Thank you for your interest in FSXmap.com! This is an interactive Airport and Runway map targeted for Microsoft Flight Simulator X (onwards called FSX). Using FSXmap you can quickly find airports using multiple search criteria’s and see data about its runways. You can also use it to measure distances and determine bearings. It is also possible to show the glide slope of selected runways on the map, and include navaisd on the map such as NDB and VOR/DME.

If you sign in with your Google account, you can also comment airports, and even plot your FSX aircraft live on the map. On top of that, it is also possible to reposition your aircraft within FSX (onto a selected airport/runway or anywhere in air) by simply clicking on the map! And after you plot your aircraft, you will be able to see a list of all your flight with information, and you are also able to download track data as CSV format with two seconds resolution.
Basic map features

FSXmap is based on Google maps, meaning that you have all the Google map information plotted together with the FSX airports. You can zoom in and out, pan and switch between Map and Satellite view.

FSXmap shows all airports in Microsoft Flight Simulator X (FSX) as symbols. You can click on an airport to bring up its Runway map and additional data. Hovering the mouse over an airport displays the most important information. The airports are shown with three different symbols:

- **Large (International) airport**
- **Regional airport**
- **Small airport/airfield**

Note that this is automatically assigned based on runway length, features and surface, but it should at least give an approximation of the airport size. Depending on the level of zoom, you may not see all airports, to avoid the map being too cluttered. In that case, it is always the largest airports that remain visible. You can always see on the right side of the screen how many airports are shown, and how many in total there are within the map area.

If you hold the mouse over an airport, a small window pops up showing the most important information about the airport:
Airport information

If you click on an airport, its Runway map and other information slides in from the left side of the screen, looking like this:

You see the airports position, number of runways, surface of the longest runway, number of approaches and the airport altitude.

The picture shows the arrangement of the runways and the approaches with the names of the approaches in a special color coding.

Green color in the box means ILS with glideslope, yellow color is ILS without glideslope while gray color means no ILS.

Blue frame around the approach name indicates VASI lights, and red frame no VASI lights.

Click the show on map icon to move the map to that airport directly.

If you hold the mouse over one of the approaches (the box with the name), another window pops up showing detailed data about the approach:
The data pretty much explains itself, if you are familiar with these terms. You can see basic approach data, followed by ILS frequency and other data, type of VASI lights and type of Approach light system. The example above is for Kennedy International 22L, an approach that has most of the systems described.

The most useful data is the runway heading and designation, ILS Frequency which has to be entered into the NAV radio, and ILS slope. Further on its useful to see if DME exists or not and its range. VASI lights exist on many runways and is an excellent guidance where you should see two red and two white lights to know that you are on the correct glidepath and not too low or too high.

The approach light information is useful for those who fly at night and practice the challenge of setting down a large airliner in pitch dark.
**Navaids**

You can select to include navigational aids on the map. This is done by clicking the Navaids checkbox in the top right corner. The map then shows various navaids, assuming that you have zoomed in enough.

These types of navaids are shown on the map:

- ![VOR/DME](image1)
- ![NDB](image2)
- ![TACAN](image3)
- ![DME](image4)
- ![VOR](image5)

If you hold the mouse over a navaid, a small window pops up showing information about it:
Glide Slope

If you click on an approach (the box with the name), the glide slope for that approach will be shown on the map. The level of details shown depend on how much you have zoomed in the map. This is how it looks:

When glide slope is turned on, the approach is indicated with a double-frame in the Airport information window.

To turn the glide slope presentation off, click on the approach again.

If you want to find all airports that has glide slopes turned on, use the Find Airports function and filter on Airports with Glide slope enabled.

When you are signed in with your Google account, FSXmap remembers which approaches that you have enabled glide slope for, so they are shown again when you sign in next time.
Find Airports

If you click the **Find Airports** button in the top right corner, you will come to the Find Airports window. This is useful for searching among all airports in FSX. The window looks like this:

![Find Airports window](image)

As soon as you change any of the selections or start typing into the **City, airport name or code** field, the list of airports is immediately updated to reflect matches. You can combine any of the search criteria’s to narrow your search.

Note that the code you can search on is the ICAO code, not IATA.

The **Country** drop down list is sorted so that the 13 most frequently searched countries are at the top, and below that it’s alphabetically. The **State** drop down list shows names of states in the United States, Australia and Canada.

In **Surface type** selection, you can select for any particular type of surface, or you can filter on any hard surface (suitable for airliners) or any soft surface (suitable for smaller airplanes).

As in all lists in FSXmap, you can click on any of the columns to sort on that particular column, and you can click it again to reverse the sort order.

