FStarter Introduction

What can you do with FStarter?

- You can explore and move around in the wonderful MSFS world in a fast and easy way.
- Start your flight from any location in the MSFS world with just a mouse from a map.
- Find a location and start a flight, in the air or on the ground.
- Selected a location in a map and add it as a user POI.
- Save user POIs at the location of an active MSFS flight situation.

  Examples of POI setting possibilities:

  - Your house, your school, your cabin, your airport etc.

  - At any airport runway ready for takeoff or at an airport Gate/Ramp

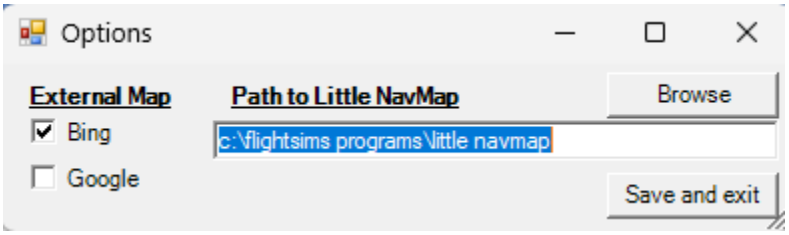
  - An Airport Traffic Pattern situation, like Final, Downwind, Base, Entry with altitude, distance(km/miles) and speed settings to any airport

  - Any other thinkable type of flight situation

- View and select any own POIs, MSFS 3D Cities, MSFS POIs and MSFS saved flights in lists and maps. See your airplane moving on a map.
- Easy start of a flight over a POI or close to a POI location.
- Select a start flight location from 3D City, Cities, MSFS POIs or own POIs lists or a map.
- Set altitude, heading, speed and time to any **Start flight** or **Start flight from map** situations.
- Create approaches, landings, or traffic pattern situations at any airport.
- Start your flight from a field, shoreline, top of your house, start anywhere from a map location.
- Save flights and start flights with complete MSFS stored data.
- A total of 4 user POI lists are supported. You can add thousands of user POIs.

How to use FStarter

Start **FStarte**r and click fstarter.ini to set FStarter configuration data. The image below shows my setting. Your settings can be different based on your preference of map to use in your browser and your path the Little Navmap directory. Using Little Navmap is not required to use the main features in FStarter, but it is a very good app to use together with FStarter and a must to use the new OSM 2 map features.



To get Help on how to use FStarter, hoover the mouse pointer over any FStarter buttons, click the **Help** button to read the FStarter documentation and click Help button on OSM and OSM2 maps.

MAP button is only active when **MAP in use** is set.

My Maps button is only active when **MAP in use** is set to www.google.com/map.

*All external map functions and services used with FStarter are the ownership of the map company that also owns all the **Intellectual Property Rights** of the map application. The selected map to use is not a part of FStarter and is not embedded in FStarter but runs in your Web browser.*

*Users of FStarter have the total responsibility of using the map functions and services of the chosen map application in accordance with the map company's **Terms of Service**.*

By selecting an external map under Options, you agree to the above.

Important Little Navmap info

How to enable Little NavMap and set option to be used in FStarter.

Little NavMap is a freeware software owned and developed by **Alexander Barthel.**

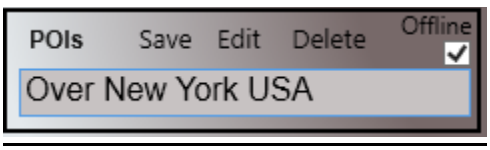
Link to Little Nav Map: https://albar965.github.io/littlenavmap.html

Link to Google Satellite map to be used in LNM: Index of /downloads/Map Themes (littlenavmap.org)

Coordinate setting in **Little Navmap** Tools/Options/Units must be either set as format "Degrees, Minutes, Seconds" or "Latitude and Longitude with sign".

If you want FStarter to always stay on top of all other windows, click **OnTop** marker.

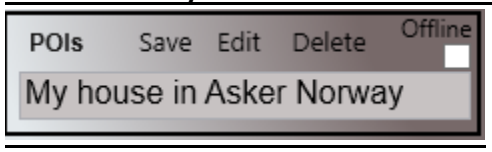
How to create your own POIs from a map. **(**Can be done with or without MSFS running.)



