CREATING, EDITING AND DELETING FLIGHT PLANS
Table of Contents

Introduction.........................................................1
Creating a basic VFR flight plan.................................8
Creating a basic IFR flight plan..................................16
Creating a complex VFR flight plan..............................23
Creating a complex IFR flight plan..............................30
Adding a leg to an existing flight plan..........................37
Changing the aircraft in use on an existing flight plan......41
Creating circuit traffic............................................44
Deleting existing flight plans....................................49
Adjusting existing flight plan times.............................51
Flight plan errors and how to resolve them....................56
Introduction

This section will cover the menu that allows you to create, edit and delete flight plans.

The Traffic Control Centre tool contains the majority of the tools required to make changes to Traffic X. The first one that we will use is called 'Flight Plans'. It provides us with a comprehensive tool set that will allow us to create a basic VFR flight plan, right through to a complex IFR flight plan.

To access the Flight Plans menu, follow these simple steps

1. Press Start
2. Select All Programs
3. Select Just Flight
4. Select Traffic X
5. Select Traffic Control Centre
6. The Traffic Control Centre menu should appear, select Flight Plans

The Traffic Control Centre tool can also be run directly from the Traffic X folder within the Flight Simulator X directory
Flights Plans main menu

The flight plans main menu has a very simple lay-out:

1. The Airline/Carrier drop-down box allows you to choose which airline/carrier flight plans you wish to view. Every airline included in Traffic X, as well as VFR and Military for each country, will have an entry in this list.

2. The flight plans for the airline/carrier you have chosen will appear here.

   Right clicking on a flight will produce a menu, giving you the ability to add a new flight plan, edit the selected flight plan and delete the selected flight plan. It also allows you to sort the list, either by departure airport or aircraft. This comes in handy when you are trying to locate a particular flight plan.
The flight plan list consists of five columns:

**Departure** – The first airport that the flight plan departs from e.g. a flight from EGLL would display EGLL in this field

**Destination** – The first destination in the flight plan e.g. a flight plan from KLAX would display KSFO in this field

**Dep.Day/Time** – The departure time (and day of the week if it’s a once weekly flight) of the first leg of the flight plan

**Aircraft** – The aircraft in use for this flight

**Repeating** – How often the flight repeats. This can either be daily (every day of the week) or weekly (one day of the week)

3. This button allows you to save any changes you make e.g. deletion of a flight plan from the list

4. This button gives you a chance to cancel any alterations you have made. This is particularly useful if you have accidently deleted a flight plan

5. This button will exit the flight plans menu and take you back to the Traffic Control Centre
**Flight Plan page (flight plan overview menu)**

To create a new flight plan, right-click on the flight plan list (Number 2 on figure 1.1) and choose Add new. The page shown below will appear:

![Flight Plan Page](image)

**FIGURE 1.2 this is the flight plan page (flight plan overview menu)**

This page allows you to start creating your flight plan. It consists of the following fields:

**Aircraft type** – This drop-down list allows you to choose the aircraft type (e.g. A320) that you wish to operate the flight.

**Aircraft** – This is an alternative to the Aircraft Type field, allowing you to choose a specific livery rather than just an aircraft type.

**Registration** – Here you can enter the aircraft registration for your flight e.g. G-EASY.

**Filter to Carrier Fleet** – When this checkbox is selected, the aircraft drop-down list will only show aircraft which are part of the airline’s fleet (this can be set up on the Fleet Database menu).

**Flight Number** – Enter your choice of flight number here e.g. 123.

**Flight Rules** – Here you can select either VFR or IFR, depending on what type of flight plan you wish to create.
**Flight Plan repeats** – This field allows you to decide whether you wish to have the flight operating daily (every day) or weekly (one day of the week).

**Valid from/to** – This allows you to utilise the ChronoTraffic feature of Traffic X, giving you the ability to have a flight plan operating only during certain years e.g. from 1953-1975. Please refer to the ChronoTraffic tutorial for more information on how to use this feature.

**Departure Airport / Destination Airport / Distance** – The airport details of the current (selected) leg.

It also displays information on the different legs that make up your flight plan:

- **Departure** – The airport that the leg is departing from.
- **Dep.Day/Time** – The time (and day of the week if it’s a weekly repeating flight) that the leg departs.
- **Destination** – The airport that the leg is arriving at.
- **Arr.Day/Time** – The time (and day of the week if it’s a weekly repeating flight) that the leg arrives.
- **Flight Nr** – The flight number for the leg.
- **Circuits until** – If the aircraft is carrying out circuits, the time that it stops carrying out circuits appears here.
**Leg Data page**

![Leg Data Page Screenshot](image)

**FIGURE 1.3** this is the Leg Data page

You will need to use the Leg Data page to create new legs for your flight plan. To bring up the Leg Data page, right click in the leg list area and choose **Insert before** from the menu that appears.

