



FSRealistic

Pro v2.1.0

Captain, thank you for choosing FSRealistic Pro! Please go ahead and read the manual carefully in order to get the most out of FSRealistic and its features.

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Compatibility

- Windows 10/11
- Microsoft Flight Simulator v1.12.13.0 (World update 2) and above
- Works with any 3rd parties, for issues please report
- VR - Fully compatible apart from UI showing as VR window

Customer support

If you have any suggestions, comments, or questions, please feel free to contact us anytime at FSRealistic@gmail.com or visit our [official forum](#) for continuous news and updates.

Where to find us

- [Website](#)
- [Facebook](#)
- [Forum](#)
- [Linkedin](#)

Credits

- FSRealistic closed beta group for making this happen.
- Stephan Siebertz for providing the fantastic blade-slapping effect sounds.

EULA

- You can find FSRealistic EULA under the FSRealistic main folder.
- By using FSRealistic you agree to FSRealistic EULA content.

Known issues

- Cabin ambiance not working well with PMDG and Fenix
- Auto-start is not perfect, please refer to this thread for help
 - <https://fsrealistic.wixsite.com/website/forum/general/guide-how-to-fix-fsr-not-a-uto-starting>
- For first person mode known issues, please see first person section below

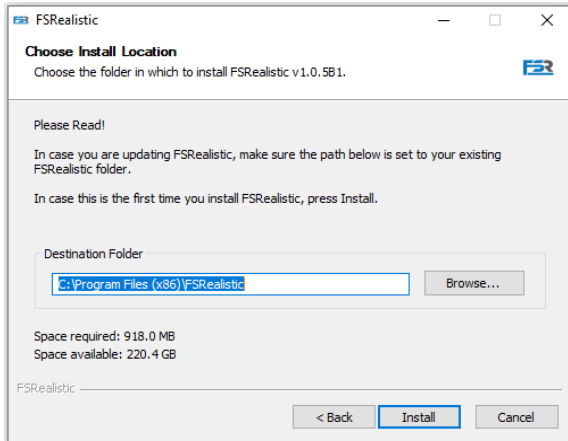
VR tips

- Disable breathing effect.
- Go to turbulence effect and move the range slider to 35 and smoothness slider to 50.



How to install

- Download FSRealistic installer from the store you purchased it from or from [here](#)
- Double click on the installer file to run in
- Click on “Browse” to select where you want FSRealistic folder to be installed
- Click on “Install”



How to update

- Download FSRealistic Pro installer from the store you purchased it from or from [here](#)
- Double click on the installer file to run in
- Click on “Browse” and **select your existing FSRealistic folder (critical step)**
- Click on “Install”

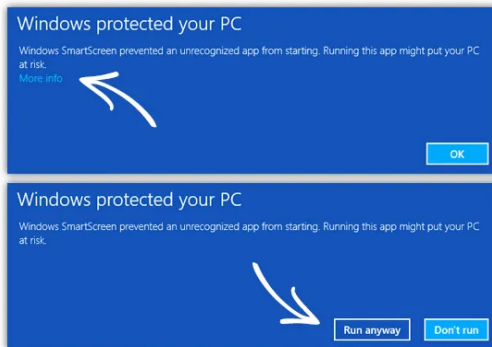
How to uninstall

- Run FSRealistic uninstall.exe from the FSRealistic folder or via Windows “Add or remove program”.



How to run

- Press Windows key and type FSRealistic, then press enter
- Some computers may not recognize FSRealistic and show a blue dialog
 - Click on more “More info” and then “Run anyway”



Activation / Trial

- On the initial run of FSRealistic, you will be offered with two options.
 - **Activate**
 - Choose this option in case you’ve already bought FSRealistic and have a product key.
 - **Trial**
 - FSRealistic comes with a trial mode, which allows anyone to try FSRealistic for free for 7 days.
 - By the end of the trial period, if you liked FSRealistic and wish to keep it, you’ll have to purchase a product key.

