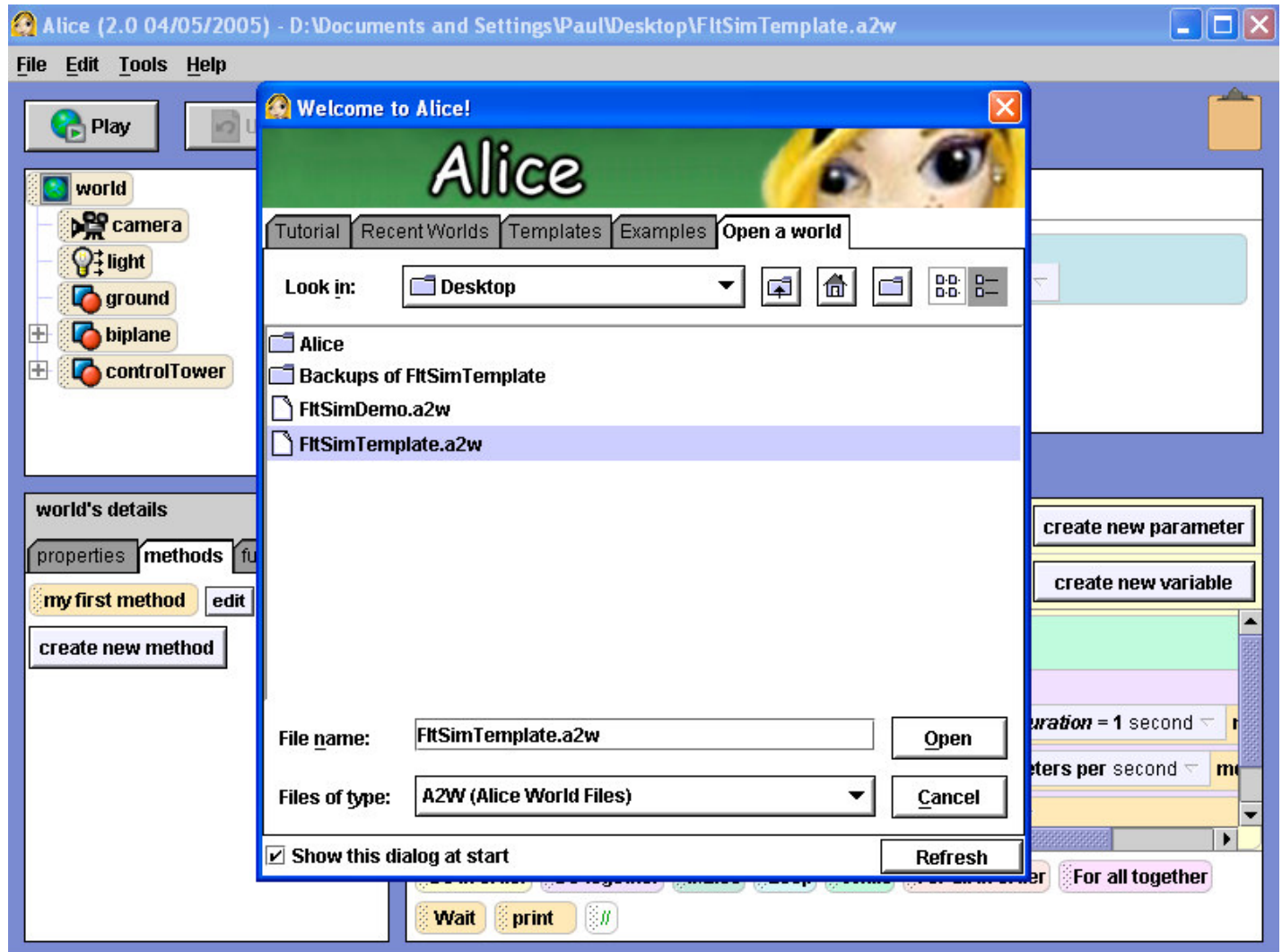


Airplane Collectible Net Resource

Instructions to create your own flight simulator

Click on top menu **File > Open World**

Select **FitSimTemplate.a2w** which you have saved on your desktop.



This is a template that you have just loaded. At this moment, if you click on **Play** button. The biplane is able to fly but you will not be able to control the biplane movement.

