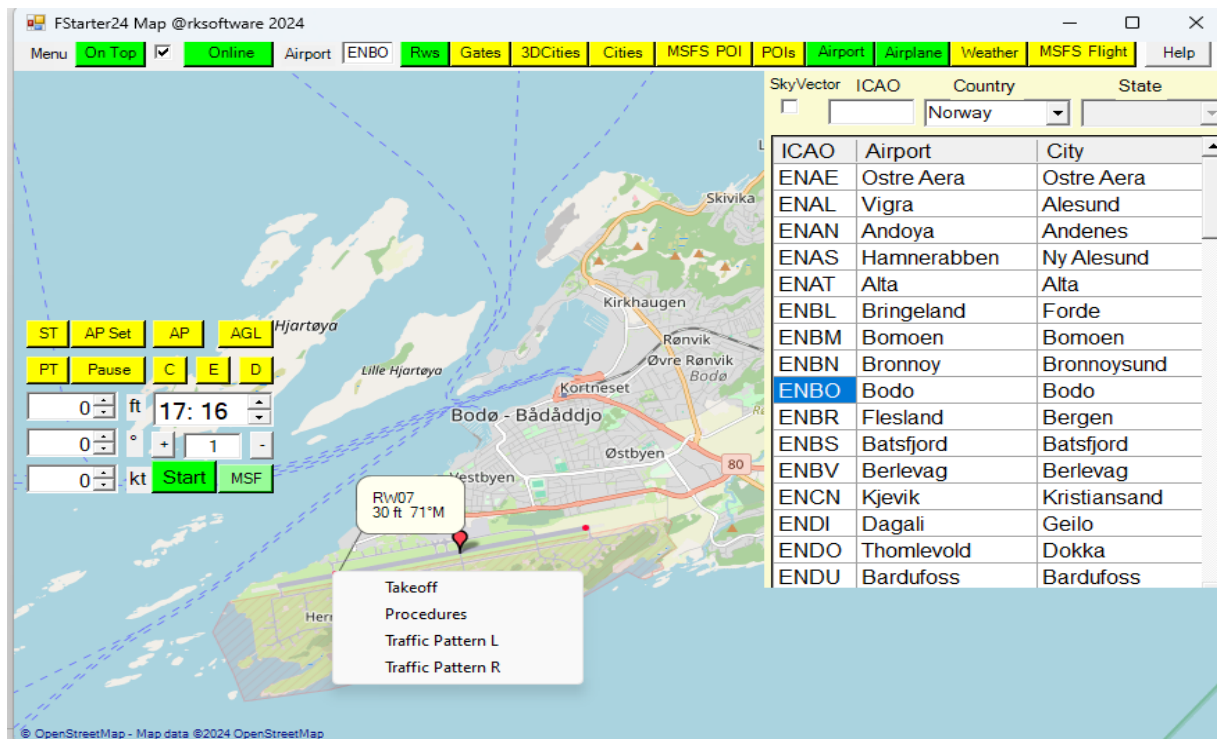


## What is FStarter24 and what can you do with it?



- 1. Start flights and explore any world location in MSFS:**
  - Easily start flights and explore the stunning world in Microsoft Flight Simulator.
  - Start flight in MSFS from any selected location on the FStarter24 map.
- 2. Create user POIs (Point of Interests):**
  - Select any location on the map or use the active flight location and create it as a user POI.
  - Save your favorite locations, whether it's your house, school, cabin, or an airport runway.
- 3. Flight Situations:**
  - Start flights in the air or on the ground at any altitude, heading and speed.
  - Define specific situations, such as an airport traffic pattern (Final, Downwind, Base, Entry), complete with altitude, distance, and speed settings.
  - Create any type of flight situation.
- 4. Interactive Maps and Lists:**
  - View and manage your own user POIs, MSFS 3D cities, MSFS POIs, and MSFS flights.
  - Observe your airplane's movement on the map.
- 5. Flexible Start Locations and flight data:**
  - Start flights at or near the location of 3DCities, cities, MSFS POIs, or your user POIs.
  - Set any altitude, heading, speed, and time for the flight.
- 6. Custom Approaches and Landings:**
  - Create custom approaches, landings, or traffic patterns at any airport.
  - Train and repeat your flights until you can land in any type of situation.
- 7. Data Management:**
  - Save and start flights using complete MSFS situations and stored data.
- 8. User POI Lists:**
  - Utilize up to 4 user POI lists, allowing you to add thousands of user POIs.
- 9. Live Aircraft Marker:**
  - View your airplane's movement with a dynamic marker on the map.
- 10. Time and Sim Rate:**
  - Set time of day and/or Sim Rate.

