

FSXmap.com

Interactive Airport and Runway map for Microsoft Flight Simulator

Thank you for your interest in FSXmap.com! This is an interactive Airport and Runway map targeted for Microsoft Flight Simulator. Using FSXmap you can quickly find airports using multiple search criteria 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 navaids on the map such as NDB and VOR/DME.

You can select if you want to see data as it is in Microsoft Flight Simulator 2020, or as it is in Microsoft Flight Simulator X. You switch between these by the radio buttons “FS2020” and “FSX” in the top right panel.

If you sign in with your Google account, you can also comment on airports, and even plot your aircraft live on the map. On top of that, it is also possible to reposition your aircraft within the game (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 flights with information, and you are also able to download track data as CSV format with two seconds resolution.

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Basic map features

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

FSXmap shows all airports in Microsoft Flight Simulator 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. By clicking the yellow Filter button, you can see 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:



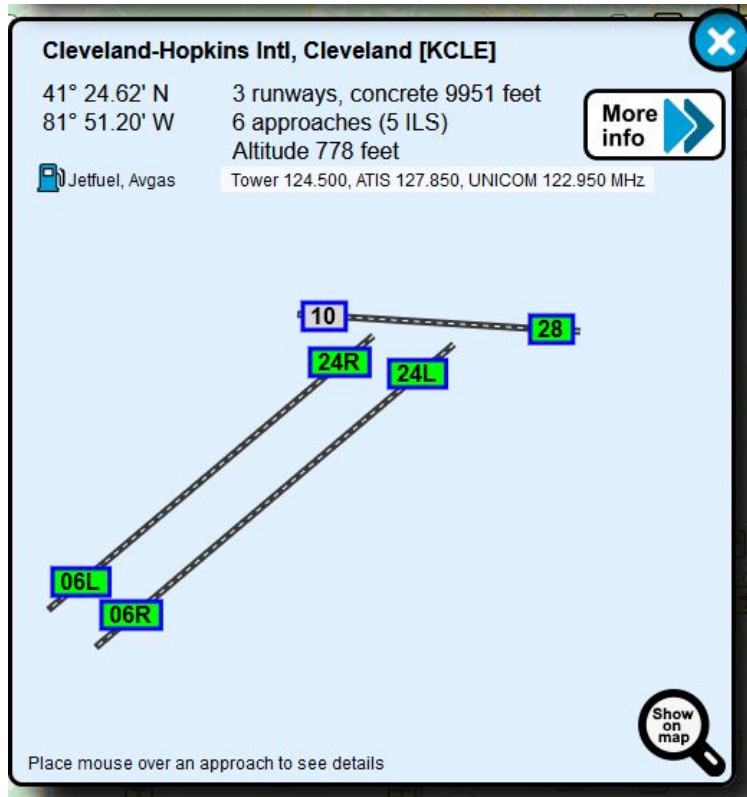
The map control panel contains the following buttons from left to right:

- Zoom in
- Zoom out
- Normal map
- Satellite map
- Terrain map
- Switch to fullscreen mode



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 kind of fuel offered, and radio frequencies are also shown.

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 click on More Info, a menu pops up with quick links to other pages related to this airport:




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:


KJFK runway 22L, asphalt

Length: 8401 feet Pattern: LEFT
Width: 200 feet Heading: 224.7°


ILS
Frequency: 110.90
Identity: IIWY
Name: CAT III ILS/DME 22L
Heading: 224.7°
Slope: 3°
DME range: 50017



VASI lights
Type: PAPI4
Side: RIGHT
Slope: 3°



Approach lights
System: ALSF2
Strobes: 15
REIL: No
Touchdown: Yes
End lights: Yes



Click to show Glide slope on the map

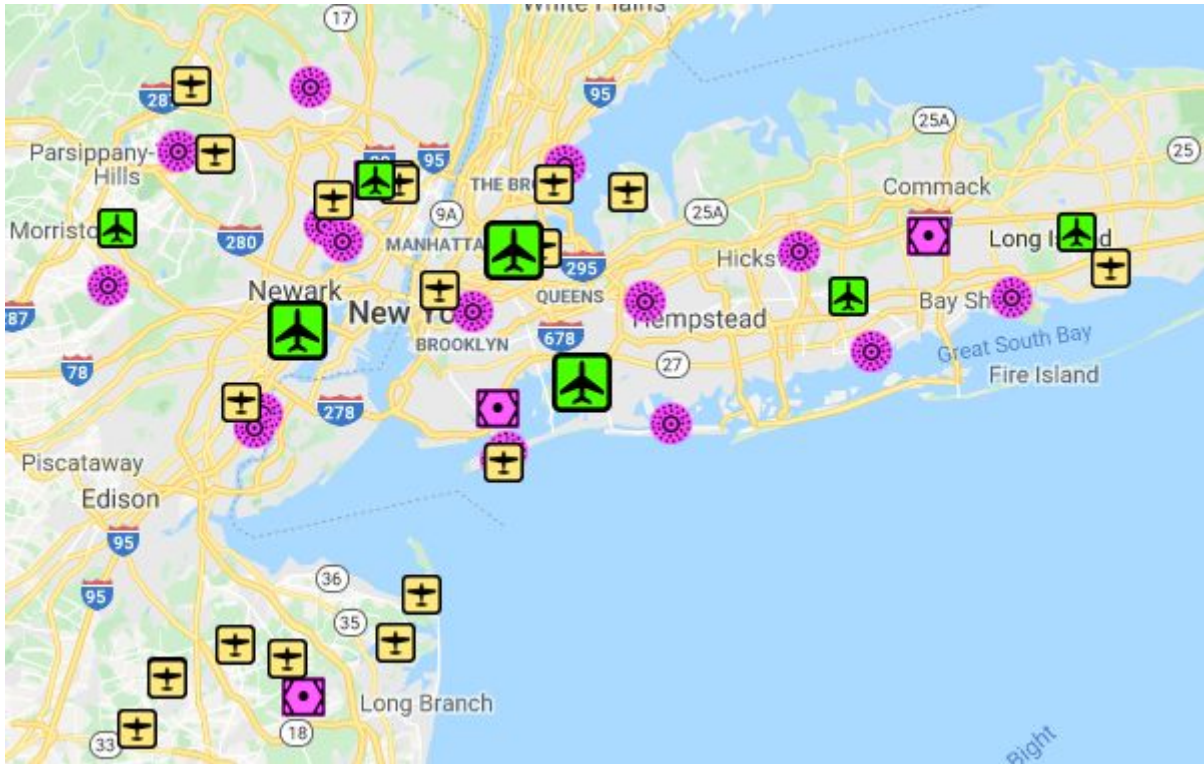
The data pretty much explains itself, if you are familiar with these terms. You can see basic approach data, followed by ILS frequency and other data, type of VASI lights and type of Approach light system. The example above is for Kennedy International 22L, an approach that has most of the systems described.