So now, your task is to put in the controls so that you can control the biplane when it flies with the keyboard keys.

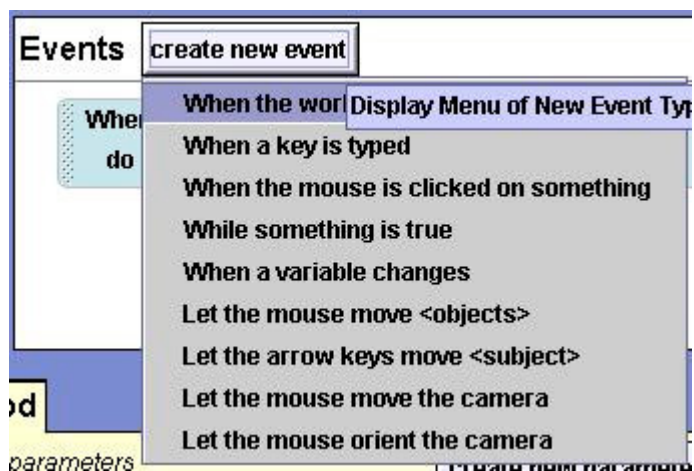
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Create Biplane Movements Controls

Now we just need to set the keys on the keyboard to control the biplane. Namely,

- Left button (←) to make biplane turn left
- Right button (→) to make biplane turn right
- Up button to make the biplane nose down
- Down button to make the biplane nose up

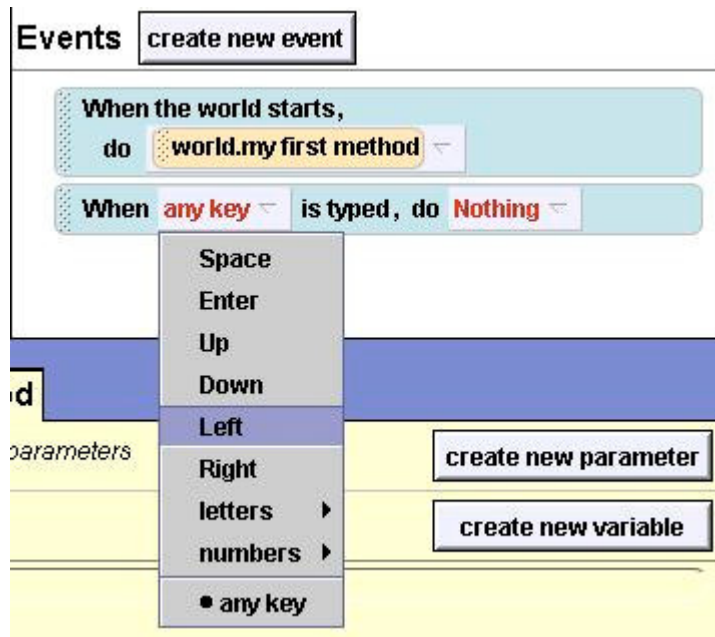
Look for the event panel below (top right panel)



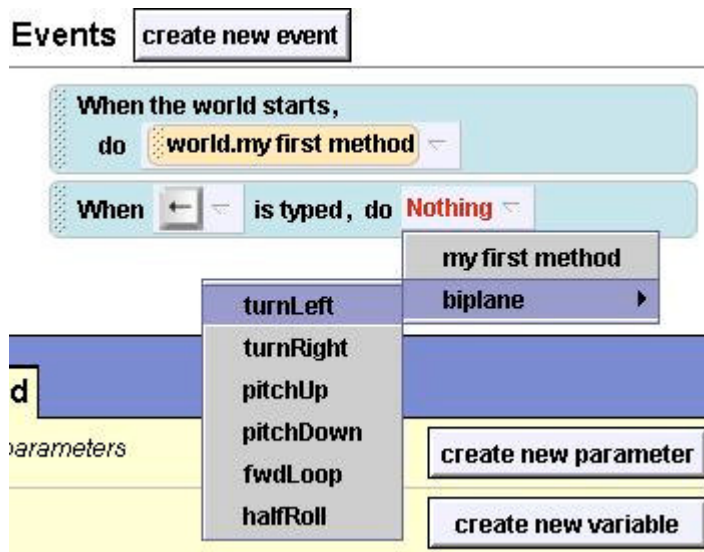
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Click on **create new event** button and select **When a key is typed**.

