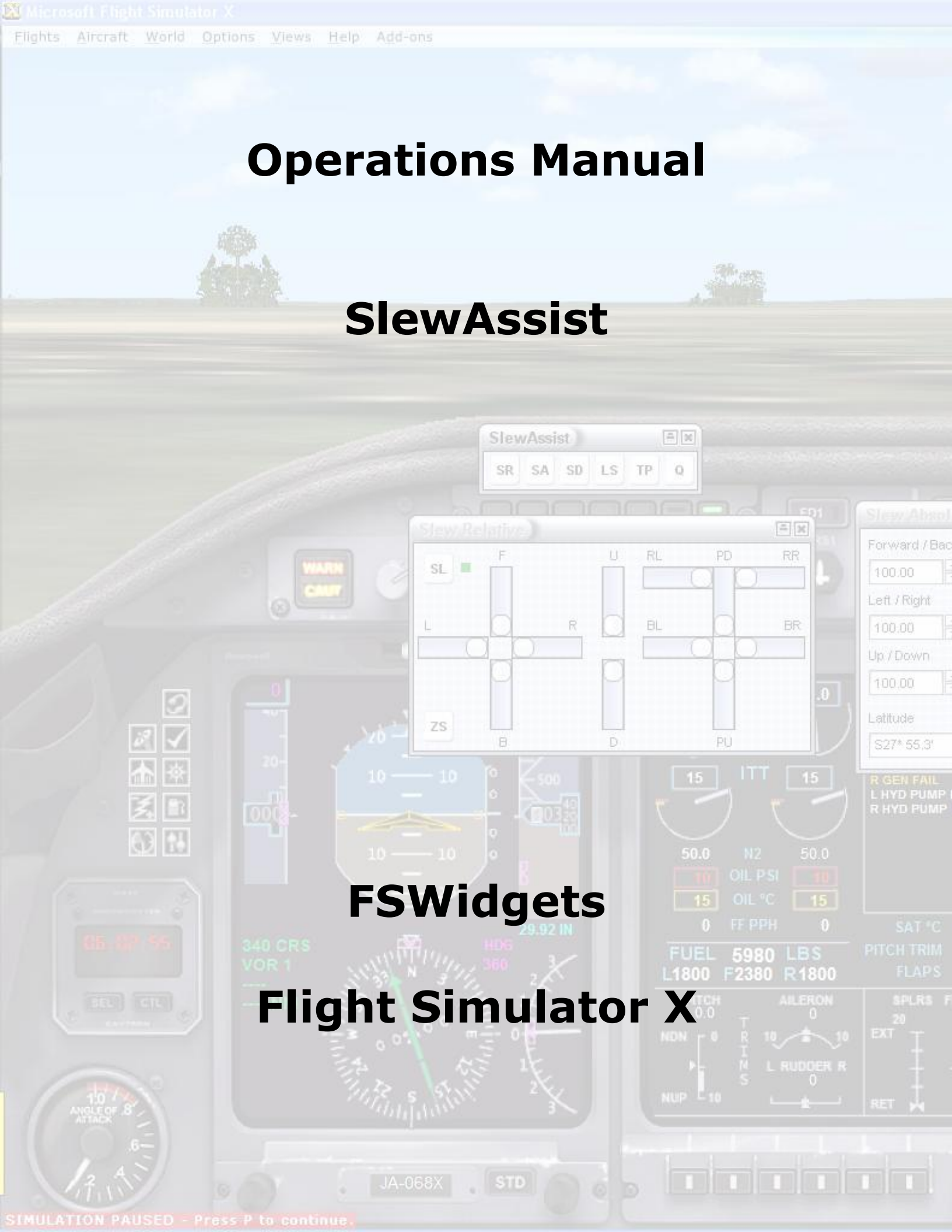
Operations Manual

SlewAssist



FSWidgets

Flight Simulator X

Publication Index

Welcome and Thankyou

Thankyou for your interest in FSWidgets SlewAssist. Please grab a coffee (or a Jack Daniels) and spend 10 minutes reading this operations manual before use. We have strived to make the software simple and intuitive to use, however, there are likely some hidden features and functionality that will only become apparent after reading this guide. Should you require further information, have a suggestion for new features, or simply want to discuss SlewAssist with others, please visit our website or forums, or contact us directly via email. We reply to every email we receive and we monitor our support forums regularly.

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Please note, FSWidgets SlewAssist is intended for flight simulation only and is not to be used for real word navigation.

Introduction

The FSWidgets SlewAssist is, fundamentally, software that permits mouse controlled movement of the aircraft during flight, in many different ways and combinations. Although the software is called "SlewAssist", it is important to note that its capabilities may be used when FSX is in **Slew Mode**, **Pause Mode**, or **Regular Flight Mode**.

Since "Slewing" was introduced as a feature in Flight Simulator many versions ago, the only way to actually slew the aircraft was via the provided hotkeys (fast and slow slewing). This method gives very little control of preciseness and does not easily cater for the exacting needs of today's scenery designers and general flight simulation users.