How to use - General

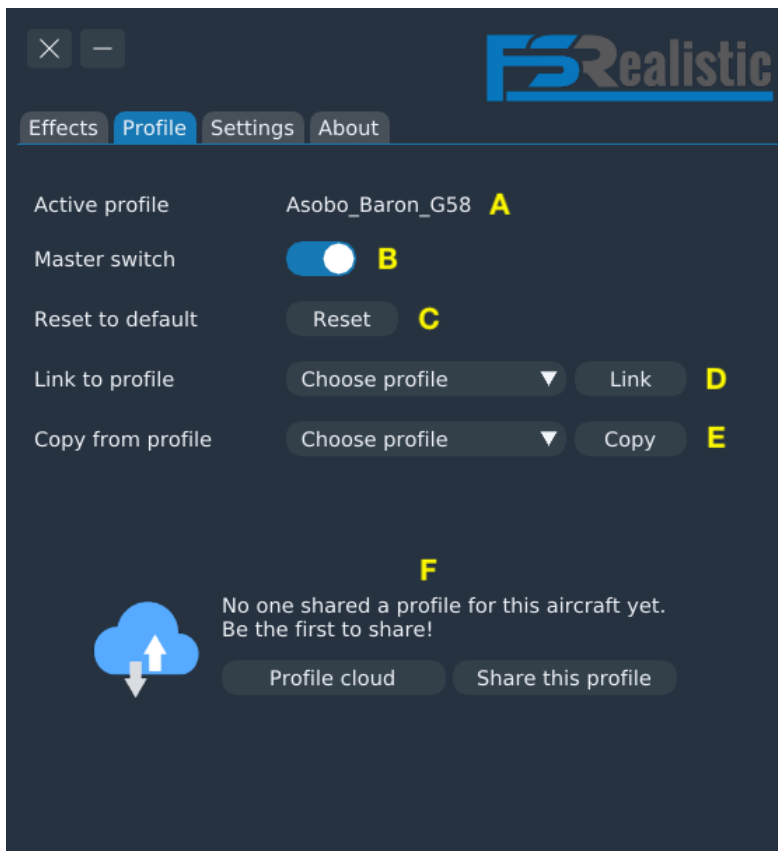
- Make sure MSFS and FSRealistic are running.
- Once you will start a flight, FSRealistic will present the effects list and options.
- By default, FSRealistic is enabled for any aircraft that is loaded for the first time using one of our default profiles according to the type of the aircraft.
 - Piston engine
 - Turboprop
 - Jet
 - Seaplane
 - Glider
 - Helicopter
- From that point you can adjust the effects as you wish and all adjustments will be automatically saved into the aircraft profile.
- At any point, you can reset to the default profile by going to the “Profile” tab and pressing on the “Reset” button.
- Once you are done adjusting the effects, FSRealistic can be minimized.
- **Enjoy your flight.**

Tabs - Effects



- **A** - Profile cloud button, where you can find others shared profiles.
- **B** - List of effects, a blue dot next to an effect means it is enabled.
- **C** - An image to illustrate the effect.
- **D** - Reset button which will reset only this effect to default.
- **E** - Preview button which will preview this effect for tweaking purposes.
- **F** - Effect on off toggle.
- **G** - Short description of this effect.
- **H** - In this section you will be able to adjust the effect sliders.
 - Movement
 - This slider will control the camera movement intensity.
 - To disable this movement, move the slider all the way to the left.
 - Sound
 - The combo box is where you select the sound you want.
 - The slider is where you set its volume.
 - To disable this sound, move the slider all the way to the left.

