

FStarter Introduction



What is FStarter and what can you do with it?

- 1. Explore the MSFS World:**
 - Easily start your flight in the stunning world of Microsoft Flight Simulator.
 - Start your flight from any location using a simple mouse click on a map.
- 2. User-Defined Points of Interest (POIs):**
 - Select a spot on a map or your actual flight location and add it as a custom POI.
 - Save your favorite locations, whether it's your house, school, cabin, or an airport runway.
- 3. Flight Scenarios:**
 - Begin your flight in the air or on the ground at any altitude, heading and speed.
 - Define specific scenarios, such as an airport traffic pattern (Final, Downwind, Base, Entry), complete with altitude, distance, and speed settings.
 - Create any other imaginable flight situation.
- 4. Interactive Maps and Lists:**
 - View and manage your own POIs, MSFS 3D cities, MSFS POIs, and saved flights.
 - Observe your airplane's movement on the map.
- 5. Flexible Start Locations:**
 - Choose your start location from 3D cities, cities, MSFS POIs, or your own custom POIs.
 - Set altitude, heading, speed, and time for your flight.
- 6. Custom Approaches and Landings:**
 - Create custom approaches, landings, or traffic patterns at any airport.
 - Train and repeat your flight until you can land in any type of weather.
- 7. Data Management:**
 - Save and start flights using complete MSFS stored data.
- 8. User POI Lists:**
 - Utilize up to 4 user POI lists, allowing you to add thousands of custom points of interest.
- 9. Live Aircraft Marker:**
 - Track your airplane's movement with a dynamic marker on the map.
- 10. Time and Sim Rate:**
 - Set time of day and Sim Rate.

How to set up FStarter the very first time.

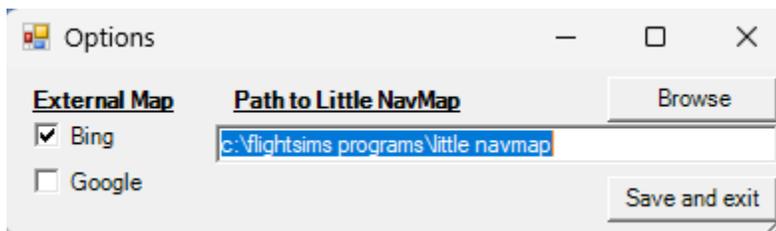
- Start FStarter and click on fstarter.ini to configure FStarter settings.
- Set the following parameters:
 - **MAP in use:** Choose either www.bing.com/maps or www.google.com/maps.
 - **LNM directory path:** Specify the path to your **Little Navmap** directory.

Using Little Navmap is not required for using the main features in FStarter, but it is a very good app to use together with FStarter and a must to use for the new OSM 2 map features.

Little Navmap is a freeware software owned and developed by **Alexander Barthel**.

Link to Little Nav Map: <https://albar965.github.io/littlenavmap.html>

The image below shows my setting. Your settings can be different based on your preference of map to use in your browser and your path the Little Navmap directory.



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”**.

Important notice to understand and agree to before using FStarter.

- Hover your mouse pointer over any FStarter buttons for tooltips or click the **Help** button to read the FStarter documentation.
- The **MAP** button is active only when the MAP in use is set.
- The **My Maps** button is active only when the MAP in use is set to www.google.com/map.

If you want FStarter to always stay on top of all other windows, click **OnTop** marker.

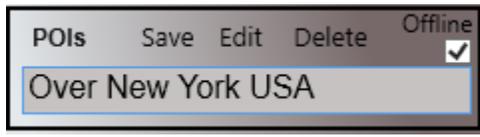
OpenStreetMap® is *open data*, licensed under the [Open Data Commons Open Database License](https://openstreetmap.org/licenses/odbl) (ODbL) by the [OpenStreetMap Foundation](https://openstreetmap.org/) (OSMF).

- Remember that all map functions and services used with FStarter belong to the respective map company, which also owns the Intellectual Property Rights of the map application.
- The selected map is not embedded in FStarter but runs in your web browser.
- As a user of FStarter, you are responsible for using the map functions and services according to the chosen map application's **Terms of Service**.
- By selecting an external map under **Options**, you agree to the above terms.