**Departure** – (Automatically filled) The airport that this leg will depart from

**Destination** – (Automatically filled) The airport that this leg will terminate at

**Flight Nr** – The flight number for this leg. Press your Enter/Return key to confirm what you have entered

**Departure Time** – Here you can enter a departure time (and select a day of the week if it’s a weekly flight). Flight times need to be entered in a specific format. All times are in 24-hour formats and need to be confirmed by pressing your Enter/Return key. Here are some examples:

To enter a flight time of 8am, you need to enter 0800 and press your Enter/Return key.
To enter a flight time of 4pm, you need to enter 1600 and press your Enter/Return key

**Arrival Time** – (Automatically filled) Showing the time that the aircraft will arrive at the destination for this leg

**Circuits until** – Here you can select the time (and day of the week if it’s a weekly flight) that the aircraft will stop carrying out circuits. This field is only required for flights involving circuits

**Airport Selector** – This drop-down list allows you to select the airport that you wish to enter into either the departure or destination field. You can either scroll down the list to locate the airport or type in the airport code to locate it automatically e.g. entering EGLL and opening the drop-down list will highlight Heathrow

**Country** – Here you can filter the airports shown in the Airport Selector drop-down list to those from a specific country

After you have filled in all of the fields, either choose **Apply and Exit** to save the leg or **Discard and Exit** to discard it and return to the Flight Plan page
Creating a flight plan

This chapter will explain how to create basic and complex VFR and IFR flight plans

How to create a basic VFR flight plan

In this section, we will create a basic VFR flight from Cambridge to Bournemouth, using the Cessna 152. The flight plan will consist of an outbound and return leg.

1. Follow the steps on page 1 of this tutorial, so that you have the Flight Plans page in front of you.

2. We want to create a new VFR flight plan based in the United Kingdom, so select VFR Traffic United Kingdom from the Airline/Carrier drop-down list.

3. Right click on any of the flight plans that appear in the flight plan list and choose Add new from the menu that appears.
5.) Choose one of the Cessna 152's paint schemes from the Aircraft drop-down list. I have chosen Cessna 152 Private livery 1 but feel free to choose any of the available liveries for the aircraft

6.) Type your choice of aircraft registration into the Registration box. I have used G-BGNT in this example

7.) Type your choice of flight number into the Flight Number box. I have used 001 in this example

8.) As we are creating a basic VFR flight, choose VFR from the Flight Rules drop-down list

   VFR = Visual Flight Rules. A flight during which the flight crew will navigate using visual references, visible from the cockpit. Most general aviation flights will be conducted using visual flight rules

9.) We want this flight to operate every day of the week, so select daily from the Flight Plan repeats drop-down list

   Daily – The flight will operate every day of the week

   Weekly – The flight will operate on a particular day of the week (e.g. every Monday)
We will not be using the valid from/to boxes during this tutorial, but these are explained in depth in the ChronoTraffic section of the Traffic X tutorials.

10.) Right click on legs window and choose Insert before. This will bring up the Leg Data page that allows us to create the outbound leg.

11.) Type the airport code for the airfield your VFR flight will be departing from into the Airport Selector box. In this tutorial we will be using Cambridge, with the airport code EGSC. Opening up the drop-down box will show the airport list and highlight Cambridge. Click on the airport. It should be automatically entered into the Airport Selector box.
12.) Click on the **Departure** box. The airfield chosen in the **Airport Selector** box will be automatically entered into the **Departure** box.

13.) Now we will choose the destination airport. This time we will select in using a different method. Choose **United Kingdom** from the **Country** drop-down list. This will filter the airports shown in the **Airport Selector**, so that only airports in the UK are displayed.
14.) Open up the **Airport Selector** and scroll down to select the destination, Bournemouth in this example. Using the same method as in step 12, copy Bournemouth into the **Destination** box.

15.) We are now going to select the departure time for the flight. We want the flight to depart at 8am but there is a specific format in which we need to enter it. Click in the **Time** box and type 0800. You need to press the Enter/Return key on your keyboard to confirm your choice.
Other examples of time: 1pm = 1300  10pm = 2200  4am = 0400

16.) Finally, type the flight number 001 into the **Flight Nr** box. You can now click on **Apply and Exit** to save the leg.

17.) You will be taken back to Flight Plan overview screen. The leg you have created should appear in the leg list. Also notice how the time zones at both the departure and destination airports have been filled in, as well as the distance that the route covers. The time zone is shown relative to GMT. In this example both airports are on GMT.

18.) As you can see, the text is in red. This is alerting you to a problem with the flight plan. However you do not need to worry, move your cursor over the leg and a 'tip box' will appear explaining what the problem is: **"Leg Errors: The leg does not end at the first departure airport in the list"**. In Flight Simulator, an aircraft can visit as many different airports as it likes in a flight plan but it must always end where it began. So all this error is telling us is that our aircraft is currently going from A-B and not A-B-A. We will now add another leg to return the aircraft to Cambridge.

19.) Right click on the leg in the leg list. Several options will appear, choose **Insert after** to create a leg after the one we have already created.
20.) A leg data menu will reappear, allowing us to decide whether the flight will return to Cambridge or proceed to a new destination. It should have automatically loaded Bournemouth into the **Departure** box and Cambridge into the **Destination** box. As we are only creating a simple flight plan that is correct and we can move on to decide on a departure time.

21.) To give our Pilots some time to relax and grab a bite to eat, change the departure time to 15:00. Refer to step 10 if you have forgotten how.

22.) Finally, enter 002 into the **Flight Nr** box and choose **Apply and Exit** to save the changes and return to the Flight Plan page.
23.) The return leg should have appeared underneath the outbound leg as shown in this image. Also note that the red text has gone, indicating that the flight plan is now free of errors.

