FlightLog Analyzer

User Guide

www.FlightLogAnalyzer.com

CONTENTS

Introduction

FlightLog Analyzer is a companion app to *Microsoft Flight Simulator*. Some of its features are:

- 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

And the most powerful feature… Unwanted flights can be permanently deleted from the Flight Simulator's logbook!

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. Press the "Refresh FS Logbook" button
    a. All flights in the Flight Simulator's Logbook are displayed in tabular form
3. Sort by any of the Column Headers
4. 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
    c. Choose to view the "Flight Profile"
5. 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
6. 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

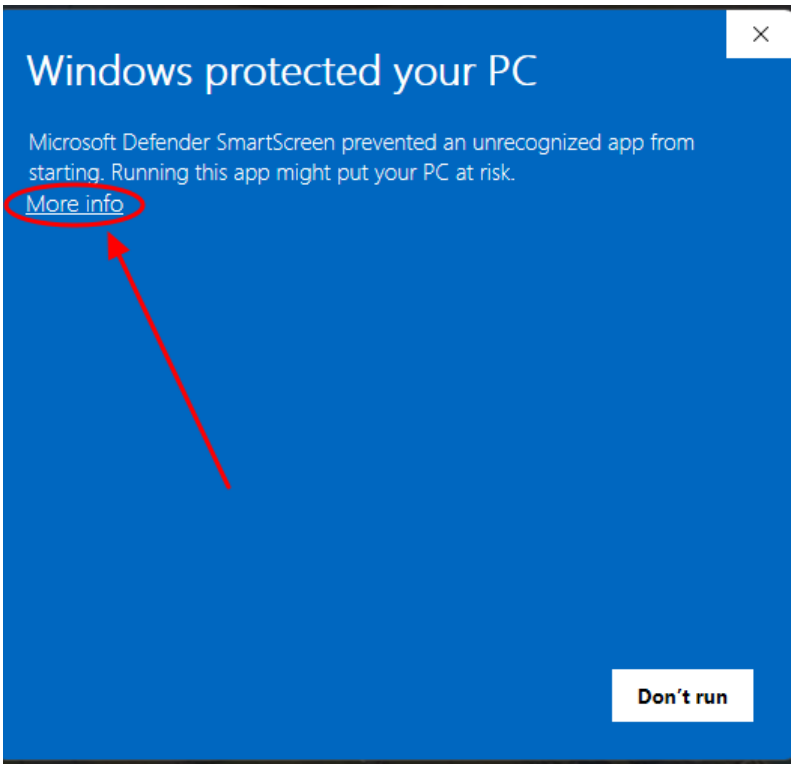
Most importantly, *Microsoft Flight Simulator* must be installed on your computer.
FlightLog Analyzer has no extra requirements, beyond that.

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

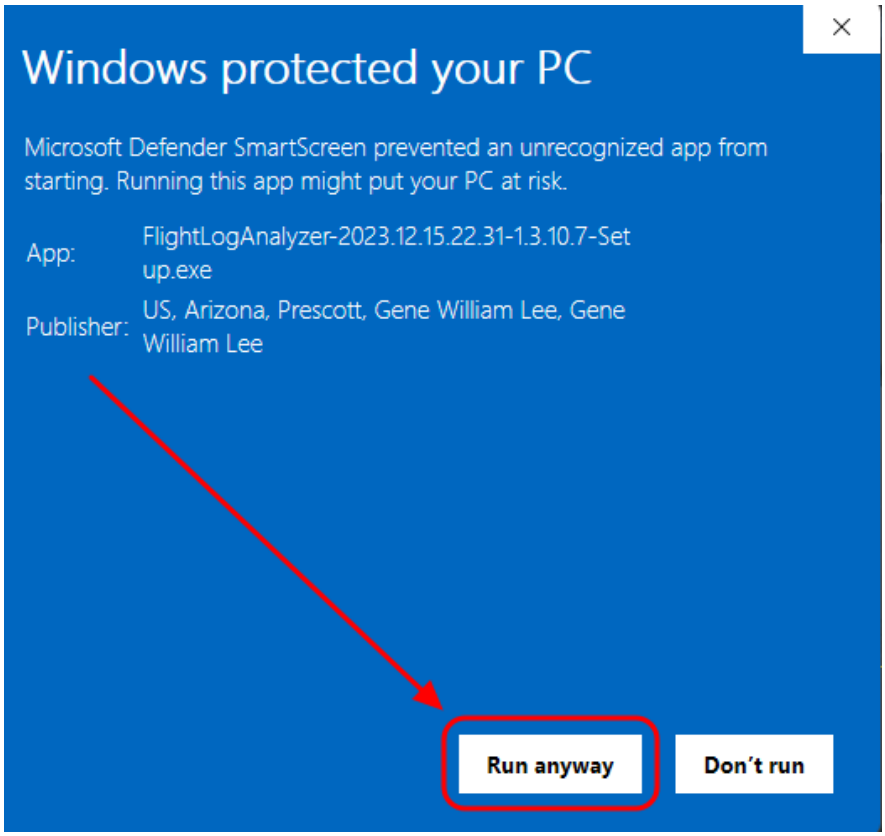
3 Initial Installation

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.

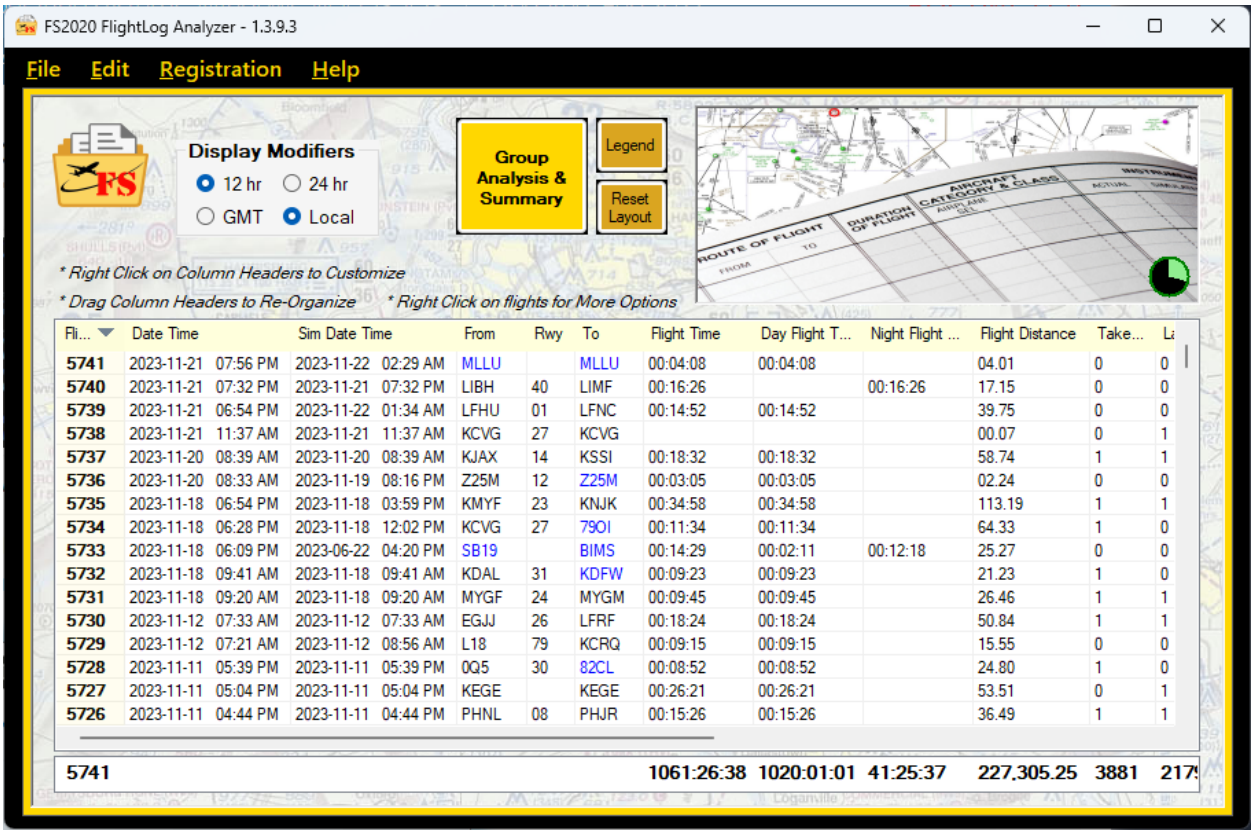


At this point, simply press the **Run Anyway** button and the installation will continue.

4 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 need to reload the logbook, say after you've made additional flights while concurrently having *FlightLog Analyzer* already open, use the menu selection of **File > Refresh Logbook**. 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 ***Logbook Locator*** to assist in finding your logbook.

4.1 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

4.2 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

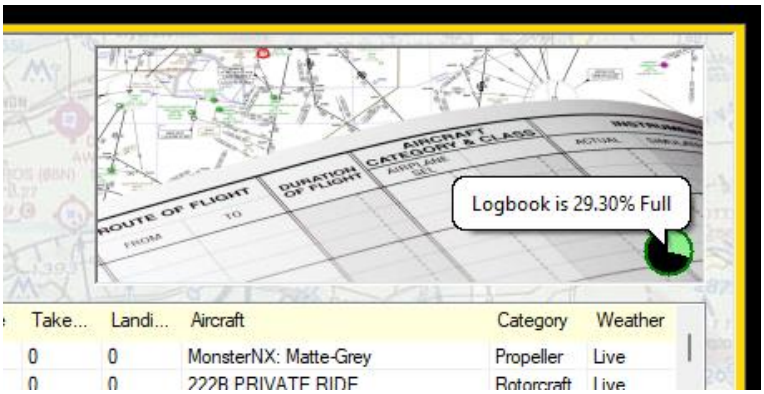
If a row is highlighted in Yellow, this indicates that 'Slewing' was used during the flight

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

4.3 Logbook Utilization

Flight Simulator's logbook file is limited to 16MBs in size. Asobo has improved the number of flights that can be recorded in the logbook by compressing the logbook file, but the 16MB size still exists. This equates to roughly 15,000 'average' flights. The green pie chart shows how full the logbook file is.



Logbook Utilization

4.4 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.

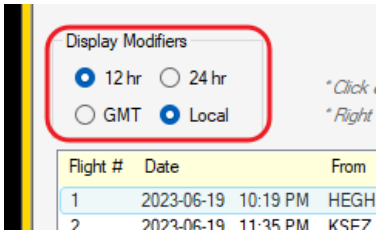
The easiest way to toggle in and out of the Dark Mode is to simply press the F11 key (while on the Main Display). The other method to toggle is by selecting the "Toggle Dark Mode (F11)" selection under the menu bar's Edit item.

