

RealFsx

Quality Flight Simulations

RealFsx Session Guide

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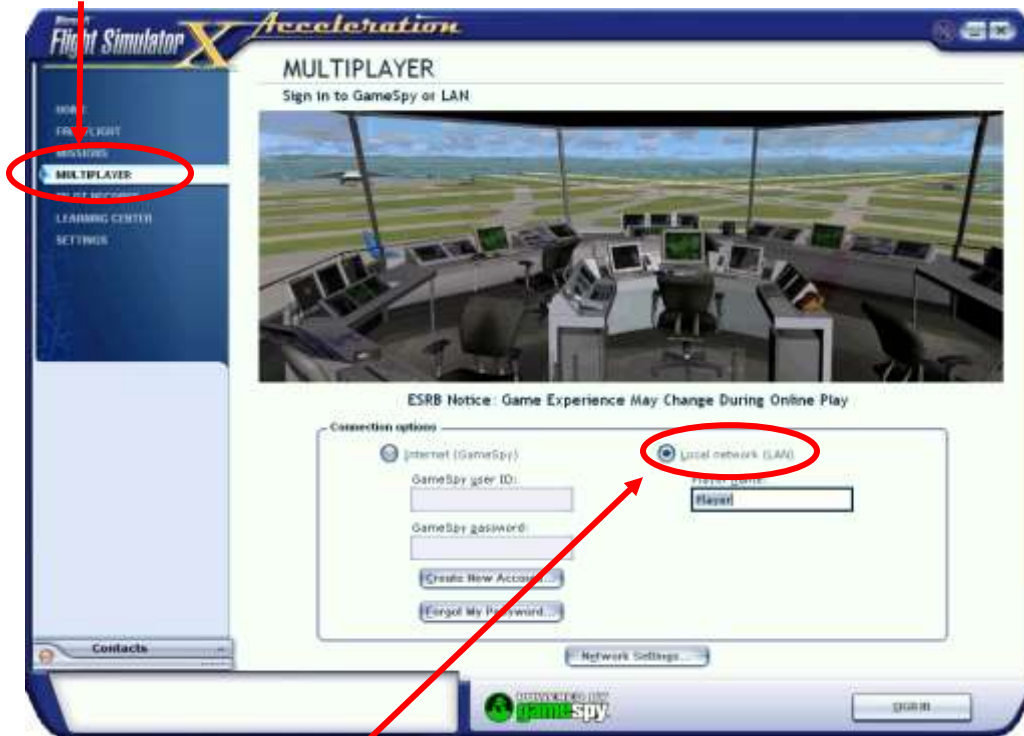
FSX Direct Connect

Must have FSX Service Pack 1 & 2 or Acceleration installed to join our session.

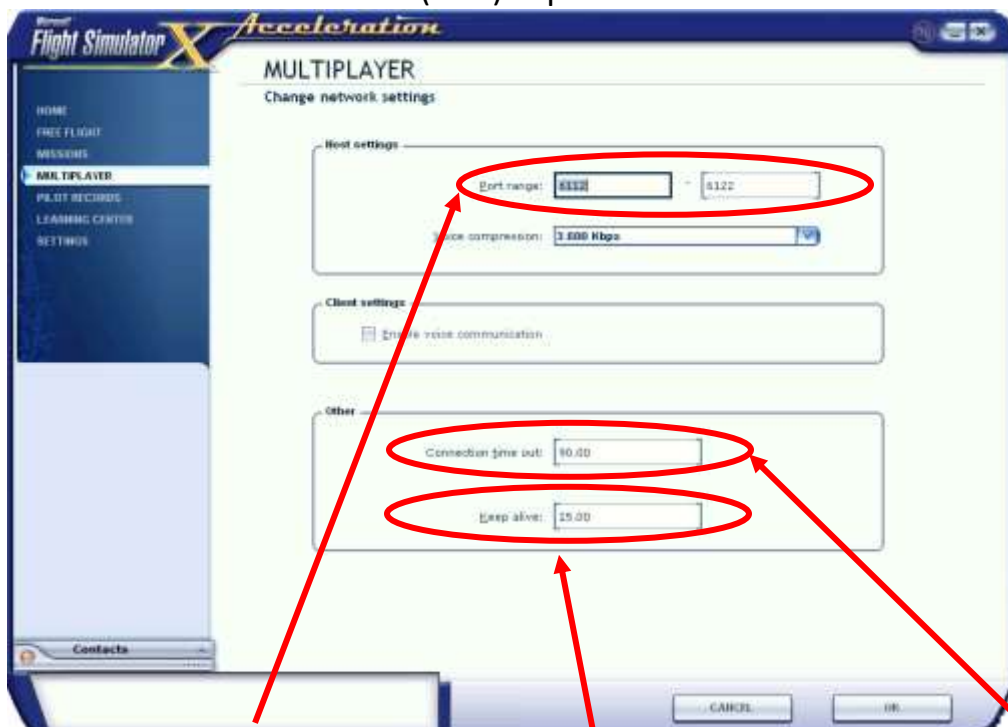
Download links: [Service Pack 1](#) – [Service Pack 2](#)

