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Welcome to Dovetail Games Flight Sim World! This Quick Start guide aims to get you airborne as quickly as possible.

First we need to run through some pre-flight checks.

STEAM
Once you have purchased Dovetail Games Flight Sim World, it will become available in your Steam Library. Click 'INSTALL' to begin the installation process. Upon completion, you can launch the simulator by clicking 'PLAY'.

SYSTEM REQUIREMENTS
The minimum recommended PC system specifications are as follows:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Windows 7,8.1,10 (64Bit)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Processor</td>
<td>AMD APU Kaveri A10-7850K or Intel Core i3 6100</td>
</tr>
<tr>
<td>Memory</td>
<td>8GB RAM</td>
</tr>
<tr>
<td>Graphics Memory</td>
<td>4GB</td>
</tr>
<tr>
<td>DirectX</td>
<td>Version 11</td>
</tr>
<tr>
<td>Network</td>
<td>Broadband Internet</td>
</tr>
<tr>
<td>Hard-Drive</td>
<td>25GB Available Space</td>
</tr>
</tbody>
</table>

PILOT PROFILE
Your first task is to create a profile by entering your name and country. Next, you can choose your home airport, which will be used as your default starting point.

Any qualifying flying hours will be logged under your unique profile. In order to have your hours logged, you must complete your flight by landing at an airport.

You can keep track of your progress and achievements on the pilot profile page, which shows all completed qualifications and missions plus statistics such as highest altitude and number of landings. As you gain experience, your profile picture will change to reflect your current ranking.

You can modify your profile details at any time in the 'SETTINGS' menu.
Like aircraft, every computer is different. Use the settings button to enter the menu where you will find various tabs that allow you to adjust the simulation to best suit yours.

**GENERAL SETTINGS**

These general settings can be used to adjust in-flight settings such as air traffic control instructions and units of measurement. You can enable or disable your Pilot Voice, which is used when communicating with air traffic control. The voice can be changed to your liking with the drop-down menu. The International section allows you to select which set of Units of Measurement you would prefer. For example, the UK uses a “Hybrid” system of Feet for altitude and Millibars for air pressure. Set which units you would like to use.

**DISPLAY SETTINGS**

Here you can set how you want the simulation to be displayed with options such as screen resolution, multiple monitors, etc. You can set the bezel size for multiple monitors to help provide a more seamless display.

Aircraft labels will make AI controlled air traffic easier to spot, showing red text above the aircraft. You can adjust which parameters will be displayed, such as distance to you and altitude.

The screen settings allow you to select which graphics card to use. This will be of particular interest to users with gaming laptops that have both integrated graphics chips and dedicated graphics cards installed.

Filtering and Anti-Aliasing are used to smooth out the picture, but please note these options are more demanding on system resources.

Graphical settings can be adjusted with the sliders. FSW uses high quality graphical technology that can push anything but the most advanced computer hardware. Move the sliders left and right to decrease or increase quality respectively to suit your systems’ capability. It is generally recommended that you adjust your settings to favor smoothness and fluidity over visual fidelity.

**AUDIO SETTINGS**

Here you can adjust your audio settings, including the music and sounds played...
while in the menus. You can change which speakers or headsets are used with the drop down menus. The sliders allow you to change the volumes of various aspects of the in-flight sounds. For example, you can turn down the engine sound to make voices easier to hear. The UI toggle switch can be used to disable the mouse-over clicking sound.

### CONTROL SETTINGS

You can adjust the sensitivity of your controls within the Calibration tab with the sensitivity sliders. Adjust these to suit your hardware. The aileron axis refers to banking left and right, while the elevator axis covers pitching the nose up and down.

Null zones are a form of "dead zone". If you find that your joystick is over-controlling the aircraft, such as pitching or rolling at the tiniest touch, you can increase the null zone to create an input threshold.

The Buttons / Keys tab allows you to change any of the control assignments. The basic controls are displayed, but you can access many more functions with the Event Category drop down list.

The Axis tab allows users with peripherals such as joysticks and yokes to assign a movement axis to a control.