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 it's useful to see if DME exists or not and its range. VASI lights exist on many runways and are 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.

Nav aids

You can select to include navigational aids on the map. This is done by clicking the yellow Filter button in the top right panel, and then click on Nav aids. The map then shows various nav aids, assuming that you have zoomed in enough.



These types of nav aids are shown on the map:



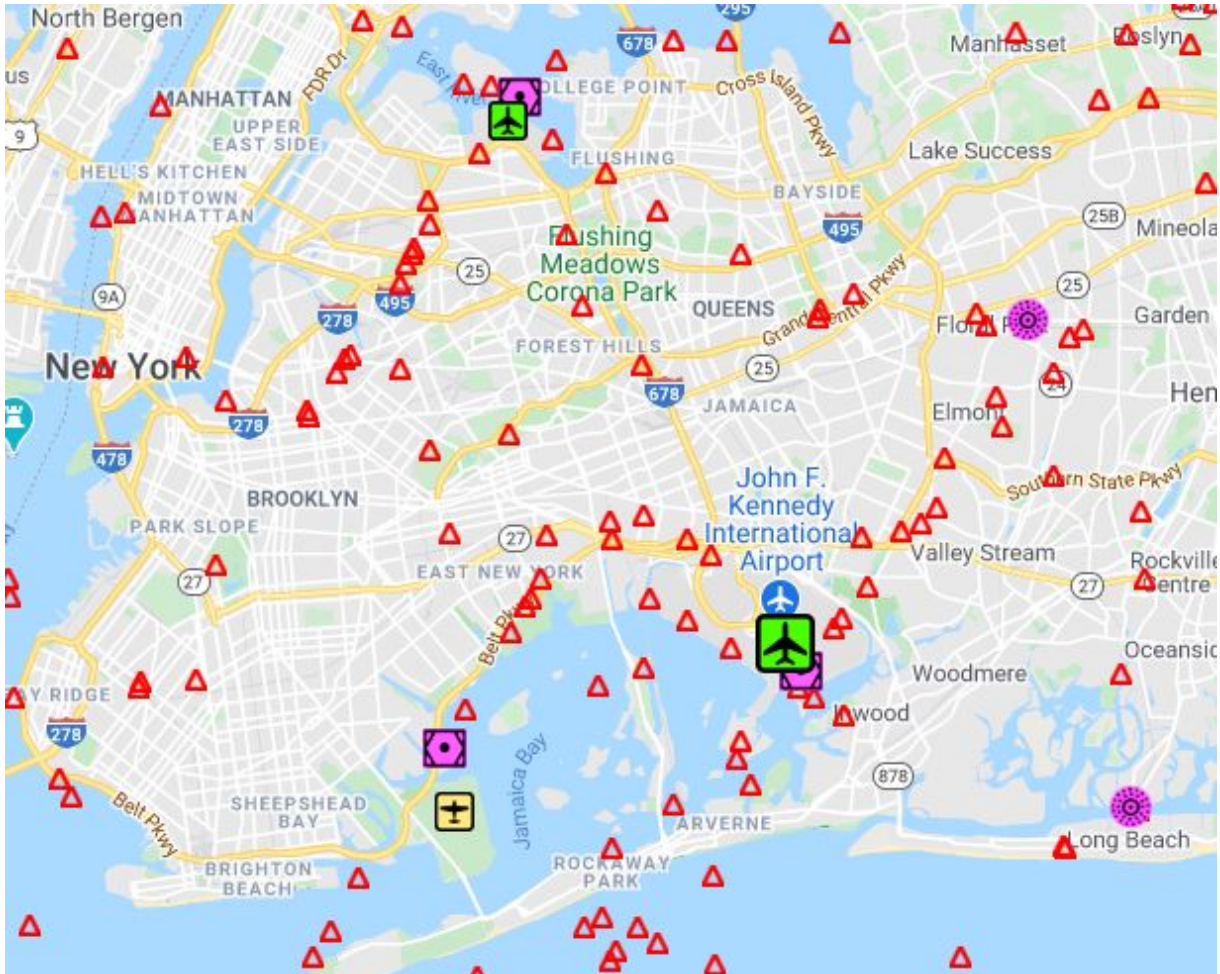
VOR/DME NDB TACAN DME VOR

If you hold the mouse over a nav aid, a small window pops up showing information about it:

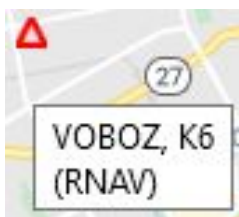


Waypoints

You can also select to include waypoints on the map. This is done by clicking the yellow Filter button in the top right panel, and then click on Waypoints. The map then shows the waypoints, assuming that you have zoomed in enough.