24.) Choose **Apply and Exit** to save your flight plan.

25.) You should be taken back to the Flight Plan overview page. The flight plan you have just created will appear at the bottom of the list.

26.) Press the **Save Changes** button to add your new flight plan to the VFR United Kingdom flight plan list.

*Congratulations, you have created your first basic VFR flight plan!*
How to create a basic IFR flight plan

In this section, we will create a basic IFR flight from Stansted to Bergerac using Airbus A319. Those of you who have followed the basic VFR flight plan tutorial will be familiar with most of these steps. However there are key differences, so make sure to read all steps

1. Follow the steps on page 1 of this tutorial, so that you have the Flight Plans page in front of you

2. We want to create a new easyJet IFR flight plan, so select EasyJet EZY from the Airline/Carrier drop-down list

3. Right click on any of the flight plans that appear in the flight plan list and choose Add new from the menu that appears
4. Choose **Airbus A319 easyJet** from the **Aircraft** drop-down list.

5. Type your choice of aircraft registration into the **Registration** box. I have used G-EASY in this example.

6. Type your choice of flight number into the **Flight Number** box. I have used 123 in this example.

7. As we are creating a basic IFR flight, choose **IFR** from the **Flight Rules** drop-down list.

   **IFR** = Instrument Flight Rules. A flight during which the flight crew will navigate using information from the cockpit instruments. Most commercial flights will be conducted using instrument flight rules.

8. Select **weekly** from the **Flight Plan repeats** drop-down list.

   - **Daily** – The flight will operate every day of the week.
   - **Weekly** – The flight will operate on a particular day of the week (e.g. every Monday).

We will not be using the **valid from/to** boxes during this tutorial, but these are explained in depth in the ChronoTraffic section of the Traffic X tutorials.
9. Right click on legs window and choose **Insert before**. This will bring up the **Leg Data** page that allows us to create the outbound leg

10. Type the airport code for the airport your IFR flight will be departing from into the **Airport Selector** box. In this tutorial we will be using Stansted, with the airport code EGSS. Opening up the drop-down box will show the airport list and highlight Stansted. Click on the airport. It should be automatically entered into the **Airport Selector** box.

11. Click on the **Departure** box. The airport chosen in the **Airport Selector** box will be automatically entered into the **Departure** box.

12. Now we will choose the destination airport. This time we will select in using a different method. Choose **France** from the **Country** drop-down list. This will filter the airports shown in the **Airport Selector**, so that only airports in France are displayed.
13. Open up the **Airport Selector** and scroll down to select the destination, Bergerac (with a code of LFBE) in this example. Using the same method as in step 7, copy Bergerac into the **Destination** box.

14. We are now going to select the departure time for the flight. We want the flight to depart at 1pm but there is a specific format in which we need to enter it. Click in the **Time** box and type 1300. You need to press the Enter/Return key on your keyboard to confirm your choice.

Other examples of time:  
2pm = 1400  
11pm = 2300  
5am = 0500

15. As this is a weekly flight, you need to choose which day of the week it operates on. Select **Sun** from the drop-down list so that our flight operates every Sunday.
16. Finally, type the flight number 123 into the Flight Nr box. You can now click on Apply and Exit to save the leg.

17. You will be taken back to Flight Plan overview screen. The leg you have created should appear in the leg list. Also notice how the time zones at both the departure and destination airports have been filled in, as well as the distance that the route covers. The time zone is shown relative to GMT. In this example our departure airport is on GMT and our destination is on GMT+1.

18. As you can see, the leg text is in red. This is alerting you to a problem with the flight plan. However you do not need to worry, move your cursor over the leg and a 'tip box' will appear explaining what the problem is: "Leg Errors: The leg does not end at the first departure airport in the list". In Flight Simulator, an aircraft can visit as many different airports as it likes in a flight plan but it must always end where it began. So all this error is telling us is that our aircraft is currently going from AB and not A-B-A. We will now add another leg to return the aircraft to Stansted.

19. Right click on the leg in the leg list. Several options will appear, choose Insert after to create a leg after the one we have already created.
20. A leg data menu will reappear, allowing us to decide whether the flight will return to Stansted or proceed to a new destination. It should have automatically loaded Bergerac into the Departure box and Stansted into the Destination box. As we are only creating a simple flight plan that is correct and we can move on to decide on a departure time.

21. To give the crew time to disembark the outbound passengers and get the return leg passengers on board, we will change the departure time to 16:00. Refer to step 10 if you have forgotten how.

22. Finally, enter 456 into the Flight Nr box and choose Apply and Exit to save the changes and return to the Flight Plan page.

23. The return leg should have appeared underneath the outbound leg as shown in this image. Also note that the red text has gone, indicating that the flight plan is now free of errors.

24. Choose Apply and Exit to save your flight plan.
25. You will be taken back to the Flight Plan overview page. The flight plan you have just created will appear at the bottom of the list.

