude

Offset :   5NM

Cancel	Validate

To select a waypoint along a STAR route:

- Select the desired STAR (column 1)
- Select the desired transition if any (column 2)
- Select the desired waypoint (column 3)

Once the waypoint is selected you will have other options available:

Heading

Check the desired heading on your approach chart and click on the number to change it,
if required (on the above example, clicking on 165 will let you change it)

Altitude

Check the desired altitude on your approach chart and change it by clicking on it if
required.

Offset

Desired offset (default value is 5 NM)
FSiPanel will position the aircraft 5 NM ahead of your waypoint, giving you time to setup
your FMC for the flight

7.3.6 Takeoff positions

You can select 3 different takeoff positions:

- On the runway

  Aircraft will be positioned on the runway and ready for departure, you will have to set your FMC.

- LH or RH traffic patterns

  Aircraft will be positioned on the runway and the following will be done:

  PMDG 737, PMDG 747, PMDG 777

  A route file called FSIPANEL01 will be available for you to load in your FMC, this route will have a complete circuit pattern for you to fly.

  iFly 737, iFly 747

  The FMC will be automatically programmed for you while the aircraft gets ready to fly.

7.3.7 Airwork positions

These 3 positions will let you position the aircraft in low, middle and high altitude for airwork.

Airwork

| 10'000 ft | 20'000 ft | 30'000 ft |
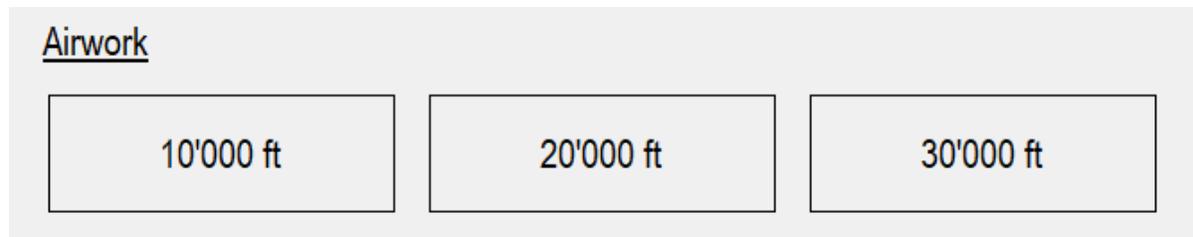
The aircraft will be over the airport at the selected altitude.

7.3.8 Pilot Waypoint

This option will allow you to create a custom pilot waypoint based on GPS coordinates, a real navaid (VOR, ADF) or any waypoint of your navigation database.

```
Select your desired pilot waypoint                    Add new waypoint
Left click to select, Right click to delete

     Pilot Waypoint
  ▸  FLL




Parameters

  Altitude :  7000        Heading :  79        Offset :  5

  Description : Overhead Fort Lauderdale

                                              Select WP
```

If a waypoint has already been created for the selected airport, it will be shown on the list.

You can select this waypoint with a left mouse click, delete the waypoint with a right mouse click or add a new waypoint by clicking on the button "Add new waypoint".

Note: If you select a waypoint, you can still modify the altitude, heading and offset by clicking on respective values. The selected values will only be changed for this particular approach.

7.3.8.1 Create a waypoint

Add a new pilot's waypoint

Latitude :	26.07394	Actual A/C position
Longitude :	-80.16644	
WP Name :	FLL	Pick a NavData WP
Description :	Overhead Fort Lauderdale	

Default values

Altitude :	10000
Heading :	0
Offset in NM	5

Cancel	Use Waypoint	Save Waypoint

To create a new waypoint, you have the following options:

- Enter the desired GPS coordinates

    GPS coordinates must be entered in decimal format

    Latitude :   45.5 for North 45° and -55.5 for South 55.5°

    Longitude :   65.6 for East 65.6° and -115.4 for West 115.4°

- Use actual aircraft position
- Create a waypoint based on an existing navaid or nav fix (Navigraph database)

You can give your waypoint any name you like, it doesn't have to be the fix name.

Add a description to help you remember why you created the specific waypoint.

Change default values:

- Set the default altitude over this waypoint in feet MSL
- Set the default heading
- Set the offset in NM, to let you prepare your FMC.

Once ready, click on the "use waypoint" button to use this position without saving it or click on the Save Waypoint to save the waypoint to your database (you can then select it on the next screen.

Selecting a NavData WP

- Select VOR, NDB or Fixes / waypoints
- Type the name or the first 3 letters of the waypoint you are searching for
- Select the desired waypoint on the list and click on "Select this WP"

Note: Only waypoints within a reasonable distance from the training airport will be shown. This prevents the selection of remote navaids that share the same identifier as navaids within range of the intended airport to be used.

7.4 Setting your weather

If you use FSiPanel as weather source, weather will be CAVOK unless changed by the pilot before moving the aircraft.

7.4.1 FSiPanel weather engine
FSiPanel has a basic weather engine that can be used to train any IFR approach.

If you want to have more realism and weather effects, you can use ActiveSky program as an optional weather source (Software sold separately)

7.4.1.1 Visibility quick set buttons

Low Visibility Quick Set

CAVOK	CAT I	CAT II	CAT III	NO VIS
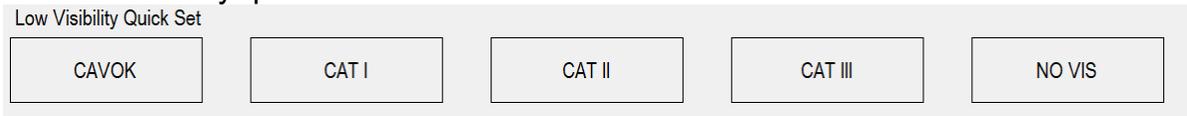
These buttons will set the visibility for the default type of low visibility used in aviation training.