Keyboard users can adjust the sensitivity of the flight controls with the Calibrate keyboard tab.

### REALISM SETTINGS

The physics and assistance in FSW can be adjusted on this screen. You can enable and disable features such as crashes, aircraft collisions and random failures. G-Effects are simulating the effects of aggressive maneuvers that cause blood pressure to be reduced to the brain, causing grayout.

The flight model can be adjusted to include effects that are mostly apparent in propeller-driven aircraft. These include the engine torque, the angle of attack of the propeller against the oncoming air and the gyroscopic effects of a spinning propeller. Most of these will be observed as a left-turning tendency, counteracted with right rudder, and can be increased or decreased with the sliders.

As you climb to higher altitudes, the air becomes thinner. To keep an optimum fuel to air ratio for a piston engine, you have to reduce the fuel mixture with the red lever featured in some aircraft. To have this done automatically, enable the auto-mixture feature.

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PROFILE SETTINGS

Here you can adjust the settings for the pilot profile you created.

By clicking on the globe next to your Home location, you can select a new starting airport. Language settings can also be adjusted here.

CONTROL DEVICES

There are many controllers you can use with FSW. These include mouse and keyboard, XBOX 360 controllers, and various joysticks, yokes, throttle quadrants and more. Most of these are automatically recognized and assigned default controls.

You can create your own controller profiles in the ‘SETTINGS’ menu.

Mouse Controls

<table>
<thead>
<tr>
<th>Action</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ascend</td>
<td>3</td>
</tr>
<tr>
<td>Descend</td>
<td>8</td>
</tr>
<tr>
<td>Centre Controls</td>
<td>5</td>
</tr>
<tr>
<td>Turn Left</td>
<td>4</td>
</tr>
<tr>
<td>Turn Right</td>
<td>6</td>
</tr>
<tr>
<td>Trim Up</td>
<td>1</td>
</tr>
<tr>
<td>Trim Down</td>
<td>7</td>
</tr>
<tr>
<td>Left Rudder</td>
<td>0</td>
</tr>
<tr>
<td>Right Rudder</td>
<td>Enter</td>
</tr>
</tbody>
</table>

Number Pad Controls

The keyboard NUM PAD can be used for two main functions: controlling the aircraft or the camera. Use NUM LOCK to enable control of the camera.

There are many keyboard inputs already set as default. Here are some of the most essential keyboard controls:

<table>
<thead>
<tr>
<th>Key(s)</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESC</td>
<td>End Flight/Pause Menu</td>
</tr>
<tr>
<td>G</td>
<td>Landing Gear UP/DOWN</td>
</tr>
<tr>
<td>L</td>
<td>All Lights ON/OFF</td>
</tr>
<tr>
<td>S</td>
<td>Switch Camera View</td>
</tr>
<tr>
<td>. (Period)</td>
<td>Brakes</td>
</tr>
<tr>
<td>CTRL + . (Period)</td>
<td>Parking Brake ON</td>
</tr>
</tbody>
</table>
### Joystick Controls

<table>
<thead>
<tr>
<th>LS (Left Stick)</th>
<th>Aircraft Pitch &amp; Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>RS (Right Stick)</td>
<td>Move Camera</td>
</tr>
<tr>
<td>D-Pad Left</td>
<td>Flaps Extend One Stage</td>
</tr>
<tr>
<td>D-Pad Right</td>
<td>Flaps Retract One Stage</td>
</tr>
<tr>
<td>Left Trigger</td>
<td>Rudder Left</td>
</tr>
<tr>
<td>Right Trigger</td>
<td>Rudder Right</td>
</tr>
<tr>
<td>Y</td>
<td>Increase Power</td>
</tr>
<tr>
<td>B</td>
<td>Decrease Power</td>
</tr>
<tr>
<td>A</td>
<td>Brakes</td>
</tr>
<tr>
<td>X</td>
<td>External View</td>
</tr>
<tr>
<td>Back</td>
<td>End Flight/Pause Menu</td>
</tr>
</tbody>
</table>

1. Look Around
2. Turn Left
3. Turn Right
4. Brakes
5. Ascend
6. Descend
7. Rudder Left/Rudder Right
8. Decrease Throttle
9. Increase Throttle
FLIGHT PLANNER

With our pre-flight checks complete, it’s time to get you set up for your first flight. From the home screen, click on ‘FREE FLIGHT’. Here we begin a simple 3-step flight planner to get you on your way.