26. Press the **Save Changes** button to add your new flight plan to the easyJet flight plan list.

Congratulations, you have created your first basic IFR flight plan!
How to create a complex VFR flight plan

In this section, we will create a complex VFR flight from Denham -> Leicester-> White Waltham -> Denham using a Piper Cherokee. Those of you who have followed the basic VFR and IFR flight plan tutorials will be familiar with most of these steps. However there are key differences, so make sure to read all steps

1. Follow the steps on page 1 of this tutorial, so that you have the Flight Plans page in front of you

2. We want to create a new VFR flight plan based in the United Kingdom, so select VFR Traffic United Kingdom from the Airline/Carrier drop-down list

3. Right click on any of the flight plans that appear in the flight plan list and choose Add new from the menu that appears
1. Choose **Piper Cherokee 180 Classic Paint 1** from the **Aircraft** drop-down list

2. Type your choice of aircraft registration into the **Registration** box. I have used G-PIPR in this example

3. Type your choice of flight number into the **Flight Number** box. I have used 001 in this example

4. As we are creating a complex VFR flight, choose VFR from the **Flight Rules** drop-down list

   VFR= Visual Flight Rules. A flight during which the flight crew will navigate using visual references, visible from the cockpit. Most general aviation flights will be conducted using visual flight rules

5. Select **daily** from the **Flight Plan repeats** drop-down list

   - Daily – The flight will operate every day of the week
   - Weekly – The flight will operate on a particular day of the week (e.g. every Monday)

We will not be using the **valid from/to** boxes during this tutorial, but these are explained in depth in the ChronoTraffic section of the Traffic X tutorials
6. Right click on legs window and choose **Insert before**. This will allow us to create the first leg of the flight plan.

7. Type the airport code for the airfield your VFR flight will be departing from into the **Airport Selector** box. In this tutorial we will be using Denham, with the airport code EGLD. Opening up the drop-down box will show the airport list and highlight Denham. Click on the airport. It should be automatically entered into the **Airport Selector** box.

8. Click on the **Departure** box. The airfield chosen in the **Airport Selector** box will be automatically entered into the **Departure** box.

9. Now we will choose the destination airport. This time we will select in using a different method. Choose **United Kingdom** from the **Country** drop-down list. This will filter the airports shown in the **Airport Selector**, so that only airports in the UK are displayed.
10. Open up the **Airport Selector** and scroll down to select the destination, Leicester in this example. Using the same method as in step 7, copy Leicester into the **Destination** box.

11. We are now going to select the departure time for the flight. The Pilots will need to set off early in order to fly all of the legs before night fall. We want the flight to depart at 6am but there is a specific format in which we need to enter it. Click in the time box and type 0600. You need to press the Enter/Return key on your keyboard to confirm your choice.

12. Finally, type the flight number 001 into the **Flight Nr** box. You can now click on **Apply and Exit** to save the leg.

13. You will be taken back to Flight Plan overview screen. The leg you have created should appear in the leg list. Also notice how the time zones at both the departure and destination airports have been filled in, as well as the distance that the route covers. The time zone is shown relative to GMT. In this example they are on GMT.

14. As you can see, the text is in red. This is alerting you to a problem with the flight plan. However you do not need to worry, move your cursor over the leg and a 'tip box' will appear explaining what the problem is: **"Leg Errors: The leg does not end at the first departure airport in the list"**. In Flight Simulator, an aircraft can visit as many different airports as it likes in a flight plan but it must always end where it began. So all this error is telling us is that our aircraft is currently going from A-B and not A-B-A. This issue will be resolved when we enter our final leg, which will take us back to Denham.
15. Right click on the leg in the leg list. Several options will appear, choose **Insert after** to create a leg after the one we have already created.

16. A leg data menu will reappear, allowing us to decide whether the flight will return to Denham or proceed to a new destination. It should have automatically loaded Leicester into the **Departure** box and Denham into the **Destination** box. As we are creating a complex flight plan, we need to change what has been automatically entered.

17. Enter the airport code for White Waltham, EGLM into the **Airport Selector** box, open the list and select White Waltham. Copy it into the **Destination** box.

18. Enter a departure time of 1300. Make sure to press the Enter/Return key to confirm your choice of time.
19. Type the flight number 002 into the **Flight Nr** box and choose **Apply and Exit** to save this leg.

20. The flight plan leg list will now show the two legs that we have created. Notice how the second leg has now become red, whilst the first has become black. This is just reminding us that the second leg hasn't taken us back to the airport we first departed from, Denham. We will now add our final leg.

21. Right click on the second leg and choose **Insert after**. A new leg data page will appear.

22. White Waltham should automatically appear in the **Departure** box and Denham should be present in the **Destination** box. That will save us some time!

23. Rather than editing the departure time and flight number, choose **Apply and Exit** to add this leg to the flight plan.

24. Notice how the last leg is red, hovering your mouse cursor over the leg will give the reason for the error: **"The leg needs to start minimum 50 minutes after the previous leg end"**. There needs to be at least a fifty minute gap between your arrival at the airport and your departure from it. This is a restriction that Flight Simulator imposes. It simulates the length of time required to 'turn around' the aircraft. On a VFR flight this could involve re-fuelling and paying your landing fees whilst an IFR flight would need to prepare their flight plan for the next leg or possibly swap a plane load of passengers.

25. Right click on the leg and choose **Edit**

26. The leg data page will appear again. Enter a departure time of 15:00 and the flight number 003. Click **Apply and Exit** to save the changes.
27. No legs should be highlighted in red text and hovering over the legs should reveal the message, "**Leg errors: No errors**". If this is not the case, please ensure you have followed all of the steps.

