



# FlightLog Analyzer



## *User Guide*

*[www.FlightLogAnalyzer.com](http://www.FlightLogAnalyzer.com)*

# CONTENTS

---

Introduction.....	4
1 Quick Start Guide .....	4
2 System Requirements .....	5
3 Initial Installation .....	5
4 Flight Simulator 2024 Support and Features .....	8
5 Logbook Locating and Loading .....	9
5.1 Choose Logbook File(s) .....	9
5.1.1 Picking the correct Logbook file for each version of Flight Simulator .....	9
5.2 Logbook Locator for Non-Standard FS Installations .....	10
5.3 Manually Load Logbook .....	10
6 Main Display .....	11
6.1 Highlighted Cells .....	12
6.2 Highlighted Rows .....	13
6.3 Logbook Utilization .....	13
6.4 Dark Mode.....	13
6.5 Display Modifiers .....	13
6.5.1 Date and Time Formatting .....	14
6.5.2 Column Customization .....	14
7 Charts and Graphs Panel.....	15
8 Flight Map and Flight Profile.....	16
8.1 Flight Path Map .....	17
8.1.1 Built in Viewer.....	17
8.1.2 Google Earth Pro .....	18
8.2 Flight Profile Display .....	19
9 Group Analysis and Summarizing.....	21
9.1 Drilldown into each individual flight .....	22
10 FlightLog Exporter .....	24
11 User Preferences .....	26
12 Logbook Cleaner .....	29
12.1 Important Note.....	29
12.2 Entering Flight Numbers for Deletion .....	29
12.3 Restore Point backups of your FlightLog .....	31
13 Flight Fixer.....	32
13.1 Correct Missing Take-offs and Landings .....	32
13.2 Important Note.....	33
13.3 Entering Flight Numbers for Correction .....	33

13.4	Restore Point backups of your FlightLog .....	35
14	Achievements Progress Tracker .....	36
14.1	Logging into your Microsoft / Xbox account .....	36
14.2	More information about Flight Simulator Achievements can be found at these links: .....	37
14.3	Steam Installations .....	37
14.4	FS 2024 Achievements .....	38
15	Aircraft-Model Name Translation .....	39
15.1	1 <sup>st</sup> Example .....	39
15.2	2 <sup>nd</sup> Example .....	42
15.3	Wildcard Example .....	44
15.4	Advanced Example .....	44
15.5	Notes: .....	45
16	FlightLog Auto Archive .....	46
17	FlightLog Manual Backups .....	46
18	Hot-Key Quick Access .....	48
19	Custom Colors .....	49
20	Glossary .....	50
20.1	Instrument Approach Suffixes .....	50
21	Troubleshooting .....	51
	Prior Versions of the Program .....	51
	Reverting to a Logbook Backup .....	51
	Built-In Map Display Window Not Correctly Showing Satellite Overlay .....	51
	Finding your logbook if you have installed Flight Simulator into a non-standard (not the default) directory .....	51
	The program is crashing at startup .....	53
	Automatically Send Logbook File to Support .....	53
	Manually Locating your logbook file – 1 <sup>st</sup> Method .....	54
	Manually Locating your logbook file – 2 <sup>nd</sup> Method .....	54
	LNM Logbook Export .....	56
	SimToolKitPro Exports .....	57
	Volanta Exports .....	58
	Sky Dolly Exporting and Importing .....	58
	To Import into Sky Dolly, follows these steps: .....	58
	Missing SIDs, STARs, and Approach Information .....	59
	Missing Airport's Name, City, or State .....	59
	How to view a flight's Altitude Profile on Google Earth .....	59
	Reinstating 'Show Again' selections .....	61
22	Contact Information .....	61
23	Registration / Licensing .....	61

24	Thank you for Choosing FlightLog Analyzer .....	62
----	-------------------------------------------------	----

## Introduction

*FlightLog Analyzer* is a companion app for *Microsoft Flight Simulator 2020 and/or 2024*. Some of its features are:

- Display the consolidated flights from either, or both, the FS2020 and FS2024 logbooks
- Display Flight Logbook Attributes in tabular form
- Plot Flight Paths on maps of the Earth
- View the Altitude Profile of any flight
- Group and Summarize flight data by flight attributes

FlightLog Analyzer also includes powerful edit features:

- Permanently Remove unwanted flights from the Flight Simulator's logbook
- Correct missing landings and takeoffs from flights that MSFS missed

## 1 Quick Start Guide

If you're looking to get up and running as quickly as possible, just to see what FlightLog Analyzer is all about, here are the most important things to know.

1. Launch FlightLog Analyzer
2. Let the application scan for existing logbooks on your computer, and select them accordingly
3. All flights in the loaded logbooks will be displayed in tabular form
  - a. Flights from FS2020 and FS2024 will be consolidated into a single list
4. Sort by any of the Column Headers
5. Right-Click on any flight in the Flight Data Table
  - a. Choose to view "[Flight Map](#)" with "Built-In Viewer"
  - b. Install a KML Map Viewing app to view Flight Maps in 3D (we suggest using Google Earth Pro)
  - c. Choose to view the "[Flight Profile](#)"
6. Click on the "[Flight Group Analysis](#)" button
  - a. Choose a flight attribute to summarize Logbook data over
  - b. Flight Maps, Exports, *Flight Fixer*, and the Logbook Clean are also available with a Right-Click on a row, just like the Main display

7. Explore the many User Preferences within the [Preferences menu](#)

And, a helpful hint to keep in mind...

**Tooltips Are Your Friend!** If you are questioning what a button, label, text field, or legend means or how to use it, tooltips are provided with explanations for many of them. Simply hover the mouse over the items in question.

## 2 System Requirements

**Most importantly,** *Microsoft Flight Simulator 2020 and/or 2024* must be installed on your computer.

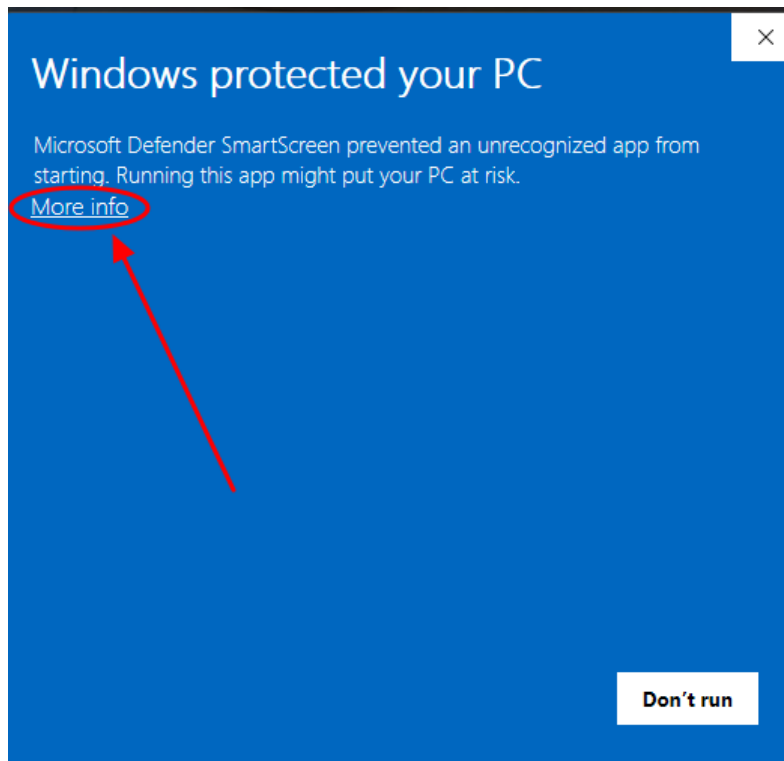
*FlightLog Analyzer* has no extra requirements, beyond that.

So, the bottom lines... If *Flight Simulator* runs on your system, *so will FlightLog Analyzer*.

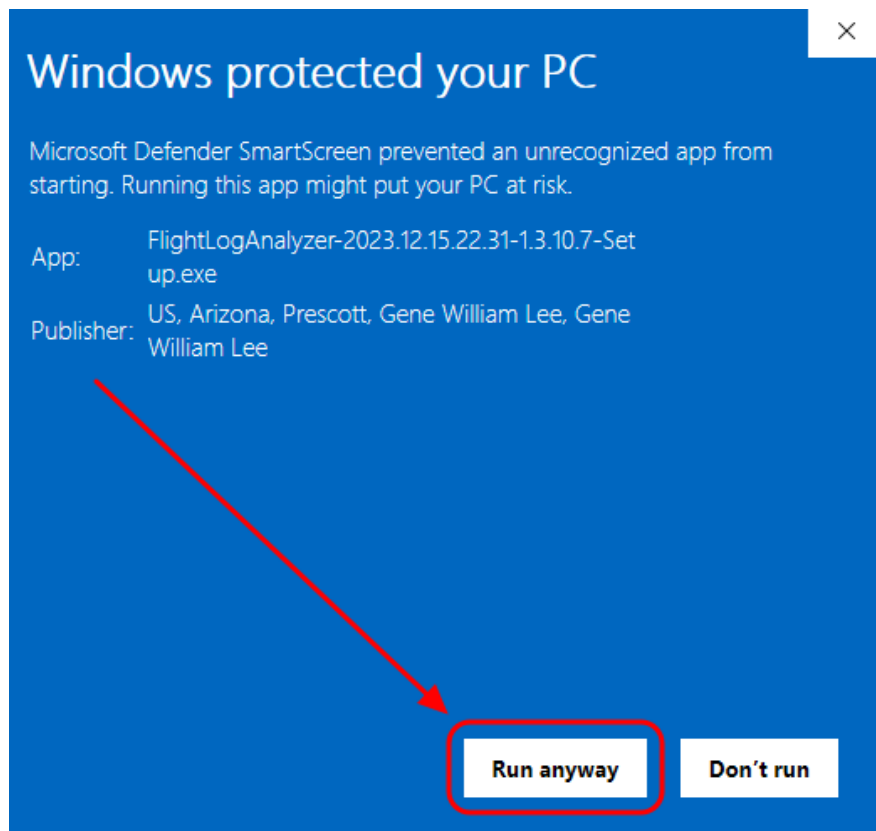
## 3 Initial Installation

When you run the setup.exe program, Windows Defender may display a message stating "Window Protected your PC". This is not an indication that anything is wrong, and definitely is not warning you of viruses or malware.

To get past this window, press the More Info button.



After pressing **More Info**, the next window will be presented showing the application has an official publisher.



At this point, simply press the **Run Anyway** button and the installation will continue.

## 4 Flight Simulator 2024 Support and Features

FlightLog Analyzer was tested with Flight Simulator 2024 Alpha Version and all features performed as expected.

Before the official release date (est. Nov, 19<sup>th</sup> 2024), the app will have the new features to support FS2024, but they are currently disabled. After the official release and further testing, all FS2024 specific integration will be unlocked.

According to the Alpha Test and to information released from Asobo and Microsoft, the new version will not import the flights from FS2020, so it will begin with an empty logbook.

To prevent users from losing their flight history after uninstalling FS2020, FlightLog Analyzer will keep an archived version of the imported logbooks (FS2020 and/or FS2024).

FlightLog Analyzer will now support loading 1 or 2 logfiles (2020, 2020 + 2024 or just 2024). All flights loaded will be merged and all operations will affect both files when necessary.

Please notice that for FlightLog Analyzer will not be importing the flights from the 2020 logbook into the new 2024 logbook, as the technical viability for this feature still needs to be examined after the official release from Microsoft.



## 5 Logbook Locating and Loading

FlightLog Analyzer offers 3 ways (found in the toolbar menu under 'File') to locate and load the existing logbooks into the application:

### 5.1 Choose Logbook File(s)

This option will perform a quick search using the default installation directories to locate the existing 2020 and/or 2024 logfiles.

This is the default method used in the first run of the application.

The user must correctly identify which logbook file(s) corresponds to each version of the game.

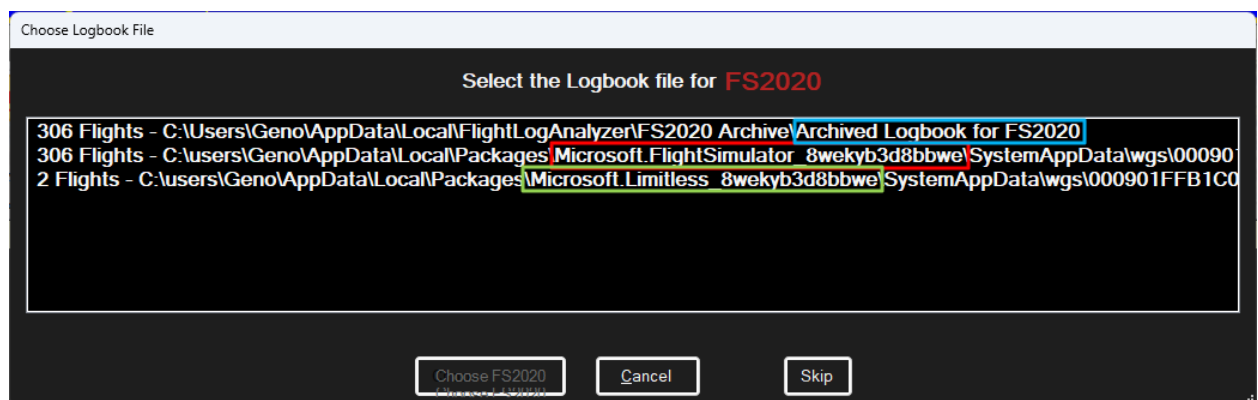
#### 5.1.1 Picking the correct Logbook file for each version of Flight Simulator

The first time FlightLog Analyzer starts up, or when the "Choose Logbook File(s)" function is made, the program will scan known directories looking for logbook files. The results will be displayed similar to the screenshot below. The following explanation will aid you in choosing the correct logbook file for each version of Flight Simulator.

The **FS2020** logbook will typically contain the folder named "Microsoft.**FlightSimulator**\_8wekyb3d8bbwe" as shown in **Red**

The **FS2024** logbook will typically contain the folder named "Microsoft.**Limitless**\_8wekyb3d8bbwe" as shown in **Green**

The **FS2020** logbook can also appear as seen in **Blue**. This is an archived copy of your FS2020 logbook. This archive is kept so that when you eventually uninstalled FS2020, and the Red entry is no longer available, you will then choose the **Blue** option when selecting your FS2020 logbook file.



Any error in identifying these will result in an incorrect 'FS Version' being displayed for the loaded flights. However, this won't have any other adverse effect beyond that. If you happen to identify them incorrectly, just run **File – Choose Logbook File(s)** again.

## 5.2 Logbook Locator for Non-Standard FS Installations

If you have any version of Flight Simulator installed in a non-standard directory, you can use this option to search for those logbook files.

Refer to the [Logbook Locator for Non-Standard FS Installations](#) section for further information.

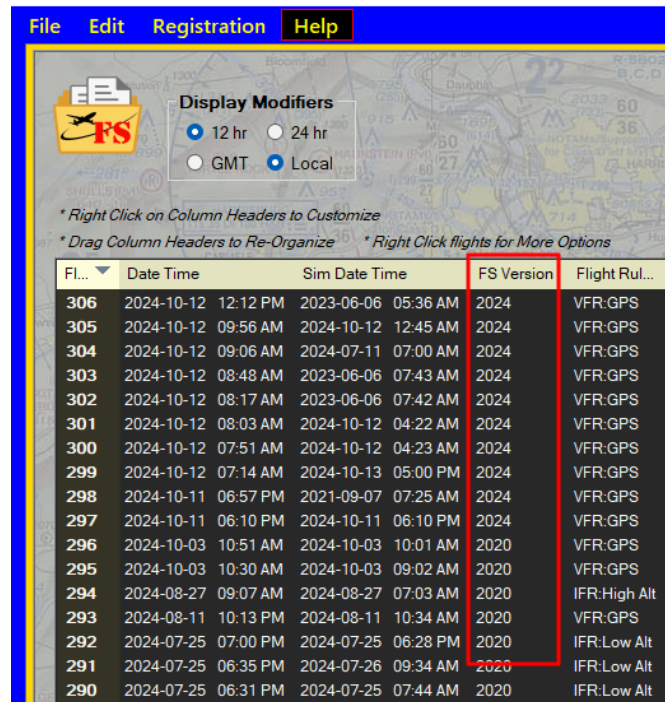
## 5.3 Manually Load Logbook

If you know exactly where your files are located, or if you want to load a specific logbook, you can use this option. It will allow you to load a FS2020 or a FS2024 logbook, one at a time.

## 6 Main Display

The Main Display is where you will view the flights contained in Microsoft Flight Simulator's logbook. Each row in the table represents a single flight that was made in *Flight Simulator*.

At startup *FlightLog Analyzer* will automatically locate *Flight Simulator*'s logbook, and extract all information pertaining to each of the flights. If you have MSFS 2020 and MSFS 2024 installed at the same time, both logbooks can be loaded and the flights will be consolidated on the Analyzer's display.



