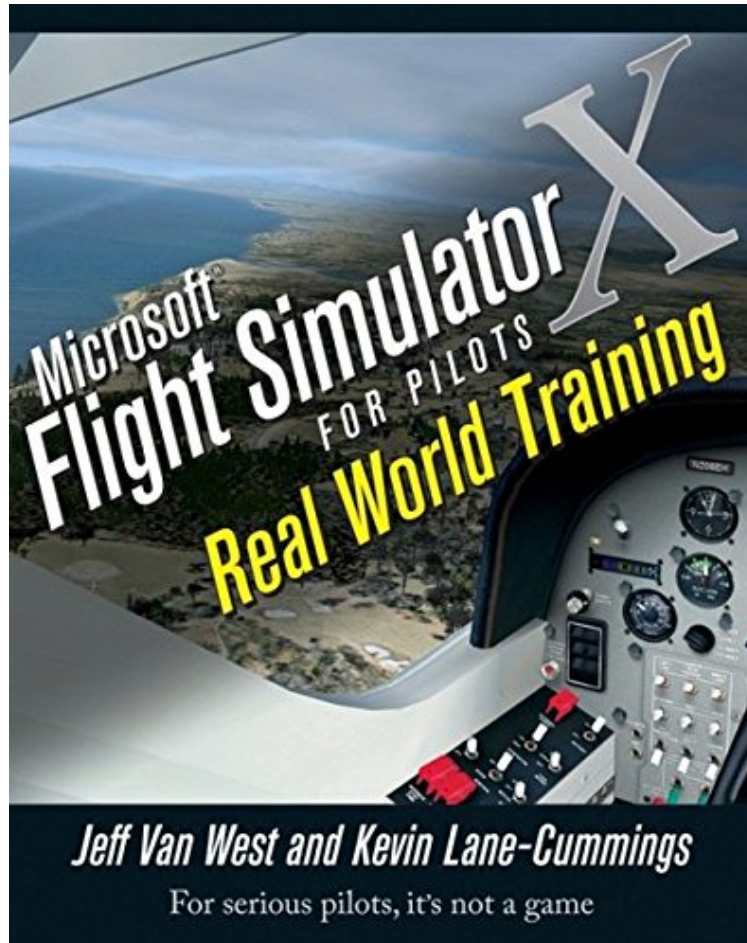


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Microsoft Flight Simulator X For Pilots Real World Training

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Jeff Van West, Kevin Lane-Cummings : Microsoft Flight Simulator X For Pilots Real World Training before purchasing it in order to gauge whether or not it would be worth my time, and all praised Microsoft Flight Simulator X For Pilots Real World Training:

6 of 6 people found the following review helpful. An Excellent Book, But...By JJ Other reviewers have pointed out what makes this book great for PC-based flight simulation (for real pilot, of course). The science of aerodynamics and aviation is never going to change, but computer technology has been advancing exponentially in the last decade and will continue advancing. This book was published in 2007, so its computer related content is 8 years old which is ancient history in PC (personal computer) terms. For example, 20 FPS (frame per second) is the suggested goal in this book. With today's modern mid-range CPU and GPU, you can achieve the same setting with 100+ FPS in a single 1080p monitor easily. Hardware setup for FSX is a science itself, I'm not going to get into it here. Just remember CPU is king when it comes to FSX, invest a large portion of your budget on CPU. If you just started getting into FSX, then I