![Image](image1.png)

28. Choose **Apply and Exit** to save your flight plan

29. You should be taken back to the Flight Plan overview page. The flight plan you have just created will appear at the bottom of the list.

![Image](image2.png)

30. Press the **Save Changes** button to add your new flight plan to the VFR United Kingdom flight plan list

Congratulations, you have created your first complex VFR flight plan!
How to create a complex IFR flight plan

In this section, we will create a complex IFR flight from Luton -> Manchester -> Edinburgh -> Luton using a Dash 8. Those of you who have followed the complex IFR flight plan tutorial will be familiar with most of these steps. However there are key differences, so make sure to read all steps

1. Follow the steps on page 1 of this tutorial, so that you have the Flight Plans page in front of you

2. We want to create a new IFR flight plan for Flybe, so select **Flybe BEE** from the **Airline/Carrier** drop-down list

3. Right click on any of the flight plans that appear in the flight plan list and choose **Add new** from the menu that appears
1. Choose DeHavilland Dash 8 Flybe from the Aircraft drop-down list

2. Type your choice of aircraft registration into the Registration box. I have used G-FLYB in this example

3. Type your choice of flight number into the Flight Number box. I have used 001 in this example

4. As we are creating a complex IFR flight, choose IFR from the Flight Rules drop-down list

   IFR = Instrument Flight Rules. A flight during which the flight crew will navigate using information from the cockpit instruments. Most commercial flights will be conducted using instrument flight rules

5. Select daily from the Flight Plan repeats drop-down list

   Daily – The flight will operate every day of the week

   Weekly – The flight will operate on a particular day of the week (e.g. every Monday)

We will not be using the valid from/to boxes during this tutorial, but these are explained in depth in the ChronoTraffic section of the Traffic X tutorials
6. Right click on legs window and choose 'Insert before'. This will allow us to create the first leg of the flight plan.

7. Type the airport code for the airfield your IFR flight will be departing from into the Airfield Selector box. In this tutorial we will be using Luton, with the airport code EGGW. Opening up the drop-down box will show the airport list and highlight Luton. Click on the airport. It should be automatically entered into the Airfield Selector box.

8. Click on the Departure box. The airfield chosen in the Airfield Selector box will be automatically entered into the Departure box.
9. Now we will choose the destination airport. This time we will select in using a different method. Choose United Kingdom from the Country drop-down list. This will filter the airports shown in the Airport Selector, so that only airports in the UK are displayed.

10. Open up the Airport Selector and scroll down to select the destination, Manchester in this example. Using the same method as in step 7, copy Manchester into the Destination box.

11. We are now going to select the departure time for the flight. As we are only doing short 'hops' across the UK, we can set off at a leisurely 11am. There is a specific format in which we need to enter this departure time. Click in the time box and type 1100. You need to press the Enter/Return key on your keyboard to confirm your choice.

12. Finally, type the flight number 001 into the Flight Nr box. You can now click on Apply and Exit to save the leg.

13. You will be taken back to Flight Plan overview screen. The leg you have created should appear in the leg list. Also notice how the time zones at both the departure and destination airports have been filled in, as well as the distance that the route covers. The time zone is shown relative to GMT. In this example they are on GMT.

14. As you can see, the text is in red. This is alerting you to a problem with the flight plan. However you do not need to worry, move your cursor over the leg and a 'tip box' will appear explaining what the problem is: "Leg Errors: The leg does not end at the first departure airport in the list". In Flight Simulator, an aircraft can visit as many different airports as it likes in a flight plan but it must always end where it began. So all this error is telling us is that our aircraft is currently going from A-B and not A-B-A. This issue will be resolved when we enter our final leg, which will take us back to Luton.
15. Right click on the leg in the leg list. Several options will appear, choose **Insert after** to create a leg after the one we have already created.

16. A leg data menu will reappear, allowing us to decide whether the flight will return to Luton or proceed to a new destination. It should have automatically loaded Manchester into the **Departure** box and Luton into the **Destination** box. As we are creating a complex flight plan, we need to change what has been automatically entered.

17. Enter the airport code for Edinburgh, EGPH into the **Airport Selector** box, open the list and select Edinburgh. Copy it into the Destination box.

18. We want a quick turn-around time, so enter a departure time of 1330. Make sure to press the Enter/Return key to confirm your choice of time.
19. Type the flight number 002 into the **Flight Nr** box and choose **Apply and Exit** to save this leg.

20. The flight plan leg list will now show the two legs that we have created. Notice how the second leg has now become red, whilst the first has become black. This is just reminding us that the second leg hasn't taken us back to the airport we first departed from, Luton. We will now add our final leg.

21. Right click on the second leg and choose **Insert after**. A new leg data page will appear.

22. Edinburgh should automatically appear in the **Departure** box and Luton should be present in the **Destination** box. That will save us some time!
23. Rather than editing the departure time and flight number, choose **Apply and Exit** to add this leg to the flight plan.