1) In the **Cities and POI selectors** selection, select a POI list (1 of 4) to store the POIs.

2) **Offline** must be marked
3) Start a map in your browser by clicking **MAP** or **Little Navmap.**
4) On the map, make a right mouse-click at the position you want to add as POI location.
   - On the map, copy the latitude and longitude data.
   - On Little Navmap click **More** and copy the latitude and longitude data.
5) In the **Teleporting** section, set Alt, Hdg, Spd. If no data is set, default values will be used.
6) Set a name to the POI and click **"Save".**

How to create your own POIs from an active MSFS flight situation.



1) In the **Cities and POI selectors** selection, select a POI list (1 of 4) to store the POIs.
2) MSFS should be running with an active flight in a stable condition.
3) **Offline** must be unmarked
4) In the **Teleporting** section, set Alt, Hdg, Spd. If no data is set, default values will be used.
5) Set a name to the POI and click **"Save".**

How to delete POIs in a POI list

1) In the **Cities and POI selectors** selection, select a POI list (1 of 4).
2) Select the POI to be deleted in the active POI list.
3) Click "Delete POI"

How to edit POIs in a POI list (manual editing of POIs should be done with care)

1) Click "Edit POI"
2) Data structure in POI list files are:

   name, latitude, longitude, altitude, bank, pitch, heading, speed, on ground

3) Make the changes in the open POI file and save.

Tips for using all 4 POI lists. (To use POI lists for easy viewing in map)

POI # 1 for all POIs when using a specific airplane.

POI # 2 for all POIs when using another airplane.

POI # 3 for all POIs that are set for airport approaches training.

POI # 4 for all POIs where airplanes are on the ground and not in the air.

How to teleport to a location using **3DCities**, **Cities**, **MSFS POIs** or **My POIs**

1) MSFS must be running with an active stable flight situation.

2) In the **Cities and POI selectors** selection, click **3D Cities**, **Cities**, **MSFS POIs** or **My POIs.**

   My POIs have 4 POI lists. Repeated clicks on the POI button will enable desired POI list.

3) Select an item from the active list.
4) In the **Flight data** section, set Alt, Hdg, Spd and Time(optional). If no data is set, FStarter will use the actual flight situation's altitude, heading, speed, pitch, and bank settings for 3D Cities, Cities and MSFS POIs and the altitude, heading, speed, pitch, and bank setting in the POI data. When AGL is checked, Altitude above ground level is used and not MSL.
5) Click the **Start flight** button to start your flight at the new location.
6) With **ActiveMap(**optional**)** enabled, your start location opens on a map.

How to teleport to a location selected from a Map or Little Navmap.

1) MSFS must be running with an active flight situation in the air or on the ground.
2) Click **MAP** or **Little NavMap**
3) Using a **MAP**, right mouse-click at the position you want to start from copy the latitude and longitude data.
4) Using **Little NavMap**, right mouse-click and click More and copy the latitude and longitude data.
5) In the **Flight data** section, set Alt, Hdg, Spd and Time(optional). If no data is set, FStarter will use the actual flight situation's altitude, heading, speed, pitch, and bank settings. When AGL is checked, Altitude above ground level is used and not MSL.
7) Click the **Start flight** button to start your flight at the new location.

IMPORTANT NOTICE

Mark the Pause checkbox if you want to start flights in ACTVIE PAUSE mode.

This mode is good to use id you want or need to make some changes to the airplane's cockpit setting, i.e., autopilot functions.

Unmark the Pause checkbox if you want to start directly in ACTIVE mode.

ACTIVE PAUSE can be toggled ON and OFF by clicking the red PT button on FStarter' s main window or the "Toggle Pause" button on the OSM and OSM2 maps.

If **Autopilot settable** is checked, the airplane's AP will be set as defined in **AP** checkbox when a Start flight button is clicked.

If **Autopilot settable** is unchecked, the airplane's AP will not be altered.

Teleporting to a location far away from the location of the active flight can cause long scenery loading times. It all depends on how fast your Internet is and the loads on the MSFS servers.