Now, click on the **any key** selection and select **Left**.



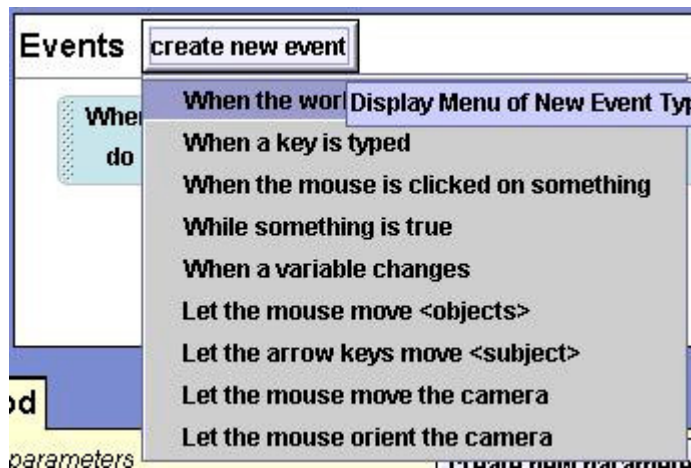
Then click on the **Nothing** selection and select **biplane > turnLeft**



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Next we proceed with the **right** button control

Look for the event panel below (top right panel)



Click on **create new event** button and select **When a key is typed**.

Now, click on the **any key** selection and select **Right**.

Then click on the **Nothing** selection and select **biplane > turnRight**

Next we proceed with the **up** button control

Click on **create new event** button and select **When a key is typed**.

Now, click on the **any key** selection and select **Up**.

Then click on the **Nothing** selection and select **biplane > pitchDown**

Finally, we proceed with the **down** button control

Click on **create new event** button and select **When a key is typed**.

Now, click on the **any key** selection and select **Down**.

Then click on the **Nothing** selection and select **biplane > pitchUp**

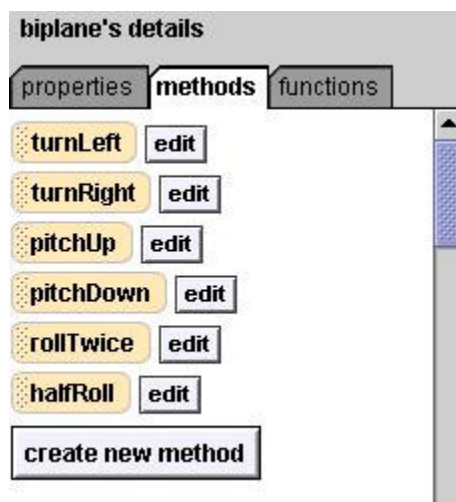
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Now you are ready to fly this flight model. Just click on the **PLAY** button to start playing.

Create your own flight stunts

Here is how you can make the biplane perform 2 **right rolls** while in flight

On left lower panel under biplane's details, click on the **edit** button next to the method name **rollTwice**.