FSWidgets are proud to release an industry first in features and functionality with SlewAssist. Please note it can only be used with FSX, it will not work with Flight Simulator versions prior to FSX.

Notable Features

- Mouse controlled movement of the aircraft in Slew Mode, Pause Mode or Regular Flight Mode.
- Modular design, so only the screens required need to be visible at any given time.
- All screens "Roll Up" to minimize screen space and enable maximum viewing outside the cockpit.
- Can be used with all aircraft without any configuration required.
- Can be used remotely on a network connected machine, either on a local LAN or on another computer half way across the world via the internet.
- Precise movement is possible based on units of measure including Millimeters, Centimeters, Meters, Kilometers, Inches, Feet, Yards, Decimiles, Decinmiles, Miles and Nautical Miles.
- Absolute movement of latitude, longitude, altitude, pitch, bank and heading.
- Relative movement of latitude, longitude, altitude, pitch, bank and heading.
- Ability to save movement values and settings for reuse later.
- Relative movement speed is completely adjustable.
- Optional transparent windows to further increase visibility.
- Display output containing important FSX state data to assist with movement.
- Menu driven via FSX when in "Local" mode.
- Configurable hotkeys for showing and hiding SlewAssist and associated screens.

Examples of Use

SlewAssist can be used for many things in many different ways. As you start using the software we are sure you will come up with lots of novel uses for it. To kickstart things along, here are a few suggestions we thought of…

- Scenery Designers and developers requiring fast and precise movement around the FSX world and environment. You could even use SlewAssist for accurate measurement of scenery. If you want to know what lat/lon location is 300 meters to the left of your current position it's easy. If you want to see what is 250 yards away at heading 286, it's easy. If you want millimeter accurate coordinates, it's easy.

- Stall recovery training. Position the aircraft at specific pitch, bank and roll angles, save that setting and then practice published recovery procedures.

- Assist with finding thermals for gliding and soaring. Easily slew around (particularly up) to increase glide time or to practice manouvers.

- Casual simmers simply wanting to explore an area of scenery quickly and easily.

- Anyone wanting mouse controlled slewing to replace the inbuilt FSX keyboard slew commands. Remember, SlewAssist works in FSX slew mode, pause mode and regular flight mode too.

- Anyone wanting the ability to slew from a remote machine, perhaps as flight instruction or training.

- Anyone needing to rapidly switch to a saved location and specific aircraft rotation parameters.

- Those who need to make an instant adjustment during flight, perhaps increase altitude by 500ft when final approach altitude is too low.

- Assist with taxiing, very simple to rotate on the spot or "move" directly to a runway if need be.

- Hands free “flying” of sorts. Using the relative slider controls (explained later) you can actually fly in a fashion. It’s not real flying mind you, but it does allow controlled, hands free aircraft movement in all directions and at any speed. Perhaps a good way to simply sit back and enjoy the scenery.

- Take the perfect screenshot by positioning your aircraft exactly where you want it.

Trial Version

FSWidgets SlewAssist is commercial software. We firmly believe in providing trial versions of all our applications so you can decide for yourself whether you want to pay for and use the software or not. The trial version of our SlewAssist is fully featured with the following limitation:

When using SlewAssist **locally**, it will function for 15 minutes only. If you want to use SlewAssist for another 15 minute session you will need to stop and start FSX. You may use SlewAssist for as many 15 minute sessions as you require.

When using SlewAssist **remotely**, it will function for 15 minutes only. If you want to use SlewAssist for another 15 minute session you will need to reboot your remote machine. You may use SlewAssist for as many 15 minute sessions as you require.

We are confident this is more than sufficient to examine the features and see the software in action prior to purchase should you so choose. You are welcome to use the trial version for as long as you wish, even if you don't decide to purchase.

International Users

For those using Windows locale settings with a decimal separator character other than a period symbol (.), please note that any floating point values entered into SlewAssist must use the period symbol (.) as the floating point separator. This will only affect the SlewAbsolute screen, explained further on in this Operations Manual.

Relative vs. Absolute

Throughout this Operations Manual you will see many references to the terms "Relative" and "Absolute". It is important you understand what these mean and how they are using in SlewAssist.

Absolute movement refers to any movement which is an exact amount, regardless of the current aircraft positional values. For example, if the aircraft altitude is 5000 feet and a new absolute value of 600 feet is entered, the aircraft altitude will change (go down) to 600 feet. That is, you have entered an absolute value of 600 feet so the aircraft will move to 600 feet. The same applies to other control types as well, an absolute pitch angle of 10 degrees down will result in the aircraft having a 10 degree down pitch, regardless of what the pitch value was before.

Relative movement refers to any movement which is calculated based on current aircraft positional values. For example, if the aircraft altitude is 5000 feet and a new relative value of 600 feet is entered, the aircraft altitude will change (go up) to 5600 feet. That is, you have entered a relative value of 600 feet so the aircraft will move by 600 feet. The same applies to other control types as well, a relative pitch angle of 10 degrees down will result in the aircraft having a 10 degree increase in down pitch based on the current down pitch value.