Before using FStarter teleport functions you should set up your airplane in a stable flight condition. This can be done by a right click at any position in MSFS's World Map and select Departure and click FLY.

*When using a study airplane like the PMDG 737 the **Autopilot settable** checkbox should be unmarked to avoid AP problems.*

To teleport the airplane to a ground position, mark AGL and set ALT to 0.

Time settings

A new Time slider and buttons have now been added so you can select the time of the day when you move between time zones to avoid starting in the dark. You can also change the time in real time when you are in a flight situation.

When using this function, you will change MSFS's time settings in the Weather window. To set the time back to correct real time you either do it in MSFS Weather window or select correct time for the time zone you start a flight in and select – with the time slider.

How to save and start complete MSFS flights

1) MSFS must be running with an active flight situation.
2) Set a name to the saved flight and click **Save**.
3) To load a complete MSFS flight, click **Load** and select flight.
4) To delete saved flights, click **Delete** to open MSFS's saved flights folder and delete the flight.

How to create a Google My Maps based on MSFS POIs and your own POIs

See Create or open a map - Computer - My Maps Help (google.com)

A CSV file must exist before you can create your map with Google My Maps.

Click the CSV button when you have an active poi list to create a poi.csv file.

Select the msfspois.csv to create a map with MSFS POIs

Select the msfs3dcity.csv to create a map with MSFS Photogrammetry Cities

Select any of the poi.csv to create a map for your own POIs.

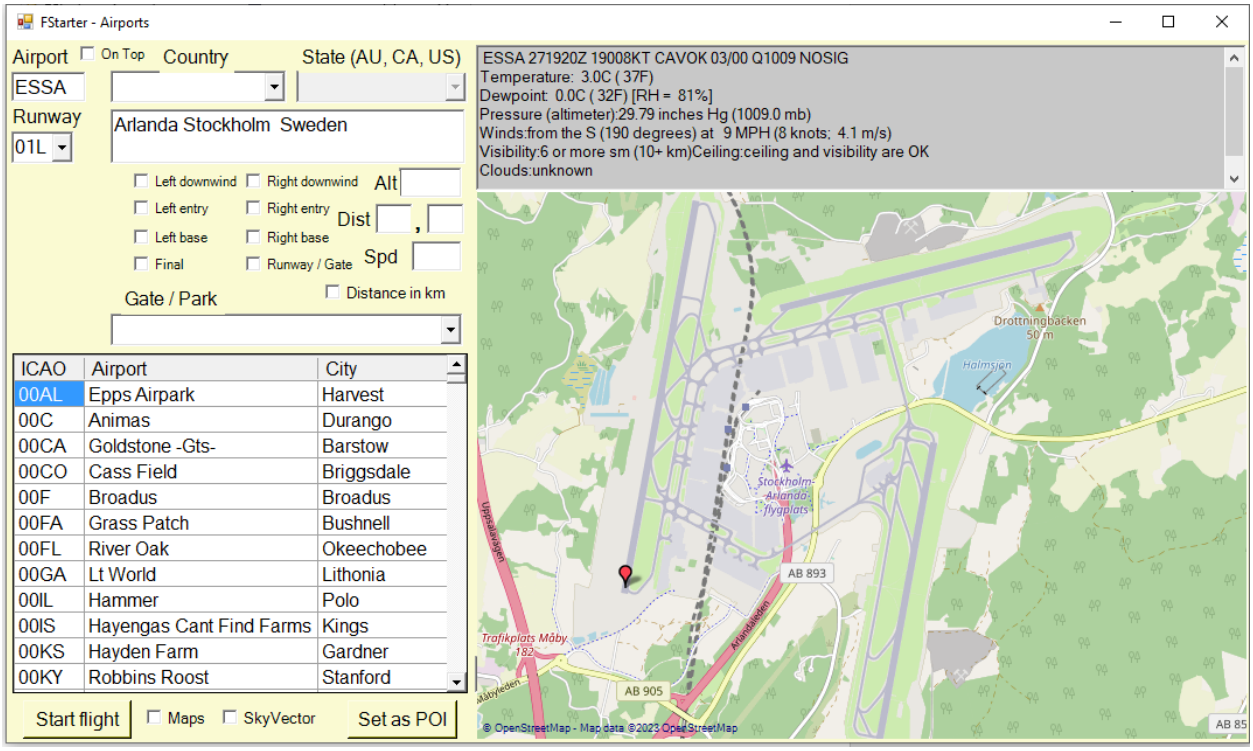
CSV files that you create are in the FStarter folder.