Open FSX in Windows

Choose "MULTIPLAYER" from the menu



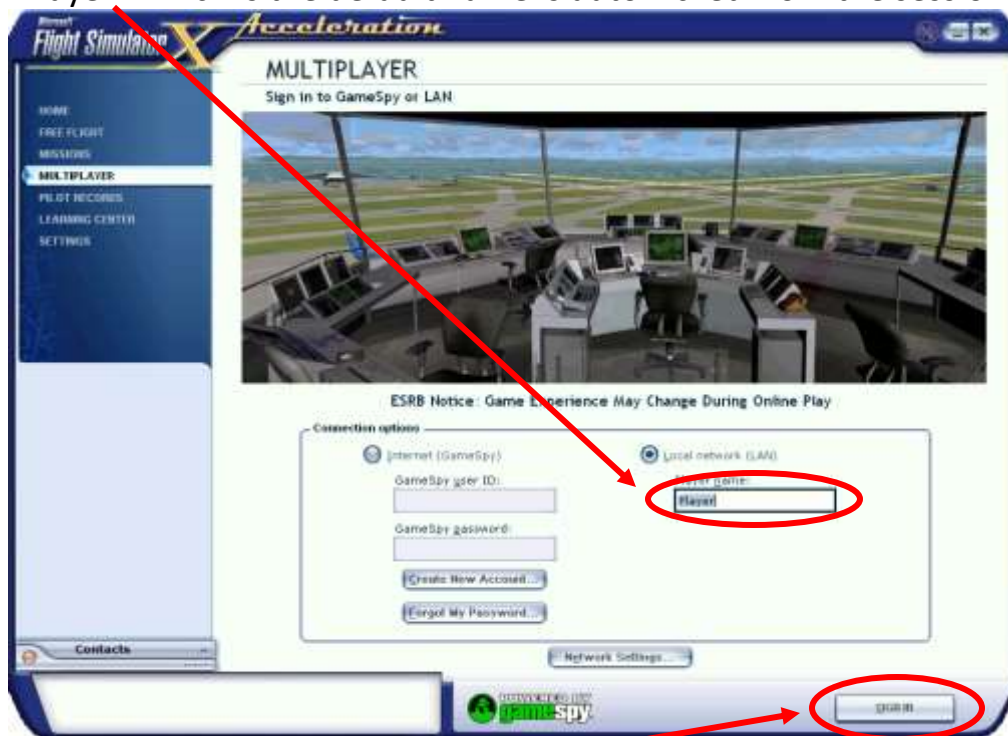
Choose the "Local network (LAN)" option - Click on network Settings at bottom.



