

EVENT IDs

The event IDs listed here are all related to the fuel systems of an aircraft.

Cross Feed

Event Name	Parameters	Description
<code>CROSS_FEED_OPEN</code>		Opens cross feed valve (when used in conjunction with "isolate" tank)
<code>CROSS_FEED_TOGGLE</code>		Toggles crossfeed valve (when used in conjunction with "isolate" tank)
<code>CROSS_FEED_OFF</code>		Closes crossfeed valve (when used in conjunction with "isolate" tank)
<code>CROSS_FEED_LEFT_TO_RIGHT</code>		Sets the fuel crossfeed to be from left to right.
<code>CROSS_FEED_RIGHT_TO_LEFT</code>		Sets the fuel crossfeed to be from right to left.

Fuel Selector

Event Name	Parameters	Description
<code>FUEL_SELECTOR_1_ISOLATE</code>		Sets fuel selector 1 to "Isolate".
<code>FUEL_SELECTOR_1_CROSSFEED</code>		Sets fuel selector 1 to "Crossfeed".

FUEL_SELECTOR_2_ALL		Turns selector 2 to ALL position.
FUEL_SELECTOR_2_CENTER		Turns selector 2 to CENTER position.
FUEL_SELECTOR_2_CROSSFEED		Sets fuel selector 2 to "Crossfeed".
FUEL_SELECTOR_2_ISOLATE		Sets fuel selector 2 to "Isolate".
FUEL_SELECTOR_2_LEFT		Turns selector 2 to LEFT position (fuel will be retrieved from Left Tip then Left Aux then Left Main).
FUEL_SELECTOR_2_LEFT_AUX		Turns selector 2 to LEFT AUX position.
FUEL_SELECTOR_2_LEFT_MAIN		Sets the fuel selector for engine 2 to the left Main tank.
FUEL_SELECTOR_2_OFF		Turns selector 2 to OFF position.
FUEL_SELECTOR_2_RIGHT		Turns selector 2 to RIGHT position (fuel will be retrieved from Right Tip then Right Aux then Right Main)
FUEL_SELECTOR_2_RIGHT_AUX		Turns selector 2 to RIGHT AUX position.
FUEL_SELECTOR_2_RIGHT_MAIN		Sets the fuel selector for engine 2 to the right Main tank.
FUEL_SELECTOR_2_SET		Sets selector 2 position (see the Fuel Selector Codes list for the correct code to use).
FUEL_SELECTOR_3_ALL		Turns selector 3 to ALL position.

FUEL_SELECTOR_3_CENTER		Turns selector 3 to CENTER position.
FUEL_SELECTOR_3_CROSSFEED		Sets fuel selector 3 to "Crossfeed".
FUEL_SELECTOR_3_ISOLATE		Sets fuel selector 3 to "Isolate".
FUEL_SELECTOR_3_LEFT		Turns selector 3 to LEFT position (fuel will be retrieved from Left Tip then Left Aux then Left Main).
FUEL_SELECTOR_3_LEFT_AUX		Turns selector 3 to LEFT AUX position.
FUEL_SELECTOR_3_LEFT_MAIN		Sets the fuel selector for engine 3 to the left Main tank.
FUEL_SELECTOR_3_OFF		Turns selector 3 to OFF position.
FUEL_SELECTOR_3_RIGHT		Turns selector 3 to RIGHT position (fuel will be retrieved from Right Tip then Right Aux then Right Main).
FUEL_SELECTOR_3_RIGHT_AUX		Turns selector 3 to RIGHT AUX position.
FUEL_SELECTOR_3_RIGHT_MAIN		Sets the fuel selector for engine 3 to the right Main tank.
FUEL_SELECTOR_3_SET		Sets selector 3 position (see the Fuel Selector Codes list for the correct code to use).
FUEL_SELECTOR_4_ALL		Turns selector 4 to ALL position.
FUEL_SELECTOR_4_CENTER		Turns selector 4 to CENTER position.

FUEL_SELECTOR_4_CROSSFEED		Sets fuel selector 4 to "Crossfeed".
FUEL_SELECTOR_4_ISOLATE		Sets fuel selector 4 to "Isolate".
FUEL_SELECTOR_4_OFF		Turns selector 4 to OFF position.
FUEL_SELECTOR_4_LEFT		Turns selector 4 to LEFT position (fuel will be retrieved from Left Tip then Left Aux then Left Main).
FUEL_SELECTOR_4_LEFT_AUX		Turns selector 4 to LEFT AUX position.
FUEL_SELECTOR_4_LEFT_MAIN		Sets the fuel selector for engine 4 to the left Main tank.
FUEL_SELECTOR_4_RIGHT		Turns selector 4 to RIGHT position (fuel will be retrieved from Right Tip then Right Aux then Right Main).
FUEL_SELECTOR_4_RIGHT_AUX		Turns selector 4 to RIGHT AUX position.
FUEL_SELECTOR_4_RIGHT_MAIN		Sets the fuel selector for engine 4 to the right Main tank.
FUEL_SELECTOR_4_SET		Sets selector 4 position (see the Fuel Selector Codes list for the correct code to use).
FUEL_SELECTOR_ALL		Turn fuel selector 1 to the ALL position.
FUEL_SELECTOR_CENTER		Turns selector 1 to CENTER position.
FUEL_SELECTOR_LEFT		Turns selector 1 to LEFT position (fuel will be retrieved from Left Tip then Left Aux then Left Main).