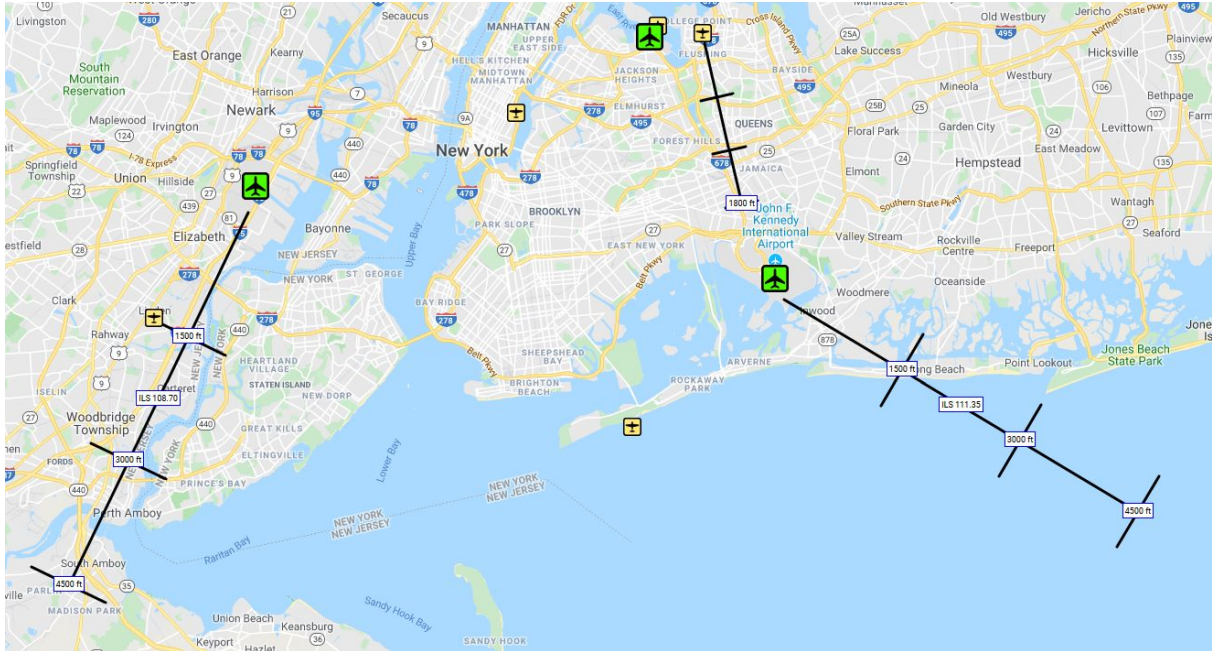


If you hold the mouse over a waypoint, a small window pops up showing information:

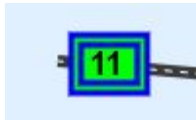


Glide Slope

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.



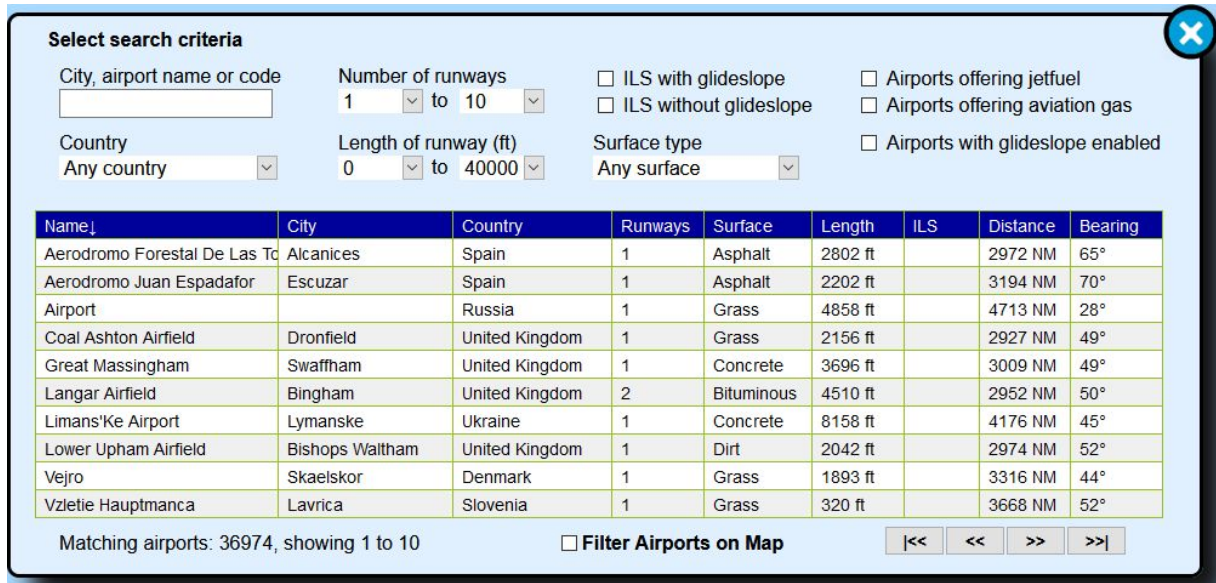
To turn the glide slope presentation off, click on the approach again.

If you want to find all airports that have glide slopes turned on, use the Find Airports function and filter on **Airports with glideslope enabled**.

When you are signed in with your Google account, FSXmap remembers which approaches that you 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. The window looks like this:



The screenshot shows the 'Find Airports' window with the following search criteria:

- City, airport name or code:
- Number of runways: 1 to 10
- Country: Any country
- Length of runway (ft): 0 to 40000
- Surface type: Any surface
- ILS with glideslope
- ILS without glideslope
- Airports offering jetfuel
- Airports offering aviation gas
- Airports with glideslope enabled

Name↓	City	Country	Runways	Surface	Length	ILS	Distance	Bearing
Aerodromo Forestal De Las Tc	Alcanices	Spain	1	Asphalt	2802 ft		2972 NM	65°
Aerodromo Juan Espadafor	Escuzar	Spain	1	Asphalt	2202 ft		3194 NM	70°
Airport		Russia	1	Grass	4858 ft		4713 NM	28°
Coal Ashton Airfield	Dronfield	United Kingdom	1	Grass	2156 ft		2927 NM	49°
Great Massingham	Swaffham	United Kingdom	1	Concrete	3696 ft		3009 NM	49°
Langar Airfield	Bingham	United Kingdom	2	Bituminous	4510 ft		2952 NM	50°
Limans'Ke Airport	Lymanske	Ukraine	1	Concrete	8158 ft		4176 NM	45°
Lower Upham Airfield	Bishops Waltham	United Kingdom	1	Dirt	2042 ft		2974 NM	52°
Vejro	Skaelskor	Denmark	1	Grass	1893 ft		3316 NM	44°
Vzletie Hauptmanca	Lavrica	Slovenia	1	Grass	320 ft		3668 NM	52°

Matching airports: 36974, showing 1 to 10 Filter Airports on Map |<< << >> >>|

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 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.

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.

A special note for the column **Distance**: If you are not plotting your aircraft on the map, this shows the distance from the center of the map to the airport. But if you are plotting your aircraft, it shows the distance from the aircraft's position. The information is updated every time you click the Find Airports button.

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

Filter Map

The **Filter Airports on 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.

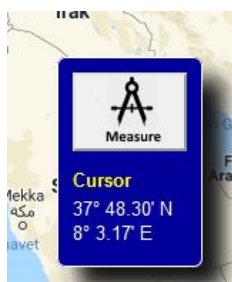
Here is an example filtering for airports in Sweden, with any hard surface, runway length at least 7000 ft. and having ILS with glideslope. 24 airports matches this selection:



Note that the **Find Airports** button turns yellow 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 look 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, navaid or waypoint, the point will be exactly at its position, this is indicated by the icon turning blue.