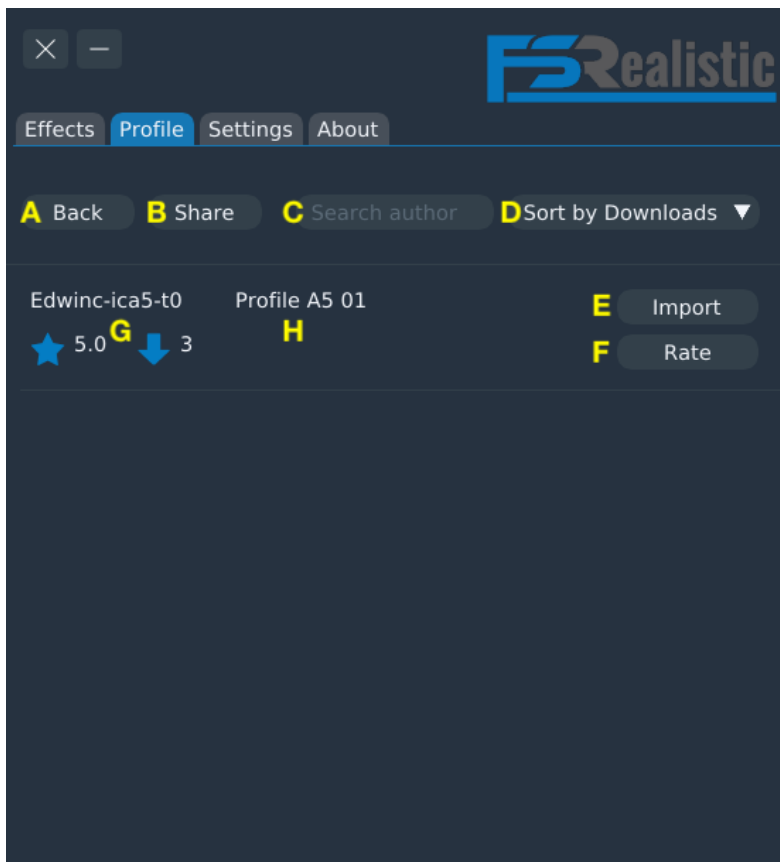
Tabs - Profile



- **A** - Name of the active profile, which is the name of the loaded aircraft.
- **B** - Profile master switch, use this to toggle on and off FSRRealistic for this aircraft.
- **C** - Press this button to reset the profile to its default.
- **D** - Link this aircraft to another aircraft's profile
 - For example, you have a profile of C172 and you want to use it with your C182.
 - Any changes that will be made, once linked, will be applied on the linked profile and not on the loaded aircraft profile.
 - To unlink and revert to the aircraft original profile, press "Unlink".
- **E** - Copy a profile of another aircraft
 - For example, you have a profile of C172 and you want to copy it into C182 and then adjust it only for C182.
 - Unlike the link option (**D**), copy saves changes on the loaded aircraft profile only.
- **F** - Profile cloud, once you feel comfortable with the adjustments you've made on a specific aircraft profile, you are more than welcome to share it with the community. At the same time, you can also look for other profiles to download.



Profile cloud



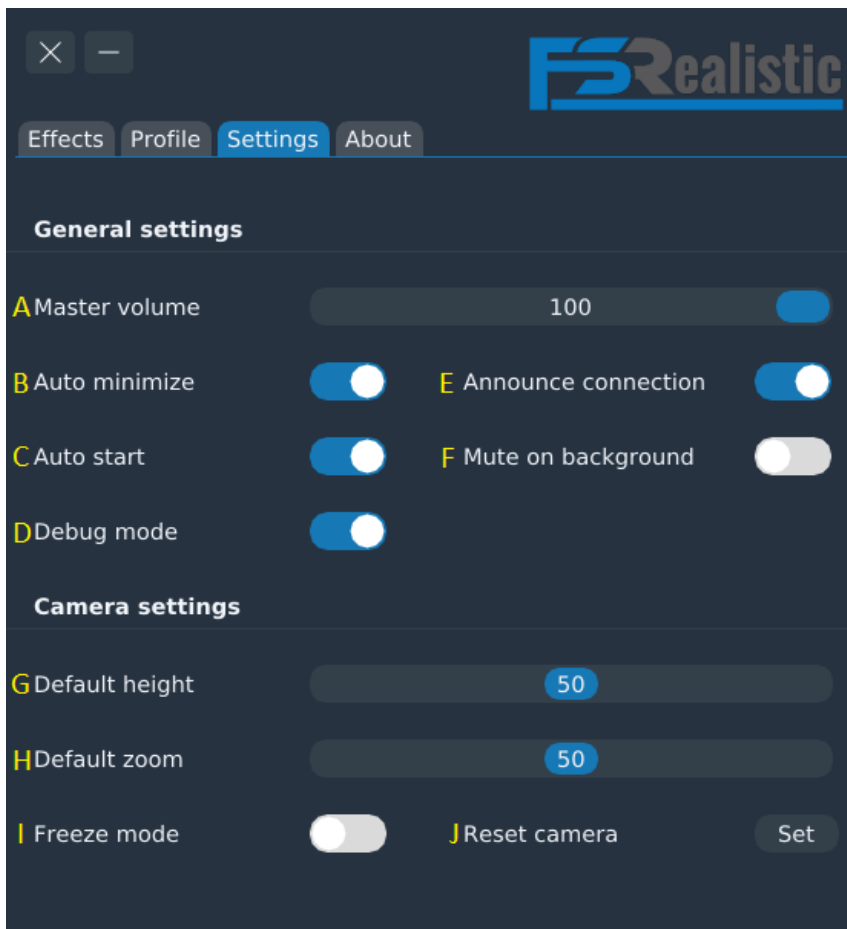
- **A** - Back to profile screen
- **B** - Share your profile with the community
- **C** - Search for a shared profile by author name
- **D** - Sort shared profiles by downloads / rating / author name
- **E** - Press to import and use this shared profile
- **F** - Press to rate this shared profile (1-5 stars)
- **G** - Rating and downloads count of this shared profile
- **H** - Shared profile description

Note

- You can share up to one profile per aircraft.
- If you re-share a profile, this will overwrite the original shared profile of yours.