<code>FUEL_SELECTOR_LEFT_AUX</code>		Turns selector 1 to LEFT AUX position.
<code>FUEL_SELECTOR_LEFT_MAIN</code>		Sets the fuel selector for engine 1 to the left Main tank.
<code>FUEL_SELECTOR_OFF</code>		Turn fuel selector 1 to the OFF position.
<code>FUEL_SELECTOR_RIGHT</code>		Turns selector 1 to RIGHT position (fuel will be retrieved from Right Tip then Right Aux then Right Main).
<code>FUEL_SELECTOR_RIGHT_AUX</code>		Turns selector 1 to RIGHT AUX position.
<code>FUEL_SELECTOR_RIGHT_MAIN</code>		Sets the fuel selector for engine 1 to the right Main tank.
<code>FUEL_SELECTOR_SET</code>		Sets selector 1 position (see the Fuel Selector Codes list for the correct code to use).

Fuel System

These key event IDs are used to control the modern Microsoft Flight Simulator `[FUEL_SYSTEM]`.

Event Name	Parameters	Description
<code>FUELSYSTEM_JUNCTION_SET</code>	[0]: Junction Index [1]: Option index	Set the current junction options for which lines are open or closed at any given time. This event requires two parameters: the first is the index of the junction (as defined by the <i>N</i> index of the Junction.N parameter), and the

		second is the <i>Option</i> index, which is what sets the lines to open/close.
FUELSYSTEM_PUMP_OFF	[0]: Pump Index	Turn a fuel pump off. The event requires the <i>N</i> index of the Pump.N parameter to define the pump to use.
FUELSYSTEM_PUMP_ON	[0]: Pump Index	Turn a fuel pump on. The event requires the <i>N</i> index of the Pump.N parameter to define the pump to use.
FUELSYSTEM_PUMP_SET	[0]: Pump Index [1]: Status 0 = Off 1 = On 2 = Auto	Set a fuel pump to be either on or off or auto. The event requires the <i>N</i> index of the Pump.N parameter to define the pump to use.
FUELSYSTEM_PUMP_TOGGLE	[0]: Pump Index	Toggle a fuel pump on/off. The event requires the <i>N</i> index of the Pump.N parameter to define the pump to use.
FUELSYSTEM_TRIGGER_OFF	[0]: Trigger Index	Turn a trigger event off. The event requires the <i>N</i> index of the Trigger.N parameter to define the trigger to switch off.
FUELSYSTEM_TRIGGER_ON	[0]: Trigger Index	Turn a trigger event on. The event requires the <i>N</i> index of the Trigger.N parameter to define the trigger to switch off.
FUELSYSTEM_TRIGGER_SET	[0]: Trigger Index [1]: Status, either on (1) or off (0)	Set a trigger event to be either on or off. The event requires the <i>N</i> index of the Trigger.N parameter to define the trigger to switch off.
FUELSYSTEM_TRIGGER_TOGGLE	[0]: Trigger Index	Toggle a trigger event on/off. The event requires the <i>N</i> index of the Trigger.N parameter to define the trigger to switch off.

FUELSYSTEM_VALVE_CLOSE	[0]: Valve Index	Close a specific valve in the fuel system. The event requires the <i>N</i> index of the Valve.N parameter to define the valve to target.
FUELSYSTEM_VALVE_OPEN	[0]: Valve Index	Open a specific valve in the fuel system. The event requires the <i>N</i> index of the Valve.N parameter to define the valve to target.
FUELSYSTEM_VALVE_SET	[0]: Valve Index [1]: Status, either open (1) or closed (0)	Set a valve to be either open or closed. The event requires the <i>N</i> index of the Valve.N parameter to define the valve to target.
FUELSYSTEM_VALVE_TOGGLE	[0]: Valve Index	Toggle a valve open/closed. The event requires the <i>N</i> index of the Valve.N parameter to define the valve to target.

Fuel Transfer Keys

The following keys are only required when using the **legacy** [\[FUEL\]](#) system.

Event Name	Parameters	Description
SET_FUEL_TRANSFER_CUSTOM		Set the fuel transfer mode to the "custom" setting. Requires that at least 1 transfer pump has been defined in the flight_model.cfg file using the fuel_transfer_pump.N parameter.
FUEL_TRANSFER_CUSTOM_INDEX_TOGGLE		Toggle a custom fuel transfer pump on/off.

