



v2.2.6

Captain, thank you for choosing FSRealistic! 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 2020 & 2024
- 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 www.rkapps.shop or visit our [official forum](#) for continuous news and updates.

Where to find us

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

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-auto-starting>
- For first person mode known issues, please see first person section below

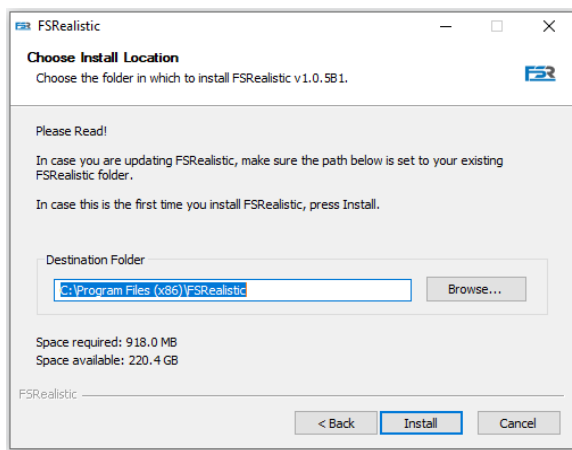
VR tips

- 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 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”

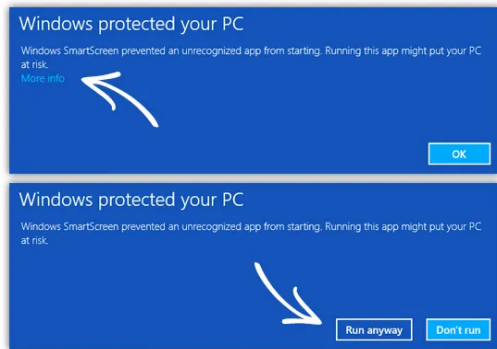
How to uninstall

- 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.

