

## VatGM - Table of content

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### 1 How to use

Since the application is mostly self-explanatory only features noteworthy are explained in this manual. Please also check the FAQs at the end of the document.

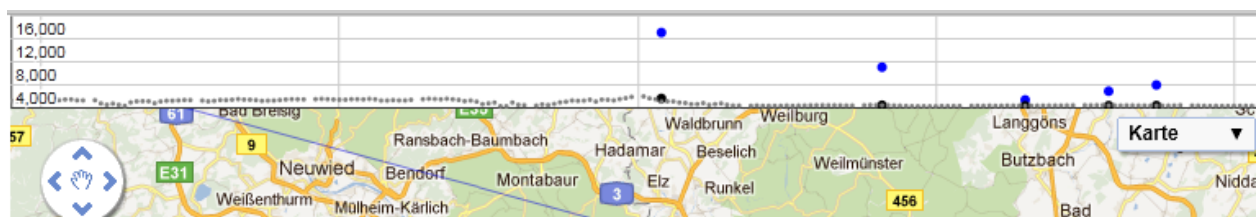
The application is intended for flight simulation only - do **NOT** use any data for real world flights.

#### 1.1 Map section

This section provides basic information about the displayed map as its size and location, as well as general information about the currently loaded data file. If your browser supports a [Geolocation](#), you are able to see your location. You can choose some default locations, or just enter a free text, e.g. an airport ICAO code.

Location	
Area:	NE: 50.501 / 9.052 SW: 49.494 / 6.948 151.2km x 112.5km / 188.4km
My place:	49.345 / 8.659 <input checked="" type="checkbox"/>
Place:	<input type="text"/> EDDF, Frankfurt <input checked="" type="checkbox"/>
Lat/Long:	<input type="text"/> 50.000 <input type="text"/> 8.000 <input checked="" type="checkbox"/> <input type="checkbox"/>

You can show an altitude profile on top of the map<sup>1</sup>. The profile shows a projection of all flights displayed on the map. You will see the altitude of the flight, the elevation at this particular location, and if chosen the altitude profile of the terrain (sampled in the middle of the map).



<sup>1</sup> Therefore the elevation service needs to be enabled.

In order to reduce the number of objects you can apply a filter – this filter is configured at the Data section. If you provide the id of a particular flight, the map will center on this object and follow it.

**Follow / Filter on map**

Vatsim Id:

☒

☐

Apply Filter:

☐

☐

## 1.2 Entities section

Under entities – which basically means all objects displayed on the map – you can define what is displayed, and what is hidden. In general, moving objects (“flight”) will display their properties permanently, while static objects (“airport”) need to be actively selected to display properties.



### 1.3 Data section

Here you can see who is online, and search for particular flights / ATCs. Use the grids top bar in order to **search / sort** the data

ATC
Callsign ▲
EDD
EDDF_I_GND
EDDF_N_APP
EDDS_ATIS
EDDT_ATIS
EDDV_TWR

Use the + sign under Flights to set up a filter, or the lock symbol to follow a plane. This corresponds with the settings under map.

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## 1.4 Route

Copy the table data from the VATroute details or print page into the text field, then the route can be displayed. Check out the demo data, making it easy to understand what section needs to be copied.

