Miltech Simulations MV-22B Tiltrotor

FS24 - Navigation Systems

Note
Only applicable to FS24, starting on version V1.6.0

Navigation systems, flight planning, and mapping have evolved significantly with the introduction of FS24. The use of the new Electronic Flight Bag has become standard for flight planning, and the new mapping system has necessitated a complete reimplementation on the aircraft. As a result, a new system has been constructed and implemented, starting on version V1.6.0.

New FS24 MFD NAV Page



New FS24 NAV Page

Fixes, VOR, Airports, NDBs, and Routing are now displayed on the MFD NAV Page.

- Routes can be created and edited from the FS24 EFB. After creating or modifying a route, use the "SEND TO AVIONICS" button on EFB to sync the new routings with the aircraft instruments. More information: Creating Flightplans with the FS24 EFB
- **(1)** Fixes, VORs, Airports and NDB (also known as "Facilities") can be displayed/hidden individually, or configured to show icon/text/icon+text through the MAP CTRL submenu:





- **(a)** NAV OVERLAY CONTROL Submenu
- (a.1) Airports (On/Off)
- (a.2) Navaids - VOR, NDBs (On/Off)
- (a.3) Fixes (On/Off)
- (a.4) Waypoints (On/Off)
- (a.5) Label Options (Off/Tag/Ident/Both)
- **(2)** New map rendering modes are now supported: Use bezel option CHART/TRN/IMAGE to configure the map rendering mode.
- CHART displays flight route, compass rose, and facilities only.
- TRN displays flight route, compass rose, and facilities, along with the terrain heightmap.
- IMAGE displays flight route, compass rose, and facilities, along with a background aerial image.
- **(3)** CENTERED/DECENTERED Map modes are supported through their corresponding bezel option.

- **(4)** HEADING/TRACK/NORTH UP Map modes are supported through their corresponding bezel option.

New CDU Options in FS24



Waypoint Page

- **WYPT Page**
- WYPT/NRST WYPT Submenu displays nearest airport/navaids/fixes data, including IDENT, Distance and Bearing, and latitude/longitude to each corresponding point.



Flightplan Page

- **FLPN Page**
- FLPN/FLPN Summary displays all waypoints on the current active flight plan, along with corresponding CRS and ETAs to each waypoint.
- Bezel option ETA/ETE/DIST cycles the display between Estimated Time of Arrival (ETA), Estimated Time En Route (ETE), and Distance (DIST).
- SEQ UP and SEQ DOWN keys on CDU will enable navigation up/down throught Flight Plan Summary list.

Creating Flightplans with the FS24 EFB

Creating a Flightplan for EFB Sync, routing display on MFD

- Flight Plans can be created either from the WorldMap prior to starting a flight, or from in-flight using the FS24 EFB
- Once the routing is properly set up (including departure and arrival airports, procedures, and enroute waypoints), you must press **SEND TO ATC AND AVIONICS** to synchronize the changes with the aircraft systems.
- Flight plan route will display on the MFD Map, along with the CDU WYPT Page. However, please be aware that for Autopilot to function correctly, you must follow the guide below.

Creating a Flightplan for EFB Sync, routing display on MFD + Autopilot WYPT Mode

Due to an existing bug or missing endpoint, a specific flightplanning sequence must be followed for the autopilot WYPT Mode to engage correctly. We have reported the problem to Asobo: https://devsupport.flightsimulator.com/t/flight-plan-sync-and-gps-drives-nav1/13937

- Using the WorldMap, select the Departure Airport and Arrival Airport
- Open the EFB using the TAB Button on your keyboard
- Add the departure, arrival and en route procedures using the EFB
- Click SEND ROUTE TO ATC AND AVIONICS button
- Close the EFB, and only after click on **Start Flight**
- **After flight has started,** open EFB again and click on SEND ROUTE TO ATC AND AVIONICS
- Route should display correctly on the MFD.
- Once in Stable APLN File, engage Master Autopilot (CPLD)
- Engage WYPT (CAP light should be lit)
- Engage INAV (CAP light should be lit)
- The aircraft will follow the flight plan as filed.

Modifying the flight plan while on route may result in the WYPT Mode disconnecting and being unable to reconnect, due to the bug described above.