

# Aerodynamics

In the Aerofly FS 2 Flight Simulator engine the behavior of an aircraft during flight is influenced by two main components: the mass distribution, center of gravity and inertia (see main topic [rigidbody system](#)) as well as the aerodynamic geometry and parameters. In this topic the different aerodynamic object classes for an aircraft in the Aerofly FS 2 are introduced.

The geometry of the wings and their interaction are described in the [aerowing](#) class. Each aerowing will have two [airfoils](#) and can have a propeller wash additional air masses on it. The fuselage itself and any larger closed bodies like the engine cowlings of twin propeller aircraft (specifically NOT the nacelles of a turbofan, because they have a enormous hole in them) are modeled by [aerofuselage](#) objects with their own geometry and shape. For airbrakes the [airbrake](#) object can be used to model a changeable area in the incoming airflow. And last but not least, objects of the [propeller](#) class can be added to add a [propulsion](#) to the aircraft.

Common:

- [aerowing](#)
- [airfoil](#)
- [aerofuselage](#)
- [airbrake](#)
- [propeller](#)

Also implemented

- [aerodrag](#)

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