How to use FStarter.

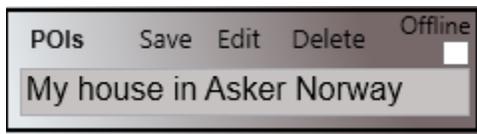
FStarter is a multi-tool that has many different methods implemented. The best way to learn what it offers and how to use it is just to try it out. Reading this document will also give you useful information.

How to create your own POIs from a map. (Can be done with or without MSFS running.)



- 1) In the **Cities and POI selectors** selection, select a POI list (1 of 4) to store the POIs.
- 2) **Offline** must be checked.
- 3) Start a map in your browser by clicking **MAP** or **Little Navmap**.
- 4) On the map, make a right mouse-click at the position you want to add as POI location.
 - On the map, copy the latitude and longitude data.
 - On Little Navmap click **More** and copy the latitude and longitude data.
- 5) In the **Teleporting** section, set Alt, Hdg, Spd. If no data is set, default values will be used.
- 6) Set a name to the POI and click **“Save”**.

How to create your own POIs from an active MSFS flight situation.



- 1) In the **Cities and POI selectors** selection, select a POI list (1 of 4) to store the POIs.
- 2) MSFS should be running with an active flight in a stable condition.
- 3) **Offline** must be unchecked.
- 4) In the **Teleporting** section, set Alt, Hdg, Spd. If no data is set, default values will be used.
- 5) Set a name to the POI and click **“Save”**.

How to delete POIs in a POI list

- 1) In the **Cities and POI selectors** selection, select a POI list (1 of 4).
- 2) Select the POI to be deleted in the active POI list.
- 3) Click **“Delete POI”**

How to edit POIs in a POI list (manual editing of POIs should be done with care)

- 1) Click **“Edit POI”**
- 2) Data structure in POI list files are:
 - name, latitude, longitude, altitude, bank, pitch, heading, speed, on ground.
- 3) Make the changes in the open POI file and save.

Tips for using all 4 POI lists. (To use POI lists for easy viewing in map)

POI # 1 for all POIs when using a specific airplane.

POI # 2 for all POIs when using another airplane.

POI # 3 for all POIs that are set for airport approaches training.

POI # 4 for all POIs where airplanes are on the ground and not in the air.

How to teleport to a location using 3DCities, Cities, MSFS POIs or My POIs



- 1) MSFS must be running with an active stable flight situation.
- 2) In the **Cities and POI selectors** selection, click **3D Cities, Cities, MSFS POIs** or **My POIs**.

My POIs have 4 POI lists. Repeated clicks on the POI button will enable desired POI list.

- 3) Select an item from the active list.
- 4) In the **Flight data** section, set Alt, Hdg, Spd and Time(optional). If no data is set, FStarter will use the actual flight situation's altitude, heading, speed, pitch, and bank settings for 3D Cities, Cities and MSFS POIs and the altitude, heading, speed, pitch, and bank setting in the POI data. When AGL is checked, Altitude above ground level is used and not MSL.
- 5) Click the **Start flight** button to start your flight at the new location.
- 6) With **ActiveMap**(optional) enabled, your start location opens on a map in your browser.

How to teleport to a location selected from a Map or Little Navmap.

- 1) MSFS must be running with an active flight situation in the air or on the ground.
- 2) Click **MAP** or **Little NavMap**
- 3) Using a **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, FStarter 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.
- 7) Click the **Start flight** button to start your flight at the new location.