How to teleport to a location selected from My Map.

1) MSFS must be running with an active flight situation in the air or on the ground.
2) Click **My Maps**
3) In the map display, click the marker you want to start from.
4) Copy the latitude and longitude data if no HDG info is available on the map or copy the POI name if HDG is available on the map.
5) In the **Teleporting** section, set Alt, Hdg, Spd and Time. If no data is set, FStarter will use the actual flight situation's altitude, heading, speed, pitch, and bank settings.
6) Click **Start flight from map.**
   Check here for more info:
   http://www.flightsim4fun.com/Forum/viewtopic.php?p=4345#p4345

How to set up an Airport Traffic Pattern to any airport and runway.

Click  to open the Airport window.



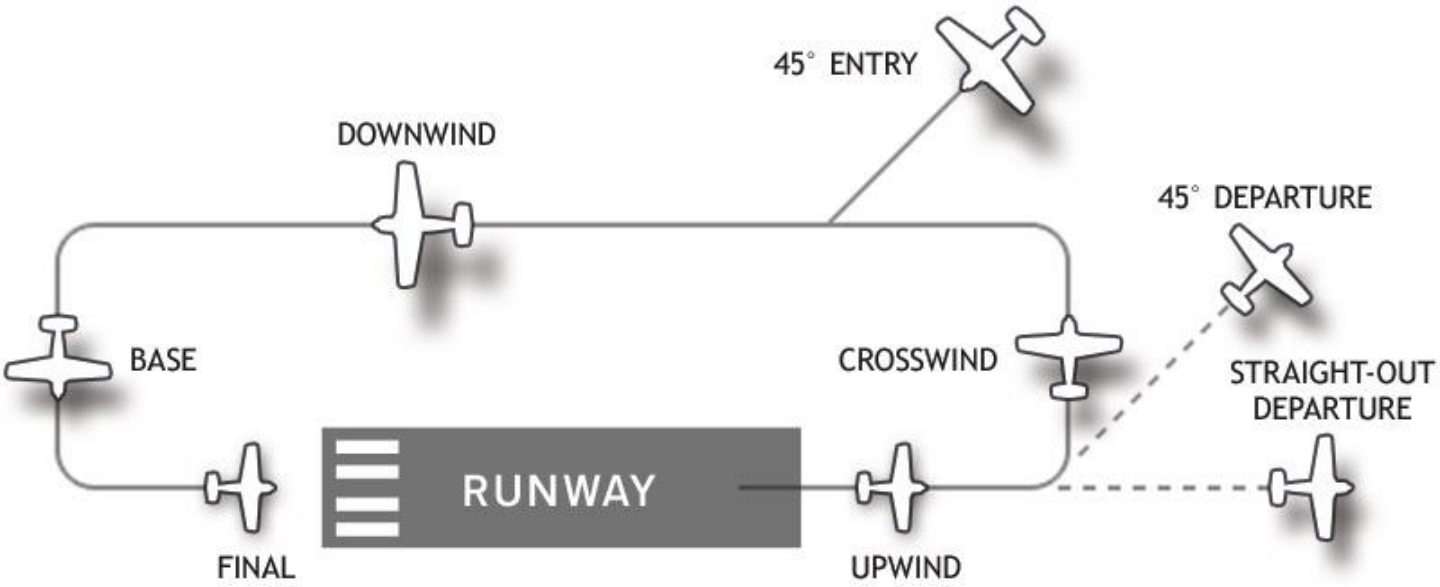
With **Maps or SkyVector** checked the airport location and airport information will also be shown in your web browser.

Click **Start flight** to start the selected flight situation.