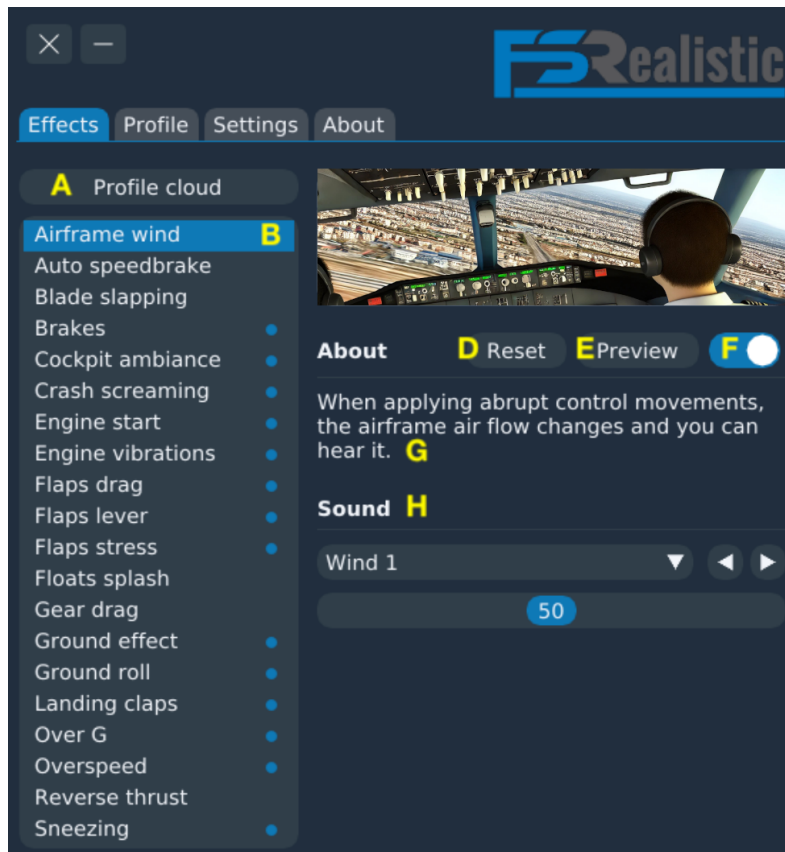
How to use - General

- 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

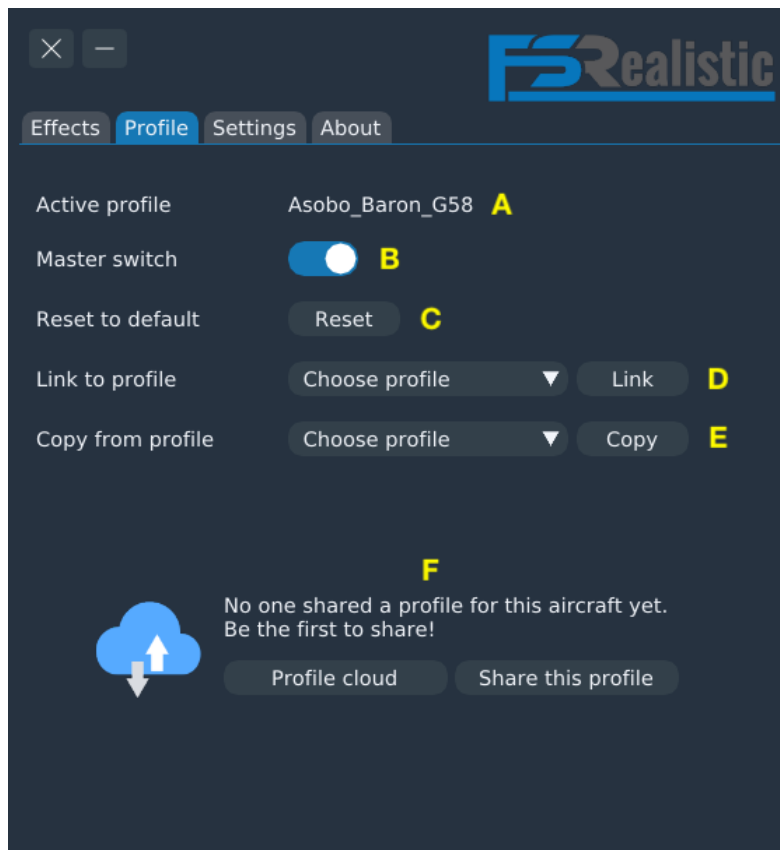


- **A** - Profile cloud button, where you can find others shared profiles.
- **B** - List of effects, a blue dot next to an effect means it is enabled.
- **C** - An image to illustrate the effect.
- **D** - Reset button which will reset only this effect to default.
- **E** - Preview button which will 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