IMPORTANT NOTICE

1. **Starting Mode:**
 - **Pause Mode:** Check the “Pause” checkbox if you want to begin flights in an active paused state. This mode is useful when you need to adjust cockpit settings or autopilot functions.
 - **Active Mode:** Uncheck the “Pause” checkbox to start directly in an active flight state.
2. **Toggling Pause Mode:**
 - You can toggle PAUSE ON and OFF by clicking the red “PT” button on FStarter’s main window or the “PT” button on the OSM and OSM2 maps.
3. **Autopilot Settings:**
 - If the “Autopilot” checkbox is checked, the airplane’s autopilot (AP) will be configured as defined in the AP checkbox when you click the “Start flight” button.
 - If the “Autopilot” checkbox is unchecked, the airplane’s AP settings will remain unchanged.
4. **Teleporting Considerations:**
 - 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.
 - Before using FStarter’s teleport functions, ensure your airplane is in a stable flight condition. You can achieve this by right clicking any position on MSFS’s World Map, selecting “Departure,” and clicking “FLY.”
5. **Special Considerations for Study Airplanes (e.g., PMDG 737):**
 - If you’re using a study-level airplane, uncheck the Autopilot checkbox to avoid autopilot issues.
 - To teleport the airplane to a ground position, mark “AGL” (Above Ground Level) and set altitude (“ALT”) to 0.
 - 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 the “ST” button or pressing keyboard “Y” when the MSFS window is active.
6. **Time Settings:**
 - FStarter now includes a Time slider and buttons:
 - Adjust the time of day when moving between time zones to avoid starting in darkness.
 - Change the time in real-time during a flight.
 - Note that using this function modifies MSFS’s time settings in the Weather window. To revert to correct real-time, adjust the time in the MSFS Weather window or select the correct time zone when starting a flight using the time slider.

How to save and start complete MSFS 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.

Important information about maps and their usage in FStarter

Several map solutions have been implemented in FStarter to give the user a flexible way of viewing location information, creating user Point of Interests and initiate flight start situations for:

- MSFS's 3DCities, Bespoke Airports and Points of Interests
- World cities and airports
- World airports traffic patterns, approaches
- Own user Points of Interest

Active maps When marked and using the buttons in Cities and POI selectors and selecting an item in the active list, the selected item will be shown in a Bing or Google maps in your browser.

MAP

- will open either the Bing or Google map in your browser. See **How to use FStarter above**.

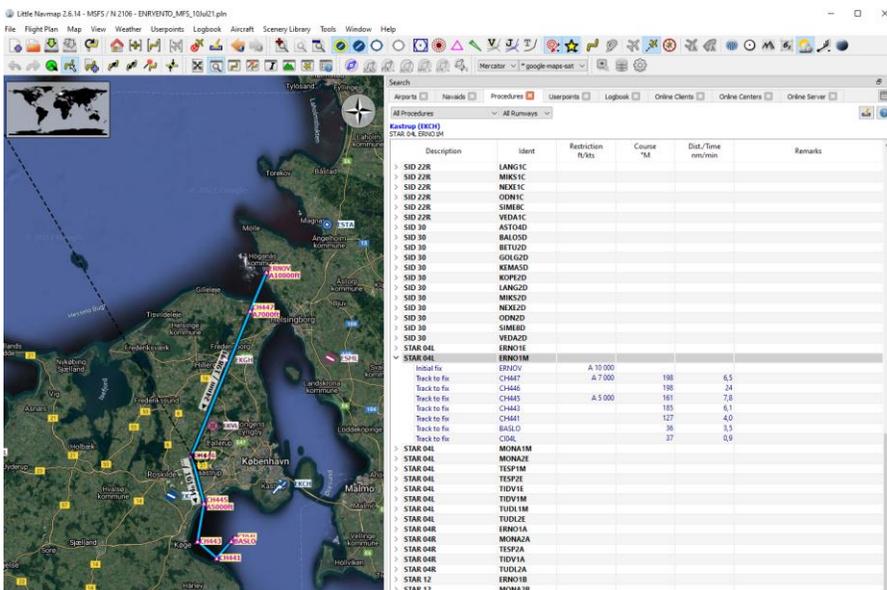
Little Navmap

- will open Little NavMap (if enabled in the setting options). See **How to use FStarter above**.

Some other useful info about using Little Navmap with FStarter

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 FStarter select Alt, Hdg, Spd, Time and **Start flight from map** or make a POI.



The screenshot shows the Little Navmap interface. On the left is a satellite map of Scandinavia with a flight path highlighted in blue. On the right is a table of flight procedures for STAR 04L at Stockholm Arlanda Airport.