User Interface

The following describes the various windows, buttons, sliders and controls available within SlewAssist.

Control Panel

This is screen you will see when you first launch SlewAssist. From here, all other required windows can be shown and hidden. From left to right the buttons are:

SR: Slew Relative Window. This will likely be the most used window within SlewAssist. It is used for freeform movement using the mouse and slider controls.

SA: Slew Absolute Window. This is used for precise movement, it permits entering units of measure for exact positional control. It also caters for relative movement via units of measure, even though its primary purpose is absolute movement control.

SD: Slew Display Window. This will display an information screen containing the current aircraft values controlled by SlewAssist. This is necessary to see at a glance the values being controlled by SlewAssist including Latitude, Longitude, Altitude, Pitch, Bank and Heading (or rotation).

LS: Slew Load Save Window. This is used for saving and loading current aircraft positional data. This makes it very easy to "jump" to a previously saved location, or to apply previously saved values for any of Latitude, Longitude, Altitude, Pitch, Bank and Heading (or rotation).

TP: Transparency Toggle. This will toggle the transparent window feature of SlewAssist. A semi-transparent window will show what is underneath it, allowing unobstructed viewing of the surrounding scenery and cockpit windows.

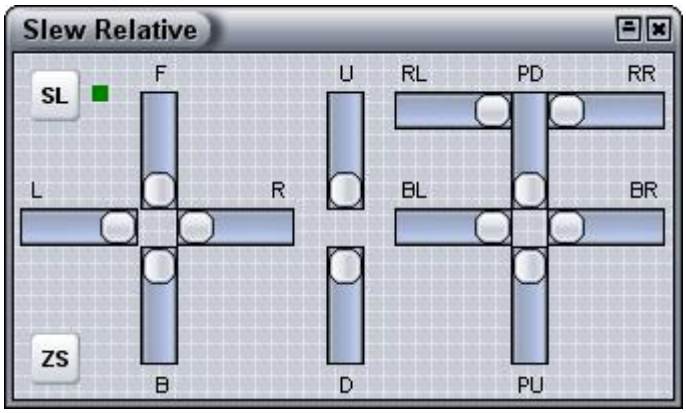
HK: Hotkey Configuration. This will display the hotkey configuration screen, allowing many SlewAssist functions to be triggered by hotkey. The hotkey screen also allows global enable/disable of hotkeys. The **HK** button can optionally be hidden for those who want the Control Panel screen as small as possible, and either do not want to use the hotkey configuration screen, or have finished configuring the hotkeys.

Q: Quite SlewAssist. This will close all windows including the main Control Panel window. Please note SlewAssist is still running and can be make visible again via the FSX menu option (under Add-ons/FSWidgets SlewAssist).

Register: Enter Registration Window. This will display a screen where you can enter your registered details as required. Full information on what to enter here is provided in the email you will receive after registering. Once SlewAssist is registered, this button will disappear and the main Control Panel screen will be smaller.

The small cross on the top right of the Control Panel window will close it (same as pressing the Q button). The small icon to the left of the cross will "roll up" and "roll down" the window. Roll up the window when you want to keep it visible, but also want to see as much as possible from the FSX main window. All SlewAssist windows contain these two window management icons.

Slew Relative Window



Activated by pressing the **SR** button on the main Control Panel window.

This enables relative slewing (or general aircraft movement) simply by dragging a slider with the mouse. Controls are grouped logically according to their function as follows:

The first group of sliders control lateral aircraft movement, Forward, Back, Left and Right.

The second group of sliders control vertical aircraft movement, Up and Down.

The third group of sliders control rotational aircraft movement, Pitch Up and Down, Bank Left and Right, Rotate Left and Right (aircraft heading).

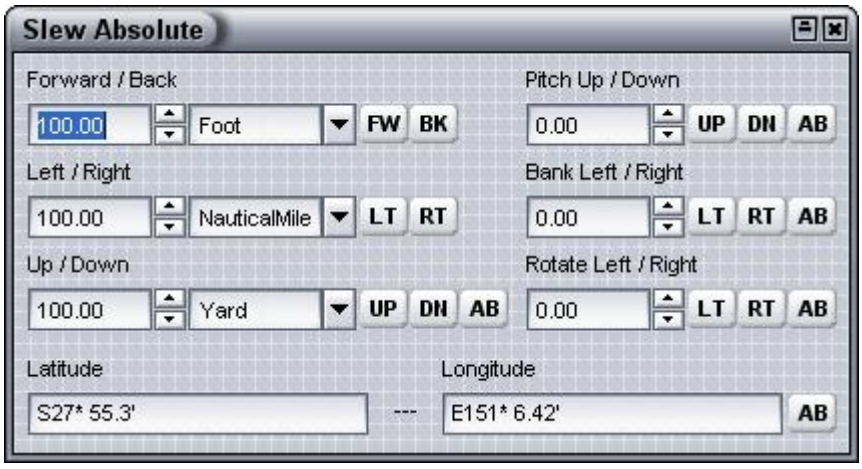
Each slider is labeled as follows:

F	Forward
B	Back
L	Left
R	Right
U	Up
D	Down
RL	Rotate Left
RR	Rotate Right
BL	Bank Left
BR	Bank Right
PD	Pitch Down
PU	Pitch Up

The button labeled **SL** will toggle the spring loading sliders. When this is enabled, a small green LED will display next to it (pictured). If the sliders are spring loaded, they will bounce back to zero when you release the slider with the mouse. If the sliders are not spring loaded, the slider will stay where it is when you release the slider with the mouse.