4.5 Display Modifiers

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

4.5.1 Date and Time Formatting

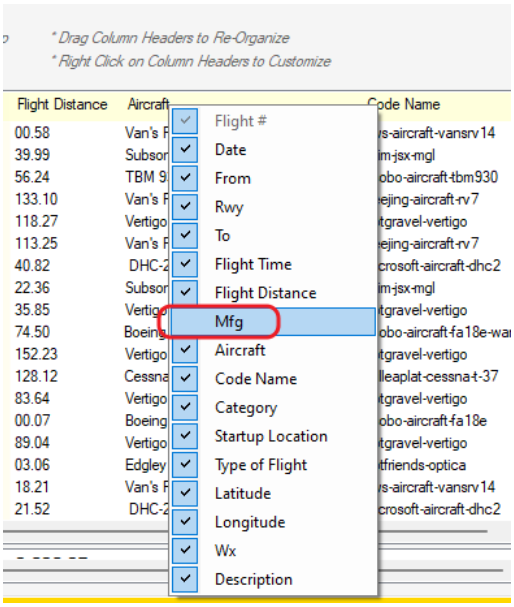
Using the radio buttons on the left side of the display, you have the option to view the date and time of the flights in either 12-hour or 24-hour format. You can also choose to see the flight times in either Universal Time (GMT) or in your Local Time.



Display Options

4.5.2 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 of 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.

5 Charts and Graphs Panel

More to come on using this new feature, but for now here are a couple of quick tips.

We will be adding more 'Summary Types', and as well, we will be making this panel User Configurable to see exactly the graphs and charts that you value most. Consider what you see a sneak-peak at what this will become!

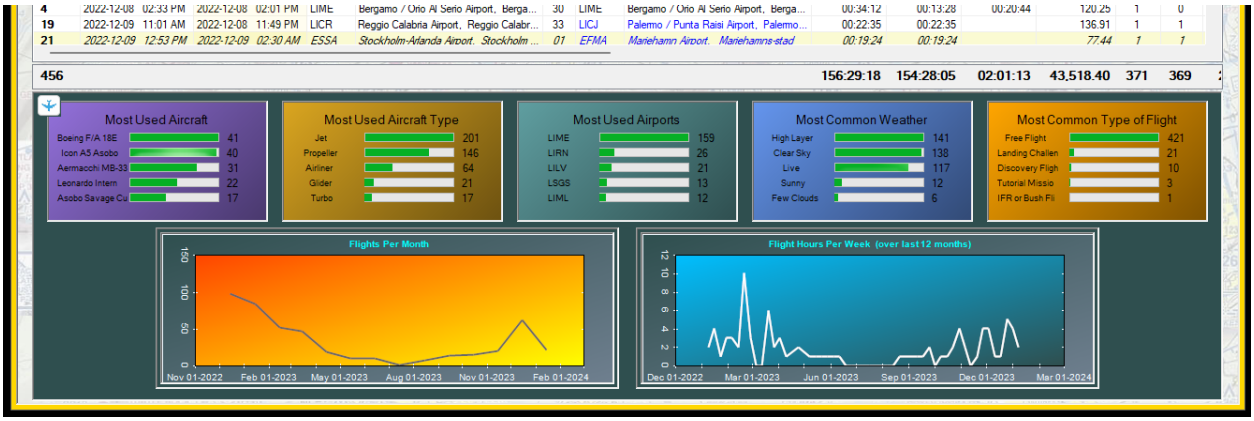
5.1 Interacting with the Graphs

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.

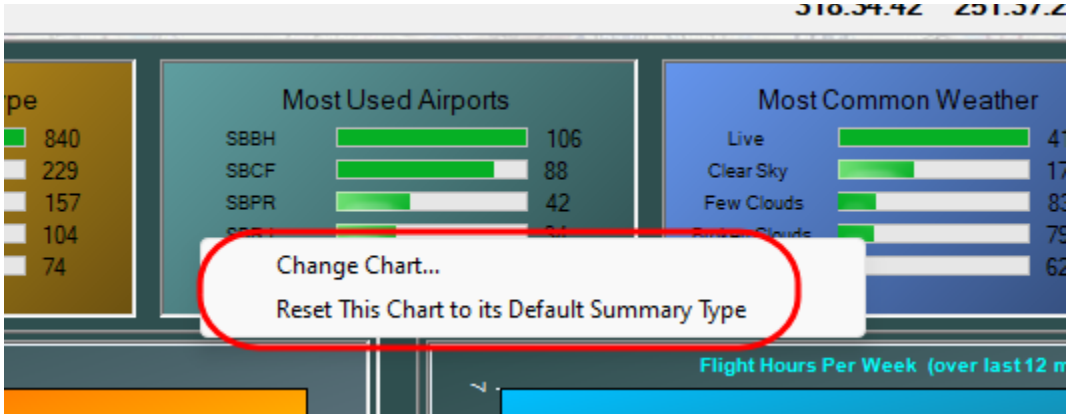
Dragging the mouse with the left-button pressed will provide a 'rubber band' zoom.

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

Expanding and Collapsing the panel is done using the small blue airplane icon in the upper left corner of the panel.



Charts and Grid Panel



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.

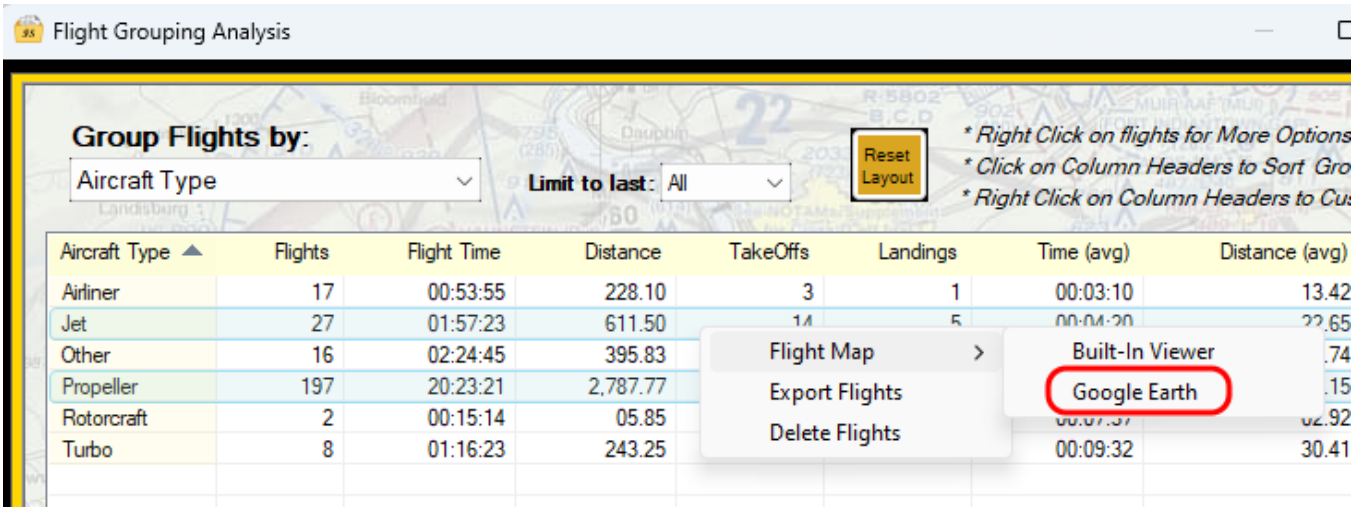
To put an individual chart back to its default summary type, click on “Reset This Chart…”

6 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.



Right-Click Menu Options

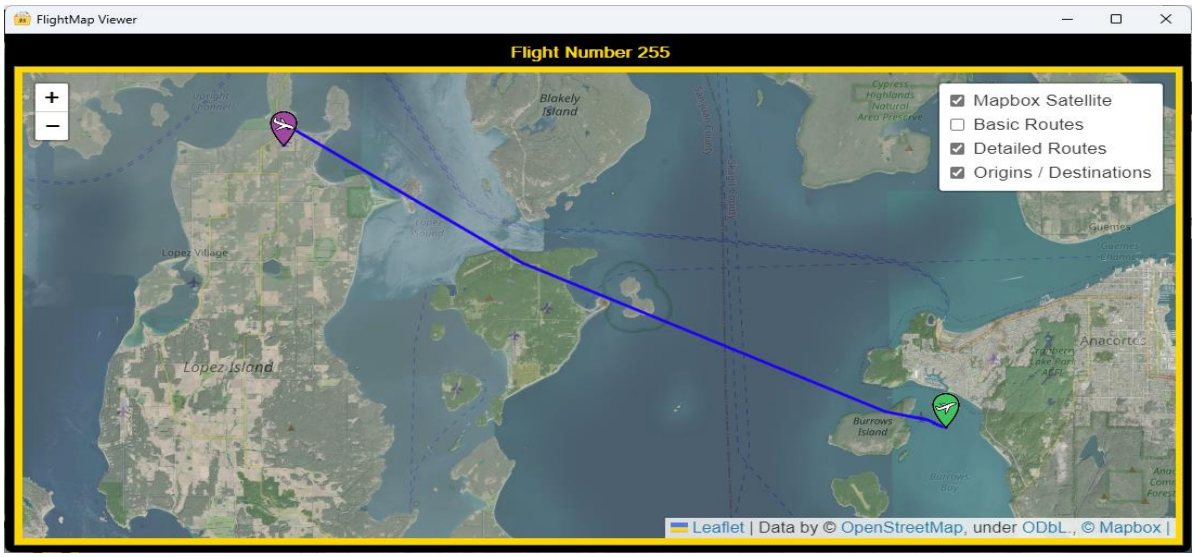
The above example shows how the flight paths of all **Propeller and Jet** aircraft flights can be displayed all at one time on Google Earth Pro.

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.

6.1 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 of a 3rd Party KML viewer.



Flight Path Map – Built-in Viewer

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

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.

- **'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

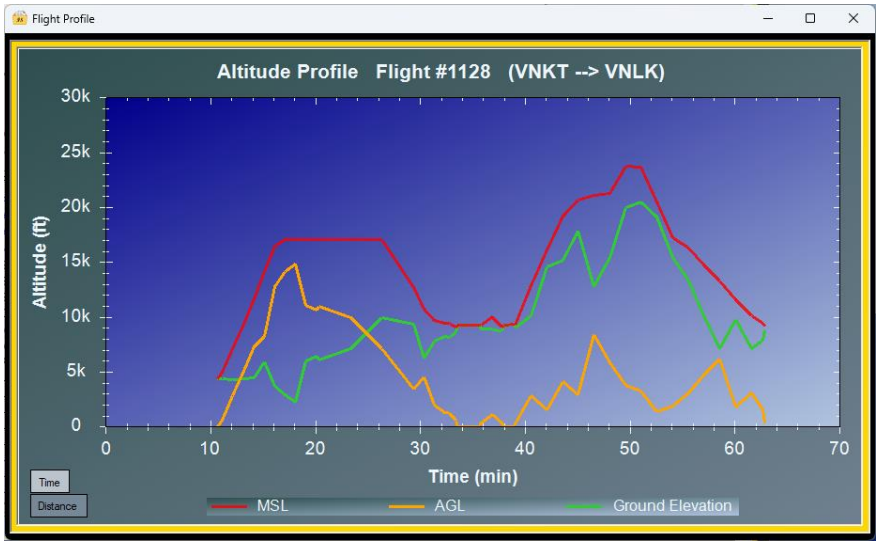
Default values can be configured on the User Preferences screen.

