

REAL FLIGHT[®]

R/C FLIGHT SIMULATOR

NexSTAR EP[™] EDITION

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CHAPTER 1. INTRODUCTION

INTRODUCTION

Welcome to the RealFlight NexSTAR EP Edition. With this simulator, you will have the chance to practice flying the NexSTAR EP Select Trainer. You'll also get a taste of RealFlight G3.5, and what it can offer you. Once you've become serious about R/C, we suggest that you purchase the full version of the RealFlight G3.5 software.

WHAT'S AVAILABLE IN GENERATION 3.5 WITH USB INTERLINK™ PLUS CONTROLLER

Once you have had the chance to enjoy RealFlight NexSTAR EP Edition, you may be interested in the full version of RealFlight Generation 3.5.

This section briefly outlines some of the new features included in RealFlight G3.5 with the USB InterLink Plus Controller. RealFlight G3.5 and the patented InterLink Plus Controller incorporate a significant number of enhancements and improvements.

USB INTERLINK PLUS CONTROLLER

The InterLink Plus Controller by Futaba is a revolutionary device that offers you:

- A high quality USB compatible plug and play controller for RealFlight G3.5.
- A built-in interface for (optionally) using your own R/C transmitter to control RealFlight G3.5.
- The InterLink Plus Controller is fully *hot swappable* — you can connect and disconnect the InterLink, or your own transmitter, without rebooting your computer (or even shutting down RealFlight).
- High-speed response to control inputs.
- Digitally precise inputs for unmatched control precision.
- MultiMode split screen capability- allowing you to use the InterLink Plus as a controller and an interface simultaneously.

- A keyboard-free push button reset of the simulation.
- Hand-launch gliders and other aircraft that do not incorporate landing gear.

MENU-DRIVEN INTERFACE

RealFlight G3.5 utilizes a drop-down menu-driven interface system. Created for ease of use and maximum flexibility, this menu system provides an interface that is familiar to even a casual computer user.

ADDITIONAL NEW FEATURES

- Unmatched flight performance -- one of the most accurate and ambitious models of flight in the world, RealPhysics 3D, offers modelers incredibly lifelike flight performance. With a flair for high alpha maneuverability, G3.5 aircraft are ready to 3D from the onset.
- Over 5,000 square miles of terrain to explore. Created and mapped from satellite imagery, the sites look as 'real' and richly varied as the world around you. Digital elevation data brings everything into accurate perspective.
- G3.5's TruFlo Wind Dynamics™ captures the complex, ever-changing behavior of the wind with unmatched accuracy. In fact, where most simulations employ one wind field for the entire simulation, G3.5 uses five wind fields to ensure that the wind is as varied and complex as it would be out at the field.
- G3.5 provides modelers with their choice of flying environments. Created from actual photographs, G3.5's PhotoField flying sites offer the look and feel of their real-life counterparts.
- With G3.5's 3D flying sites, everything is just as it should be. Objects are three-dimensional, with depth and detail. Much more than a typical snapshot in time, G3.5 is a living, breathing environment dynamically fluctuating... just like the real world. Wheels roll, the branches and leaves sway in the background in rhythm with the prevailing winds, windsocks move in the direction of the wind -- unfurling farther in a stiffer breeze. Clouds roll by and the sun's glare will affect your vision, plus much, much more!
- G3.5's FlexiField™ flying site editor takes you beyond two-dimensional scenes into a 3D environment rich in new objects and editing options. Completely customize an existing field with new foliage, choose from hundreds of objects or both. FlexiField is so powerful you can even create a totally new field with nothing more than a mouse, imagination, and a few simple keystrokes. All with unprecedented graphical ease and simplicity.
- The AccuModel™ aircraft editor is more powerful than any editor ever developed for an R/C simulator. The wire-frame aircraft model pinpoints the exact area being modified. Make a change and it's reflected immediately on-screen, ready for review. AccuModel also offers unheard of flexibility to change virtually **every** aspect of your aircraft -- choose from over 1,500 airfoils, change the propeller

materials or the number of blades, add smoke or change its location, and much, much more!

- ReadySelect™ preview box allows modelers to take a complete, 360-degree walkaround of the aircraft without ever leaving their seat. Change trim schemes and the new version will appear instantly on the screen, ready for inspection.
- MultiMode's split screen ability enables two modelers to fly simultaneously on the same PC. Practice formation flight, play 'tag' or just fly around with a buddy. Split screen is great for personalized real-time flight instruction too!
- RealFlight's enhanced Virtual Flight Instruction feature provides you with more flying lessons than ever before. The VFI lessons include an introduction to basic flight procedures for beginners all the way up to personal coaching in R/C's most intense high-alpha maneuvers. Our industry experts help you learn and perfect these maneuvers regardless of your skill level or proficiency.
- With G3.5's Advanced Flight Recorder™ (AFR feature, record a practice flight, and you have a tool for review. Record a practiced move and add your own audio commentary and you have a teaching tool you can share with friends.
- Complete collision detection. Instead of using collision sensors at a few locations, G3.5 offers 'full coverage' collision detection to accurately determine when a collision occurs, as well as the severity. The highly accurate collision detection in G3.5 means that contact with any part of the aircraft can result in damage ranging from minor handling problems to spectacular crashes complete with sound effects and debris.
- RealFlight G3.5 also includes a variety of aircraft difficulties that simulate common types of flight failures (radio interference problems, stuck servos, etc.). These are ideal to perfect your skills in dealing with emergencies.

For more information about RealFlight G3.5, and to view screen shots and video of G3.5 in action, please visit www.realflight.com.

CHAPTER 2. BEFORE YOU BEGIN

SYSTEM REQUIREMENTS

You will find the suggested system requirements for the RealFlight NexSTAR EP Edition R/C Flight Simulator listed below. The minimum system requirements below are what we consider to be the bare minimum PC configuration for installing RealFlight NexSTAR EP Edition. Meeting the minimum requirements will allow you to enjoy RealFlight NexSTAR EP Edition.

However, in order to take complete advantage of the many features and functions offered by the NexSTAR EP Edition, you should have a computer at, or near, the specifications listed under the optimum system requirements.

MINIMUM SYSTEM REQUIREMENTS

- Windows Vista*, XP*, 2000*, ME or 98
 - * Local administrator access required for Windows XP or 2000
- Intel Pentium 1.0 GHz or equivalent processor
- 256 MB RAM
- DirectX 9 (or above) feature-compatible video card and sound card
- 3D video card with at least 32MB RAM
- 250 MB hard drive space
- CD-ROM drive
- USB port

SUGGESTIONS FOR OPTIMUM PERFORMANCE

In addition to the requirements above:

- Windows XP
- Intel Pentium 3.0 GHz (or equivalent) and above processor
- 3D video card with 128 MB (or higher) RAM
- 1 GB RAM

VIDEO AND SOUND CARDS

In order to achieve optimum performance and the best flying experience in the simulation, there are two important components of your computer that deserve special attention: the video and sound cards.

RealFlight NexSTAR EP Edition has undergone countless hours of compatibility testing and evaluation. As such, this software will adequately function with a variety of video cards- ranging from yesterday's favorites to tomorrow's hits.

While RealFlight will work well on a wide variety of hardware configurations, it offers many features and functions that are designed to take particular advantage of the latest video technology. If you have an older computer, or a newer computer with a lower-end video card, you may want to consider purchasing a new video card to take advantage of these features and functions. This moderately priced upgrade can vastly enhance your enjoyment of RealFlight. Aside from increasing your satisfaction with RealFlight, a new video card will also work with many other games or simulators, improving their performance as well.

For a list of the video cards that have been tested by our staff, please visit:

<http://www.gpssoftware.com/kb/q05-1004.htm>

While not as important as the video card, upgrading your sound card may also improve your satisfaction with RealFlight. This is especially true if your computer uses an on-board sound card (a sound card affixed to the motherboard).

CHAPTER 3. THE SIMULATION MENU

SIMULATION MENU OVERVIEW

The **Simulation** menu allows you to access simulation-related features, functions and options. Clicking the **Simulation** menu brings forth a pull-down menu, which will look similar to the following screen shot.



The menu items in this menu are:

- **Wind**
- **Exit**

The following sections describe the function or purpose of each of these menu items.

WIND

RealFlight offers you the ability to adjust both the speed and direction of the wind. To access the **Wind** settings, click on the **Simulation** menu followed by the **Wind** menu item. There are several methods which may be utilized to adjust the wind speed and direction.

ADJUSTING THE WIND SPEED-

Increasing the wind speed is an ideal way to learn to fly in the less-than-perfect wind conditions that frequently occur at an R/C field. To adjust the speed of the wind, select the **Wind** menu. This will bring forth the Speed and Directions options. To adjust the speed of the wind, highlight the **Speed** menu item in the pull-down selections. To increase the speed of the wind, click on the **Increase** option in the pull-down selections. Likewise, clicking the **Decrease** option will lower the wind speed.