Port Range: **6112 – 6122** Keep alive: **15.00** Connection Timeout: **90.00**

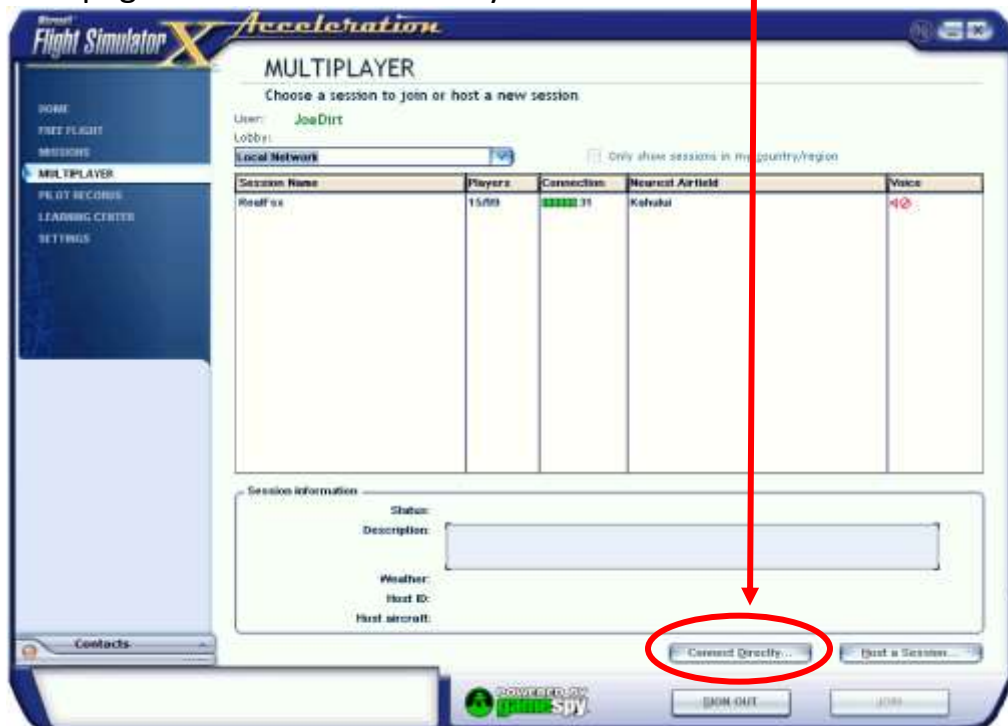
Click OK after checking

Type your unique player name in the "Player name" box
"Player" which is the default name is auto kicked from the session

