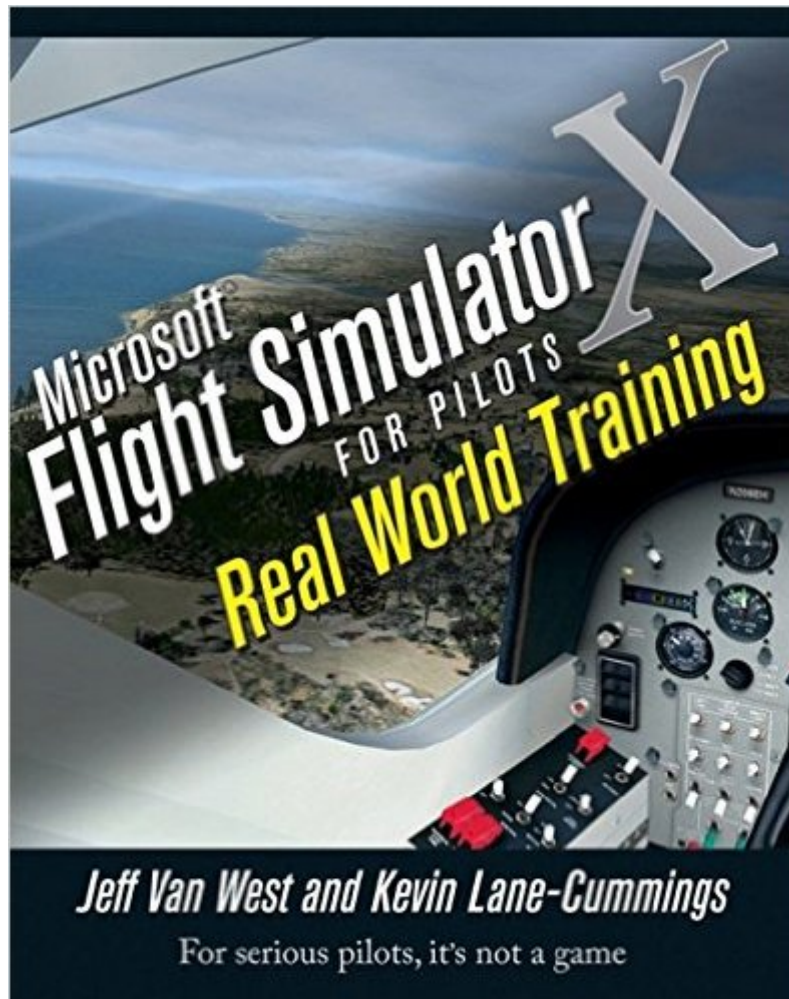# Microsoft Flight Simulator X For Pilots Real World Training

Synopsis

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 pilotâ ™s license. More advanced topics demonstrate how Flight Simulator X can be used as a continuing learning tool and how to simulate real-world emergencies.

Book Information

Paperback: 744 pages

Publisher: Wiley; 1 edition (June 18, 2007)

Language: English

ISBN-10: 0764588222

ISBN-13: 978-0764588228

Product Dimensions: 7.4 x 1.4 x 9.3 inches

Shipping Weight: 2.2 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 starsÂ Â See all reviewsÂ (177 customer reviews)

Best Sellers Rank: #32,713 in Books (See Top 100 in Books)   #13 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming   #18 inÂ Books > Textbooks > Computer Science > Graphics & Visualization   #49 inÂ Books > Computers & Technology > Games & Strategy Guides > Strategy Guides

Customer Reviews

I'm an instrument-rated private pilot. Although Flight Simulator isn't a perfect substitute for real-world flying, it does have its pros (not least of which is that it doesn't cost $139/hr to rent 'wet.')I've had this book since October, and I love it. (I would have loved it even more if I'd had it several years ago when I was earning my license and ratings. It's THAT helpful.)What I'd add to the other reviews is that the two authors -- both flight instructors -- do an excellent job of pointing out where Flight Simulator-flying and real-world flying differ, as, for instance, in ATC communication, available IFR clearances, and the operation of the G1000.

FS Real World Training is an invaluable book. Although I had already 'passed' many of the flight lessons in FSX I still didn't feel confident about my flying skills. There were too many things that were left (excuse the expression) hanging in the air. When I bought this book I started at the

beginning feeling like a newbie all over again. Many points that I missed before are explained fully and in detail and finally it is all making sense. As a result I am enjoying my flight simulator more than ever. Aside from the wealth of interesting and informative detail I think the most important thing is that the reader gets to make connections. The information connects from one chapter to the next and consequently, step by step, everything fits together. Going through this book is an immensely enjoyable experience. An added bonus are the generous number of free mission files and charts available on the wiley. com web site which are enjoyable and extremely useful.