## Important notice to understand and agree to before using FStarter24.

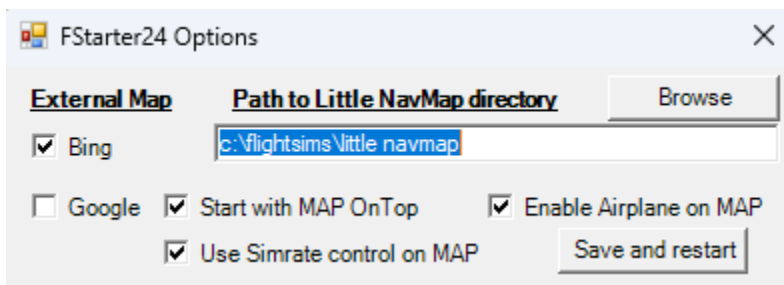
The MAP in FStarter24 uses OpenStreetMap as the underlying map structure.

OpenStreetMap® is *open data*, licensed under the [Open Data Commons Open Database License](#) (ODbL) by the [OpenStreetMap Foundation](#) (OSMF).

- Remember that all External Map functions and services used with FStarter24 belong to the respective map company, which also owns the Intellectual Property Rights of the map application.
- The External Map is not embedded in FStarter24 but runs in your web browser.
- As a user of FStarter24, you are responsible for using the map functions and services according to the chosen map application's **Terms of Service**.
  
- Using Little Navmap is not required for using the main features in FStarter24, but it is a must to activate the FStarter24 **Procedures** menu on the MAP. The Procedures menu will only be active if Little NavMap is installed as it uses a navigation database in Little NavMap. Little NavMap does not need to be running to activate this feature in the MAP. Little Navmap is a freeware software owned and developed by **Alexander Barthel**. Link to Little Nav Map: [Little NavMap](#)
  
- By selecting an External Map in **Options**, you agree to the above terms.

## How to set up FStarter24 the very first time.

- Start FStarter24 and configure FStarter24 options.



- Set the following parameters:
  - **External Map:** Choose either **Bing** or **Goggle**.
    - This will let you open an external MAP in your browser from FStarter24.
  - **Path to Little NavMap directory:** Set the path to your **Little Navmap** directory.
    - This will let you open Little NavMap directly from FStarter24.

## **Important Little Navmap settings**

Coordinate settings in Little NavMap's **Tools/Options/Units** must be either set as format **“Degrees, Minutes, Seconds”** or **“Latitude and Longitude with sign”**.

- Load MSFS scenery library and create a MSFS database.

