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## **Microsoft flight simulator air traffic control**

Multiplayer Mode, you can connect via the Internet or a LAN to be air traffic controller for Flight Simulator pilots or interact with a live Flight Simulator Tower Controller. How about live instruction on all aspects of using Flight Simulator or flying? You can give or receive instruction with another pilot or friend over the Internet or a LAN using Flight Simulator's Shared Aircraft feature in multiplayer. To learn more, see Share your plane in multiplayer in the Learning Center. Keep in mind that if you use Multiplayer ATC in Flight Simulator, there's really no difference between ATC in the real world and ATC in Flight Simulator. To learn more, see Multi-player flight control in the Learning Center. Single player ATC There are two aspects of learning ATC in Flight Simulator: learning the ATC system and language, and learning the ATC menu. Learning the system involves knowing who to talk to and what to expect from the ATC controllers communicating with you (for more information, see ATC Defined). Learning ATC commands means knowing how to send messages to ATC that fit your current flight. The ATC menu displays the answer options available to you. For more information, see Using the ATC menu. When two people attempt to transmit a radio message simultaneously at the same frequency, you hear an unpleasant squeal over the radio. In pilot parlance, this is known as being stepped on. To step on other people's transmission in Flight Simulator means that ATC will not hear your transmission. Time transfers so you don't step on other pilots or controllers. The next pages explain how to choose the pilot voice you want to use, how to use the Autotune function, how to set radios manually, and other nuts and bolts using the ATC in Flight Simulator. Take your time, have fun, and remember: as real as this feels, it's a simulator. No one will scream at you or take away your pilot's certificate if you make a mistake and the ATC is there to help you. Changing the call sign in Flight Simulator, you can change the ATC name of your aircraft, thereby changing the call sign used by the pilot and ATC. Changing the airline's name in the ATC name dialog box will not change the airline livery painted on the outside of the aircraft. You can change the fly tail number to any combination of numbers and letters. The pilot and use the entire tail number during the first contact. The tail number is shortened to the last three characters of the call on subsequent contacts. If you always want to hear a short call sign (for example, if you never want to hear November in the U.S. call signs), create a short tail number. Jumbo jets in the real world are often addressed as Heavy by the ATC (for example, World Travel 1123 Heavy...). Selecting a pilot voice When you select an item from the ATC menu, you'll see the text of the message on the screen and hear the pilot voice — representing you — and say the phrase. Your messages to controllers are audible, unless you turn off the control voice (to learn how, see ATC settings), as well as controller messages to you and other aircraft. When one of your sentences is played, the message appears in orange text. Flight Simulator displays controller messages in green text. You can choose from 10 different options for your pilot voice. If the Pilot Voice check box is not selected in the ATC Settings dialog box, you cannot select a pilot voice, and you will not hear a voice when you send a message to atc. Using the Autotune feature If you use the Autotune feature, Flight Simulator automatically switches radio frequencies for you, freeing you to concentrate on flying the plane and navigating to your destination. When you select an item from the ATC menu to contact a new controller (such as Contact Approach), the radio frequency automatically changes to the new controller's frequency. When using the Autotune function, you may not hear anything on the radio until you select an item from the ATC menu (unless you are already set to an active frequency), even if there are other aircraft talking to atc. Flight Simulator will not autotune the radio until you start the contact by selecting a message from the menu. Tuning radios manually pilots who want to do everything can bypass the Autotune function by adjusting the radios by hand every time a frequency change is required. (For more information, see Using the radios.) 1-Standby frequency, 2-Standby flip/flop switch New menu items are displayed in the ATC window when you set the radio to a new frequency. For example, to see options for messages to a tower controller, you must first set the radio to the tower frequency. Audio panel Use the audio panel's Com 1, Com 2, or Both buttons to choose which radios you want to transfer to and listen to. To select a radio to autorun, transfer, and receive, click either the Com 1 or Com 2 button on the Audio panel. If you click the Both button, you will still be broadcasting on the radio you had previously selected, but listen to both radios. This can be especially useful on approach, since you don't want to get away from the controller to hear ATIS (if you do, you'll miss traffic calls). You can also listen to the audio identifiers of your navigation radios by selecting the buttons on the audio panel as well. If you have on both radios, and the Both button lights up on the audio panel, it will sound very busy and may be difficult to understand. Sound panel for Cessnas. The sound panel may look different in other aircraft. Using the ATC menu Communicate with ATC in Flight