- CAVOK   Visibility more than 5KM
- CAT I   Visibility 550m
- CAT II   Visibility 300m
- CAT III   Visibility 200m
- NOVIS   Visibility zero, if you want to force the pilot to go-around at minimum.

7.4.1.2 Custom weather settings

<u>Setting custom wind:</u>

Enter desired Wind format : 160/22 or if gust 160/22G45

1	2	3	4	5	Headwind	Tailwind
6	7	8	9	0	Left Crosswind	Right Crosswind
-	/	.				
Clear		Enter				

Type in the desired wind with the following format: 3 digits for the direction followed by 2 digits for the speed and optionally 2 extra digits for the gusts.

Examples: Wind 350 at 22 kts, type 35022

                Wind 250 at 15 gusting 20, type 2501520

You can use your keyboard or the on-screen numeric buttons to enter the wind as desired.

Quick wind direction buttons:

- Headwind   The headwind direction will be entered for you
- Tailwind   The tailwind direction will be entered for you
- Left crosswind   The left crosswind direction will be entered for you.
- Right crosswind   The right crosswind direction will be entered for you.

After selecting one of the quick wind direction buttons it is required to enter the desired wind (speed and, if desired, gusts) by using the same format as described in the section above "setting custom wind"

Warning: An airport and a runway MUST be selected in order for the quick wind direction buttons
                to be active.

Setting custom visibility

Visibility units can be set in Meters or in Statute Miles..

Meters or Metric

        Enter the desired visibility in meters ex: 3000 for 3KM

Statute Miles or Imperial

        Enter the desired visibility in statute miles

        Examples :   Vis 5 statutes miles, type 5

                             Vis 1 ¾ statute miles, type 1 3 4

Setting custom temperature

Type the desired temperature and dewpoint in degrees Celsius.

Format : 2 digits for the temperature followed by 2 digits for the dew point.

Examples:

- Temperature 24, dew point 16 : Type 2416
- Temperature -5, dew point 6: Type -0506

Setting custom barometric pressure

Pressure can be entered in hectopascal or inches of mercury.

Type the desired pressure and FSiPanel will automatically recognize your entry as hPa or inHg

Examples :

- QNH 1023, type 1023   equivalent to 1023 hPa
- Altimeter setting 3003, type 3003   equivalent to 30.03 inHg

Precipitation Settings

By clicking on the precipitation button, you can cycle through available types of precipitation.

The types of available precipitation depends on the temperature setting and cloud ceiling, we can not have snow if the OAT is too high and no precipitation can occur if there are no clouds in the sky!

Type of precipitations:

Type of precipitations	METAR equivalent	Remark
Light Rain	-RA	Cloud ceiling required
Moderate Rain	RA	Cloud ceiling required
Heavy Rain	+RA	Cloud ceiling required
Light Thunderstorm and Rain	-TSRA	Cloud ceiling required
Thunderstorm and Rain	TSRA	Cloud ceiling required
Heavy Thunderstorm and Rain	+TSRA	Cloud ceiling required
Light Snow	-SN	Cloud ceiling and temp required
Snow	SN	Cloud ceiling and temp required
Heavy Snow	+SN	Cloud ceiling and temp required

Turbulence Settings

Turbulence can be added to your weather to make the approach more challenging to fly.

You can cycle through Light, Moderate, Heavy and Severe turbulence.

Cloud layer settings

You can set one or more cloud layer based on the aviation coverage expressed in oktas

FEW   Few clouds   1-2 Oktas

SCT   Scattered clouds   3-4 Oktas

BKN   Broken clouds   5-7 Oktas

OVC   Overcast clouds   8 Oktas

Enter desired ceiling in feet MSL for each required layer.

Example : you want to set BKN at 5000 feet, enter 5000 equivalent to BKN050 on a METAR

Download Actual WX

FSiPanel can download the actual weather for your station provided it has a valid METAR report.

Click on DL Actual WX button to download the last METAR reports for your airport.

METAR
KMIA 100853Z 33015G22KT 10SM CLR 12/05 A3017 RMK AO2 SLP217 T01170050 53008 $
KMIA 100753Z 32012G18KT 10SM FEW025 FEW200 12/05 A3016 RMK AO2 SLP212 T01220050 $
KMIA 100653Z 33012G18KT 10SM FEW020 FEW030 SCT200 13/06 A3015 RMK AO2 SLP210 T01280061 $
KMIA 100553Z 32011G16KT 280V350 10SM FEW020 FEW030 SCT180 14/09 A3015 RMK AO2 SLP210 T01390089 10178 20139 51007 $
KMIA 100453Z 32009G18KT 10SM FEW020 FEW030 SCT150 15/10 A3015 RMK AO2 SLP209 T01500100 402670150 $

Check the result and click on the desired METAR for your training.

Note: After having imported a METAR you can edit the weather at your convenience by using the weather buttons.

Download Historical WX

FSiPanel can download historical weather for your station provided a valid METAR was issued on that date for the selected airport.

Start by selecting the desired Date
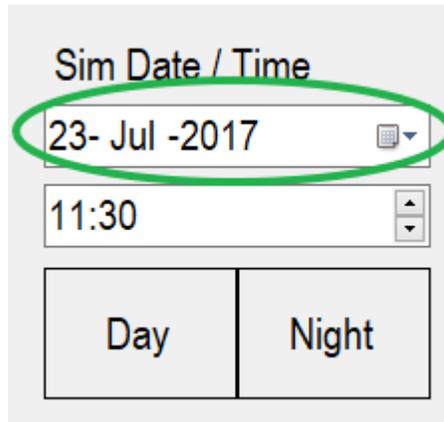
Then click on DL historical WX button, if METARs can be found for the selected date, a list will be shown for you to choose the desired weather.