Note: the wind speed is increased/decreased in random increments.

Alternatively, you may increase the wind speed by pressing the **Page Up** key on your keyboard. To decrease the speed of the wind, press the **Page Down** key on your keyboard. Each time the Page Up or Page Down is pressed the wind is increased or decreased incrementally.

When altering the wind speed, the simulation temporarily displays the new wind speed in the lower left corner of the window.

ADJUSTING THE WIND DIRECTION-

RealFlight NexSTAR EP Edition also allows you to alter the direction (expressed in degrees) of the wind as well. This function is perfect for practicing crosswind landings.

Selecting the **Wind** menu item will bring up the **Speed** and **Direction** options. To adjust the wind direction, highlight the **Direction** menu item in the drop-down selections. To increase the degree of wind direction, click on the **Increase** option in the drop-down selections. Likewise, clicking the **Decrease** option will lower the degree of wind direction. Note that the wind direction degree increases and decreases in 15 degree increments.



Alternatively, you may increase the angle of the wind direction by pressing the **Home** key on the keyboard. To decrease the angle of the wind direction, press the **End** key on the keyboard.

When altering the wind direction, the simulation temporarily displays the new wind direction in the lower left corner of the window.

EXIT

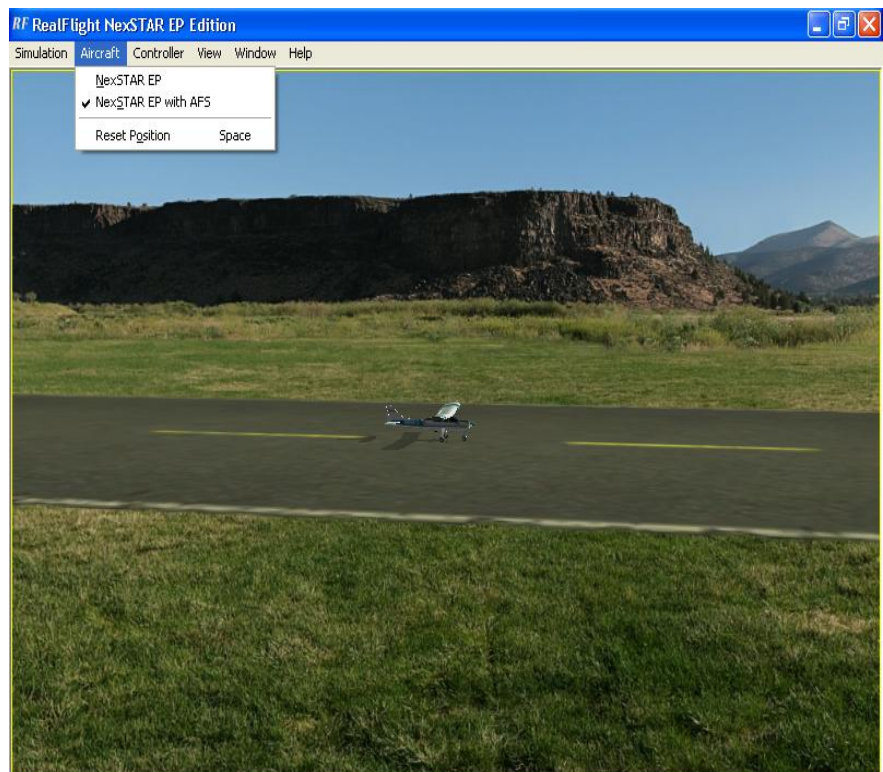
This menu item is used exit the program entirely.



CHAPTER 4. THE AIRCRAFT MENU

AIRCRAFT MENU OVERVIEW

This menu accesses a variety of aircraft-related features, functions and options. Clicking the **Aircraft** menu brings forth a pull-down menu similar to the following screen shot.



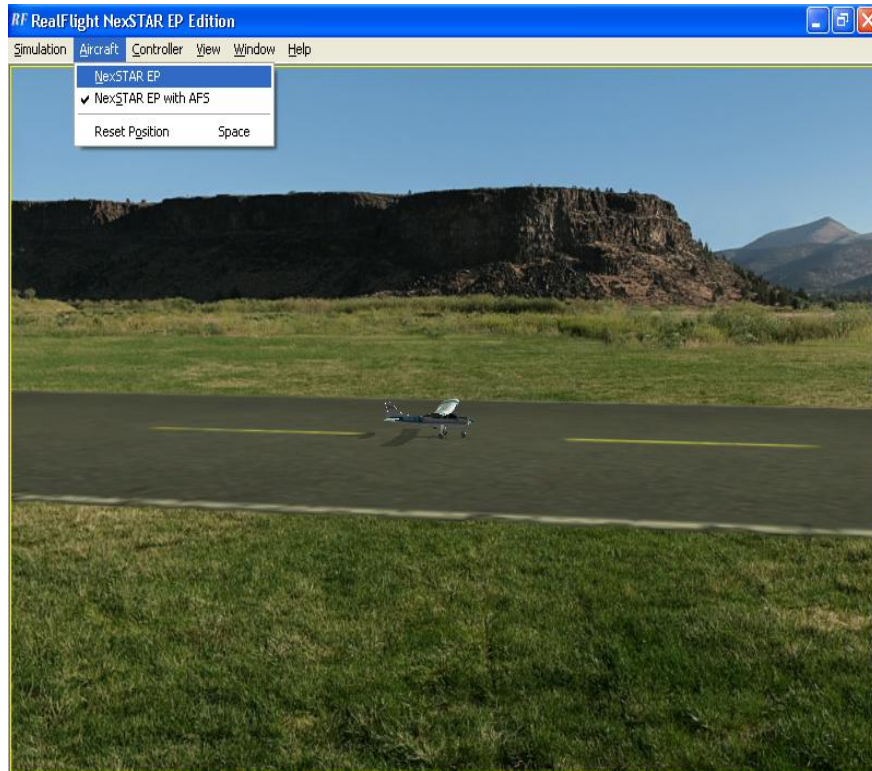
The menu items in this menu are:

- **NexSTAR EP**
- **NexSTAR EP with AFS**
- **Reset Position**

The following sections describe the function or purpose of each of these menu items.

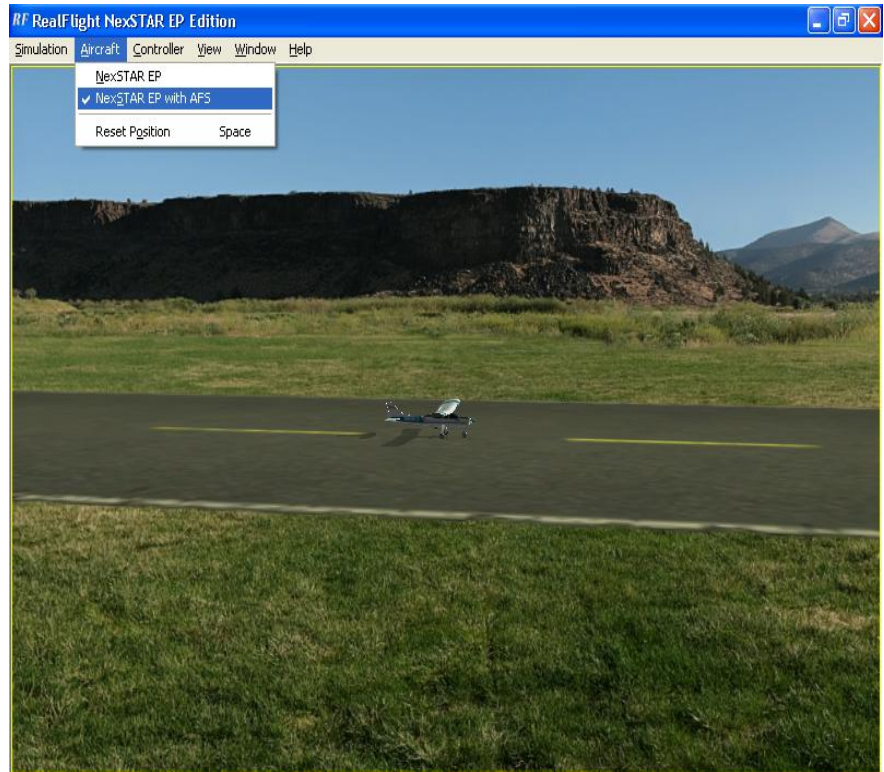
NEXSTAR EP

Select this option to fly the NexSTAR EP. This model does not have the AFS.