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.

Legs in current measurement Note: Bearings in FSXmap.com are always initial bearings.

Point ↓	Latitude	Longitude	Distance	Bearing	Total Distance	Total Bearing
1	51° 28.65' N	0° 27.68' W				
2	45° 28.51' N	17° 5.04' W	750.98 NM	248°	750.98 NM	248°
3	41° 27.53' N	38° 52.85' W	976.60 NM	263°	1727.58 NM	264°
4	44° 48.45' N	68° 49.69' W	1319.81 NM	289°	3047.39 NM	290°

Number of points: 4 |<< << >> >>|

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.

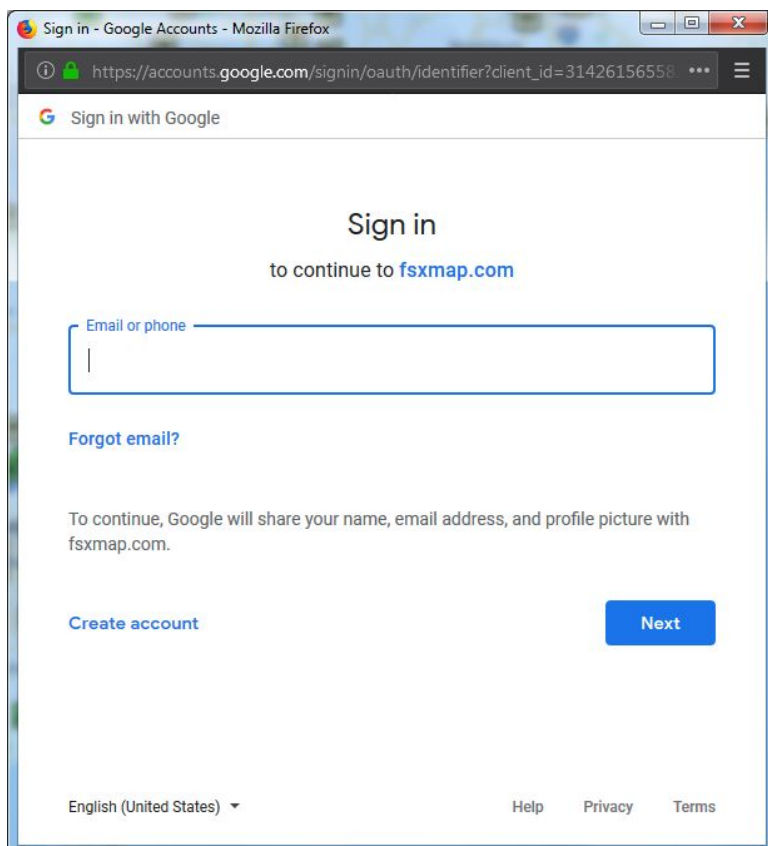
Help

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.

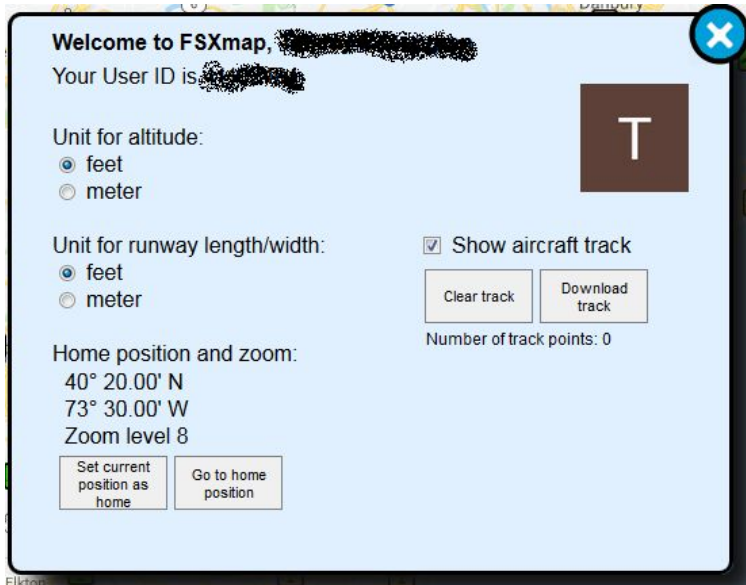
To sign in, simply click the button **Sign in with Google** and enter your google email and password:



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:



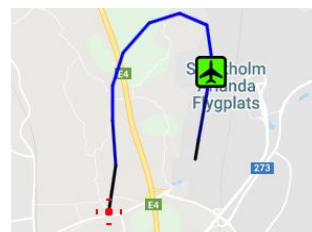
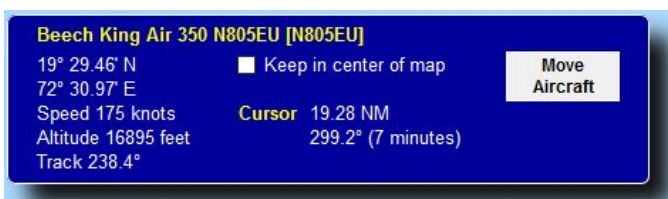
You can select the unit of altitude to be used throughout FSXmap, as well as the unit for runway length and width. You can also set the Home position and zoom. This is done by clicking the **Set current position as home**, when the map is panned and zoomed according to your preference.

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 requires that you are signed in. By using this function you can have your actual aircraft position 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. It's compatible with Microsoft Flight Simulator 2020, and FSX Steam Edition.



To be able to use this feature, you need to run **FSXmapClient.exe** on the computer where you run Flight Simulator. You also need to have the **SimConnect.dll** installed. You find information on how to do this by clicking the **Plot My Aircraft** button.

How to plot your aircraft live on the map!


To plot your aircraft from Flight Simulator in real-time, start the FSXmapClient application on your computer. Then click "Plot My Aircraft" again. This is how it looks on the map:



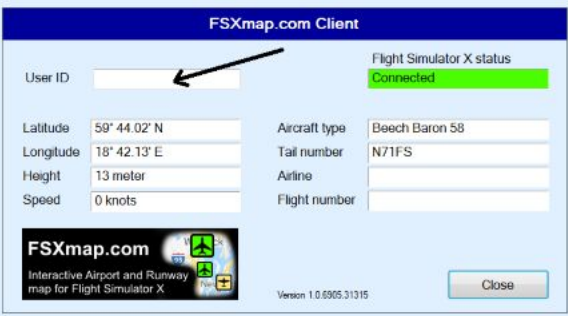
If you have not downloaded the client application yet, you find it here:

[FSXmapClient \(873 kB, unzip into any folder and run it from there\)](#)

The client application shows up as a system tray icon, like this (leftmost icon below):



The first time you start the application, right click on it and select "Status/Configure". In the field User ID, you enter your unique FSXmap User ID, which in your case is:



Then click "Close". After this, you should be able to see your aircraft as a radar echo on the map!

