

**Important: FSLaunch modifies the default flight for Flight Simulator, you can restore the default, by selecting "Make default flight" on the Meigs field flight.**

### Purpose:

With the current SBRelay/SB2 there are just too many steps to make a session. I am trying to make it shorter, by skipping the select airplane/connect to multiplayer/date time etc. FSLaunch will start Flight Simulator in the airport you specify and connect to multiplayer automatically.

### Installation:

FSLaunch requires .NET Framework 1.1 from Microsoft. If you get error message about it, download the framework from:

<http://msdn.microsoft.com/netframework/technologyinfo/howtoget/default.aspx>

Afterwards just install by clicking setup.exe

### Creating a base flight:

FSLaunch uses a *Saved Flight* already exists on the system as *Base Flight*. Upon launching FS, FSLaunch replaces the location and date/time with your specifications. You will need to save a flight with the airplane you wish to use (location and date not important). The flight can be cold/dark by turning off everything before saving the flight, or only with engine running.

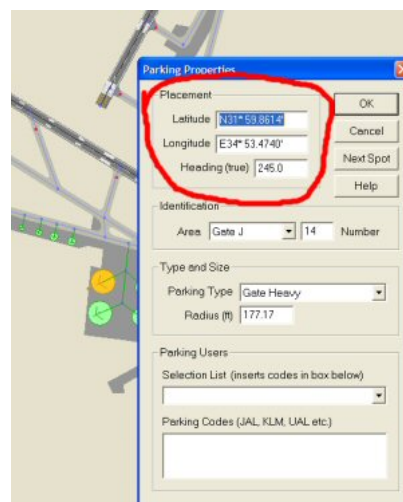
The only problem is fuel, saving a flight for every fuel configuration does not seem logical, and cannot be set from FSLaunch, so set it after entering the game.

### Creating the gates file

After you have the Base Flight, you will need to create Gates file for your airports, Since FS needs Lat/Lon for your location, and I do not have a way to extract this information from the BGL files, you will need to create the file.

The gates files are located in PROGRAM FOLDER\airports, each airport needs ICAO.txt file. You can get the lat/lon and heading using AFCAD program.

For example:



Or directly from Flight Simulator, simply position yourself on airport, and save the lat/lon/heading:



N31\* 59.86' E34\* 53.47' ALT 142.5 FT MS HDG 242 0.0 KIAS

After you have this information, the file should look like:

[gates]

GATENAME1=LAT|LON|Heading

GATENAME2=LAT|LON|Heading

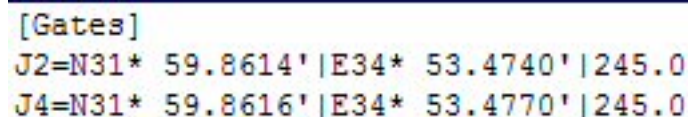
Each field is separated by |

GATENAME is the name of the gate, like A12

LAT/LON is the Lat/Lon exactly in the AFCAD format

Heading is the heading of the gate, again from AFCAD.

Here is a picture as an example:



```
[Gates]
J2=N31* 59.8614'|E34* 53.4740'|245.0
J4=N31* 59.8616'|E34* 53.4770'|245.0
```

### Launch!

Now you are ready, open the FSLaunch.

Click ... to browse for your base flight.

Type in the ICAO code for your airport and select the gate.

Select time/date.

**Important: If you checked Start Squawkbox the program will start SBHost then SB and connect the two, and connect yourself to VATSIM. Do not do anything after clicking Start Flight Simulator until the task has switched back to FS and SB is connected to VATSIM.**

**Normal Wait:** FSLaunch executes external program and simulates key presses at various areas. FSLaunch uses the wait time to wait for other programs to respond to clicks. 1 sec value was tested on my computer and worked fine, if things happening too fast, and the sequence stops at some point, try increasing this value.

Click Launch Flight Simulator.

That's it.

Note: Since I wanted to release this program quickly, I didn't make airport files; if you made them, and you want me to include them in future versions, send them over to the e-mail below.

Comments, requests, suggestions and bug reports are welcome, send them by e-mail:  
[moshe\\_be@inter.net.il](mailto:moshe_be@inter.net.il)