The button labeled **ZS** will set all sliders to zero value when clicked. This really only makes sense when the sliders are not spring loaded, because spring loaded sliders return to zero automatically when the slider is released.

Slew Absolute Window



Activated by pressing the **SA** button on the main Control Panel window.

This enables absolute (and relative) slewing (or general aircraft movement) simply by entering a unit of measure and a value.

Forward / Back Controls: Used to move the aircraft forward or back (relative to the direction the aircraft is currently facing). Enter a value or use the spin controls to select a value, enter a unit of measure (how far you want to move) and click the **FW** button to move forward, or the **BK** button to move back. A combination of the value you enter and the unit of measure you enter will determine how far the aircraft will move.

Left / Right Controls: Used to move the aircraft left or right (relative to the direction the aircraft is currently facing). Enter a value or use the spin controls to select a value, enter a unit of measure (how far you want to move) and click the **LT** button to move left, or the **RT** button to move right. A combination of the value you enter and the unit of measure you enter will determine how far the aircraft will move.

Up / Down Controls: Used to move the aircraft up or down. Enter a value or use the spin controls to select a value, enter a unit of measure (how far you want to move) and click the **UP** button to move up, or the **DN** button to move down. A combination of the value you enter and the unit of measure you enter will determine how far the aircraft will move. Pressing the **AB** button will move the aircraft to that exact value as opposed to the relative values calculated by the **UP** and **DN** buttons.

Pitch Up / Down: Used to pitch the aircraft nose up or down. Enter a value or use the spin controls to select a value (there is no unit of measure selection for Pitch, all values are in degrees) and click the **UP** button to pitch up, or the **DN** button to pitch down. Pressing the **AB** button will pitch the aircraft to that exact value as opposed to the relative values calculated by the **UP** and **DN** buttons.

Bank Left / Right: Used to bank the aircraft wings left or right. Enter a value or use the spin controls to select a value (there is no unit of measure selection for Bank, all values are in degrees) and click the **LT** button to bank left, or the **RT** button to bank right. Pressing the **AB** button will bank the aircraft to that exact value as opposed to the relative values calculated by the **LT** and **RT** buttons.

Rotate Left / Right: Used to rotate the aircraft (around its center) left or right. Enter a value or use the spin controls to select a value (there is no unit of measure selection for Rotation, all values are in degrees) and click the **LT** button to rotate left, or the **RT** button to rotate right. Pressing the **AB** button will rotate the aircraft to that exact value as opposed to the relative values calculated by the **LT** and **RT** buttons.

Latitude / Longitude: Used to move to an exact latitude / longitude location. Enter a value for both latitude and longitude and click the AB button to move to that exact location. Latitude and Longitude values may be entered in two different formats depending on your requirements, Degrees Decimal and FSX Format.

> **Degrees Decimal** format is a floating point value representing the coordinate, it is the number of degrees in whole numbers with the fractional minutes and seconds represented after the decimal point. Positive latitude values represent North, positive longitude values represent East. A valid Degrees Decimal value would be:
>
> Latitude: -27.40279
> Longitude: 153.11825
>
> **FSX Format** is a proprietary format used throughout Microsoft Flight Simulator. You can see this format if press SHIFT+Z in the main Flight Simulator screen. It comprises of a direction sign (S for south, N for north latitude, E for east and W for west longitude), followed by the degrees, followed by an asterisk (*), followed by a space, followed by the decimal minutes followed by a minutes sign (a single quote ‘). A valid FSX value would be:
>
> Latitude: S27* 24.17’
> Longitude: E153* 7.09’

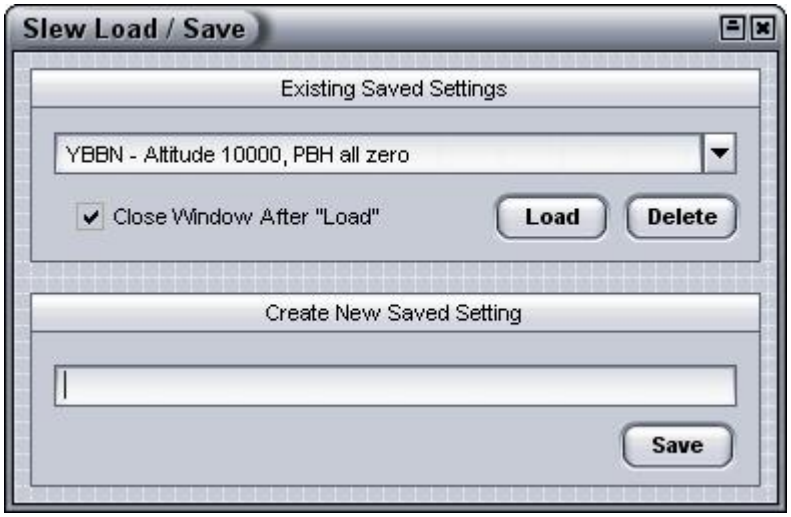
Slew Display Window

Activated by pressing the **SD** button on the main Control Panel window.