6.2 Flight Profile Display

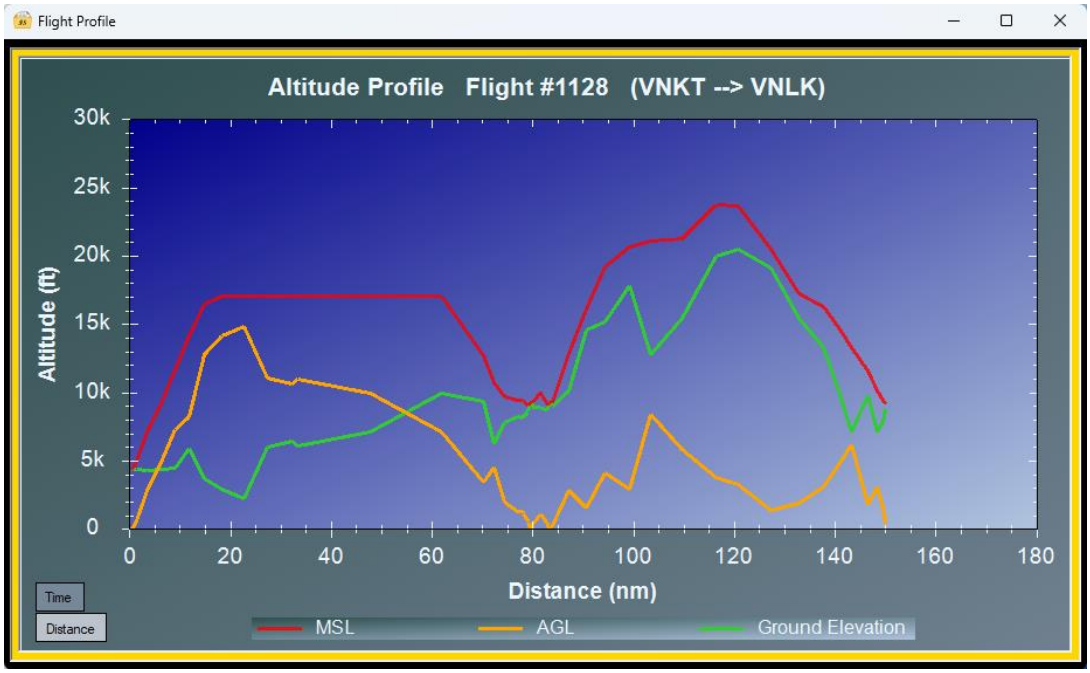
As explained in the prior section, a Right Click on a Flight Record will bring up a popup context menu.

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.

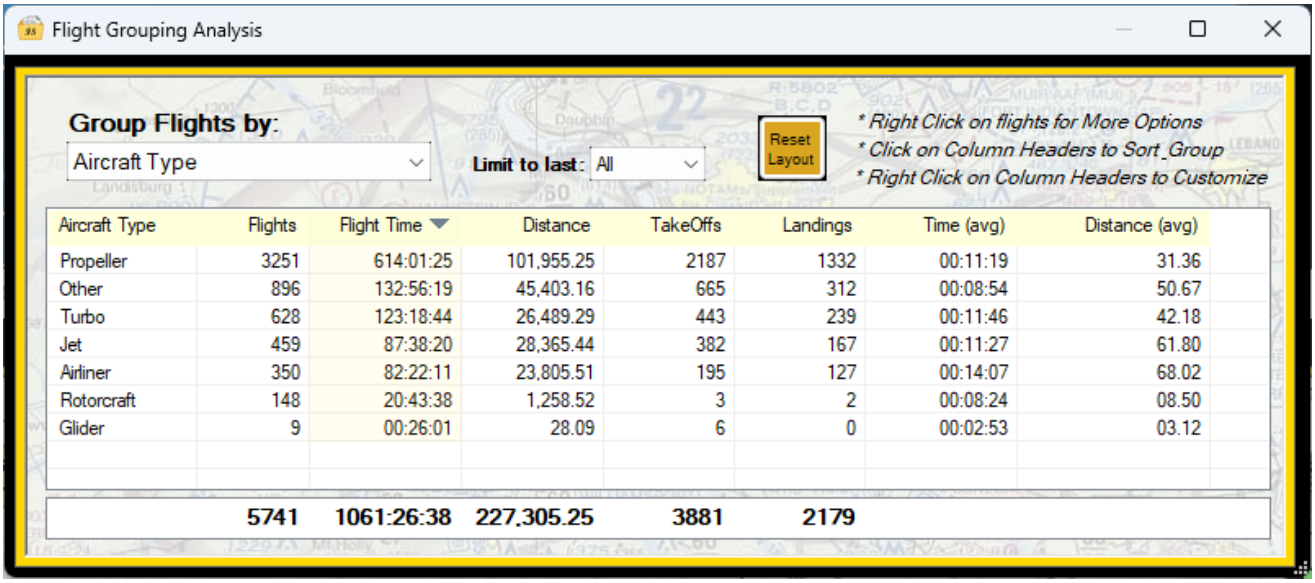
6.3 Group Analysis and Summarizing

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

- 30, 45, 60, 90 day Summary
- Aircraft Type
- Aircraft Model
- Aircraft Manufacturer
- Weather Conditions
- 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.



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
	5741	**1061:26:38**	**227,305.25**	**3881**	**2179**		

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*

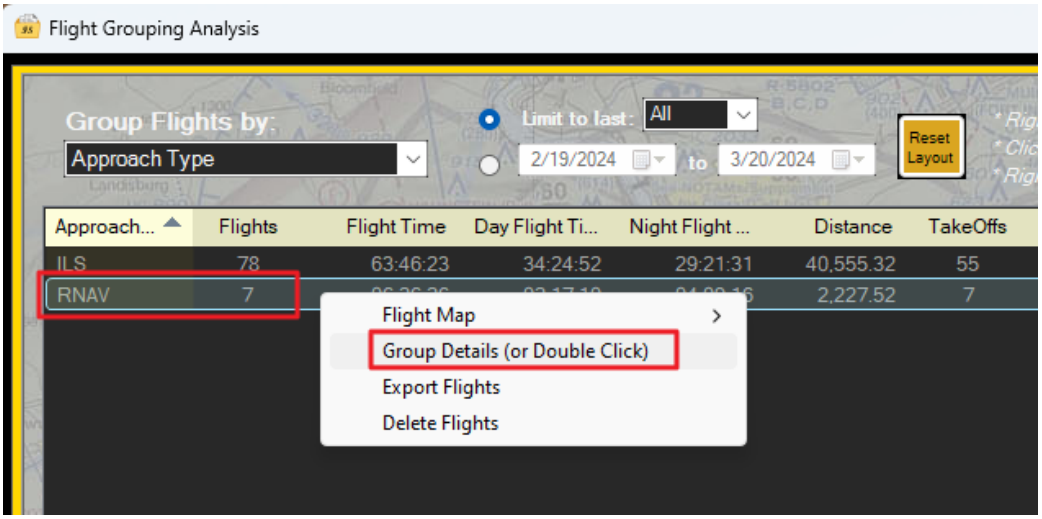
6.3.1 Drilldown into each individual flight

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.

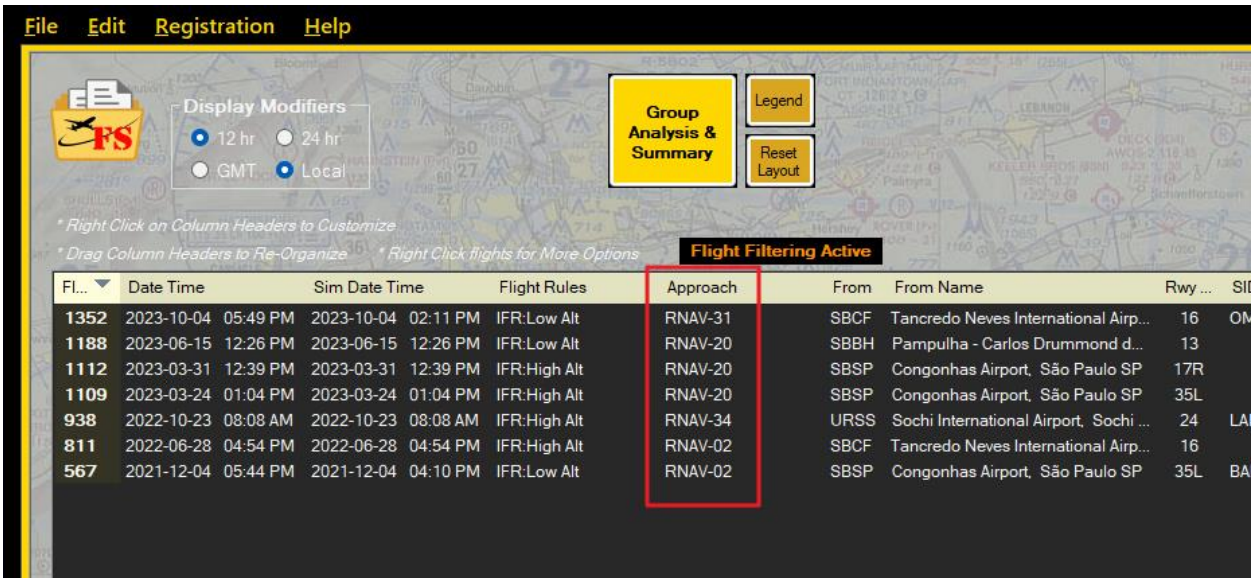
Upon right clicking on a row in the Group Analysis window, you will see an option called “Group Details”. This is the option that allows you to drill down into the individual flights that comprise the row on the Group Analysis.

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.