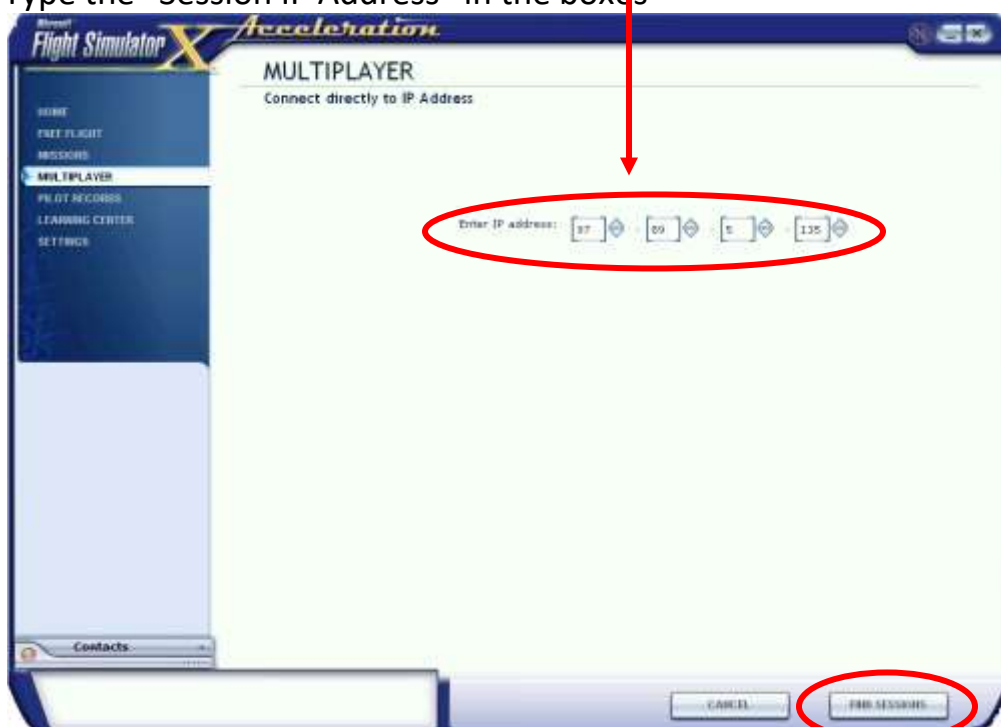


Click the "SIGN IN" at the bottom

Next page click "Connect Directly" at the bottom

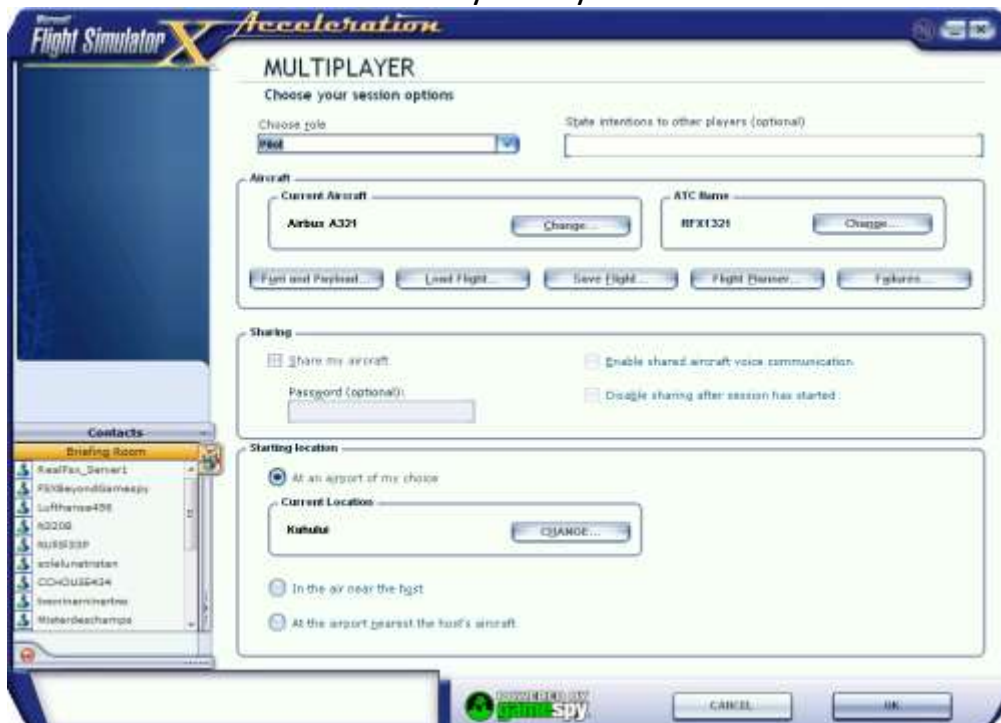


RealFsx "Session IP Address" can be found [here](#) at top of page
Type the "Session IP Address" in the boxes



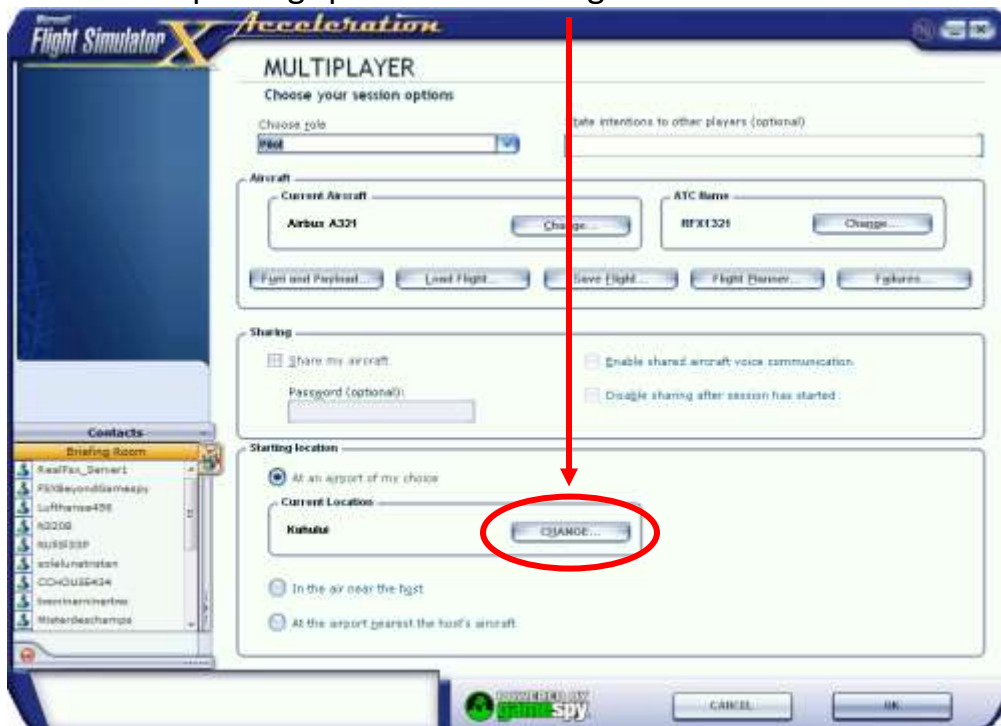
Click on "FIND SESSIONS" button at the bottom.