NEXSTAR EP WITH AFS

Select this option to fly the NexSTAR EP with AFS. AFS, or Active Flight Stabilization, consists of special sensors, mounted on the bottom of the fuselage, that send information about the model's orientation to its radio receiver. The AFS offers an incredible advantage for inexperienced R/C pilots. It doesn't fly the plane for you—it's not an auto-pilot—but if you get into trouble, you can be confident that the AFS will help you get out safely.



RESET POSITION

There are two ways to reset the aircraft to its takeoff position:

1. Press the keyboard's **space bar**.
2. Click the **Reset Position** menu item.



CHAPTER 5: THE CONTROLLER MENU

CONTROLLER OVERVIEW

The Controller menu allows you to select the method of control, calibrate the controller and to map the channels for your desired method of control for the RealFlight NexSTAR EP Edition simulation.



The menu items in this dialog are:

- **Select Controller**
- **Controller Calibration...**
- **Channel Mapping...**

SELECT CONTROLLER

When you click on the **Select Controller** menu item, the following sub-menu may appear:



To choose the method of control, click on the **Select Controller** menu item from the Controller menu. The selection(s) will vary depending on whether or not you have attached an actual R/C transmitter to the USB interface.

CONTROLLER CALIBRATION

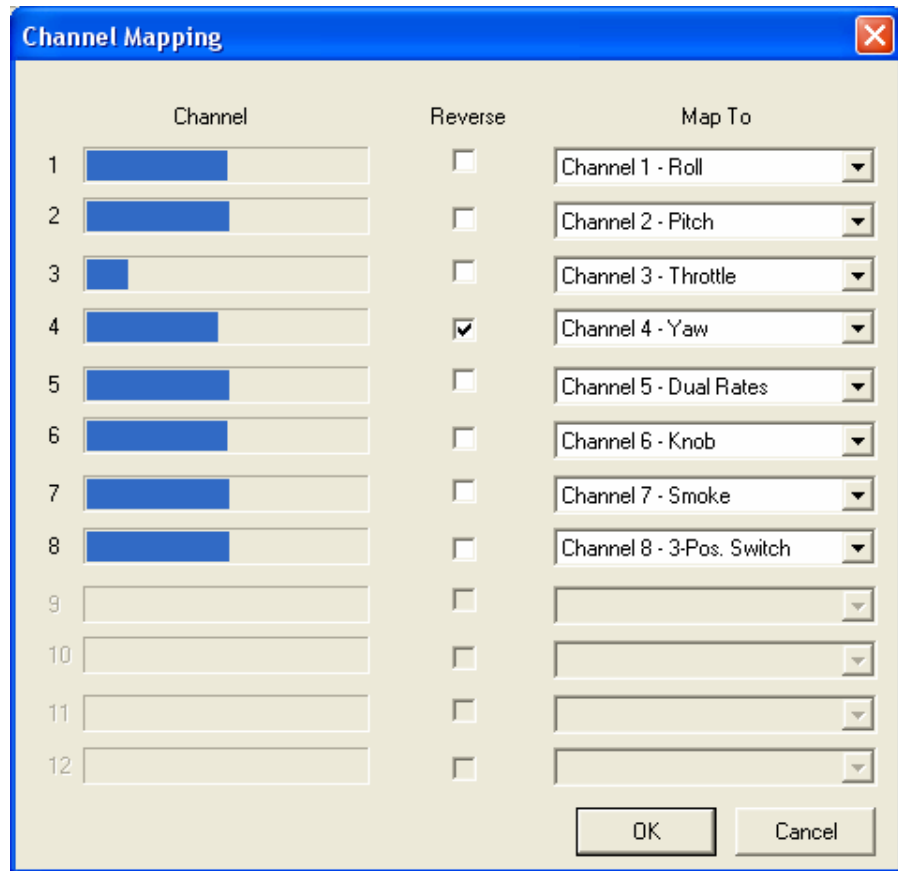
The **Controller Calibration...** menu item allows you to adjust your controller for use in the simulation. This option is only available if you are using the USB interface adapter. Calibration is the method of fine-tuning the controller input for the simulation, so that you will achieve the desired responses.



CHANNEL MAPPING

RealFlight's **Channel Mapping...** allows for incredible flexibility and adjustability regardless of radio manufacturer or flight mode utilized. This menu item enables you to define the functionality of the transmitter when utilized in the simulation. Channel Mapping is only available when you are using the USB interface adapter.

To access the **Channel Mapping...** menu item, click the **Controller** menu. Next, select the **Channel Mapping...** option. This will bring forth the following screen.



It is important to have a basic understanding of the **Channel Mapping...** screen prior to actually modifying the actual mapping itself.

CHANNEL-

This column corresponds to the actual channel of the transmitter that will be utilized to control the functionality, as defined in the Map To column.

For example, channel 3 on a Futaba radio corresponds to the throttle input. As such, the Map To value will be defined as throttle. On the other hand, channel 3 on a JR radio controls the pitch (elevator).

The channel values serve as place-holders, or reminders, for the functionality of your transmitter with regards to the Map To functions.

MAP TO-

The values here define the function or duties that will be performed by the transmitter. Using the example from the channel above, the **Map To** for Futaba's channel 3 dictates that this will control the throttle of the desired aircraft. For JR radios, channel 3 on the transmitter controls the pitch (elevator).

If your transmitter varies from the default definitions, it is necessary to modify the **Map To** functions accordingly. To do so, click on the **Map To** channel which corresponds to the channel you wish to adjust. Using either the up/down arrow keys on the keyboard or the mouse, select the desired **Map To** channel. If using the up/down keys, press **Enter** to finalize your selection.

If the channels are mapped, or defined properly but control input produces results that are backwards (e.g., increasing the throttle stick actually decreases the throttle on the aircraft), please refer to the Reverse Channel section which follows.

REVERSE CHANNEL-

The value here, as the name suggests, determines whether or not to reverse the input received from the channel. If checked the input will be reversed.

To adjust the input direction, click on the corresponding **Reverse Channel** as necessary.

USING REALFLIGHT'S CHANNEL MAPPING-

Now that you have a basic understanding of the Channel Mapping, it is time to utilize this knowledge to program the software for your controller.

While watching the channel values, move the gimbal stick that controls the throttle input for your aircraft. Taking note of the value, map this channel to the throttle accordingly.

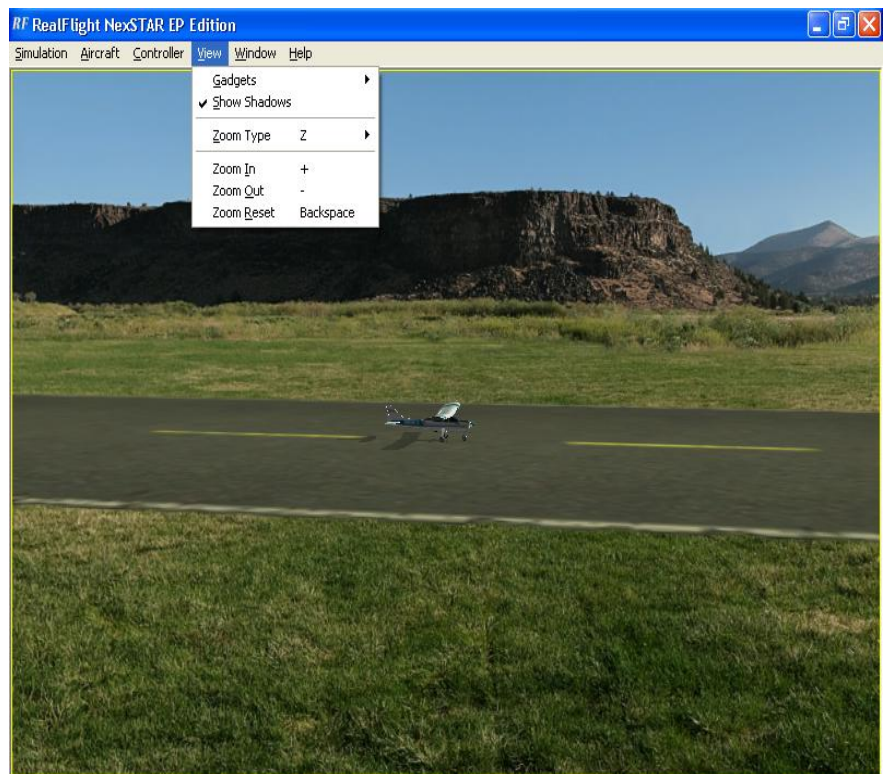
Repeat this procedure for **ALL** corresponding channels on the transmitter. When you have finished, click **OK**. Next, return to the simulation and test the Channel Mapping to insure that all channels are mapped correctly and that all function as desired. If not, please return to the **Channel Mapping...** menu item and refine accordingly.

After you have correctly mapped the channels, please re-calibrate your controller. To do so, please see the **Controller Calibration...** section.

