Flight Information

If you are new to flight simulators you know first hand how intimidating it could be to get airborne. To make it easier for novice virtual pilots Aerofly FS 2 has several guides to help you navigate your aircraft and to show additional information.

You can easily toggle most of these overlays in flight with the default assignments or select these options in the general settings.

- Key **'I'** for toggling the Flight Information bar at the top
- Key **'M'** to show or hide the Moving Map
- Key **'H'** to show/hide the green head up display (HUD) overlay.
- Key **'L'** to toggle Landmarks.

Flight Information Bar

Displays the important information in an overlay at the top of the screen. This mini display can be useful if you prefer flying from an outside view. It shows airspeed, attitude, altitude, vertical speed, nearest airport and a whole lot more (see below).

The flight information bar can be toggled on and off by **'I'** key per default or in the general settings.

1. Wind
Shows the current windspeed and direction with respect to the aircraft's orientation. This example shows a very weak wind from the left.

2. Flaps Indicator
Shows the position of your flaps in degrees

3. Power Indicator
Shows the actual engine output percentage

4. Heading Indicator
Shows the current heading in degrees. The magenta trend indicator bar shows what the heading will be in 6 seconds at the current rate of turn. For a standard turn rate of 180 degrees per minute, the

trend indicator has a length equivalent to 18 degrees. The heading bug (the magenta symbol above the 'W' in this example) and magenta number to the left are displayed if a heading for autopilot operation is selected

5. Airspeed Indicator

Shows the IAS (indicated airspeed) in knots. The magenta trend indicator shows what the airspeed will be in 6 seconds. The color of the tape shows the airspeeds for the current aircraft:

- green represents normal range
- white represents airspeed range with flaps extended
- yellow represents operation in smooth air without abrupt control inputs
- red represents below stall speed at the low end

above velocity and never exceeds ('red line') at the high end The ground speed is displayed at the bottom. The target speed for autopilot operation will be displayed at the top as well as the magenta speed bug if selected.

6. Attitude Indicator

Shows the roll and pitch attitude of the aicraft with respect to the earth (artificial horizon).

7. Altimeter

Shows the current altitude above sea level in feet. Again, the magenta trend indicator shows what the altitude will be in 6 seconds at the current rate of climb. A bar having a length equivalent to 100 ft therefore indicates a rate of climb of 1000 ft/min. The height above ground is shown at the bottom. If a target altitude is selected, this will be displayed in magenta at the top and the altitude bug will be shown.

9. Vertical Speed Indicator (VSI)

Displays the current rate of climb or descent in feet per minute. For autopilot operation, the target rate of climb is shown at the top.

10. Nearest Airports

Shows the distance of and direction to the two nearests airports. The distances are displayed in nautical miles. The directions are shown with respect to the current heading. In this example, the nearest airport is at the 4 o'clock position at a distance of 6.6 nm. The second airport is right behind at a distance of 13 nm.

11. Replay Function

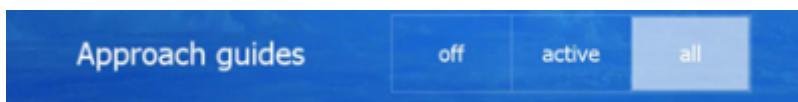Allows for you to replay your previous flight.

Moving-Map

By pressing the 'M' key you can turn on the moving map overlay.

The map overlay can be used as a location guide as well as an easy way to follow a course while flying. The map window can be made larger or smaller by dragging the bottom corner of the map window, moved by dragging the window, or closed by pressing the X in the upper right of the window.

Approach Guides

When you set up a flight plan with a departure and destination airport selected, you can turn on approach guides by choosing active or all. The approach guides are green "follow me" boxes that get you to your destination by following them.

HUD

You can display a green head up display overlay that draws the horizon and an artificial attitude indicator and airspeed indicator and altimeter in front of you and a navigation display on the seat below you.

Per default this HUD is toggled with the key 'h'.

Landmarks

You can optionally display landmarks in the world that show nearby city names, mountain tops, etc.

Per default the landmarks are toggled with the key 'l'.