



Microsoft Flight Simulator X



Legacy Manuals & Quick Start

www.fsxinsider.com

IMPORTANT INFORMATION

This note explains where to find more information to enjoy your flight simulation experience.

This product is a re-publication on Steam of the hugely successful Microsoft Flight Simulator Gold Edition. There are a small number of differences that delivering the game via Steam has necessitated - these are summarised below.

The following manuals are provided in the directory "<drive:>\Program files (x86)\Steam\SteamApps\Common\FSX\Manuals\English":

FSX_Start	"Start here" guide
FSX_QRC Quick	Reference Guide
FSX_man	Insider Information
Fsxx_Man	Acceleration Pack guide
FSX_Multi	How to use multiplayer features

There are a number of areas where these electronic manuals do not reflect the operation of the Steam version of the product. We have amended many of them in this printed Quick Start guide. However, there are others which you should be aware of:

Changes to "Insider Information" manual

Page 2. The "Trouble-free Installation" and "Trouble-free Activation" sections should be ignored. Steam will install FSX: Steam Edition onto your machine without manual intervention. You will be asked to agree to the terms and conditions controlling use of the software.

If you use the User Access Control ("UAC") features of Windows Vista and above, unless you are logged on as an administrator, you may be prompted to permit multiple program changes during installation. This is normal and can be avoided by temporarily disabling UAC via the Control Panel.

Installation will normally create an FSX icon on your desktop.

FSInsider.com is replaced by FSXInsider.com where information specific to the FSX: Steam Edition is hosted. All references to FSInsider.com should be replaced by FSXInsider.com

There also is a huge amount of detailed information available online. Check out www.fsxinsider.com and www.microsoft.com/Products/Games/FSInsider/product/learning/Pages/default.aspx.



ACTIVATE



ACTIVATION INSTRUCTIONS

First of all, you need to install Steam. Steam is a program which will manage and activate your software. Go to the Steam website at **store.steampowered.com/about** and click the green 'Install Steam Now' button. It won't cost anything or require any card details.

You will need to create a Steam account to activate and safeguard your personal copy of FSX: Steam Edition, so think of a username and password to use for this.

With Steam installed on your PC, you can use the code you have received. Follow the steps below:

- 1 With Steam open, on the bottom-left corner, click on '+ADD A GAME'.
- 2 A small menu will appear. Click on 'Activate a product on Steam'.
- 3 A pop-up will appear. Click 'Next'.
- 4 The Steam User Agreement will appear. If you are happy with the agreement click 'I Agree'.
- 5 A box will open for you to enter your code into. Carefully type in your code that can be found on your product activation card inside the FSX: Steam Edition box.
- 6 Then click 'Next' and FSX: Steam Edition will automatically install.
- 7 To play FSX: Steam Edition, go to Steam and click on 'Library' at the top, and select 'All Games' from the dropdown menu. FSX: Steam Edition will appear in the left-hand list: simply double-click on it, or right-click on it and select 'Play Game'. Alternatively, if you opted to add a desktop icon for FSX: Steam Edition during the installation, you can double-click on the icon to play FSX: Steam Edition.



ACTIVATION

INSTRUCTIONS D'ACTIVATION

Avant de commencer, vous devez installer Steam. Steam est un programme qui vous permettra de gérer et d'activer votre logiciel. Consultez le site Web de Steam à l'adresse store.steampowered.com/about et cliquez sur le bouton « Install Steam Now » (Installer Steam maintenant). Cela ne vous coûtera rien, et vous n'aurez pas besoin de renseigner vos informations de carte bancaire.

Vous devrez créer un compte Steam afin d'activer et de sauvegarder votre copie personnelle de FSX : Steam Edition. Veuillez donc penser à un nom d'utilisateur et à un mot de passe pour ce faire.

Une fois Steam installé sur votre PC, vous pouvez utiliser le code qui vous a été envoyé. Veuillez suivre les étapes ci-dessous :

- 1 Avec Steam ouvert, cliquez sur « +ADD A GAME » (Ajouter un jeu) sur le coin en bas à gauche.
- 2 Un petit menu apparaîtra. Cliquez sur « Activate a product on Steam » (Activer un produit sur Steam).
- 3 Une fenêtre pop-up apparaîtra. Cliquez sur « Next » (Suivant).
- 4 Le Contrat de l'utilisateur apparaîtra. Si vous êtes d'accord avec les conditions du contrat, cliquez sur « I Agree » (Je suis d'accord).
- 5 Une fenêtre apparaîtra afin que vous puissiez saisir votre code. Saisissez votre code, que vous pourrez trouver sur la carte d'activation de votre produit à l'intérieur de la boîte de FSX : Steam Edition.
- 6 Ensuite, cliquez sur « Next » (Suivant) et FSX : Steam Edition s'installera automatiquement.
- 7 Pour lancer FSX : Steam Edition, allez sur Steam et cliquez sur « Library » (Bibliothèque) en haut, puis sélectionnez « All Games » (Tous les jeux) sur le menu déroulant. FSX : Steam Edition apparaîtra sur la liste à gauche : il vous suffit de double-cliquer dessus, ou de faire un clic droit et de sélectionner « Play Game » (Lancer le jeu). Alternativement, si vous avez choisi d'ajouter une icône pour FSX : Steam Edition sur votre bureau lors de l'installation, vous pouvez double cliquer sur l'icône pour lancer FSX : Steam Edition.

Le texte du jeu est en anglais

ATTIVA



ISTRUZIONI DI ATTIVAZIONE

Innanzitutto è necessario installare Steam. Steam è un programma che gestisce e attiva il tuo software. Vai al sito web di Steam **store.steampowered.com/about** e clicca il pulsante verde "Install Steam Now". Non sosterrai nessun costo e non dovrai inserire nessuna carta di credito.

Dovrai creare un account Steam per attivare e conservare la tua copia personale di FSX: Steam Edition, quindi pensa a un nome utente e password da usare.

Una volta installato Steam nel tuo PC, potrai usare il codice che hai ricevuto. Segui questa procedura:

- 1 Apri Steam e clicca nell'angolo in basso a sinistra su "+ADD A GAME".
- 2 Appare un piccolo menu. Clicca su "Activate a product on Steam".
- 3 Appare una finestra pop-up. Clicca su "Next".
- 4 Appare il contratto con l'utente di Steam. Per accettare il contratto clicca su "I agree".
- 5 Si apre una casella per inserire il codice. Digita attentamente il codice che può essere reperito sulla carta di attivazione del prodotto all'interno della confezione FSX: Steam Edition.
- 6 Quindi clicca su "Next" e FSX: Steam Edition si installa automaticamente.
- 7 Per far funzionare FSX: Steam Edition, vai su Steam e clicca su "Library" in alto, e seleziona "All Games" dal menu a discesa. FSX: Steam Edition appare nell'elenco a sinistra; fai semplicemente doppio clic oppure clicca con il tasto destro e seleziona "Play Game". In alternativa se hai optato per aggiungere un'icona al desktop per FSX: Steam Edition durante l'installazione, puoi fare doppio clic sull'icona per giocare con FSX: Steam Edition.