FSXmapClient is compatible with Microsoft Flight Simulator 2020, and Flight Simulator X Steam Edition. If you need assistance, please let me know at the below email, and I will try to help out:

info@fsxmap.com

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. After a few seconds, the FSXmapClient connects to Flight Simulator 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:



Carenado PA44 Seminole G-BGCP [SE-MTR]

40° 31.66' N Wind 12 knots 

73° 51.38' W Direction 272°

Speed 127 knots **Cursor** 49.37 NM

Altitude 2241 feet 100.0° (23 minutes)

Track 42.4° Keep in center of map

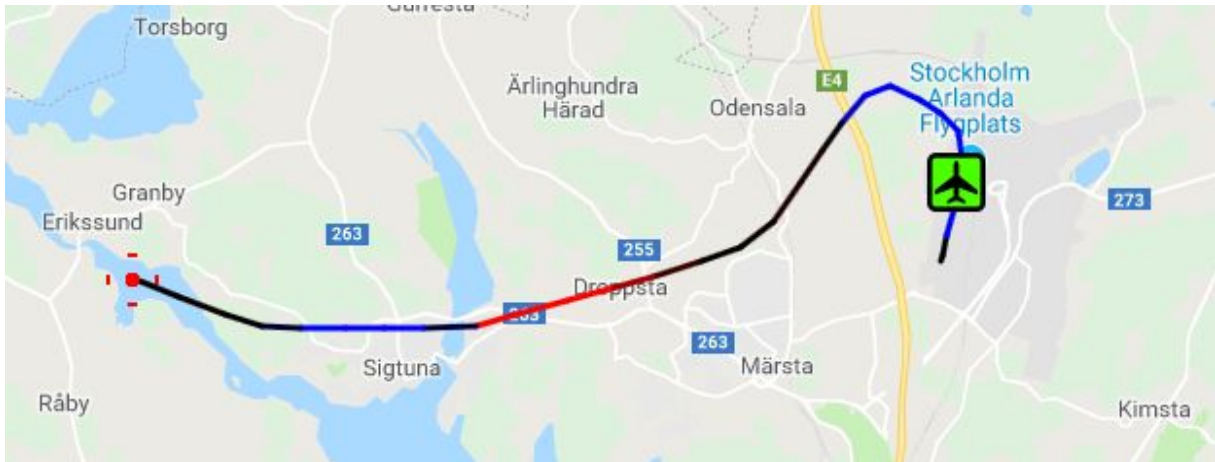
Move Aircraft

Approach Guidance

The aircraft icon with the yellow indication shows the wind direction relative to the aircraft.

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.

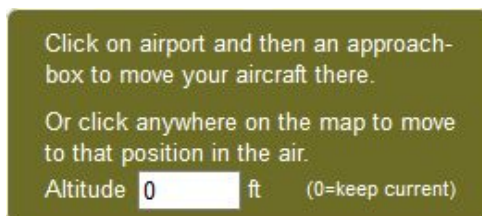
Once the aircraft is moving on the map, you can select if you want to plot its travelled path or not, by the **Show aircraft track option** in My Page. If you select to show it, you will notice that the track changes between black, blue and red color:



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 Flight Simulator 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:  then you click on any of the approach-boxes in the Runway map that shows up, i.e. a box looking like this:  It can be any type of approach-box and does not have to be a green one like in this example.

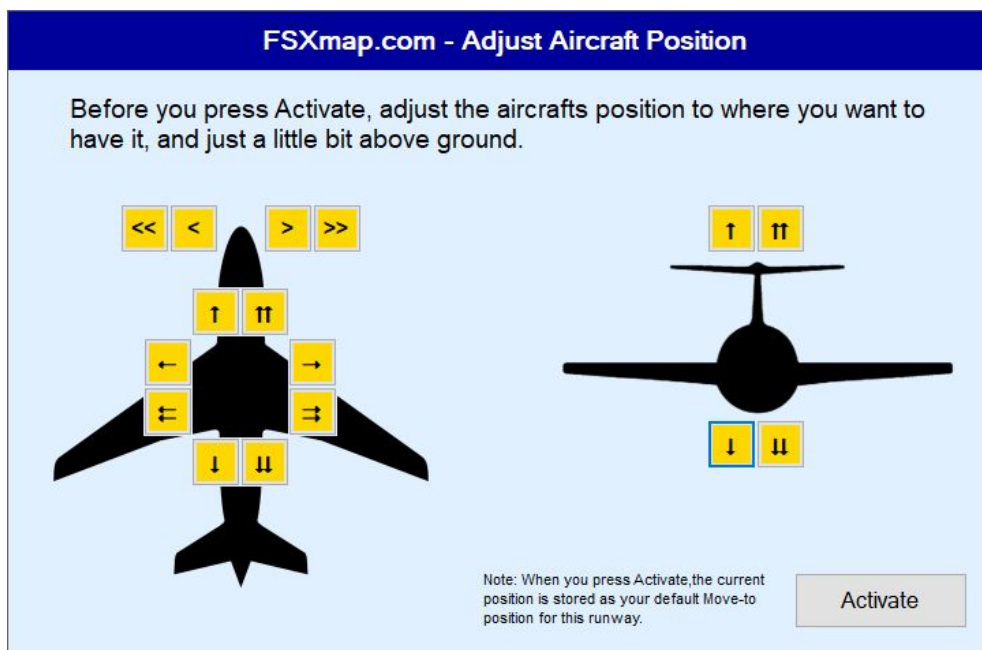
When you click on the approach-box, your aircraft will be moved to that spot within a few seconds. You can do this even if you are currently mid-air and flying. The aircraft will be moved there with the following change of controls:

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

Since the aircraft is moved instantaneously, you will notice that the scenery on the new location is loaded gradually, during the 10-30 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 the parking brake is engaged). If you experience this problem, it is recommended that you manually reduce power before making the move.

When you move to a new runway on the ground for the first time, the altitude above the runway will most likely not be correct. The below window will pop-up, allowing you to adjust the aircraft's position and height. Make sure to move up or down so it is just a few feet above the ground before you press Activate, to drop it onto the runway.