24. Notice how the last leg is red, hovering your mouse cursor over the leg will give the reason for the error: *"The leg needs to start minimum 50 minutes after the previous leg end"*. There needs to be at least a fifty minute gap between your arrival at the airport and your departure from it. This is a restriction that Flight Simulator imposes. It simulates the length of time required to 'turn around' the aircraft. On a VFR flight this could involve re-fuelling and paying your landing fees whilst an IFR flight would need to prepare their flight plan for the next leg or possibly swap a plane load of passengers.

![Image](image.jpg)

25. Right click on the leg and choose **Edit**

26. The leg data page will appear again. We want another quick turn-around so enter a departure time of 15:00 and the flight number 003. Click **Apply and Exit** to save the changes.

27. No legs should be highlighted in red text and hovering over the legs should reveal the message, *"Leg errors: No errors"*. If this is not the case, please ensure you have followed all of the steps.

28. Choose **Apply and Exit** to save your flight plan.

29. You should be taken back to the Flight Plan overview page. The flight plan you have just created will appear at the bottom of the list.

30. Press the **Save Changes** button to add your new flight plan to the Flybe flight plan list.

Congratulations, you have created your first complex IFR flight plan!
Editing a flight plan

This chapter will explain how to edit existing flight plans. We will add and remove legs, change flight times and the aircraft used for the route.

Adding an extra leg

This section will explain how to add extra legs to an existing flight plan. We will be adding an extra leg to a Royal Air Force Flight

1. Follow the steps on page 1 of this tutorial, so that you have the Flight Plans page in front of you

2. We want to edit an existing RAF flight plan, so select Armed Forces United Kingdom from the Airline/Carrier drop-down list

3. Scroll down the list of flight plans and find the EGVN -> OAIX flight, using the Vickers VC-10 (101 Sqn)
4. Right click on the flight plan and choose **Edit**

5. The flight plan summary page will appear showing the details of the flight. We want to add an overnight stop so that instead of the VC-10 going directly from Brize Norton to Bagram in Afghanistan, it will have a lay-over at RAF Akrotiri in Cyprus

6. Right click on the outbound leg, from EGVN to OAIX, and choose **Edit**
7. We are going to change the destination airfield to Akrotiri. Type LCRA into the **Airport Selector** drop-down box and open it to reveal Akrotiri. Select the airfield and then click inside the **Destination** box to alter the current entry. Click on **Apply and Exit** to save the changes and return to the flight plan overview screen.

8. The second leg should now be highlighted in red text. This indicates that the leg contains an error. Click on the leg and hover your cursor over it to reveal what the error is. This message should appear, "**Leg errors: The leg does not start at the previous destination airport**". This is simply informing us that the flight plan is going from Brize Norton to Akrotiri but then is suddenly making its next departure from Bagram, which is of course physically impossible! We will now resolve the error by adding a new leg in between the two existing legs.
9. Right click the second leg and choose **Insert before**. A new leg data menu will appear, allowing us to create a leg from Akrotiri to Bagram. As you can see, it's kindly chosen the correct departure and destination airfields. To make sure VC-10 makes it to Bagram before nightfall, change the departure time to 1pm. You can do this by typing 1300 into the **Time** box and pressing the Enter/Return key. Change the flight number to 1051 and use the **Apply and Exit** button to save the leg.

10. The leg you have just created will appear in between the original two legs. The last leg is still highlighted red and moving your cursor over it will reveal a new error, "**Leg errors: The leg needs to start a minimum 50 minutes after the previous leg end**". This is telling us that the return flight from Bagram to Brize Norton cannot leave until at least 50 minutes after its arrival from Akrotiri. This is a restriction that Flight Simulator imposes. It simulates the length of time required to 'turn around' the aircraft. On a VFR flight this could involve re-fuelling and paying your landing fees whilst an IFR flight would need to prepare their flight plan for the next leg or possibly swap a plane load of passengers.

11. We will need to edit the third leg and amend the departure time. Right click on the leg and choose **Edit**. The leg data menu will appear giving the full details of the flight returning to Brize Norton. Change the departure time to 11pm (23:00) and click on **Apply and Exit** to save the changes.

12. Upon returning to the Flight Plan overview page, you should be presented with an error free leg list. If you do still have errors with any of the legs, please make sure you have followed every step carefully.

13. Click on **Apply and Exit** one final time to save the flight plan and you will be taken back to the Flight Plan list for Armed Forces United Kingdom. You should see that flight plan we edited now shows a departure code of 'EGVN' and destination code 'LCRA'. This tells us that the alterations we made have taken effect.
14. Click **Save Changes** followed by **Exit** to save all changes made to the Armed Forces United Kingdom.

15. Press **Exit** to return to the Traffic Control Centre

Congratulations, you have successfully edited your first flight plan!

**Changing the aircraft in use**

In this section we will change the aircraft in use for an existing British Airways flight plan. This is a very straight forward task thanks to the Traffic Control Centre.

1. Follow the steps on page 1 of this tutorial, so that you have the Flight Plans page in front of you

2. We want to edit an existing flight plan for British Airways, so select **British Airways BAW** from the **Airline/Carrier** drop-down list
1.) We are going to take advantage of British Airways' comprehensive aircraft fleet by ditching an older 737-500 in favour of the newer Airbus A320. Select the flight plan shown in the image below, the 08:25 from EDDS -> EGKK. Right click the flight plan and choose **Edit**

![Edit Flight Plan](image1)

2.) Currently 737-500 is shown in the **Aircraft Type** box. Click on the arrow to bring up the drop-down list and select **Airbus A320**. Alternatively choose a specific British Airways A320 livery from the **Aircraft** drop-down box.