Description	Ident	Restriction ft/fts	Course °M	Dist./Time nm/min	Remarks
> SID 22R	LANG1C				
> SID 22R	MKKS1C				
> SID 22R	NKKE1C				
> SID 22R	ODMK1C				
> SID 22R	SIMB1C				
> SID 22R	VEDA1C				
> SID 30	ASTO4D				
> SID 30	BALOSD				
> SID 30	BETUZD				
> SID 30	GOLGZD				
> SID 30	KEMASD				
> SID 30	KOPFZD				
> SID 30	LANGZD				
> SID 30	MKKSZD				
> SID 30	NKKEZD				
> SID 30	ODNZD				
> SID 30	SIMBZD				
> SID 30	VEDAZD				
> STAR 04L	ERNK1E				
> STAR 04L	ERNK1M				
> STAR 04L	ERNK1V	A 10 000			
> STAR 04L	CH447	A 7 000	198	6,5	
> STAR 04L	CH446		198	24	
> STAR 04L	CH445	A 5 000	161	7,8	
> STAR 04L	CH443		185	6,1	
> STAR 04L	CH441		127	4,0	
> STAR 04L	BASLO		36	3,5	
> STAR 04L	COAL		37	0,9	
> STAR 04L	MONA1M				
> STAR 04L	MONA2E				
> STAR 04L	TESP1M				
> STAR 04L	TESP2E				
> STAR 04L	TIDV1E				
> STAR 04L	TIDV1M				
> STAR 04L	TUDL1M				
> STAR 04L	TUDL2E				
> STAR 04L	ERNK1A				
> STAR 04R	MONA2A				
> STAR 04R	TESP2A				
> STAR 04R	TIDV1A				
> STAR 04R	TUDL2A				
> STAR 12	ERNK1B				
> STAR 12	MONA2B				

Using these buttons are for some special **Google My Maps** features. It is not mandatory to use these functions to use the other features in FStarter.

How to create a Google My Maps based on MSFS POIs and your own user POIs

See [Create or open a map - Computer - My Maps Help \(google.com\)](#)

A CSV file must exist before you can create your map with Google My Maps.

Click the CSV button when you have an active poi list to create a poi.csv file.

Select the msfspois.csv to create a map with MSFS POIs

Select the msfs3dcity.csv to create a map with MSFS Photogrammetry Cities

Select any of the poi.csv to create a map for your own POIs.

CSV files that you create are in the FStarter folder.

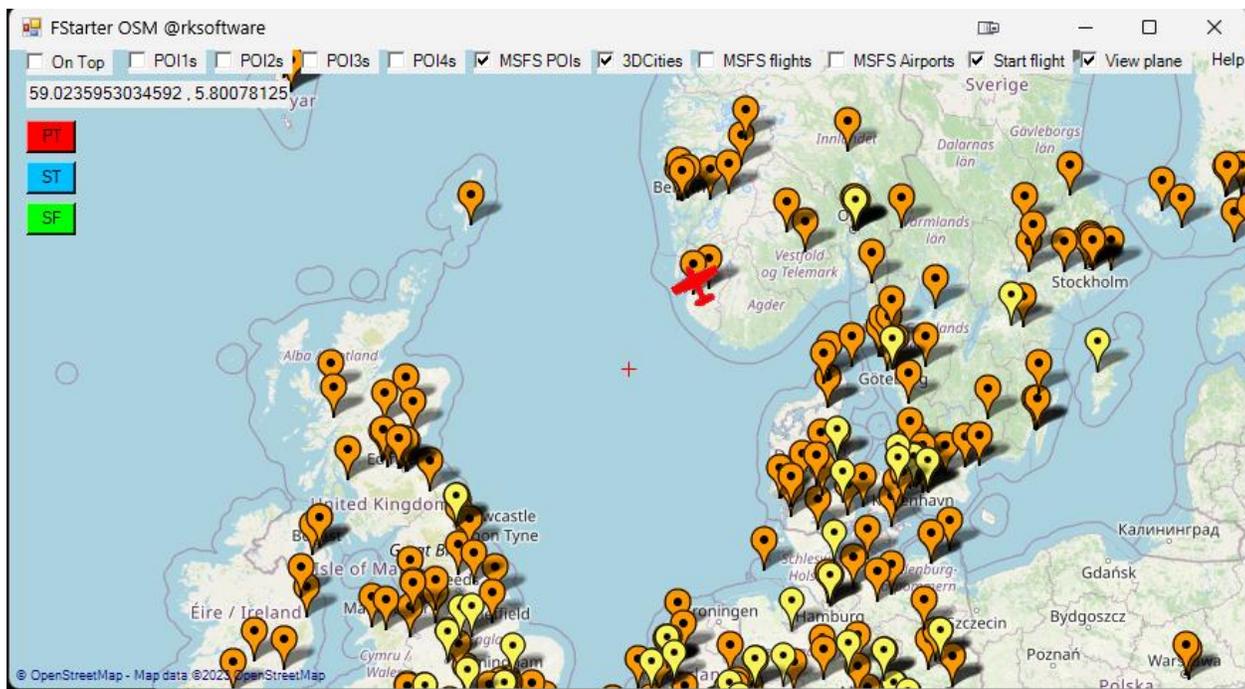
How to teleport to a location selected from My Map.