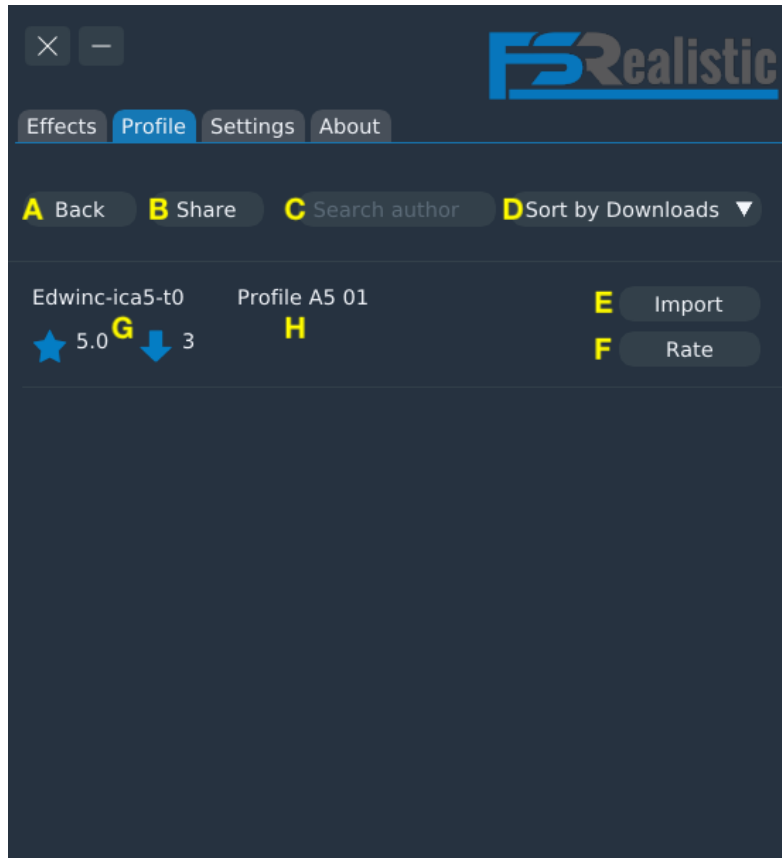


- **A** - Name of the active profile, which is the name of the loaded aircraft.
- **B** - Profile master switch, use this to toggle on and off FSRealistic for this aircraft.
- **C** - Press this button to reset the profile to its default.
- **D** - Link this aircraft to another aircraft's profile
 - 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



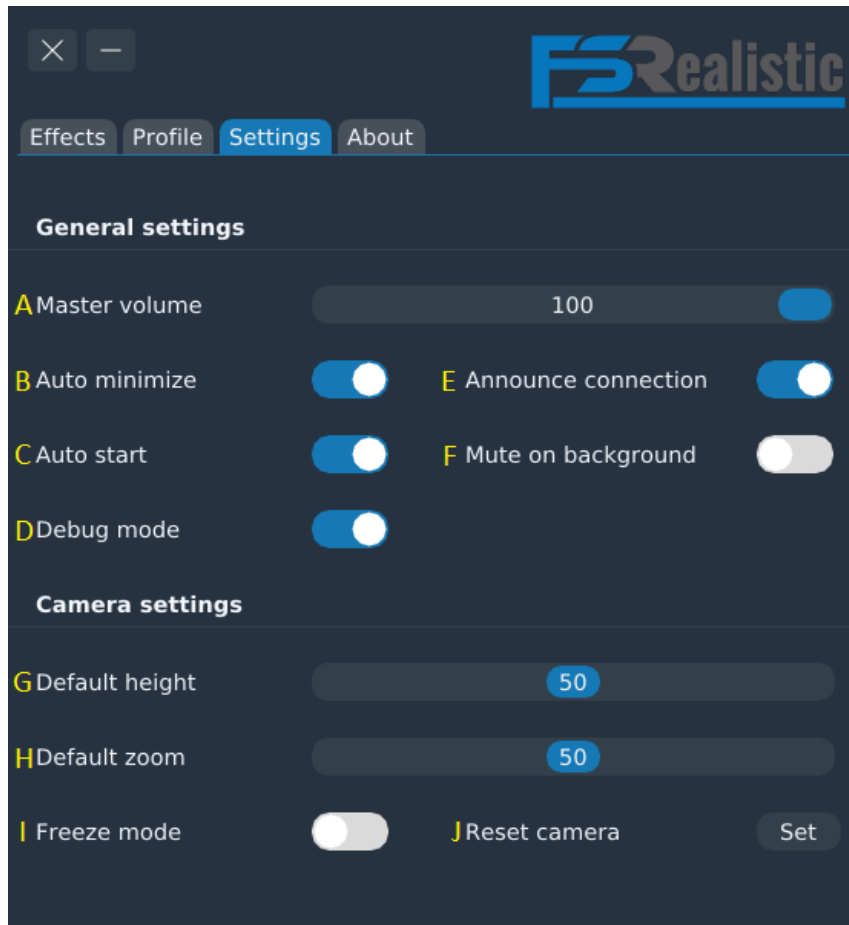
- **A** - Back to profile screen
- **B** - Share your profile with the community
- **C** - Search for a shared profile by author name
- **D** - Sort shared profiles by downloads / rating / author name
- **E** - Press to import and use this shared profile
- **F** - Press to rate this shared profile (1-5 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 preseed, 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 beginning MSFS SU11 and after

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



Troubleshoot

1 - FSRealistic is not running at all (also after an auto update)

- When FSRealistic is not running at all, one of the two options can help
 - Install C++ libraries, download from here:
 - https://aka.ms/vs/17/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 workaround 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.