I testi all'interno del gioco sono disponibili solo in lingua inglese



ACTIVAR

INSTRUCCIONES DE ACTIVACIÓN

En primer lugar, debe instalar Steam. Steam es un programa que activará y gestionará su software. Visite el sitio web de Steam **store.steampowered.com/about** y haga clic en el botón verde "Instala Steam ya". No le costará nada ni le solicitará los datos de su tarjeta.

Deberá crear una cuenta Steam para activar y guardar su copia personal de FSX: Steam Edition, por lo que debe pensar en un nombre de usuario y una contraseña.

Una vez que tiene instalado Steam en su ordenador, utilice el código que ha recibido. Siga los siguientes pasos:

- 1 Con Steam abierto, haga clic en "+ADD A GAME" en la parte inferior izquierda.
- 2 Aparecerá un menú pequeño. Haga clic en "Activate a product on Steam".
- 3 Aparecerá una ventana emergente. Haga clic en "Next".
- 4 Aparecerá el Acuerdo de usuario de Steam. Si acepta el acuerdo, haga clic en "I Agree".
- 5 Se abrirá un recuadro para que introduzca su código. Escriba con cuidado su código que encontrará en su tarjeta de activación del producto dentro de la caja de FSX: Steam Edition.
- 6 A continuación, haga clic en "Next" y FSX: Steam Edition se instalará automáticamente.
- 7 Para jugar a FSX: Steam Edition, vaya a Steam, haga clic en "Library" en la parte superior y, a continuación, seleccione "All Games" en el menú desplegable. FSX: Steam Edition aparecerá en la lista izquierda: solo tiene que hacer doble clic en él, o bien hacer clic en él con el botón derecho y seleccionar "Play Game". De manera alternativa, si durante la instalación eligió añadir un icono de FSX: Steam Edition en el escritorio, puede hacer doble clic en el icono para jugar a FSX: Steam Edition.

El texto del juego está solo en inglés

ACTIVEREN



ACTIVERINGSINSTRUCTIES

Allereerst moet je Steam installeren. Steam is een programma dat je software zal beheren en activeren. Ga naar de Steam-website: **store.steampowered.com/about** en klik op de groene knop 'Install Steam Now'. Dit is gratis, en je hoeft er geen creditcardgegevens voor in te voeren.

Om je persoonlijke FSX: Steam Edition te activeren en te beveiligen moet je een Steam-account aanmaken. Bedenk dus alvast een gebruikersnaam en wachtwoord hiervoor.

Als Steam op je pc is geïnstalleerd, kun je de code gebruiken die je hebt ontvangen. Volg de onderstaande stappen:

- 1 Open Steam, en klik op de hoek links onderaan op '+ADD A GAME'.
- 2 Er verschijnt een klein menu. Klik op 'Activate a product on Steam'.
- 3 Er verschijnt een pop-up. Klik op 'Next'.
- 4 De Steam User Agreement (Overeenkomst Steam-gebruiker) verschijnt. Als je hiermee akkoord gaat, klik je op 'I Agree'.
- 5 Er opent een vak waarin je je code kunt typen. Typ nauwkeurig de code in die je vindt op je productactiveringskaart in de doos van de FSX: Steam Edition.
- 6 Klik vervolgens op 'Next'. FSX: Steam Edition wordt automatisch geïnstalleerd.
- 7 Om FSX: Steam Edition te spelen, ga je naar Steam en klik je op 'Library' bovenaan. Selecteer vervolgens 'All Games' in het vervolgkeuzemenu. FSX: Steam Edition verschijnt in de lijst aan de linkerkant. Dubbelklik erop, of klik er met de rechtermuisknop op, en selecteer 'Play Game'. Als je tijdens de installatie gekozen hebt voor een pictogram op het bureaublad, kun je ook dubbelklikken op het pictogram om FSX: Steam Edition te spelen.

De ingame tekst is alleen beschikbaar in het Engels.



Ενεργοποίηση

ΟΔΗΓΙΕΣ ΕΝΕΡΓΟΠΟΙΗΣΗΣ

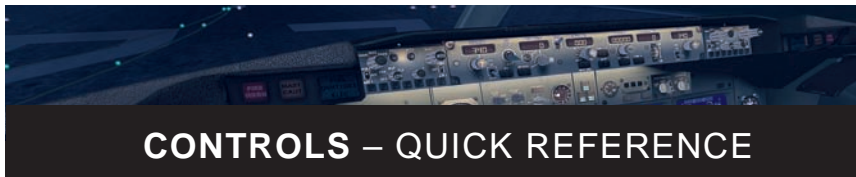
Καταρχάς θα πρέπει να εγκαταστήσετε το Steam. Το Steam είναι ένα πρόγραμμα το οποίο θα διαχειρίζεται και θα ενεργοποιήσει το λογισμικό σας. Μεταβείτε στην ιστοσελίδα του Steam στο **store.steampowered.com/about** και κάντε κλικ στο πράσινο κουμπί με την ένδειξη «Install Steam Now». Δεν θα κοστίσει τίποτα και δεν θα χρειαστεί να εισάγετε οποιαδήποτε στοιχεία κάρτας σας.

Θα χρειαστεί να δημιουργήσετε έναν λογαριασμό στο Steam για να ενεργοποιήσετε και να διαφυλάξετε το προσωπικό σας αντίγραφο του FSX: Steam Edition, οπότε σκεφτείτε ένα όνομα χρήστη και έναν κωδικό πρόσβασης που θα χρησιμοποιείτε για το σκοπό αυτό.

Αφού εγκαταστήσετε το Steam στον υπολογιστή σας, μπορείτε να χρησιμοποιήσετε τον κωδικό που έχετε λάβει. Ακολουθήστε τα παρακάτω βήματα:

- 1 Ανοίξτε το Steam και κάντε κλικ στο «+ADD A GAME» στην κάτω αριστερή γωνία.
- 2 Θα εμφανιστεί ένα μικρό μενού. Κάντε κλικ στην επιλογή «Activate a product on Steam».
- 3 Θα εμφανιστεί ένα αναδυόμενο παράθυρο. Κάντε κλικ στην επιλογή «Next».
- 4 Θα εμφανιστεί η Σύμβαση Χρήσης του Steam. Εάν είστε ικανοποιημένος(η) με την σύμβαση, κάντε κλικ στην επιλογή «I Agree».
- 5 Θα ανοίξει ένα πλαίσιο στο οποίο θα μπορείτε να εισάγετε τον κωδικό σας. Πληκτρολογήστε με προσοχή τον κωδικό που βρίσκεται στην κάρτα ενεργοποίησης του προϊόντος σας στο κουτί FSX: Steam Edition.
- 6 Στη συνέχεια, κάντε κλικ στην επιλογή «Next» και θα γίνεται αυτόματα εγκατάσταση του FSX: Steam Edition.
- 7 Για να παίξετε το FSX: Steam Edition, μεταβείτε στο Steam, κάντε κλικ στο «Library» στο πάνω μέρος, και επιλέξτε «All Games» από το αναπτυσσόμενο μενού. Το FSX: Steam Edition θα εμφανίζεται στη λίστα στα αριστερά: κάντε απλά διπλό κλικ πάνω του, ή κάντε δεξί κλικ πάνω του και επιλέξτε «Play Game». Εναλλακτικά, αν έχετε επιλέξει να προσθέσετε ένα εικονίδιο στην επιφάνεια εργασίας για το FSX: Steam Edition κατά τη διάρκεια της εγκατάστασης, μπορείτε να κάνετε διπλό κλικ στο εικονίδιο για να παίξετε το FSX: Steam Edition.

Το κείμενο εντός του παιχνιδιού είναι διαθέσιμο μόνο στα αγγλικά



CONTROLS – QUICK REFERENCE

THE BASICS OF FLYING ANY AIRPLANE

Note: To learn how to fly, click Missions on the Main menu, and then click Tutorial Missions.

TO TAKE OFF

- 1 Start engine – Press CTRL+E)
- 2 Release parking brake – Press PERIOD (.)
- 3 Increase throttle to full power
- 4 Rotate
When you've built up enough speed (varies by aircraft), gently move the controls backward to raise the aircraft nose and take off.

TO CLIMB

- 1 Increase throttle to full power
- 2 Pitch up
Gently raise the nose of the aircraft. The higher the nose, the faster you'll gain altitude. (Too much nose-up and the aircraft will stall.)

TO FLY STRAIGHT-AND-LEVEL

- 1 Hold a constant altitude
Keep an eye on the altimeter, and make gentle corrections.
- 2 Hold a constant heading
Check the Heading Indicator frequently. Keep the wings level to prevent undesired turning. Pick a point on the horizon and fly toward it.

TO TURN

- 1 Bank the wings to the left or right
- 2 Maintain level flight
To maintain level flight as you turn, keep the aircraft nose on the horizon. If the aircraft nose moves above the horizon, you'll climb in the turn; if it moves below the horizon, you'll descend.





TO STOP TURNING

- 1 Level the wings — Turn left or right until the aircraft wings are level.

TO DESCEND

- 1 Reduce throttle until engine idles
- 2 Pitch down
Gently lower the nose of the aircraft. The lower the nose, the faster you'll lose altitude.

TO LAND

- 1 Reduce power
Move the throttle lever back.
- 2 Lower the flaps
As airspeed decreases, press F7 to lower the flaps.
- 3 Lower the landing gear
If the landing gear are retracted, press G to the lower them.
- 4 Point the nose at the runway
- 5 Maintain approach speed (varies with aircraft)
As you cross the edge of the runway, reduce the throttle to idle.
- 6 Flare
Before you touch the runway, gently raise the nose of the aircraft to maintain level flight, and then touch down.

ESSENTIAL KEYBOARD COMMANDS

General Commands	
Pause	P
End Flight	ESC
Display/Hide Menus	ALT (hold down)
Kneeboard	SHIFT+F10
Faster (Increase Throttle)	F3
Slower (Decrease Throttle)	F2
On the Ground	
Parking Brake Apply/Release	CTRL+PERIOD (.)
Brakes Apply/Release	PERIOD (.)



CONTROLS – QUICK REFERENCE

In the Air	
Landing Gear Up/Down	G
Retract Flaps Incrementally	F6
Extend Flaps Incrementally	F7
View Commands	
Zoom In	EQUAL SIGN (=)
Zoom Out	HYPHEN (-)
Select Views	F9 – F11 and SHIFT+F12
Cycle View Categories	S
Cycle Views within a Category	A
Cycle 2-D Panel Views	W
Mission Commands	
Display/Hide Mission Compass and Pointer	U
Cycle Mission Compass and Pointer	K
Reset Mission	CTRL+SEMICOLON (;)
Save Mission	SEMICOLON (;)

USING THE MOUSE

In Flight Simulator cockpits, the mouse pointer acts as your hand. Just click, drag, or place the pointer over a control.

Click!

To flip a toggle switch, place the mouse pointer over the switch and then click. Click again to return the switch to its original position.



To turn knobs, place your pointer over the knob. As the pointer pauses on either side of the knob, the pointer becomes a hand with a plus or minus sign. To turn the knob to the left, click when the minus sign (-) appears. To turn the knob to the right, click when the plus sign (+) appears. You can also turn knobs by rotating the mouse wheel.



2-D panel icons offer an easy way to access the Kneeboard, the radios, the GPS, and other cockpit features located on pop-up windows. Click an icon to display or hide that window.





CONTROLS – QUICK REFERENCE

Drag!

You can use the mouse to move controls, such as the throttle and mixture. First move the pointer over the control, then click and hold while dragging.



Roll Over!

You can display the name of a gauge or control by placing the pointer over it without clicking.

MOUSE

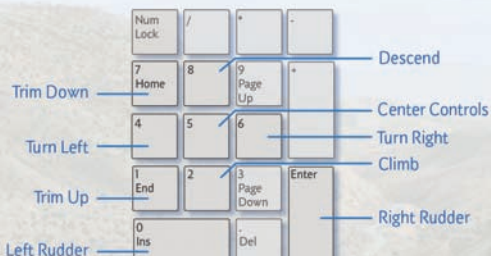
Press **CTRL+Y** to activate mouse flight control.

Hold down the **SPACEBAR** and move the mouse to look around (virtual cockpit view only).