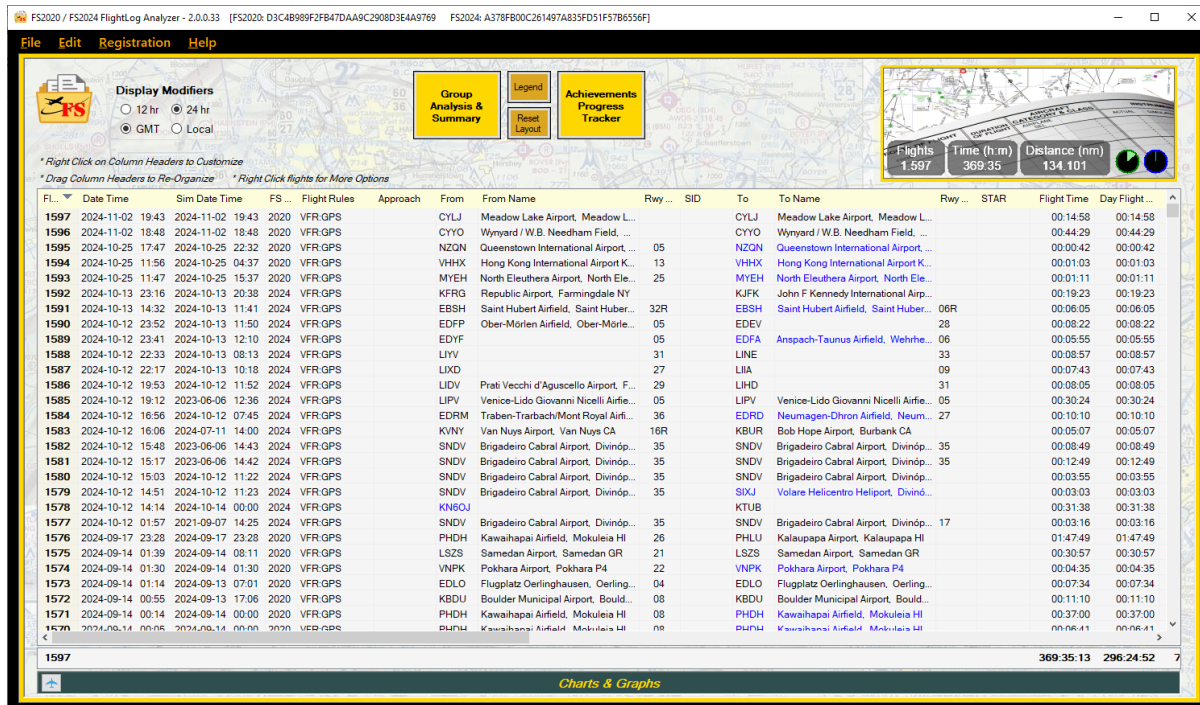
Fl...	Date Time	Sim Date Time	FS Version	Flight Rul...
306	2024-10-12 12:12 PM	2023-06-06 05:36 AM	2024	VFR:GPS
305	2024-10-12 09:56 AM	2024-10-12 12:45 AM	2024	VFR:GPS
304	2024-10-12 09:06 AM	2024-07-11 07:00 AM	2024	VFR:GPS
303	2024-10-12 08:48 AM	2023-06-06 07:43 AM	2024	VFR:GPS
302	2024-10-12 08:17 AM	2023-06-06 07:42 AM	2024	VFR:GPS
301	2024-10-12 08:03 AM	2024-10-12 04:22 AM	2024	VFR:GPS
300	2024-10-12 07:51 AM	2024-10-12 04:23 AM	2024	VFR:GPS
299	2024-10-12 07:14 AM	2024-10-13 05:00 PM	2024	VFR:GPS
298	2024-10-11 06:57 PM	2021-09-07 07:25 AM	2024	VFR:GPS
297	2024-10-11 06:10 PM	2024-10-11 06:10 PM	2024	VFR:GPS
296	2024-10-03 10:51 AM	2024-10-03 10:01 AM	2020	VFR:GPS
295	2024-10-03 10:30 AM	2024-10-03 09:02 AM	2020	VFR:GPS
294	2024-08-27 09:07 AM	2024-08-27 07:03 AM	2020	IFR:High Alt
293	2024-08-11 10:13 PM	2024-08-11 10:34 AM	2020	VFR:GPS
292	2024-07-25 07:00 PM	2024-07-25 06:28 PM	2020	IFR:Low Alt
291	2024-07-25 06:35 PM	2024-07-26 09:34 AM	2020	IFR:Low Alt
290	2024-07-25 06:31 PM	2024-07-25 07:44 AM	2020	IFR:Low Alt

2020 + 2024 Consolidated View

**Attention:** the flights won't be merged inside the games, so MSFS2020 will continue to see only the MSFS2020 flights, and MSFS2024 will only see the MSFS2024 flights.

FlightLog Analyzer will automatically reload the logbooks if you make any new flights while concurrently having *FlightLog Analyzer* open.

If you need to manually reload the logbook, use the menu selection of **File > Refresh Display**. Or, pressing the F5 key will also refresh the displayed flights.



Main Display

Hover above any of the column headers, and you will see a tooltip describing the meaning of the column.

Colored rows and cells are used to indicate special conditions. Press the “Legend” button for a description of these conditions.

**Note:** if the main display doesn’t show any flights, it is because the logbook file couldn’t be found. Flight Simulator was likely installed into a directory other than the default directory. Use the option [Logbook Locator for Non-Standard FS Installations](#) to assist in finding your logbook.

## 6.1 Highlighted Cells

If a ‘From’ or a ‘To’ Airport cell is drawn in Blue, that indicates the flight departed / arrived ‘Near’ the listed airport, but not actually ‘At’ the airport.

235	2023-08-22	05:36 AM	PAJN	5Z1	26	00:06:39	00:06:39
234	2023-08-20	02:37 AM	KBFI	13WA	16	00:20:11	00:20:11
233	2023-08-20	02:30 AM	40AR	40AR	13	00:03:54	00:03:54

Flights that departed or arrived ‘Near’ the airport

## 6.2 Highlighted Rows

If a whole row is highlighted in Orange, this indicates that the record in Flight Simulator's Logbook file is Corrupt. A case where this could have happened is if the game crashed in mid-flight

If a row is highlighted in Yellow, this indicates that 'Slewing' was used during the flight

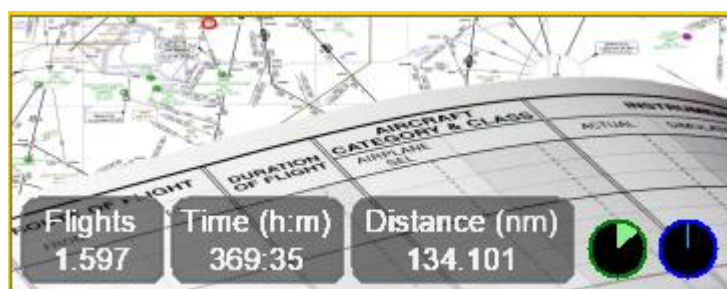
208	2021-08-04 06:04 AM	HEAJ	HECA		00:30:06	00:30:06		39.15
207	2021-08-03 03:17 PM	KSFO	NGZ	28	00:13:36		00:13:36	20.38
206	2021-08-03 03:14 PM	22CA	22CA					00.00
205	2021-08-03 02:03 PM	LFBO	LEMD	32	01:00:31	01:00:31		323.09

Corrupt Flight Record in Flight Simulator's Logbook

## 6.3 Logbook Utilization

Flight Simulator's logbook file is limited to 64MBs in size. Asobo has improved the number of flights that can be recorded in the logbook by compressing the logbook file, but the 64MB size still exists as far as we're aware. This equates to roughly 15,000 'average' flights.

The green pie chart shows how full the FS2020 logbook file is, and the blue pie refers to the FS2024 logbook.



Logbook Utilization

## 6.4 Dark Mode

To make the main display and the Group Analysis display more conducive to working in a dimly lit room, a Dark Mode theme can be selected.

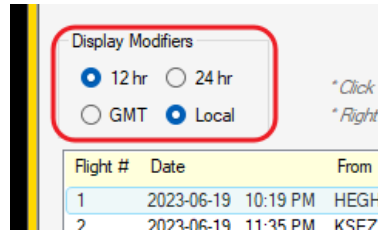
The easiest way to toggle in and out of the Dark Mode is to simply press the F11 key (while on the Main Display). The other method to toggle is by selecting the "Toggle Dark Mode (F11)" selection under the menu bar's Edit item.

## 6.5 Display Modifiers

Many of the characteristics of the Main Display can be changed to suit your needs. They are detailed as follows:

### 6.5.1 Date and Time Formatting

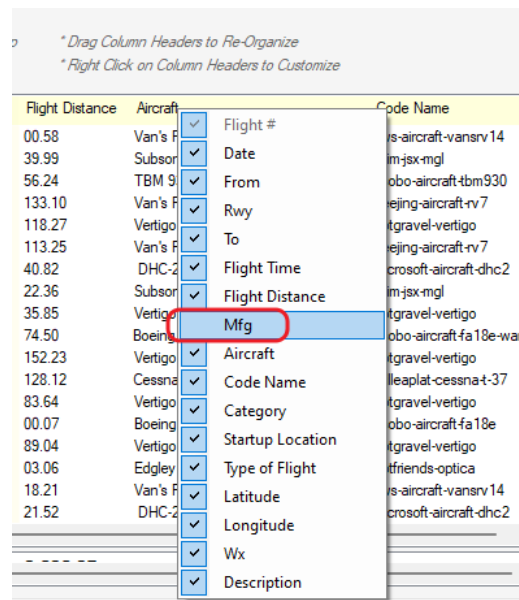
Using the radio buttons on the left side of the display, you have the option to view the date and time of the flights in either 12-hour or 24-hour format. You can also choose to see the flight times in either Universal Time (GMT) or in your Local Time.



*Display Options*

### 6.5.2 Column Customization

If you find there is information displayed than you need, you can simplify the hide unneeded columns. To hide a column, simply right-click anywhere on the column headers, and de-select any column(s) you wish to hide. Note: the Flight Number column cannot be hidden.



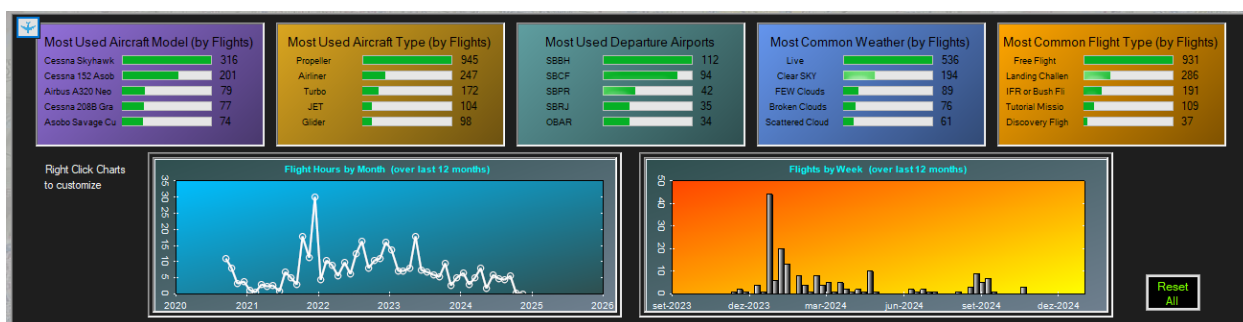
*Removing Columns*

Clicking on a column header will sort the flights by the column, in either ascending or descending order. Each click alternates the sort order. Columns can also be re-ordered to suit your needs. Simply drag the column by the header and drop it into the position you desire.

## 7 Charts and Graphs Panel

The Main screen of the application can also show some amazing graphs and charts about your flying and usage stats.

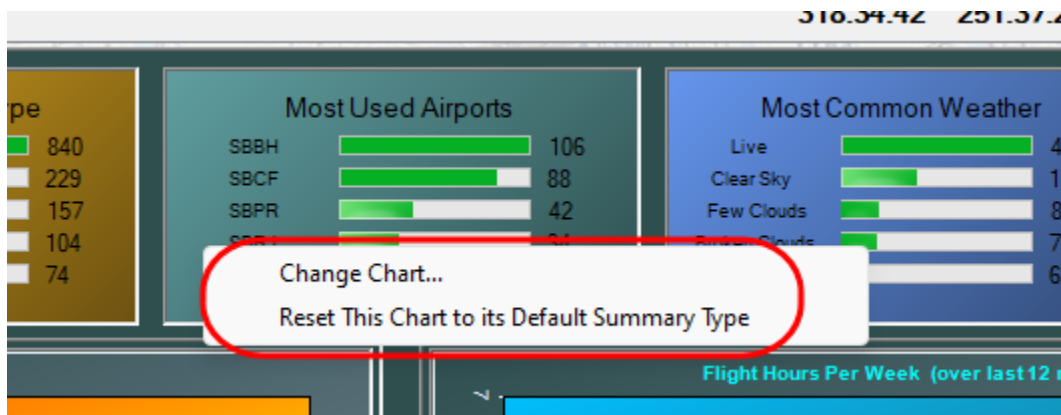
To expand or collapse it, click on the small airplane icon at the bottom left of the screen:



You can use the mouse-wheel to zoom in and out on the graph, as well as using the Ctrl key along with mouse movement to drag the chart's view when zoomed in.

Dragging the mouse with the left-button pressed will provide a 'rubber band' zoom.

Right-click on the graph to see even more options.



Charts Options



There are more *Chart Summary Types* than will fit in the five available chart slots, so there is an option to select the ones you wish to see. Click on “Change Chart...” to select which chart will be shown in the given position.

To put an individual chart back to its default summary type, click on “Reset This Chart...”

## 8 Flight Map and Flight Profile

By using the mouse to Right Click on a flight record shown on the Main Display, a popup context menu will appear. This menu provides the options of

- [Displaying a Map of the Flight’s Path over the Earth](#)
- [Displaying an Altitude Profile of the Flight](#)
- [Export the selected flight\(s\)](#)
- [Deleting the selected flight\(s\) with the Logbook Cleaner](#)

Each of these will be covered in the following sections.

The screenshot shows the 'Flight Grouping Analysis' window. At the top, there's a 'Group Flights by:' dropdown set to 'Aircraft Type' and a 'Limit to last:' dropdown set to 'All'. A 'Reset Layout' button is visible. Below this is a table with columns: Aircraft Type, Flights, Flight Time, Distance, TakeOffs, Landings, Time (avg), and Distance (avg). The table lists data for Airliner, Jet, Other, Propeller, Rotorcraft, and Turbo aircraft. A right-click context menu is open over the 'Propeller' row, showing options: 'Flight Map', 'Export Flights', 'Delete Flights', 'Built-In Viewer', and 'Google Earth' (which is circled in red). To the right of the table, there are three instructions: '\* Right Click on flights for More Options', '\* Click on Column Headers to Sort Gro', and '\* Right Click on Column Headers to Cu'.

Aircraft Type	Flights	Flight Time	Distance	TakeOffs	Landings	Time (avg)	Distance (avg)
Airliner	17	00:53:55	228.10	3	1	00:03:10	13.42
Jet	27	01:57:23	611.50	14	5	00:04:20	22.65
Other	16	02:24:45	395.83				.74
Propeller	197	20:23:21	2,787.77				.15
Rotorcraft	2	00:15:14	05.85			00:07:37	02.92
Turbo	8	01:16:23	243.25			00:09:32	30.41

*Right-Click Menu Options*

The above example shows how the flight paths of all **Propeller and Jet** aircraft flights can be displayed all at one time on Google Earth Pro.

Note: for “**Google Earth**” to be displayed in the popup context menu as shown above, **Google Earth Pro** must be installed on your computer. If you don’t want to install Google Earth Pro, you still have the



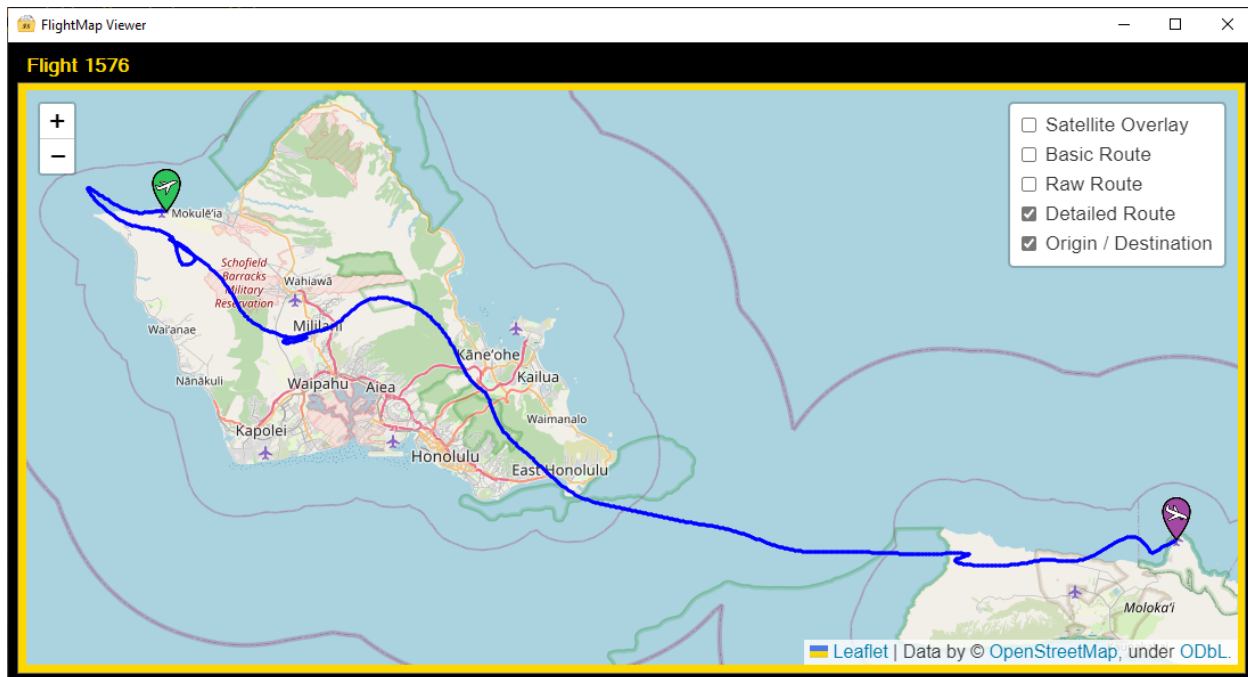
option to **Export** flights in the KML format, and then import them to the Web-based version of Google Earth.

## 8.1 Flight Path Map

A Right Click on a Flight Record will bring up a popup context menu. Selecting the “Flight Map” option from this menu will display the path of the flight on a map of the Earth.

Displaying a flight map can be performed on either the Built-In Map Viewer, or in 3D if a KML Map Viewing program like *Google Earth* is installed, you have the option of either. Note that Multiple flights can be selected and displayed on the same map with either the Built-In Map Viewer or a 3<sup>rd</sup> Party KML viewer.