Although the title of this outstanding teaching manual indicates it is for real pilots using Microsoft's Flight Simulator as a teaching tool I can enthusiastically recommend it for simulator pilots as well.I learned so much from the authors who are real world pilots & instructors I hadn't learned from other available sources. I consider when I finish the manual with the missions included I will have completed real VFR & IFR instruction even though I am not a real world pilot & confine my flying to Flight Sim only.The book is eminently practical as a good teaching manual should be. It offers a stepwise approach to flight training from the Piper Cub to the twin-engine Beechcraft Baron & beyond. A novice completely unfamiliar with simulator flying could use this book from the beginning to become competent in VFR flight before even thinking about sophisticated avionics & instrument flying. It is crammed full of practical tips & offers context for the theory of flight which can be gleaned from other sources.There is a bunch of extra resources available at the publisher's website which extend the material even more. One can download approach plates & the like for the included missions.I cannot recommend this book highly enough for simulator pilots; it is simply wonderful!

Finally a book that takes nothing for granted and has one eager to get started with FSX. I followed one of their MANY helpful suggestions and took the book out to a flying school. From CFI's, (you'll find out what that is in the first chapter) to students, their praise was unanimous. I'm 77 years old and although I don't plan to take flying lessons, this book whets one's appetite and desire to get started. The book not only covers flying but also gives excellent information on just what power does your computer need to run the program as well as having a section that deals with Windows Vista. Sincerest congratulations to the authors.

This is a good book for real pilots who would like to improve their MS Flight Simulator experience, as well as for non-pilots who would like to become pilots. The book is written in simple terms so the new student will understand, but there is clearly enough there to benefit the accomplished pilot both

from a aviation knowledge and simulation point of view. I am an ATP and CFI and have found nuggets of wisdom that I will use in flying and teaching. Mostly I am making my flight simulator experience richer and more fun by getting to know the software and online world better. My simulator is complete with yoke, multi-engine throttle quadrant, rudder pedals, multi-function panel, and three monitors. The only disappointment so far in the book is the recommendation that you open multiple views on one screen, without recommending adding another monitor and opening the view there. I have found that with multiple monitors I can effectively fly VFR by looking out the left window (left monitor), placing the instrument panel and forward looking screen on the middle monitor, and radio equipment on the right monitor. This is also ideal for IFR practice, which I do every day. I also use FS2004 (not FSX) and still find the book germane, even though it is not specific to my older version.Even though I own two airplanes, I still fly MS Flight Simulator because I can practice to perfection procedures that make my real world flying much better. This book helps me reach that goal. I am looking forward to continually expanding my sim experience, and maybe I'll see you online!

Microsoft Flight Simulator X For Pilots Real World Training Puppy Training: How To Train a Puppy: A Step-by-Step Guide to Positive Puppy Training (Dog training,Puppy training, Puppy house training, Puppy training ... your dog,Puppy training books Book 3) Flight Theory for Pilots, Fourth Edition (Jeppesen-Sanderson Training Products) Puppy Training: Step By Step Puppy Training Guide- Unique Tricks Included (puppy training for kids, puppy tricks, puppy potty training, housebreak your dog, obedience training, puppy training books) Puppy Training: Puppy Training for Beginners: The Complete Puppy Training Guide to Crate Training, Clicker Training, Leash Training, Housebreaking, Nutrition, and More The Student Pilot's Flight Manual: From First Flight to Private Certificate (The Flight Manuals Series) Microsoft Surface Pro 4 & Microsoft Surface Book: The Beginner's Guide to Microsoft Edge, Cortana & Mail App on Microsoft Surface Pro 4 & Microsoft Surface Book Officers in Flight Suits: The Story of American Air Force Fighter Pilots in the Korean War Puppy Training: The Complete Guide To Housebreak Your Puppy in Just 7 Days: puppy training, dog training, puppy house breaking, puppy housetraining, house ... training, puppy training guide, dog tricks) Puppy Training Guide 4th Edition: The Ultimate handbook to train your puppy in obedience, crate training and potty training (Training manual, Puppy Development, ... Training, Tracking, Retrieving, Biting) Puppy Training: 10 Worst Puppy Training Mistakes That Can Ruin Your Dog (And How To Train Them Right) (puppy training, dog training, puppy house breaking, ... training a puppy, how to train your puppy) Puppy Training: The Ultimate Guide to Housebreak Your Puppy

in Just 7 Days: puppy training, dog training, puppy house breaking, puppy housetraining, house ... training, puppy training guide, dog tricks) Space Simulator Strategies & Secrets: Strategies & Secrets Real Estate: Learn to Succeed the First Time: Real Estate Basics, Home Buying, Real Estate Investment & House Flipping (Real Estate income, investing, Rental Property) Jet Fighter School II: More Training for Computer Fighter Pilots (Top gun) PUPPY TRAINING: DOG TRAINING: Crash Course in Training Your Dog in Days, Housebreak and Obedience Puppy Training Guide Book Puppy Training: How to Housebreak Your Puppy In Just 7 Days (puppy training, dog training, puppy house breaking, puppy housetraining, house training a puppy,) Brain Games for Dogs: Training, Tricks and Activities for your Dog's Physical and Mental wellness(Dog training, Puppy training,Pet training books, Puppy ... games for dogs, How to train a dog Book 1) Potty Training In 3 Days: Quick And Easy Guide To Potty Training Your Toddler In As Short As 3 Days (potty training, toddlers, toddler, toilet training) Puppy Training : How to Housebreak Your Puppy in Just 7 Days: (Puppy Training, Dog Training, How to Train A Puppy, How To Potty Train A Puppy, How To Train A Dog, Crate Training)