Supercarrier Pro

Known Bugs, Updates & Product Roadmap

Frequent Answered Questions

How to remove Chocks/Covers on Moving Carriers (FS24)

To remove pitot covers/chocks/etc in FS24 Moving Carriers, just use the “Quick Preflight” keybind (configure on your MSFS Controls settings and map to one key). This will remove everything on preflight, even on moving ships. Unfortunately, there is a hardcoded simulator limitation preventing walkarounds on moving ships.

Quick Taxi not Working (FS24)

Quick Taxi requires engines to be running in certain specific aircraft.

One of such aircraft is the stock FA18. This is due to how hydraulic systems have been set up and how the joystick input is being detected, engines must be started before using Quick Taxi.

We are looking into other solutions to this problem.

Known Bugs

As with any revolutionary piece of software, there will be some bugs at the beginning. We have acknowledged and fixed the following bugs**:**

- Supercarrier Pro CTDs - On Spawn or when Flying to Carrier
- "Shaky Camera"/"Shaky Ship" Bug - Moving Ships
- Multiplayer Sync freezing screen after Restart
- Misplaced Crew/Teleport not functioning/Quick Taxi not functioning
- Shimmering "Bounding Box" on Arrestor Cables
- Osprey/Harrier Sliding on the Deck
- Loaded in a Carrier and my aircraft is invisible/partially loaded
- Aircraft Jitters/Jerky movements on Deck & Elevators