

FSAdventureSkyPILOTAGE TUTORIAL

-----FLYING TO "Fishing Hotel" BY PILOTAGE

"Pilotage is the use of fixed visual references on the ground or sea by means of sight alone to guide oneself to a destination, with the help of a map or nautical chart"

The object of this Tutorial is to help FS Pilots use the Technique of Pilotage in their FS Flights around the world.

FSAdventureSky Flight Adventures rely heavily on this type of navigation in order for the pilot to have success in our flights. It is very easy and once you learn it you can fly to any point in your FS World.

I will use the enclosed flight in this tutorial to show you how "pilotage" will get you from anywhere to your destination. Obviously this is a VFR procedure and if you fly IFR is of no use.

- 1) Start by placing the .BGL file in your FSX/ addon scenery/scenery directory and activating it
- 2) Print the enclosed **CHART1 .jpg** which you will use to check against the ground you will be flying over .

Start Flight at : "PAGY" (SKAGWAY) ALASKA airport.

Here we will start our flight to **THE FISHING HOTEL** using Pilotage.

FLIGHT ALTITUDE= MAX 2000 FEET ABOVE TERRAIN

I have placed "**circles**" around the "prominent" land features which you will use to guide yourself to the destination ON THE ENCLOSED CHARTThis is very important for every flight. Study the map carefully and "mark" the prominent features of your route....Mountains, rivers, roads, volcanoes, etc....these will be your reference points.(DO IT NOW)

On the map you will see **Circle 1 which is a RADIO TOWER.**

Take off and fly toward it using as reference the printed Chart and a general heading of 73 degrees, compare with FSX Map View, after a few minutes you will see the radio tower.Now you know you are in the right direction.

Next comes **Circle 2, which is a GAS TANK general heading 330 degrees** continue your flight toward it. Checking surroundings against your printed map.You can always verify against the FSX Map view but it is a lot of fun not to and only check the surroundings with your sight -----this is how you would do it in real life. Found it?.....good.

Now fly toward **Circle 3, which is a " LIGHT HOUSE "** same heading. just follow your map and look for the "prominent" features you have in it , eventually, if you don't get lost, you reach your destination..... (When I flew in real life this was the most enjoyable way to go I always stayed low so I could identify many land and man made features I had outlined in my map---I always took routes where I had identified possible "emergency" fields.:):)

Next is **Circle4.. It is our destination, general heading 286--**
THE FISHING HOTEL" on the lake. You can land here if you like for a cup of coffee or **continue on back to SKAGWAY**

Notice that we never used the FS GPS it was Visual all the way.

That's it guys.....hope this "tiny" tutorial was usefull and also hope you download the next FSAdventureSky Flight and fly by pilotage in the breeze.

NOTE: I use addon Mesh from FSGenesis. The use of the "bare" FSX may not have all the detail many addon Scenery products do. This can be a detriment to Pilotage in our Sims. If you can buy Mesh Scenery do so otherwise you can find much FREEWARE for most of the world. Check this Freeware pointer Page.....<http://walhalla.mine.nu/fsx/world.html>

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