Simulator mimics the way pilots and controllers communicate in the real world. For example, the pilot makes a request, followed by a response from the controller, or the controller gives an instruction, followed by a pilot confirmation. The information in this section refers only to the atc for one player, not the atc for multiplayer. The ATC menu appears in a transparent window that you can move and resize. The ATC menu displays the available commands specific to the current status of your flight. You can click items on the panel without moving the ATC menu. Some menus are layered, so when you select an item, a new menu list appears and you need to make a different choice before Flight Simulator sends the message to the ATC. (See the example at the end of this section). At airports that aren't framerred, Flight Simulator sends your ATC messages to other pilots in the area — not a controller — so don't expect a response. The menu does not always contain messages to be transferred. When the menu contains messages to transfer, the top bar of the menu reads: Select a message to transfer to agent name. When the menu does not contain any messages to transfer, the top bar of the menu will read: There are currently no messages to transfer to agent names. The ATC menu overrides other commands in the simulator. For example, if you have something assigned to the 1 key and the ATC menu is open, select the first item in the ATC menu by pressing 1. Choosing a landing airport is a good example. The first menu may have the following options: Request flight after select landing airport If you select 2, the next menu will show all available landing airports nearby. Once you've selected an airport, the third menu will look something like this: Request touch and go Request full stop landing - Back- Disabling ATC If you do not start contact with the ATC at the beginning of your flight, you can fly without interaction with controllers. You can still hear broadcasts to other aircraft if the radio is set to a local frequency. Turn off the avionics master switch if you do not want to hear local radio calls. Air Traffic Density You can adjust how much traffic shares the sky with you. Additional ATC If you are using an additional air traffic control product, you cannot turn off the ATC. However, you can choose not to interact with Flight Simulator's ATC, and atc will in practice not be active. You can also reduce the volume of AI traffic generated in the simulator. The basics of simulated air traffic control Interactive air traffic control (ATC) is one of the most exciting features of Flight Simulator. You will have plenty of company in the sky and you can request and receive clearances, be warned about air traffic near gain vectors, and hear controllers talk to other aircraft. You do not need to interact with the ATC system in order to fly in Flight Simulator; ATC is an improvement of flight simulator world, but you can still fly from one place to another without communicating with anyone until you are ready to use the ATC system. When you start using ATC in Flight Simulator, you can take advantage of the Autotune feature, which can set the radio for you and reduce your workload. (For more information, see Using the autotune function.) Multiplayer ATC and Shared Aircraft In Multiplayer Mode, you can connect via the Internet or a LAN to be air traffic controller for Flight Simulator pilots or interact with a live Flight Simulator Tower Controller. How about live instruction on all aspects of using Flight Simulator or flying? You can give or receive instruction with another pilot or friend over the Internet or a LAN using Flight Simulator's Shared Aircraft feature in multiplayer. To learn more, see Share your plane in multiplayer in the Learning Center. Keep in mind that if you use Multiplayer ATC in Flight Simulator, there's really no difference between ATC in the real world and ATC in Flight Simulator. To learn more, see Multi-player flight control in the Learning Center. Although the ATC articles in the Learning Center contain advanced topics for instrument-rated pilots, this is not a secret information you are banned from if you are a beginner. As you gain more experience under your belt and learn the system, you can also take advantage of the advanced courses. For help with unknown terminology, see the ATC dictionary. Beginners If you are new to Flight Simulator, you will have more fun if you first learn to fly using Flight Academy. When you feel comfortable at the controls of one or more of the Flight Simulator aircraft, take the time to read through the various ATC articles and learn how to use ATC and radio communications. You need to understand how the system works and have a basic knowledge of the language of ATC. Beginners often find the Autotune feature useful; it will automatically set your radios to new frequencies (see Using the Autotune function). Intermediate users If you are an experienced Flight Simulator user but are not familiar with air traffic control, take the time to review the ATC articles in the Learning Center. You learn how the ATC system works and learn how to operate in that system in Flight Simulator. Advanced users If you are a pilot or experienced simulator user, you may want to go to the ATC sections in Flight Simulator and Real Differences. Getting started in ATC Remember to use the numbers at the top of the keyboard when making selections from the ATC menu. The numbers on the numeric keypad (usually on the right side of the keyboard) are assigned to other functions in Flight Simulator. Simulator.

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