Warning: Simulator time will be adjusted according to the METAR time, After having selected the METAR the time can be adjusted as required, for example to fly by day or by night.

7.4.1.3 Set Weather or Send Weather button?

Now that your weather is ready, you have 2 options:

- **Click on Set Weather (best method)**

  The weather will be set for your next approach; no changes to simulator weather will take place until you move your aircraft for the next approach. This is the best method to create your scenario for the intended approach.

Note:	This is the correct and best method of preparing your apporach; using the "set weather" button all your parameters will be set by FSiPanel to the correct barometric pressure..

- **Click on Send Weather (Live mode)**

  Weather will be changed instantly in your simulator.

  For example; this option can be used if you want to quickly change the visibility or increase the wind during your flight.

Warning:	If you click on SEND WEATHER, barometric pressure can change while flying, FSiPanel landing report will not be correct regarding the vertical path. You will also need to correct your altimeter setting manually if you change the weather during a flight.

7.5 Start Flying !

When everything is set, you are ready to fly.

Warning: Make sure your simulator is running with the default aircraft on ground.

Check that FSiPanel is using the correct aircraft configuration, by default, FSiPanel will use the following aircraft configuration:

- Final positions   Aircraft fully configured for landing (Final Profile)
- Downwind positions   Gear up, intermediate flaps setting (Vectors Profile)
- Base positions   Gear up, flaps up (Clean Profile)

You can change the default configuration for your approach before clicking on Move Aircraft. Example: you want to fly a very long final with your aircraft in an intermediate configuration. In this case, cycle through the profile(s) to select "Vectors Profile"

The profile button will be shown on the main screen if the selected position allows configuration other than the default configuration.

7.5.1 Move Aircraft or Slew Aircraft button?

We recommend to only use the "move aircraft" button. This option is the main benefit of using FSiPanel over other instructor stations. Once selected, this mode will position the aircraft with the correct speed, altitude, navigation settings AND configuration(!) for the approach.

In some circumstances you may want to use the "Slew aircraft" button. This mode is the same as commonly found in most instructor stations. Once selected, this mode will simply allow to relocate your aircraft to the desired position (altitude and heading). FSiPanel will NOT correct the speed, aircraft configuration and navigation settings.

Example: if you want to quickly move to the airport vicinity after having done some airwork you could use the slew feature to position the aircraft on a downwind for a visual approach.

7.5.2 Move Aircraft and start your approach

Once you've clicked on Move Aircraft, FSiPanel will take over the controls to setup your approach.

FSiPanel will do the following:
- Load the flight with your desired aircraft at the selected airport.
- Configure the aircraft in accordance with the selected position.
- Set the ILS active for the approach
- Trim the aircraft correctly.

Once everything is properly set, FSiPanel will either :
- PAUSE the simulator

   When you are ready to take control, switch pause mode OFF and fly your approach!.
- FREEZE the aircraft position.

   When you are ready to take control, hold your brakes for one second to unfreeze the position and fly your approach !

After landing a landing report will be ready for you to assess your landing.

Note: If FSiPanel takes too much time trimming your aircraft and you want to take control, hit your BRAKES for a few seconds and FSiPanel will hand over the controls.

8 Adding Failures to your training scenario

FSiPanel will let you add an engine failure or a TCAS event to your training scenario.

8.1 Engine Failure options

An engine failure can be set using the following triggers:

- Fail now   Engine will fail immediately
- Fail in XX seconds   Engine will fail after a specific number of seconds.
- Fail at IAS   Engine will fail when aircraft accelerate through the desired IAS
- Fail at Altitude   Engine will fail when the aircraft climbs/descends through a specific altitude.

8.1.1 Fail now

When you press Fail Now or Clear now, the malfunction will be triggered or cleared instantly. To be used while flying.

8.1.2 Fail in X or XX seconds

When you select this failure, the engine will fail XX seconds after you have executed the order. While flying, you can set a failure in for example 60 seconds, return to your flight and expect the engine to fail.

8.1.3 Fail at IAS

This setting is mostly used during take-off to train rejected take-off and engine failures at or above V1.
To set an engine failure at V1, check your FMC for the correct V1, select it in FSiPanel and click Execute. The engine will fail when the aircraft accelerates through V1.

8.1.4 Fail at altitude

This setting will fail the engine based on the set altitude (MSL)
It can be selected during climb or descent.

To set an engine failure during climb:
- Enter the desired altitude in feet MSL

Note: Make sure the aircraft is below the target altitude

To set an engine failure during descent:
- Enter the desired altitude in feet MSL preceded by a – (minus sign)
  Example : enter -3000 for an engine fail to occur when the aircraft descends through 3000ft MSL

Note: Make sure the aircraft is above the target altitude

8.1.5 Clearing a failure

After the failure has occurred, the failure can be cleared but will not return the engine to a running state. This is done intentionally to train inflight restart scenarios using the appropriate aircraft specific procedure.

Go to the failure menu, select the failed engine, click on CLEAR now and execute.
The failure will be cleared and the engine can be started normally using the appropriate checklist.

8.2 TCAS scenario

FSiPanel can create a conflicting traffic triggering a TCAS resolution advisory provided your aircraft is equipped with a TCAS system and the TCAS mode is on TARA (set to ON by FSiPanel)

To create a conflicting traffic you should be flying straight and level on a fixed heading.
If you start to descend or turn while setting up the scenario, the intruder might not be conflicting anymore.

