Simulator Functions Quick Reference Guide

Basic Functions	To be practised in STT 1 (before Lesson 3 Exercises)
Display Callsign	Move cursor over callsign in label
Start the Clock	**Left-click** the **Start** button
Double Clock Speed	Press **F12**
Normal Clock Speed	Press **F11** key or **left-click** the multiplier to the left of the clock digits
Pause the Exercise	**Left-click** the **Stop** button
Move Aircraft Label	**Right-click** the aircraft's track hold down and drag the label to the desired position
Press the Transmit Button	Hold down the **CTRL** key to make a transmission
Range In or Out	Tap the **Page Up** or **Page Down** key
Restore Default Map	Tap **Home** Key
Add Data to Label	Left-click under the label, enter data into the field and press **Enter**
Display a bearing and range line (BRL)	Locate cursor at a location (or over aircraft's track), tap **F5**, and drag BRL to the desired point (or another aircraft's track) and **Left-click**
Remove a BRL	**Left-click** the BRL then **centre -** or **right-click** to remove the BRL
Open Mouse Click Control Window	Ensure that the Mouse Click Control is enabled on the Exercise Tab of the Setup Panel. **Left-click** the aircraft callsign
Turn an Aircraft with the Mouse	Select **L**eft, **R**ight or **F**ly, **left-click** desired heading in the compass ring and **left-click** the **ISSUE** button to issue the turn
Intermediate Controls	To be practised in STT 2 (before Lesson 5 Exercises)
Open Taxi Strip Window	**Left-click** the **Taxi** button
Speak to Tower Controller	Tap the **Z** key to open the intercom line. Tap **Z** again to close
Change Cleared Level	**Left-click** on the CL in label, **left-click** on new level
(De)-Highlight Cleared Level	**Right** (or **centre)-click** on the CL to toggle highlight
Close Cleared Level Window	**Centre-click** on any level in the CL entry window
Select Aircraft	**Left-click** the aircraft track symbol to select it
Kill Aircraft	First select the aircraft. Press **Shift+K** to remove it from the exercise
Backstep the Simulator	When the exercise is paused, drag the blue pointer on the slide-bar to an earlier time in the exercise
Inbound Traffic Controls	To be practised in STT 3 (before Lesson 13 Exercises)
Accept Control of an Aircraft	Press **Enter**. If more than one aircraft is handing off, select one of them and then press **Enter**
Highlight an Aircraft	**Centre-click** an aircraft track symbol to highlight the aircraft
Open Inbound Strip Window	**Left-click** the Inbound button
Select Aircraft in Strip Window	**Left-click** the square selection box at left of aircraft's strip
Change Strip Order	Select an aircraft, **right-click** between strips to place it in new location
Extra Controls	For reference only
Offset Screen	Tap arrow keys to offset. Use **F9** or **Home** to return to default centre
Change Speed Probe Length	Click up and down arrows to the right of the Speed Probe value
Change History Dot Number	Click up and down arrows to the right of the History Dot value
Relocate Scale Marker	Place the cursor and tap **F2**
Display Aircraft Position on the Centreline	Enable *VV Visual Aids* in the Exercise Tab of the Setup Panel. Select an inbound aircraft and tap **C**
Make Text Data Area	Place cursor at desired location and press **Shift+T**. Enter text and tap **Enter**
Display Cockpit View	Select aircraft and press **Shift+P**