If you select a line in the list, the Airport information window slides in, showing the selected airport.
Filter Map

The Filter Map checkbox works together with the Find Airports function. If you enable this function by clicking the box, only the airports matching the current selection in Find Airports will be shown. This works regardless if the Find Airports function is currently shown or not.

Here is an example filtering for airports in Sweden, with any hard surface, runway length at least 7000 ft. and having ILS with glideslope. 22 airports matches this selection:

Note that the Find Airports button turns red to indicate that a filter is active.

Measure

In the bottom right corner of your screen, there is a window that always shows the latitude and longitude of the mouse cursor, and also contains the Measure button.
Click the **Measure** button to start measuring between points that you click on the map. By clicking, you connect those points with lines. The lines for longer distances looks curved due to the Google maps Mercator projection.

In the Measure window, you see the distance and bearing from your last clicked point, as well as the total accumulated distance between your points. If you click on an airport or navaid, the point will be exactly at its position, this is indicated by the icon turning gray.

You can click the **List** button to open a window showing data for all the legs in your measurement. Total Distance is the total distance among all the lines, while Total Bearing is the bearing from the first point to the last.

It’s important to note that all bearings in FSXmap are initial bearings. This is the bearing you have to start with to go from the origin to the target. On longer legs, your final bearing may of course be completely different even if flying in a straight line.
Help

Help is a simple page where you find a brief overview of the functionality in FSXmap, as well as a link for downloading this document. Here you also find the email if you need to get in touch: info@fsxmap.com.

Signing in with Google

The functions described in the remaining part of this document requires that you sign in. You do that using a Google account, example the one you use for your Gmail or Google documents. If you do not already have a Google account, you can create one at google.com.

To sign in, simply click the button Sign in with Google and enter your google email and password:

If you are already logged in to Google at the browser you use to visit FSXmap, you will be immediately signed in when clicking the button, with no need to type your credentials again.
My Page

After signing in, you can click **My Page** button to go to the page where you can set various preferences, like this:

![Image of My Page](image)

You can select the unit of altitude to be used throughout FSXmap, as well as the unit for runway length and width. You can also set the Home position and zoom. This is done by clicking the **Set current position as home**, when the map is panned and zoomed according to your preference.

After doing this, the map will automatically switch to this position and zoom whenever signing in, or clicking the **Go to home position** button which is also found on My Page.

The User ID shown on the page will be described in the next chapters, and also the Show aircraft track function and track download possibility.

Plot My Aircraft

This is a really cool feature of FSXmap, which also require that you are signed in. By using this function you can have your actual aircraft position within FSX plotted live on the FSXmap! It’s very useful for navigation and overview, especially if you run FSXmap on a separate screen or separate computer.
To be able to use this feature, you need to run **FSXmapClient.exe** on the computer where you run FSX. You also need to have the **SimConnect.dll** installed. You find information on how to do this by clicking the **Plot My Aircraft** button.

Simply download the FSXmapClient using the link, and type in your User ID in the client’s Status/Configure window. This is the same User ID as you saw in the My Page window.

Once you have done this, start your Flight Simulator X. After a few seconds, the FSXmapClient connects to FSX and starts extracting aircraft data and sending it to FSXmap. Once this has started, simply click **Plot My Aircraft** again to show its position as a radar echo on the map!

The Navigation window will also show up, giving you aircraft data:
You can click the **Keep in center of map** option to keep the map centered on your aircraft, if you prefer that. The **Cursor** indication shows the distance, bearing and flying time (calculated on the aircraft’s current speed) to the mouse position.

Once the aircraft is moving on the map, you can select if you want to plot its travelled path or not, by the **Show aircraft track option** in My Page. If you select to show it, you will notice that the track changes between black, blue and red color:

Black indicates level flight (or taxiing on the ground) while blue indicates ascending and red indicated descending. The stronger the blue or red color, the steeper the change in altitude.

**Reposition aircraft in FSX by clicking on the map**

This function can be used to easily and quickly move your aircraft to any location in the world. First click on the **Move Aircraft** button on the Navigation window. This brings up this window beside the Navigation window:

Now you can move your aircraft in two ways.

**A: To a runway, ready for takeoff**

To do this, first click on the Airport icon for the airport you want to go to, an icon like this on the map: ![Airport icon](image1). Then you click on any of the approach-boxes in the Runway map that shows up, i.e. a box looking like this: ![Approach-box](image2). It can be any type of approach-box and does not have to be a green one like in this example.
When you click on the approach-box, your aircraft will be moved to that spot within a few seconds. You can do this even if you are currently mid-air and flying. The aircraft will be moved there with the following change of controls:

- Throttle moved to idle
- Autopilot turned off
- Parking brake engaged

Since the aircraft is move instantaneous, you will notice that the scenery on the new location is loaded gradually, during the 10-15 seconds following the move.