### 8.1.1 Built in Viewer



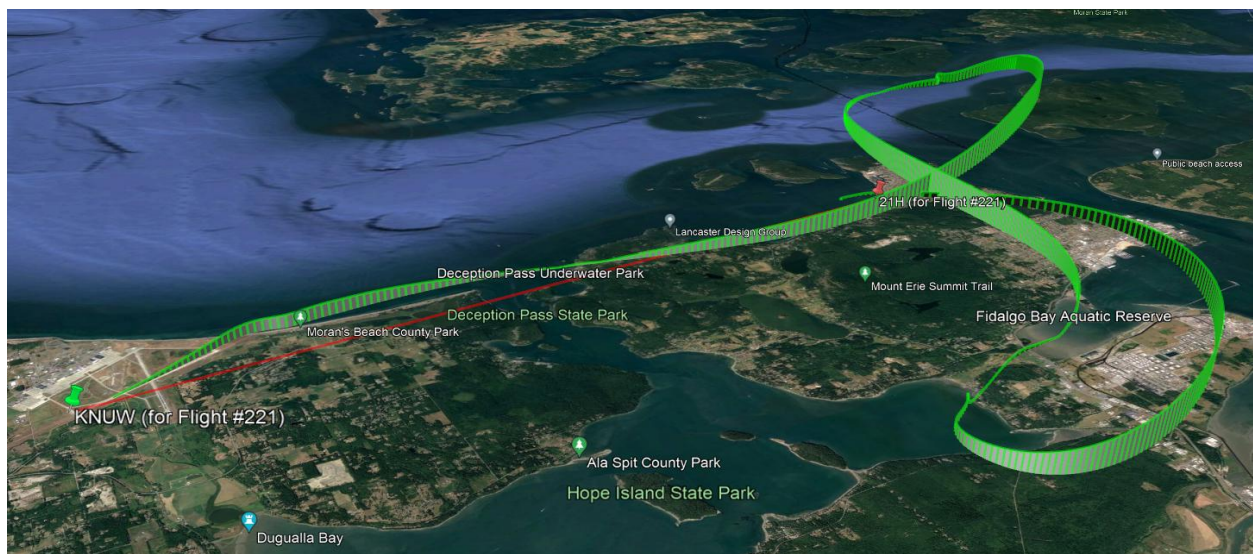
*Flight Path Map – Built-in Viewer*

The menu in the upper right corner of the map provides the following options to customize the view.

- **‘Satellite Overlay’** turns on the satellite overlay. With the option Deselected, a standard Street View map will be displayed.
- **‘Basic Route’** turns on a red line segment that connects the Flight’s Origin to the Flight’s Destination.

- **'Raw Route'** turns on a black line segment that shows the original flight path as logged by Microsoft Flight Simulator, without the addition of our proprietary smoothing algorithm.
- **'Detailed Route'** turns on the blue line segment (as seen above) that shows the flight's path across the ground. Note: *Flight Simulator* often doesn't record enough points along the path to provide a smooth curved path.
- **'Origin / Destination'** turns on the Green and Purple Markers that show the Start and End points of the flight

### 8.1.2 Google Earth Pro



*Flight Path Map – KML Viewing Program (like Google Earth)*

The menu on the left side of the map provides options to customize the view. To open it, locate the **Temporary Places** and inside of it you will find the **FlightLog Analyzer** imported KML file. Inside of that you will have:

- **'Start and End Markers'** turns on and off the markers on the map.
- **'Detailed Routes'** shows the route plotted as a green line according to the Preferences options and using the Smoothing of the route if enabled
- **'Raw Routes'** shows the route plotted as a red line showing the original flight path as logged by Microsoft Flight Simulator, without any smoothing action.

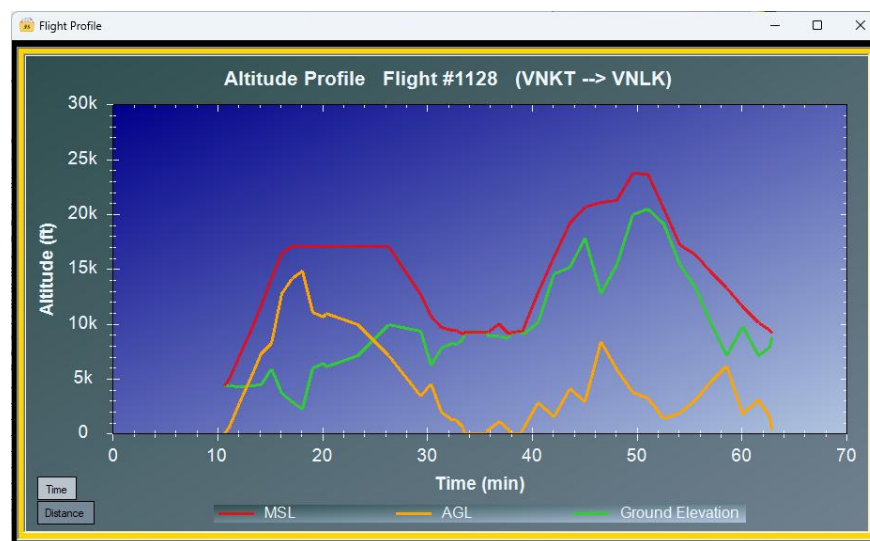
Default values can be configured on the [User Preferences screen](#).

## 8.2 Flight Profile Display

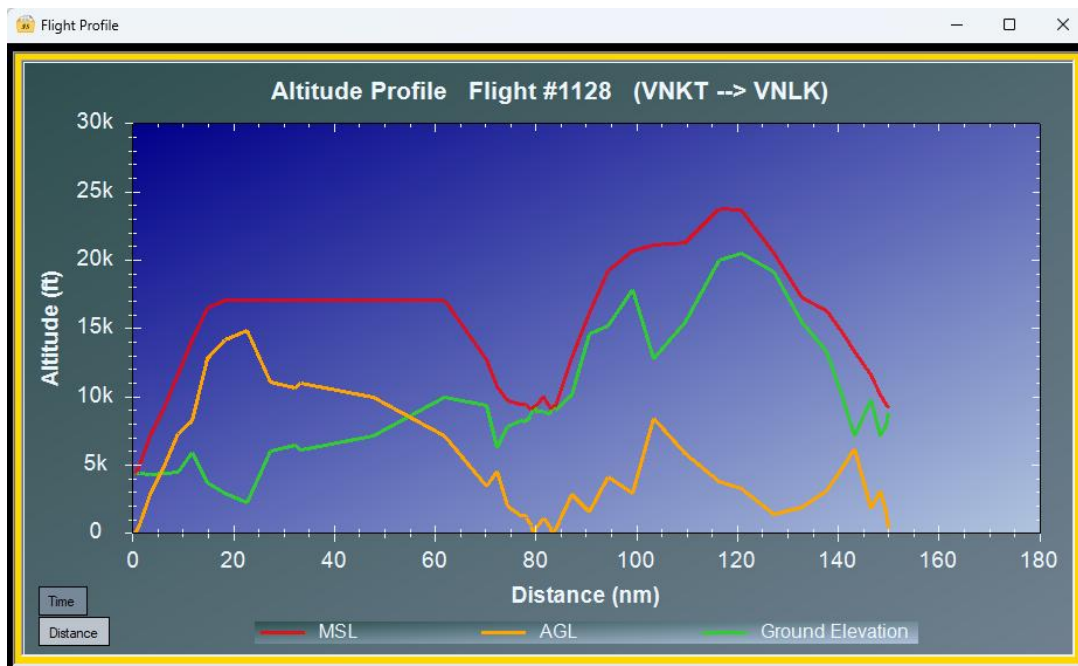
As explained in the prior section, a Right Click on a Flight Record will bring up a popup context menu.

Selecting “Flight Profile” from this menu will display the flight’s Altitudes vs Time or, or the flight’s Altitude vs Distance.

Clicking on the “Time” or “Distance” buttons changes this mode.



*Flight Profile Display (Altitude vs Time)*



*Flight Profile Display (Altitude vs Distance flown)*

The chart displays up to 3 Altitudes.

- **'MSL'** is the altitude measured in feet above Mean Sea Level
- **'AGL'** is the altitude measured in feet Above Ground Level
- **'Ground Elevation'** is the difference between MSL and AGL, which is the effective elevation of the ground below the plane

The option to include *'Ground Elevation'* can be configured on the [User Preferences screen](#).

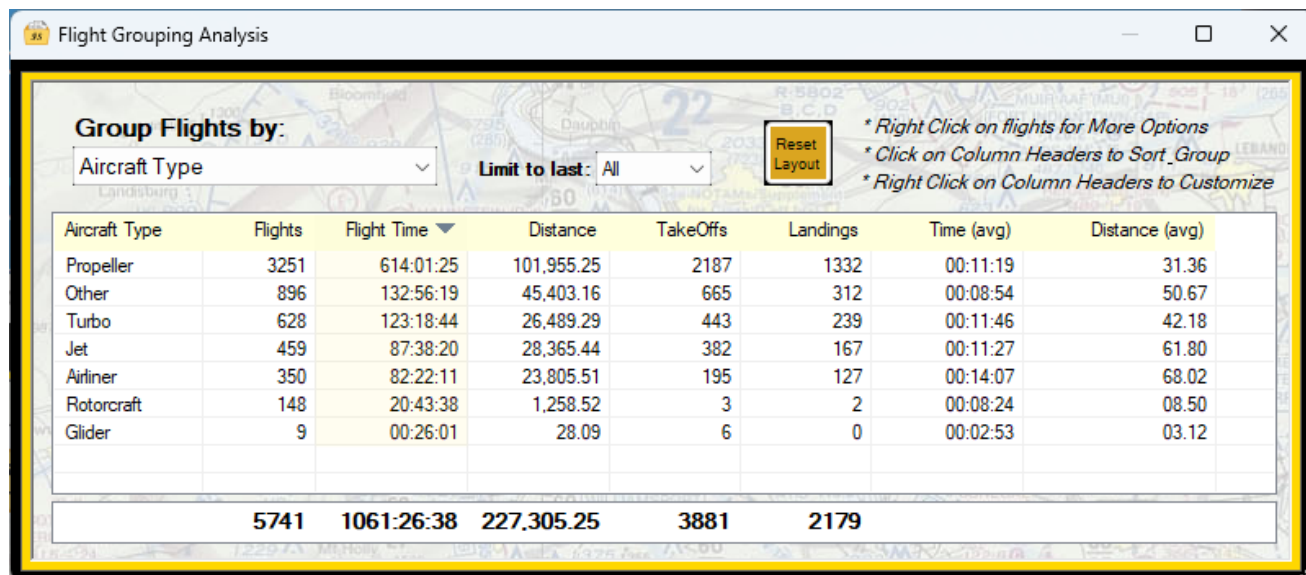
## 9 Group Analysis and Summarizing

'Group Flights By' allows flights to be Categorized and Summarized by Flight Attributes. An Example of some of these Attributes are

- 30, 45, 60, or 90 day Summary
- Aircraft Type
- Aircraft Model
- Aircraft Manufacturer
- Weather Conditions
- Flight Simulator Version ("2020" or "2024")
- Type of Flight (Discovery, Free Flight, Tutorial Missions, Landing Challenges, etc)
- Flight End Status (Success, Crash, Unsuccessful Mission, Incomplete, etc)

The 'Limit to Last' selection will filter the results to only flights occurring within the last 'N' days.

The following shows examples of flights grouped and summarized by the *Type of Aircraft* that was flown.



The screenshot shows a window titled "Flight Grouping Analysis". Inside, there's a section "Group Flights by:" with a dropdown menu set to "Aircraft Type". Next to it is a "Limit to last:" dropdown set to "All". A "Reset Layout" button is also present. To the right of the table, there are three instructions: "\* Right Click on flights for More Options", "\* Click on Column Headers to Sort Group", and "\* Right Click on Column Headers to Customize". The table itself has columns: Aircraft Type, Flights, Flight Time, Distance, TakeOffs, Landings, Time (avg), and Distance (avg). The data is grouped by aircraft type: Propeller, Other, Turbo, Jet, Airliner, Rotorcraft, and Glider. At the bottom of the table, there's a summary row with totals for each column.

Aircraft Type	Flights	Flight Time	Distance	TakeOffs	Landings	Time (avg)	Distance (avg)
Propeller	3251	614:01:25	101,955.25	2187	1332	00:11:19	31.36
Other	896	132:56:19	45,403.16	665	312	00:08:54	50.67
Turbo	628	123:18:44	26,489.29	443	239	00:11:46	42.18
Jet	459	87:38:20	28,365.44	382	167	00:11:27	61.80
Airliner	350	82:22:11	23,805.51	195	127	00:14:07	68.02
Rotorcraft	148	20:43:38	1,258.52	3	2	00:08:24	08.50
Glider	9	00:26:01	28.09	6	0	00:02:53	03.12
<b>Total</b>	<b>5741</b>	<b>1061:26:38</b>	<b>227,305.25</b>	<b>3881</b>	<b>2179</b>		

*Flight Grouping Analysis (by Aircraft Type)*

By using the mouse to Right Click on a flight record shown on the display, a popup context menu will appear. (see the description of this functionality on the [Main Display](#))

This menu provides the options of

- [Displaying a Map of the Flight's Path over the Earth](#)
- [Display the Flights that make up each Group Analysis Record](#)
- [Export the selected flight\(s\)](#)
- [Deleting the selected flight\(s\) with the Logbook Cleaner](#)

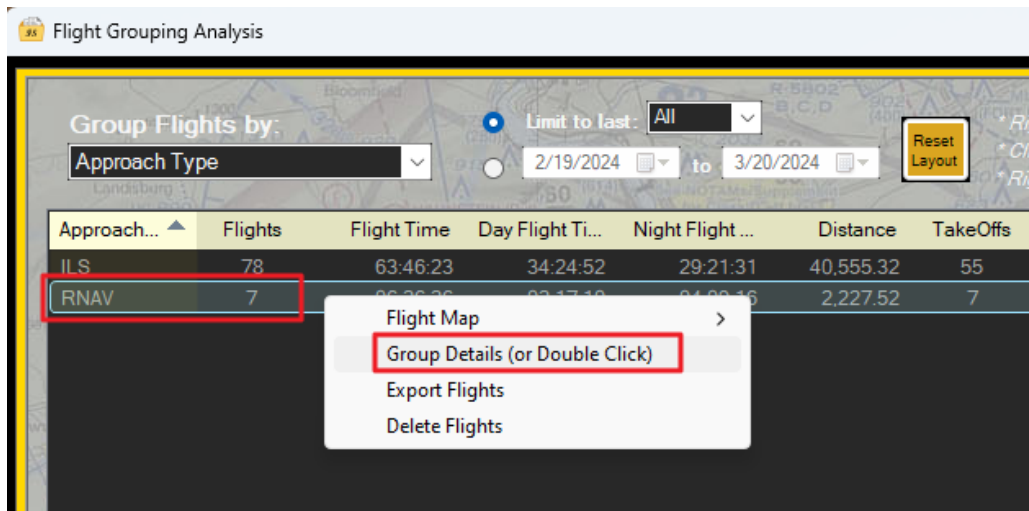
## 9.1 Drilldown into each individual flight

Each row displayed on the Group Analysis window represents a collection of distinct individual flights, and it is possible to see a list of those flights. by displaying.

Upon right clicking on a row in the Group Analysis window, you will see an option called "Group Details". This is the option that allows you to drill down into the individual flights that comprise the row on the Group Analysis.

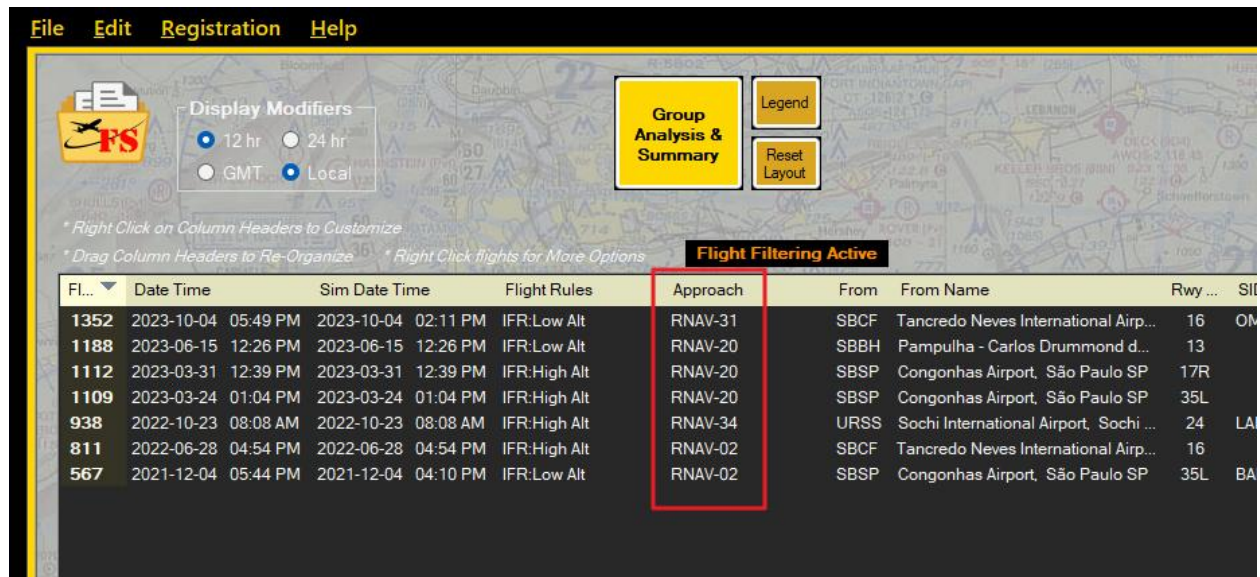
For example, in the following display of the Group Analysis window, flights are being summarized by "Approach Type". There are two types of Approaches that have been flown by this user, "ILS" and "RNAV". The RNAV approach type has been flown Seven times.

If we want to see a list of those 7 flights, right click on the RNAV row and select "Group Details". Note, Double Clicking on a row provides the same functionality.



After double clicking on that row, the Main Logbook Display will be filtered to show only those 7 RNAV records, as seen in this screenshot.





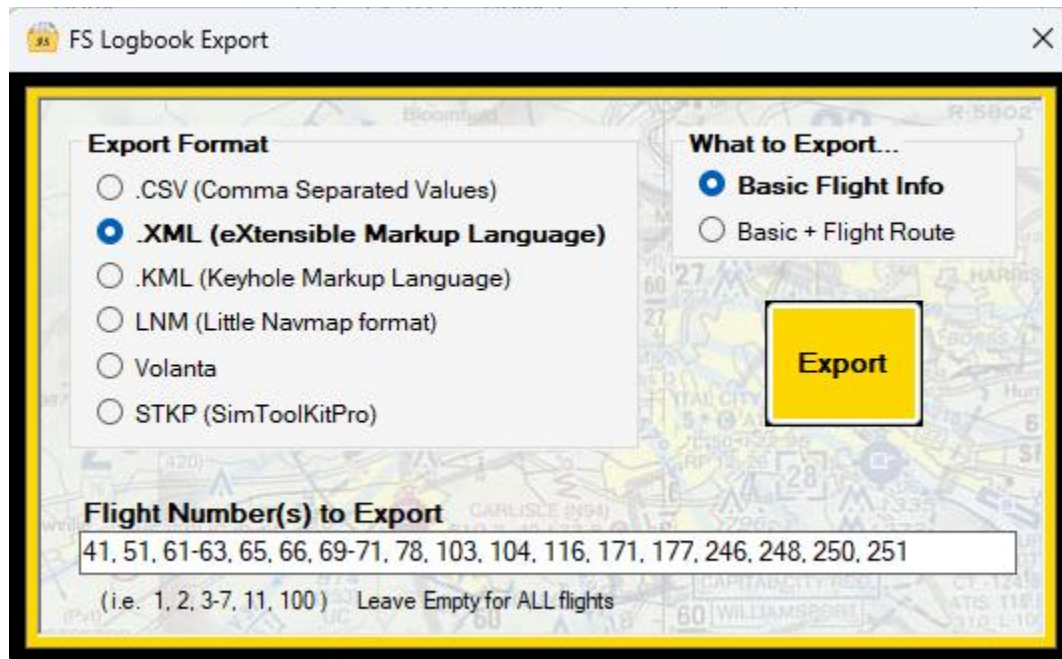
Another row of the Group Analysis window can then be double clicked on, and the main display will update to display those records.