![Select Aircraft Type](image2)

3.) Click on **Apply and Exit** to save the changes you have made.
4.) You should be taken back to the Flight Plan list for British Airways. Check that the aircraft in use is now the Airbus A320 and click on **Save Changes** followed by **Exit**

![Flight Plan List](image)

Congratulations, you have successfully changed the aircraft in use on this route!
Creating circuit traffic

In this section we will create a VFR circuit flight at Conington airfield using a Cessna 172

1. Follow the steps on page 1 of this tutorial, so that you have the Flight Plans page in front of you

2. We want to create a new VFR flight plan based in the United Kingdom, so select VFR Traffic United Kingdom from the Airline/Carrier drop-down list

3. Right click on any of the flight plans that appear in the flight plan list and choose Add new from the menu that appears
1. Choose one of the Cessna 172's paint schemes from the Aircraft drop-down list.

2. Type your choice of aircraft registration into the Registration box. I have used G-ABCD in this example.

3. Type your choice of flight number into the Flight Number box. I have used 001 in this example.

4. As we are creating a basic VFR flight, choose VFR from the Flight Rules drop-down list.

VFR = Visual Flight Rules. A flight during which the flight crew will navigate using visual references, visible from the cockpit. Most general aviation flights will be conducted using visual flight rules.

5. Select daily from the Flight Plan repeats drop-down list.

   Daily – The flight will operate every day of the week
   Weekly – The flight will operate on a particular day of the week (e.g. every Monday)

We will not be using the valid from/to boxes during this tutorial, but these are explained in depth in the ChronoTraffic section of the Traffic X tutorials.
6. Right click on legs window and choose **Insert before**. This will allow us to create the outbound leg. Type the airport code for the airfield your VFR flight will be departing from. In this tutorial we will be taking off, performing circuits and landing at Conington, with the airport code EGSE. Opening up the drop-down box will show the airport list and highlight Conington. Click on the airport. It should be automatically entered into the **Airport Selector** box.

7. Click on the **Departure** box. The airfield chosen in the **Airport Selector** box will be automatically entered into the **Departure** box.

![Image of the software interface showing the Departure and Circuits until boxes.

8. As the destination airport is the same as the departure, click on the **Destination** box to automatically enter Conington into it.

9. We are now going to select the departure time for the flight. We want the flight to depart at 2pm but there is a specific format in which we need to enter it. Click in the **Time** box and type 1400. You need to press the Enter/Return key on your keyboard to confirm your choice.

10. Now we are going to enter the time that the aircraft will finish carrying out the circuits. Using the same method as explained in the previous step, enter 17:00 into the **Circuits until** box.

11. Finally, type the flight number 001 into the **Flight Nr** box. You can now click on **Apply and Exit** to save the leg.
12. You will be taken back to Flight Plan overview screen. The leg you have created should appear in the leg list. Also notice how the time zones at both the departure and destination airports have been filled in, as well as the distance that the route covers. The time zone is shown relative to GMT. In this example they are on GMT.

13. This flight does not require a second leg as it is only carrying out circuits at a single airport. So go ahead and choose **Apply and Exit** to save your flight plan.
14. You should be taken back to the Flight Plan overview page. The flight plan you have just created will appear at the bottom of the list.

15. Press the **Save Changes** button to add your new flight plan to the VFR United Kingdom flight plan list.

Congratulations, you have created your first bit of circuit traffic!
Deleting an existing flight plan

In this section we will delete an existing flight plan. This is a very straight forward task thanks to the Traffic Control Centre.

1. Follow the steps on page 1 of this tutorial, so that you have the Flight Plans page in front of you.

2. We want to create a new VFR flight plan based in the USA, so select **VFR Traffic United States** from the **Airline/CARRIER** drop-down list.

3. Select the first flight plan from the list that uses the Cessna 172, it departs from 02C and its destination is 03D.
4. Right click on the entry and choose **Delete**

5. You should see that the entry has been removed from the list
6. If you want to save the changes you have made, you would need to click on **Save Changes**. If you accidently deleted the wrong flight plan then you can simply choose **Cancel Changes** to cancel the deletion.

That's it! You have successfully deleted a flight plan

### Changing times of existing flight plans

In this section we will change the times of an existing flight plan. This is a very straightforward task thanks to the Traffic Control Centre.

1. Follow the steps on page 1 of this tutorial, so that you have the Flight Plans page in front of you

2. We want to create a new IFR flight plan for American Airlines, so select **American Airlines AAL** from the **Airline/Carrier** drop-down list
3. Right click on the first flight plan in the list, KDFW-KJFK using the Boeing 757-200 and choose **Edit**

4. The flight plan summary menu will appear. The aim of the exercise is to bring all of the flight times forward so that all of the customers are in bed by midnight rather than the small hours of the morning. To do this we will need to alter each one of the legs shown here
5. We are going to start at the top, so right click on the first leg and choose **Edit** to bring up the Leg Data menu.