This enables the display of relevant aircraft positional data, updating about once every second. Values displayed include:

- Latitude in Degrees Decimal and FSX format
- Longitude in Degrees Decimal and FSX format
- Altitude in feet
- Pitch in degrees
- Bank in degrees
- Heading in degrees true

Slew Load / Save Window



Activated by pressing the **LS** button on the main Control Panel window.

This allows saving and retrieving previously saved settings. Values that are saved include Latitude, Longitude, Altitude, Pitch, Bank and Heading (rotation). Loading a saved setting will instantly position your aircraft (and all rotational axis values) to match those saved settings. To save a setting, enter a descriptive name in the lower half of the window and click the **Save** button.

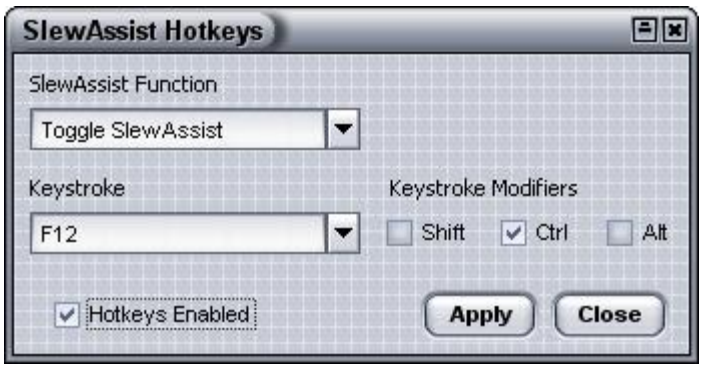
To load a setting, select a setting from the list then click the **Load** button in the upper half of the window. To delete a setting, select a setting from the list then click the **Delete** button in the upper half of the screen.

Transparency Toggle

Activated by pressing the **TP** button on the main Control Panel window.

This will toggle transparent SlewAssist windows. Making the windows semi-transparent allows you to see what is underneath the window. There may be a small frame rate impact when using transparent windows.

Hotkey Configuration



Activated by pressing the **HK** button on the main Control Panel window.

Use this screen to configure any required hotkeys. Select the function from the top combo, then select the keystroke and keystroke modifiers below it. To save the settings for that function, click the **Apply** button. To remove or clear a hotkey, select the [NONE] item in the Keystroke combo and click **Apply**. To globally enable or disable all hotkey support, check or uncheck the **Hotkeys Enabled** checkbox.

Register Window

Activated by pressing the **REGISTER** button on the main Control Panel window

This will display a window where you can enter your registered name and registered email address after purchase. Please see the "Unlocking Your Software" section of this Operations Manual for further details.

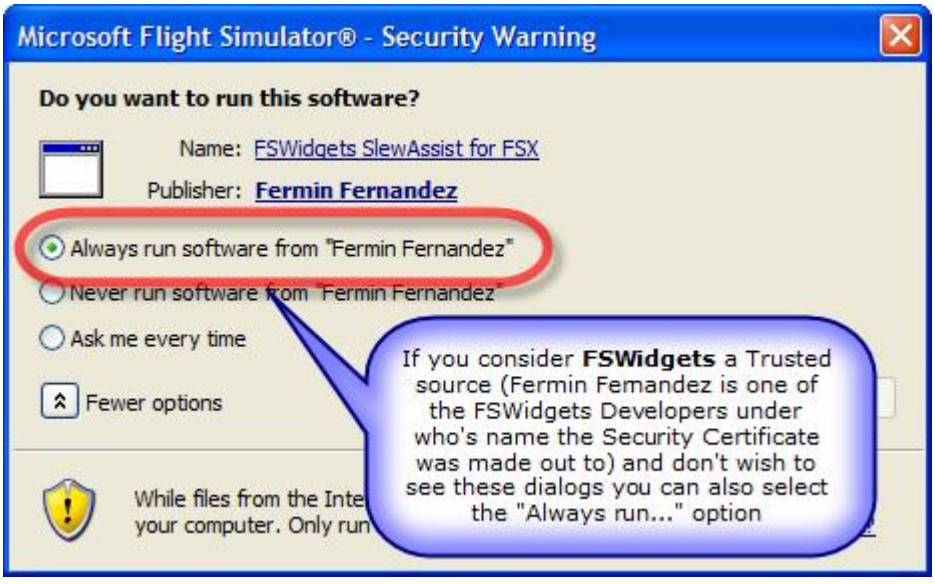
Quick Start

If you're keen to give SlewAssist a try, follow this simple quick start. This example assumes you are using SlewAssist **locally**, not **remotely**.