CHAPTER 6. THE VIEW MENU

VIEW MENU OVERVIEW

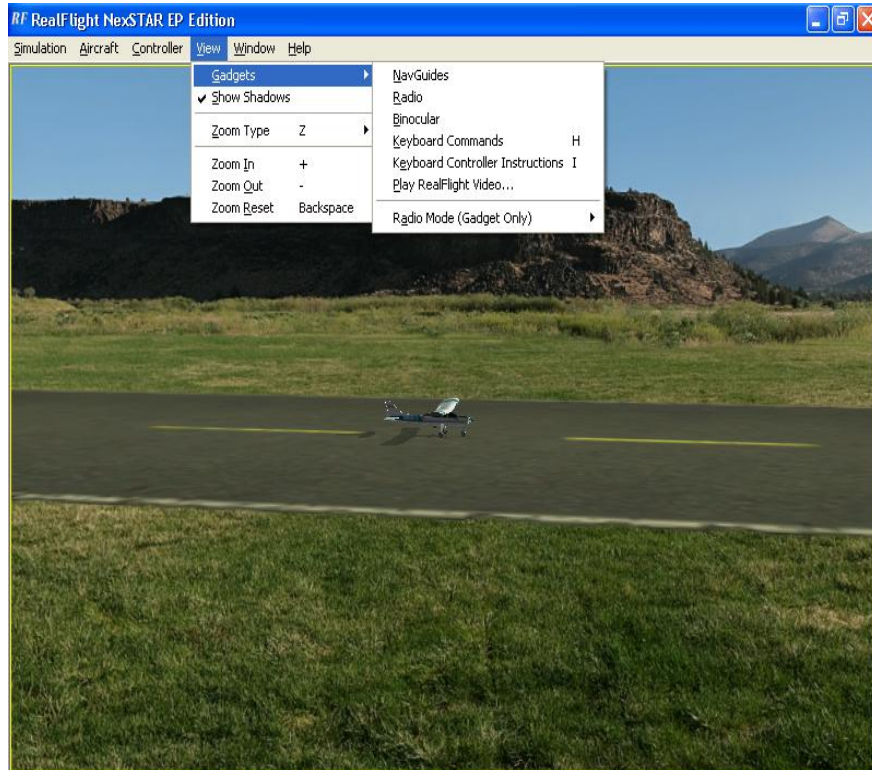
This menu allows you to adjust the various view-related features and functions for the simulation.



- **Gadgets**
- **Show**
- **Zoom Type**
- **Zoom In**
- **Zoom Out**
- **Zoom Reset**

GADGETS-

A Gadget is an on-screen display that provides you with information pertaining to a certain item in your simulation. To access the Gadgets menu item, click the **View** menu followed by the **Gadgets** menu item. This will open the list of gadgets for the simulation.

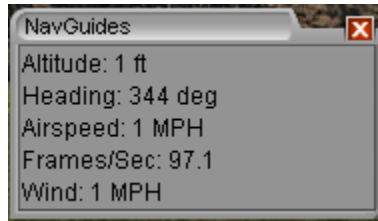


Selecting this menu item will bring up the Gadgets list as follows:

- **NavGuides**
- **Radio**
- **Binocular**
- **Keyboard Commands**
- **Keyboard Controller Instructions**
- **Play Realflight Video**
- **Radio Mode (Gadget Only)**

NAVGUIDES

A NavGuide is an on-screen display that allows you to view some basic information pertaining to your aircraft.



To access the NavGuides, click the **View** menu title, followed by the **Gadgets** menu item. Next, click the **NavGuides** menu item.

NAVGUIDES DISPLAY BOX

When the NavGuides are active, an overlay screen will appear on your display. This screen displays the NavGuides information to you.

If you do not wish to view this information, double-click on the airplane icon in the upper left corner of the display box. This will hide the information. To view it once again, simply double-click the airplane icon.

To resize the overlay, position the cursor over the arrow indication found in the lower right corner of the frame. Click and hold on the arrow. Using the mouse, drag the frame according to your wishes. If you drag it downward, the vertical size of the viewport will increase accordingly. Dragging the frame to the right or left increases or decreases the width of the viewport respectively.

Clicking on the 'X' in the title tab of the frame will remove it from the screen.

Items included in the basic NavGuides are as follows:

ALTITUDE

This option displays the altitude for the respective aircraft above sea level. Even though the aircraft may be taxiing on the runway, the altitude may reflect hundreds or thousands of feet, if applicable.

HEADING

This option displays the heading of the aircraft. The heading is displayed in degrees, as they would appear on a compass. "0" degrees is North, "90" degrees is East, "180" degrees is South and "270" degrees is West.

AIRSPEED

This option displays the airspeed for the aircraft.

FRAMES/SEC

This is an abbreviated version of Frames per Second, or FPS. While the data displayed is not relevant to your aircraft, it is used to provide you with feedback on how your computer is performing at any given time. The higher the frames per second, the smoother the simulation will appear.

WIND

This option displays the current wind speed at the flying site.

RADIO-

The on-screen radio display is useful for many facets of flight. Observing the link between the keyboard input or the controller's movements and aircraft performance will advance your knowledge and understanding of a maneuver.



To access the Radio, click the **View** menu title, followed by the **Gadgets** menu item. Next, click the **Radio** menu item.

RADIO DISPLAY BOX

When the Radio is activated, an overlay screen appears on your display. This screen displays the stick, switch and knob movements from your actual radio or the input received from the keyboard.

If you do not wish to view this information, double-click on the airplane icon in the upper left corner of the display box. This hides the information. To view it once again, simply double-click the airplane icon.

To resize the viewport, position the cursor over the arrow indication found in the lower right corner of the viewport's frame. Click and hold on the arrow. Using the mouse, drag the frame according to your wishes. If you drag it downward, the vertical size of the viewport will increase accordingly. Dragging the frame to the right or left increases or decreases the width of the viewport respectively.

Clicking on the 'X' in the title tab of the frame will remove it from the screen.

BINOCULAR-

The **Binocular** option will show a perfectly zoomed aircraft, as if you were looking through a pair of binoculars. The background of the viewport box becomes transparent. This provides a visual indicator alerting you that you are using "binocular vision."



The Binocular option is a great way to see the control surfaces on an aircraft that is too far away to see in the Main View. Although not realistic, it does help to see the control input.

Please note: the Binocular option is only available for the viewports. It is not applicable to the main window.

To access the Binocular menu item, click the **View** menu title, followed by the **Gadgets** menu item. Next, click **Binocular**.

BINOCULAR DISPLAY BOX

When the Binocular option is activate, an overlay screen will appear on your display. This screen is utilized to display the aircraft and its control movements.

If you do not wish to view this box, double-click on the airplane icon in the upper left corner of the display box. This hides the box. To view it once again, simply double-click the airplane icon.

To resize the viewport, position the cursor over the arrow indication found in the lower right corner of the viewport's frame. Click and hold on the arrow. Using the mouse drag the frame according to your wishes. If you drag it downward, the vertical size of the viewport will increase accordingly. Dragging the frame to the right or left increases or decreases the width of the viewport, as appropriate.

Clicking on the 'X' in the title tab of the frame removes the frame from the screen.

KEYBOARD COMMANDS

RealFlight allows you to access menu and other commands from your computer's keyboard. A key that directly invokes a command is called a "quick key" or "hot key".

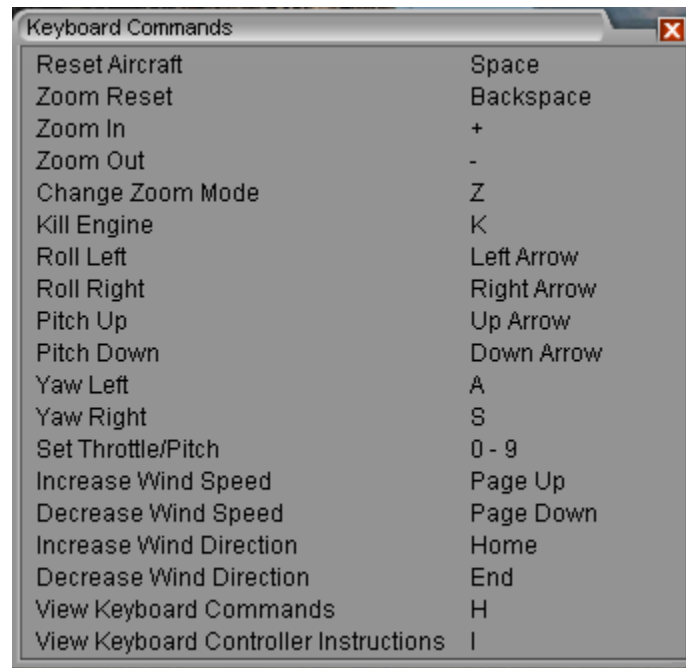
For example, when utilizing the simulation in the Autozoom mode, pressing the [+] (**plus**) key on the keyboard's number pad incrementally zooms your view towards

the aircraft. This is exactly the same result that arises if you select **Zoom In** from the **View** menu item. Consequently, we say that the **[+] (plus)** is a hot key for the Zoom In command.