- 1) MSFS must be running with an active flight situation in the air or on the ground.
- 2) Click **My Maps**
- 3) In the map display, click the marker you want to start from.
- 4) Copy the latitude and longitude data if no HDG info is available on the map or copy the POI name if HDG is available on the map.
- 5) In the **Teleporting** section, set Alt, Hdg, Spd and Time. If no data is set, FStarter will use the actual flight situation's altitude, heading, speed, pitch, and bank settings.
- 6) Click **Start flight from map.**

Check here for more info: <http://www.flightsim4fun.com/Forum/viewtopic.php?p=4345#p4345>

OSM - will open the OSM map and its features.

How to use the OSM



Own POI lists, MSFS POIs, MSFS 3D Cities and MSFS saved flights can be viewed and selected for easy teleporting OSM.

The **PT** button (Pause Toggle) and **ST** button (SLEW Toggle) can be used at your discretion.

The **SF** button (Start flight) can be used to repeat the last teleport setting for fast repositioning.

A **left click** on the selected marker will teleport your airplane to the location of the marker.

If you want to teleport to a marker using another active altitude, heading, or speed than the active ones:

1. The Start flight checkbox must be checked.
2. Set Hdg, Alt and Spd in FStarter' s **Flight data** section and then right click at the marker.

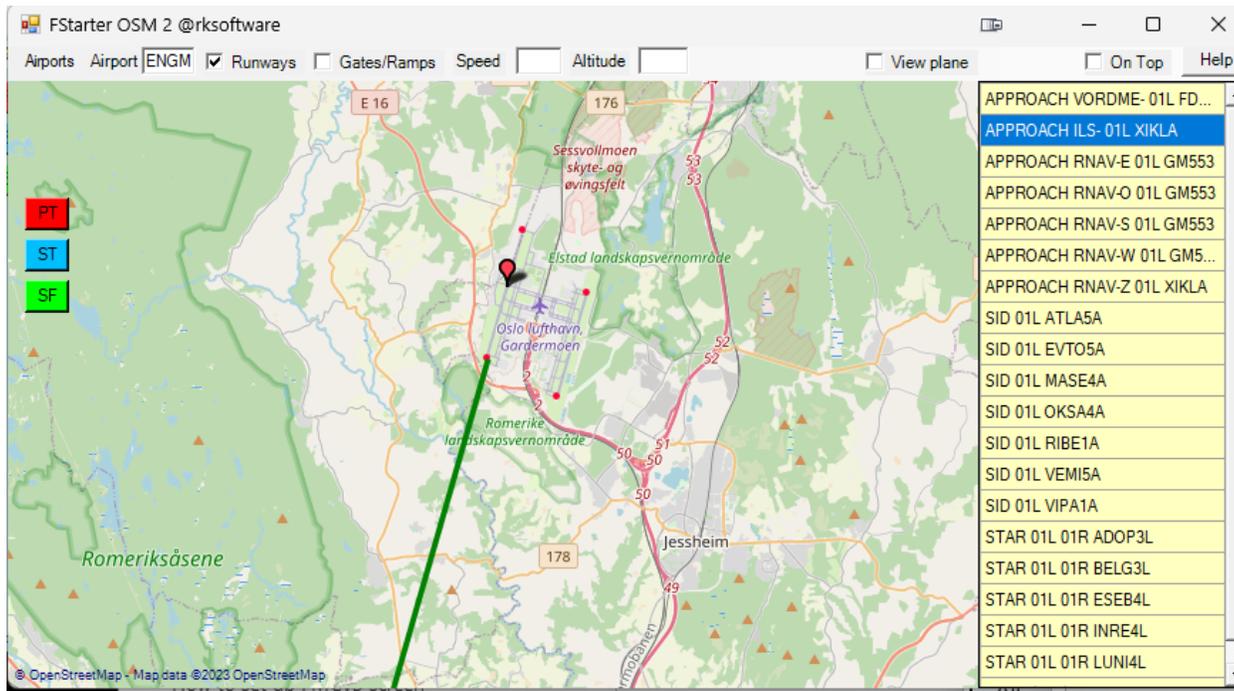
If you want to add a user POI from the OSM