When the Group Analysis window is closed, the Main Logbook Display will revert back to displaying the full logbook.

## 10 FlightLog Exporter

As seen in the following display, the FlightLog can be exported in various formats. This is accessible via the Main Menu's "File / Export ..." option.

After selecting the *Export Format*, and the *What to Export* options, press the "Export" button. You will be prompted for the location on your computer where you wish to store the file.



Export Menu

As shown above, both the *Type* and *Content* of export file are selectable.

### Export Format:

The *File Type* selection specifies what format the exported file will use.

- .CSV exports one line per flight, with each of the flight attributes separated by a comma
- .XML exports each flight in a [format](#) commonly used for exchanging data across applications
- .KML exports each flight in a [format](#) used for passing data to mapping systems
- LNM exports each flight in a .csv [format](#) used for passing data to the "Little Navmap" program



- Volanta exports each flight in a .csv format used for passing data to the “Volanta” program
  - o See the note on importing to Volanta in the [troubleshooting section](#)
- SKTP exports each flight in a .csv format used for passing data to the “SimToolKitPro” application
  - o See the note on importing to the SKTP in the [troubleshooting section](#)
- SkyDolly exports each flight in a .GPX format used for passing data to the “Sky Dolly” application
  - o See the note on importing to the Sky Dolly in the [troubleshooting section](#)

**What to Export:**

The *File Content* selection specifies what is included in the exported file.

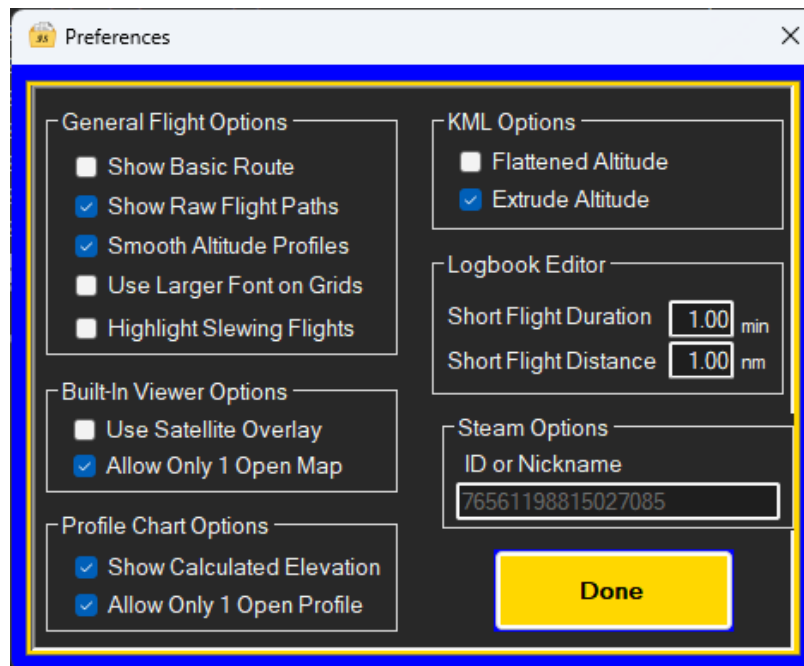
- **‘Basic Flight Info’** includes all basic information about the flight, but does **not** include information about the detailed path that the flight took.
- **‘Basic + Flight Route’** includes everything in the Basic Flight Info, plus GPS coordinate information for the Flight’s Path.

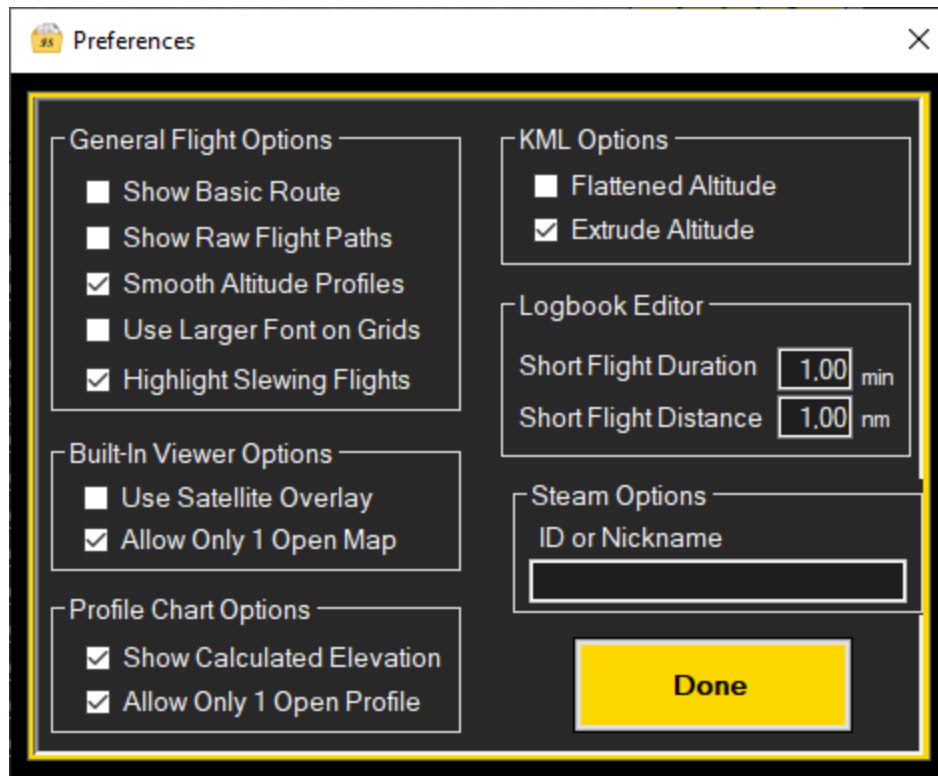
**Flight Number(s) to Export:**

Ability to Export a Subset of all the flights. Leave this field blank to export All flights.

## 11 User Preferences

There are General Preferences that control how FlightLog Analyzer works. They are accessible via the Main Menu's "Edit / Preferences ..." option. These preferences can be seen in the following image.



*User Preferences*

- **'Show Basic Route'** controls whether the Flight Map display draws the line segment directly connecting the Start of the flight to the End of the flight
- **'Show Raw Flight Paths'** controls whether the raw flight path (the flight path containing only the logged points from Microsoft Flight Simulator) should be included in the External Viewer map option (Google Earth Pro). If deselected, the flights exported to Google Maps will only contain the Detailed Route (smoothed). If selected, the flights exported to Google Maps will contain both routes (Smoothed and Raw).
- Attention: this option will not impact the Built-in viewer, as it always shows the option for both the Detailed Route and the Raw Route.
- **'Smooth Altitude Profiles'** controls how the Flight's altitudes are being. Because Flight Simulator can often produce a low quantity of GPS Location Points as the aircraft travels over the ground, there can often be very harsh disconnects in altitude changes. This option smooths those abrupt altitude changes for a more aesthetic representation.

- **'Use Larger Font'** controls whether the standard font, or a Larger font, is used on the Main and Group Analysis grids
  - 
  - **'Highlight Slewing Flights'** controls whether the main Flight Logbook grid marks flights that included Slewing by highlighting the row in a Yellow background
  - **'Use Satellite Overlay'** controls whether the Flight Map will be drawn with a Street View or Satellite view.
  - **'Allow Only 1 Open Map'** controls how many Flight Map displays are allowed to be open at one time. If selected, each time a Flight Map is opened, all previously open Flight Maps will be closed. Note that this option only controls 'Built-in Map Viewer' and not any KML viewers.
  - **'Show Calculated Elevation'** controls whether the Elevation of the Ground is drawn. The ground elevation is calculated as the difference between MSL and AGL altitudes.
  - **'Allow Only 1 Open Profile'** controls how many Flight Profile displays are allowed to be open at one time. If selected, each time a Flight Profile is opened, all previously open Flight Profiles will be closed.
  - **'Flatten Altitude'** when selected pins the altitude line on Flight Maps to the ground. In effect, altitude is not show.
  - **'Extrude Altitude'** when selected a 'curtain' is drawn between the altitude line and the ground forming what looks like a wall.
  - **'Short Flight Duration'** defines the Flight Time of flight which is to be considered undesirably short and unwanted. *Logbook Cleaner* uses this value to auto-select candidate flights for Permanent Deletion.
- 'Short Flight Distance'** defines a Distance for a flight which is to be considered undesirably short and unwanted. *Logbook Cleaner* uses this value to auto-select candidate flights for Permanent Deletion.
- **'Steam Options'** defines the Steam ID to be used when looking for the user's achievements. This option will only be available when FS2020 or FS2024 are installed from Steam. If the user loads one Steam file and one MS Store file, this field will be enabled and will allow the user to enter his Steam ID. If this field is left empty in this situation, the Achievement Tracker will try to find the MS Store achievements for the user, instead of the Steam achievements.

## 12 Logbook Cleaner

The *Logbook Cleaner* is a **PRO-License** advanced tool used for removing unwanted flights from *Flight Simulator's* Logbook. This tool accessible via the Main Menu's "Edit / Delete Unwanted Flights ..." option.

### 12.1 Important Note

**IMPORTANT: This tool is literally modifying Flight Simulator's logbook!**

**And although a copy of your existing logbook is made during every Edit operation, making a copy yourself for safe-keeping is a good idea. Use the menu option 'Edit / Backup the FS Logbook' to make logbook archives.**

**When you press the "SNIP!" button on the Logbook Cleaner's display, Flight Simulator's logbook will be stripped of the listed flights. The next time you start Flight Simulator, the selected flights will no longer exist!**

**If you should decide you want them back, Restore the last copy from the "Restore from FS Logbook Backup" option.**

Again, the purpose of this tool is to delete flight numbers from the logbook that *Flight Simulator* uses to record all your flights. Since the logbook is being re-written, **DO NOT** use this tool while *Flight Simulator* is currently running!

With all those disclaimers out of the way, let's get into the details...

### 12.2 Entering Flight Numbers for Deletion

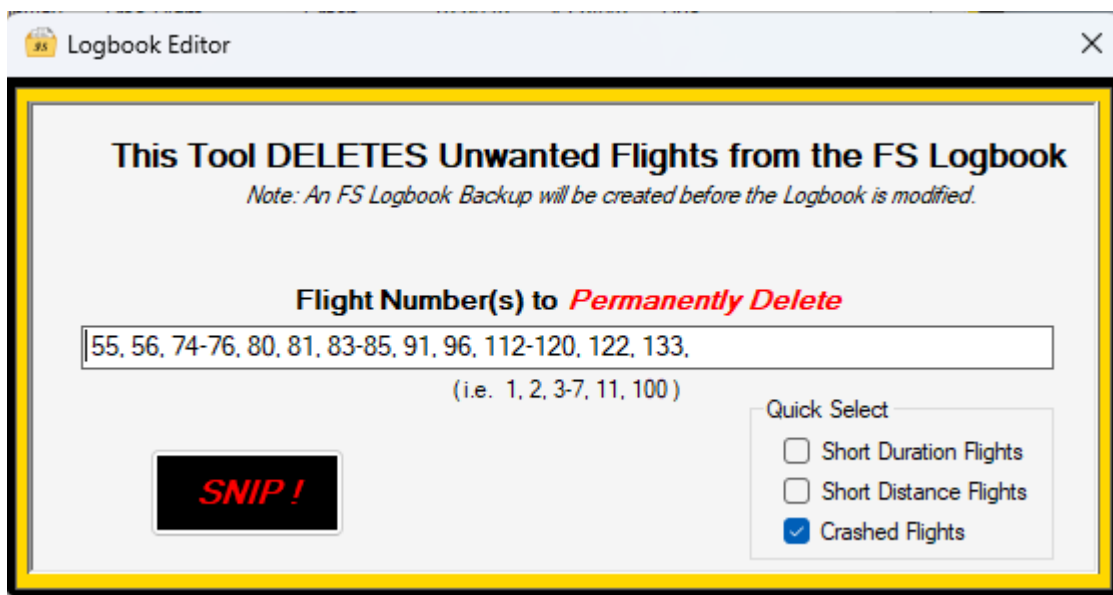
You Three options for choosing the flights you want to delete...

1. You can manually enter Flight Number by typing them in. **Note:** Flight Numbers begin at **1** (One) and **NOT** at **0** (Zero) making "**1**" mean the **1st** Flight in the logbook. Each Flight Number can be entered individually, separating each one with a *Comma*. Also, as a short-hand notation, Flight Numbers can also be entered as a Range of values using the "{start}-{end}" notation. As an example, "**3-7**" means the same as "**3, 4, 5, 6, 7**". Refer to the screenshot below for an example of what can be entered.

2. You also have the option to let the program analyze the flights and select which flights will be deleted.
  - a. **'Short Duration Flights'** will automatically find and select all flights which are shorter than **N** Minute of flight time. ('N' is a User Preference)
  - b. **'Short Distance Flights'** will automatically find and select all flights which are shorter than **N** Nautical Miles of Flight. ('N' is a User Preference)
  - c. **'Crashed Flights'** will automatically find and select all flights which have been given an Ending Status of Crash by Flight Simulator
3. The multi-select capability of the Main Screen's flight table allows you to select and delete multiple unwanted flights. Highlight the flights you would like to delete, and then use the Right Click button on the mouse to choose 'Delete Flight(s)' from the popup menu. This will start the *Logbook Cleaner*, which will be prepopulated with the selected flight numbers.

If more than one of these options are simultaneously selected, a combination of all relevant Flight Numbers is generated.

When you have completed your selection of flight numbers to delete, Press the "SNIP !" button. A backup of your current FlightLog will be made automatically, and the Flight Records you've selected will be deleted. Before deletion occurs, a confirmation dialog will be presented informing you of the number of flights about to be deleted.



*Logbook Cleaner*

## 12.3 Restore Point backups of your FlightLog

As stated previously, the *Logbook Cleaner* tool **Permanently** removes unwanted flights from *Flight Simulator's* logbook.

If after Editing, [as described here](#), you decide to revert back to a prior version of *Flight Simulator's* logbook, you have that option using the "Restore FlightLog from Checkpoint" tool.

This tool accessible via the Main Menu's "Edit / Restore FlightLog ..." option.

After launching the *Restore FlightLog* tool, select the version of the flightlog you wish to revert to. Each entry shows the date and time the Restore Point was made, along with the Logbook's filename.

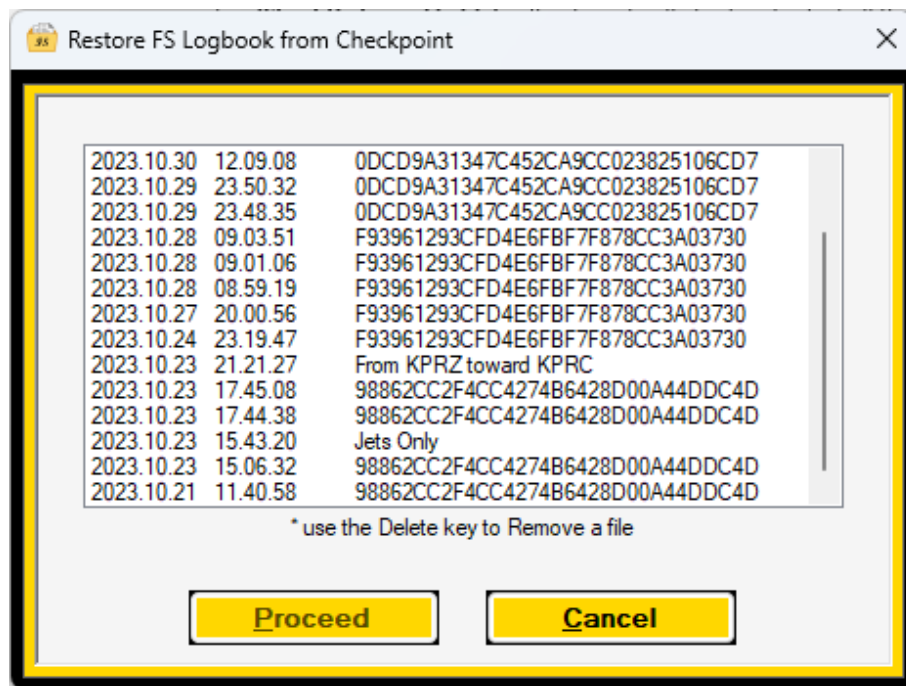
Simply select the row for the FlightLog you desire, and click the "Restore" button.

The master logbook file used by *Flight Simulator* will be overwritten with the saved version you restored.

Just as for Flight Removal, since *Flight Simulator's* logbook is being re-written, **DO NOT** use this tool while *Flight Simulator* is currently running!

If you have backup files that you no longer need, select the appropriate row and press the Delete key. The records at this point are only removed from the display.

Upon pressing the "Proceed" key, those files will be deleted from the backup folder, and moved to the *Recycle Bin*.



*FlightLog Analyzer's Checkpoint Restore Tool*

## 13 Flight Fixer

The *Flight Fixer* is a **PRO-License** advanced tool used for correcting flights that have missing takeoffs and landings in *Flight Simulator's* Logbook. This tool accessible via the Main Menu's "Edit / Fix Missing Takeoffs and Landings ..." option.

### 13.1 Correct Missing Take-offs and Landings

Sometimes *Flight Simulator* won't count your take-offs and/or landings in a flight, and they will appear as ZEROs in the logbook.

*FlightLog Analyzer* can fix those missing records and update *Flight Simulator's* logbook file to show them all.