STEP 1 - AIRCRAFT SELECTION

Aircraft Menu

Choose which aircraft you’d like to fly. You can choose from everything available or you can narrow your search by sorting aircraft by engine type, manufacturer, airline or software developer.

Some basic performance data is shown for each aircraft to help you make your choice. Once you have decided, click on the aircraft to select it. You will then be returned to the Free Flight screen.

Config

Once you have selected an aircraft, clicking on the ‘CONFIG’ button allows you to set up your aircraft, regarding fuel level, passengers, paint schemes and even set up failures.

The POH (Pilots Operating Handbook) contains some information that can be useful to keep in mind whilst airborne, such as typical landing distance and cruise speed.

You can make quick changes by using the sliders in the ‘QUICK EDIT’ tab, where you can simply move the sliders to adjust the fuel, payload and risk of encountering failures. You can select more detailed configurations in the appropriate tabs.

STEP 2 - WEATHER CONDITIONS

Weather Theme

You can set the season, time of day and weather conditions here. You can choose from anything from a gray and rainy autumn day to a sunny summer afternoon.

The weather themes allow quick selection of a general set of weather conditions.

Once you have decided, click on the theme you wish to use and you will be returned to the Free Flight screen.

Config

Once you have chosen a general weather theme, you can choose to override the given settings by clicking the ‘CONFIG’ button. This will build an entirely new theme.

You can adjust the basic properties for visibility, precipitation, cloud cover and wind speed and direction all by using the sliders. Time & Season can be adjusted with the dedicated tab at the top of the page.

More detailed adjustments can be made with the tabs, allowing more accurate control over temperatures, cloud layers and seasons. You can even set an exact time and date.

STEP 3 - AIRPORT DEPARTURE SELECTION
**Airport Selection**

Whether you’d like to circle your hometown, tour the Swiss Alps or fly the Las Vegas strip, there are around 24,000 airports included in Flight Sim World.

If you know where you’d like to start your flight, you can either click on the airport on the map, or type in the name or ‘ICAO’ code into the search box. This will select the departure airport.

Then, it you move the mouse, you can begin to plan a route. Move the mouse to your desired destination airport and click to create an A to B style flight plan.

You can create multiple stops along your route by clicking on another airfield or by double-clicking on the map to create an A to B to C style plan.

If you would rather stay local to your departure airfield, you can right-click to disable the route-making function.

Once you have finished selecting your departure point or planning your route, click on the back arrow to return to the previous page. You can save the flight you have planned by clicking ‘SAVE’. Allowing you to save time in the future by clicking ‘LOAD’ and selecting from your saved flights. Once you have made all three selections, you can click on ‘START’ to launch the simulation.

Once the simulator has loaded, click ‘START’ to take the controls and begin your flight.

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**TRAINING**

Once you have your settings dialled in, you can begin your journey with Flight Sim World. The training menu will open the door to learning how to get started with your flying career.

**TRAINING MAP**

Upon entering the Training menu, you are presented with a world map showing the various locations across the globe that your training will take you.

You will explore many places during your lessons from the Eagle Pilot School in Arizona to Wings Flight Academy in Germany.

Pilot training takes place across a multitude of licenses. The first step to earning your wings is taken at Waltham Flying Club in England, where you will take to the skies for the first time.

You will begin by working towards your Light Aircraft Pilot License (LAPL). This license consists of an introduction flight and five lessons. Once you know the ropes, you can take your LAPL Skills Test.