would recommend Prepar3D over FSX. Prepar3D is continuation of commercial version of FSX known as ESP, now is developing by Lockheed Martin. Prepar3D utilizes modern CPU GPU whereas FSX does not. The two are very similar in many aspects, so the content of this book can be applied to Prepar3D as well. Beware, Prepar3D is a commercial product whereas FSX is a consumer product. So everything costs more for Prepar3D. Lastly, this book uses FSX Piper Cub for flying lessons. The authors describe the preflight procedures of real Piper Cub that FSX can't replicate. No worries, A2A Simulations has come out with their version of Piper Cub that does and behaves like the real thing. 7 of 8 people found the following review helpful. A must have book for every flight simulation enthusiast! By Josh As I write this review, I think back to when I was a kid who had a passion for aviation in the early/mid 90's, and taking off in the Learjet from old Meigs Field along the Chicago waterfront. It was nothing fancy, and there were no yokes and rudder pedals connected to the computer...just the arrows on the keyboard, F4 for full throttle, etc. And what felt like 5fps if you were lucky (rolling eyes). But in 2002, when I started pursuing my PPL, I was able to take basic concepts from even those times of clicking the arrows, and applied it to real flying. At 10.5 hours, my instructor signed me off for solo flight, since I had been able to pick things up so quickly, and I definitely give some credit to the flight simulator growing up. As I skip ahead to the present day, I think about what it would've been like to have this book growing up. It's basically like having a certified flight instructor sitting next to you at all times, whose brain you can pick whenever you have a question. I bought this book about 4 years ago since I hadn't flown in real life for awhile, so I could refresh my memory on things that I knew I had started to forget, but also I bought it just to have. I never imagined the amount of information it'd have in it. The book begins with the most basic information from the physics of flight, to teaching you how to conduct a GPS approach. You will also learn how to read an approach plate and land in one mile visibility with an ILS approach. It also is such a great source of reference for just anytime you want to read-up on something you already know about and apply it with practice on the simulator. It also has a really good section for helping to learn some of the basics of the "glass cockpit," in the event you're about to be transitioning from the old gauges to the Garmin-1000!!! I now have twins who will be sitting behind the yoke in the computer room soon. My boy has actually already grabbed it a few times, but at 19 months he's not quite there yet...haha But when the day comes, this book will basically allow me to be his flight instructor. The information in this book is worth thousands of dollars when you consider the cost of a flight instructor (\$22 an hour in 2002-03 was cheap compared to what they probably are now). I recommend buying this book for any person who has a simulator, whether you're new to flying or a veteran. If you're planning on pursuing aviation in real-life, it will save you A LOT of money long-term, since you won't have to practice so much on a real plane! 3 of 3 people found the following review helpful. Clear, concise and systematic approach to using MSFSX to simulate real world flight training By Customer This is one of the best how-to books on MSFSX I have read. It ranks up there with any number of awesome youtube videos in its explanation of flight concepts, flight and system dynamics, and the possibilities and limitations of MSFSX default aircraft and systems. It takes a gradual, systematic, step-by-step approach from relatively simple, single-engine aircraft through multi-engined aircraft with simulations of relatively modern and complex instrumentation systems (communications, GPS and glass cockpits, for example). If one follows the book's approach section by section in flying the MSFSX aircraft, by the end of the book, the reader has progressed to a Boeing 737, is capable of flying trans-continental or even trans-oceanic flights in a simulated real world environment. The included flight plans and lessons are both clear and concise. I'd recommend this book for anyone trying to learn more about using MSFSX rather than just "yanking and banking" a plane on the Easy setting.

Get ready to take flight as two certified flight instructors guide you through the pilot ratings as it is done in the real world, starting with Sport Pilot training, then Private Pilot, followed by the Instrument Rating, Commercial Pilot, and Air Transport Pilot. They cover the skills of flight, how to master Flight Simulator, and how to use the software as a learning tool towards your pilots license. More advanced topics demonstrate how Flight Simulator X can be used as a continuing learning tool and how to simulate real-world emergencies.

"I keep this book on visual at all times, as its destined to become a classic. THE book to read about serious flight-simulation". (fs-dev-support.com/jarn, Monday 17th September) From the Back Cover It's the next best thing to being up there Why use Microsoft Flight Simulator for real-world flight training? Because it gives you the best possible head start and enables you to learn at your convenience. Flight Simulator provides scenario-based training that lets you practice handling almost any situation. It offers advantages you don't even get in a real plane the option to set up any kind of weather or equipment failures, stop midway and redo a procedure, or get the view from outside the airplane. FSX isn't a game. It's a training mission for virtual and real aviators alike. Install Flight Simulator and set up a training program from Student Pilot through Airline Transport Pilot Use the custom flight lessons on the companion Web site to prepare for actual flight training Practice the fundamentals of flight starting the engine, taking off and landing, and performing pre-flight checks Learn to handle different types of aircraft Experience the effects of wind and weather Prepare for emergency situations and learn to navigate by both old-fashioned and modern methods Communicate with air traffic control Build practice time that can help you prepare for license exams Use stunning visuals to practice in

any conditions Master expert-level, high-performance maneuvers Companion Web site Visit
www.wiley.com/go/flightsim to find sample flights for each lesson in the book, demonstrations of flight maneuvers, and two bonus chapters. About the Author Jeff Van West is a certified flight instructor in both single and multi-engine aircraft and editor of the professional pilot magazine IFR. He has written training curricula for both computer simulation and general aviation programs. Kevin Lane-Cummings is a pilot, flight instructor, educator, and technical communication professional. He has worked for aerospace megacorporations, science museums, flight schools, public TV stations, and Internet publishers.