

**How to correct the outside view in FSX when you have a wide-screen monitor.**



The picture on the left shows the spot view with the default settings in the FSX.cfg file.

The picture on the right shows the spot view with the settings in the FSX.cfg file corrected for wide-screen.

If you think that the spot view in FSX seems too close, it is probably because the default settings for FSX have the simulator think you have a 4x3 screen.

To correct this, go to the following location: C:\documents and settings\your name (or administrator)\application data\Microsoft\FSX\FSX.cfg. If you don't have windows on C drive, you need to change to the drive where you installed the operating system.

Open the FSX.cfg file with notepad or any text editor. You will probably be able to see the start of the [display] section. Scroll down to the end of the display section to: WideViewAspect=False, and change it to True instead of false.

This should get the view to change in FSX if FSX is not already running. If it does not, go back to the FSX.cfg file and open it and see if WideViewAspect= is still true. If it is not, change it back to True; close and save the file again; and then open the FSX.cfg.txt file and do the same you did in the FSX.cfg file and change the WideViewAspect= value to True. This .txt file is a backup of some kind that sometimes overrides a change in the FSX.cfg file. Save and close the file.

If necessary, (FSX is running) close and restart FSX.

I also noticed a difference in the view out the window in 2D panel view.

I do not know if something like this has already been posted, but it sure can't hurt to have it done again if it has already been done.

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