To access the **Keyboard Commands**, click the **View** menu title, followed by the **Gadgets** menu item. Next, click **Keyboard Commands**.

Alternatively, you may also bring up the Keyboard Commands by pressing the keyboard's '**H**' key.

The following overlay will appear:



KEYBOARD COMMANDS DISPLAY BOX

The Keyboard Commands screen contains all of the information pertaining to the hot keys.

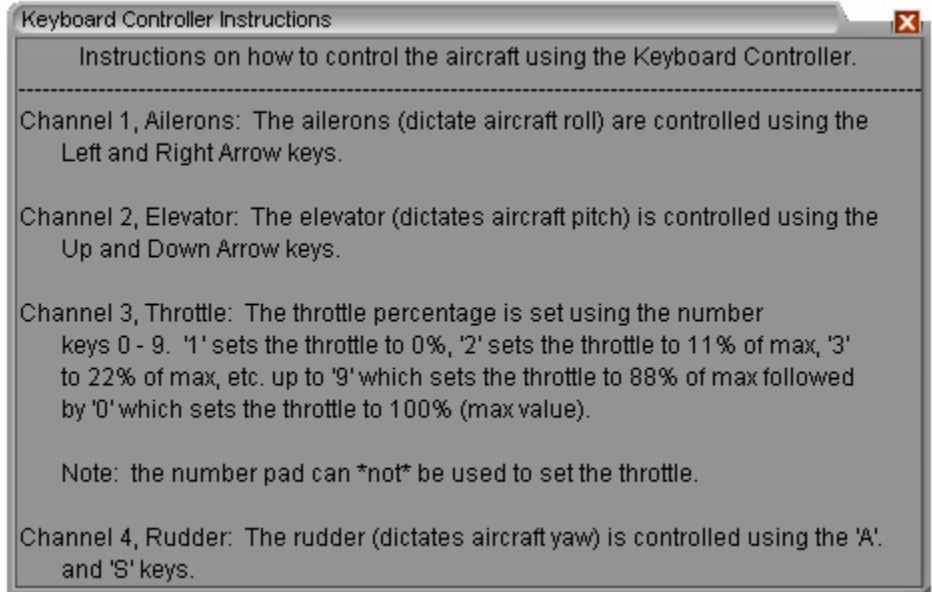
If you do not wish to view this information, double-click on the airplane icon in the upper left corner of the display box. This will hide the information. To view it once again, simply double-click the airplane icon.

To resize the overlay, position the cursor over the arrow indication found in the lower right corner of the viewport's frame. Click and hold on the arrow. Using the mouse drag the frame according to your wishes. If you drag it downward, the vertical size of the overlay will increase accordingly. Dragging the frame to the right or left will increase/decrease the width of the viewport respectively.

Clicking on the '**X**' in the title tab of the frame will remove it from the screen.

KEYBOARD CONTROLLER INSTRUCTIONS-

The Keyboard Controller Instructions screen contains all the information on how to control the airplanes using the keyboard.



To access the **Keyboard Controller Instructions**, click the **View** menu title, followed by the **Gadgets** menu item. Next, click **Keyboard Controller Instructions**. Alternatively, you may also bring up this window by pressing the keyboard's **'I'** key.

If you do not wish to view this information, double-click on the airplane icon in the upper left corner of the display box. This will hide the information. To view it once again, simply double-click the airplane icon.

Clicking on the **'X'** in the title tab of the frame will remove it from the screen.

PLAY REALFLIGHT VIDEO-

This menu item will bring up a new dialog window that will allow you to play the RealFlight G3.5 video. This video provides you with a brief overview of the numerous features and functions found on the complete G3.5 software.



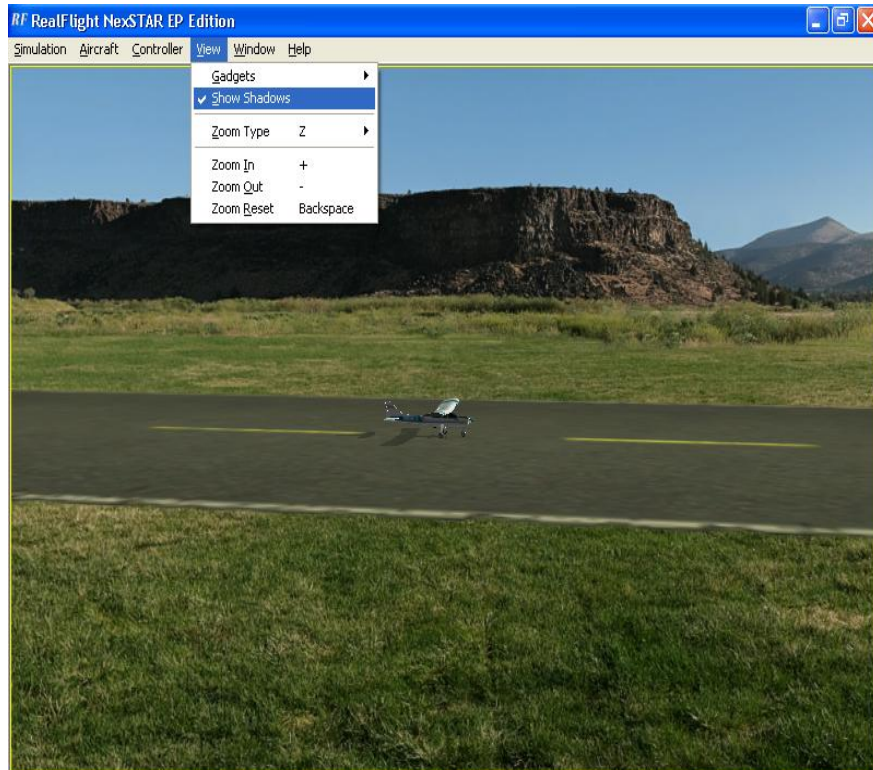
RADIO MODE (GADGET ONLY)-

This option allows you to change the Mode in which the onscreen radio is displayed. For example, if you prefer to fly with the throttle and rudder on the left stick, and ailerons and elevator on the right stick, then you fly Mode 2. Some people prefer Mode 1, which has the throttle and elevator switched from Mode 2.

Whichever mode you fly, you will want the onscreen radio to match. Select Radio Mode to show a list of radio modes. Click the mode that is appropriate for you.

SHOW SHADOWS-

The Show Shadows menu item is used to determine whether to show or hide shadows in the airport.



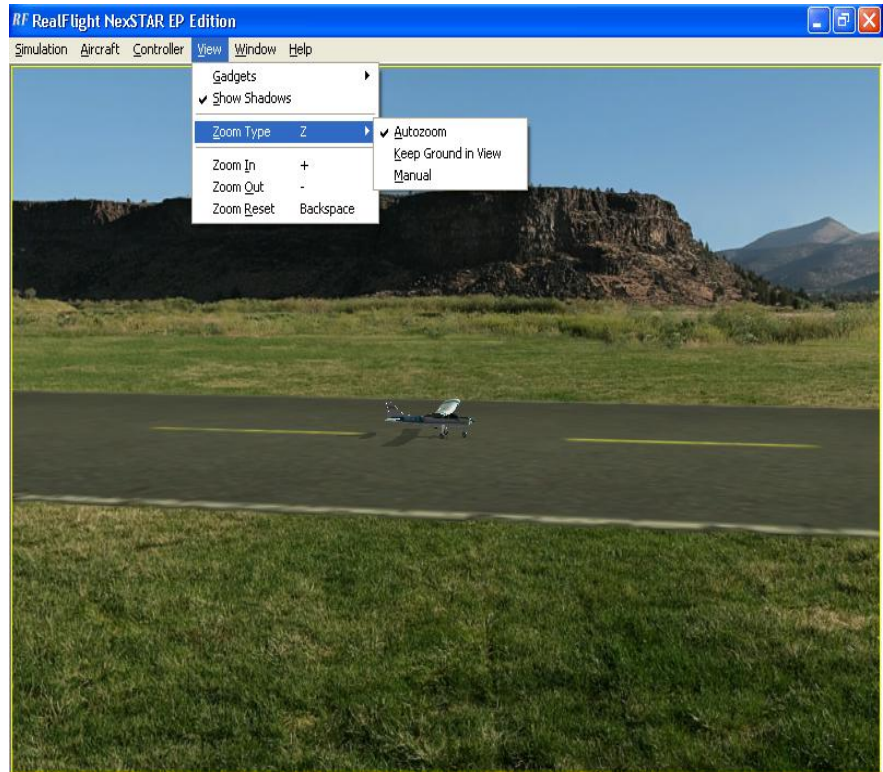
To show shadows, check **Show Shadows** in the drop-down menu. To hide shadows, uncheck **Show Shadows**.