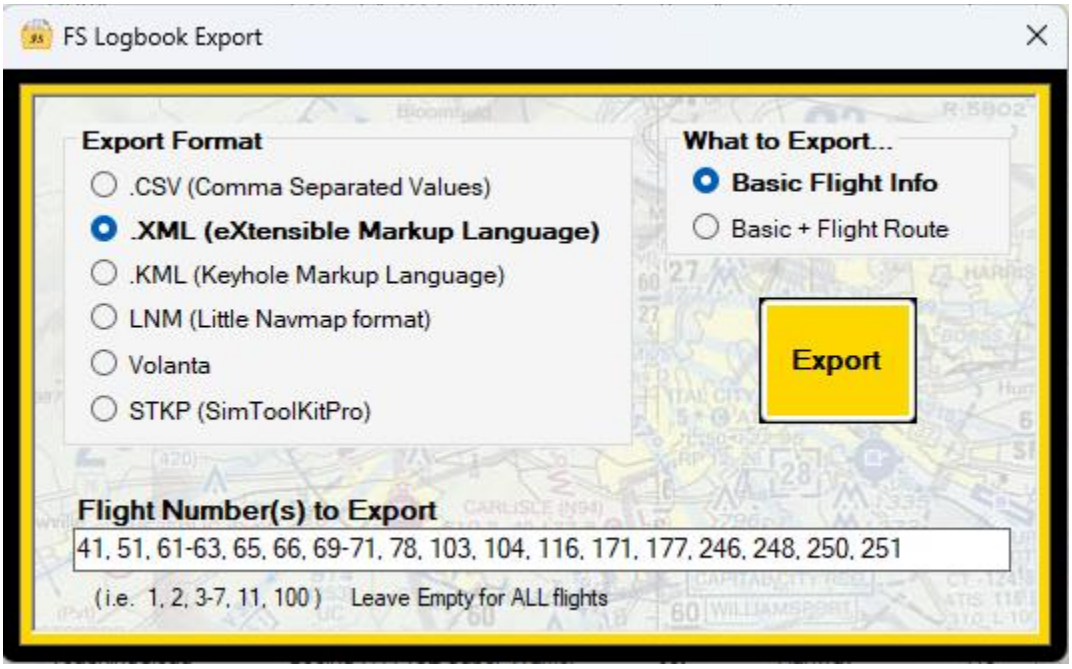
Another row of the Group Analysis window can then be double clicked on, and the main display will update to display those records.

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

7 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
    - 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
    - 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
    - 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.

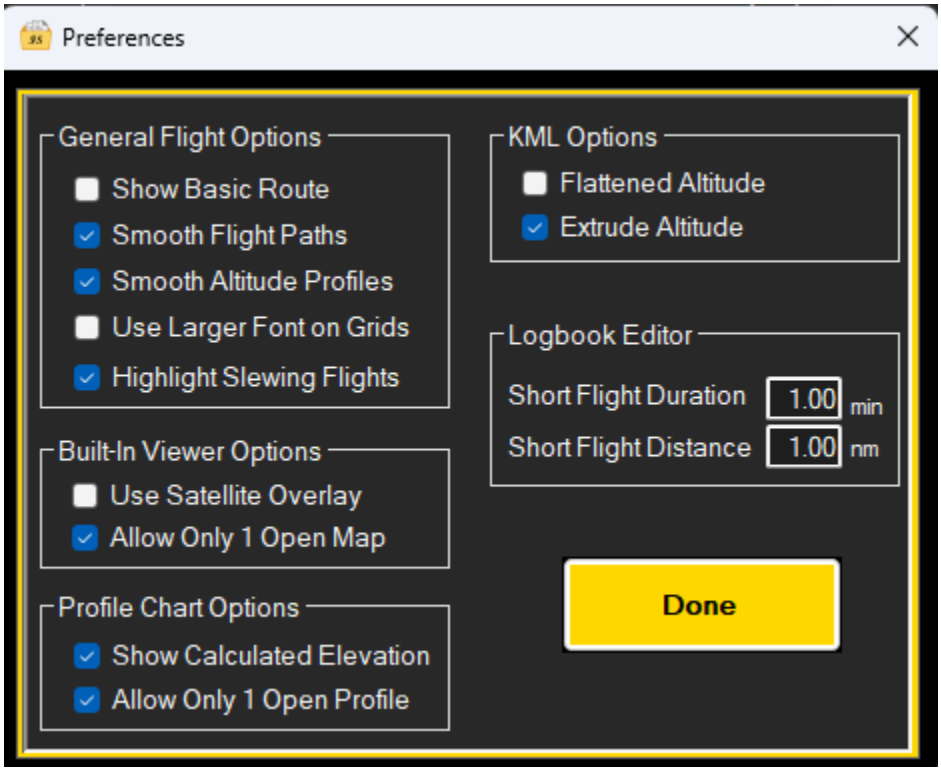
- **'Basic + Flight Route'** includes everything in the Basic Flight Info, plus GPS coordinate information for the Flight's Path.

Flight Number(s) to Export:

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

8 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

- **'Smooth Flight Path'** controls how the flight's path over the ground is drawn. Because *Flight Simulator* can often produce only a low quantity of GPS location points as the aircraft travels over the ground, there can often be very sharp angles drawn in the turns. This option smooths those sharp angled turns out for a more aesthetic representation.

- **'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.

9 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.

9.1 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…

9.2 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 that ***N*** Minute of flight time. ('N' is a User Preference)

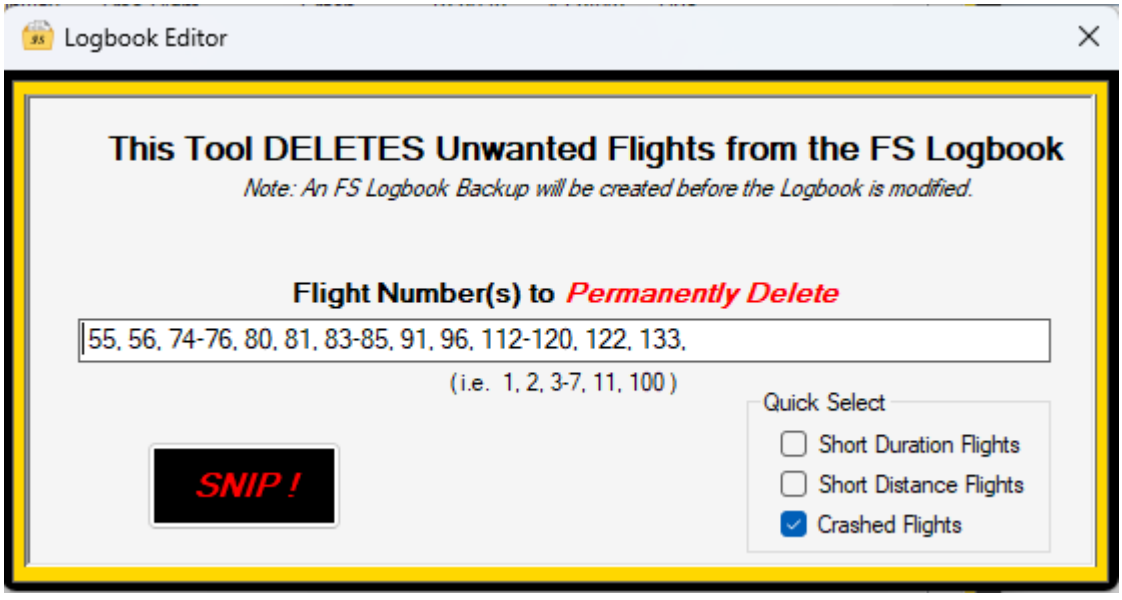
    b. **'Short Distance Flights'** will automatically find and select all flights which are shorter than ***N*** Nautical Miles of Flight. ('N' is a User Preference)

    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

9.3 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.

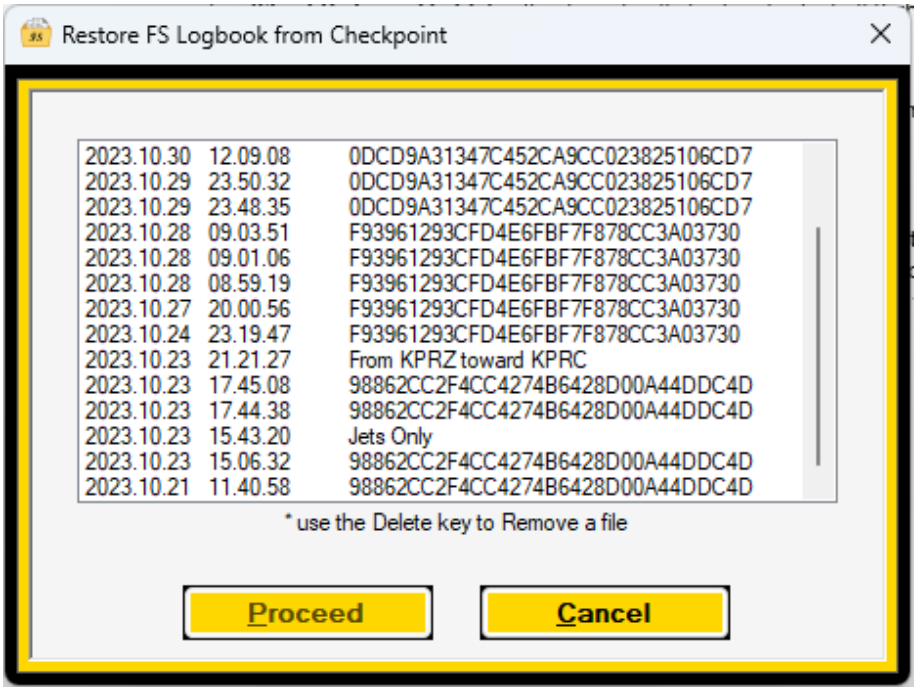
Simply select the row for the FlightLog you desire, and click the "Restore" button.

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

10 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.

10.1 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.

10.2 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…

10.3 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.

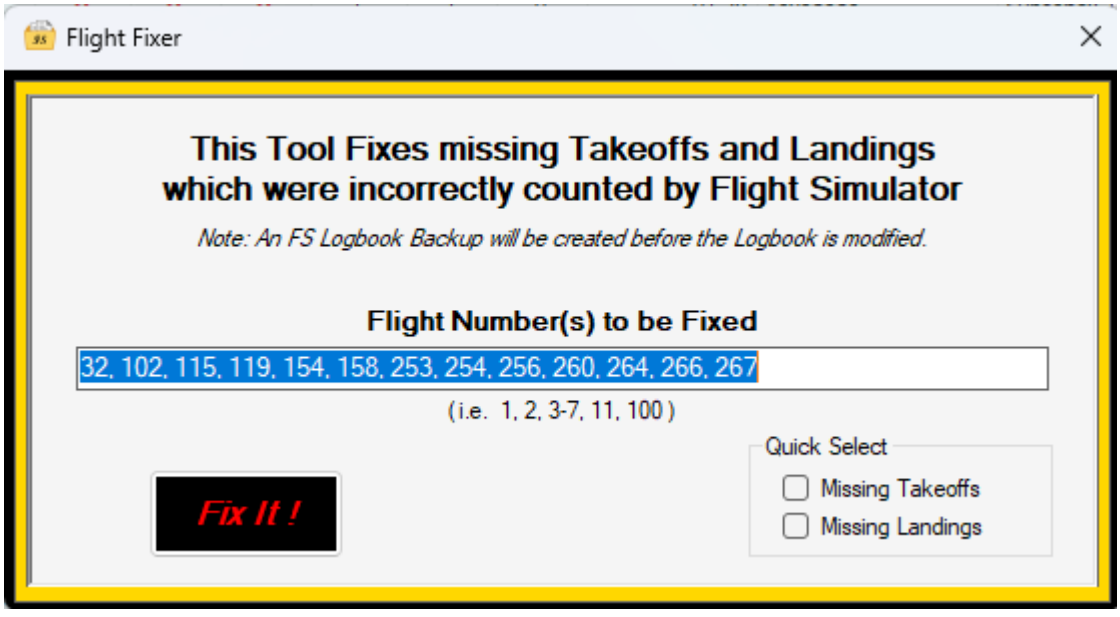
    a. **'Missing Takeoffs'** will automatically find and select all flights which are missing takeoffs

    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

10.4 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.