1. Start FSX with any aircraft at any location. If this is the first time you have run SlewAssist, you will see the following FSX warning messages. Click **Run** to allow SlewAssist to load normally. Please note, this is ONE OFF warning, you won't have to click **Run** each time you start FSX.

SlewAssist is **digitally signed** by FSWidgets. This is your guarantee that the files being installed and run for SlewAssist are genuine, unmodified files from FSWidgets.

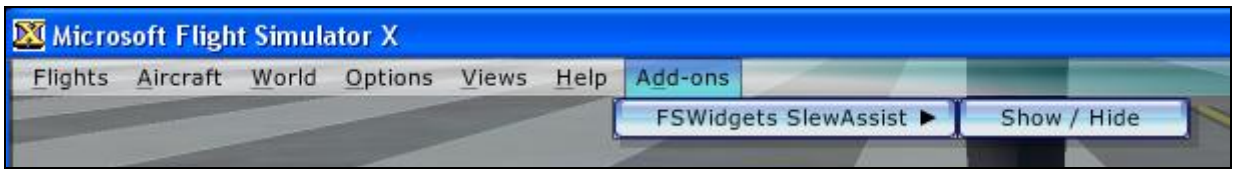
To designate FSWidgets as "trusted" software, click the "More options" button and select "Always run software…". By doing this, you will not have to answer these Security Warnings again for any FSWidgets product.



Should you choose not to permanently consider FSWidgets software as "trusted", the following message may also appear. Click **Yes** to designate the FSWidgets FSWSlewAssistLauncher.dll as a "Trusted" plugin. Again, this is a ONE OFF confirmation, you won't have to click **Yes** each time you start FSX.

Finally, for those with Zone Alarm or other similar security software, you may get the following warning message (or similar) regarding FSWSlewAssist. The network activity here is the connection between FSX and FSWSlewAssist. We suggest you check the "Remember this setting" box and then click **Allow**.

2. Launch SlewAssist by selecting "Show / Hide" from the FSWidgets SlewAssist menu under the FSX "Add-ons" menu. This will display the main SlewAssist Control Panel Window.



3. Pause FSX

4. Press the **SR** button on the SlewAssist Control Panel Window, this will bring up the Slew Relative window.

5. Click the SL button on the Slew Relative Window, this will spring load the sliders.

6. Click and slowly drag the top middle slider (the one labeled U) to increase your aircraft altitude. The further you drag the slider, the faster the altitude will climb.

7. Release the slider and the aircraft will stop (you did remember to put FSX in pause mode didn't you).

8. Experiment with dragging the other sliders to see the effect they have. Use gentle movements at first until you get used to the relative speed of all sliders.

9. If you want to save exactly where the aircraft is right now, as well as the way it is facing and pitched, click the **LS** button on the main Control Panel Window, enter "My First Test" in the lower half of the window and click the **Save** button. Now you can return to this exact spot anytime you want by loading that saved setting later.

10. Try bringing up the Slew Absolute Window and increasing your altitude by 30 meters, or by moving forward exactly 1 nautical mile, or by moving left exactly 5 yards.

11. That's it, have fun…

Using SlewAssist Remotely

SlewAssist can be used **locally** (on the same machine that FSX is running on), or it can be used **remotely** (on a separate network connected machine that is not running FSX). Most folk will only use SlewAssist locally, but for those requiring remote functionality please read on.

To use SlewAssist remotely, you must have first selected the "Remote Mode" option when installing SlewAssist. SlewAssist does NOT need to be installed on the same machine as FSX if running remotely, it ONLY needs to be installed on the remote machine.

Assuming you have installed SlewAssist using the "Remote Mode" option, you are nearly ready to go, but not quite. There are two files which need to be configured, and both must have the same values in each, otherwise SlewAssist remote will not be able to connect to FSX on the other machine.

SimConnect.xml

This file resides on the same machine that FSX is running on, it is NOT required on the remote machine that SlewAssist will be running on. It should be located in the following folder:

\Documents and Settings\<alias>\Application Data\Microsoft\FSX

Where <alias> is the name that is used when logging on to Windows.

If the file is not there, you can copy across the SimConnect.xml file located in the same directory as SlewAssist on the remote machine.

There are two values that need to be entered, the first is the IP address or network name of the machine running FSX, the second is the Port number that SlewConnect (and other addons perhaps) will connect to.

If you are unsure of these network values, you will need to consult your network documentation to obtain this information.

Continued over…

Here is a sample SimConnect.xml file with the relevant values updated. In this example, we have updated the **Address** field to 192.168.1.2 and we have updated the **Port** number to 1234.

```
<?xml version="1.0" encoding="Windows-1252"?>

<SimBase.Document Type="SimConnect" version="1,0">
  <Descr>SimConnect</Descr>
  <Filename>SimConnect.xml</Filename>
  <Disabled>False</Disabled>
  <SimConnect.Comm>
    <Disabled>False</Disabled>
    <Protocol>Auto</Protocol>
    <Scope>local</Scope>
    <Address>192.168.1.2</Address>
    <MaxClients>64</MaxClients>
    <Port>1234</Port>
    <MaxRecvSize>4096</MaxRecvSize>
    <DisableNagle>False</DisableNagle>
  </SimConnect.Comm>
</SimBase.Document>
```

Remember, these values must be identical to those entered in the next section (SimConnect.cfg).