1. The Start flight checkbox must be unchecked.
2. Only the POI list to be used must be checked to enable the AddPoi function.
3. **Right click** the location you want to use for the POI.
4. Set **name alt hdg spd** with one space between to add a new POI.
 - a. Name can have several spaces.

OSM 2

- will open the OSM2 map and its features.

How to use the OSM 2



IMPORTANT!! The OSM 2 map will only be enabled if you have Little Navmap installed and enabled in the Options settings.

Check View plane to see your airplane moving on the map.

The **PT** button (Pause Toggle) and **ST** button (SLEW Toggle) can be used at your discretion.

The **SF** button (Start flight) can be used to repeat the last teleport setting for fast repositioning.

Find airport SIDs, STARs and Traffic Patterns for any airport with the Airports menu and select airport marker or type in the airport ICAO.

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

Select a runway and then:

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

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

Right click on the map to open a menu to start a flight or add a POI.



- will open the Airport window.

FStarter - Airports

Airport On Top Country State (AU, CA, US)

ENGM

Runway Gardermoen Oslo Norway

01L

Left downwind Right downwind Alt 0

Left entry Right entry Dist 0, 0

Left base Right base

Final Runway Spd 0

Gate / Park Distance in km

ICAO	Airport	City
00AL	Epps Airpark	Harvest
00C	Animas	Durango
00CA	Goldstone -Gts-	Barstow
00CO	Cass Field	Briggsdale
00F	Broadus	Broadus
00FA	Grass Patch	Bushnell
00FL	River Oak	Okeechobee
00GA	Lt World	Lithonia
00IL	Hammer	Polo
00IS	Hayengas Cant Find Farms	Kings
00KS	Hayden Farm	Gardner
00KY	Robbins Roost	Stanford

Start flight Maps SkyVector Set as POI

METAR for ENGM (Oslo/Gardermoen Arpt. AK, NO) observed at 0950 UTC 14 Mar 2024 : ENGM 140950Z
 20012KT 9999 SCT011 04/03 Q0998 NOSIG
 Temperature: 4C (39.2 F)
 Dewpoint: 3C (37.4 F) Altimeter: 29.47 inches Hg (998.0 mb)
 Winds: from 200 degrees at 12 knots
 Visibility: 6+ sm Ceiling: at least 12,000 feet AGL
 Clouds: scattered clouds at 1100 feet AGL

With **Maps** or **SkyVector** marked the airport location and airport information will also be shown in your web browser when you select an airport.

Select airport, runway, and a flight situation.

Click **Start flight** to start the selected flight situation.