It will load weather and scenery then you will be in the session lobby.

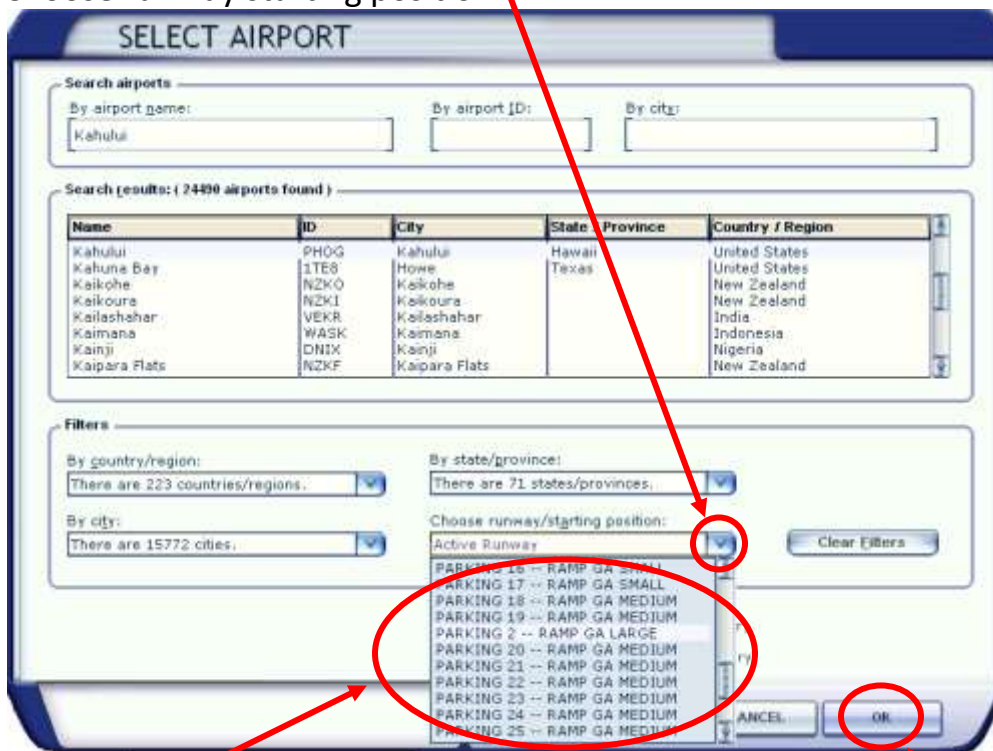


Join FSX at Airport Parking

By default you will spawn on the runway which will get you ejected
To choose a parking spot click on Change



