This menu option will allow to start the Navigator midair in line with the parameters of T017 in order to practise ILS, VOR Loc and Papi Vasi approaches using startup parameters and properties like the original command line batch file

run the batchfile from the desktop click Close button in acconfig navigator starts paused in correct location

while still paused:

open ITAF, turn on ap in hdg mode

click the headphone hotspot to adjust properties the batchfile for one reason does not like

unpause

fly her on ap until the gs in range light comes on

then reduce throttle one notch flaps out one notch switch ap to approach

she will touch down beautifully

if you run this with the ifr scenario, the runway comes in sight at 120ft agl

these are the command lines in the batch, below contents of what properties the hotspot on the headphones adjusts.

Note: the commandlines can not be run from the launcher as it seems to default to the previous airport or if blank you end up over ksfo

```
--timeofday=dawn ^
--language=en ^
--aircraft=WarriorII-160 ^
--in-air ^
--altitude=3200 ^
--heading=263 ^
--airport=ymml ^
--runway=27 ^
--offset-distance=12 ^
--nav1=263:109.3 ^
--adf=377 ^
--prop:/controls/electrical/battery=true ^
--prop:/controls/switches/avionics-master=1 ^
```

```
--prop:/controls/engines/engine[0]/magnetos-switch=4 ^
--prop:/controls/engines/engine/mixture=1 ^
--prop:/controls/engines/engine/throttle=0.7 ^
--prop:/controls/engines/engine/running=true ^
--prop:/engines/engine[0]/rpm=2000 ^
--vc=110 ^
--geometry=800x600 ^
--enable-auto-coordination ^
--httpd=8080 ^
--disable-ai-models ^
--disable-ai-traffic ^
--disable-hud-3d ^
--visibility-miles=20 ^
--enable-freeze
<?xml version="1.0" encoding="ISO-8859-1"?>
<PropertyList>
 <path>casque.ac</path>
 <animation>
 <type>scale</type>
 <x-offset>0.6</x-offset>
 <y-offset>0.6
 <z-offset>0.6</z-offset>
</animation>
 <animation>
  <!-- Objets opaques -->
  <object-name>casque</object-name>
  <object-name>oreilles</object-name>
  <object-name>touroreilles</object-name>
  <object-name>micro</object-name>
  <object-name>cable</object-name>
  <!-- Objets transparents -->
 </animation>
 <animation>
  <type>pick</type>
  <type>material</type>
  <object-name>casque</object-name>
  <object-name>oreilles</object-name>
  <action>
   <button>0</button>
   <repeatable>false</repeatable>
   <br/>binding>
    <command>property-assign</command>
    controls/electrical/battery
```

```
<value>true</value>
   </binding>
   <br/>binding>
   <command>property-assign</command>
controls/electrical/alternator
 <value>true</value>
</binding>
   <br/>binding>
 <command>property-assign</command>
 controls/switches/avionics-master/property>
<value>1</value>
   </binding>
   <br/>binding>
   <command>property-assign</command>
controls/engines/engine[0]/magnetos-switch
 <value>3</value>
</binding>
   <br/>binding>
   <command>property-assign</command>
controls/switches/fuel-pump/property>
 <value>1</value>
</binding>
   <br/>binding>
 <command>property-assign</command>
 controls/engines/engine/throttle
<value>0.7</value>
   </binding>
   <br/>binding>
   <command>property-assign</command>
 property>instrumentation/adf/frequencies/selected-khz/property>
 <value>377</value>
</binding>
   <br/>binding>
 <command>property-assign</command>
 property>instrumentation/adf/ident/property>
<value>EPP</value>
   </binding>
   <br/>binding>
 <command>property-assign</command>
 property>instrumentation/nav/frequencies/selected-mhz/property>
 <value>109.3</value>
```

```
</binding>
      <br/>binding>
    <command>property-assign</command>
    cproperty>instrumentation/nav/radials/selected-deg/property>
    <value>263</value>
      </binding>
   </action>
   <hovered>
      <br/>binding>
         <command>set-tooltip</command>
         <tooltip-id>Startup In Air</tooltip-id>
         <label>Toggle Sound</label>
       </binding>
    </hovered>
 </animation>
</PropertyList>
```

Ideally both parts could be put into a nasal routine to be run from the menu rather then people to have fiddle about with a batchfile.

THIS is still in development