You have the following options:

- Now   Intruder will be in your 12' clock in a few seconds
- In 30 sec   Intruder will appear after 30 seconds
- In 60 sec   Intruder will appear after 60 seconds
- 120 sec   Intruder will appear after 120 seconds

9 Simulator Controls

You can control come of the simulator features from the FSiPanel Sim Controls menu,

Any active mode will be displayed in green (In the example below the sim is paused, indicated by the "pause Sim" button displayed in green)

Pause and Sim speed					
Pause Sim	Freeze Position	Freeze Altitude	**Sim Rate 1x**	Sim Rate 2x	Sim Rate 4x

Slew Control			Aircraft parameters		
	SLEW forward				
SLEW left	SLEW ON	SLEW right	Set Altitude	Set Heading	Set Speed
	SLEW backward				

9.1 Pause, Freeze and Sim Speed

Pause Sim	Will PAUSE or UNPAUSE your simulator
Freeze Position	Will FREEZE or UNFREEZE your aircraft position.
Freeze Altitude	Will FREEZE or UNFREEZE your aircraft altitude
Sim Rate	Increase or decrease simulator rate

9.2 Slew Control

Using Slew Control you can adjust the aircraft position by simply moving it left, right, forward or backward. Slew control is mainly intended to be used for small position adjustments.

First click on the SLEW ON button to activate Slew Mode in the simulator, then use the desired slew button to start moving your aircraft.

Warning: PAUSE mode should be OFF in order for slew control to work

9.3 Set Altitude, Heading and Speed

You can modify the aircraft Altitude, Heading and Speed by clicking on the associated buttons displayed under "aircraft parameters".

9.3.1 Set Altitude

Enter desired altitude in feet MSL (Max 43'000ft)
The aircraft will be instantly moved to the new altitude

9.3.2 Set Heading

Enter desired heading (1 to 360°)
The aircraft heading will be change instantly.

9.3.3 Set Speed

Enter desired IAS (Indicated airspeed)
The aircraft speed will be change instantly.

Warning: Know your aircraft! It is your responsibility to make sure the selected parameters are within the aircraft operating envelope and in accordance with the aircraft limitations

10 Snapshot Feature

As in a real Level-D simulator, FSiPanel can save and reload so called snapshot.

What is a snapshot?

> A snapshot is a picture of the actual aircraft position, speed and settings
>
> Taking a snapshot will allow you to train several approaches at the same location without having to manually reprogram your FMC, setting your minimum, etc.

What is the best way to take a good snapshot?

- First position your aircraft at the correct location.

  For example : You can use FSiPanel to position the aircraft on vectors and then use the sim controls to freeze the aircraft position.

- Check your FMC and update it with the approach that you want to fly.
- Set your minimums on the PFD
- Set anything you want, everything will be recorded.
- When you feel ready to fly this approach and everything is properly set, TAKE a snapshot

Any restrictions on taking snapshots?

> Yes, the aircraft should be in altitude hold and heading hold mode with autopilot ON

Can I repeat the same approach using different weather?

> Yes, simply select the snapshot and before clicking on MOVE AC button, change the weather as desired.

Can I take a snapshot before Takeoff?

> Yes you can, use FSiPanel to position the aircraft on a runway for Takeoff.
>
> Program your FMC with the desired route, set all the navaids as required and when ready, take a snapshot.

You can take as many snapshots as you want.To delete a snapshot from the list, use a mouse right click and the snapshot will be deleted.

Note: Only snapshots taken on the selected airport and aircraft will be shown

10.1 Importing external snapshots

FSiPanel 2017 will allow you to import external snapshots for your training.

These snapshot files will be found in the FSiPanel forum under section "Snapshots"

An external snapshot consists of a downloadable file with a .FSiPanel extension.

This file will contain all the parameters for the desired training scenario including weather.

More snapshots will be added based on pilot's requests and suggestions.

To import an external snapshot in FSiPanel:
- Make sure to select the corresponding aircraft and variant, livery is up to you.
- Download the desired snapshot to your local hard disk.
- Drag and Drop the snapshot file on FSiPanel main screen (Where the quickset buttons are displayed)
- FSiPanel will check if the snapshot is compatible with your sim version, aircraft type and variant. If all the criteria are met the snapshot will be imported and saved in your snapshots directory.

To fly an imported external snapshot:
- Click on the button "Load Snapshot"
- Snapshots will be shown (Snapshots that you saved and imported ones)
- Select the desired snapshot
- Change the weather if required.
- Click on the button "Move AC" to load the scenario.

Warning: If using ActiveSky as weather engine, FSiPanel will disregard snapshot saved weather, it is your responsibility to set the weather as desired with ActiveSky BEFORE selecting the snapshot.

11 Client / Server configuration

FSiPanel 2017 can be used on a remote computer over your local network.

To do so, you will need to install the client version of FSiPanel on the computer where you will program your training scenario and configure FSiPanel on your Prepar3D computer as a Server.

11.1 Settings on the Server computer

Navigate to Setup / Options and change FSiPanel mode from "Standalone" to "Server"
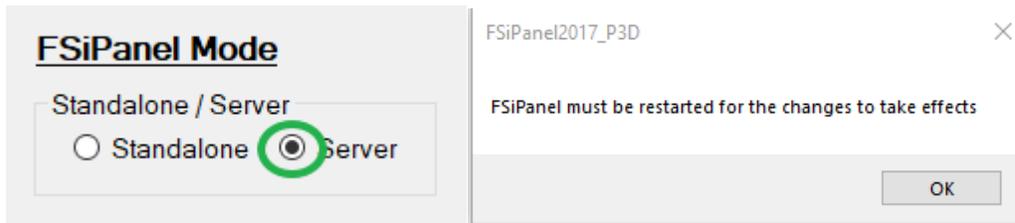
After having selected Server mode, FSiPanel will be restarted.