Altitude

FL000-FL245

Route

ANEKI Y163 NEKLO Y171 INKAM N850 KRH T128 BADSO

Find return flights

Waypoint

Latitude

Longitude

Distance

EDDF

50.033306

8.570456

0,0 NM

ANEKI

49.317272

8.480428

43,1 NM

NEKLO

49.286111

8.476389

1,9 NM

INKAM

49.150000

8.607778

9,7 NM

KRH

48.992945

8.584236

9,5 NM

BADSO

48.820617

8.604656

10,4 NM

EDDS

48.689878

9.221964

25,6 NM

City: Frankfurt/Main

Country: Germany

Region: ---

City: Stuttgart

Country: Germany

Region: ---

Great circle distance: 84,5 NM

Route distance: 100,2 NM

Altitude: FL000-FL245

Remarks: ---

Route: ANEKI Y163 NEKLO Y171 INKAM N850 KRH T128 BADSO

Wpt

Latitude

Longitude

Distance

Via

Type

EDDF

50.033306

8.570456

0,0 NM

APT

ANEKI

49.317272

8.480428

43,1 NM

Y163

INT

NEKLO

49.286111

8.476389

1,9 NM

Y171

INT

INKAM

49.150000

8.607778

9,7 NM

N850

INT

KRH

48.992945

8.584236

9,5 NM

T128

VOR DME

BADSO

48.820617

8.604656

10,4 NM

INT

EDDS

48.689878

9.221964

25,6 NM

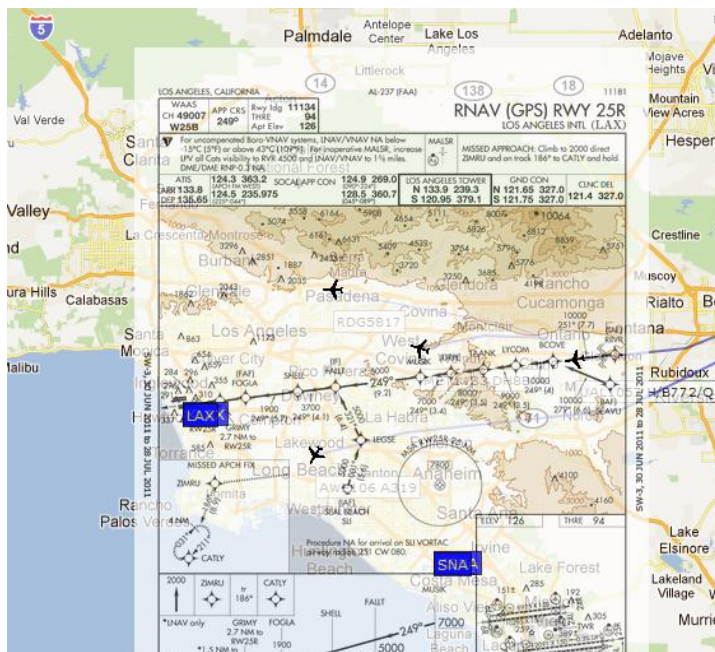
APT

(For flight simulation use only! - Do not use for real life)

## 1.5 Overlays

Registered charts, such as SIDs, STARs, or transistions can be projected on top of the map. This means they overlay the Google Map showing the respective points at the correct coordinates (as far this is possible).

If you want help providing charts please [read the project info](#).