Next time you move to the same runway, FSXmap.com remembers the position so you will only have to press Activate (although you can still reposition it if you like). This feature is useful not only for setting the altitude above the runway, it can also be used to set your preferred starting position within the game for each particular runway.

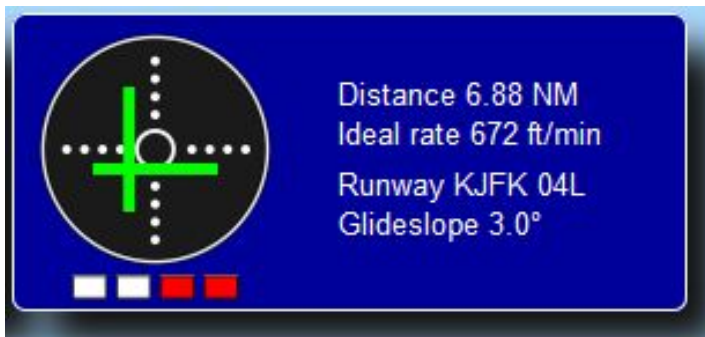
B: Move in mid-air

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).

Altitude ft (0=keep current)

Approach Guidance

This is a useful feature for all the airports that do not have ILS or VASI lights. Now you can get it in FSXmap instead! By clicking the Approach Guidance button, this guidance window will show up:



The condition for the data to show up is:

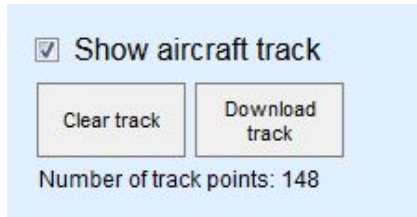
- You must have enabled the glide slope indication for the runway (see “Glide Slope”)
- You must be heading towards the touchdown position (+/- 40 degrees)
- The aircraft must be within a +/- 40 degree sector relative to the glideslope
- The distance to the touchdown position must be less than 50 nautical miles

The data shown are:

- An ILS indication
- VASI lights
- Distance to the touchdown position
- Ideal rate of descent (assuming that you are on the correct altitude)
- Which airport and runway that is indicated
- The glideslope for the runway

Track

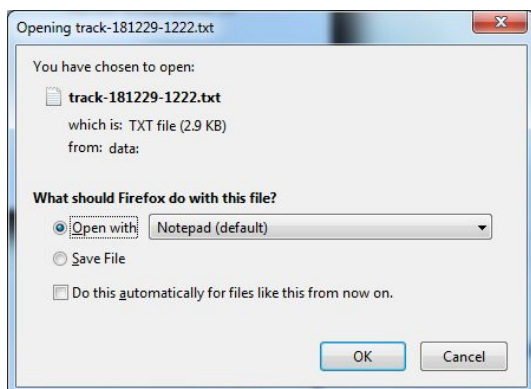
When you track your aircraft using the **Plot My Aircraft** function, its position, altitude, speed and track is logged about once every two seconds. This data is possible to download via the button **Download track** in My Page.



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.