FSiPanel will then act as a Server, it will be minimized in your system tray, to open it for configuration, double-click on its icon or right-click on it and select "Open"
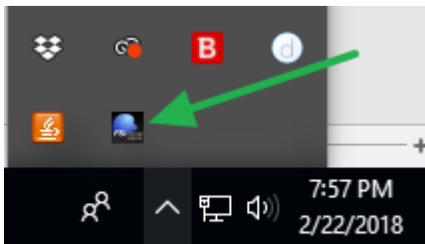
A new "Server Config" tab will be shown on the setup page, you will then be able to configure your server:

- Server Port to use   :   Default is 22490
- Computer Name   :   This is the name of your computer (for client PC)
- Server Listening Port   :   Select here your local IP address
                                            Usually 192.168.x.x

11.2 Settings on the Client computer

Download and install FSiPanel client on the remote computer.

The software can be downloaded on FSiPanel 2017 forum in the downloads section.

Note: To register on the forum, you will need a password, this password is found on the License Information tab of FSiPanel Setup page.

After the installation, you will need to configure your client.

Navigate to Setup / Client Config:
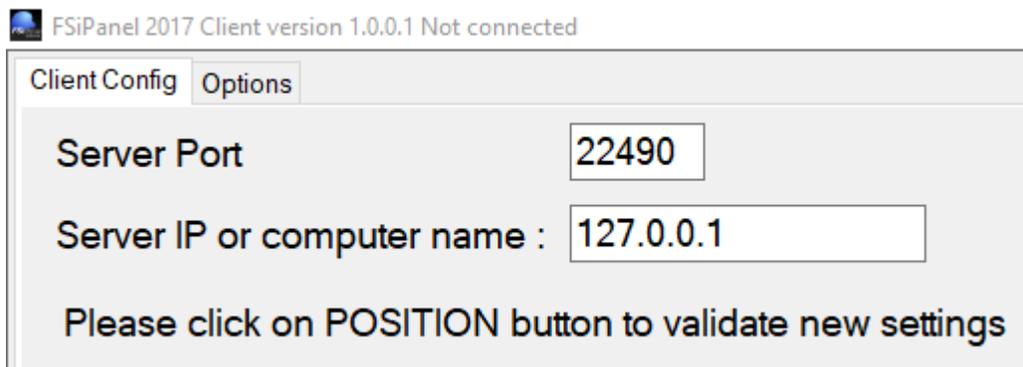
Server Port   :   Use the same port as on the server, default 22490

Server IP or Name   :   IP of the server or its computer name

Note: Computer name is a good option as the client will be able to connect even if you server changes its IP address due to the DHCP setting of your router.

Once done, click on the Position button of your main screen, if the connection can be established, you will see the normal FSiPanel 2017 screen.

Warning: At least one aircraft should be imported on the Server for the client version to start properly

12 License information and addons Credits

FSiPanel license information as well as activated aircraft and remaining credits can be shown at any time by going to Setup, License information section.
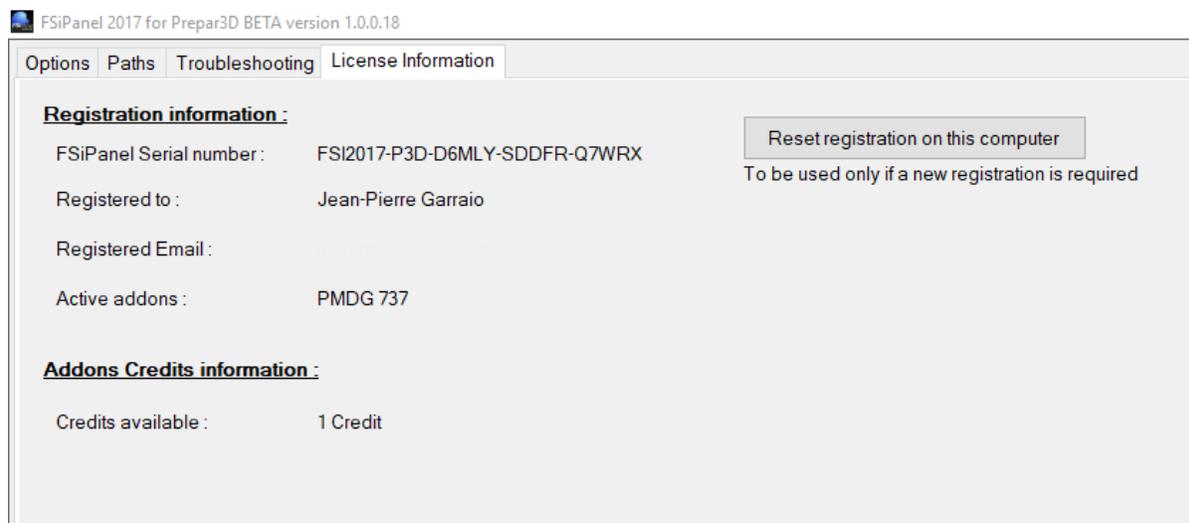
If requested to do so, click on RESET registration on this computer.

12.1 Adding new addons credits
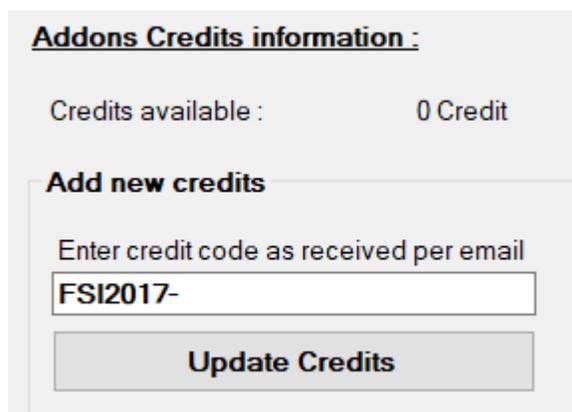
Insert your new credit code here, we recommend using copy/paste to enter the code you received by email.