If the frame rate slows dramatically, try eliminating shadows. This will improve the frame rate.

To access this menu item, click on the **View** menu followed by the **Show Shadows** menu item.

ZOOM TYPE-

The Zoom Type menu item allows you to change the type of zoom used in the simulation.



To access the Zoom Type menu item, click on the **View** menu followed by the **Zoom Type** menu item. Select the **Zoom Type** option that accomplishes your goal. You may choose between Autozoom, Keep Ground in View, and Manual.

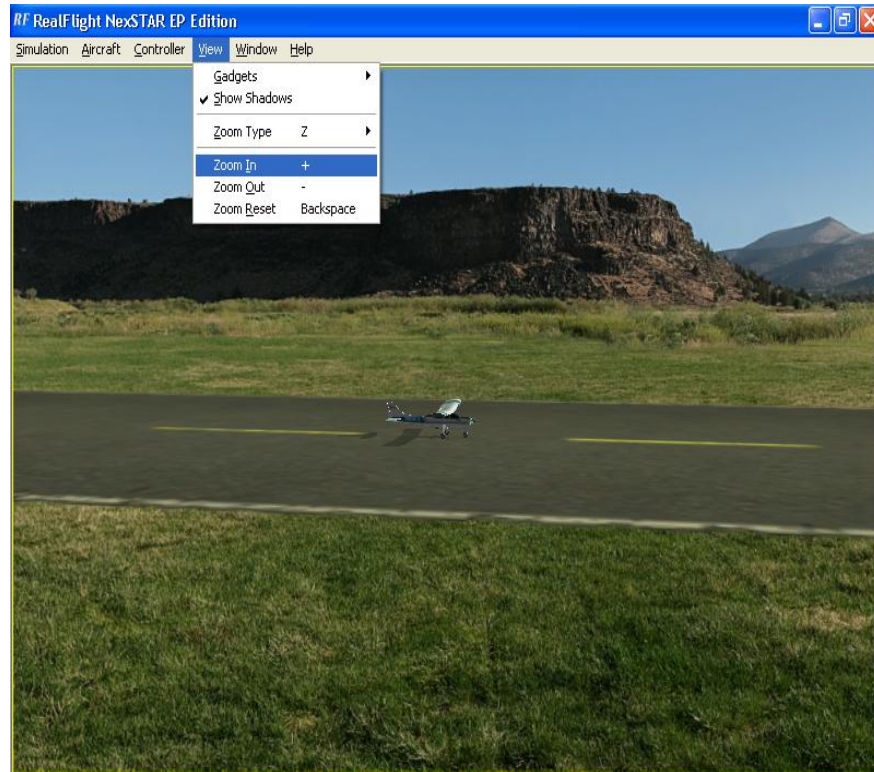
Alternatively, after you have activated the correct viewport, press the keyboard's '**Z**' key. Each time you press the '**Z**' key you will toggle to the next Zoom Type.

MANUAL-

This option disables the AutoZoom feature. With this feature selected, you must manually Zoom In or Zoom Out accordingly. For more information on how to do so, please refer to the Zoom In, Zoom Out and Zoom Reset options below.

ZOOM IN-

Once you have selected the type of zoom that you want you can customize it further by zooming in. As the name suggests, this will draw the view closer to the aircraft.

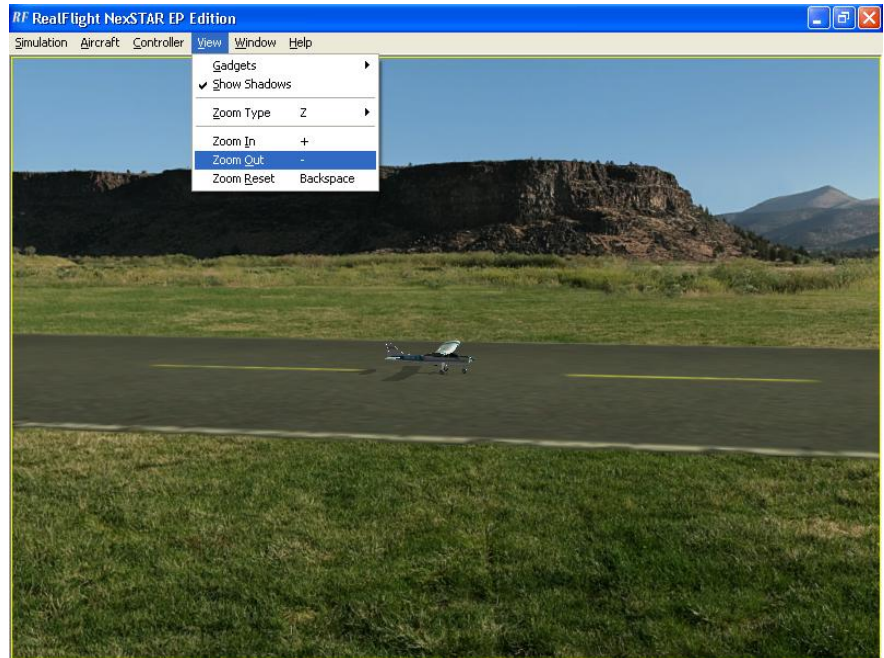


To access the Zoom In menu item, click on the **View** menu followed by the **Zoom In** menu item.

Alternatively, press the [+] (plus) key on your keyboard. Each time you press the [+] (plus) key you will Zoom In incrementally.

ZOOM OUT-

Once you have selected the type of zoom that you want you can customize it further by zooming out. Zooming Out will decrease the magnification accordingly.

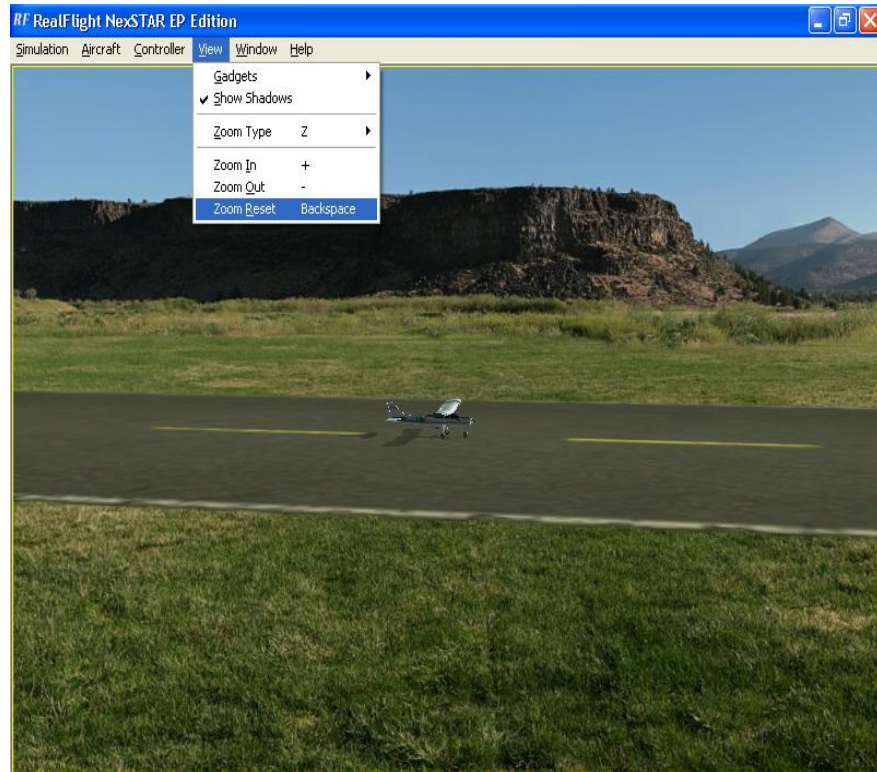


To access the Zoom Out menu item, click on the **View** menu followed by the **Zoom Out** menu item.

Alternatively, you may also press the [-] (minus) key on your keyboard. Each time you press the [-] (**minus**) key you will Zoom Out incrementally.

ZOOM RESET-

This selection resets the zoom magnification level to its default value. This is useful if you are zoomed way in or way out and want to return quickly to the default level of magnification.



To access the Zoom Reset menu item, click on the **View** menu followed by the **Zoom Reset** menu item.

Alternatively, you may also press the **Backspace** key on your keyboard to reset the zoom level.

CHAPTER 7. THE WINDOW MENU

WINDOW MENU OVERVIEW

The Window menu allows you to manage the existing windows.



- **Arrange**
- **Close All**
- **Show Title Bar**

ARRANGE

This menu item allows you to organize the on-screen gadgets. This is especially helpful when there are multiple windows open that overlap one another.