\* Some conditions must be met to identify missing takeoffs / landings

#### Flights that can have a missing TAKEOFF:

- Do not start 'IN VICINITY' of an airport. They must start At an airport.
- Flight must start on the RUNWAY, the GATE, or on the RAMP
- Flights cannot end with a CRASH (as it could have crashed at takeoff)
- Only FREE FLIGHTS are eligible for takeoff / landing count correction

#### Flights that can have a missing LANDING:

- Flights that were actually in the air prior to landing
- Flights that do Not end with a CRASH
- Flights that do Not end 'IN VICINITY' of an airport. They must end At an airport
- Only FREE FLIGHTS are eligible for takeoff / landing count correction

Those flights that are eligible for correction will be marked in **Red** on the main data table.



## 13.2 Important Note

**IMPORTANT:** This tool is literally modifying Flight Simulator's logbook!

And although a copy of your existing logbook is made during every Edit operation, making a copy yourself for safe-keeping is a good idea. Use the menu option 'Edit / Backup the FS Logbook' to make logbook archives.

When you press the "Fix It !" button on the Flight Fixer's display, Flight Simulator's logbook will be correct for the listed flights. The next time you start Flight Simulator, the selected flights will have the correct Takeoff and Landing counts!

If you should decide you want to back these out, Restore the last copy from the "Restore from FS Logbook Backup" option.

Again, the purpose of this tool is to correct flights in the logbook that *Flight Simulator* uses to record all your flights. Since the logbook is being re-written, **DO NOT** use this tool while *Flight Simulator* is currently running!

With all those disclaimers out of the way, let's get into the details...

## 13.3 Entering Flight Numbers for Correction

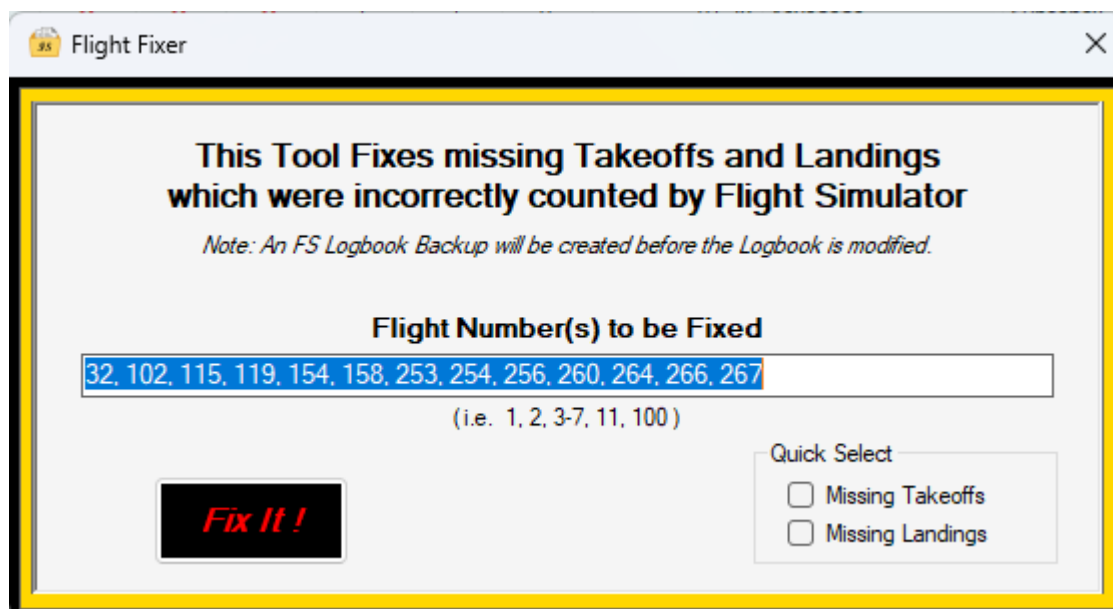
You Three options for choosing the flights you want to correct...

1. You can manually enter Flight Number by typing them in. **Note:** Flight Numbers begin at **1** (One) and **NOT** at **0** (Zero) making "1" mean the **1st** Flight in the logbook. Each Flight Number can be entered individually, separating each one with a *Comma*. Also, as a short-hand notation, Flight Numbers can also be entered as a Range of values using the "{start}-{end}" notation. As an example, "3-7" means the same as "3, 4, 5, 6, 7". Refer to the screenshot below for an example of what can be entered.

2. You also have the option to let the program analyze the flights and automatically select those flights with missing takeoffs and/or landings.
  - a. **'Missing Takeoffs'** will automatically find and select all flights which are missing takeoffs
  - b. **'Missing Landings'** will automatically find and select all flights which are missing landings
3. The multi-select capability of the Main Screen's flight table allows you to select and correct multiple flights. Highlight the flights you would like to correct, and then use the Right Click button on the mouse to choose 'Fix Flight(s)' from the popup menu. This will start the *Flight Fixer*, which will be prepopulated with the selected flight numbers.

If more than one of these options are simultaneously selected, a combination of all relevant Flight Numbers is generated.

When you have completed your selection of flight numbers to correct, Press the "Fix It !" button. A backup of your current FlightLog will be made automatically, and the Flight Records you've selected will be corrected. Before the correction occurs, a confirmation dialog will be presented informing you of the number of flights about to be corrected.



*Logbook Cleaner*

### 13.4 Restore Point backups of your FlightLog

As stated previously, the *Logbook Cleaner* tool **Permanently** alters flights in *Flight Simulator's* logbook as it corrects the Takeoff and Landing counts.

If after Editing, [as described here](#), you decide to revert back to a prior version of *Flight Simulator's* logbook, you have that option using the "Restore FlightLog from Checkpoint" tool.

This tool accessible via the Main Menu's "Edit / Restore FlightLog ..." option.

After launching the *Restore FlightLog* tool, select the version of the flightlog you wish to revert to. Each entry shows the date and time the Restore Point was made, along with the Logbook's filename.

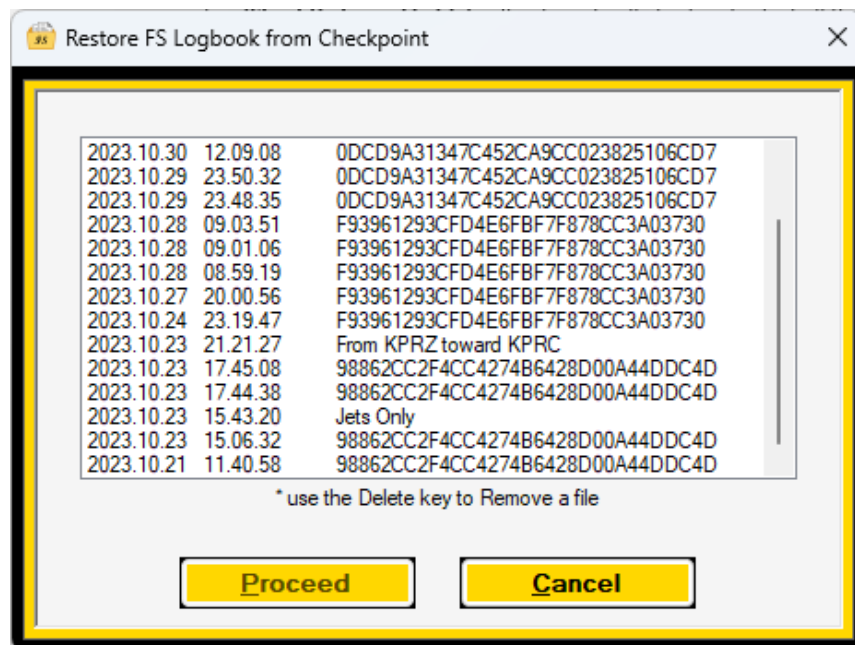
Simply select the row for the FlightLog you desire, and click the "Restore" button.

The master logbook file used by *Flight Simulator* will be overwritten with the saved version you restored.

Just as for Flight Removal, since *Flight Simulator's* logbook is being re-written, **DO NOT** use this tool while *Flight Simulator* is currently running!

If you have backup files that you no longer need, select the appropriate row and press the Delete key. The records at this point are only removed from the display.

Upon pressing the "Proceed" key, those files will be deleted from the backup folder, and moved to the *Recycle Bin*.



*FlightLog Analyzer's Checkpoint Restore Tool*

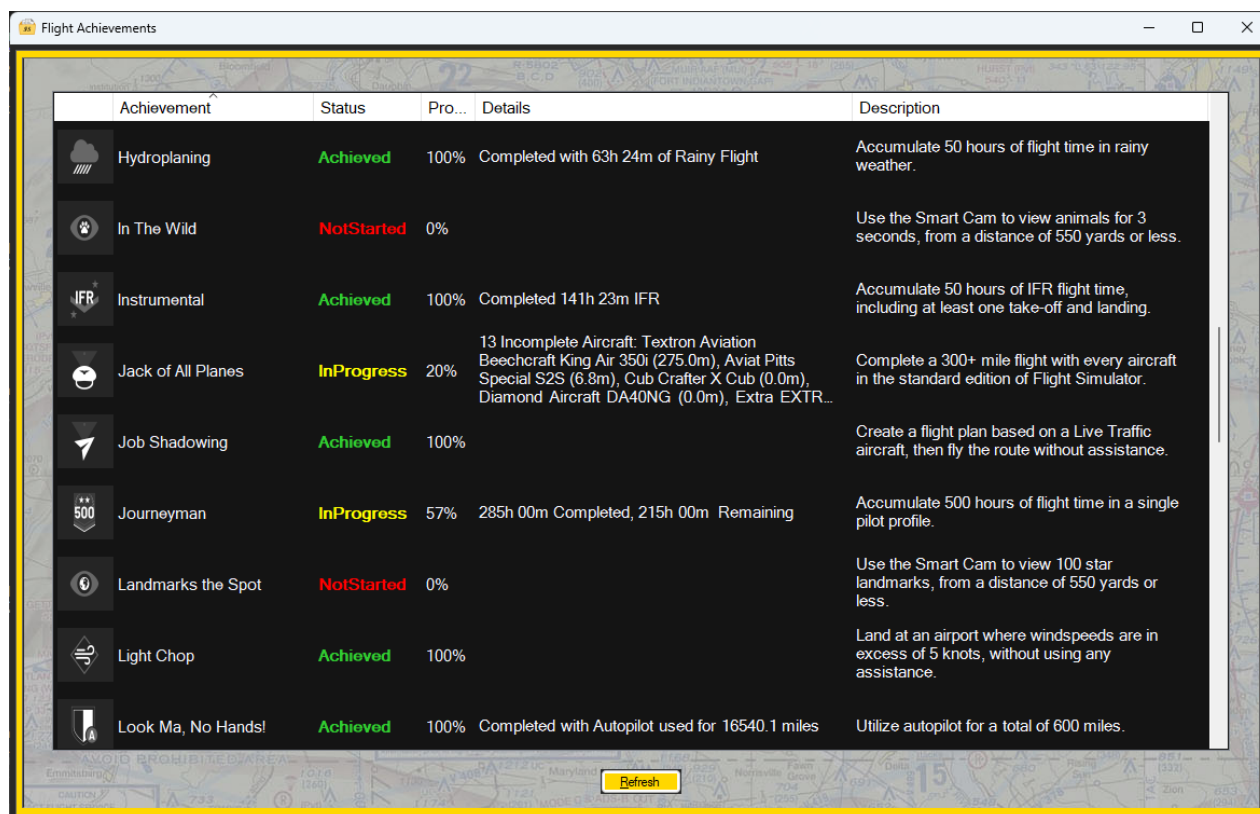
## 14 Achievements Progress Tracker

Have you ever struggled with trying to complete an Achievement in Flight Simulator only to be baffled with not knowing which Services, Aircraft, etc. are the ones that you're missing?

If so, '**Achievements Progress Tracker** is here to help. Achievements Tracker is a tool is designed to provide comprehensive assistance in evaluating the remaining objectives necessary to complete each 'Flight Simulator Achievement'.

In addition to providing quick access to viewing the progress of your Achievements (without having to wait for Flight Simulator to load and open just to view them), *Achievements Progress Tracker* also evaluates your achievements and provides guidance for the outstanding activities that need to be performed to complete them.

It's an invaluable asset for meticulous progress tracking and strategic planning.



Achievement	Status	Pro...	Details	Description
Hydroplaning	Achieved	100%	Completed with 63h 24m of Rainy Flight	Accumulate 50 hours of flight time in rainy weather.
In The Wild	NotStarted	0%		Use the Smart Cam to view animals for 3 seconds, from a distance of 550 yards or less.
Instrumental	Achieved	100%	Completed 141h 23m IFR	Accumulate 50 hours of IFR flight time, including at least one take-off and landing.
Jack of All Planes	InProgress	20%	13 Incomplete Aircraft: Textron Aviation Beechcraft King Air 350i (275.0m), Aviat Pitts Special S2S (6.8m), Cub Crafter X Cub (0.0m), Diamond Aircraft DA40NG (0.0m), Extra EXTR...	Complete a 300+ mile flight with every aircraft in the standard edition of Flight Simulator.
Job Shadowing	Achieved	100%		Create a flight plan based on a Live Traffic aircraft, then fly the route without assistance.
Journeyman	InProgress	57%	285h 00m Completed, 215h 00m Remaining	Accumulate 500 hours of flight time in a single pilot profile.
Landmarks the Spot	NotStarted	0%		Use the Smart Cam to view 100 star landmarks, from a distance of 550 yards or less.
Light Chop	Achieved	100%		Land at an airport where windspeeds are in excess of 5 knots, without using any assistance.
Look Ma, No Hands!	Achieved	100%	Completed with Autopilot used for 16540.1 miles	Utilize autopilot for a total of 600 miles.

### 14.1 Logging into your Microsoft / Xbox account

The *Achievements Progress Tracker* pulls information from your Microsoft /Xbox Account real-time, which requires an active connection to the internet.

As the Achievements Tracker starts up, you will be redirected to the Microsoft / Xbox login page on your web browser. There you must successfully log into your account. Upon completing the login, FlightLog Analyzer will return to your display, and your achievements will populate.

The login tokens received from the login process are typically good for 12+ hours. During that time there is no requirement to login in again and the Achievements page will open immediately and begin pulling information from your Microsoft Xbox account.

**Note: NO Other information is accessed from your account other than the Achievement Stats**

## 14.2 More information about Flight Simulator Achievements can be found at these links:

[https://flight.wiki.gg/wiki/Microsoft\\_Flight\\_Simulator\\_\(2020\)/Achievements](https://flight.wiki.gg/wiki/Microsoft_Flight_Simulator_(2020)/Achievements)

<https://www.gamepressure.com/microsoft-flight-simulator/achievements-list/z3d93c>

## 14.3 Steam Installations

Achievements are supported differently by *Steam* as compared to the *Microsoft* version. Where as *Microsoft* implicitly keeps track of the 'Percent Complete' for each achievement, *Steam* does not. Given that data is missing in *Steam*, *Flightlog Analyzer* attempts to recreate those values. As a side effect of that *Asobo* doesn't specify exactly every nuance in how they calculate the percentage, FlightLog Analyzer may differ slightly in some cases.

Also, one other point to note is that to access achievements from *Steam*, you must supply your Steam ID in on the preferences menu And set your "My Profile" to Public (or, at least "Game details" needs to be set to public.

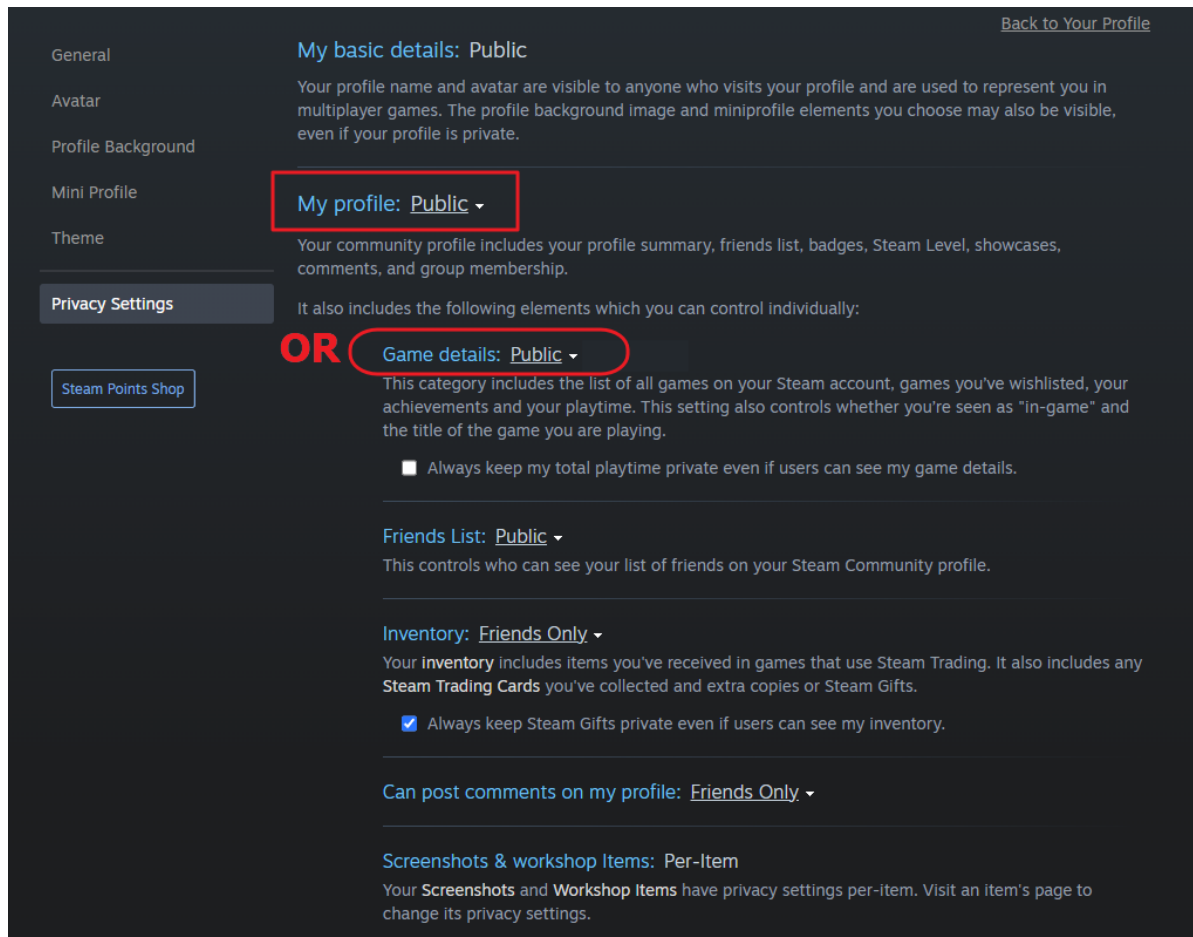
If FlightLog Analyzer attempts to access your Achievements, but the access permissions are not already set to Public on *Steam*, the program will automatically launch the webpage that allows you to change the permission.