KEYBOARD

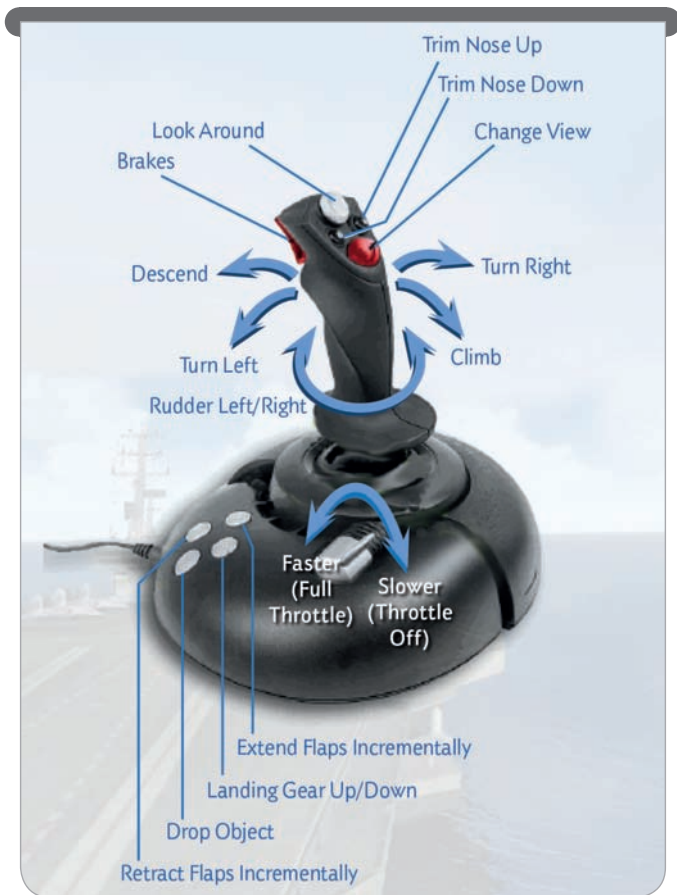
NUM LOC Off allows control of the aircraft as diagrammed below.
NUM LOCK On allows the keypad to control the view.





CONTROLS – QUICK REFERENCE

JOYSTICK



Not all joysticks have all of the controls listed below. For a list of compatible joysticks, visit www.fsxinsider.com.



CONTROLS – QUICK REFERENCE

CONTROLLER



Flying with the Xbox 360™ Controller for Windows®.

MULTIPLAYER FEATURES

INTRODUCTION

FSX: Steam Edition lets you fly with fellow pilots from around the world using the 'Multiplayer' feature. This manual outlines the things you need to know to participate in the multiplayer world and, if you wish, to host your own sessions.

Before getting started, there are a couple of concepts that are important to understand.

ROLES

Each multiplayer session needs a 'host' and one or more 'participants'. Most of the time when you start FSX: Steam Edition there will be multiplayer sessions that you can join, and, if not, you can choose to host one yourself. As you might expect, the host must be there for the whole session, while the participants can come and go.

There are public multiplayer sessions to which anyone can join (up to a preset limit) or private sessions where only certain people are allowed to play.

WAYS OF CONNECTING

FSX: Steam Edition provides two ways of discovering multiplayer sessions, either by using the Steam identification of players or by using a network name. In FSX: Steam Edition these methods of discovery are described as "Internet (Steam)" or "Local Network (LAN)" - in this guide we will shorten these to "Steam" or "LAN".

Steam holds a (literally) global list of FSX: Steam Edition multiplayer sessions available and it will allow you to locate a host or attract participants to a session you are hosting. The LAN option uses network names on a network to advertise FSX multiplayer sessions.

SIGNING IN

Click on the MULTIPLAYER tab on the left hand navigation bar of the main menu. If you are not already signed in, you will be offered the 'Sign in to Steam' or 'Sign on to LAN' screen.

MULTIPLAYER FEATURES

Signing in via Steam will allow you to participate in or host games using Steam as the matchmaker.

Signing in to LAN, will allow you to see and advertise multiplayer sessions on your local area network.

Either way of connecting will allow also you to connect directly to a privately hosted game using the host's IP Address if you have previously arranged to do this (see below).



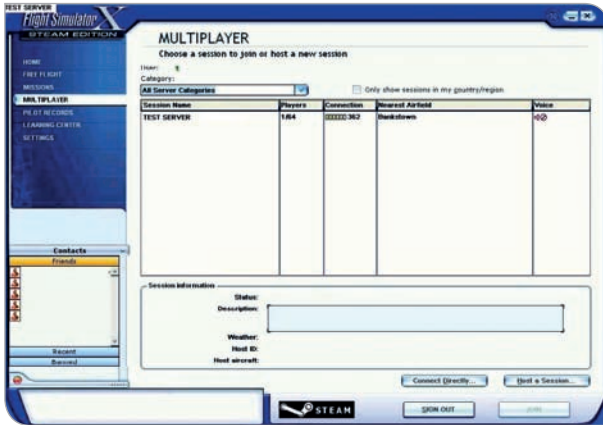
If you choose the Steam option, your Steam name will already be entered into the Steam user ID field. Just click SIGN IN.

If you choose the LAN option, then you'll need to enter a name into the field before you proceed to pressing the SIGN IN button. (Even though you are choosing to sign in via LAN, you must still be connected to the Internet.)

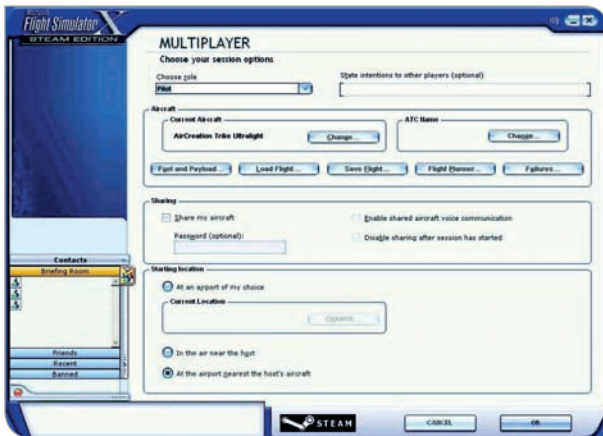
CONNECTING AS A PARTICIPANT IN A MULTIPLAYER SESSION

Once you've signed in, you will see the list of available games for you to connect to. Select the Session Name you want to connect to and click JOIN in the bottom right corner of the page

MULTIPLAYER FEATURES



The next screen lets you choose how you will participate in the multiplayer game - you can pick your aircraft, where you will be positioned and a host of other parameters.



MULTIPLAYER FEATURES

A key option here is the CHOOSE ROLE option. You can choose to be either a PILOT or AIR TRAFFIC CONTROLLER.

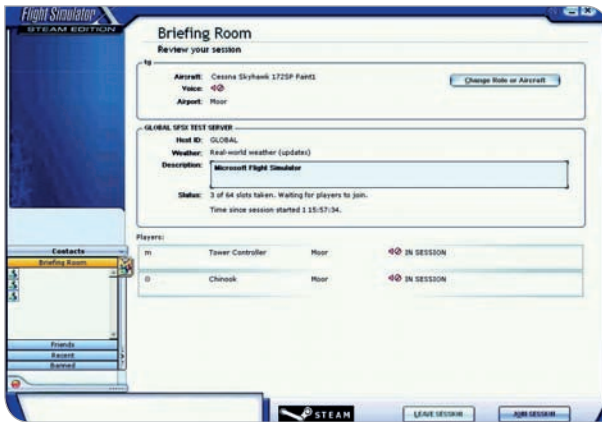
- Pilots fly planes just as in the single player version of the game, except that you will have other people operating planes in your vicinity and may have an air traffic controller coordinating the planes in the area
- Air Traffic Controllers coordinate the activities of the other players.