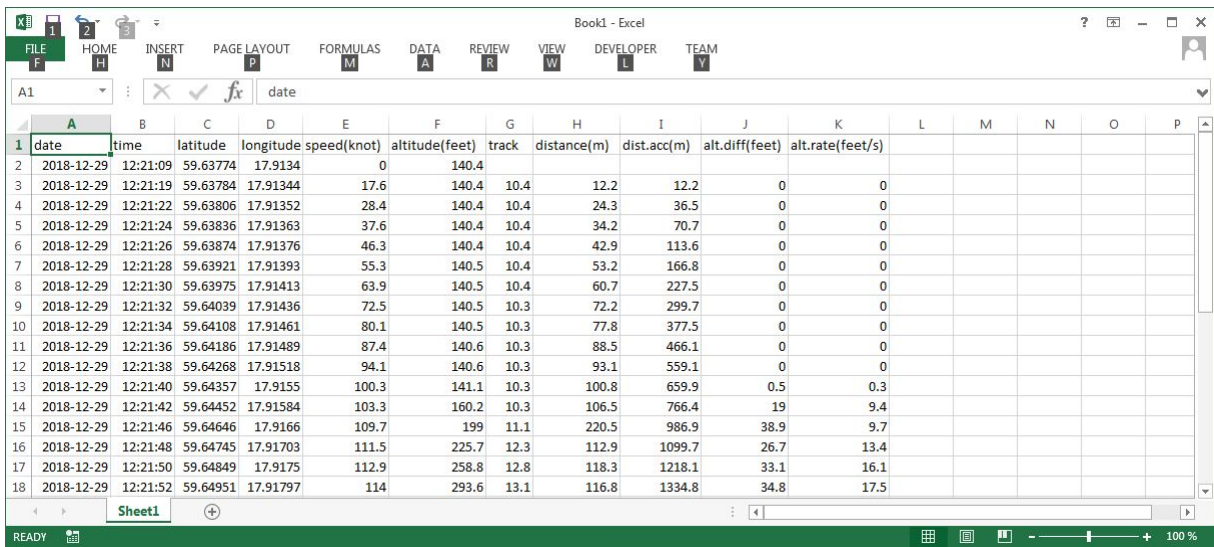


You can save or open the file. The file looks like this:

```

track-181229-1222.txt - Notepad
File Edit Format View Help
date;time;latitude;longitude;speed(knot);altitude(feet);track;distance(m);dist.acc(m);alt.diff(feet);alt.rate(feet/s)
2018-12-29;12:21:09.42;59.637735;17.913401;0.0;140.4;;;;;
2018-12-29;12:21:19.49;59.637843;17.913440;17.6;140.4;10.4;12.2;12.2;0.0;0.0;
2018-12-29;12:21:21.51;59.638058;17.913517;28.4;140.4;10.4;24.3;36.5;0.0;0.0;
2018-12-29;12:21:23.53;59.638360;17.913627;37.6;140.4;10.4;34.2;70.7;0.0;0.0;
2018-12-29;12:21:25.51;59.638740;17.913764;46.3;140.4;10.4;42.9;113.6;0.0;0.0;
2018-12-29;12:21:27.55;59.639211;17.913934;55.3;140.5;10.4;53.2;166.8;0.0;0.0;
2018-12-29;12:21:29.54;59.639748;17.914128;63.9;140.5;10.4;60.7;227.5;0.0;0.0;
2018-12-29;12:21:31.59;59.640386;17.914357;72.5;140.5;10.3;72.2;299.7;0.0;0.0;
2018-12-29;12:21:33.56;59.641075;17.914605;80.1;140.5;10.3;77.8;377.5;0.0;0.0;
2018-12-29;12:21:35.61;59.641858;17.914886;87.4;140.6;10.3;88.5;466.1;0.0;0.0;
2018-12-29;12:21:37.61;59.642682;17.915183;94.1;140.6;10.3;93.1;559.1;0.0;0.0;
2018-12-29;12:21:39.62;59.643574;17.915504;100.3;141.1;10.3;100.8;659.9;0.5;0.3;
2018-12-29;12:21:41.65;59.644516;17.915843;103.3;160.2;10.3;106.5;766.4;19.0;9.4;
2018-12-29;12:21:45.65;59.646461;17.916602;109.7;199.0;11.3;120.5;986.9;38.9;9.7;
2018-12-29;12:21:47.64;59.647453;17.917031;111.5;225.7;12.3;112.9;1099.7;26.7;13.4;
2018-12-29;12:21:49.69;59.648490;17.917499;112.9;258.8;12.8;118.3;1218.1;33.1;16.1;
2018-12-29;12:21:51.68;59.649513;17.917971;114.0;293.6;13.1;116.8;1334.8;34.8;17.5;
2018-12-29;12:21:53.68;59.650544;17.918454;115.2;328.4;13.3;117.9;1452.7;34.8;17.4;
2018-12-29;12:21:55.69;59.651589;17.918937;116.2;363.5;13.1;119.2;1571.9;35.1;17.5;
    
```

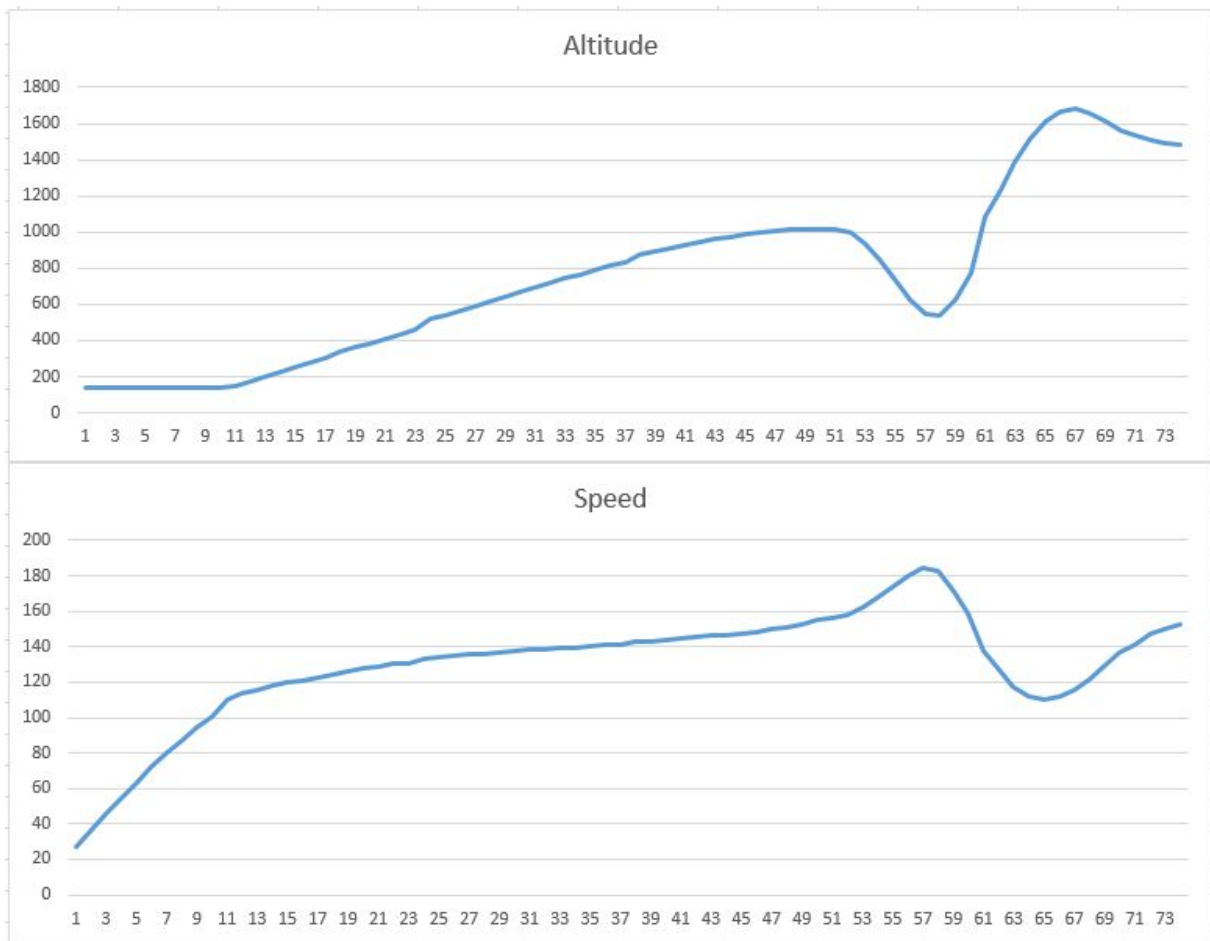
If you paste the data into Excel and use the function **Text to Columns** with the option to separate on semicolon as delimiter, you can get it nicely formatted in columns:



The columns in the text file are:

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

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:

List of previous and current flights							
Date/Time↑	Duration	Distance	Max Speed	Max Altitude	From	To	Aircraft
2018-12-28 22:09:30	00:13:38	5.79 NM	185 kts	1679 feet	Arlanda		Beech Baron 58 Paint2
2018-12-27 19:33:31	00:29:45	163.82 NM	472 kts	28990 feet	Diagoras	Antalya	Boeing 737-800 Scandir
2018-12-27 19:17:58	00:03:13	5.74 NM	137 kts	949 feet	Milos	Milos	Beech Baron 58 Paint2
2018-12-26 23:46:13	00:14:19	38.33 NM	200 kts	3300 feet	Paros	Milos	Beech Baron 58 Paint2
2018-12-26 23:37:19	00:07:33	16.46 NM	150 kts	2954 feet	Naxos	Paros	Beech Baron 58 Paint2
2018-12-26 22:41:53	00:54:26	158.32 NM	201 kts	4552 feet	Diagoras	Naxos	Beech Baron 58 Paint2
2018-12-26 18:32:28	00:49:31	293.00 NM	485 kts	28010 feet	Santorini	Diagoras	Boeing 737-800 Scandir
2018-12-26 17:50:25	00:15:23	20.56 NM	117 kts	3542 feet	Shimofusa Aer	Tokyo (Haneda	Cessna Skyhawk 172SP
2018-12-25 18:07:31	00:34:36	172.67 NM	394 kts	16010 feet	Eleftherios Ven	Santorini	Boeing 737-800 Scandir
2018-12-25 17:45:49	00:00:56	1.96 NM	151 kts	749 feet	Eleftherios Ven	Eleftherios Ven	Boeing 737-800 Scandir