Tabs - Settings



- **A** - FSRealistic master volume slider.
- **B** - Toggle this on, if you want FSRealistic to auto minimized on start (on by default).
- **C** - Toggle this on, if you want FSRealistic to auto start with MSFS (on by default).
- **D** - Toggle this on, if you like to have an indication per effect when it is running (under effects tab).
- **E** - Toggle this on, if you want to hear the “FSRealistic connected” announcement when FSRealistic establishes a connection with MSFS.
- **F** - Toggle this on, if you want FSRealistic to be muted when MSFS is in the background.
- **G** - Select default height for the camera
- **H** - Select default zoom for the camera
- **I** - Toggle this on, to freeze FSR camera effects when the mouse is moving, this to allow easier interaction with cockpit on turbulence situations
- **J** - Bind a button, which once will be pressed, it will reset the camera of MSFS



First person mode

Overview

- From FSRealistic v2.1.0 there is a new Experimental feature called first person mode
- When this mode is active, you will be taken outside of your aircraft and you will be able to walk or run
- This feature is supported only from MSFS SU11 and up

Features

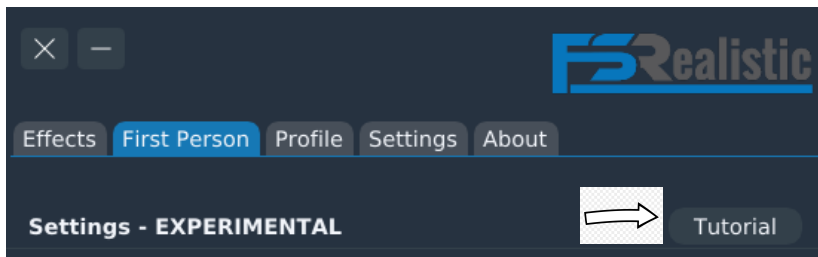
- Walk or run using first-person mode or avatar mode
- Choose your avatar from a list of avatars per scenario
- Footsteps sound reacting to different surface types
- Running breathing sounds
- Flashlight to better see at night times
- Control over walking speed and camera height
- Control over body movements intensity
- Ground elevation auto-detection

Known issues

- Drop in anti-aliasing quality, TAA is best for this feature, and DLSS is less
- FPS drop of anywhere between zero and 15 FPS
- The default camera height is not accurate when the ground is sloped
- Aircraft attitude may be auto-straighten when the ground is sloped or the aircraft has a tail wheel
- Cockpit avionics sound can be heard while in first-person mode
- External textures may be black for some 3rd party aircraft (Fenix for example)
- Auto elevation detection has a lag when walking/running on down/up hills

How to use

- Please listen to our quick tutorial of how to get started with the first person mode
- The tutorial is available under the First Person tab inside FSRealistic





Troubleshoot

1 - FSRealistic is not running at all

- When FSRealistic is not running at all, one of the two options can help
 - Install C++ libraries, download from here:
 - https://aka.ms/vs/16/release/VC_redist.x64.exe
 - Make sure no Antivirus software is blocking it from running
 - Make sure the full path to your FSRealistic folder contains only English letters
 - If none of the above helped, please contact us.

2 - Whenever I try to activate I get “Invalid key”

- In some countries, fsrealistic.com may be blocked for unknown reasons. This may lead to the activation to fail with an error of “Invalid Key”. To work around this issue, please use a VPN connection to be able to load fsrealistic.com.
- In case you need help doing that, please contact us.

3 - Aircraft profiles always reset to default

- Make sure FSRealistic folder has a folder named “Profiles”.

4 - Auto start is on, but FSR won't auto start

- Start by trying to run MSFS as administrator (right click on MSFS).
- Install FSRealistic in a different place than Program Files.
- Make sure no antivirus is blocking FSRealistic.
- If none of the above helped, please contact us.

5 - I get spikes and lags when using FSRealistic

- Go to FSRealistic folder, open Data folder, using text editor open the file “config.json” and add to the json the following text:
 - "legacy_vibrations": false
- Save the file and reload FSRealistic.

6 - I cannot find the “Effects” tab

- In order to see the effects tab you'll need to start a flight.
- In case you have started a flight and still cannot see the effects tab, please contact us.