		The index is the Pump ID value supplied as part of the fuel pump definition for the <code>fuel_transfer_pump.N</code> parameter in the <code>flight_model.cfg</code> file.
<code>SET_FUEL_TRANSFER_FORWARD</code>		Set the fuel transfer system to use the "forward" setting, which pumps from tank 1 to tank 2.
<code>SET_FUEL_TRANSFER_AFT</code>		Set the fuel transfer system to use the "aft" setting, which pumps from tank 2 to tank 1.
<code>SET_FUEL_TRANSFER_AUTO</code>		Set the fuel transfer pump to automatically balance the fuel in tanks 1 and 2 to maintain the <i>CG</i> .
<code>SET_FUEL_TRANSFER_OFF</code>		Set the fuel transfer pump to off.

Miscellaneous

Event Name	Parameters	Description
<code>ADD_FUEL_QUANTITY</code>	[0]: The fuel quantity	Adds fuel to the aircraft, 25% of capacity by default. 0 to 65535 (max fuel) can be passed.
<code>ELECT_FUEL_PUMP1_SET</code> <code>ELECT_FUEL_PUMP2_SET</code> <code>ELECT_FUEL_PUMP3_SET</code> <code>ELECT_FUEL_PUMP4_SET</code>		Set the electrical pump status for engines 1-4. Values are as follows: <ul style="list-style-type: none"> 0 = Off 1 = On

		<ul style="list-style-type: none"> 2 = Auto <p>These keys are only useful when using the legacy [FUEL] system.</p>
ENGINE_FUELFLOW_BUG_POSITION1 ENGINE_FUELFLOW_BUG_POSITION2 ENGINE_FUELFLOW_BUG_POSITION3 ENGINE_FUELFLOW_BUG_POSITION4		<i>Not currently used in the simulation.</i>
FUEL_DUMP_SWITCH_SET		<p>Set to 1 (TRUE) or 0 (FALSE). The switch can only be set to TRUE if fuel_dump_rate is specified in the aircraft configuration file, indicating that a fuel dump system exists.</p> <p>This key is only useful when using the legacy [FUEL] system.</p>
FUEL_DUMP_TOGGLE		<p>Used to turn on (1, TRUE) or off (0, FALSE) the fuel dump switch.</p> <p>This key is only useful when using the legacy [FUEL] system.</p>
MANUAL_FUEL_PRESSURE_PUMP		<p>Activate the manual fuel pressure pump. Used for both modern [FUEL_SYSTEM], and legacy [FUEL] systems.</p>
MANUAL_FUEL_PRESSURE_PUMP_SET	<p>[0]: The pump index</p> <p>[1]: A value between 0 and 16384</p>	<p>Set the position of the fuel manual pump handle, as a percentage. This key is only useful when using the modern [FUEL_SYSTEM].</p>
MANUAL_FUEL_TRANSFER		<p>When set to 1 (TRUE) it sets the fuel transfer</p>

		mode to manual.
RELEASE_DROP_TANK_ALL		Release all external tanks that can be jettisoned.
RELEASE_DROP_TANK_1		Release the first external tank that can be jettisoned.
RELEASE_DROP_TANK_2		Release the second external tank that can be jettisoned.
REPAIR_AND_REFUEL		Fully repair and refuel the user aircraft. Ignored if flight realism is enforced.
REQUEST_FUEL_KEY		Request a fuel truck. The aircraft must be in a parking spot for this to be successful.
ANTIDETONATION_TANK_VALVE_TOGGLE	[0]: Tank index (optional)	Toggle the anti-detonation valve. Pass a value to determine which tank to use if there are multiple tanks. See the Fuel Selector Codes list for the correct tank code to use. Note that this key requires the <code>[ANTIDETONATION_SYSTEM.N]</code> system to have been set up in the engine configuration file .
NITROUS_TANK_VALVE_TOGGLE	[0]: Tank index (optional)	Toggle the nitrous valve. Pass a value to determine which tank to use if there are multiple tanks. See the Fuel Selector Codes list for the correct tank code to use. Note that this key requires the <code>[NITROUS_SYSTEM.N]</code> system to have been set

up in the [engine configuration file](#).

Fuel Selector Codes

FuelSelector	Code
FUEL_TANK_SELECTOR_OFF	0
FUEL_TANK_SELECTOR_ALL	1
FUEL_TANK_SELECTOR_LEFT	2
FUEL_TANK_SELECTOR_RIGHT	3
FUEL_TANK_SELECTOR_LEFT_AUX	4
FUEL_TANK_SELECTOR_RIGHT_AUX	5
FUEL_TANK_SELECTOR_CENTER	6
FUEL_TANK_SELECTOR_CENTER2	7
FUEL_TANK_SELECTOR_CENTER3	8
FUEL_TANK_SELECTOR_EXTERNAL1	9
FUEL_TANK_SELECTOR_EXTERNAL2	10
FUEL_TANK_SELECTOR_RIGHT_TIP	11
FUEL_TANK_SELECTOR_LEFT_TIP	12
FUEL TANK SELECTOR CROSSFEED	13