If you are a seasoned pilot already, you can take the first lesson of the course to unlock the final skills test. This way you can progress through the early license levels to reach the lessons most appropriate to your current skill level. If you are a novice pilot, you will want to begin at the beginning and work your way through to complete each of the lessons with our experienced instructors.
MISSIONS

Once you feel comfortable with the basic operation of the aircraft, you can start to really explore the possibilities within Flight Sim World. Turn your hand to the challenging missions that come included.

MISSIONS MAP

The challenges available to you will span the globe, pushing your abilities and developing your skills. You will encounter difficult scenarios from serious technical faults to challenging jobs.

By clicking on the missions icon at the top of the screen, you will open up the missions map, showing all the various locations around the world where your mission will begin.

Your objectives can span from flying a light twin prop into LAX, climbing at maximum rate in a DA-42 Twinstar out of the Norwegian fjords, or getting stuck in the clouds with no visual horizon.

Missions have a range of difficulties which test your abilities and open up a world of challenges.

Your successes will not go unnoticed. Upon completion of a mission, it is logged on your pilot profile so you can keep track of your progression and earn points which reflect the difficulty of each mission.

Missions will be available from the Steam Workshop in the future, allowing you to download or even create your own, and test your friends and fellow simmers to a challenge of your construction.

MULTIPLAYER

Why fly alone when you can fly with a friend? Join or Host your own multiplayer sessions by clicking the multiplayer button at the top of the screen.

SEARCH

Entering the Search menu will allow you to see all the currently active multiplayer sessions. Join a group of fellow aviators and take to the skies together. You can join a session that is currently active. Some are public, meaning anyone can join, while others are locked by password. You can join a session if there is a space available for you, shown on the left hand side of the list of servers.

You can only enter a session once the host has launched it. If the session has been created but not yet launched, you will see the launch button will say “Un-ready”. Once the host launches their session, you will be able to join. With such a large flight sim community, there’s no reason to fly solo!

CREATE

Use the flight planner to create your own multiplayer session for others to join. To begin, click the ‘CREATE’ tab. Here you will see the familiar Flight Planner layout. By setting up the aircraft you’d like to fly, time, date, location and weather, you can tailor the environment as you wish.

Using the flight planner, you can also plan out a route between places or airports, or stay local and maybe fly in formation with other pilots or put on an air show. When you’ve decided, click ‘VALIDATE’. Using the Server Name, Password and Message boxes, you can name your session and set a password so that only those who know the password can enter. The name can be anything up to 40 characters long.

When you’re all set, click ‘HOST’ to create the session and allow others to join. When you’re ready to enter the game, click ‘LAUNCH’.

FRIENDS LIST

The friends menu will let you keep track of your buddies. Open the Steam UI which will allow you to invite your Steam friends to your game, or join one of their games.
THINGS TO DO

Now you know the basics of the possibilities within Flight Sim World, the world is your oyster. The sky is the limit, but here are some ideas to get you started.

HAMBURGER RUNS
Many pilots start off by flying family and friends away to another town, city or even island, for a good old fashioned hamburger run. Try planning a short trip from your local airport to the next town, grab a burger and bring it home before it gets cold.

SEE THE SIGHTS
The Flight Sim World is full of realistic cities, terrain and landmarks. They are best seen from the air, so why not go for a scenic tour of the Las Vegas strip?

FLIGHT BY STARLIGHT
FSW supports flight at any time of day. Try a flight at night time and see the city streets sparkle, or take to the countryside and try navigating by the stars.

SEASONS GREETINGS
With a full season system included, see how the view changes from winter to summer. You can even see the trees change shade as you enter autumn.

THE EXPLORER
They often say that there are uncontacted tribes deep in the jungles. Try landing your Cherokee down on the banks of an untouched beach in Alaska.

SHOWOFF
Feeling confident? You can put on an air show and put your aircraft (and yourself) through your paces.

UNIDENTIFIED
Although its presence cannot be confirmed nor denied, the truth is out there at Area 51.

IN THE DEEP END
Try not to feel out of your depth as you hurry your Twinstar into Heathrow or any of the major airports across the globe.