Note that there is no requirement for the Air Traffic Controller to be the host of the multiplayer session - it is a role any of the participants can take.

The ATC Name makes it easy for other to identify you, so it is a good idea to pick something unique, such as the name of your favourite plane.

Click OK when you are ready to continue

You'll then be taken to the Briefing Room. Review your choices and if you are happy, click JOIN SESSION to start your multiplayer experience.



CONNECTING DIRECTLY TO A PRIVATE SESSION

If you have agreed with some friends to use Multiplayer but do not wish to advertise the session, you can connect directly in a private session. In this case, the host will set up the session and let you know the IP Address of their server machine.

MULTIPLAYER FEATURES

To connect to this server, click on the 'Connect Directly...' from the Multiplayer Session page. Once selected, you will be presented with the following screen:



Enter the IP address provided by your host into the fields provided, then click on FIND SESSIONS.

As a host, you can determine your Public IP Address simply by opening a site such as **whatismyip.com** in your Web Browser.

HOSTING A MULTIPLAYER SESSION

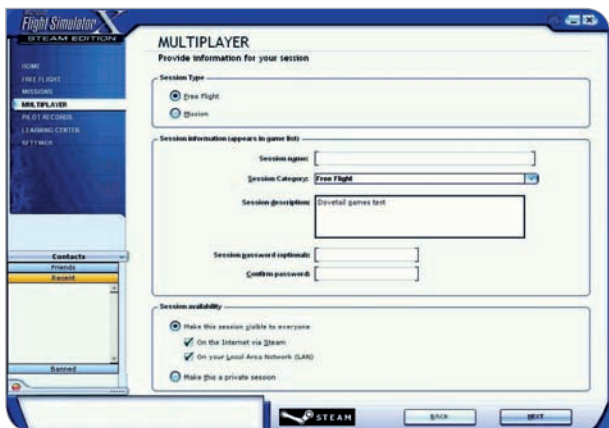
Hosting a multiplayer session means that your PC will be used as a hub to allow participants to share information about the session, including the position of their aircraft, air traffic instructions etc. To host a session, you will need to ensure that your network settings allow internet access to your PC.

Many home and corporate networks will not, by default allow external access to your machine - see the section Firewall and Router setup for some details on how to configure your network.

You can alert other users to your host a session in two ways - either using Steam to advertise it or by promoting your session details on your LAN.

MULTIPLAYER FEATURES

As noted earlier, users can directly join your session if your IP address is available on the Internet and they connect directly.



In order to host a session, click on the button in the bottom right of the main multiplayer screen 'Host a Session'. You'll then be presented with a number of options that will define the parameters of your session.

The Session availability section has the following options:

- 'Make this session visible to everyone' means that people on the Internet via Steam and/or people on your local network can see and connect to your session.
- 'Make this a private session' means that participants can only be connect directly to your IP address - your session will not be listed on either Steam or LAN. See the Connecting Directly section for more details.

Once you are happy with your choices, continue through the next few screens which enable you define the session setup further and continue to the Briefing Room screen.

The Briefing Room allows the host to manage the roles and status of the connected players in the session and allow chat between those players.

MULTIPLAYER FEATURES

The host can choose whether to wait for everyone to be ready before starting the game or to go straight to the tarmac and let players join when they are ready.



Click FLY NOW when you're ready to start the session.

FIREWALL AND ROUTER CONSIDERATIONS

As a host, you may have to configure your Router and Firewalls to allow participants to access your PC. Firstly, you will need to set up port forwarding on your Router. The following ports need to be forwarded to your PC:

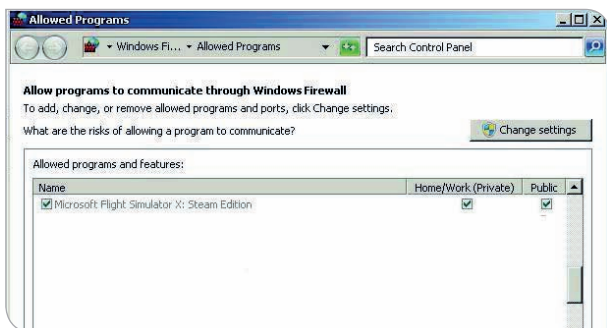
- 6112 – TCP and UDP - Default FSX network game port. If you change your Network Settings in the game on the Multiplayer Sign In screen please change this port too.
- 27016 – TCP and UDP - Steam Server Master Browser port. Steam talks to your host via this port.

For details on how to set up Port Forwarding for your Router, please refer to the manufacturer's documentation.

On your PC, you must ensure that you have configured your local PC firewall to allow all incoming traffic to FSX. This will again depend on your choice of firewall so please refer to your firewall provider's documentation.

MULTIPLAYER FEATURES

If you are using Windows Firewall, you must ensure that your LAN is identified as being either a Home or Work network. If you are connected to a Public network the firewall constraints will prevent access. FSX, however, needs to be allowed to access Public networks so ensure your Windows Firewall correctly allows full access, thus:



COMPATIBILITY BETWEEN VERSIONS

Compatibility between FSX: Steam Edition and boxed versions of the game (FSX: Gold edition etc)

You can not mix a session using the boxed and Steam versions of FSX.

Microsoft
Flight Simulator X
ACCELERATION
EXPANSION PACK

User Guide





WHAT'S NEW?

Flight Simulator X: Acceleration includes three new aircraft, more than 20 challenging single-player missions, and 19 competitive multiplayer missions. These new experiences include jet carrier operations, fixed-wing and helicopter transport missions, search and rescue (SAR) missions, and single and multiplayer racing.

WINDOWS VISTA FEATURES

- ▶ **Games Explorer** The Games Explorer (on the **Start** menu) lists all games installed on your PC. Icons offer easy access plus information for sorting and organizing your games. Right-click an icon for a menu of play tasks and online options, such as linking to the game's Web site. Use the Games Explorer command bar to access the player community for each game; get help, support, and important publisher updates; and easily add or remove games.
- ▶ **Parental Controls** Windows Vista parental controls allow parents to decide which games their children can play, which programs they can use, and which Web sites they can visit — and when. You can also review activity reports that show how your children have been using the computer.
- ▶ **DirectX 10 Support** *Flight Simulator X: Acceleration* uses the power of Windows Vista and DirectX®10 to deliver breathtaking graphics and dynamic environments to immerse you in the world of flight.

NEW MULTIPLAYER FUNCTIONALITY

The new multiplayer experience in *Flight Simulator X: Acceleration* focuses on racing. You can limit participants to include only your friends or take on all comers. During a race, you'll see a map showing the race position of each participant. The system tracks who is winning and displays an end-of-race dialog box showing all finishers and their times for the race.





AIRCRAFT

In addition to the existing stable of FSX aircraft, *Flight Simulator X: Acceleration* puts you in the pilot's seat of three exciting new aircraft.