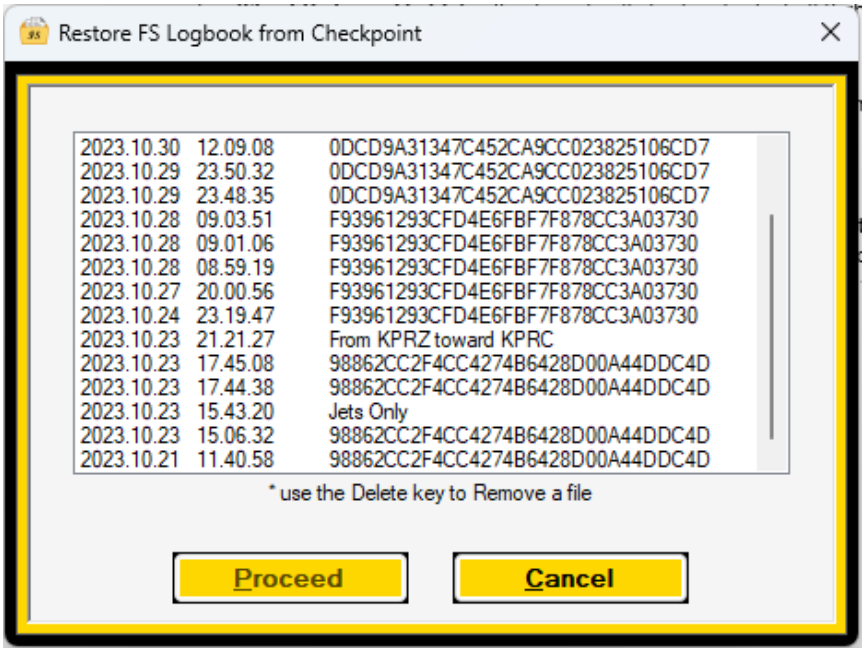
Simply select the row for the FlightLog you desire, and click the "Restore" button.

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*.



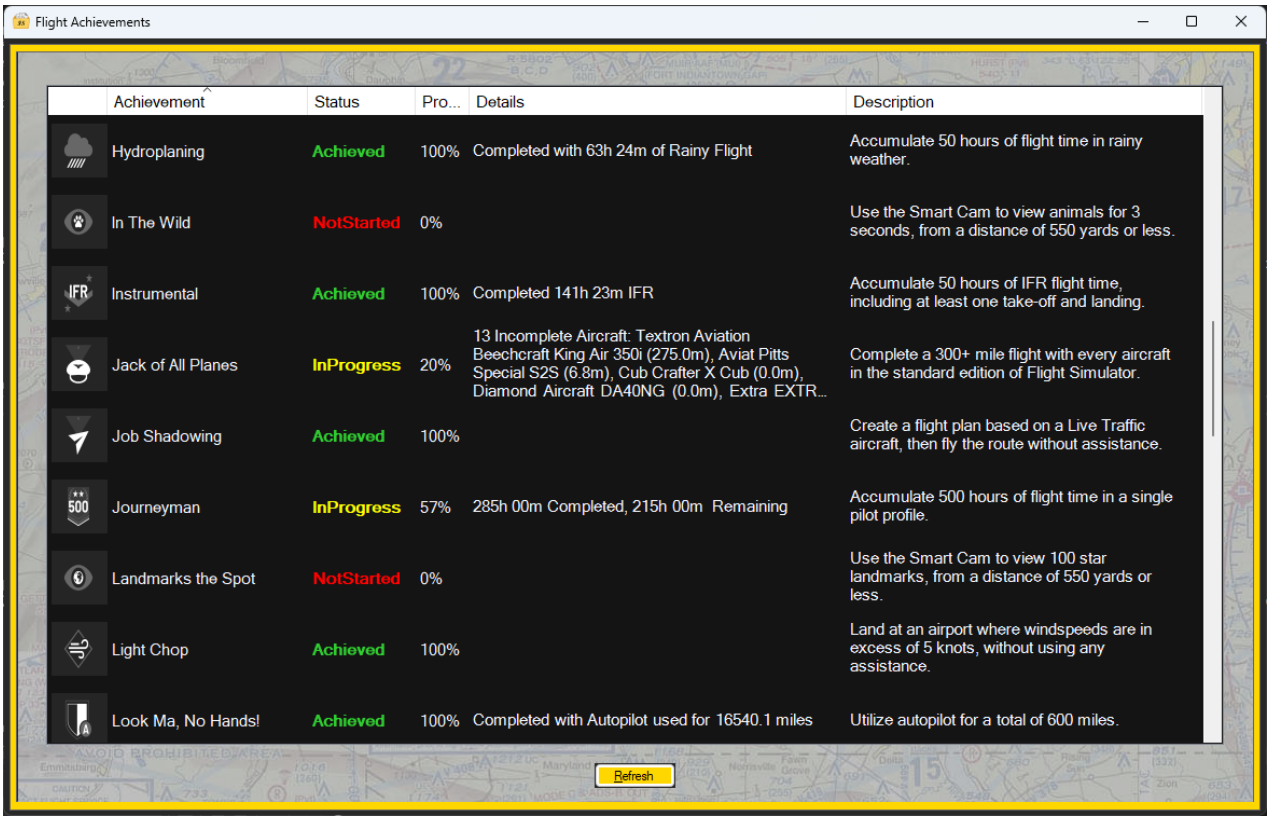
FlightLog Analyzer's Checkpoint Restore Tool

11 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.



11.1 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

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

https://flight.wiki.gg/wiki/Microsoft_Flight_Simulator_(2020)/Achievements

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

11.3 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.

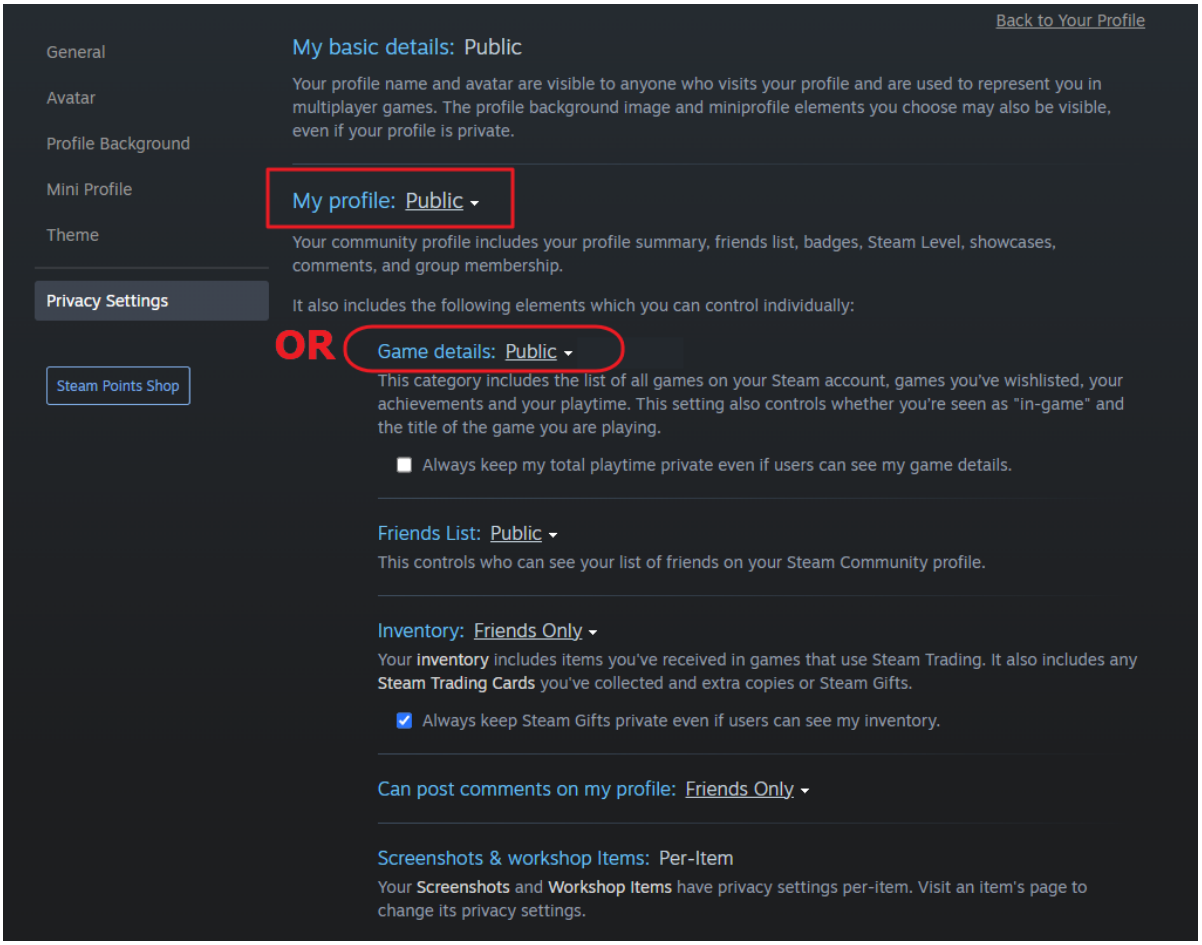
If FlightLog Analyzer attempts to access your Achievements, but the access permissions are not already set to Public on *Steam*, the program will automatically launch the webpage that allows you to change the permission.

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

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

5. 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.



12 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 V35 Bonanza**, but they have N-Numbers, or Livery Colors, or other quantifying details tacked onto their names.