If you move to a runway on the ground while currently flying a jet or turboprop in mid-air with full power, it may happen that the aircraft moves forward a bit on the ground since it takes some seconds for the torque to go down to idle (even though parking brake is engaged). If you experience this problem, it is recommended that you manually reduce power before making the move.

Also, if you move to a small remote airport (especially on high altitude), the ground level itself may not yet be loaded in the game, making the aircraft crash. To counter this, the simulation is automatically set on Pause when the aircraft is moved. Inside the FSXmapClient, you can configure if it shall automatically restart the simulation again after a selected number of seconds. You do that in the Settings window:

15 seconds as in this example should ensure a crash-free move to any airport, but it may depend on the speed of your computer. In case you experience problems, you may want to Un-pause manually when you are sure the ground and runway has loaded properly.

**B: Move in mid-air**

You can also move to any location in mid-air. To do this, simply click anywhere on the map after you have clicked **Move Aircraft**. The aircraft is moved there immediately, keeping its speed, course and altitude. Before you click on the map, you can fill in a new altitude in the Altitude box if you want to change it (0 means keep the current altitude).
Track

When you track your aircraft using the Plot My Aircraft function, its position, altitude, speed and track is logged about once every two seconds. This data is possible to download via the button Download track in My Page.

Under the buttons, you see the number of data points logged so far. Logging only takes place if the aircraft has moved at least one meter in the period of two seconds.

You can click the Clear track button to delete the logged points. Be careful, as this cannot be undone. You will get a warning and have to confirm it.

Click Download track to receive the data as a text file.

You can save or open the file. The file looks like this:

If you paste the data into Excel and use the function Text to Columns with the option to separate on semicolon as delimiter, you can get it nicely formatted in columns:
The columns in the text file are:

<table>
<thead>
<tr>
<th>Header</th>
<th>Content</th>
<th>Unit</th>
<th>Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>date</td>
<td>Date</td>
<td></td>
<td>YYYY-MM-DD</td>
</tr>
<tr>
<td>time</td>
<td>Time</td>
<td></td>
<td>HH:MM:SS.ss (ss=100th of second)</td>
</tr>
<tr>
<td>latitude</td>
<td>Latitude</td>
<td></td>
<td>6 decimals</td>
</tr>
<tr>
<td>longitude</td>
<td>Longitude</td>
<td></td>
<td>6 decimals</td>
</tr>
<tr>
<td>speed(knot)</td>
<td>Speed</td>
<td>knot</td>
<td>1 decimal</td>
</tr>
<tr>
<td>altitude(feet)</td>
<td>Altitude</td>
<td>feet</td>
<td>1 decimal</td>
</tr>
<tr>
<td>track</td>
<td>Track</td>
<td>degrees</td>
<td>1 decimal</td>
</tr>
<tr>
<td>distance(m)</td>
<td>Distance traveled since last data point</td>
<td>meter</td>
<td>1 decimal</td>
</tr>
<tr>
<td>dist.acc(m)</td>
<td>Accumulated distance traveled</td>
<td>meter</td>
<td>1 decimal</td>
</tr>
<tr>
<td>alt.diff(feet)</td>
<td>Altitude difference since last data point</td>
<td>feet</td>
<td>1 decimal</td>
</tr>
<tr>
<td>alt.rate(feet/s)</td>
<td>Rate of altitude change</td>
<td>feet/second</td>
<td>1 decimal</td>
</tr>
</tbody>
</table>

The data allows you to do various plots in Excel, like this example:
My Flights

As you record your flights using the Plot My Aircraft function, FSXmap also logs your flight automatically. You can see them in a list if you click the My Flights button:
FSXmap considers a new flight to be started whenever your speed gets above 10 knots. When speed again falls below 5 knots, the flight is considered complete. When the flight is complete, a check is made if the speed has exceeded 50 knots during the flight. If it has, the flight is kept and otherwise the flight is automatically deleted to avoid small flights created while taxiing.

The flights that are kept are the ones you see in the list, plus any ongoing flight shown at the top of the list. The airport names in the From and To columns are automatically determined based on the FSX airport that is nearest your position when the flight is started and completed.

If you click on a flight in the list, you see even more data about it:

![List of previous and current flights](image)

You can click the Delete this flight button to delete that was mistakenly logged, or that you want to delete for any other reason. Be careful, as this cannot be undone. You will get a warning and have to confirm it.
Again, thank you very much for using FSXmap.com!

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