

Main Configuration File - MCF

main.mcf

The C:\Users\%USERNAME%\Documents\Aerofly FS 2\main.mcf file is a [text document](#) that is located in the [user directory](#) at Documents\Aerofly FS 2.

Deleting this file will reset the simulator settings, but not the control assignments (see [gc-map.mcf](#) below). It's recommended to only change the settings through the simulator GUI as described in the [general settings](#) and [graphics settings](#) pages.

Saved flight

Backup the main.mcf before manually editing it!

The last flight position, velocity, orientation as well as gear, throttle and flap position are saved in the main.mcf at the top, directly under the screen settings.

The name of the last flown aircraft can also be found one line above the flight_setting:

```
<[string8][aircraft][a320]>
```

Deleting these lines will reset the position to the default starting location and reset the aircraft to the default (c172).

Developer option

Backup the main.mcf before manually editing it!

Almost at the very bottom of the main.mcf there is an option to enable the developer mode for Aerofly FS 2. Setting the Enabled flag to true will add developer cameras to the Aerofly FS 2 and enable other developer features.

```
<[settings_developer][developer_settings][]  
  <[bool][Enabled][true]>  
>
```

Probably one of the most useful feature of the developer mode is the possibility to quickly reload an aircraft while the simulator is running. Using this feature during aircraft development allows you to quickly modify the TMD description file and immediately see the results. You can assign a custom key in the controller menu.

VR Native View

setting this to true enables the normal view on the 2d monitor as opposed to side by side view.

```
<[bool][vr_render_native_view_on_screen][false]>
```

gc-map.mcf

The C:\Users\%USERNAME%\Documents\Aerofly FS 2\main.mcf is also a [text file](#) and it contains all joystick and keyboard assignments.

Deleting this file should reset all game-control assignments. Please note, that there is also an [in game option](#) for this purpose and that manually deleting the file is not the recommended way to reset the controls.

User Defined Scenery Folder

you can define a custom user folder by adding your location to the field:
`<[string8][extra_user_folder][]>` located within the **main.mcf** file.

The location must contain the sub-folder "scenery". This will give users the ability to place their custom scenery in a location other than the documents folder located on the root drive.

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