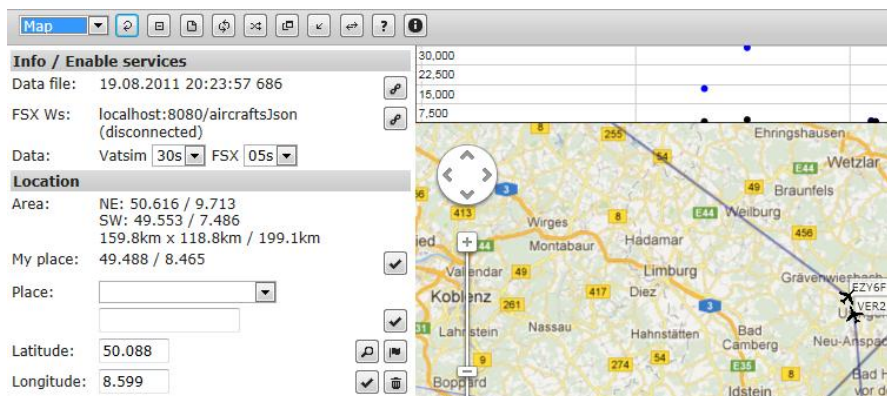


## 1.6 Settings

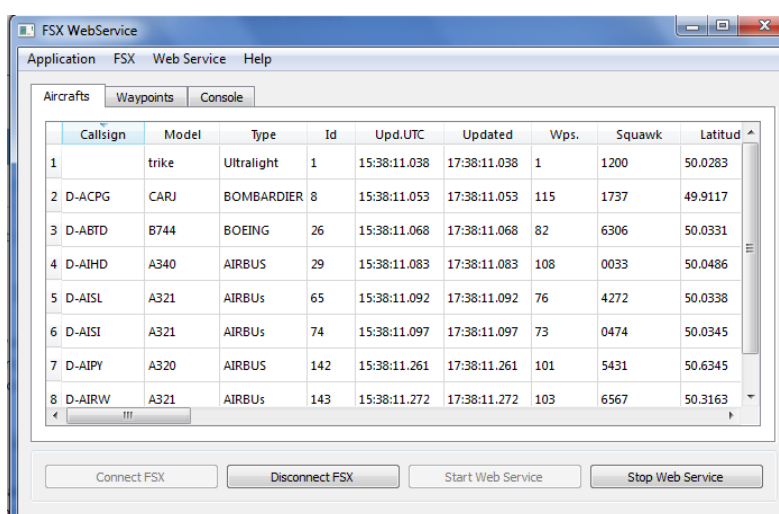
Define units, colours, and application specific settings.

## 1.7 Using as “moving map” with FSX (requires FsxWs)

FsxWs needs to be running and connected to FSX. If so, FsxWs can provide fast updating data for VatGM. The user can recognize an established connection in the FsxWs line, in the shown screen FsxWs is not available. Using the link button to the right allows to establish the connection if FsxWs has been started in the meantime.



FSxWs needs to be installed and running, both connected to FSX and the internal web server started respectively.



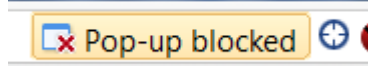
## 2 Reporting bugs / feature requests

You can report bug and features at the [projects team page](#). Please keep in mind that this is a hobby project, so do not necessarily expect an immediate response.

### 2.1 Bug reports

Report issues under <http://vatgm.codeplex.com/workitem/list/basic> by providing as detailed information as possible.

1. Check the console for information. The console requires that you allow Pop-ups. Check your browser's help on how to enable Pop-Up **for a single site**. Do **not** generally enable Pop-ups unless you do this on purpose.

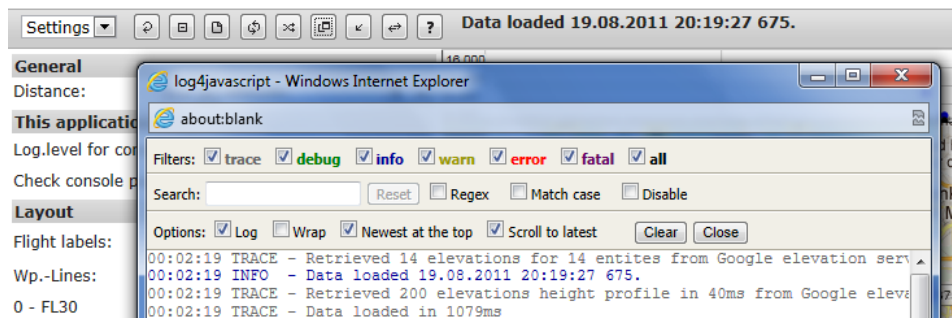


This can be tested under "Settings/This application", clicking the console button should show a Pop-up window. In order to continue logging "Minimize" the window. When you close ([X]) the console window, previous information is gone.

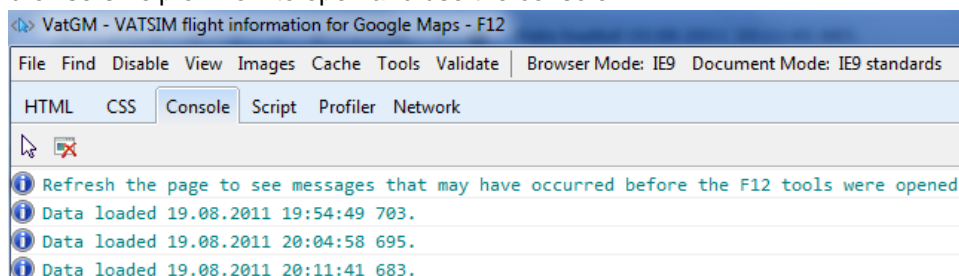
**This application**

Log.level for console: TRACE

Check console pop up: 




If you do not like this console at all, you can check the log messages on your browser's console<sup>2</sup>. Not all browsers support such a console and the output might be hard to find / read. Refer to your browsers help on how to open and use the console.