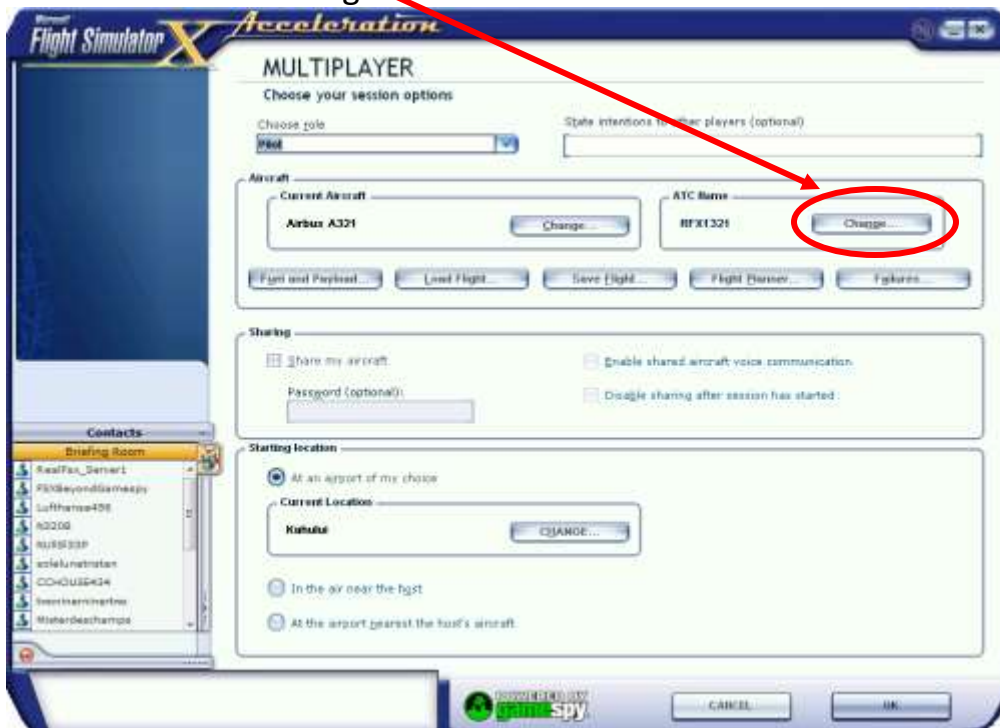
Choose runway starting position



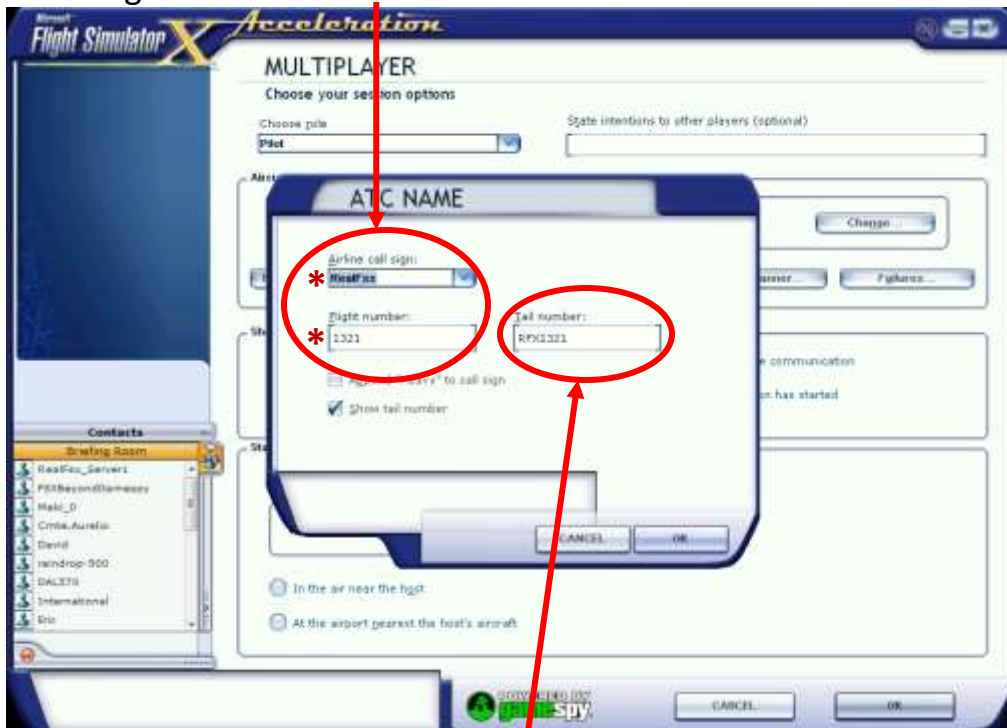
Pick a terminal or GA parking spot from the list – Click OK

Setting Tail Number

ATC name – click Change



Fill in Flight number & Airline





Put your aircraft tail number here

If you want the ATC to see your tail number on radar

- * Set airline to none
- * Leave Flight number blank

TeamSpeak3 – Voice Communications for FSX (FSX voice is disabled on the server)

1. Download and install the client suitable for your computer or tablet [here](#)
2. Run the Teamspeak3 client on your device and choose a push-to-talk button during setup
3. Download and read the Terms of Use Policy [here](#)
4. Connect to RealFsx TS3server using this [link](#)
5. Choose a player name for TeamSpeak that can be recognized with your FSX player name
6. First time visitors will join the Lobby channel as guests – please read the channel description.
7. Because of past experiences with undesirable people you will remain a guest till we get to know you. This will allow full access to airport frequencies but not to the FBO, Pilot’s Lounge or ATC Lounge.
8. If you need more assistance please contact a member with a poke or message for more help.
9. We have  Pilot and  ATC instructors that provide training if you request an appointment for training. We don NOT train on event nights.
10. We use a TS3 monitoring system that will move you to the Away Room when:
 - Your microphone is muted for more than 10 seconds
 - You’re away more than 5 minutes
 - You’re idle more than 45 minutes
 - **If you’re idle more than 60 minutes you will be ejected from the server automatically**