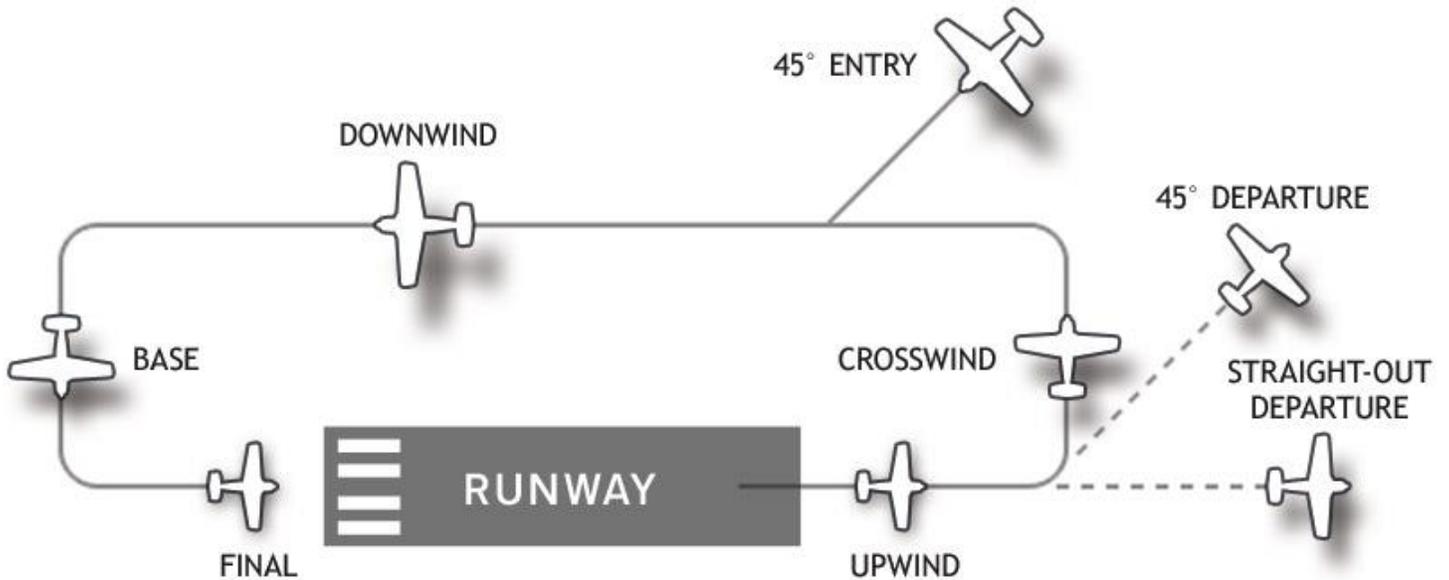
The **PT** button (Pause Toggle) and **ST** button (SLEW Toggle) can be used at your discretion.

The **SF** button (Start flight) can be used to repeat the last teleport setting for fast repositioning.

Click **Set as POI** to add your own POI to the active POI list to later train approaches and landings at any airport in the world.

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

https://www.faa.gov/regulations_policies/handbooks_manuals/aviation/airplane_handbook/media/09_afh_ch7.pdf



- Select airport in the ICAO box or select in airport list, select runway, altitude, distance and speed

Distance format examples:

Final: 6 (On final 6 km/miles from runway threshold)

Downwind left: 6,4 (On Downwind left 6 km/miles away and 4 km/miles to the left of runway threshold)

Downwind right: 1.6,0.4 (On Downwind right 1.6 km/miles away and 0.4 km/miles to the right of runway threshold)

Entry left: 1,2 (On Entry left 1 km/miles away and 2 km/miles to the left of runway threshold)

Entry right: 1,3 (On Entry right 1 km/miles away and 2 km/miles to the right of runway threshold)

Base left: 6,4 (On Base left 6 km/miles away and 4 km/miles to the left of runway threshold)

Base right: 6,4 (On Base right 6 km/miles away and 4 km/miles to the right of runway threshold)

* Distance can be set in km or miles with checking "Dist in miles"

*IMPORTANT: When using the "Airport" feature, make sure you are in a stable and active flight situation that is properly configured, preferably with autopilot set.