## How to use FStarter24.

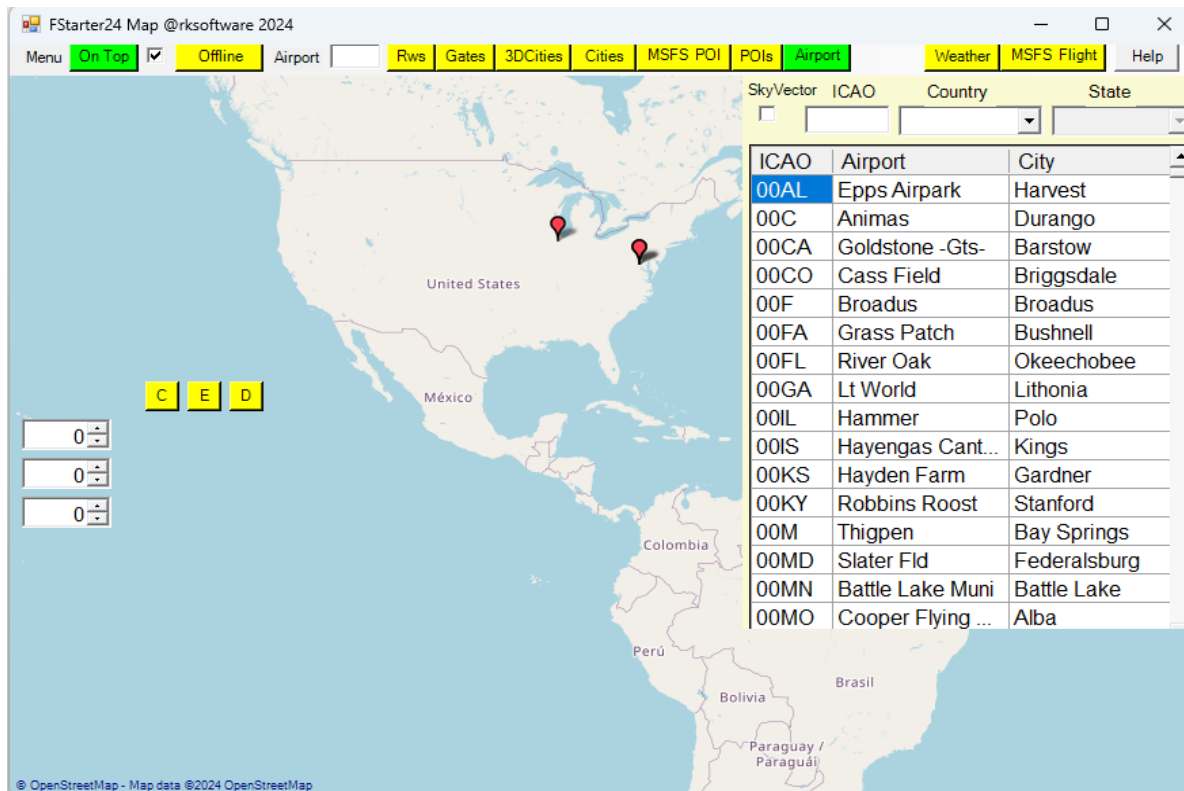
FStarter24 is a multi-tool that has many different features implemented. The best way to learn what it offers and how to use it is just to try it out. Reading this document will also give you useful information.

The FStarter24 MAP is resizable.

FStarter24 has an **Offline** and **Online** mode. The **Offline** mode is used and set if MSFS is not running. This mode is useful if you only want to add new user POIs and view MAP information.

