

# Getting started

## 1. General settings

Open the general settings from the main menu by clicking on “Settings” and “General”.



### Invert camera control

By turning on “invert” the camera control will move upwards instead of downwards.

### Flight information

By clicking on “show” you can display the virtual cockpit at the top of the screen. If you do this, you can go back to the main menu by using the “ESC” key. Per default you also can hide and display the flight information by pressing key “I”.



## Approach guides

Displays the green boxes as approach guides.

## Landmarks

Activated features display landmarks such as city names.

## Transparency

With increasing transparency the control elements are weaker.

## Overlay (only mobile version)

Hide or show some overlaid control elements. E.g. for the camera selection.

## Other Settings

Open the menu "Other Settings" via the main menu and settings. This slider allows the user to set the reset time after a crash.



## 2. General info and short keys

### Main screen

Some of the most important functions are displayed on the main screen. The “virtual cockpit” at the top can be activated by key “I” while the moving map by key “M”.



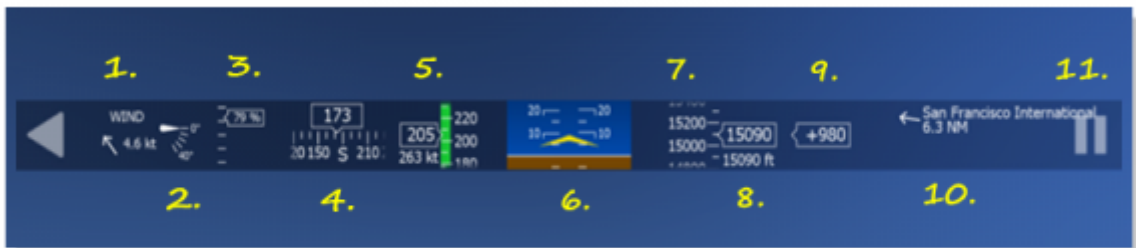
### Factory preset short keys:

<b>1 to 6</b>	Different camera views (retype any of these keys for more camera views)
<b>Z and Shift+Z</b>	Camera Zoom in/out
<b>M</b>	Display Moving Map
<b>I</b>	Display Flight info (virtual cockpit)
<b>P</b>	Pause/Play
<b>A</b>	Autopilot
<b>T and Shift+T</b>	Time settings (Day/Night)
<b>V and Shift+V</b>	Visibility (+/-)
<b>Q</b>	Sound on/off
<b>Page up/down</b>	Head position up/down
<b>Arrow keys up/down/left/right</b>	Camera view
<b>FPS display</b>	STRG+F1

The panel lights and instrument lights can be programmed under “Settings” / “Control” / “Lights”.



### 3. Flight informations



#### (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) Flap indicator

Shows the actual flap position in degree

#### (3) Power indicator

Shows the actual engine output in 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 (see below).

#### (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.

### (7) Attitude indicator

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

### (8) 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

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 nearest 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.

## 4. View / zoom (PC version)

In the PC version you can program and control the camera perspective via shortcuts. Select "Settings / Control / View" in the main menu.

### General instructions

Click on the line you want to program and press a button on the joystick or a "key" on the keyboard You also can use "Shift + Key" as a shortcut! Delete a setting by clicking on the line and "Delete" on the keyboard To reset all settings click on the joystick icon at the top right and confirm

### View control

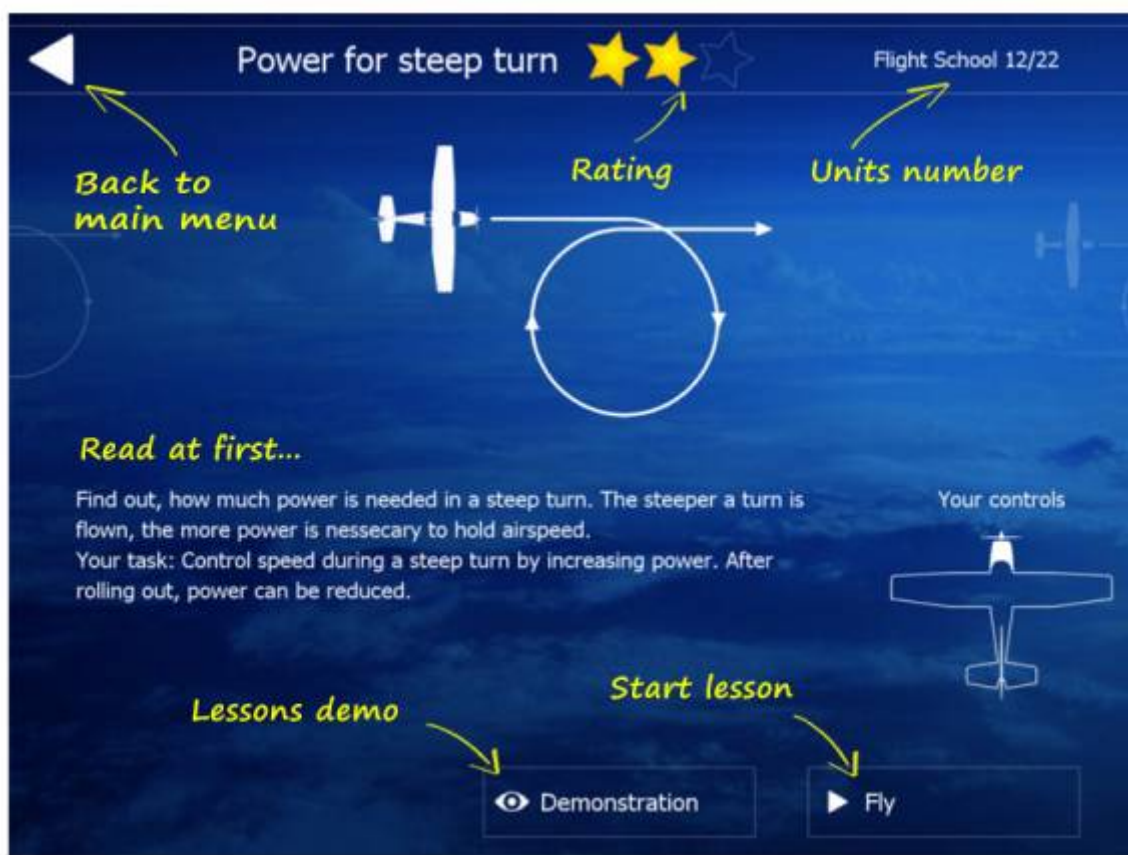
Use these options to control your view:

<b>View</b> (previous/next):	Rotate all camera perspectives
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<b>Cockpit view:</b>	By default "1" and "2" to rotate the perspectives
<b>Follow:</b>	By default "3" and "4" to rotate the perspectives
<b>Outside:</b>	By default "5" and "6" to rotate the perspectives
<b>Zoom:</b>	By default "Shift-z" and "z" for zooming in/out
<b>Turn:</b>	By default POV button on the joystick to pan the perspective
<b>Look:</b>	Program these lines to make a quick look left / right / up / down
<b>Move:</b>	Program these lines to permanently adjust the "eye position" (Horizontal and vertical)

## 5. Flight school

There are 21 lessons to become a pilot! Starting as a greenhorn you will be trained by a female flight instructor. At the end of each lesson you can get up to 3 stars. The lessons can be repeated individually. If you want to see a preview, please open this site



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