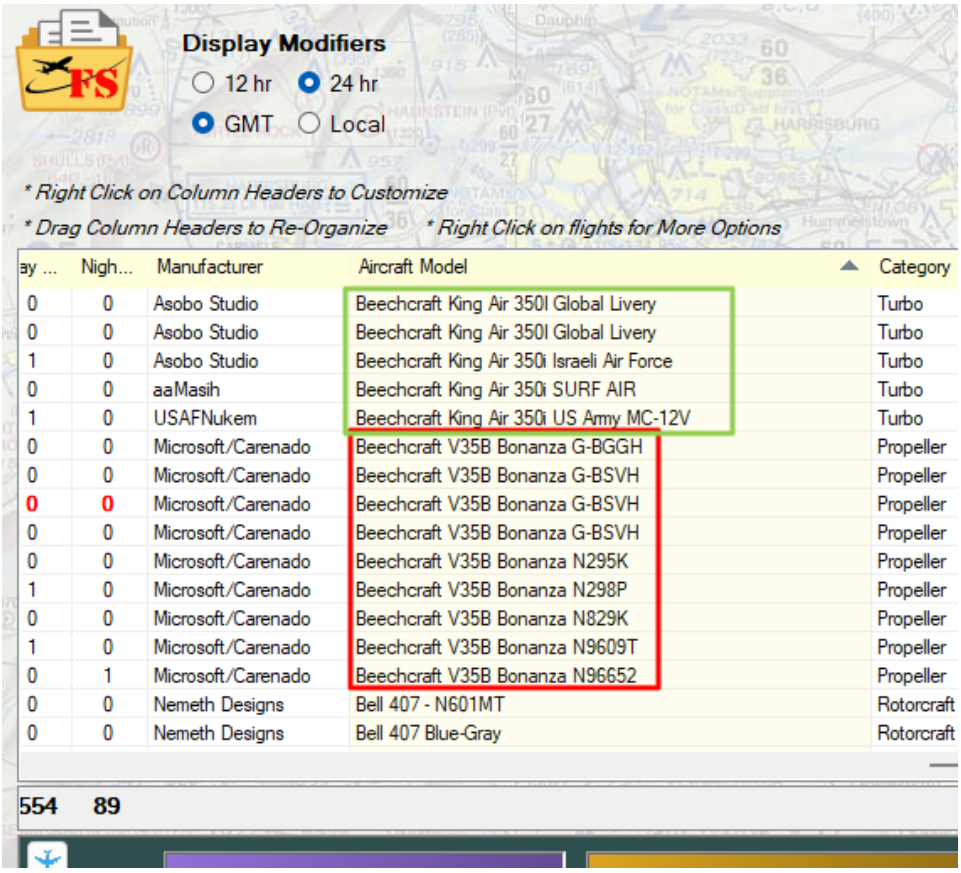
This can be an annoyance when it comes to the *Group Summary and Analysis* screen. You would like *all* the King Air 350s to be summarized and totaled together, as well as all the V35B Bonanzas to be summarized as one entry. Bottom line, you really didn't care about what color the plane was.

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

Let's walk through a couple of examples.

12.1 1st 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**.



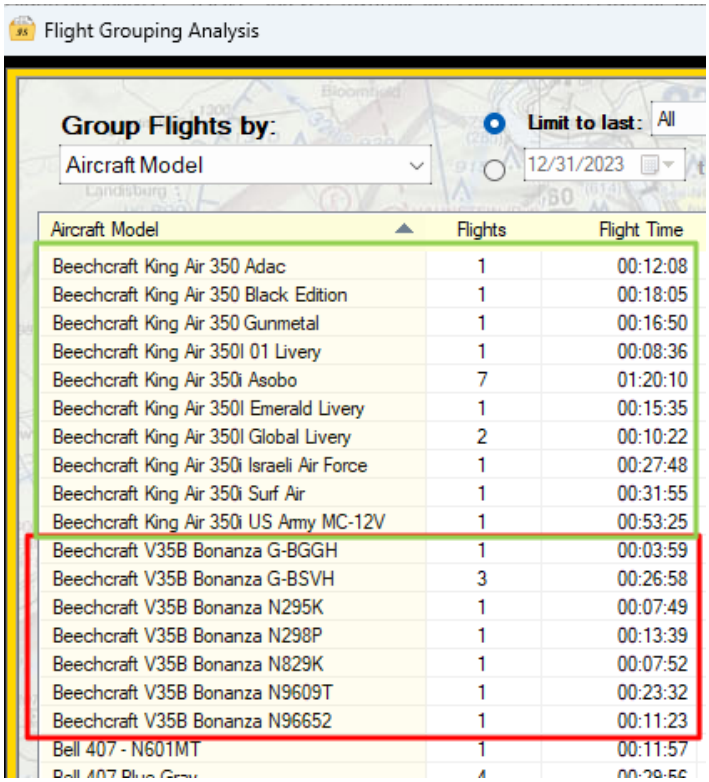
ay ...	Nigh...	Manufacturer	Aircraft Model	Category
0	0	Asobo Studio	Beechcraft King Air 350I Global Livery	Turbo
0	0	Asobo Studio	Beechcraft King Air 350I Global Livery	Turbo
1	0	Asobo Studio	Beechcraft King Air 350i Israeli Air Force	Turbo
0	0	aaMasih	Beechcraft King Air 350i SURF AIR	Turbo
1	0	USAFNukem	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.

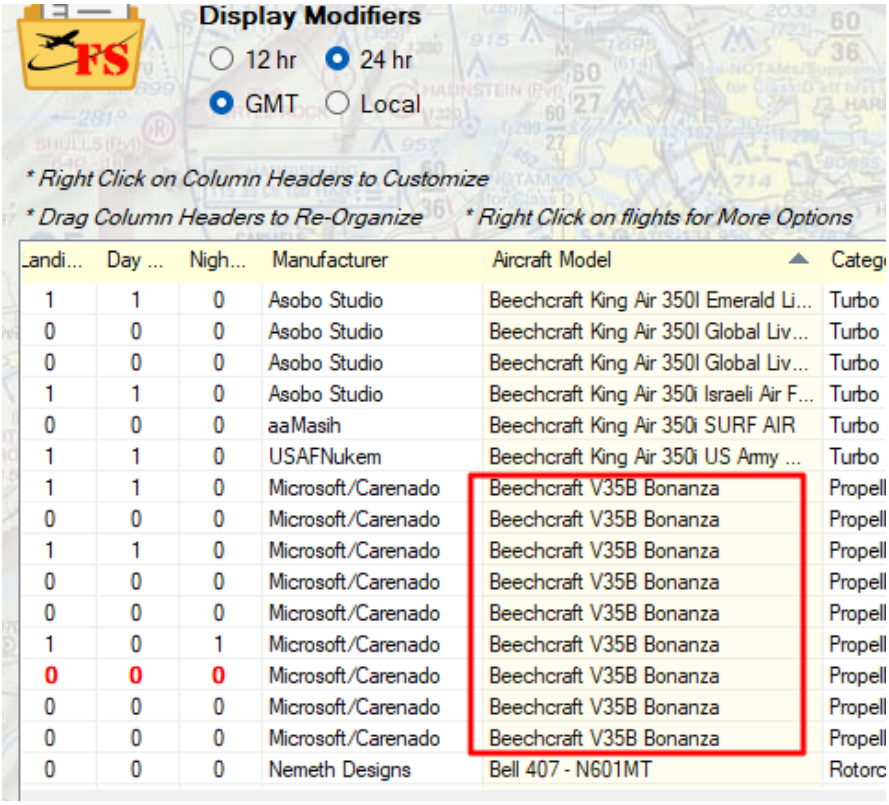
In this case, we'd rather see one entry for "Beechcraft V35B Bonanza" with all nine flights totaled as one aircraft model.



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

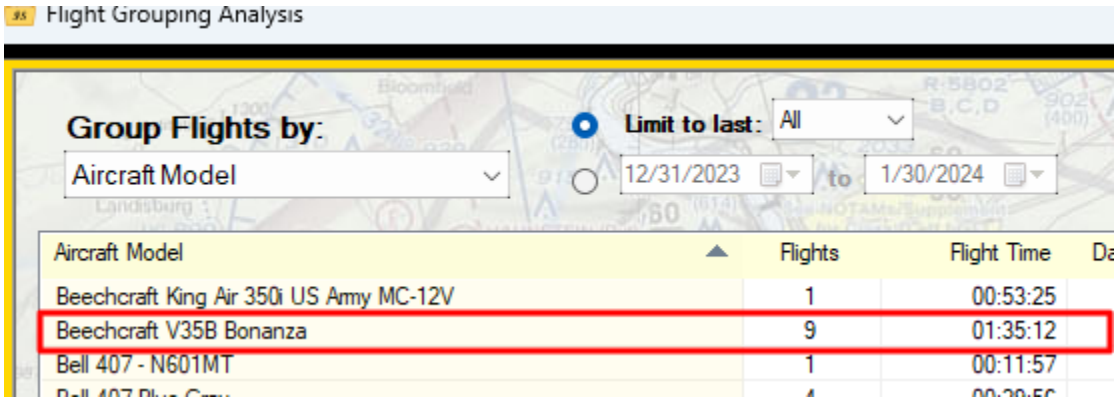
What we would like to see is the main flightlog display looking like the following, with all the V35 Bonanza entries being cleaned up to say *Only* "**Beechcraft V35B Bonanza**" with the rest of the aircraft model's designation stripped off.

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



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.



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 3rd column. The first column is the *Aircraft Mode*l 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 3rd 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)