**Online** mode is set if MSFS is running. FStarter24 can be started with MSFS running or not.

## Offline mode



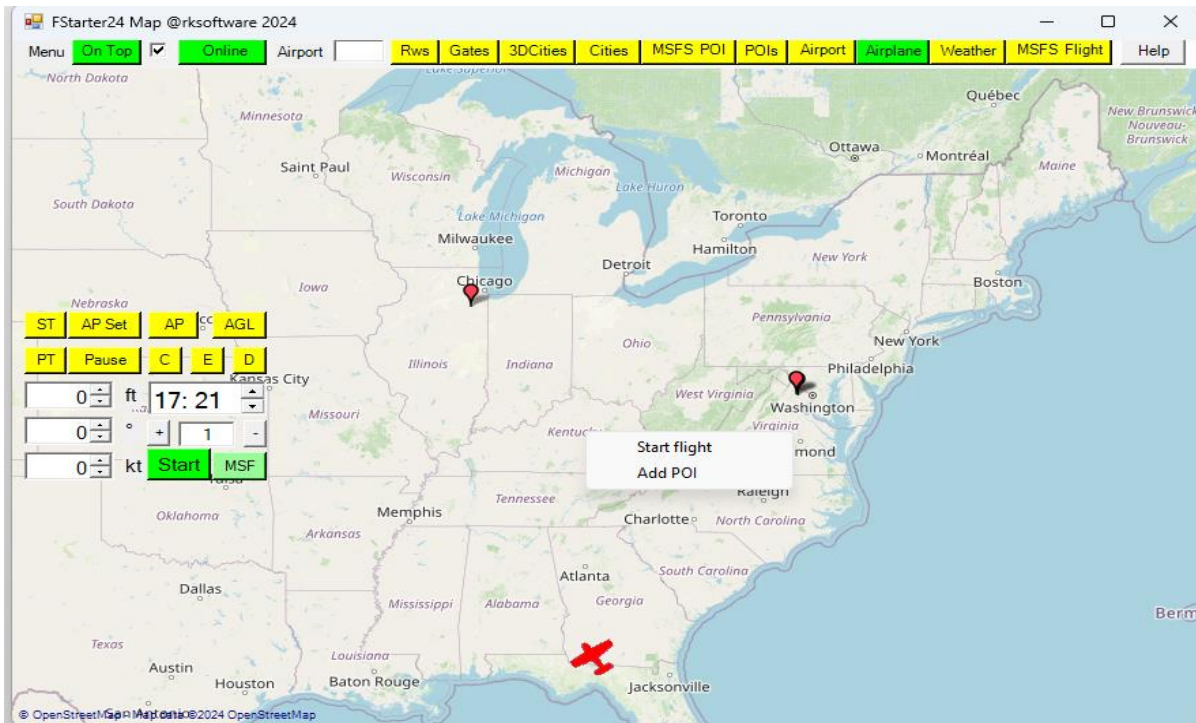
In **Offline** mode you can Add user POIs:

1. Select Altitude, heading and speed. Scroll or click the buttons in the respective boxes.
2. Select C (Cockpit), E (External) or D (Drone) to set desired view mode to the POI.
3. Right click on the location where you will add the POI and select AddPoi menu.
4. Set a name to the POI.

User POIs can be viewed on the MAP (select Menu-POIs) or in a POI list (click POIs button).

In **Offline** mode menus and buttons are all enabled, but you can't teleport as MSFS is not running.

## Online mode



In **Online** mode you can Add user POIs and start flights:

### Add POIs:

1. Adding POIs as described above in the **Offline** mode.
2. When Altitude, heading and speed all are set to 0 (zero) the POI will use active flight data.
3. With any of Altitude, heading or speed is not set to 0 (zero) the POI will use set flight data.

### Start flight from a selected location on the MAP:

1. A new flight is started at the location you selected on the MAP.
  - a. When Altitude, heading and speed are all set to 0 (zero) the flight will use active flight data.
  - b. With any of Altitude, heading or speed is not set to 0 (zero) the flight will use set flight data.
2. Available flight data controls to be used are:
  - a. Altitude, heading, speed boxes, C, E, D (view buttons), P (Pause), AP Set, AP and AGL buttons and Time.