- ▶ Strap yourself into a race-modified P-51D Mustang and scorch the course at Reno. With clipped wingtips, reduced weight, and more than twice the horsepower of the original, this pumped-up P-51 wrings extra performance out of one of the best fighters of World War II. Special racing systems, including ADI (anti-detonation injection of water and alcohol), allow sustained operation at high boost pressures, but you must manage these systems — or blow your engine and lose the race.
- ▶ Grab some stick time in the Boeing F/A-18A Hornet fighter/attack jet. This fast, maneuverable twin-engine single-seater is a versatile front-line fighter in many air forces, and it also powers the U.S. Navy Blue Angels demonstration team through some of the world's most challenging aerobatic routines. With its two powerful jet engines and six stages of afterburner, the Hornet has performance to spare.
- ▶ Master the powerful, rugged AgustaWestland EH101 medium-lift helicopter and its hoist and slingload systems to deliver cargo or rescue shipwreck survivors. Its three turboshaft engines, rugged construction, and redundant systems give it the power to lift heavy loads and the reliability to perform in harsh conditions. The rest is up to you!





SINGLE-PLAYER MISSIONS

New single-player missions put you in the cockpit for some exciting new experiences. Fly F/A-18 carrier operations, transport people and cargo in some tricky locations and situations, master the intricacies of helicopter hoist and slingload operations, and find and rescue people in danger. You can also race a variety of aircraft in some of the world's most demanding venues. Victory means getting the most out of your aircraft — and yourself.

CARRIER OPERATIONS

Flying an F/A-18 Hornet off of — and back onto — an aircraft carrier is one of the most challenging experiences in *Flight Simulator X: Acceleration*, and a chance to master some very specialized skills. You'll launch off the deck from a catapult; learn to fly the visual traffic pattern; master the complexities of throttles, landing gear, arrestor hook, flaps, and speed brake; and then snag the arrestor cables, ending the adventure as abruptly as it began. If you don't get it right, you'll get a wave-off to go around the pattern and try it again.

TOP TIPS

- ▶ When positioned over a catapult, press **SHIFT+U** to extend the Launch Bar, and then press **SHIFT+I** to attach to the catapult.
- ▶ When you're ready to take off, advance the throttles to full military power (without afterburner), and then press **SHIFT+SPACEBAR** to fire the catapult.
- ▶ The afterburner uses a lot of fuel; watch your fuel level when flying long sorties.
- ▶ If you can't see the top of the deck throughout your approach, you're too low.
- ▶ Press **SHIFT+Q** to extend/retract the tailhook. As soon as you hit the carrier deck, add full thrust for a go-around. If you catch a cable, reduce thrust to idle as soon as the aircraft slows to a stop.
- ▶ See the Carrier Tutorial mission briefing for more information on carrier operations; see F/A-18A Flight Notes for more information on flying the Hornet



TRANSPORTING PEOPLE AND CARGO

Transporting people and cargo sounds routine, but these missions offer some unique challenges. Whether you're flying

a Beech Baron, a Cessna Caravan, or an ancient DC-3, a "routine flight" can quickly become anything but routine. This is even more true when the mission involves flying a helicopter and using its hoist and slingload systems to deliver people or cargo.

The EH101 medium-lift helicopter is a powerful and versatile workhorse, but, like any helicopter, it can be difficult to fly.

Picking up and setting down heavy loads at a precise spot on the ground or water sounds easy — until you try it. Tasks such as snagging a rocket payload from the ocean, delivering an antenna array to New Mexico's Sandia Crest, or getting a replacement cable car pulley to the top of Sugarloaf Mountain in Rio push your piloting skills to the limit. These missions test your patience and precision as you compensate for gusting winds and the weight of the load swinging beneath you. Sometimes releasing the load is your only option, but your boss may not like it!

TOP TIPS

- ▶ When you are ready to hook onto a load, press CTRL+U to extend the hoist arm, and then press J to lower the cable. When the cable is close to the object, the hook automatically engages. Press K to raise the cable. Press O to release the load and deactivate cable hook-attach mode. Pressing O again prepares the hook to engage another load.
- ▶ When transporting an object on a cable, be sure to fly high enough to avoid hitting anything and destroying the load.
- ▶ As you fly, the slingload acts like a pendulum, pulling on the helicopter as it swings. The heavier the load, the more the pendulum effect is exaggerated. The more gently and smoothly you fly, the less motion you impart to the load.
- ▶ For more Tips and Tricks, see the Slingload Tutorial and the next section, Search and Rescue (SAR) Missions.



SEARCH AND RESCUE (SAR) MISSIONS

On search and rescue missions, the stakes are high and time is limited. Hovering 100 feet above a sinking vessel in the stormy North Sea and using the helicopter hoist to rescue the crew calls for a cool head and a steady hand. Wind gusts and waves add to the difficulties. Or try plucking an accident victim off a bridge on Florida's Overseas Highway and transporting the person to the nearest hospital. A geology crew stranded in the crater of Mount St. Helens may depend on your skill to get them out before the mountain erupts again. Finding a pilot downed in a snowy valley or a kayaker lost in the waters off Florida requires keen eyes and top-notch flying skills to get them out of sticky situations. These missions offer some edgy piloting experiences with unique risks and rewards.

TOP TIPS

- ▶ Using a hoist cable is similar to using a slingload, except that the load is hanging off the side of the helicopter and thus tends to pull it in that direction.
- ▶ Most of the time you lower a rescue crew member from the hoist, and then pull the crew and victim up into the helicopter. The hoist handles up to 600 pounds, and the cable extends to 300 feet.
- ▶ When a hoist load is at the very top of its travel, press **O** to pull it into the helicopter. If you have a load in the helicopter and the hoist is at the top without a load attached, pressing **O** places the load back onto the cable.
- ▶ Use external views or open a new view in combination with an external view to monitor hoist operations. To learn more, see [Using Views and Windows in the Learning Center](#).

INTRODUCTION TO AIR RACING

Pilots deal with all kinds of pressure while flying. Even when the weather is clear and calm, and your plane is in top condition, flying requires concentration. You scan the sky and your panel continually, and manage the various aircraft systems, all while taking in the phenomenal view from



the cockpit. Air racing adds new pressures to the mix and calls for an unparalleled level of confidence and control.

The big difference, of course, is time. Racing isn't about getting from here to there on schedule — it's about getting there first. But it takes more than a heavy hand on the throttle to be a successful racer. It requires intelligence and finesse.

The tendency is to focus on maximum throttle and aggressive maneuvers, but, despite competitive pressures, the fastest way around any course is also the smoothest. A light hand on the stick and minimal control inputs save time. Flying reactively — responding abruptly to sudden moves by the competition, overcontrolling the aircraft, and then overcorrecting — can put you at the back of the pack.

