



**Aviation, Navigation and Communication** are the three basic tenets of flying. This document outlines the tutorials currently available. They are published under the banner of *Aussie Star Flight Simulation*, the publication arm of *Flight Simulation Australia*. The tutorials are offered as freeware to the flight simulation community with copyright provisions.

## Aviation



### ***Beginners Guide to Flying the Boeing 737-800***

Version 1.1, 2020  
Author: Greg Whiley  
A5 when folded  
Colour

The Boeing 737-800 is a favourite airliner for flight simmers. This guide has been produced to support those who are inexperienced in the operation of this aircraft. The instructions are based on the default aircraft available through Microsoft FSX and FSX Steam Edition. Through application of this guide, users can apply step-by-step procedures to successfully fly the aircraft. Like any learning situation, regular practice and application of these procedures will assist you to be a proficient virtual airliner pilot.



### ***Boeing 737-800 NG Standardized Procedures in a Flight Simulation Environment***

Author: Greg Whiley  
2020  
14 pages  
A5 format, color

In the airliner industry, checklists have not always kept pace with advances in aircraft technology and pilot responsibilities. In response to stakeholder enquiries, in 2005 Boeing redesigned the entire Normal Procedures for all their airliner models. This publication provides the **minimum** procedural requirements for Captain (PF) and First Officer (PNF) based on an “engines running” scenario as an entry point into a flight simulator scenario.



### ***Boeing 737-800 NG Standardized Checklists***

Author: Greg Whiley  
1 page  
A4 format, colour

This checklist has been developed in accordance with the standardized, **minimum** procedural requirements for the Captain and First Officer as outlined in the above document. It must be noted that this checklist does not replace the full range of the committed to memory procedures for each stage of flight.



### ***Flying the NGX: A Flight Crew Operations Manual for the Boeing 737-800 NGX***

Version 1, 2013  
Author: Greg Whiley  
53 pages,  
A5 format, Color

This is the first publication in the series Flying the Boeing 737-800 first published in 2013. It aims at assisting flight simmers to learn how to proficiently fly the PMDG 737-800 NGX, from cold and dark to shutdown. This has been the most popular download of all published tutorials. While specifically written with the PMDG version of the 737-800 in mind, it has applicability to all versions of this aircraft type. It is now superseded by subsequent publications in this series.



***Flying the Boeing 737-800 NGX: Procedures & Checklists for Flight Simulation Pilots***

Version 2.1, 2016  
Author: Greg Whiley  
75 pages  
A5 format, colour

This manual is a revision of the previous popular publication *Flying the NGX* (2013). Procedures and checklists in this manual are based primarily on a Boeing flight crew operations manual (FCOM) and other resources to meet flight simulation needs. Amendments have been made in consideration of the IOS functionality of the PMDG 737-800 NGX, ProSim737, iFly and X-Plane. Colour-codes annotated overhead panels are featured. CDU programming has been added to this iteration.



***737-800 NGX Panels and Checklists***

Version 2, 2019  
Author: Greg Whiley  
18 pages  
A4 format, colour

This resource consists of a set of annotated panels and colour-coded checklists. Together they will assist you to learn the flow of check procedures and management of the multitude of functional panel switches and levers found in any of the more sophisticated 737-800 pay-ware products such as those produced by PMDG, iFly and Wilco.



***Boeing 737-800 Overhead Panel Procedures Flash Cards***

Author: Greg Whiley  
7 pages  
A4 format, colour

This set of flash cards features numbered overhead panel switches and corresponding procedures for each stage of a flight from electrical power up to shutdown. They are a further supplement to the above publication, *Flying the 737-800 NGX: Procedures & Checklists for Flight Simulation Pilots*. This will be an invaluable aid to those learning to master overhead panel management.



***Boeing 737-800 Checklists Card***

Version 1, 2016  
Author: Greg Whiley  
2 pages  
A4 format, colour

To supplement the 18 page *737-800 NGX Panels and Checklists*, and other above tutorials, this document details all the checklists required to operate the Boeing 737-800. In a convenient 2-page format, it could be printed double-sided on thick card and laminated to make a durable checklist card to use in your simulator. A valuable asset if you are a 737 fan.



***Boeing 747-400 Checklists Card***

Version 1, 2016  
Author: Greg Whiley  
2 pages  
A4 format, colour

Similar to the Boeing 737-800 checklists, this document details all the checklists required to operate the Boeing 747-400 'Queen of the Skies' aircraft. In a convenient 2-page A4 format, it could be printed double-sided on thick card and laminated to create a durable checklist card. A valuable asset if your favourite aircraft is the 747 'Queen of the Skies'.



**Multiplayer Pilot  
Co-pilot Manual:  
Boeing 747-400**  
Version 1.1, 2020  
Author: Greg Whiley  
39 pages  
A4 format, colour

This manual has been produced for the use of flight simulation enthusiasts, who wish to achieve the greatest possible level of realism when flying the default FSX Boeing 747-400. Specifically, it was developed to support those who wish to engage in pilot and co-pilot sessions sharing the one aircraft in FSX: Steam Edition multiplayer sessions. Procedures and checklists are adaptations of real flight operations. The Flight Procedures format is based on the Boeing Company's 747-400 Operations Manual and Flight Crew Training Manual adapted to suit the default FSX 747-400. This publication therefore doubles as a 'How to fly the Boeing 747-400' tutorial.