This page will only be available if you have 0 credits available

13 Troubleshooting

13.1 System requirements

If you get some errors while running FSiPanel, please first go to Setup Troubleshooting page and check if all minimum requirements are met.
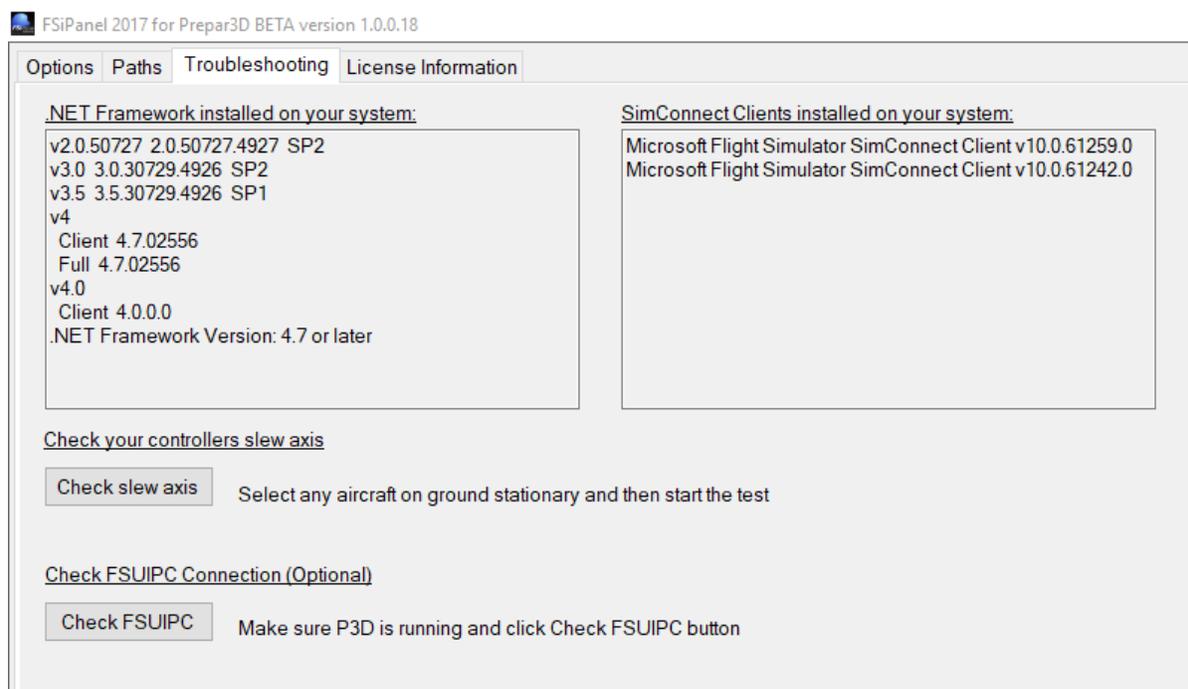
13.1.1   .net Framework

FSiPanel needs .Net Framework version 4.5.2 or later to be installed

13.1.2   SimConnect clients
FSiPanel needs SimConnect Client XPACK 2 (v10.0.61259.0)

13.2 Troubleshooting – Slew axes problem

FSiPanel uses the slew mode during its trimming phase.

If one or more slew axes are assigned to your controllers (joysticks), make sure the devices are properly calibrated. When not properly calibrated, the aircraft may end up moving in all directions when P3D is in Slew Mode.

FSiPanel will test the calibration each time a new aircraft is imported. If any problems are experienced after importing a new aircraft, the issue might be caused by the Slew Axes problem.

To check if you have a slew axes problem:
- Start P3D, setup with any aircraft on ground.
- Activate SLEW mode (Y key)
- The aircraft should be perfectly static. If this is not the case, then one or more slew axes are probably assigned to your controllers.

You can also use the Setup / Troubleshooting tab of FSiPanel to check the slew axes. Simply start your Simulator with any aircraft on ground and click on the "Check Slew axes" button.

Deleting slew assignments in Prepar3D is explained in the next section, section 12.2.1.

13.2.1   Deleteing slew axes assignments
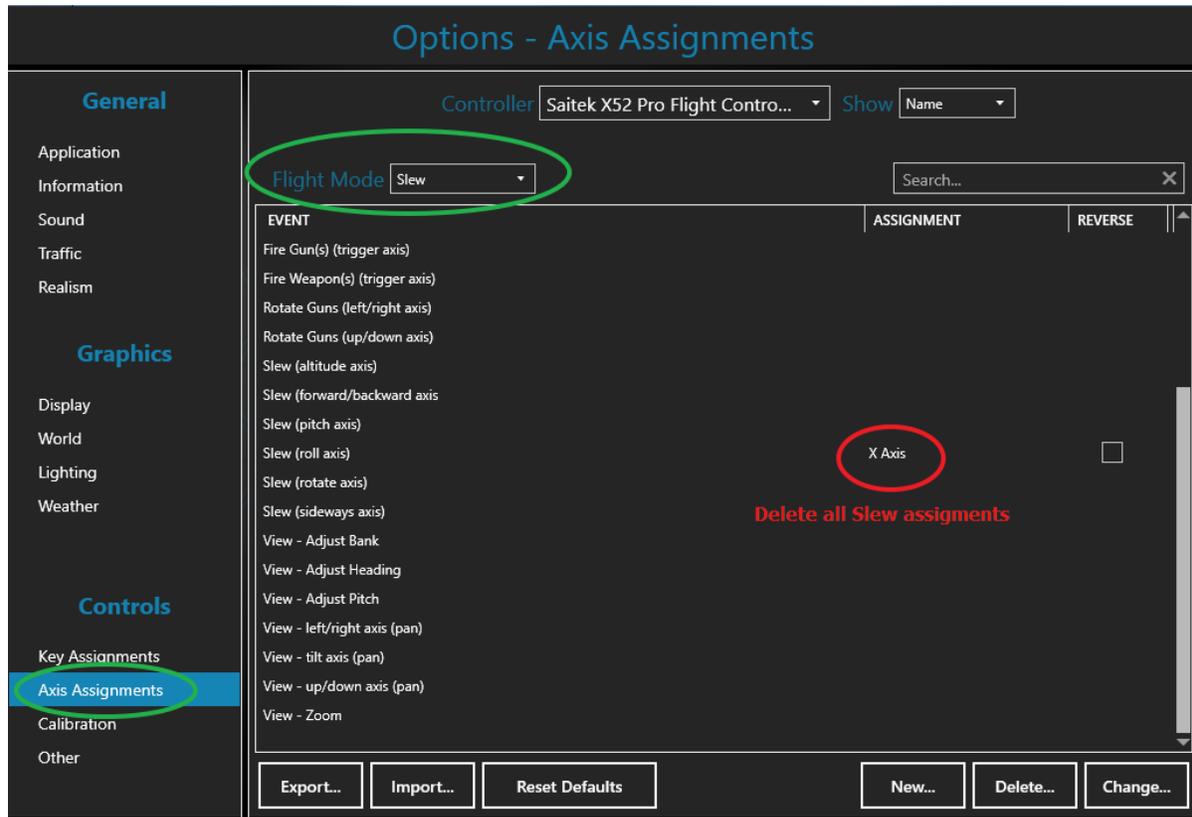
- In Prepar3D, go to Options / Controls
- At the bottom left, select "Axis Assignments"
- Under Flight Mode, Select "Slew"