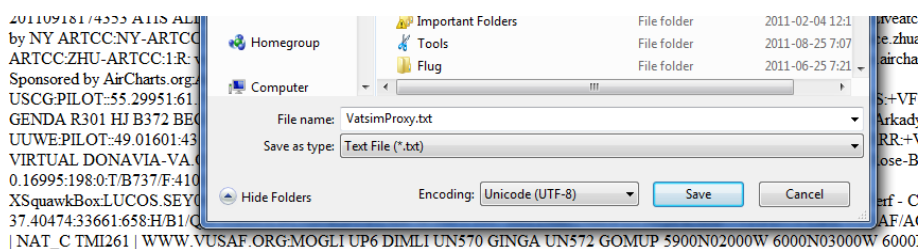
2. It can help to provide screenshots or the actual data file. The data file can be accessed via the link button besides the data file information.

**Info**

Data file: 19.08.2011 20:17:49 684 

Load data: 60s

Save the resulting page as .txt file.



<sup>2</sup> This requires, of course, that your browser supports a console.

3. What is your browser / version?



Version: 9.0.8112.16421  
Update Versions: 9.0.2 ([KB2559049](#))  
Cipher Strength: 256-bit  
Product ID: 03553-948-0741835-85682

## 2.2 Feature requests

Feature request can be filed under discussions: <http://vatgm.codeplex.com/discussions> . Please also check the [next steps](#) page to follow up on items already in the pipeline.

## 3 Connection to FSX not working

In order to use VatGM as moving map with FSX, you need to obtain and install FsxWs from <https://fsxws.codeplex.com/> . Read the FsxWs user manual.

## 4 FAQs

1. Why is there a delay before I see updates on the map?  
This is called asynchronous updating; it keeps the map responsive by updating the map in background<sup>3</sup>.
2. How frequently are the data updated?  
Currently VATSIM provides new data every 2 minutes. It is a goal for the future to improve on this, see [next steps](#).
3. Why can't I see my flight?
  - a. Your flight might be still "on ground", and settings for grounded flights "off".
  - b. You have not filed a flight plan.
  - c. You have just logged in with VATSIM and your flight is not in the data file yet.
4. Can I search for ICAO under places?  
Yes you can, but such searches are location sensitive. This means, when your map shows Germany, you'll find EDDF. But when you are located in China, a search for "EDDF" will find something else, use "Frankfurt, EDDF" in such a situation.
5. Will my personal data be stored by the application?  
VatGM is written in JavaScript and runs **locally** in your browser. We might use a tool to monitor the usage (how many users, where from etc.), but no personal data is stored in a database or so.
6. I am getting a warning that you want to track my location, why are you tracking my location?  
We are not tracking your location; we only use it to display a meaningful default location on the map.
7. Why is "My place" not showing any data?  
We are using a feature called Geolocation, which depends on your browser. So either your browser cannot determine your current location, or you have disabled the feature. However, the application will run without this – it is a convenience feature.

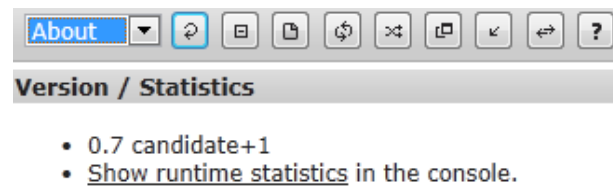
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<sup>3</sup> This is technically simplified, but describes the situation quite good.



8. Why is the application so slow?

JavaScript runs on your computer in your browser, hence the performance depends on your computer's setup and equipment. The runtime statistics are a valuable source for tracking such issues.



9. The browser consumes so much memory. Why?

Honestly, VatGM is now almost a real application, referring to quit some data (depending on traffic, etc.). Actually JavaScript was never meant to handle such things, though it has been improved a lot towards such scenarios. Yep, this is the disadvantage of doing such things browser based.

10. The application does not run in my XYZ Browser?

We try to support the major browsers, however, there will be no guarantee that every Browser can be used. So far I have tested with Chrome, IE, and Firefox.

11. What is FsxWs and where can I obtain it?

See <https://fsxws.codeplex.com/>