Click **Set as POI** to add your own POI to the active POI list to train approaches and landings at any airport in the world.

A good read about Airport Traffic Patterns can be found here:

https://www.faa.gov/regulations_policies/handbooks_manuals/aviation/airplane_handbook/media/09_afh_ch7.pdf



- Select airport in the ICAO box or select in airport list, select runway, altitude, distance and speed

Distance format examples:

Final: 6 (On final 6 km/miles from runway threshold)

Downwind left: 6,4 (On Downwind left 6 km/miles away and 4 km/miles to the left of runway threshold)

Downwind right: 1.6,0.4 (On Downwind right 1.6 km/miles away and 0.4 km/miles to the right of runway threshold)

Entry left: 1,2 (On Entry left 1 km/miles away and 2 km/miles to the left of runway threshold)

Entry right: 1,3 (On Entry right 1 km/miles away and 2 km/miles to the right of runway threshold)

Base left: 6,4 (On Base left 6 km/miles away and 4 km/miles to the left of runway threshold)

Base right: 6,4 (On Base right 6 km/miles away and 4 km/miles to the right of runway threshold)

* Distance can be set in km or miles with checking "Dist in miles"

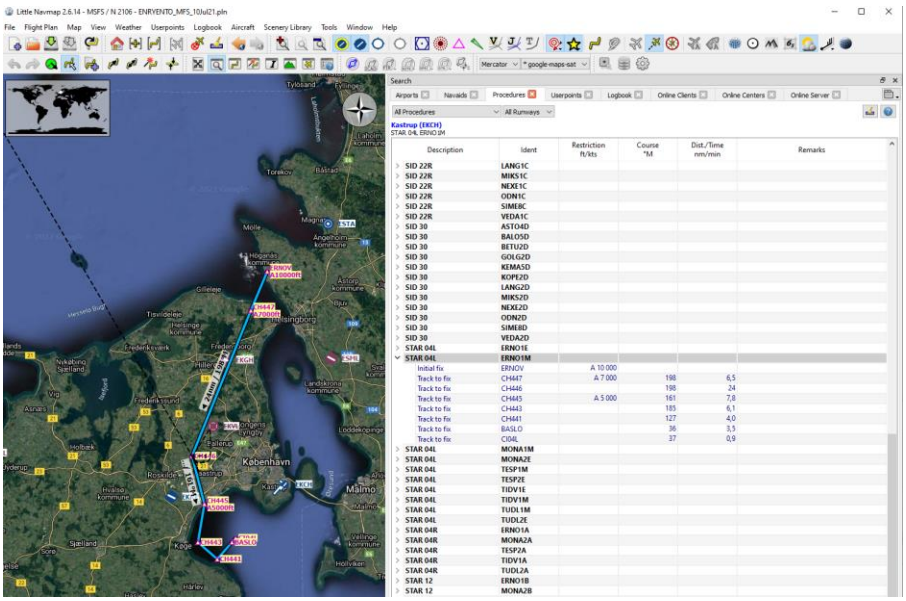
*IMPORTANT: When using the “Airport” feature, make sure you are in a stable and active flight situation that is properly configured, preferably with autopilot set.

*TIP: Repeat your landings with a new “Start flight” to start all over again.

<u>Some useful info about using Little Navmap with FStarter</u>

To set your airplane to any navigation position (SIDs, STARs, Arrivals, Approaches) and fly in to the any airport:

1) Open LNM and right click over the airport you want to land and select “Show Procedures”.
2) Select a STAR, Approach or Arrival to be drawn on the LNM map.
3) Right click over the leg position you want to start from and click copy.
4) In FStarter select Alt, Hdg, Spd, Time and **Start flight from map** or make a POI.



How to use the OSM

Own POI lists, MSFS POIs, MSFS 3D Cities and MSFS saved flights can be viewed and selected for easy teleporting by marking the checkboxes in OSM.

A left click on the selected marker will teleport your airplane to the location of the marker. The first click will set your flight to active pause, and another click on the marker or the Start flight button in the FStarter Teleporting section will activate the flight.