12.2 2nd Example

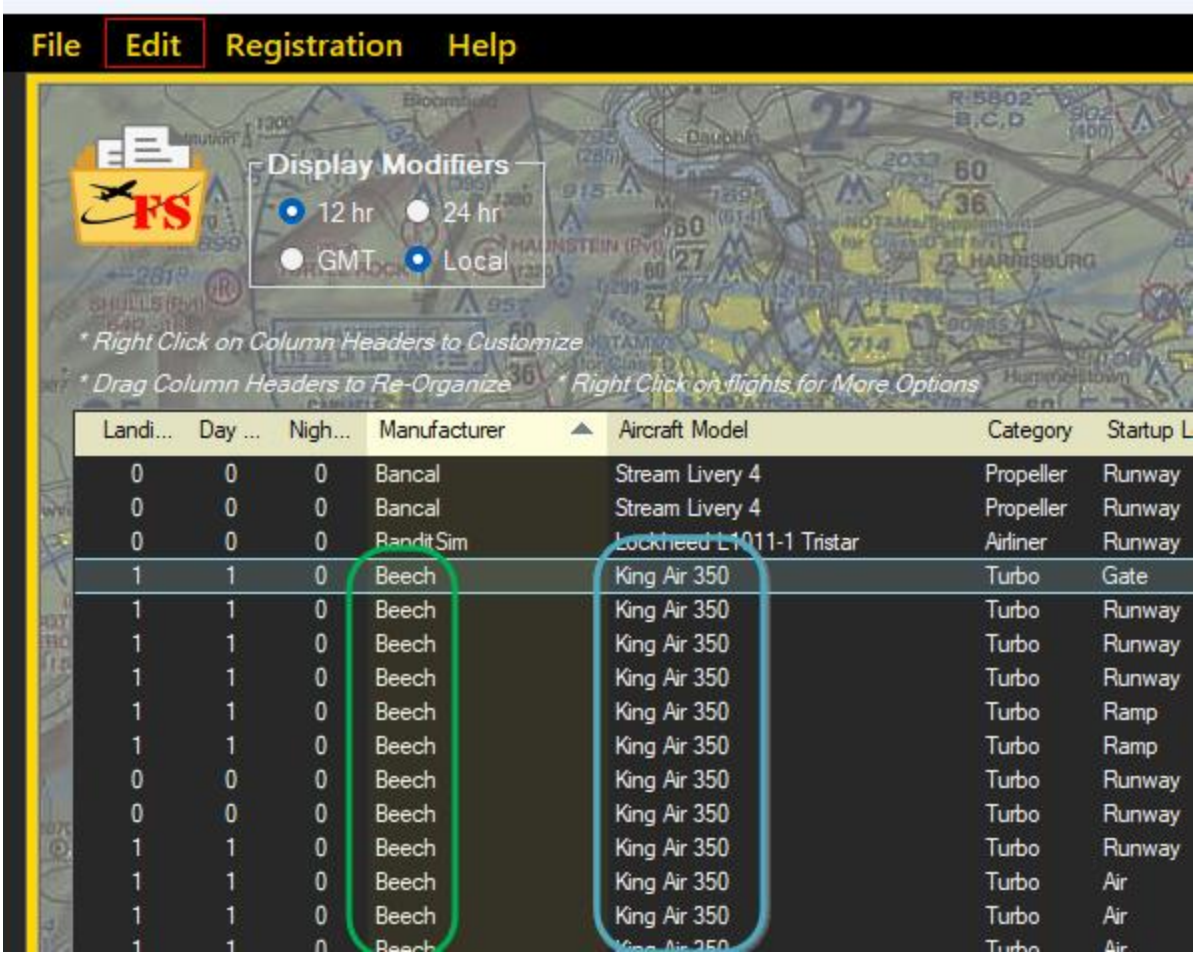
Repeating the same type of example again, this time for the **King Air 350**, we would add the following entry into the same "**AircraftModelTranslations.txt**" file. The file would have two entries and look like this.

"Beechcraft V35B Bonanza", "Beechcraft V35B Bonanza"

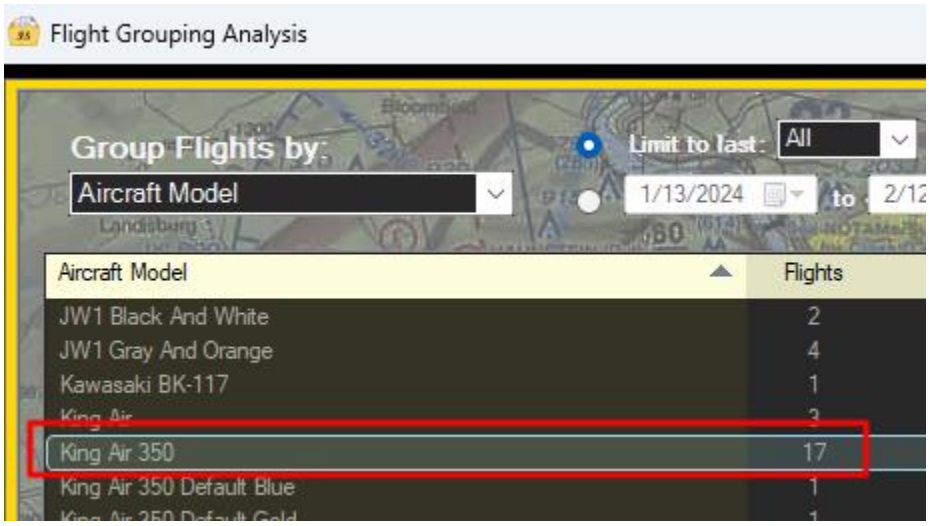
"Beechcraft King Air 350", "King Air 350", "Beech"

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 350*s summarized as a single aircraft model.



12.3 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 fight 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.

12.4 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 3rd 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)"

12.5 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)

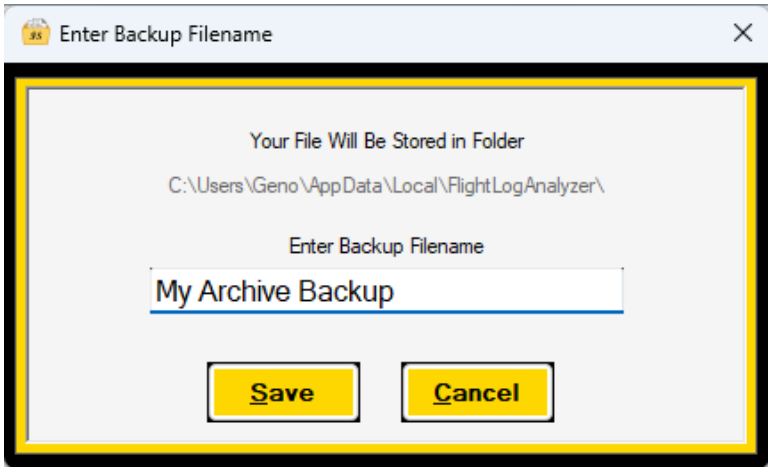
- "Pilatus PC-6 (*) (*)", "Pilatus PC-6 $2", My Reminder that this removes the Color from the Model Name

13 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

14 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 www.FlightLogAnalyzer.com
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 **Dark Mode**
Esc	Close the currently active display window or dialog form. (Does Not close the Main Form)
Ctrl W	Same as **Esc**

15 Contact Information

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

16 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, Fight 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.

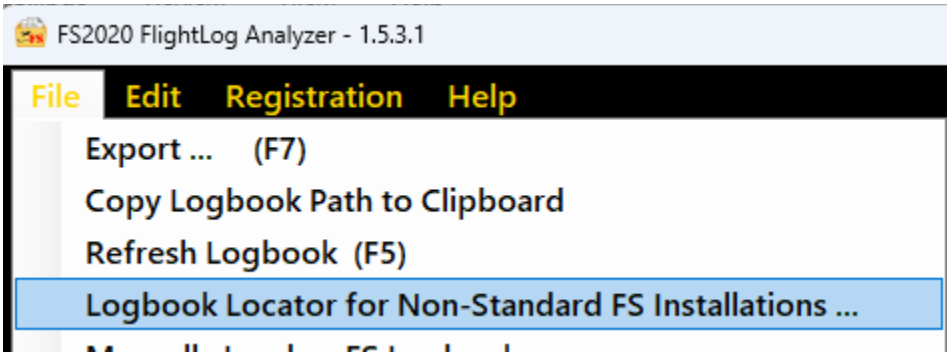
A work around is to simply un-check the Satellite Overlay option, and then re-check the option. Doing that will fill in the missing tiles of the satellite overlay.

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

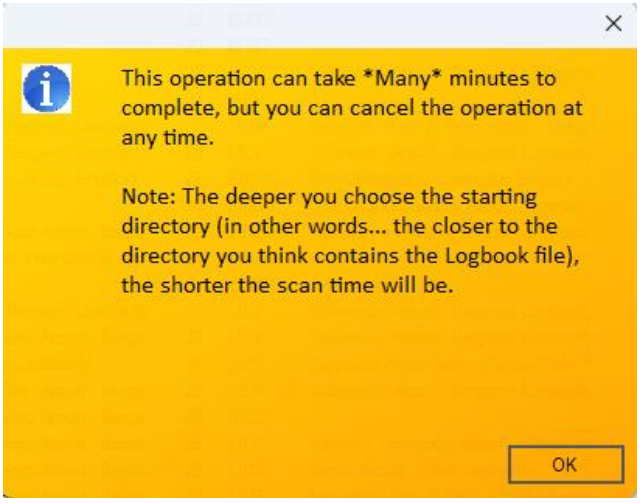
If the *FlightLog Analyzer* starts up, but the main display is empty, this is because your logbook file wasn't found in the directory it was expected to be in. To help locate the logbook file, the ***Logbook Locator*** tool can be used.

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.

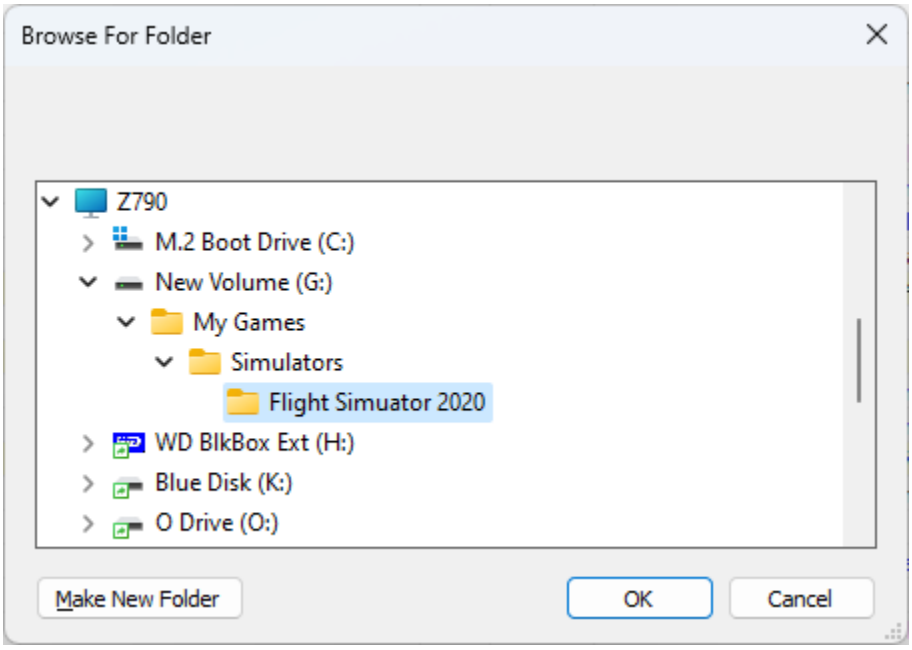
To start the Logbook Locator, choose "Logbook Locator for Non-Standard FS Installations" from the FILE section of the main menu.



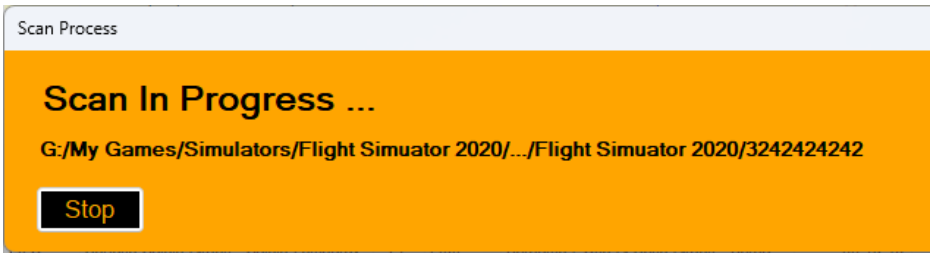
You will then see a message box reminding you that the search could possibly take quite a while, depending on the depth of the initial directory you start the search in.