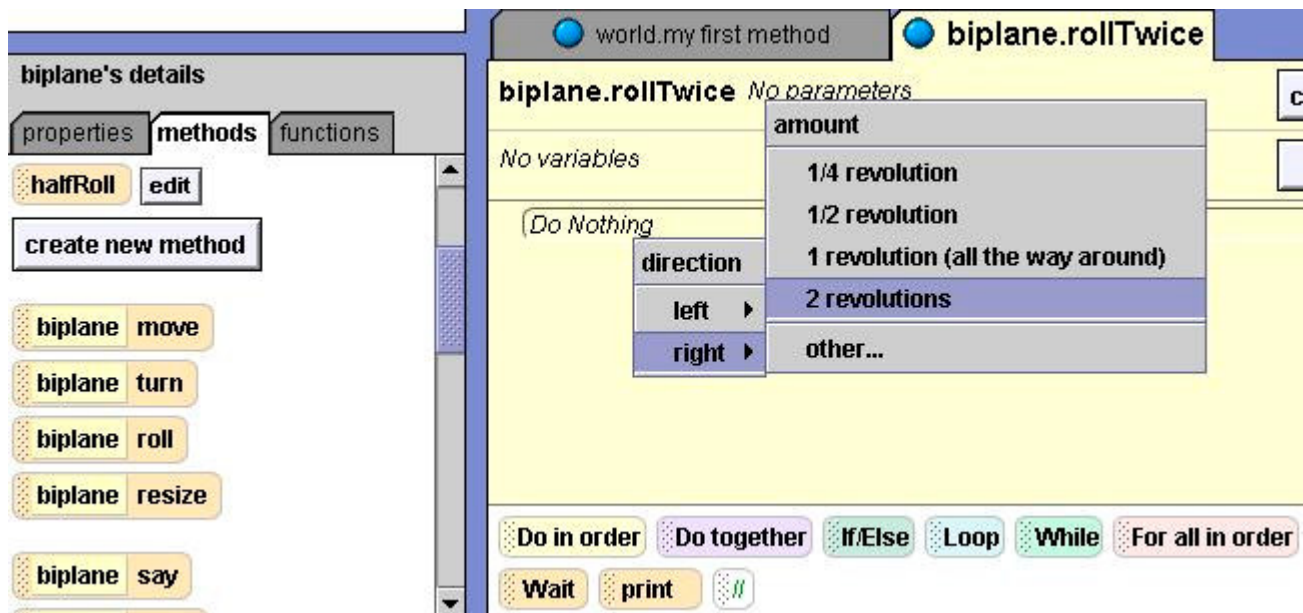


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Now you are to create the action to make the biplane perform a double roll.

Scroll down the blue scroll bar and look for the method **biplane roll**. Then drag and drop it on the **biplane.rollTwice** panel on the right

Upon dropping, select **right > 2 revolutions**

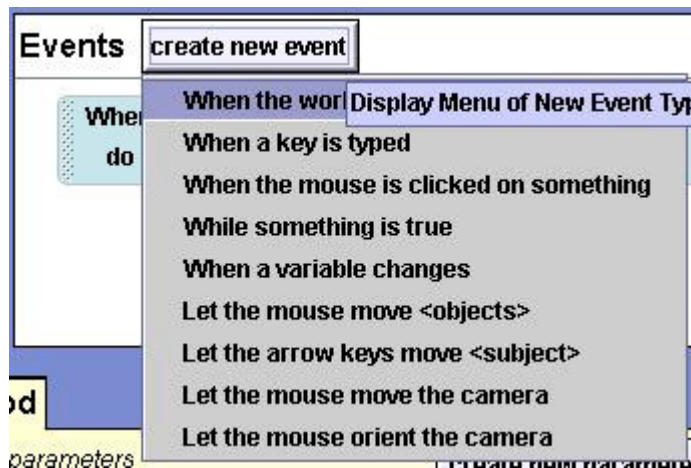


Well done, you have just created the method to make the biplane perform a double roll.

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Now we need to set the keyboard control to this new action you have created.

Look for the event panel below (top right panel)

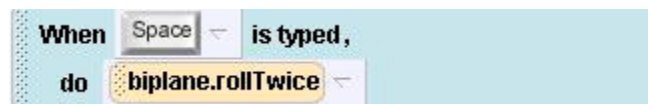


Click on **create new event** button and select **When a key is typed**.

Now, click on the **any key** selection and select **Space**.

Then click on the **Nothing** selection and select **biplane > rollTwice**

You should see the result below under the Events panel



Now, let's test it!

Click on the **Play** button to fly the biplane. Then hit the **Space** bar and see the double roll effect on the biplane.

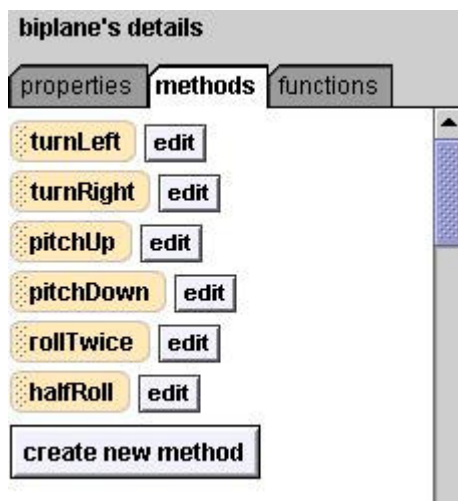
Wala! You have just created a double roll stunt for your biplane. Congratulations !

Want another stunt? OK, I promise, this is the last one.

