FStarter Introduction

What can you do with FStarter?

- You can explore the wonderful MSFS world without using MSFS's World MAP UI.
- You can explore the whole wonderful MSFS world, select and start your flight from anywhere.
- Move around in maps to find the location and just start flying, in the air or from the ground.
- Add a POI from any location from a map.
- Add a POI at the location of an active MSFS flight situation.

    Examples of POI setting possibilities:

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

    - At any airport runway ready for takeoff

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

    - Any type of flight situation

- Select a start flight location over a photogrammetry or standard city for sightseeing flying.
- Start from the **MSFS World Map UI** or from FStarter's **"Start flight"** when in an active flight.
- Start an active flight from a new location selected in a map.
- Set altitude, heading and speed to any "Start flight" or "Start flight from MAP" situation.
- Train and improve you landing skills to any Airport
- Start you flight from a field, shoreline, top of your house, start anywhere from a MAP location

How to use FStarter

Start FStarter, if you want FStarter to always stay on top of all other windows, click OnTop marker

How to make POIs from maps
1) Start a map by clicking **Bing Maps of Little NavMap**
2) In the map display, do a right mouse-click over the position you want to add as POI location
3) In Map B or Map G, just copy the latitude, longitude data
4) In Map L, click More and copy the latitude, longitude data
5) Select "**POI Offline mode"** and give a description or name to the POI
6) Set altitude, heading and speed, if no data is set here, default values will be used
7) Click **"Add POI"**

How to make POIs from the location of an active flight
1) MSFS should be running with an active flight situation
2) Unselect "**POI Offline mode"** and give a description or name to the POI
3) Altitude, heading and speed values from the active flight are used
4) Click **"Add POI"**

How to delete POIs from the POI list
1) Select a POI from the POI list
2) Click "Delete POI"

How to edit POIs from the POI list
1) Click "Edit POI"

How to start a flight from "MSFS WORLD MAP UI" using "pCities","Cities" or "POIs" locations

1) Select a location from "pCities", "Cities" or "POIs" and make a CTRL-V(paste) whit the cursor in the **"MSFS WORLD MAP UI"** Search box.

2) Click the line with the radians for the selected position,

3) Click "Custom" and "SET AS DEPARTURE" to start your flight in the air

     - or zoom out and find an airfield in the city or POI surroundings to start from a runway

4) Click "FLY"

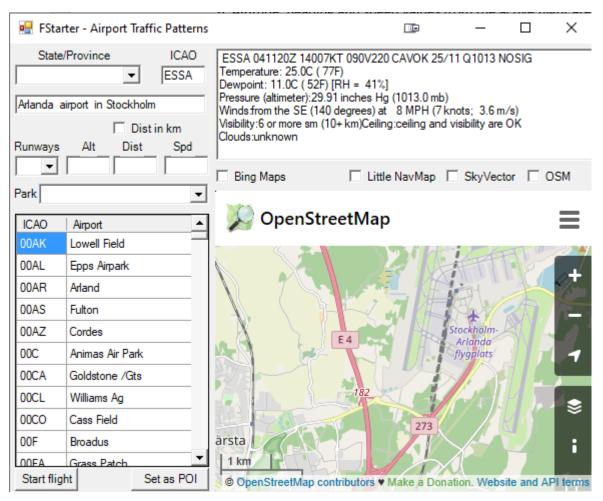### How to start a flight with the "Start flight" button using "pCities","Cities" or "POIs" locations

1) MSFS should be running with an active flight situation

2) Set altitude, heading and speed, if no data are set when using pCities and Cities locations, values from the active flight are used

3) Click **"Start flight"**

4) With **ActiveMap** enabled your start position is shown in MAP

How to start a flight from a Map location

1) MSFS should be running with an active flight situation
2) Start Bing Maps or Little NavMap
3) In the map display, do a right mouse-click over the position you want to start from
4) In Bing Maps, just copy the latitude, longitude data
5) In Little NavMap, click More and copy the latitude, longitude data
6) Set altitude, heading and speed, if no data is set here. If no Altitude is set, FStarter will use the actual flight situation's altitude, heading, speed and pitch and bank settings.
7) Click **"Start flight from MAP"**

IMPORTANT: When starting a flight from ground, use the Keyboard Y in MSFS to avoid a jumping airplane. When scenery is fully loaded click Y in MSFS again.

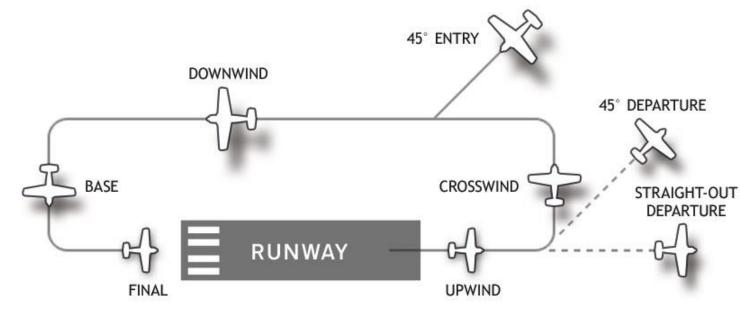## How to set up an Airport Traffic Pattern to any airport and runway.

With **any of the map** checked, the airport location will also be shown in a map.

You can also make your POIs for training approaches and landing 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: DL6,4 (On Downwind left 6 km/miles away and 4 km/miles to the left of runway threshold)

Downwind right: DR6,4 (On Downwind right 6 km/miles away and 4 km/miles to the right of runway threshold)

Entry left: EL1,2 (On Entry left 1 km/miles away and 2 km/miles to the left of runway threshold)

Entry right: ER1,3 (On Entry right 1 km/miles away and 2 km/miles to the right of runway threshold)

Base left: BL6,4 (On Base left 6 km/miles away and 4 km/miles to the left of runway threshold)

Base right: BR6,4 (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 an active flight situation that is properly   configured, preferably with autopilot set.

    *TIP: when no runway is selected and Alt, Dist and Spd boxes are empty you will spawn to selected runway.

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

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

Add a folder path to where you have Little NavMap installed in the Map.ini file in FStarter folder.

Example:

C://Flightsim//Little NavMap//

Coordinate setting in Little NavMap's Tools/Options/Units must be either set as format "Degrees, Minutes, Seconds" or "Langitude and Longitude with sign"

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

Link to Google Satellite map to be used in LNM: https://www.avsim.com/forums/topic/548994-new-maps-for-lnm/

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