Click on the **Window** menu followed by the **Arrange** menu item to activate this option.

CLOSE ALL

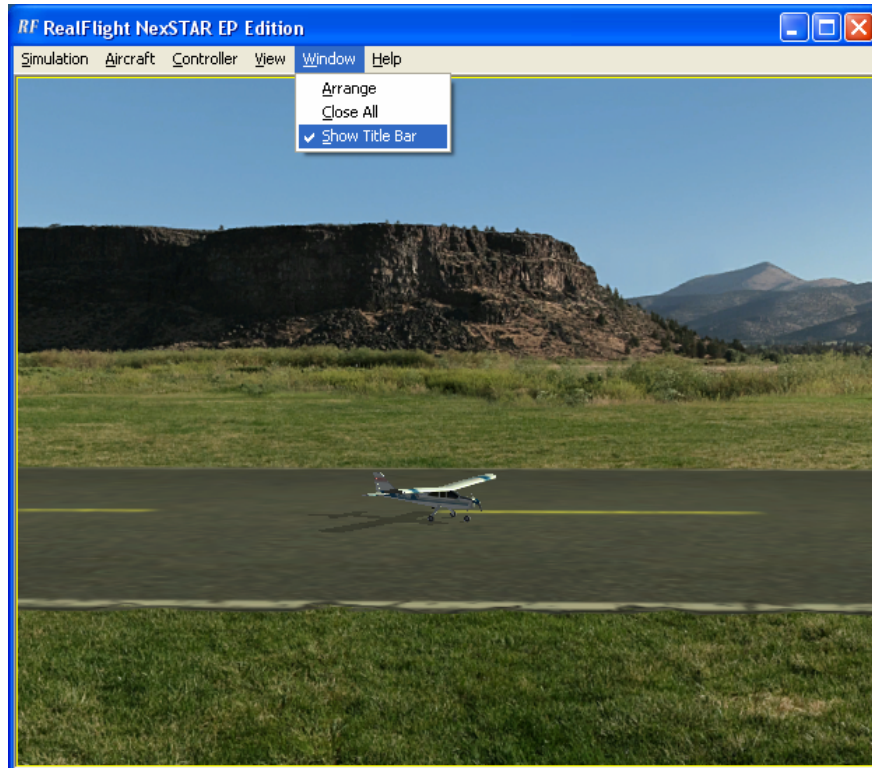
This menu item closes all Gadgets with the exception of the main window. It offers the user an easy method to clean up the screen without having to close the Gadgets individually.



To access the Close All menu item, click on the **Window** menu followed by the **Close All** menu item.

SHOW TITLE BAR

This menu item determines whether or not the title bar is displayed on the screen. By default the title bar is enabled.



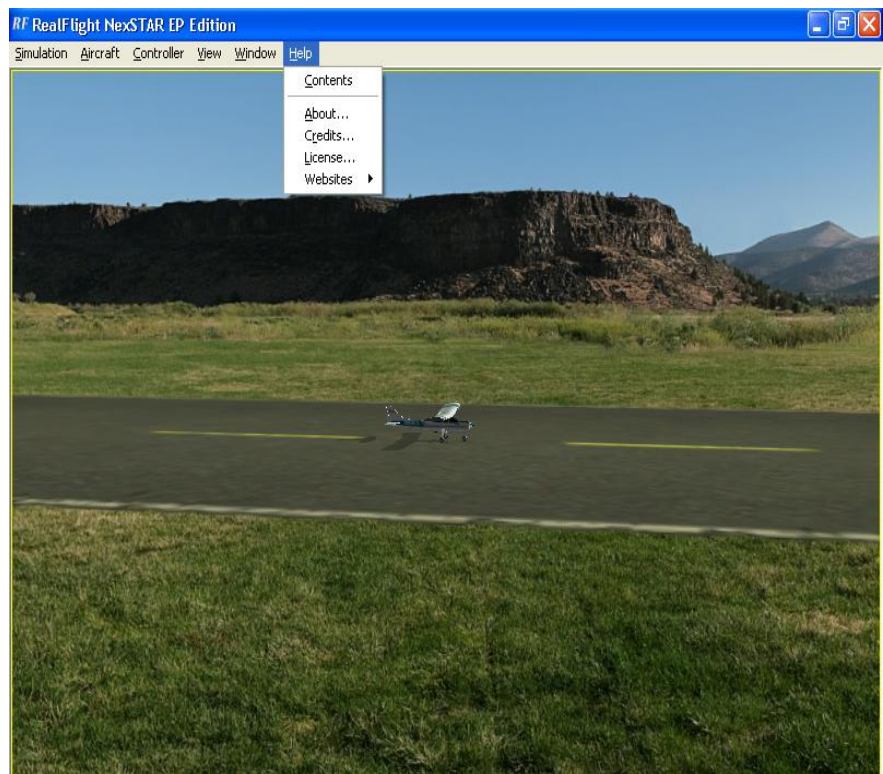
To access this menu item, click on the **Window** menu followed by the **Show Title Bar**. The title bar will be removed from the screen. Please note: Removing the title bar also removes the ability to minimize or maximize the screen accordingly.

CHAPTER 8. THE HELP MENU

HELP MENU OVERVIEW

This menu provides you with miscellaneous assistance and guidance with a variety of simulator-related issues.

To access the Help files, click on the **Help** menu title.

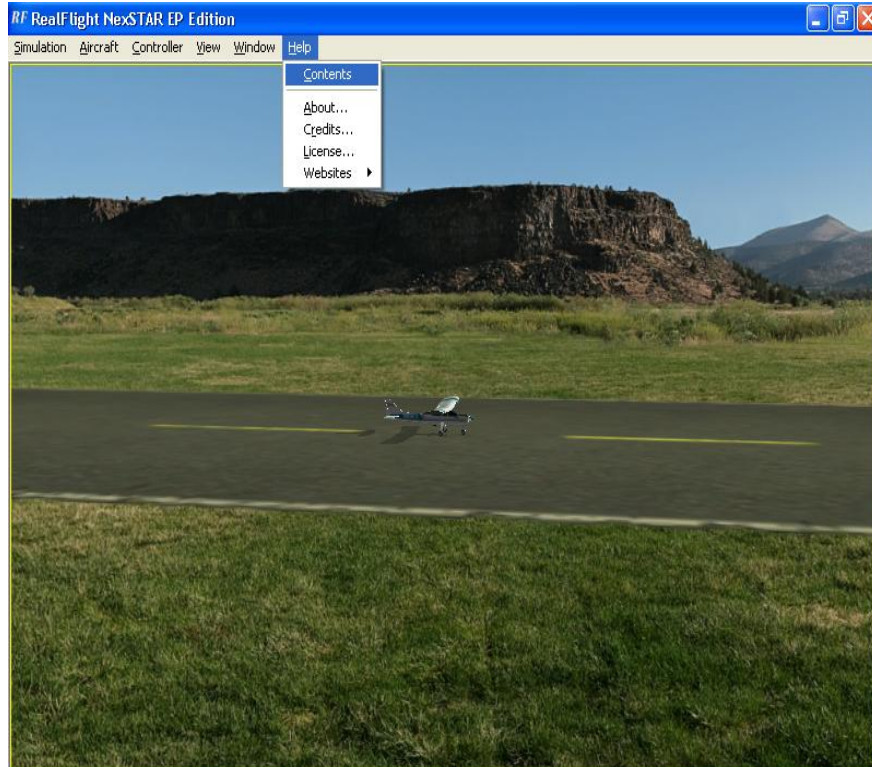


- **Contents...**
- **About...**
- **Credits...**
- **License...**

- **Websites**

CONTENTS

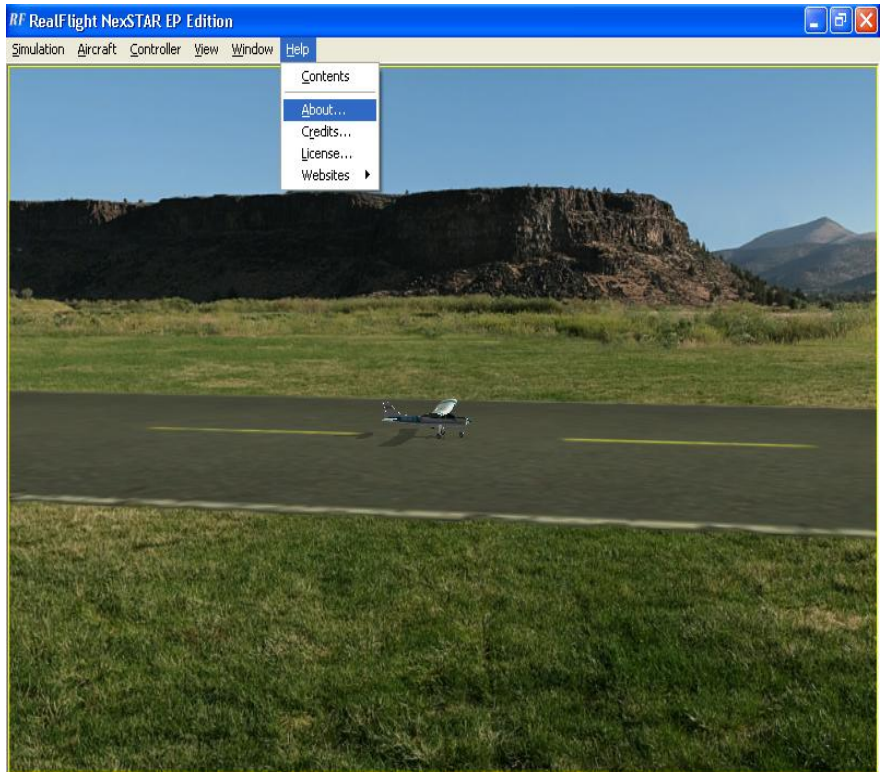
This menu item accesses RealFlight NexSTAR EP Edition's Help files.