RealFsx TeamSpeak3 Icons

 Server Guest

 Pilot Instructor

 Tower ATC

 Server Normal

 Clearance ATC

 Radar ATC

 Server Admin

 Ground ATC

 ATC Instructo

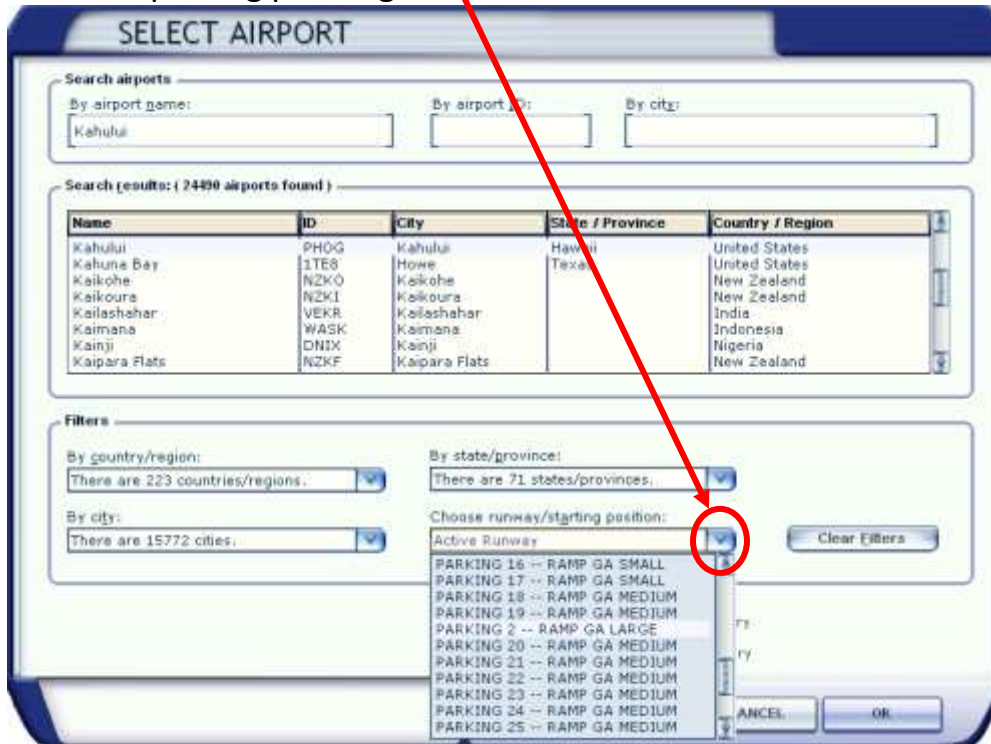
Spawned in the Air?