The following are the manual steps that you can follow if you prefer.

1. Go to the Steam website or Steam app
2. Click on your nickname (upper right corner) and choose "View my Profile"
3. Click on "Edit profile"
4. Go to "Privacy Settings" tab

- Put the option "My Profile" as public or at least the option "Game Details" as public.

**Please note that no private, confidential or any other important information is disclosed by Steam in any way, so this will not be of any risk to you.**



## 14.4 FS 2024 Achievements

FS2024 Achievements are not yet supported in this present version We are waiting for the Official Release Date to evaluate FS2024's implementation.

## 15 Aircraft-Model Name Translation

The easiest way to explain this functionality, is with some examples.

Referring to the screenshot below, Let's say you have these Aircraft Models in your flight log. There are multiple flights in a **Beech King Air 350** and in a **Beech V35B Bonanza**, but they have N-Numbers, or Livery Colors, or other quantifying details tacked onto their names.

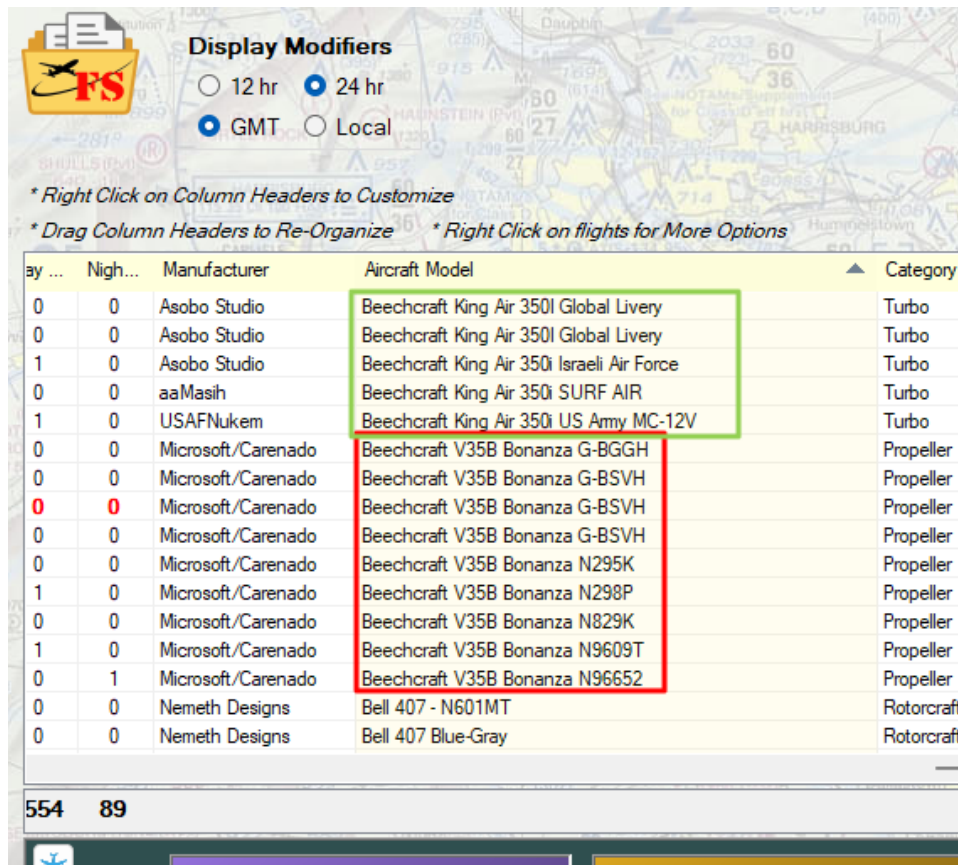
This can be an annoyance when it comes to the *Group Summary and Analysis* screen. You would like *all* the King Air 350s to be summarized and totaled together, as well as all the V35B Bonanzas to be summarized as one entry. Bottom line, you really didn't care about what color the plane was.

This is just what the *Aircraft-Model Name Translation* functionality is meant to address.

Let's walk through a couple of examples.

### 15.1 1<sup>st</sup> Example

Here we see the entries on the main flight log display that were made in multiple versions of a **King Air 350** or in a **V35B Bonanza**.



**Display Modifiers**

☐ 12 hr ☒ 24 hr

☒ GMT ☐ Local

\* Right Click on Column Headers to Customize

\* Drag Column Headers to Re-Organize \* Right Click on flights for More Options

ay ...	Nigh...	Manufacturer	Aircraft Model	Category
0	0	Asobo Studio	Beechcraft King Air 350I Global Livery	Turbo
0	0	Asobo Studio	Beechcraft King Air 350I Global Livery	Turbo
1	0	Asobo Studio	Beechcraft King Air 350i Israeli Air Force	Turbo
0	0	aaMasih	Beechcraft King Air 350i SURF AIR	Turbo
1	0	USAFNukem	Beechcraft King Air 350i US Army MC-12V	Turbo
0	0	Microsoft/Carenado	Beechcraft V35B Bonanza G-BGGH	Propeller
0	0	Microsoft/Carenado	Beechcraft V35B Bonanza G-BSVH	Propeller
0	0	Microsoft/Carenado	Beechcraft V35B Bonanza G-BSVH	Propeller
0	0	Microsoft/Carenado	Beechcraft V35B Bonanza G-BSVH	Propeller
0	0	Microsoft/Carenado	Beechcraft V35B Bonanza N295K	Propeller
1	0	Microsoft/Carenado	Beechcraft V35B Bonanza N298P	Propeller
0	0	Microsoft/Carenado	Beechcraft V35B Bonanza N829K	Propeller
1	0	Microsoft/Carenado	Beechcraft V35B Bonanza N9609T	Propeller
0	1	Microsoft/Carenado	Beechcraft V35B Bonanza N96652	Propeller
0	0	Nemeth Designs	Bell 407 - N601MT	Rotorcraft
0	0	Nemeth Designs	Bell 407 Blue-Gray	Rotorcraft

554 89



What we would like to see however are the names consolidated into simply **Beechcraft King Air 350** and **Beechcraft V35B Bonanza**. A reason this may be desirable is that we don't want the *Group Summary and Analysis* display to split up totals across the extra parts of the name.

This undesirable "breaking-out" of the aircraft, summarized by the *Exact* fully named aircraft model, can be seen below in the following screenshot. Adding up each of the King Air or the Bonanza entries in our heads to see your total King Air or Bonanza time would be unnecessary mental gymnastics.

In this case, we'd rather see one entry for "Beechcraft V35B Bonanza" with all nine flights totaled as one aircraft model.

Flight Grouping Analysis

Group Flights by: ☐ Limit to last: All

Aircraft Model  12/31/2023

Aircraft Model	Flights	Flight Time
Beechcraft King Air 350 Adac	1	00:12:08
Beechcraft King Air 350 Black Edition	1	00:18:05
Beechcraft King Air 350 Gunmetal	1	00:16:50
Beechcraft King Air 350i 01 Livery	1	00:08:36
Beechcraft King Air 350i Asobo	7	01:20:10
Beechcraft King Air 350i Emerald Livery	1	00:15:35
Beechcraft King Air 350i Global Livery	2	00:10:22
Beechcraft King Air 350i Israeli Air Force	1	00:27:48
Beechcraft King Air 350i Surf Air	1	00:31:55
Beechcraft King Air 350i US Army MC-12V	1	00:53:25
Beechcraft V35B Bonanza G-BGGH	1	00:03:59
Beechcraft V35B Bonanza G-BSVH	3	00:26:58
Beechcraft V35B Bonanza N295K	1	00:07:49
Beechcraft V35B Bonanza N298P	1	00:13:39
Beechcraft V35B Bonanza N829K	1	00:07:52
Beechcraft V35B Bonanza N9609T	1	00:23:32
Beechcraft V35B Bonanza N96652	1	00:11:23
Bell 407 - N601MT	1	00:11:57
Bell 407 Blue Gray	4	00:28:55

So, let's start by working on fixing the V35B Bonanza entries.

What we would like to see is the main flightlog display looking like the following, with all the V35 Bonanza entries being cleaned up to say *Only* "Beechcraft V35B Bonanza" with the rest of the aircraft model's designation stripped off.

This next screenshot show how we'd like the main display to look.



**Display Modifiers**

☐ 12 hr ☒ 24 hr  
☒ GMT ☐ Local

\* Right Click on Column Headers to Customize  
 \* Drag Column Headers to Re-Organize \* Right Click on flights for More Options

Landi...	Day ...	Nigh...	Manufacturer	Aircraft Model	Categ
1	1	0	Asobo Studio	Beechcraft King Air 350i Emerald Li...	Turbo
0	0	0	Asobo Studio	Beechcraft King Air 350i Global Liv...	Turbo
0	0	0	Asobo Studio	Beechcraft King Air 350i Global Liv...	Turbo
1	1	0	Asobo Studio	Beechcraft King Air 350i Israeli Air F...	Turbo
0	0	0	aaMasih	Beechcraft King Air 350i SURF AIR	Turbo
1	1	0	USAFNukem	Beechcraft King Air 350i US Army ...	Turbo
1	1	0	Microsoft/Carenado	Beechcraft V35B Bonanza	Propell
0	0	0	Microsoft/Carenado	Beechcraft V35B Bonanza	Propell
1	1	0	Microsoft/Carenado	Beechcraft V35B Bonanza	Propell
0	0	0	Microsoft/Carenado	Beechcraft V35B Bonanza	Propell
0	0	0	Microsoft/Carenado	Beechcraft V35B Bonanza	Propell
1	0	1	Microsoft/Carenado	Beechcraft V35B Bonanza	Propell
0	0	0	Microsoft/Carenado	Beechcraft V35B Bonanza	Propell
0	0	0	Microsoft/Carenado	Beechcraft V35B Bonanza	Propell
0	0	0	Microsoft/Carenado	Beechcraft V35B Bonanza	Propell
0	0	0	Nemeth Designs	Bell 407 - N601MT	Rotorc

And it follows from that, we would like to see the *Group Summary Analysis* page looking like this, with all V35 Bonanza entries being summarized as one single aircraft model.

**Flight Grouping Analysis**

**Group Flights by:** ☒ Limit to last: All ☐ 12/31/2023 to 1/30/2024

Aircraft Model	Flights	Flight Time	Da
Beechcraft King Air 350i US Army MC-12V	1	00:53:25	
Beechcraft V35B Bonanza	9	01:35:12	
Bell 407 - N601MT	1	00:11:57	
Bell 407 - N601MT	1	00:11:57	

To accomplish this, we start by editing a file called **"AircraftModelTranslations.txt"**. To do this, either select **Edit -> Edit Aircraft Model Translations** from the main menu bar, or simply press the F10 shortcut key. This will launch AircraftModelNameTranslations.txt in NotePad (or your defined txt file editor)

The file is a .csv format, containing two required columns, and an Optional 3<sup>rd</sup> column. The first column is the *Aircraft Model* substring we're trying to match on. The second column is the new *Aircraft Model* name we want to replace the matched Aircraft Model with. The 3<sup>rd</sup> column is the replacement Manufacturer Name that will override the name read from the logbook file.

For our first example, let's just put the following entry into the translation file.

**"Beechcraft V35B Bonanza", "Beechcraft V35B Bonanza"**

What this is telling *FlightLog Analyzer* is that as it loads the Logbook flight entries, any Aircraft Model designations that **contains** **"Beechcraft V35 Bonanza"** (the left-side string) will be completely replace with the string on the right-hand side of the comma, **"Beechcraft V35 Bonanza"**

In other words, if the entry had instead looked like this

**"Beechcraft V35B Bonanza", "Red Rubber Ducky"**

then all aircraft models that contained **"Beechcraft V35 Bonanza"** would now appear as "Red Rubber Ducky" in the main display of flights, the summaries display, and all exports.

(Note, the actual logbook file is **NOT** being altered, only the displays and the export of data are affected)

## 15.2 2<sup>nd</sup> Example

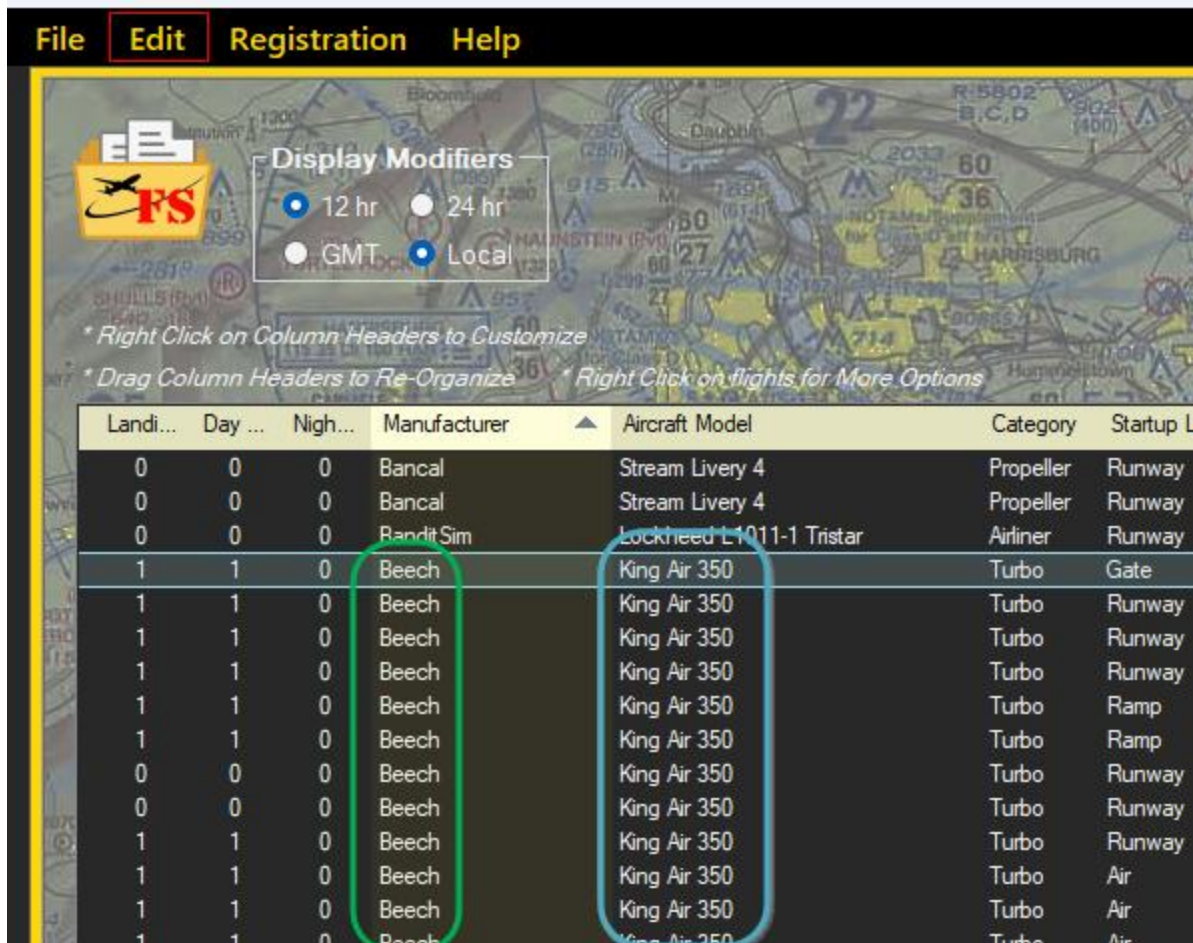
Repeating the same type of example again, this time for the **King Air 350**, we would add the following entry into the same **"AircraftModelTranslations.txt"** file. The file would have two entries and look like this.

**"Beechcraft V35B Bonanza", "Beechcraft V35B Bonanza"**

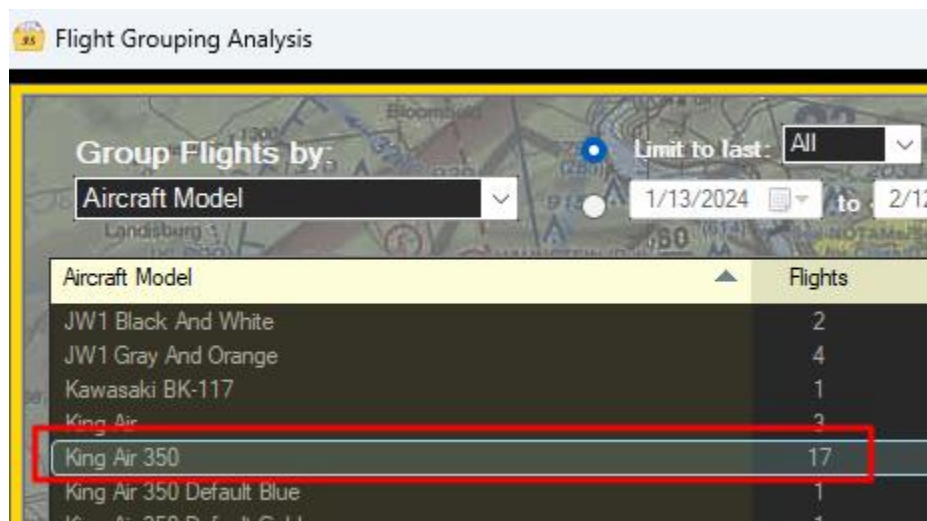
**"Beechcraft King Air 350", "King Air 350", "Beech"**

And after pressing **F5** to refresh FlightLog Analyzer, the **King Air** entries would look like this on the main flightlog display.

Note how the aircraft Model has been set to **King Air 350** and the manufacturer has been set to **Beech**.



And as well, the *Group Analysis Summary* display would show all the *King Air 350s* summarized as a single aircraft model.



## 15.3 Wildcard Example

A wildcard is a match against any number of any characters. Think of it as a Joker when playing the card game of Poker. It can take on any value to help make a match. The wildcard character is an Asterisk (\*) character, and is easy to use.