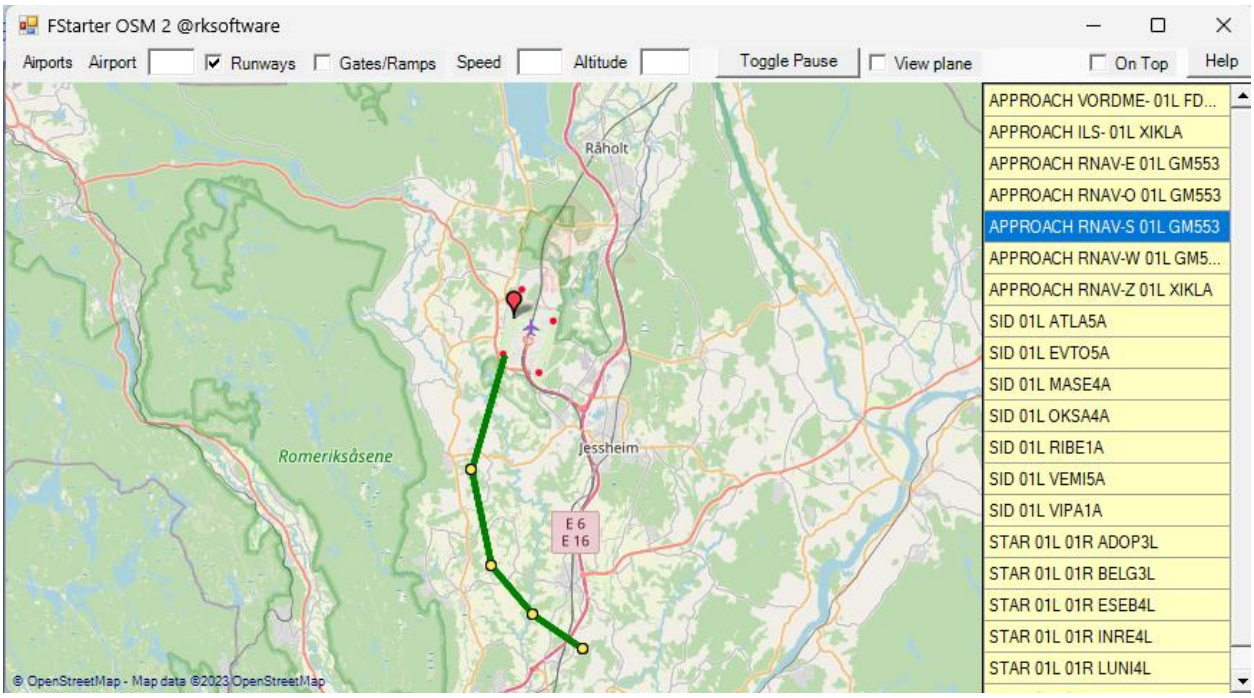
If you want to fly to the POI using other altitude, heading, and speed:

1. The Start flight checkbox must be marked.
2. Right click a location and select correct Hdg, AGL, Alt and Spd in FStarter Teleporting section.

If you want to add a user POI from the OSM

1. The Start flight checkbox must be unmarked.
2. Only one of the POI checkboxes must be set to enable the AddPoi function.
3. Right click the location.
4. Set **name alt hdg spd** with one space between to automatically add a new POI.
    a. Name can have several spaces.

How to use the OSM 2



IMPORTANT!! The OSM 2 map will only be enabled if you have Little NavMap installed.

Mark View plane to see your airplane location on the map.

Toggle Pause will as it says toggle between Pause and Un-Pause active pause mode.

Find airport SIDs, STARs and Traffic Patterns from the Airports menu and select airport marker or type an ICAO.

With Runways or Gates/Ramps marked, all runway gates/ramps will be shown for selected airports. Select a runway and then:

- Takeoff to start flight at runway
- Procedures to show all airport procedures
- Select procedure and waypoint to start flight
  (Speed and Altitude must be set)
- Traffic Pattern to view traffic pattern waypoints and select waypoint to start flight
  (Set Altitude or use default Traffic Pattern altitude

Select a gate/ramp to set your airplane to selected airport location.

Right click on the map to open a menu to start a flight or add a POI.

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