6. As you can see, the departure time for the first leg is 12:35. In order to complete all four legs before midnight, our passengers will have to endure a much earlier start! Click on the **Time** box, type in 0900 to tell the tool we want a 9am departure and press the Enter/Return key to confirm it. The time should now appear as '09:00'. Press **Apply and Exit** to save the changes.

7. You will be taken back to the flight plan summary. The flight will now arrive in JFK at 12:37. However notice how none of the times for the other legs have changed, so it won't be departing JFK again until 17:12. Gate space is a real commodity at JFK, so we don't have the luxury of spending over four hours there. So let's bring the next leg forward. Right click on the second leg and choose **Edit**.
8. Change the departure time for this leg to 1pm by entering 1300 and confirm your choice by hitting the Enter/Return key. Press **Apply and Exit** to save the alteration.

9. Upon your return to the flight plan summary screen, you should see that the second leg is now highlighted in red. Click on it and hover your mouse cursor over the leg to display the problem. The error, "**The Leg needs to start minimum 50 minutes after the previous leg end**", should appear. This is informing us that the departure time of second leg must be at least 50 minutes after the arrival time for the first leg. This is a restriction that Flight Simulator imposes. It simulates the length of time required to 'turn around' the aircraft. On a VFR flight this could involve re-fuelling and paying your landing fees whilst an IFR flight would need to prepare their flight plan for the next leg or possibly swap a plane load of passengers. This is the most common error you will come across when altering flight times.

10. Go back into the Leg Data menu for the second leg and change the flight time to a more reasonable 2pm, 14:00. The leg error should now disappear. You can verify this by hovering your cursor over the leg, "**Leg errors: No errors**", should be displayed.
11. Now that you have mastered the process of altering flight times, alter the final two legs so that the departure times match those shown below.

12. If you have followed all of the steps carefully, your flight should now start its day at 09:00 and be done by 23:22, without any leg errors. Click **Apply and Exit** to save the changes.

Congratulations, you have successfully changed the flight times in use on this route.
Error messages and how to resolve them

This section covers all of the error messages that you might see when creating or editing flight plans. It provides an example of the errors and explains how to resolve them.

- The last leg does not end at the first departure airport in the list

In Flight Simulator X an aircraft can visit as many different airports as it likes in a flight plan but it must always end where it began. This error is informing you that your flight plan is not returning to the original airport and therefore it will not appear in Flight Simulator X.

Example:

This flight has two legs. The first takes it from Heathrow (EGLL) to Manchester (EGCC), the second takes it from Manchester (EGCC) to Edinburgh (EGPH). As you can see, there is no third leg taking it back to Heathrow (EGLL) and therefore an error is shown.

In the case of this example, you could either create a single leg taking it back to Heathrow (EGLL) or route it via Manchester (EGCC) to replicate the outbound legs.
• The leg does not start at the previous destination airport

As is the case in the real-world, each leg must start from the same airport that the last leg finished at. A flight plan cannot go from A-B-D-E; it must go A-B-C-D-E, as an AI aircraft cannot 'jump' to a new airport part way through a flight plan.

Example:

This flight has three legs. The first leg takes the aircraft from Los Angeles (KLAX) to San Francisco (KSFO), the second leg then takes it from San Francisco (KSFO) to Seattle (KSEA). Finally, the third leg takes it from Denver (KDEN) back to Los Angeles (KLAX). As you can see, the flight plan has no leg taking the aircraft from Seattle (KSEA) to Denver (KDEN). It cannot transport itself to Denver and therefore the error is shown.

To resolve this issue you would simply need to add an extra leg, taking the aircraft from Seattle (KSEA) to Denver (KDEN).
• The destination airport is out of range for that aircraft

All of the AI aircraft included in Traffic X have a maximum range, expressed in nautical miles (nm). If any leg within a flight plan has a distance which exceeds the maximum range for the aircraft you have chosen, this error will be shown.

Example:

In this example, I have created a flight plan taking an A320 from Heathrow (EGLL) to San Francisco (KSFO). The A320 has a maximum range of approx. 3000 miles, yet I've used it for a 4649nm route. As this far exceeds the range, the error is shown

There are two ways to resolve this issue:

1.) If, like in the example shown above, you have used an aircraft which simply doesn't have the range required for the flight plan, you will need to change the aircraft in use.

2.) If you believe that the maximum range for the aircraft you have used is incorrect, you can amend it using the 'Fleet Database' menu
- The leg needs to start a minimum of 50 minutes after the previous leg end

This is a restriction that Flight Simulator imposes. It simulates the length of time required to 'turn around' an aircraft. On a VFR flight this could involve re-fuelling and paying your landing fees whilst an IFR flight would need to prepare their flight plan for the next leg or possibly swap a plane load of passengers.

Example:

As you can see, the return leg is set to depart only 30 minutes after the flight has arrived at the airport. A minimum of 50 minute is required and therefore the error appears

Addressing this error is very straightforward, simply edit the return leg and postpone its departure by 20 minutes or more
Credits & Copyright

Author - Martyn Northall

Traffic X Program – Wolfgang Schwarz

Marketing – Scott Phillips, Mark Embleton

©2009 Martyn Northall, Just Flight. All rights reserved. Just Flight and the Just Flight logo are trademarks of Just Flight Limited, 2 Stonehill, Stukeley Meadows, Huntingdon, PE29 6ED, UK.