**Hosting and Sharing  
a Cockpit in FSX  
Steam Edition**  
Author: Greg Whiley  
16 pages  
A4 format, colour

This manual has been produced for the use of those who wish to fly large aircraft such as jet airliners in a shared aircraft environment. It aims to support those who wish to engage in pilot and co-pilot sessions sharing the one aircraft through FSX: Steam Edition multiplayer. A previous publication, *Multiplayer Pilot Co-pilot Manual Boeing 747-400* (2012) was written to adapt specifically to the Boeing 747. The multiplayer hosting and sharing of aircraft procedures in this iteration could be applied equally to any aircraft in your virtual hangar.



**Flying the BAe 146  
200/300**  
Version 2.1  
Author: Greg Whiley  
9 pages  
A4 format, colour

The BAe 146 is a versatile mid-sized jet-engine passenger airliner. With the aid of an A4-sized annotated overhead panel, this publication details how to start the BAe 146 from cold and dark. It also provides the normal procedure checklists to assist in the operation of this aircraft. The BAe 146 is unique in that it does not have auto-throttle and airspeed is controlled by an IAS button in conjunction with the thrust levers. This is simply explained in this publication. Version 2.1 replaces a previous A5 publication.



**Bombardier CRJ 700  
Panels & Checklists**  
Version 2  
Author: Greg Whiley  
8 pages  
A4 format, colour

Originally in A5, this publication has been reproduced in an A4 format. It consists of the performance characteristics of this regional jet and a handy set of annotated and numbered panels. The numbers on the panels correspond with the actions required in the detailed checklists which were previously available as a separate document. A valuable training aid and asset if you are a CRJ fan.



**Pilots' Rules of Thumb**  
Version 1.2  
Compilation: Greg  
Whiley  
4 pages, A4.

How do you know when to commence your descent? What should your rate of descent be? How do you calculate true air speed? How do you calculate your ground speed by timing? Pilots have rules of thumb to answer these questions and to calculate the parameters of flying procedures. This short publication provides various rules of thumb to fly efficiently.

## Navigation



### ***How to Program the PMDG NGX FMC***

Author: Greg Whiley  
13 pages  
A4 format, colour

This manual provides the basic information on how to program the flight management computer (FMC) in the PMDG 738-800 NGX. It is not a full instruction manual on all the intricacies of the FMC, but it does provide enough information learn how to use the computer display unit (CDU) sufficiently to program a flight from beginning to end.



### ***The Instrument Landing System (ILS) Approach***

Version 1.2  
Author: Greg Whiley  
23 pages  
A4 format, colour

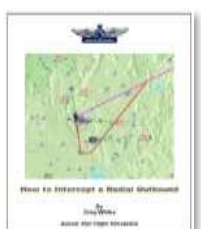
Possibly one of the most gratifying feelings in simulated flying is the experience of performing a good landing. Well a smooth, controlled landing, or 'greaser', is achievable. This tutorial looks at, in some detail, the precision approach procedures utilising the **instrument landing system (ILS)** approach.



### ***Airfield Traffic Patterns: Flying the Circuit***

Version 2  
Author: Greg Whiley  
10 pages  
A4 format, colour

Flying circuits is a fundamental training requirement for any pilot, real or virtual. This publication provides clear procedures needed to be understood and exercised to be a proficient pilot flying into and out of airfields. It explains the various parts of a circuit and how to safely manoeuvre around an airfield traffic pattern. It is written with a trainer aircraft such as the Cessna 172 in mind.



### ***How to Intercept a Radial Outbound***

Author: Greg Whiley  
3 pages  
A4 format, colour

What does it mean to 'intercept a radial' and how do you do it? This short article looks at how to execute this navigational procedure. Whether you are flying IFR and want to fly towards a VOR radial or GPS waypoint, or flying VFR and you want to intercept and track required to get to your destination, the procedure is essentially the same.



### ***RNP Approach Runway 05 Queenstown New Zealand***

Version 1.2  
Author Greg Whiley  
10 pages  
A4 format, colour

Inspired by the video *This is why we fly*, this publication is the result of research into the latest form of navigation into areas of challenging terrain – Required Navigation Performance (RNP). It examines what RNP is and how it came into being. Specifically, it centres on the approach into runway 05 at Queenstown Airport, New Zealand, between the spectacular mountain range called The Remarkables and above the glassy waters of Lake Wakatipu.



### **Basic GPS Operation**

Version 1

Author: Greg Whiley

10 pages

A4 format, colour

This short tutorial is intended for those who are new to flight simulation and have little or no experience of the use of the Garmin *GPS 500* and *GPSMAP 295* navigation receivers. It will cover the following aspects of the GPS:

- How to access the GPS receiver within flight simulator
- An explanation of the fundamental operational buttons, knobs and windows
- How to activate a 'GPS direct' flight.



### **Flying with the GPS**

Version 1

Author: Greg Whiley

38 pages

A4 format, colour

This publication is based on the article by the Garmin Corporation, and adapted with permission for use with Flight Simulator. This manual provides a comprehensive explanation of the Garmin GPS receivers and explains the function and operation of each GPS screen or 'page'. The illustrative graphics have been amended to provide an Australian context.

## **Communication**



### **CTAF: Common Traffic Advisory Frequency**

Author: Greg Whiley

4 pages

A4 format, colour

Communication in uncontrolled airspace such as the vicinity of an airfield with no operating control tower is critical. This brief document explains what pilots should communicate when operating within 10 nm and 5000 feet from an uncontrolled airport. Particular broadcast phraseology for various situations on and around airports is provided. While it is mandated for real world flying, this practice in flight simulation is recommended for the keen simmer.