### Start flight from a selected marker (POIs, MSFS POIs, 3DCity, City or MSFS flight):

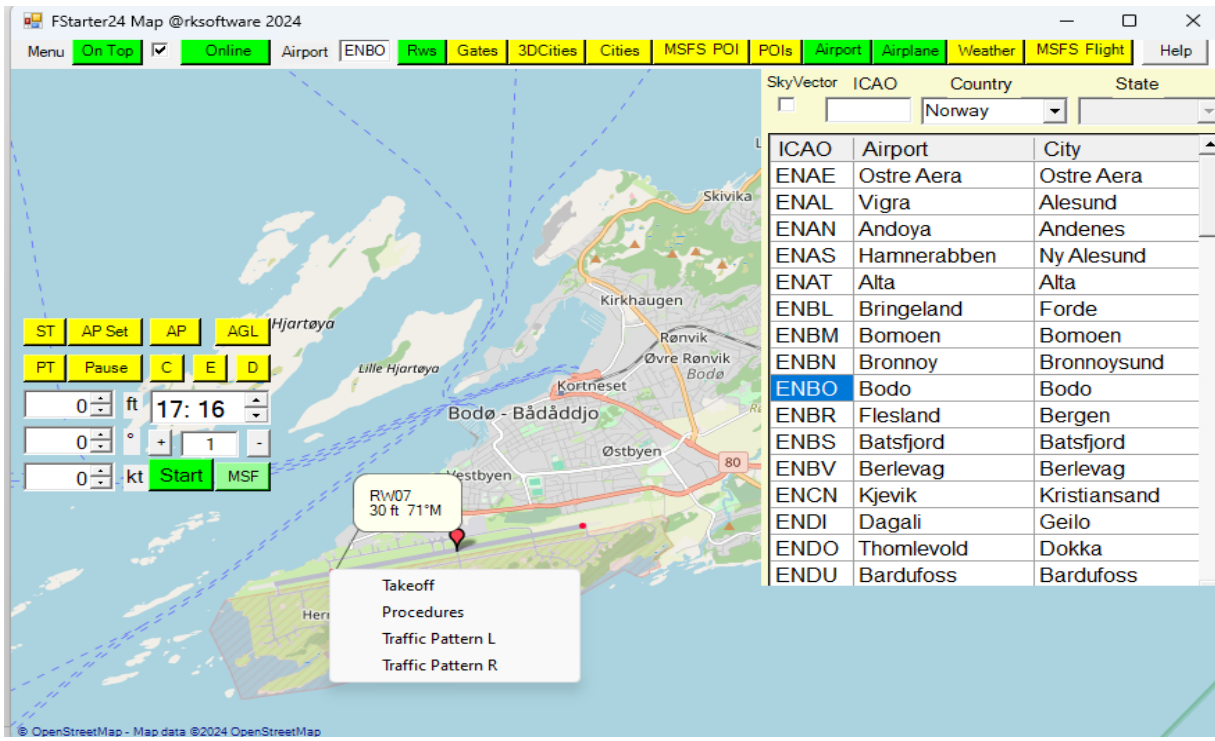
1. A new flight is started at the location of the selected marker.
  - b. When Altitude, heading and speed are all set to 0 (zero) the flight will use active flight data.
  - c. With any of Altitude, heading or speed is not set to 0 (zero) the flight will use set flight data.
2. Available flight data controls to be used are:
  - a. Altitude, heading, speed boxes, C, E, D (view buttons), P (Pause), AP Set, AP and AGL buttons and Time.

Restart flight with **Start** .

When Altitude, heading and speed are all set to 0 (zero), a restart of latest start flight occurs.

When Altitude, heading and speed are not set to 0 (zero), a restart with new selected flight data occurs.

## Setting an airport ICAO in the Airport box, selecting an airport marker, or selecting airport from the Airport list



With Runways or Gates/Ramps marked, all runway gates/ramps will be shown for selected airports.

Select a runway and from the sub-menu that pops up:

- **Takeoff** to start flight at runway
- **Procedures** to show all airport procedures
- Select procedure and waypoint to start flight  
(Set Speed and Altitude)
- **Traffic Pattern** to view traffic pattern waypoints and select waypoint to start flight  
(Set Speed and Altitude or use default Traffic Pattern altitude)

Select a gate/ramp to set your airplane to selected airport location.

**IMPORTANT!! Procedure markers will only be enabled if you have Little Navmap installed and have set the path in the Options settings.**

Several map functions have been implemented in FStarter24 to give you a flexible way of viewing location information, creating user POIs and starting flight situations. Viewing, creating, and starting can be done from:

- MSFS's 3DCities, Bespoke Airports, MSFS POIs, user POIs, and MSFS flights
- World cities and airports
- World airports takeoffs, traffic patterns and approaches

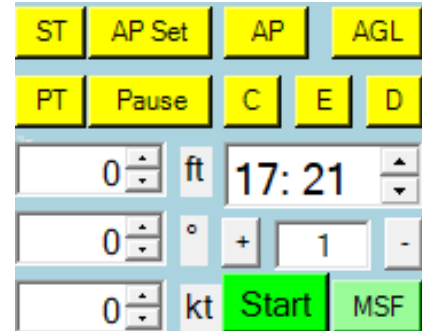
**Active Map** When set to active (Green) and selecting an item in the any active list, the selected item will also be shown on the External MAP.

