

# Navigation Simulator

## Supplement for Version 1.13

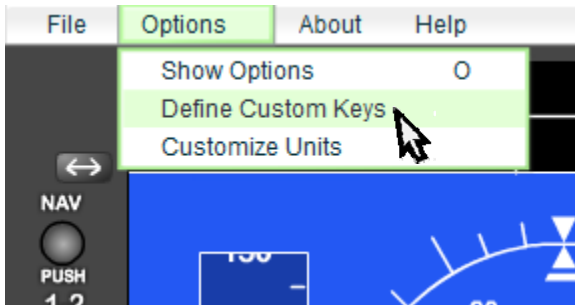
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This contains supplemental information for only the new features that were included in version 1.13. Please use the **Navigation Simulator Reference Manual version 1.12** for all the other features of the simulator.

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## New in Version 1.13 - Customize Keyboard Shortcuts

The ability to change the default keyboard shortcuts and the availability of new shortcuts was added in version 1.13. The shortcuts can be defined by going on the "Options"



menu bar at the top of the simulator and then select the "Define Custom Keys" to open the window that allows for you to customize the shortcuts and review each function and their associated shortcut.

There are two ways of programming the keyboard shortcuts. The first way is by selecting the keys in the drop-down menu next to the description of the function that you would like to change. The second method is by clicking the

"or program from key press" button and then simply pressing the key on your keyboard for that short cut. The second option works well when the keyboard is a nonstandard US keyboard.

Anytime two or more functions have the same keyboard shortcut the word "Conflict" will be shown. When this happens the conflict must be corrected or the changes made will not be saved when closing the window.

The keyboard shortcuts are the only settings in the Navigation Simulator that are not saved with the others settings when you go to the "File", "Save" option. Instead the settings are saved automatically in a separate file whenever you open and close the window for customizing the keyboard shortcuts. The reason for this is so that the keyboard shortcuts don't get overwritten when you are simply loading your files that set up your instruments and map layout.

### Customize Keyboard Shortcuts Window

Function performed by shortcut

Set the shortcut by selecting from the drop-down menu or directly from key press

When two or more functions have the same keyboard shortcut the word "Conflict" will be shown. When this happens the conflict must be corrected or the changes made will not be saved when closing the window.

Description	Shortcut Key(s)	Code	Conflict	
bank left	A <input type="button" value="or program from key press"/>	65	Conflict	Default
bank right	A <input type="button" value="or program from key press"/>	65	Conflict	Default
pitch down	W <input type="button" value="or program from key press"/>	87	No Conflict	Default
pitch up	Z <input type="button" value="or program from key press"/>	90	No Conflict	Default
toggle show aircraft	Ctrl + 3 <input type="button" value="or program from key press"/>	31	No Conflict	Default

Previous   Next   Undo Changes   Default Settings   Close

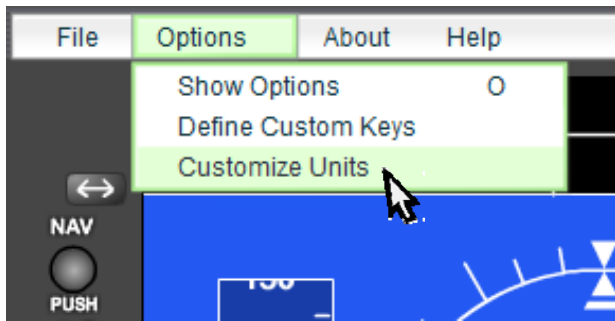
Reverts to the previous settings from the last time

Reverts ALL shortcuts to the original setting

If there is no conflict this will "Save and Close" if not it will only "Close"

## New in Version 1.13 - Customize Units

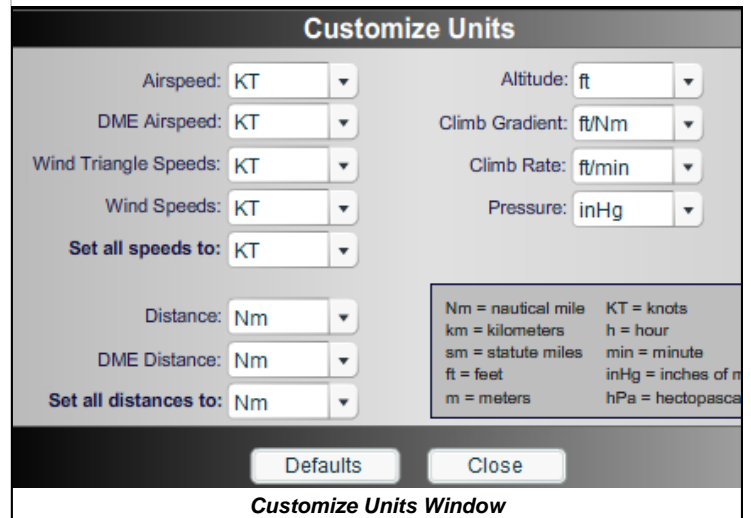
In version 1.13 the units can be customized. This is particularly useful for international users that don't use



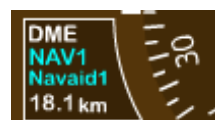
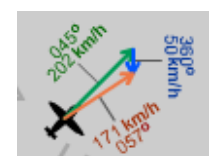
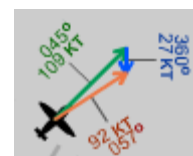
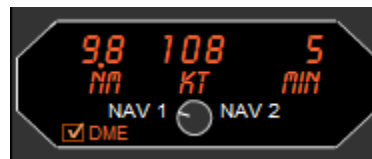
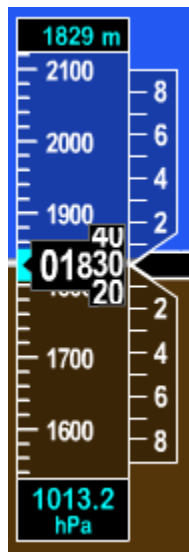
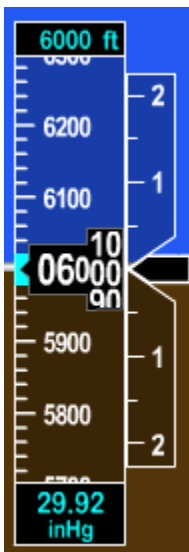
feet, inches of mercury, nautical miles, etc. in their instruments.

From the "Options" menu bar at the top of the simulator select "Customize Units" to open the window that allows for you to change the measurement units used by the

simulator and its instruments. Below are a few examples of how instruments change with these settings.



## Examples of Different Units



Examples of Different Units (Continued)