Here is how you can make the biplane perform an **inverted roll** while in flight

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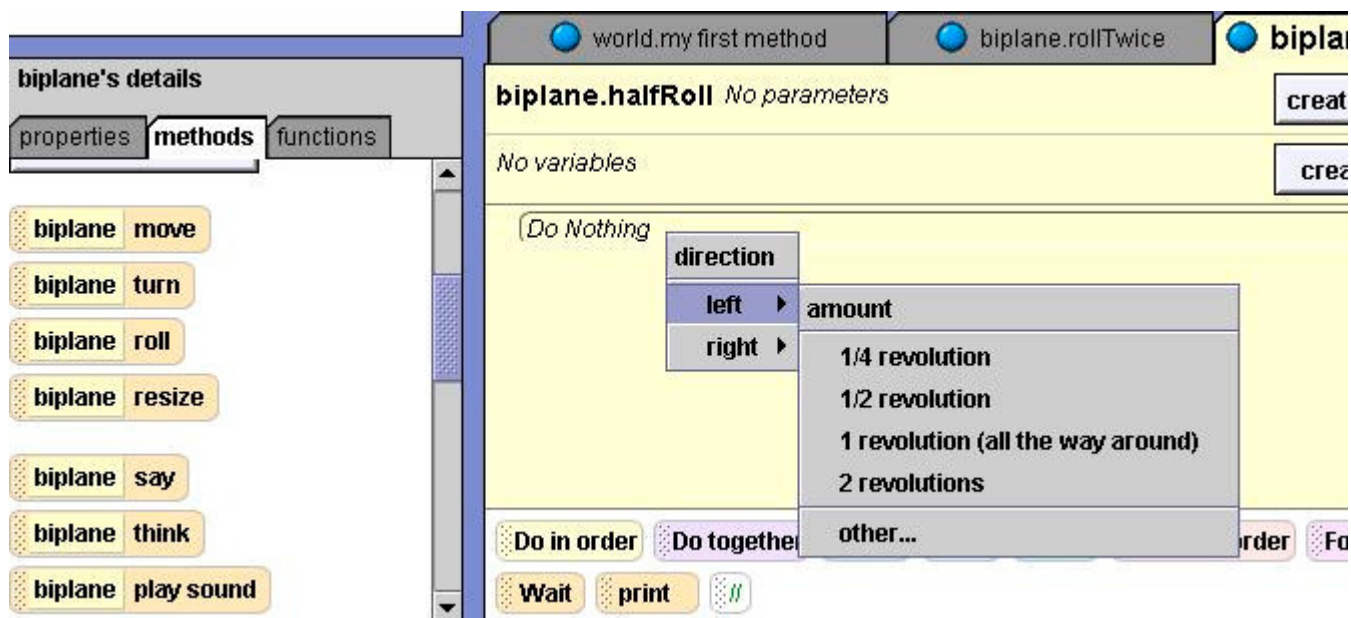
On left lower panel under biplane's details, click on the **edit** button next to the method name **halfRoll**.



Now you are to create the action to make the biplane perform an inverted roll.

Scroll down the blue scroll bar and look for the method **biplane roll**. Then drag and drop it on the **biplane.halfRoll** panel on the right

Upon dropping, select **left > 1/2 revolutions**



Airplane Collectible Net Resource

Great! You have just created the method to make the biplane perform an inverted roll.

Now we need to set the keyboard control to this new action you have created.

Click on **create new event** button and select **When a key is typed**.

Now, click on the **any key** selection and select **Enter**.

Then click on the **Nothing** selection and select **biplane > halfRoll**

You should see the result below under the Events panel



Now, let's test it!

Click on the **Play** button to fly the biplane. Then hit the **Enter** key and see the inverted roll effect on the biplane.

Wala! You have just created an inverted roll stunt for your biplane. Congratulations again !

By now, your creativity will start sprouting and you can continue to put in more stunt actions into this flight simulator that you have just created.

But don't forget to **save** the file you have created.

Take your time and explore this freeware. You could even take picture (**Take Picture** button) while you play the flight. Then send it to your friends and let them know that you have personally created this flight simulator yourself using this freeware and share this discovery with them.

So was it possible to create a flight simulator in 30 mins ? Or did you only take 3 mins ?

Further Explorations

- Change the speed of your biplane to 50 meters per second
- Put a runway into your world
- Change your biplane to a JetPlane instead