If you see any Slew axis assigned to your controller (Red example above for the slew roll), click on it and press the DELETE button to delete this assignment.

Repeat these actions for all other slew axes assigned on this page.
After having deleted the slew assignments perform a Slew axes check with FSiPanel.

Warning: If using FSUIPC to control your joysticks, please also make sure to delete all slew assignments in FSUIPC

14 Automatic restart of P3D for PMDG and FSLabs aircraft

This feature if enabled will automatically restart your simulator and load your new approach if you're flying on a PMDG or FSLabs aircraft.

14.1.1   How to set it up:

Start P3D with the default F22 Raptor sitting on ground.
In FSiPanel setup / options page, double click on the "Prepar3D Default scenario" box to automatically fill the location of your default scenario.

In P3D Scenario menu, uncheck "Show on Startup"
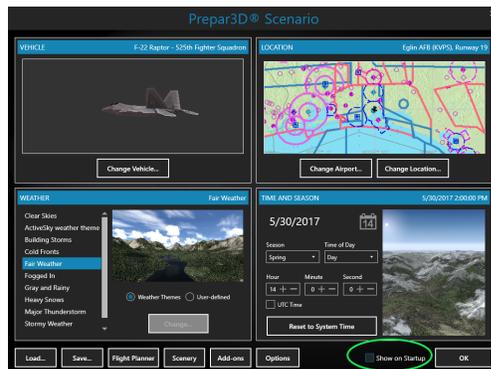
Finally enable the feature in Setup / Options
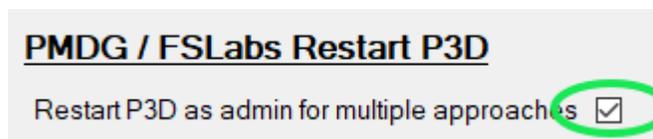
# 15 Appendix A – PMDG Fleet reloading flights

PMDG aircraft are unique in terms of quality for serious simmers.

Since July 2017 and the recent addition of PMDG aircraft in P3D V4, users experienced some issues when reloading a scenario where the active aircraft is already a PMDG one.

Reloading scenarios this way can result in black screens, bad aircraft behavior, unexpected fuel.

To avoid any issue while flying PMDG aircraft with FSiPanel, please do the following

- Import the PMDG aircraft in FSiPanel normally.

When you want to fly an approach (including the first one after importing a new aircraft)
- Restart your simulator with the DEFAULT airplane (not a PMDG)
- Prepare your approach and fly it using FSiPanel
- After the landing, if you want to repeat the approach, restart your simulator again.
  If you do not restart the simulator, FSiPanel will give you a warning informing you that the trimming phase could fail. At this point you can still restart the simulator before clicking "OK" to continue.

Although this procedure takes longer with PMDG aircraft than compared with other non PMDG aircraft, FSiPanel is still an excellent tool to quickly fly several approaches.

PMDG aircraft are top products that very closely resemble real aircraft and specifically reloading PMDG aircraft needs a little more time. Although it is understood that this reloading problem is not a priority for PMDG, it will be an additional bonus for this issue to be solved.

Loading a second approach on an actual LEVEL-D Boeing simulator takes much longer to set up compared to what we experience here with FSiPanel. In an actual LEVEL-D simulator it is the pilots who have to set flaps, gear, nav settings, frequencies and autopilot modes before it can even be considered to start/continue the second approach.

Expect this reloading issue to be dealt with in a future update. Until then, in the meantime, continue to enjoy training on these amazing complex aircraft without losing a lot of time configuring them.

16 Appendix B – Ifly 737,747 special settings

Before importing an iFly aircraft, please make sure that the following settings are done in the iFly configuration manager.