SimConnect.cfg

This file is located in the same directory as the rest of the SlewAssist files. When you installed SlewAssist, a copy was placed in that directory for you. This file needs to be updated, with values matching those in the SimConnect.xml file.

The values to be updated in this file are the **Address** field and the **Port** number. Remember, the values entered here must match the values entered above in the SimConnect.xml file. Here is an updated SimConnect.cfg file with correct matching fields.

```
[SimConnect]
Protocol=IPv4
Address=192.168.1.2
Port=1234
MaxReceiveSize=4096
DisableNagle=0
```

Ensure you save your settings for both files. All being well, you can now start FSX on the main machine, then launch FSWSlewAssist.exe from the remote machine (via the Start/Programs menu or a desktop shortcut) and SlewAssist will begin functioning remotely.

Configuration Settings

SlewAssist uses two files to store its various configuration settings. Both of these files are located in the same directory as the main SlewAssist executable.

Settings.txt

This file stores the screen position of each window, whether the window is rolled up or not, whether the Slew Relative sliders are spring loaded and a few other configuration values. There are a few entries in this file you may wish to tweak dependent on your machine and personal preferences. If these entries do not exist, simply create them with a text editor such as notepad.

Transparency

Control the amount of transparency applied when making the SlewAssist windows transparent. This value is located as follows:

[Globals]
Transparency=130

Valid values for transparency are between 0 and 255. Fully transparent is 0, fully opaque is 255. If you change this setting while SlewAssist is running, simply toggle transparency off and on again to pick up the new value.

Acceleration Speed

Control the acceleration speed used when moving the sliders in the Slew Relative Window. This value is located as follows:

[Slew Relative]
Acceleration=1.0

Valid values for Acceleration are anywhere between 0 and about 4 (any faster than that and the slewing will be unusable. A value of 1 represents the default, higher values mean faster acceleration, lower values mean slower acceleration. This is a floating point value and should be adjusted with care. If you find the acceleration of the sliders is too slow, try changing this value to 1.5, that will increase the acceleration rate by 50%. Conversely, if you find the acceleration of the sliders too fast, try changing this value to 0.5, that will decrease the acceleration by 50%.

Frame Frequency Interval

Control how frequently updated values are sent back to SlewAssist from FSX. By default, FSX values are transmitted back to SlewAssist every 2 visual frames. What this means is that SlewAssist will receive updated information every 2 frames, so for a machine averaging around 22 frames per second, this will result in 11 updates per second being sent to SlewAssist. Providing SlewAssist can be updated at least 6-7 times per second, the slewing and movement will be smooth and continuous. If you system cannot sustain those update rates (for example if you are only getting 8 frames per second from FSX) then the updating from SlewAssist may become jerky or notchy. If this happens, you can change the following setting from 2 to 1, meaning updates will be sent every visual frame, not every second visual frame.

[Globals]
FrameFrequencyInterval=2

Frame Frequency Type

Control the type of frequency that updated values are sent back to SlewAssist from FSX. There are two types of update frequency, the first is every x **visual frames** (as mentioned above), the second is every x **rendered frames**. FSX will often render a frame but it will not display it visually (for example if the FSX engine is too busy processing other information). Generally, FSX will render more frames than it will display visually. If your system is struggling to sustain frame rates, or if you have a very fast system and want the smoothest possible experience from SlewAssist, you can set the FrameUpdateTypeVisual value to 0 (meaning it will use rendered frames as frequency type, not visual frames).

[Globals]
FrameFrequencyTypeVisual=1

You can combine the FrameFrequencyInterval (previous section) setting and the FrameFrequencyTypeVisual setting to optimize overall SlewAssist performance.

Hotkey Button

Control the visibility of the **HK** button on the main Control Panel screen. For those not wanting hotkey support, or for those who have finished configuring their hotkeys and want the main Control Panel screen as small as possible, the **HK** button can be configured as follows:

[Globals]
ShowHotkeyButton=1

Set to 1 to show the **HK** button, or set to 0 to hide the **HK** button.

SavedSlewSettings.txt

This file stores all the saved slew settings you have entered from the Load / Save screen. If you have a particular setting you wish to share with others, it is very easy to copy the text from this file and email it, or send the entire file so others can use it.

An example entry from the SavedSlewSettings.txt file looks like this:

[YBBN - Altitude 10000, PBH all zero]
Latitude=-27.4032689350005
Longitude=153.119139722314
Altitude=19.2500719777321
Pitch=6.83509367272364
Bank=0
Heading=26.9600318585961

The section name in square brackets is the name you used when you saved that setting using the LoadSave function. The other entires represent the exact numeric values of Latitude, Longitude, Altitude, Pitch, Bank and Heading at the time the setting was saved.