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 file is successfully located, the main window will be populated with the flights from your logbook.

The next time you start FlightLog Analyzer, the program will remember where it found the logbook file 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.

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\SystemAppData\wgs\000901FFB1C0A5E1_00000000000000000000000069F80140\49ABC33D65FF484890A1A3548F0A2427\1171A94F718E4ADFA8E98701DA3A8E14

2nd Method of Finding Your Logbook file

Steam Installation

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

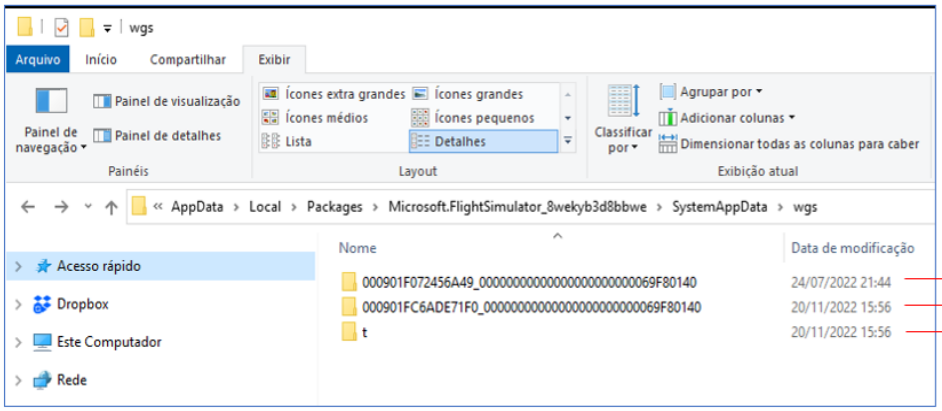
C:\Program Files(x86)\Steam\userdata*<steamuserid>*\1250410\remote\kh_logbook

Microsoft Store Installation

The logbook file is stored with different names after every flight. The name and the folder it is 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

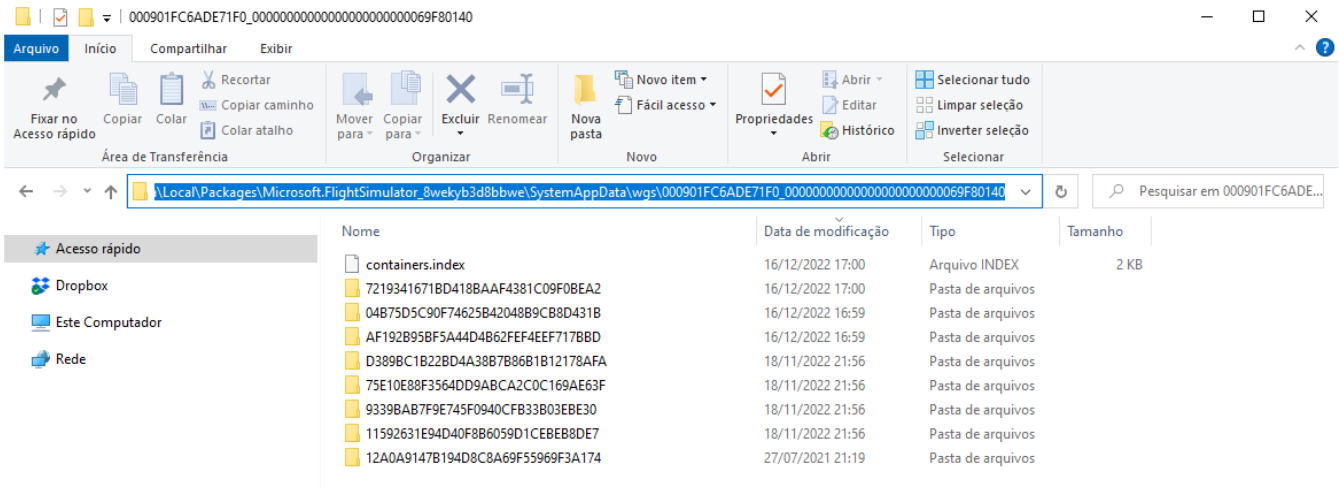
b. This folder should contain only 2 other folders in it. One named **t** and the other with letters and numbers, both with same date and time. The folder name is different on each installation, and if you have more than 2 folders you might have folders from a prior update or a prior installation still there. Check if one of the folders are from an older date:



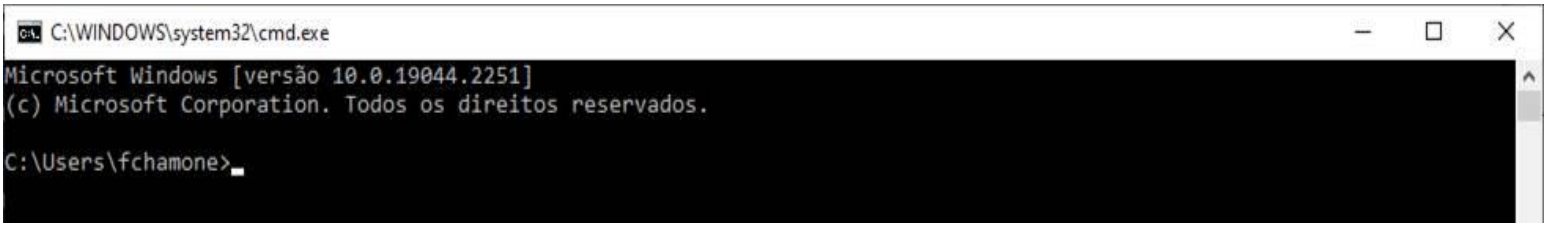
You may want to remove this OLD FOLDER, because it is not needed anymore, and it can lead to an old logfile appearing after our search.

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:

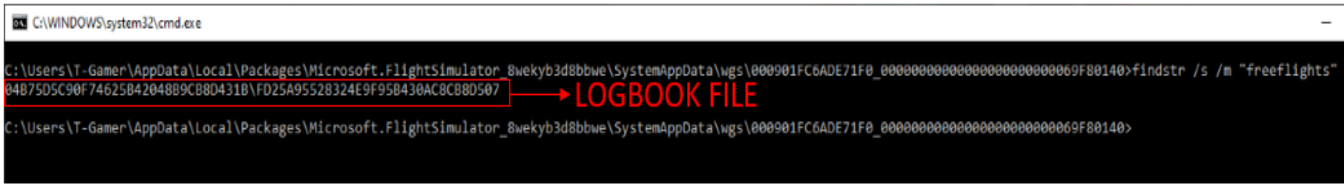
Cd C:\Users*<user name>*\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\SystemAppData\wgs\000901FC6ADE71F0_00000000000000000000000069F80140

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. Therefor, 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 we would be glad to add them to our master list.

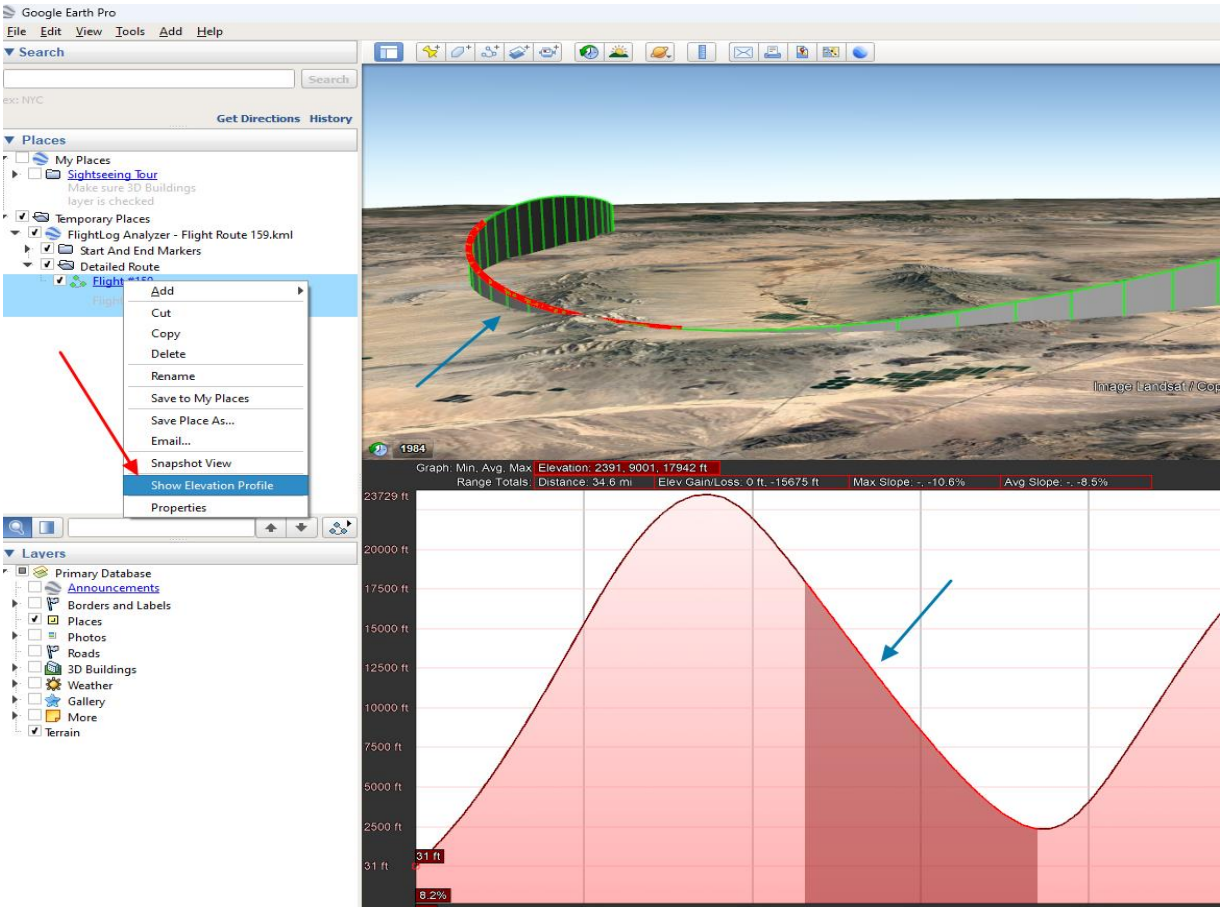
How to view a flight's Altitude Profile on Google Earth

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

17 Registration / Licensing

- Your license agreement is for Single User only.

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