Raspberry PI 4 Based Flight Simulator Operation Instruction Manual.

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When the simulator has already been setup and is ready:

1. Start the engines by pushing both switches in the top right corner of the trust input. Then push the thrust lever.
2. Pause the simulator with the lever in the posterior side of the joystick.
3. Click anywhere in the Instructor Station to open the main menu of the simulator.
4. Click on the “Weather” submenu.
5. Click on the “Time of Day” option.
6. Select 12 or any time you prefer, keep in mind: the lighting conditions adjust accordingly.
7. The CGI screen should adjust accordingly.
8. Open the menu again and select “Master”
9. Select the “Load DTED” Option and select Manchester: This option adjusts the airport altitude in the cgi for the aircraft to interact with it properly.
10. Click on “reposition” and select “altitude”. Set the altitude at 3000 meters.
11. Click on “reposition“and select “heading”. Set the heading at 50 degrees.
12. Click on “reposition” and select “airspeed”. Set the airspeed at 200 knots.
13. Click on “reposition” and select “position”. To move around the map in the Instructor station, right-click and hold, while holding move the cursor to move around the map . Look for MCT, located south-east of the original spawn site. Try to reposition near coordinates 53 18 N 02 24 W. To reposition, left-click in the desired location.
14. Restart the simulator with the same lever used for pausing.
15. Now, the aircraft is ready to be controlled by the inputs. Try to land the plane! Take a moment to observe how the pfd and the nfd adjust to the inputs state.
16. If desired, you can always pause the simulator and repeat the steps previously taken, to reset the plane.