Pilot’s Operating Manual: X-Plane 10 Flight Simulator

Controls overview:

The yolk controls pitch and roll. Pushing forward pitches the nose of the airplane down and pulling back pitches the nose of the airplane up. Rolling left rolls the plane left, and you can see where this is going.

The black lever on the throttle quadrant controls the throttle. When the front of the lever is at the zero line and you feel it click into place, you have the throttle at flight-idle. Going back from that position doesn’t do anything unless your plane has thrust reversers, which most in X-Plane don’t.

The blue lever controls propeller pitch. This doesn’t do anything unless you are in a plane that has this control, which is only variable-pitch props. There are only a couple of these in X-Plane, so if you aren’t flying one, just leave it at the 100% position.

The red lever controls mixture. Much like the blue knob, leave it at 100% if you aren’t flying a plane that allows you to control mixture. Bringing the lever back to 0% will shut down your engines, which is probably bad unless you happen to know the engine start-up sequence for the plane you’re flying.

The trim tab is pretty much self-explanatory.

The rudder pedals control your rudder. Pushing your right foot forward will give you right-rudder, left foot forward will give you left rudder. Pushing your toes down will activate your toe brakes (landing gear brakes). There is a separate control for each foot, so left toe brake only will make the airplane slow down and turn left when you are taxiing.

Now for the controls that aren’t representative of where you’d find them on an actual airplane:

The black button under your right index finger on the yolk toggles your landing gear.

The horizontal buttons under your right thumb on the yolk controls flaps. Clicking to the right extends flaps and to the left retracts.

The button labelled ‘T1’ on the throttle quadrant extends your airbrakes. ‘T2’ retracts airbrakes.

View Controls:

The buttons under your left thumb on the yolk control your view. The round one on top pans your view, while the lower rectangular one moves you left and right.

The vertical buttons under your right thumb on the yolk control your zoom. Click upwards to zoom in, downwards to zoom out.

The slider under your right index finger on the yolk switches your view type. Having it in the leftmost position will put you in the virtual cockpit. Be aware that some aircraft in X-Plane don’t have this view position, so it will just be like having a view from the nose of the plane. The middle position gives you the 2-D panel. The rightmost position gives you an external view of the plane.