Gauge vs. Module vs. Executable

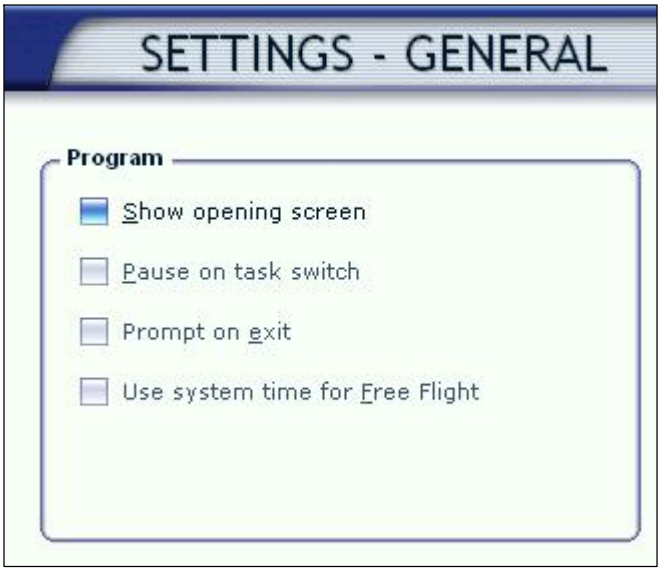
There has been much debate in the simming community regarding the merits or otherwise of developing addons as a gauge or a module or a standalone executable. We believe there is no single correct answer, as each addon performs different functions and operates in its own unique way.

We have developed SlewAssist as an executable, and we did this for several reasons. The new SDK available for developers, written by Microsoft, recommends out of process applications are the preferred method of development (an out of process application is an executable program, as opposed to a gauge or module DLL). They recommend this for performance reasons as well as stability reasons. Obviously, gauges and modules still have, and will always have, their place, but for SlewAssist this was not the right choice. The second reason for distributing SlewAssist as an executable is so it can be used remotely, on a second machine connected to a network. Finally, due to the nature of what SlewAssist does, an executable provides a much smoother, faster experience compared to a module DLL.

If it were developed as a gauge, it would require configuration on a per-aircraft basis, as well as being somewhat limited with what could be done with screen real-estate. There would also be no facility to use it remotely.

Having said all that, there is one minor downside to using an executable, and that is the matter of screen focus and sound. When using SlewAssist, focus is taken away from Flight Simulator, meaning the sound will cut out. We thought long and hard about this but thought the penalty was minor. SlewAssist is not designed to be an inflight tool like a GPS display or radio stack, its use is somewhat different.

There is one suggestion we can make to minimise this effect, and that is to configure FSX to NOT pause on task switch (task switching will happen when using SlewAssist). Under the "Options", "Settings", "General" FSX menu item, ensure "Pause on task switch" is not turned on. This is optional though, as SlewAssist can be used even when FSX is paused.



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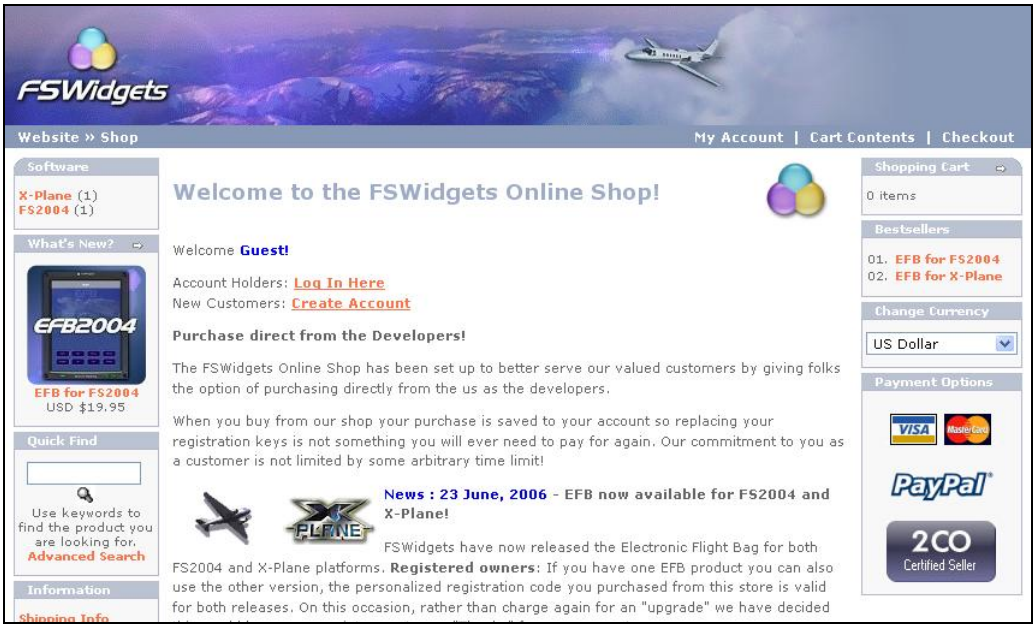

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