Flights logged: 38, showing 1 to 10 (Click a flight to show details or delete it)

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 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

Date/Time↑	Duration	Distance	Max Speed	Max Altitude	From	To	Aircraft
2018-12-28 22:09:30	00:13:38	5.79 NM	185 kts	1679 feet	Arianda		Beech Baron 58 Paint2
2018-12-27 19:33:31	00:29:45	163.82 NM	472 kts	28990 feet	Diagoras	Antalya	Boeing 737-800 Scandir
2018-12-27 19:17:58	00:03:13	5.74 NM	137 kts	949 feet	Milos	Milos	Beech Baron 58 Paint2
2018-12-26 23:46:13	00:14:19	38.33 NM	200 kts	3300 feet	Paros	Milos	Beech Baron 58 Paint2
2018-12-26 23:37:19	00:07:33	16.46 NM	150 kts	2954 feet	Naxos	Paros	Beech Baron 58 Paint2
2018-12-26 22:41:53	00:54:26	158.32 NM	201 kts	4552 feet	Diagoras	Naxos	Beech Baron 58 Paint2
2018-12-26 18:32:28	00:49:31	293.00 NM	485 kts	28010 feet	Santorini	Diagoras	Boeing 737-800 Scandir
2018-12-26 17:50:25	00:15:23	20.56 NM	117 kts	3542 feet	Shimofusa Aer	Tokyo (Haneda)	Cessna Skyhawk 172SP
2018-12-25 18:07:31	00:34:36	172.67 NM	394 kts	16010 feet	Eleftherios Ven	Santorini	Boeing 737-800 Scandir
2018-12-25 17:45:49	00:00:56	1.96 NM	151 kts	749 feet	Eleftherios Ven	Eleftherios Ven	Boeing 737-800 Scandir

Flights logged: 38, showing 1 to 10

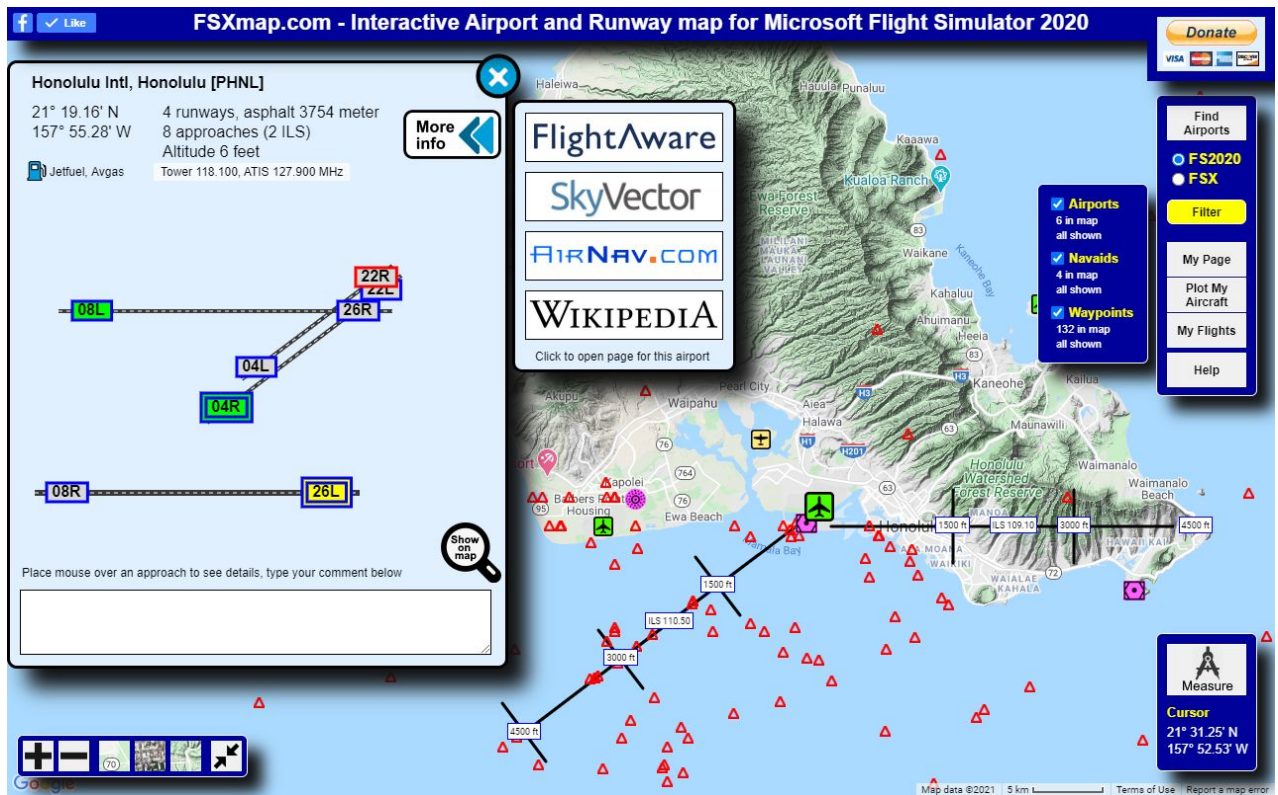
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Details on the clicked flight

Departure date:	2018-12-26	From		To	
Departure time:	18:32:28	Airport:	Santorini	Airport:	Diagoras
Duration:	00:49:31	Latitude:	36° 23.44' N	Latitude:	36° 24.27' N
Distance:	293.00 NM	Longitude:	25° 28.99' E	Longitude:	28° 5.01' E
Max speed:	485 kts	Altitude:	133 feet	Altitude:	29 feet
Average speed:	355 kts				
Max altitude:	28010 feet	Aircraft:	Boeing 737-800 Scandinavian, LN-RNO (Scandinavian, 112)		

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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