It takes discipline to fly strategically — and it takes a lot of practice. It all begins with memorizing and mastering the race course. If you're constantly rediscovering what's around the corner, you can't focus on flying smooth laps. Start slowly, and then build up your speed on each successive lap. Soon you'll know every part of the course and will be able to fly every lap at or near the limit of your ability. A consistent, seamless approach can make the difference between being a podium finisher and an also-ran.

TOP TIPS

- ▶ To learn a course and master your aircraft, practice racing single-player missions until you're ready to face live challengers in multiplayer races.
- ▶ Practice lapping the course until you know it intimately. You can also learn the course by following the race leader for a few laps before making your move.
- ▶ Make sure the way you handle each part of the course feeds seamlessly into handling the next; fly smoothly and consistently.
- ▶ Make the smallest control inputs required to get around the course quickly.
- ▶ In general, avoid high-G maneuvers; minimal control inputs and smooth, consistent flying give you a better chance of a higher ranking.
- ▶ Especially in Reno air racing, monitor your ADI, cylinder head temperature, manifold pressure, and overall engine health carefully. Run too hot or pile on too much boost, and you won't finish the race.
- ▶ Minimize altitude gain on the course, as climbing slows you down.



RED BULL AIR RACE WORLD SERIES

The Red Bull Air Race World Series is a unique test for aerobatic pilots. You navigate the tight turns and high-G maneuvers of a short, intense aerial slalom course in the fastest possible time while incurring as few penalties as possible. *Flight Simulator X: Acceleration* adds several demanding new Red Bull Air Race-style courses at the same venues as some of the official World Series events.

Each course features numbered sets of 20-meter-tall, air-filled pylons, called "air gates," marked with colored bands. You must pass between blue gates flying straight and level, and between red gates in knife-edge (vertical) flight. You can pass between checkered or white gates at any bank angle.

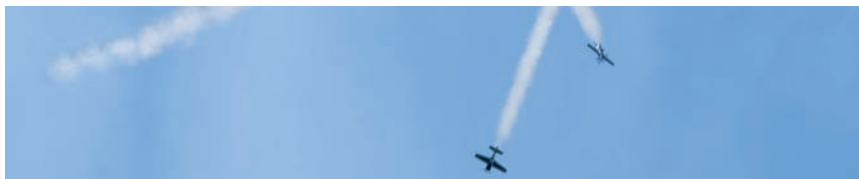
At intervals during the timed flight, you must correctly perform required aerobatic maneuvers. Darting between pylons and performing aerobatics requires speed, skill, smoothness — and total familiarity with the course.

Time penalties can be costly. Lose three seconds for passing gates too high, failing to fly horizontally or vertically through the appropriate gates, and failing to perform a turning maneuver correctly. Lose 10 seconds for touching a pylon with your plane.

TOP TIPS

- Arrows (the Maneuvers icon) guide you through the more complicated maneuvers. Use the Race Map and Pointer to find your way around the course. For a more challenging experience, press U to turn off the Race Map and Pointer.
- You must memorize these demanding courses before getting down to serious racing. At more than 200 mph, gates come up fast, and there's no extra room for required maneuvers. If you have to think about your next move, you'll blow it!
- Knife-edge maneuvers are easier to perform while turning.
- To learn more about the skills you'll use in this mission, see Learning Center articles Extra 300S Aircraft Information, Aerobatics, and Competition Air Racing.





RENO AIR RACES

Flying an Unlimited Class race at Reno means high speed and intense concentration. The pear-shaped course is marked by 50-foot-tall telephone poles. "Fly low, go fast, turn left" sounds like a simple formula, but everything happens very quickly, and it's not easy to keep your control inputs smooth and your engine healthy.

Unlimited Class racers are mostly modified WWII fighters, including P-51 Mustangs, F-8F Bearcats, and Hawker Sea Furies. These are the fastest piston-powered, propeller-driven planes in the world; the new P-51 racer produces as much power as a dozen Red Bull racers. Eight of them jockeying for position 60 feet off the ground is an awesome sight — or would be, if you had time to look at anything except the course unreeling at 500 mph and the instruments that indicate if your engine is likely to go the distance.

There's a lot of brute force at play, but it takes finesse to win. You can run an enormous amount of boost in an Unlimited Class racer (up to 150 inches of manifold pressure), but extra performance never comes free. The more throttle and boost you pile on, the hotter the engine runs. Monitor engine parameters, manifold pressure, and overall engine health. Using your ADI keeps cylinder head temperature down, but with a limited supply of the mix, you can't run maximum boost all the time. If you're not careful, you'll lose pistons or throw a rod, and lose the race.

TOP TIPS

- To lap fast, fly smoothly, pulling as few Gs as possible and making small control inputs.
- Engage ADI when running above stock P-51 boost limits.
- Consistently running at high boost, even with ADI on, can damage your engine.
- Unlike the air gates in a Red Bull Air Race, Reno pylons don't give when you hit them!
- You are disqualified if you cut across the course, cut pylons, or fly too close to the crowd line.
- See the Reno Air Racing Practice Tutorial for more information.



THE FLIGHT SIMULATOR COMMUNITY

Microsoft Flight Simulator X is the center of an active worldwide community, and its hub is fsxinsider.com.

THE FSXINSIDER WEB SITE

When they're not busy flying the virtual skies, Flight Simulator community members read about aircraft and aviation. The FSXInsider Web site is the online destination for those who want to discover the latest Flight Simulator activities, share news, and download new aircraft, missions, and scenery.

The site is refreshed periodically with new content, community blogs, and revealing behind-the-scenes glimpses that show how Flight Simulator X and the expansion pack achieve their immersive realism.

LINKS ON THE FSXINSIDER WEBSITE

- News and Events
- From the Team
- Free Flight
- Missions and Multiplayer
- Developer's Corner
- Performance Tips & Tweaks
- Partnerships
- Community Links
- Product Information
- Downloads
- Membership

FSXInsider.com is a great place to stay in touch with the Flight Simulator community and the incredible creativity of its members





KEY COMMAND CHANGES

To add Flight Simulator X: Acceleration's new commands to your key mappings, click Yes during Setup. If you click No and later change your mind, you can revise key assignments in the Controls dialog box (on the Options menu, point to Controls, and then choose Assignments).

HELICOPTER HOIST/SLING OPERATION

Function	Key Command	Previous Function
Hoist Arm (Extend / Retract)	CTRL+U	None
Hoist Cable (Lower)	J	Jet Starter
Hoist Cable (Raise)	K	Point of Interest
Hoist / Sling Hook (Attach / Release)	O	Strobe Lights On

AIRCRAFT CARRIER OPERATIONS

Function	Key Command	Previous Function
Tail Hook (Extend / Retract)	SHIFT+Q	None
Takeoff Assist (Arm / Disarm)	SHIFT+I	None
Launch Bar (Extend / Retract)	SHIFT+U	None
Takeoff Assist (Trigger)	SHIFT+Spacebar	None

EXTRA 300 OPERATION

Function	Key Command	Previous Function
Nitrous Oxide Injection (On / Off)	SHIFT+C	None





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- Lux
- ManPower
- Pasona Tech
- Sakson & Taylor
- Things to Come
- Volt
- Wise HR

See the in-game credits
 for a complete list of *Flight
 Simulator X: Acceleration*
 team members.





