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Learn important aviation facts relevant to flight simming: Aircraft, airports, airspaces, airways, legal requirements, airport markings and lights, and much more. A necessary reference book. 210 pages.



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Learn to navigate anywhere in your simulator using methods that real-world pilots use every day. Pilotage, dead reckoning, radio navigation, global positioning system, long-range navigation, and more. Needed for all who want to go anywhere. 170 pages.



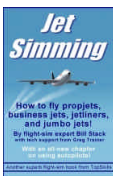
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Simulate flight in restricted visibility using instrument flight rules and procedures that real-world IFR pilots use. Fly airways, follow prescribed airport procedures for departing, arriving, and approaching. Read real-world instrument charts. And much more. Needed for getting anywhere in bad weather. 160 pages.



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I wrote these books to help my fellow flight simmers enjoy our hobby as much as possible from the comfort of their homes. Simulating flight realistically is the only true source of realism. My books are ideal for this purpose. I'm sure you will enjoy them. — *Bill Stack*



TopSkills for Flight Simulation

Knoxville, Tennessee, USA
www.topskills.com/flitsim.htm