Startup State set as Normal
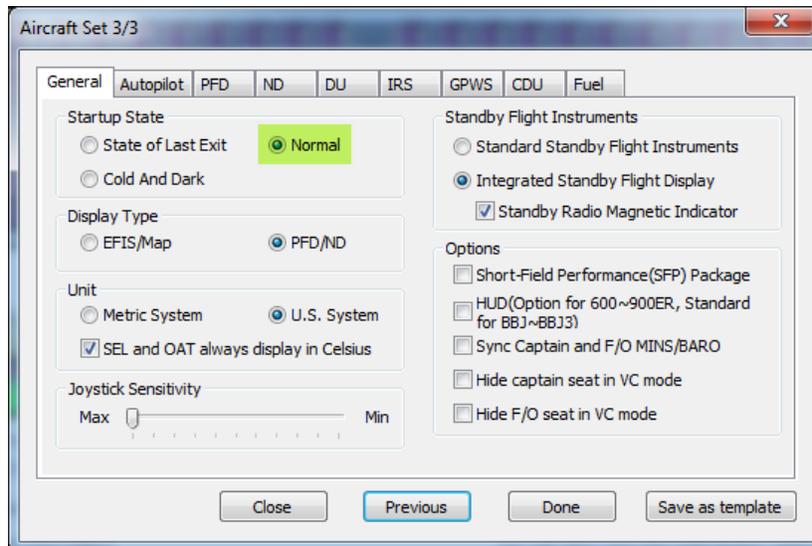
Data Entry without delay and manual radio tunning
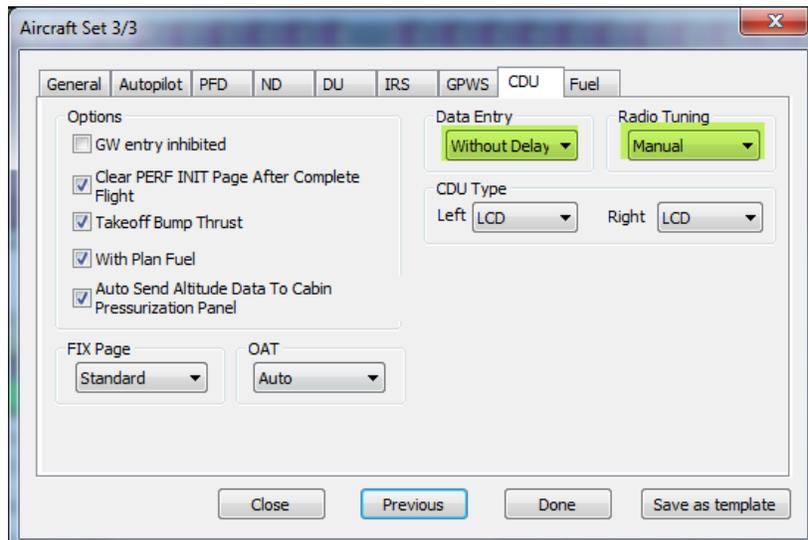
If not set correctly, FSiPanel won't be able to set your FMC.

17 Appendix C A2A aircraft with FSiPanel

To import your A2A aircraft in FSiPanel, please follow this procedure carefully.

Go to A2A hangar page (SHIFT-7), clear all malfunction.

Start your engine, 1000-1200 RPM

Set Avionic Master to ON, switch ON all radios, GPS, transponder, ADF, etc.

Check that your mixture is set to FULL RICH

Go to FSiPanel and import your Cessna as for any other aircraft.

To fly an approach :

Select your approach on FSiPanel and click on MOVE AC

Once the aircraft loads, do not touch anything, just set your power as required to maintain your desired IAS for your training.

FSiPanel will then ask you to set flaps as desired and to reduce or increase speed as desired, don't worry if your Cessna moves forward, it will be positioned back to your desired position later.

Check now your NAV setting, use A2A menu to add a GPS if required (shift-3)

When ready to take over controls: Hold your brakes a few seconds, FSiPanel will position you back and give you the controls.

IMPORTANT:

After landing or if you want to start another approach, retract your flaps to 0.

- If you want to change the weight of your aircraft, use the built-in feature of A2A Cessna (Shift-4) before starting your approach with FSiPanel.
- To see a quick video tutorial, see the link below:
  https://youtu.be/bvGXUpySZAc

18 Appendix D FSLabs A320 with FSiPanel

Please make sure your version of FSLabs is V232 on P3D V4.2, V231 should work as well, earlier versions are not supported.

Warning: Due to the complexity of this aircraft, only one approach can be flown and then P3D shall be restarted for the next one

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To Import the aircraft:

- Start P3D with the Airbus 320 anywhere and from the MCDU, load "ON APU" panel state.
- When all the systems are initialized, go to FSiPanel and import the aircraft normally.

To fly an approach.

- Start P3D with the default aircraft (NOT THE AIRBUS)
- Set your approach with FSiPanel and click MOVE AC
- DOT NOT touch anything during the trimming phase, just MAKE SURE your thrust levers are in the CLB position to have a proper autothrottle operation.
- Once the trimming phase is done, you will then be able to set your MCDU (if required) and when ready, hold your brakes for 1 second to take control.
- After the release, you can press SPD on MCP to revert to manage speed if desired.


Note: If the configuration is CLEAN, approach mode is not activated in the MCDU

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19 Appendix E Maddog X MD-82 with FSiPanel

To import your Maddog aircraft in FSiPanel:

- Open Maddog Load Manager

  Load 4000 Kgs or 8800 Lbs of fuel as below (no fuel in center tank)

  Use Random Loading until your T.O.W is close to 58t or 127'900 Lbs

  When done, save the load.

- Start P3D with the MD-82 at any airport, remember to set day time and clear weather.
- If not cold and dark, go to MaddogX menu and load panel state cold and dark.
- Import the MD-82 into FSiPanel as any other airplane.

Flying an approach with the MD-82

- Prepare your approach and click on MOVE AC.
- Do not touch anything while aircraft is trimming, everything should be set for you including destination airport in your FMS.
- If on Final approach, autobrake might be disarmed, don't worry it will be rearmed once you take the controls.
- Right click the lower left corner of the airspeed indicator to get FULL FLAPS landing bugs automatically adjusted.
-

Change your aircraft weight:

- Open the Load Manager and load your aircraft as desired, remember to always set your fuel to 4000 Kgs or 8800 Lbs, your next approach will be conducted with the new weight!

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