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TECHNICAL SUPPORT & TROUBLE SHOOTING

STEAM OFFLINE MODE

FSX: Steam Edition can not currently be used in Steam's offline mode, you must be online when starting the game.

REINSTALLING FSX: STEAM EDITION

There is a huge range of add-on content available for FSX and some add-ons can cause unexpected unwanted side effects. If your version of FSX Steam does not operate correctly, Steam provides the ability to reinstall the product to the default system. To perform this reinstallation, you should perform the following steps:

- 1 Sign off Steam
- 2 Backup the disk containing you FSX installation
- 3 Delete the contents of the "<drive:>\Program files (x86)\ Steam SteamApps\Common\FSX\" and all subdirectories
- 4 Log on to Steam
- 5 Select "View Games Library" from the "Games" menu
- 6 Right-click the FSX: Steam Edition icon and select "Properties"
- 7 Select the "Local Files" tab and click on "Verify Integrity of Games Cache"

QUESTIONS & ANSWERS

What is the minimum specification?

OS:	Windows XP, Vista, 7, 8, 8.1 (Mac OS not supported)
Processor	2.0 Ghz or higher (single core)
Disk	12 GB or more free
RAM	1 GB RAM
Other	DirectX 9 hardware compatible, audio card with speakers or headphones
Video Card	DirectX 9 compliant video card or greater. 128 MB video RAM or higher. Shader Model 1.1. or higher

Is DirectX 10 or 11 supported?

FSX: Steam Edition will work on DirectX10 and 11 although only modest support for DirectX 10 is included.

TECHNICAL SUPPORT

Does FSX: Steam support 64 bit operating systems?

During testing we have ensured that FSX: Steam runs on 64-bit operating systems, but the software is a 32-bit application.

Which operating system will FSX: Steam fully support without having issues?

We have tested FSX: Steam Edition on Windows XP, Windows Vista, Windows 7 and Windows 8.1 - both 32 bit and 64 bit (please note that FSX is only a 32 bit app) and can confirm running the software under these operating systems. However, due to the fact that operating systems and hardware can be configured in multiple ways we cannot guarantee that every configuration will work immediately, but it is our intention to ensure that as many people as possible are able to use FSX: Steam Edition without problems.

Will I be able to continue using my hardware (eg. Yokes, switch panels etc) with FSX: Steam?

Nothing in the simulator has been changed to interfere with the use of flight peripherals however due to the numerous different ways hardware can be implemented it is possible there may be issues in some set-ups.

FAQS - ADD-ONS

Will my existing collection of non-Steam add-ons work with FSX: Steam Edition?

There are so many add-ons currently available for FSX that we cannot promise that all of them will work with no issues. FSX: Steam Edition is installed in a different way to the boxed version and occupies a different location so it is possible that some add-ons may not work, but rest assured that we have made every effort to ensure that as many of them as possible work. Where add-ons do not immediately function with FSX: Steam Edition we will try to work with the community, developer or publisher of the add-on to find the solutions as needed. Again, we cannot promise that 100% of all add-ons released over the history of FSX will work with FSX: Steam, but we are committed to trying.

Will I be able to continue using freeware add-ons with FSX: Steam?

As with all other existing add-ons available for FSX we cannot give any guarantees that these will work without issue, however nothing has been intentionally changed with the simulator to block the use of free add-ons.

TECHNICAL SUPPORT

If I have both versions of FSX on my system, in which version of FSX will the non-Steam add-ons be automatically installed?

Most add-ons supplied include installers that are outside of our control and so we cannot definitively predict what their behaviour will be. We expect that most would default to whichever version of FSX was installed first. With some add-on installers, you may be able to direct the add-on installer to deploy into FSX: Steam Edition, but we cannot guarantee the add-on will function correctly in this environment.

Will there be any conflicts if FSX: Box and FSX: Steam Editions are installed on the same computer?

We have worked very hard to make sure the two can coexist, but we cannot guarantee that in all circumstances there will be no problems. If you have a very extensive add-on collection, you might want to consider installing them on separate machines.

FAQS - MULTIPLAYER

Will the Steam edition be compatible with the boxed version for multiplayer users who use LAN?

Not at this stage. Our aim is to ensure that users of FSX: Steam can connect to other Steam users.

Will there be support for existing FSX community initiatives such as VATSIM and IVAO?

It is our hope that virtual airlines and other FSX community developments continue to flourish and will do everything we can to ensure that is the case. At present we do not believe there will be any issues affecting these services, but as ever at present we cannot give a 100% guarantee.

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Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

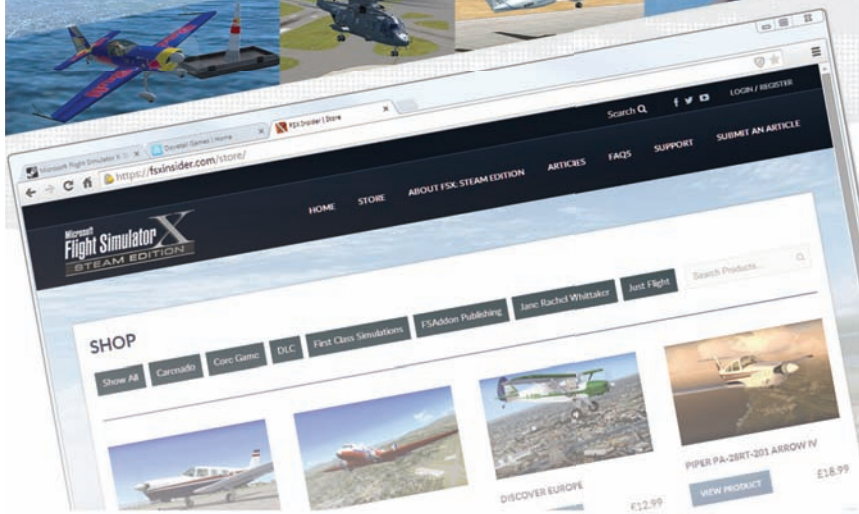


Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de connaissance à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en jouant à un jeu vidéo, veuillez consulter votre médecin avant toute utilisation. Si vous-même ou votre enfant présentez un des symptômes suivants (vertige, troubles de la vision, contraction des yeux ou des muscles, perte de conscience, troubles de l'orientation, mouvement involontaire ou convulsion), veuillez immédiatement cesser de jouer et consulter un médecin.

Take to the skies

FSX_booklet



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