If not already, pause then click on World from menu



Click on Go to Airport

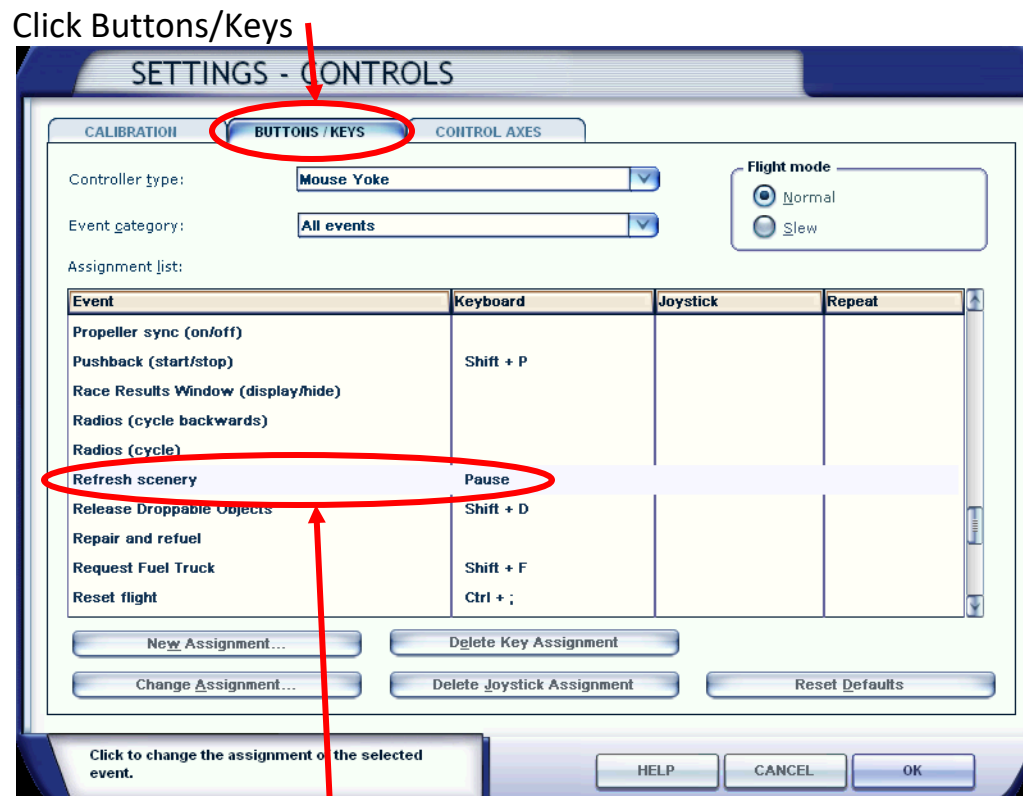
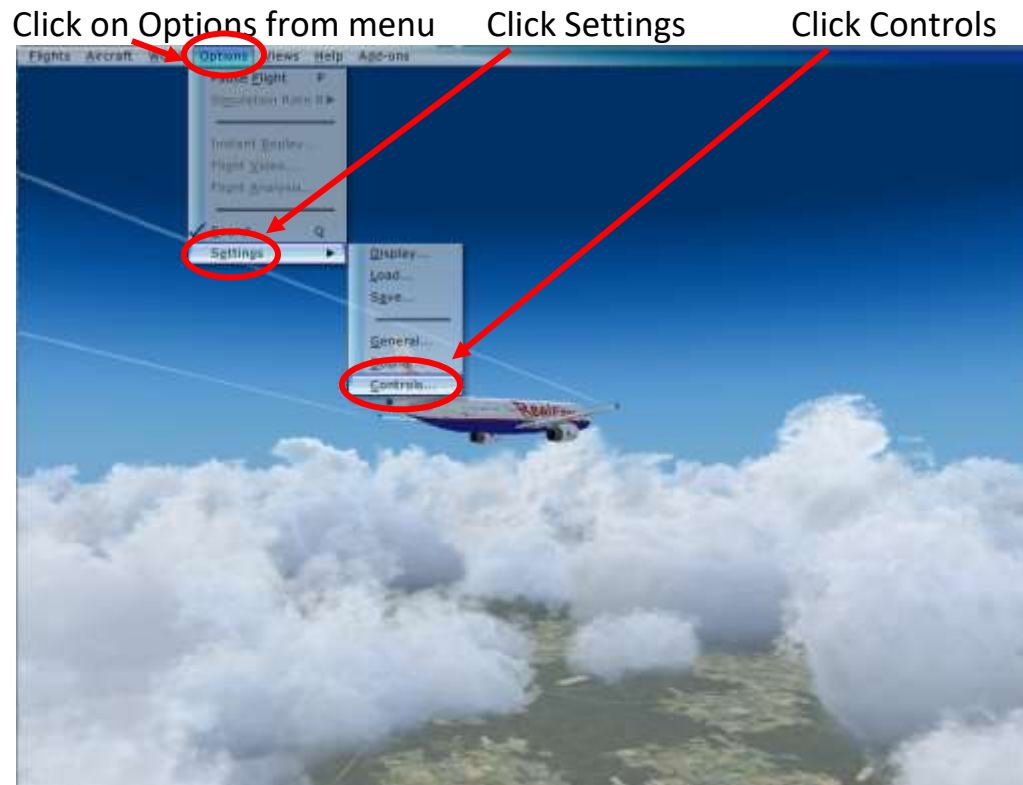
Choose a parking place again



It seems to work even in the same parking spot most times

Can't hear the Airport ATIS?

If you fly more than 60 miles you cannot listen to the new airports ATIS without the scenery refreshed. Refresh scenery doesn't have a default key assignment so one must be assigned.



Double click Refresh scenery and assign a key

Other Session Info

ATC Communication Guide:

Step-by-step on ATC communications that will be helpful to new pilots as well as future controllers. Download [here](#)

RealFsx Session Info:

Has airport information for all sessions. Will be useful to pilot and controller. Download [here](#)

RealFsx Terms of Use Policy:

All players using our TeamSpeak and or FSX server must comply with the Terms of Use Policy. Download [here](#)