When **SkyVector** is marked the airport location and airport information will be shown in the External Map when you select an airport.



1. Menu – Open submenus to display selectable Airports, user POIs, MSFS POIs, 3DCities and MS flights.
2. Check FStarter24 tooltips info for all other controls.

<b>ST</b> = Slew toggle	<b>PT</b> = Pause toggle	<b>Pause</b> = Pause ON or OFF
<b>AP Set</b> = Activate Autopilot state		
<b>AP</b> = Autopilot state ON or OFF		
<b>AGL</b> = Above Ground Level in use		
<b>C E D</b> = Camera view setting		



1. Check also FStarter24 tooltips info.

### **IMPORTANT NOTICE**

1. **Start flight:**
  - o **Pause state:** **Pause** to start flight in an active paused state. This state is useful if you need to adjust cockpit settings or autopilot functions.
  - o **Active state:** **Pause** to start flight in an active flight state.
2. **Toggling Pause state:**
  - o Toggle pause state in an active flight with **PT**.
3. **Autopilot Settings:**
  - o **AP Set** to set the autopilot as set with the **AP** when you click **Start** button.
  - o **AP Set**, airplane's autopilot settings will remain unchanged.
4. **Teleporting considerations:**
  - o Be cautious when teleporting to a location far from your active flight position. It may cause longer scenery loading times, depending on your internet speed and MSFS server loads.
  - o Before using FStarter24's teleport functions, ensure your airplane is in a stable condition. You can achieve this by right clicking any position on MSFS's World Map, selecting Departure for an active flight situation or starting from a ground or gate position.
5. **Special considerations for Study airplanes (e.g., PMDG 737):**
  - o If you're using a study-level airplane and have stability issues, the **AP Set** should not be set.
6. **Ground handling:**
  - o To teleport to a ground position, set **AGL** (Above Ground Level) and set altitude to 0.
  - o When you teleport to a ground position, the airplane will enter SLEW mode. This prevents the airplane from jumping on the ground before the scenery fully loads. Clear SLEW mode by clicking **ST**.

### **How to save and start complete MSFS flights**

Using the MSFS flights feature in FStarter24 will use the default MSFS saving and starting flights.

- 1) MSFS must be running with an active flight situation.
- 2) Set a name to the saved flight and click **Save**.
- 3) To load a complete MSFS flight, click **Load** and select flight.
- 4) To delete saved flights, click **Delete** to open MSFS's saved flights folder and delete the flight.



A good documentation about Airport Traffic Patterns can be found here:

[https://www.faa.gov/regulations\\_policies/handbooks\\_manuals/aviation/airplane\\_handbook/media/09\\_afh\\_ch7.pdf](https://www.faa.gov/regulations_policies/handbooks_manuals/aviation/airplane_handbook/media/09_afh_ch7.pdf)

### **How to teleport to a location selected from an external Map or Little NavMap.**

- 1) MSFS must be running with an active flight situation in the air or on the ground.
- 2) Open External **MAP** or **Little NavMap**
- 3) Using an external **MAP**, right mouse-click at the position you want to start from copy the latitude and longitude data.
- 4) Using **Little NavMap**, right mouse-click and click More and copy the latitude and longitude data.
- 5) In the **Flight data** section, set Alt, Hdg, Spd and Time(optional). If no data is set, FStarter24 will use the actual flight situation's altitude, heading, speed, pitch, and bank settings.  
When AGL is checked, Altitude above ground level is used and not MSL.
- 1) Click the **Start flight** button to start your flight at the new location.

### **Some other useful info about using Little NavMap with FStarter24**

To set your airplane to any navigation position (SIDs, STARs, Arrivals, Approaches) and fly in to the any airport:

- 1) Open LNM and right click over the airport you want to land and select "Show Procedures".
- 2) Select a STAR, Approach or Arrival to be drawn on the LNM map.
- 3) Right click over the leg position you want to start from and click copy.
- 4) In FStarter24 select Alt, Hdg, Spd, Time and **Start flight from map** or make a POI.