An example of this is

"**Beech\*350\***", "**Beechcraft King Air 350**"

or even

"**Bee\*Air\*350\***", "**Beechcraft King Air 350**"

Either of these will match on a string like "Beechcraft King Air 350" because the wildcards (note that there can be more than just one) take on the missing characters in the definition.

Note also, if there were an Aircraft Model in the flight logbook called "Beech King Air 350", that would also be translated to "**Beechcraft King Air 350**".

It is important to understand and keep in mind too, that if there were an Aircraft Model called "**Beech Comber Classic N1350B**" that would also match the first example of "**Beech\*350**" and would be translated to "**Beechcraft King Air 350**".

This may be something you didn't intend to have happen! So be mindful of how wildcards can match too many aircraft models if they aren't specific enough.

## 15.4 Advanced Example

If you are familiar with the concept of [Regular Expressions](#), then read on. Regular Expressions have a large learning curve, but in return they are Very powerful. A tutorial on RegEx is far beyond the scope of this user guide, but a couple of examples will be shown here to convey the idea.

If there are entries in the logbook of the form "**Pilatus PC-6 Red N222A**", and you want to keep the N-Number but remove the Color, this entry will accomplish that.

"**Pilatus PC-6 (\*) (\*)**", "**Pilatus PC-6 \$2**"

The two Asterisks in Parentheses indicate groups. Counting from left to right there is group 1 and group 2. Therefore, in the right-hand side substitution string, **\$2** tells the RegEx engine to include the group 2 matched substring in the results.

The resulting substitution for the above example would become "**Pilatus PC-6 N222A**", without the color. Note that anything *Not* wrapped in parentheses is always include in the output.

One more example...

If there are entries in the logbook that look like “Asobo PA-24-250”, and “Microsoft PA-24-260”, and any other engine size designation in the 200hp category along with being made by any other Manufacturer, you can create a substitution that changes all of these to just “**PA-24 (200 Series)**”

The **Regular Expression to match on** would look like this...

```
"(*) (PA-24)-(2[0-9]{2} Comanche) (*)", "PA-24 (200 Series)"
```

The first **(\*)** defines group 1, which is a wildcard and can be anything.

**(PA-24)** defines group 2, which is an exact match for the string “PA-24”. Note that the Dash isn’t included in the group, because we don’t want it in the resultant translation.

**(2[0-9]{2} Comanche)** defines the 3<sup>rd</sup> group. This group starts with a **2**, and is followed by **2** digits between **0 through 9**, followed by the string **“Comanche”**.

The last **(\*)** defines group 4, which is a wildcard and can again be anything.

The **substitution** part of the Regular Expression is **“PA-24 (200 Series)”**, which means to literally write “PA-24 (200 Series)” in the output. Since there are no groups called out, like a \$1 or a \$2, there is nothing else prepended or appended to that string.

So given all that, the complete translation of “Joe’s Garage PA-28-230 Green N1234B” would simply be “PA-28 (200 Series)”

And it follows from that, if you wish to also break out all the 300 Series versions of the PA-24, this would be the entry you would make in the translation file.

```
"(*) (PA-24)-(3[0-9]{2} Comanche) (*)", "PA-24 (300 Series)"
```

## 15.5 Notes:

- If you start a line in the “AircraftModelTranslations.txt” file with a **#** character, that entry is commented out and will not be processed.
- In Regular Expressions, a wild-card is notated as **“.\*”** (a period followed by an asterisks). However, to make your definitions a little more readable, a single **‘\*’** can be used instead (without the need for the Period character)
  - **“Pilatus PC-6 (\*) (\*)”, “Pilatus PC-6 \$2”, My Reminder that this removes the Color from the Model Name**

## 16 FlightLog Auto Archive

Every time a new (or modified) FS2020 logbook is loaded by the application, it will be archived for future reference. This feature is important to prevent users losing their flights after uninstalling MSFS 2020 or MSFS2024.

The archived logfiles will be saved at the following location:

*C:\Users\<user name>\AppData\Local\FlightLogAnalyzer\FS2020 Archive*

This Archived logbook will become very important once you've uninstalled FS2020, as uninstalling FS2020 will remove your FS2020 logbook file!

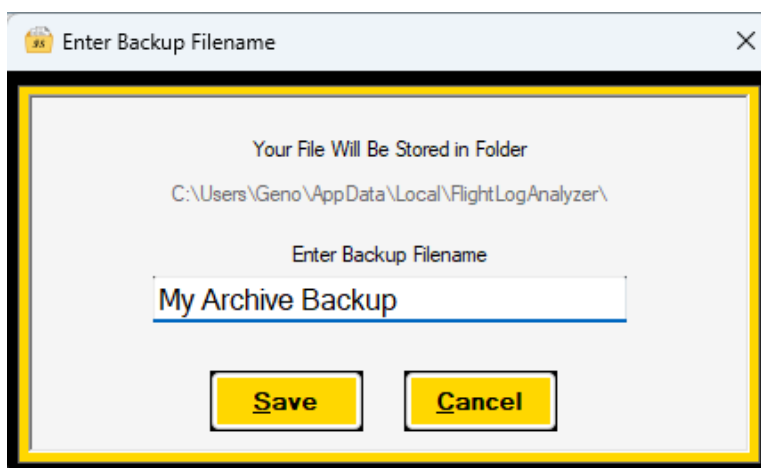
In order for *FlightLog Analyzer* to continue to show a consolidated view of your FS2020 and FS2024 flights, *This* archived logbook will be the one you select when choosing your logbooks. See "[Choose Logbook File\(s\)](#)"

## 17 FlightLog Manual Backups

Flight Simulator's Logbook is *Always* backed up when using the *Logbook Cleaner*, but you also have the option of backing up the FlightLog at any time for any reason you desire.

You can use these backups in any creative way you desire. For example, you could keep each type of aircraft in a separate logbook, restoring that particular backup before flying a particular type of aircraft, for example a Helicopters. Then saving that file before moving on to some other type of aircraft.

This tool accessible via the Main Menu's "Edit / Backup FlightLog ..." option.



*FlightLog Analyzer's Checkpoint Restore Tool*



## 18 Hot-Key Quick Access

For quick access to the different Displays, as well as some of the more common configuration settings, Hot-Key combinations are provided. While on any of the displays within FlightLog Analyzer, pressing these key combinations have the effects as described in the table below.

These Hot-Keys can make changing settings more convenient, without having to leave the display you're currently viewing. This can be especially helpful while viewing animations. The following are most of the available Hot-Keys; use F1 in the application for the complete list.

F2	Brings up the User Guide from <a href="http://www.FlightLogAnalyzer.com">www.FlightLogAnalyzer.com</a>
F3	Refresh the Logbook display from the current FS logbook file
F4	Launch the Preferences Form
F5	Refresh the Main Display by re-reading the logbook file and the AircraftModelTranslation.txt file
F7	Launch the Logbook Export tool
F8	Launch the Logbook Cleaner
F9	Launch the Flight Fixer
F10	Launch Notepad to edit the AircraftModelTranslation.txt file
F11	Toggle in and out of the <b>Dark Mode</b>
Esc	Close the currently active display window or dialog form. (Does Not close the Main Form)
Ctrl W	Same as <b>Esc</b>



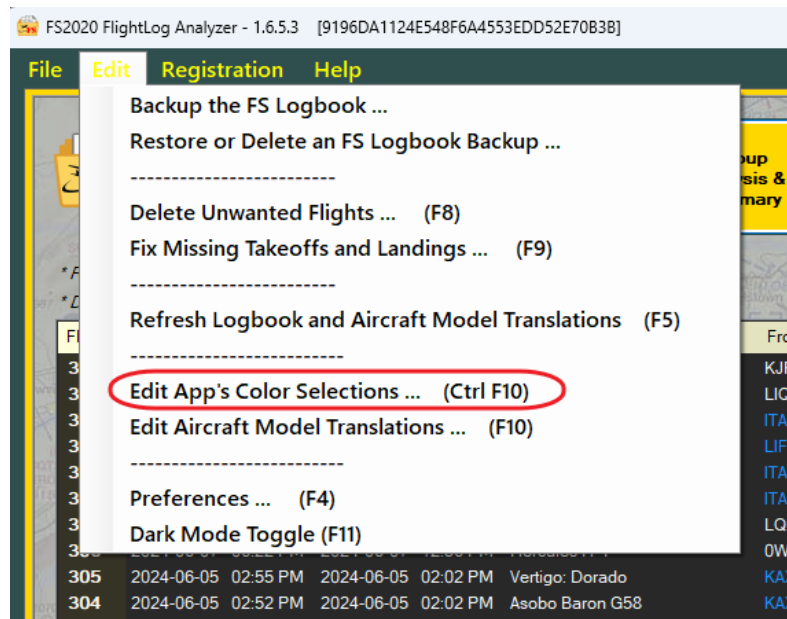
## 19 Custom Colors

If you'd like to change some of the colors in FlightLog Analyzer, there is some limited capability to do so. Simply open the file

**"C:\Users\{Your Windows User Name}\AppData\Local\FlightLogAnalyzer\Colors.txt"**

with your favorite text editor, and change the colors that are listed.

**A quick way to access this file is via the menu option of EDIT / Edit App's Color Selections (Ctrl F10)**



Note that not all colors are customizable, only the objects listed are available for change.

A complete list of the available colors and their names can be found on this website

[http://www.flounder.com/csharp\\_color\\_table.htm](http://www.flounder.com/csharp_color_table.htm)

## 20 Glossary

### 20.1 Instrument Approach Suffixes

The suffix on an instrument approach, such as “Y” or “Z” in “ILS-28-Y,” indicates that there are multiple approaches to the same runway using the same type of navigation aid. These suffixes help differentiate between the approaches, which may have different procedures, minimums, or equipment requirements. Here are the key points:

- **Multiple Approaches:** When there are two or more straight-in approaches to the same runway using the same type of guidance (e.g., ILS, RNAV), a letter suffix is added to distinguish them
  - **Different Procedures:** Each approach might have different entry procedures, missed approach procedures, or decision heights (DH). For example, one approach might require specific equipment like GPS, while another might not
  - **Minimums:** The landing minimums (e.g., visibility and altitude) can vary between the approaches. Typically, the ‘Z’ approach will have the lowest minimums, followed by ‘Y’, and then ‘X’.
- 

These distinctions help pilots choose the appropriate approach based on their aircraft’s capabilities and the current conditions.

Note: Airports in countries outside the US sometimes use other letter designations in addition to, or instead of, X and Y and Z.

## 21 Troubleshooting

### Prior Versions of the Program

If you ever experience a problem with the version of the program that you just downloaded, you can always revert back to a prior version. Simply go to the [“Change Log”](#) tab on the FlightLog Analyzer website. There you can click on the ‘Version Number’ of any previous version to download and install it.

### Reverting to a Logbook Backup

If it should ever happen that after removing flight(s) from Flight Simulator’s logbook, Flight Simulator restarts with an Empty logbook, use the [“Restore from an FS Logbook Backup”](#) function to go back to the logbook you previously had.

### Built-In Map Display Window Not Correctly Showing Satellite Overlay

We are aware of this issue, but do not have a fix for it. We believe it is an issue with the Leaflet JavaScript plug-in.

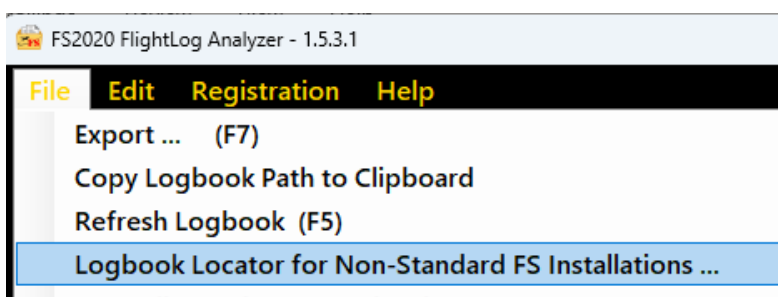
A work around is to simply un-check the Satellite Overlay option, and then re-check the option. Doing that will fill in the missing tiles of the satellite overlay.

### Finding your logbook if you have installed Flight Simulator into a non-standard (not the default) directory

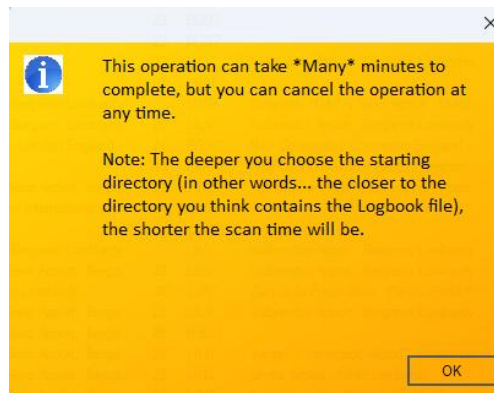
If the *FlightLog Analyzer* starts up, but the main display is empty, this is because your logbook file wasn’t found in the directory it was expected to be in. To help locate the logbook file, the **Logbook Locator** tool can be used.

The Logbook Locator asks you for a root directory where it will begin drilling down into to find your logbook. It checks files one by one to see if the file is your logbook, and thus this can be a lengthy process. To help speed up the search, try to select a starting directory as deep down as you possibly can. For example, selecting “C:/” will have to search every file on the whole C: drive and could take a Very long time. On the other hand, if you know you installed Flight Simulator to a directory somewhere in your “C:/MyGames/Simulators” directory tree, starting the search there will be Many times faster.

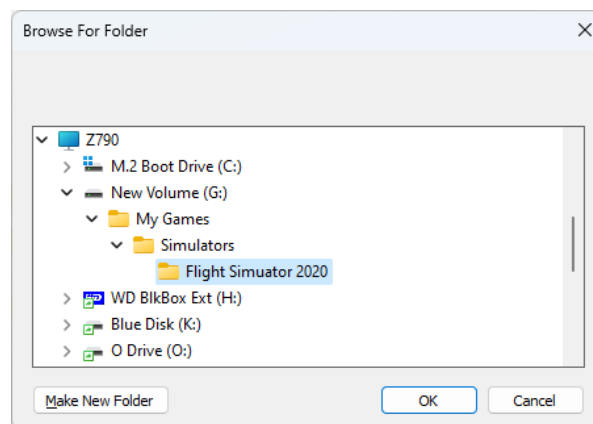
To start the Logbook Locator, choose “Logbook Locator for Non-Standard FS Installations” from the FILE section of the main menu.



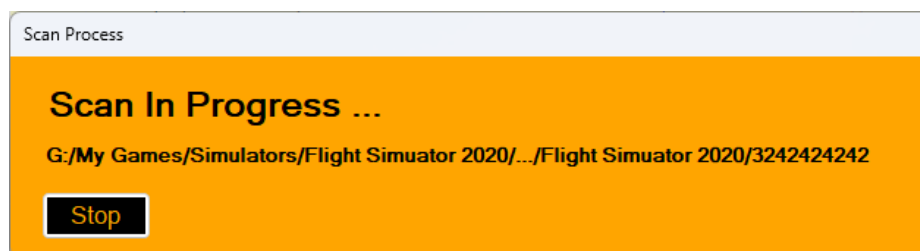
You will then see a message box reminding you that the search could possibly take quite a while, depending on the depth of the initial directory you start the search in.



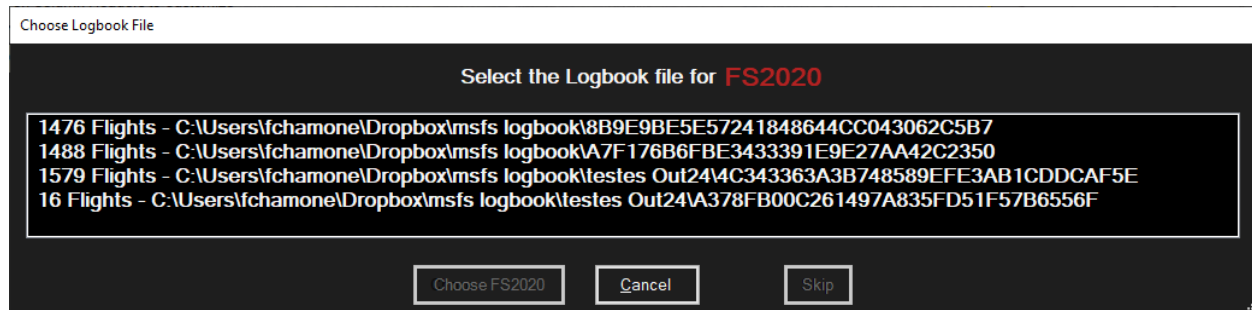
After this reminder, a form will be presented where you will be selecting the directory to start the search in. In this example, the search will start in "G:/My Games/Simulators/Flight Simulator 2020"



As the search progress, a status window will show the file that it currently being checked.



When the logbook files are successfully located, they will be presented in the following dialogs, for the user to assign the file to be loaded with the correct Flight Simulator Version:



After loading the files, the main window will be populated with the flights from them.

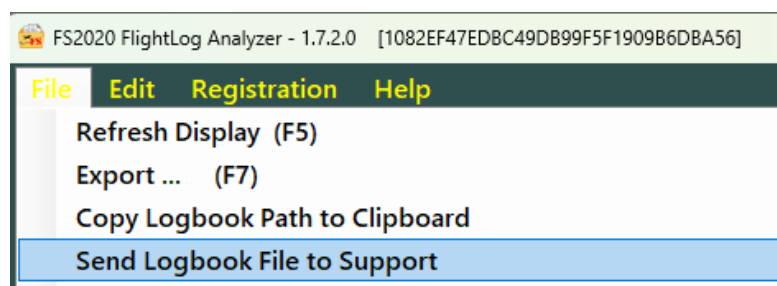
The next time you start FlightLog Analyzer, the program will remember where it found the files and will automatically re-load from there.

## The program is crashing at startup

If you are having problems getting FlightLog Analyzer to start up, it is likely due to corruption in the file due to Flight Simulator having crashed at some point during one of your flights. We can analyze this file and work around the corruption if you send us your Logbook file.

### Automatically Send Logbook File to Support

Although the descriptions in the subsequent section explaining manually locating your logbook file still is applicable, there's now an easier way to send your logbook file to us. Under the FILE menu option, you will find a new item called "Send Logbook File to Support". When you click on this selection, you will be asked to fill in a couple of questions, and your logbook will be sent to support (along with some system information for diagnostics).



## Manually Locating your logbook file – 1<sup>st</sup> Method

To find the logfile on your computer, look in your 'temp directory' for a file called "**FlightLogAnalyzer - TraceLog.txt**"

You can get to your temp directory by opening up File Explorer and putting in "**%temp%**" as the path. In that directory is where you will find "**FlightLogAnalyzer - TraceLog.txt**"

Open that file and inside you will see entries that are filenames, and in particular one will begin with "+++++".

