



# Guide to FsMovMap2

FsMovMap2 is a moving map and display tool for Microsoft Flight Simulator X and Prepar3D. It is designed to be easy to use and to enhance your flight simulator experience.

If you have any questions or suggestions, feel free to contact me at [fsmovmap@gmail.com](mailto:fsmovmap@gmail.com).

## 1. Installation

In order to work, you'll need to install a server application on the computer, where the flight simulator is running, and the client app on your Android device.

### Server

The server application can be downloaded on [www.rahsim.com](http://www.rahsim.com). Just download the latest FsMovMapServerSetup.exe and install it. You will need at least Microsoft .Net Framework 4.0 for the application to run.

### Client

The client can be downloaded in the [Google Play Store](https://play.google.com/store/apps/details?id=com.fsmovmap). There are a "Free" version and an ad-free "Pro" version available.

## 2. Server

The "Server-IP" list contains the server's IP-address which you'll need to enter in the client App. If there's more than one address you can choose the one you want to make a connection to. Most probably it's the first one on the list.

After you have started your flight simulator, you should start the server application. With the "Start Server"-Button the server application will check if it's still up to date and the status should be "Waiting for Connections...".

The "Create Airport List"-Button allows you to create a list of airports from your flight simulator. You can choose between a "Quick"-Mode and a "Complete"-Mode. The Quick-Mode searches your flight simulator's standard scenery files for airports. The "Complete"-Mode also takes external scenery files into account and could take much longer. In both modes you will have to set your flight simulator root directory. In the "Complete"-Mode you will also have to set the directory where your Scenery.cfg is located.

After the Airport List is created, and if you have a client connected, you could transfer all airports to the client using the “Transfer Airport List”-Button.

The “Import Flightplan”-Button enables you import some 3<sup>rd</sup>-Party flightplans like Level-D or PMDG.

You could select the “Flightplan Directory” to tell the client where to look for your flight simulator flightplans.

### Command Line Options

You could also start the server from command line with the following options:



**/start** starts the server and lets it wait for connections

**/minimize** minimizes the server window

### External Connections






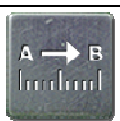

If you want to connect with your phone or tablet to your Flight Simulator away from your home network, you will have to open Port 11000 on your network (please refer to your router manual for details). Then you could connect the client to the external IP Address of your network.









## 3. Client

For a quick start you should enter the settings screen  and enter the server IP (see above) into the Server IP field. Return to the main screen and connect to the server . The server should now display, that a new client is connected.

### Main Screen

The following buttons and options are available

	<p>Loads the airport list. The airport list should be previously created on the server (see above). Please note that airports are not displayed when the map is far zoomed out.</p>
	<p>First click: Loading the list. This might take a while After it is loaded, you could display/hide the airports on the map by</p>
	<p>clicking  and .</p>
	<p>Measures the distance and heading to a chosen point on the map.</p>
	<p>Switches the map between Map-, Satellite- and Terrain-Mode.</p>

	Enters the Flightplan List where you could choose to load a flightplan manually. The flightplan directory has to be set in the server. With the button in the upper right corner of the list you could sort the available flightplans by name (ascending) or date (descending).
	Enters the Flight Data screen. This screen shows various flight data. You could switch between the metric and/or imperial/US system by clicking the button in the upper right corner. The "Pro" version allows you to choose which data you want to display on the main screen.
	Enters the Settings Screen (see below).
	Switches the map orientation between north and the direction of flight
	Displays/hides range circles
	Centers the map on the aircraft/switches to free movement mode
	Enables/Disables automatic zoom. To reset the automatic zoom (e.g. after landing) disable it and enable it again.
	Connects to the server/shows connection state

## **Settings Screen**

Under Server IP please enter the IP-address of the server as found in the server application.

With the Refresh Rate setting you could define how often flight data is transferred from the server. Fast refresh rates may lag the app.

Display Traffic defines what traffic should be displayed on the map. You can choose between Simulator AI traffic, IVAO traffic or no traffic at all.

With the Traffic Refresh Rate setting you could define how often Simulator AI traffic is transferred from the server. Fast refresh rates may lag the app.

IVAO Traffic Display Range sets the range around the current location where IVAO traffic (if enabled) is displayed.

If you flying within the IVAO network you should set your Own IVAO ID to prevent your aircraft from being displayed twice.

With the Font Size setting you can adjust the font size to your needs.

If you experience stuttering on the map, you might choose to switch the Camera Movement setting.

Autozoom Settings lets you define your preferred mode for the automatic zoom. You can choose to calculate the zoom levels according to an exponential function or use fixed zoom levels for certain altitudes.

#### 4. Performance

To improve performance, you should consider the following steps:

1. The Airport List eats quite some performance. Hide the airports if you don't need them
2. The range circles need some calculations. You might choose to disable them.
3. Traffic eats some performance as well. You might choose to disable it.

Feel free to contact me for any questions or suggestions.

***Enjoy your flight!***