To access the Contents... files, click on the **H**elp menu title.

ABOUT

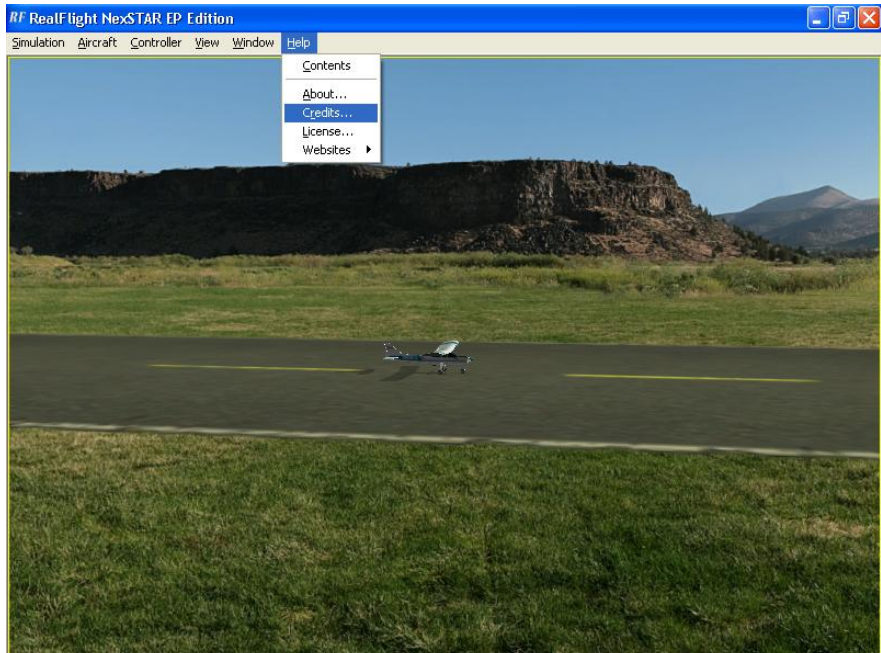
The **About...** menu item contains miscellaneous information pertaining to your software. For example, the **About...** menu the version number of the software that you are currently operating.



To access the About... files, click on the **Help** menu title followed by the **About...** menu item.

CREDITS

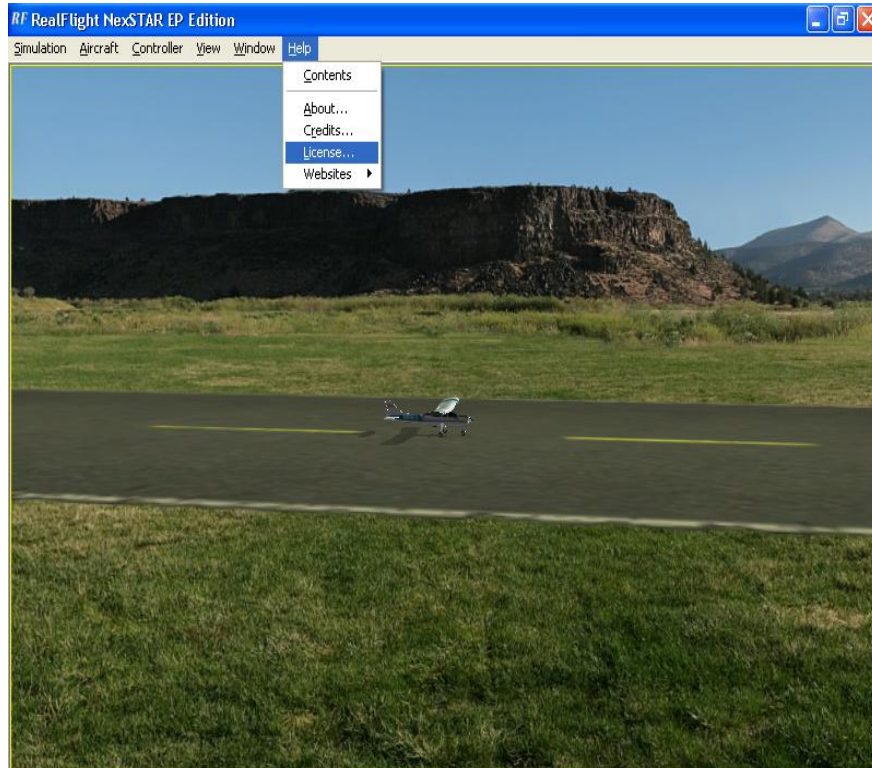
This menu item displays the names of the people that have worked together to bring you this simulation.



To access the Credits... files, click on the **Help** menu title followed by the **Credits...** menu item.

LICENSE

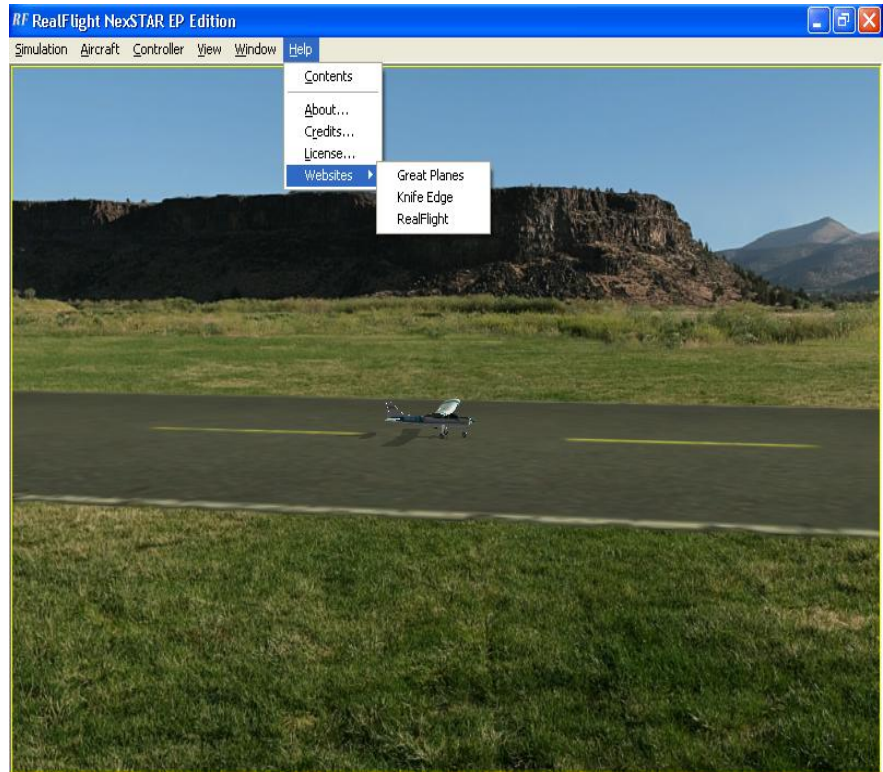
This menu item contains the End Users License Agreement (EULA) for the RealFlight R/C Flight Simulator. Please read it carefully.



To access the License... files, click on the **Help** menu title followed by the **License...** menu item.

WEBSITES

This menu item contains links to RealFlight related websites. The options include:



To access the websites, click on the **Help** menu title followed by the websites menu item. Select the desired site for the submenu that appears.

GREAT PLANES –

Publishers of RealFlight. Visit this site for information on the many other Great Planes products available.

KNIFE EDGE –

Developers of RealFlight. Visit the Knife Edge's forum to share experiences and technical support with other RealFlight owners.

REALFLIGHT –

Visit the RealFlight website for more information about the RealFlight family of products, search the knowledge base for technical support, or contact our support staff if you have questions.

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