That is your logbook directory and file.

i.e. Here's an example from a Trace file. The Logbook's filename is the part highlighted in Yellow.

```
+++++C:\users\Geno\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\SystemApp  
Data\wgs\000901FFB1C0A5E1_000000000000000000000000069F80140\49ABC33D65FF484890A1A3548  
FOA2427\1171A94F718E4ADFA8E98701DA3A8E14
```

## Manually Locating your logbook file – 2<sup>nd</sup> Method

### Steam Installation

If you installed Flight Simulator into the default / standard directory, you will find it here.

C:\Program Files(x86)\Steam\userdata\*<steamuserid>*\1250410\remote\kh\_logbook

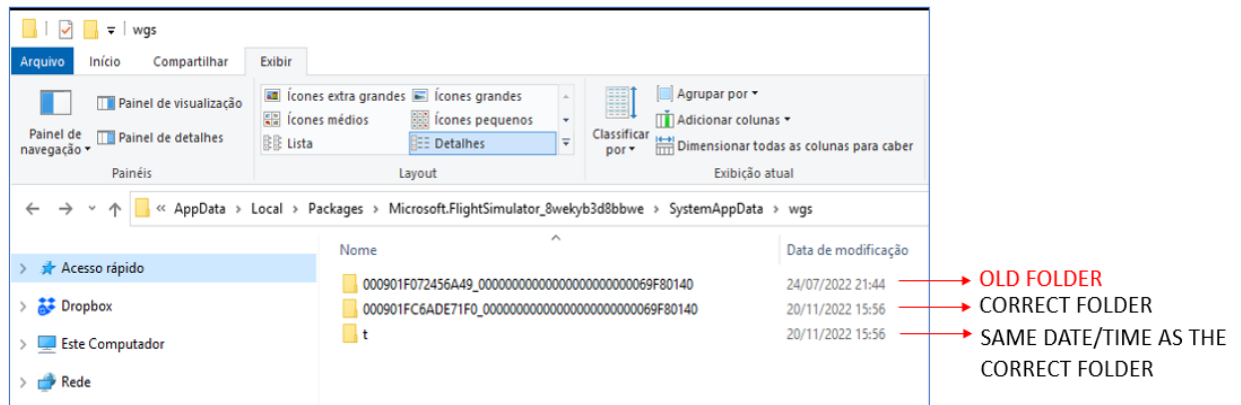
### Microsoft Store Installation

The logbook file is stored with different names after every flight. The name and the folder it's stored in can change, so we need to do a quick *Search* to find the correct location:

a. Open the folder C:\Users\*<user name>*\AppData\Local\Packages\Microsoft.FlightSimulator\_8wekyb3d8bbwe\SystemAppData\wgs on Windows Explorer

b. This folder should contain only 2 other folders in it. One named **t** and the other with letters and numbers, **both with same date and time**. The folder name is different on each installation,

and if you have more than 2 folders you might have folders from a prior update or a prior installation still there. Check if one of the folders are from an older date:

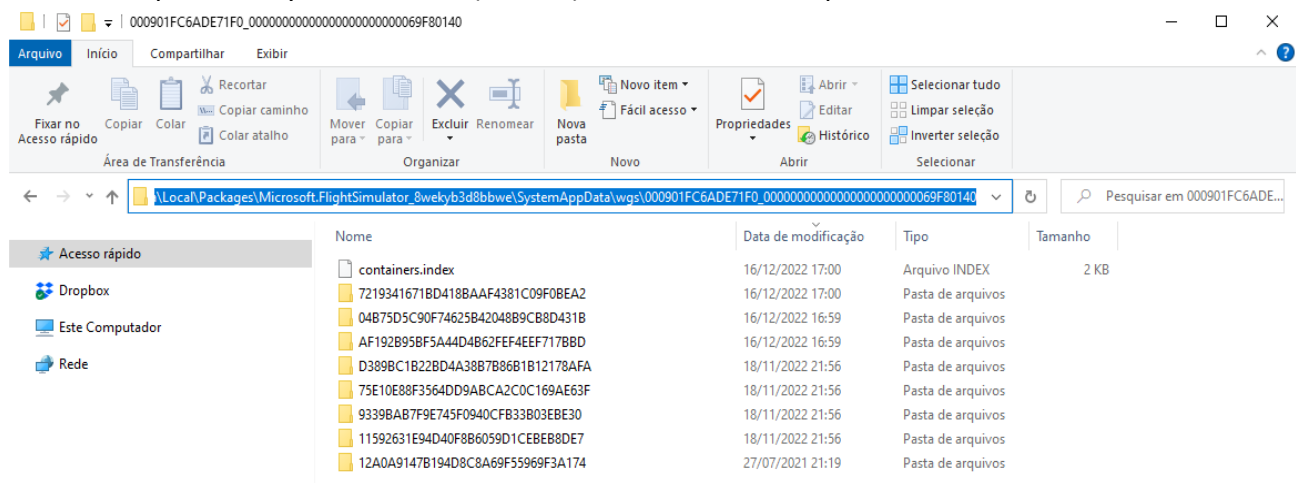


You may want to remove this OLD FOLDER, because it is not needed anymore, and it can lead to an old logfile appearing after our search.

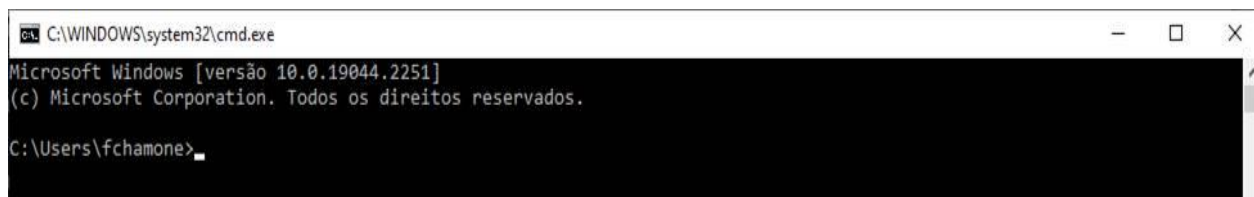
To remove it, do it carefully and make backup copies before.

If you don't remove it, be aware to ignore any results from this old folder if anything appears.

c. Double click on the CORRECT FOLDER to access it and then click on the ADDRESS BAR of the Windows Explorer, so you can COPY (CTRL-C) the correct folder path:



d. Open the Command Prompt (On Windows - Run: type **CMD** and press ENTER). It will open a black screen with the command prompt in it:



e. On the command prompt, type **CD** and PASTE (CTRL-V) the address you copied from above.

It should show something like:

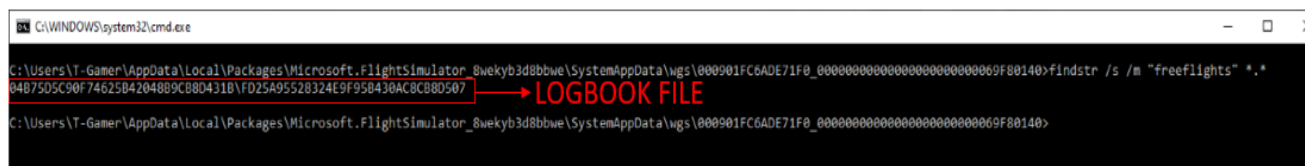
```
Cd C:\Users\<user
name>\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\Sy
stemAppData\wgs\000901FC6ADE71F0_0000000000000000000000000069F80140
```

f. On the command prompt, type the following command and hit ENTER to execute:

```
findstr /s /m "LZMA" *.*
```

It will look for files containing the string 'LZMA' recursively on every subdirectory

g. The search will output some file names. If you have older folders on the WGS folder root, you may ignore them and only capture the file with the most recent date.



You can upload this file or zip it and upload the zip file (smaller). The ZIP should contain only the LOGFILE on the root folder.

## LNM Logbook Export

### 1 - LNM logbook contains several other records

Little Navmap automatically records the flights you do while it is open. If you are flying with LNM opened, the flight will be tracked and logged. If you later export the logbook with FlightLog Analyzer and import it into LNM, some data may be duplicated.



You can differentiate the records by looking at the TRAVEL REAL TIME or AIRCRAFT REGISTRATION or SIMULATOR columns. In the *FlightLog Analyzer* export, the columns TRAVEL REAL TIME and AIRCRAFT REGISTRATION are left empty, and the column SIMULATOR is recorded as "Microsoft Flight Simulator 2020", while the automatic LNM records contain all those fields and the SIMULATOR is recorded as "MSFS"

You have several options to avoid duplicating data:

- a) Disable the automatic logbook entries in LNM (Logbook menu - uncheck CREATE LOGBOOK ENTRIES)
- b) Manually delete those records before importing (sort by TRAVEL REAL TIME or by AIRCRAFT REGISTRATION and delete the records that contain those. Be careful to not delete important records or records from another simulator)
- c) Clear the whole logbook before making a full import

## 2 - Empty Fields on LNM Logbook

Some fields are not present in the MSFS Logbook, so they are left empty in the export. The fields are:

- Departure and Destination airport names\*
- Travel and Destination Real Time \*
- Aircraft Registration
- Distance Plan (nm)

\* These fields are planned to be included in a future release

## 3 - LNM logbook imported flights with no associated flight plans or aircraft performance

The FLIGHT PLAN and the AIRCRAFT PERFORMANCE for each flight are also not present in MSFS Logbook. If you have saved the Flight Plan from MSFS, you can import it into the LNM Logbook by right-clicking on the logbook record and selecting "EDIT Logbook Entry....". In the popup window, you can import the PLN file by clicking on the ATTACHED FILE - ATTACH button on the Flight Plan section.

The same is true for loading the AIRCRAFT PERFORMANCE if you wish.

## SimToolKitPro Exports

In the SimToolKitPro application you should go to FLIGHT TOOLS - IMPORT - BULK IMPORT menu option.

This will open a new screen with a large textbox that will be pre-filled with an example row.

You should then open the export made by FlightLog Analyzer with notepad. Copy and paste its contents into the textbox on the SimToolKitPro's screen, and press the IMPORT button.

There is a bug on their import screen that will prevent the SUCCESS message to be shown if you copy the whole file including, the last line break (or if you have an empty line as the last line). But the contents should have been imported, nevertheless.

If you take care to copy all the lines and end at the last position of the last line (preventing a line break at the end), you will get the SUCCESS message.

To see the imported flights, go to MY LOGBOOK.

## Volanta Exports

- 1 - You need to use VOLANTA **Application**, and **not** the WEB version
- 2 - On the app, go to SETTINGS, IMPORT/EXPORT and click on MANUAL
- 3 - Select the Volanta CSV file you exported with FlightLog Analyzer
- 4 - Expand the FLIGHTS box below
- 5 - Select all the flights you want to import
- 6 - Click on the START IMPORT button down below

## Sky Dolly Exporting and Importing

These are some brief instructions for Sky Dolly users on how to import the .gpx file(s) exported by FlightLog Analyzer.

First a point to make about the Sky Dolly export. Unlike the other export types, the Sky Dolly export creates a separate file for each individual flight. In the process of exporting, you will be prompted to select (or create and then select) a directory to export into. After the export completes, the selected directory will contain a separate .gpx file for each of the selected flights that were export.

### To Import into Sky Dolly, follows these steps:

- Go to FILE menu, option FLIGHT IMPORT, select GPX format
- Choose IMPORT DIRECTORY if you want to import several flights at once (please notice that if doing so, all imported flights will have the same airplane)
- Select the file or the folder to import

- Select the AIRCRAFT to be used (it is not really relevant, as it is just a label to be added to the SkyDolly's logbook. It doesn't affect the recording or replaying)
- Keep WAYPOINTS and POSITION set at the default options (<wpt> for waypoints, <trk> for position)
- Leave the Default Altitude selection and the Default Speed as is
- Unmark the box "CONVERT ALTITUDE FROM WGS84 to...."

After importing, the flights will be added to the end of the SkyDolly's logbook

NOTE! Flight Simulator's Logbook is just that, a LOG BOOK. It is not a recording of every aspect of the flight's route. Therefore, don't expect the flight to be played back as accurately as it originally was made. The track-data in Flight Simulator's logbook will usually give a reasonable representation of the flight however.

## Missing SIDs, STARs, and Approach Information

Users who have flights not using the default MSFS flight planner to create their flights, (i.e. PMDG, Maddog, iniBuilds) maybe not see this information for those flight. The reason is that the Flight Plan generated by those programs is not stored in the Flight Simulator Logbook. Thus, we have no way to retrieve it.

## Missing Airport's Name, City, or State

If there are airports displayed on the Main data table that are missing the Airport's Name, City, or State, you can add these manually to the "airports.csv" file, which is located in the directory **C:\Program Files (x86)\FlightLog Analyzer\Data**.

And if you would send those additions to [Support@FlightLogAnalyzer.com](mailto:Support@FlightLogAnalyzer.com) we would be glad to add them to our master list.

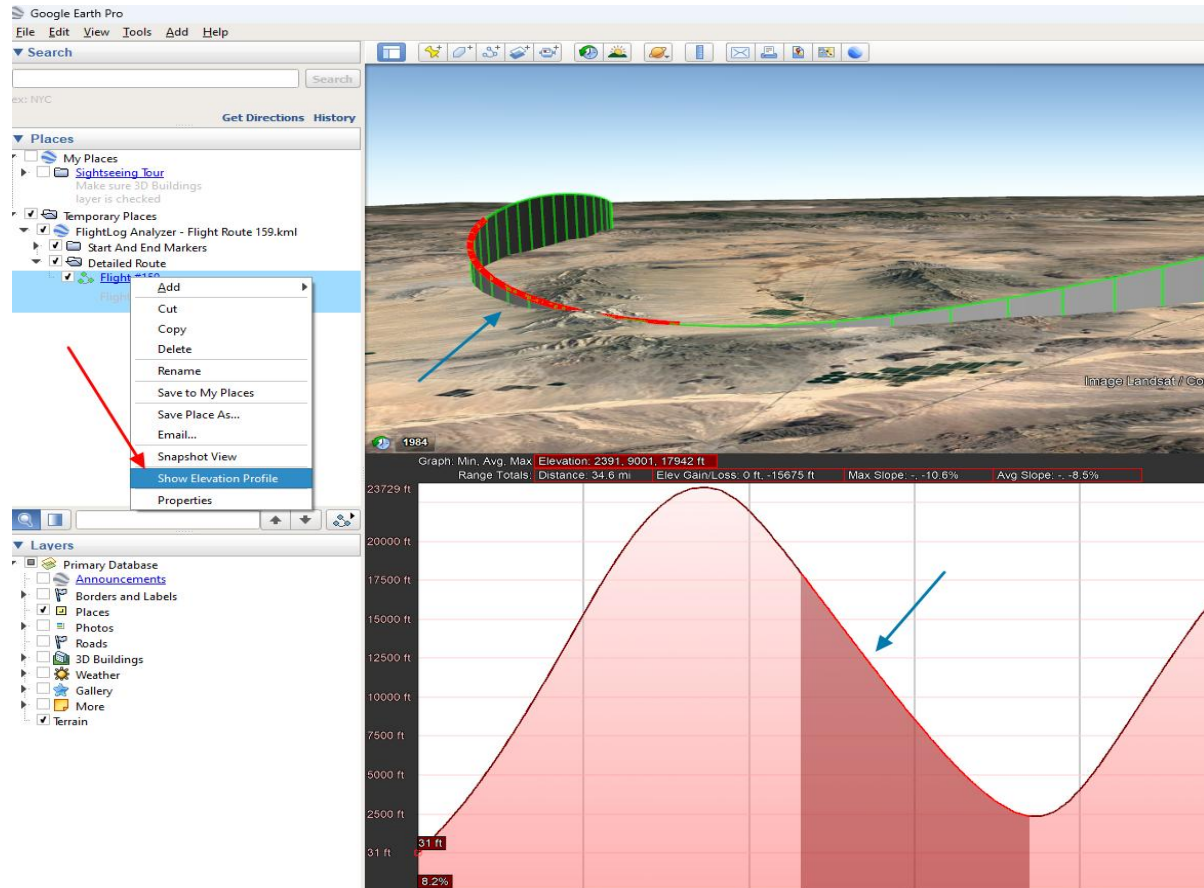
## How to view a flight's Altitude Profile on Google Earth

The elevation profile shown on the "Features" page of our website is not directly a feature of *FlightLog Analyzer*, but rather is in a selectable option of *Google Earth*.

To see the Elevation Profile on *Google Earth* do the following, as shown on the screenshot below.

1. Select the flight for which you want to see the altitude profile.
2. Right Click on that flight, and you will see a popup context menu.
3. From that menu, click on "Show Elevation Profile"

**Pro Tip:** You can also Click-And-Drag the mouse pointer across the Altitude Profile section, and that will highlight the corresponding portion of the flight on the upper section.



*Altitude Profile as displayed on Google Earth*

## Reinstating 'Show Again' selections

FlightLog Analyzer has some informational 'Alert' popups to warn you of non-critical, yet important-to-realize points. Each of these has a 'Show Again' checkbox. If you uncheck this box, you won't be presented with that popup again. However, if you want to reset all your Show Again selections back to a state of being displayed again, use the 'Reset All "Show Again" Selections' under the 'Edit' section of the toolbar menu.

## 22 Contact Information

Questions and Suggestions can be sent to [Support@FlightLogAnalyzer.com](mailto:Support@FlightLogAnalyzer.com). Your input helps make this software better, and we always enjoy hearing from you!

## 23 Registration / Licensing

- Your license agreement is for Single User only.
- It is against your license agreement to perform Logbook Editing, Logbook Exporting, or any other *FlightLog Analyzer* feature as a service to others.

## 24 Thank you for Choosing FlightLog Analyzer



Thank you for choosing FlightLog Analyzer! We're grateful to be a part of your flight journey, helping you manage and analyze your logs with ease and precision. This app was built with pilots and aviation enthusiasts in mind, and your feedback helps us keep improving to meet your needs.

Whether you're a professional pilot or just someone who loves aviation, we hope FlightLog Analyzer becomes a valuable tool in your cockpit or on your desk

We value your experience, so please don't hesitate to reach out with feedback or suggestions. Email us at [Support@FlightLogAnalyzer.com](mailto:Support@FlightLogAnalyzer.com)

Safe travels and thank you for flying with us!