



Quick Start Guide

Just Flight™

Contents

Introduction	3
FSUIPC and XPUIPC Requirements	4
Getting Started	5
Aircraft Setup	8
Dashboard	9
Messages	9
Skill Points	10
Holiday Accrual	10
Medical.....	10
Bank Balance & Net Worth.....	11
Main Navigation	11
Quick Links	12
Sectors.....	13
XP Bar, Stats & Map.....	14
Flight Information	15
Dispatch	15
Ending a Flight	17
Flight Summary	17
End of Shift	19
Your Assets	21
Wings of Wealth	22
Skill Tree	23

Introduction

Step into the cockpit with *Fly the Line*, the ultimate career add-on for MSFS, X-Plane, P3D, and FSX. This isn't just about piloting an aircraft—it's a comprehensive simulation of a budget airline pilot's lifestyle.

With *Fly the Line*, you're not just flying; you're living the life of a pilot. Navigate up to 4 sectors daily and manage every aspect of your life from diet to sleep. Regular health check-ups and balancing your personal life with your professional duties are essential components of this immersive experience. As you advance, upgrade your home and lifestyle, watching your net worth grow and unlocking new opportunities.

Unique Features Unlike other career products, *Fly the Line* aims to offer greater flexibility. Choose your base, set your flight schedules, and start flying your favourite airliner immediately. Dabble in general aviation as you progress, taking on side jobs that enhance your income and allow for lifestyle upgrades such as better cars and healthier living options.

What Sets It Apart *Fly the Line* is designed to be engaging, straightforward, and fun:

- **Immediate Airliner Access:** Start in your preferred airliner without the usual grind from smaller aircraft.
- **Dynamic Career Progression:** Experience a linear progression system that rewards you with regular upgrades and personal interactions, enhancing the sense of achievement.
- **Enhanced Lifestyle Simulation:** Make impactful lifestyle decisions that influence your health and job performance.

Capabilities and Limitations

- **Not an Airline Management Sim:** Focuses solely on the pilot's experience.
- **Airliner Focus:** Tailored for pilots of budget or low-cost carriers, returning to base daily.
- **Support for General Aviation:** Engage in GA and Private Jet flying as you advance, though it's optional.

- **Excludes Long-Haul and Cargo:** These operations are not currently simulated but may be included in future updates.
- **Real-Time Performance Feedback:** Utilises detailed stats and graphs to help improve your flying skills.
- **Time Compression Supported:** Manage longer routes efficiently.
- **Fixed Routes and Bases:** Currently, routes and bases are preset but future updates will allow customisation.

FSUIPC and XPUIPC Requirements

Fly the Line relies on variables provided by FSUIPC and XPUIPC monitor your simulator flights and transfer that information into the app. To ensure proper functionality, it is essential that the correct version of FSUIPC and/or XPUIPC is installed based on the simulator you are using.

Without these requirements, Fly the Line will not function correctly.

MSFS 2020 and MSFS 2024 users:

Download the latest version of FSUIPC7 here: <https://www.fsuipc.com>

Prepar3D V4, V5 & V6 users:

Download the latest version of FSUIPC6 here: <https://www.fsuipc.com>

FSX users:

Download the latest version of FSUIPC4 here: <https://www.fsuipc.com>

X-Plane 11 and X-Plane 12 users:

Download the latest version of XPUIPC here:

<https://www.schiratti.com/xpuipc.html>

The free and paid versions of FSUIPC and XPUIPC are both compatible with *Fly the Line*.

In-app notifications are provided if the required version of FSUIPC or XPUIPC are not detected.

For further information on FSUIPC and XPUIPC, please refer to the official developers documentation.

Getting Started


- **Create a Profile Name:** This name will be displayed on the "Profile" page, used by characters you interact with during your Fly the Line experience, and displayed on your security pass.
- **Choose your Profile Photo:** Choose from one of several realistic default options or import your own custom .PNG image (.PNG images will transparent background recommended). The Profile Photo is used on your security pass and will also display at the top-right corner of the dashboard.
- **Import your Airline Logo:** Import your own custom .PNG image of an airline logo of your choice (.PNG images will transparent background recommended). The Profile Photo is used on your security pass and will also display at the top-right corner of the dashboard.
- **Select your Character Traits (Career and Free-Play modes only):** Pick 2 character traits that best describes you, or the character that you would like to portray in this profile (note, these are fixed when the profile is created and cannot be changed later).
- **Name your Airline:** Enter the name of a real-world airline to unlock their route map or enter the name and ICAO code of your own airline. Click "Select" to confirm the choice.
- **Enter your Base ICAO:** Enter the ICAO code of your desired hub airport. All flight schedules will start and end here every day. A well-chosen hub will provide the best variety of route options based on its location. If a real airline has been selected, a list of airports served will be displayed in a drop-down menu along with the number of routes that operate from that airport.
- **Choose the frequency of Diversions:** Diversions add an element of unpredictability to your flights and can occur at any point during a flight. Set the likelihood of diversions occurring using the slider.
- **Select the Aircraft Type operated by the airline:** Choosing between Prop Airliner and Jet Airliner/Business jet will affect the

expected cruise speed of your fleet and adjust the flight times accordingly.


- **Set your Min/Max Flight Duration:** Select the minimum and maximum flight times you would like to complete using the sliders. The values selected here will affect the number of routes generated.
- **Choose a Start Month:** July is an optimal month for enjoying lighter early mornings and evenings.
- **Choose the number of Sectors:** Choose how many sectors you would like to complete per day. A 2-sector day will take you to one destination and back to your hub, whilst a 4-sector day may involve visiting up to three destinations before returning, or two destinations with returns to your hub in between.
- **Customise the Advanced Settings:** The advanced settings can be used to further refine the route generation. Customise options such as the minimum runway length your aircraft can operate from, turnaround times, and the probability of duplicate routes and add-on airports being generated in the route map. You can also add airports to exclude from the route generation here.
- **Click on 'Find Routes' to proceed.**

[Main Menu](#)

Watch the short 3 minute "Getting Started" video



British Airways



Joe

Junior First Officer

Staff ID: 81H ISIB2 HA

FLIGHT CREW

Profile Name

Joe

< Profile Photo >

Upload a custom photo & airline logo (Optional)

Upload

Character Traits

Pick 2 traits that best describe you

☒ Athleticism

☒ Health-Conscious

☐ Well-Rested

☐ Adaptable

☐ Social Butterfly

☐ Hobbyist

☐ Mindful

☐ Emotionally Intelligent

Mode

Career

Start with minimum money and work your way up. (Recommended)

Real World Airline

(Optional)

BAW

Clear

Match Found: BAW

Airline Name ICAO

British Airways BAW

Base ICAO

EGLL (130 Routes)

London Heathrow Airport

Diversions

Occasional

Aircraft Cruise Speed

Jet Airliner/Business Jet

(A320, B737, C700, L360 etc)

Flight Duration

Min Max

60 mins 1hrs 0m 150 mins 2hrs 30m

Start Month

July

Sectors

2 and 4

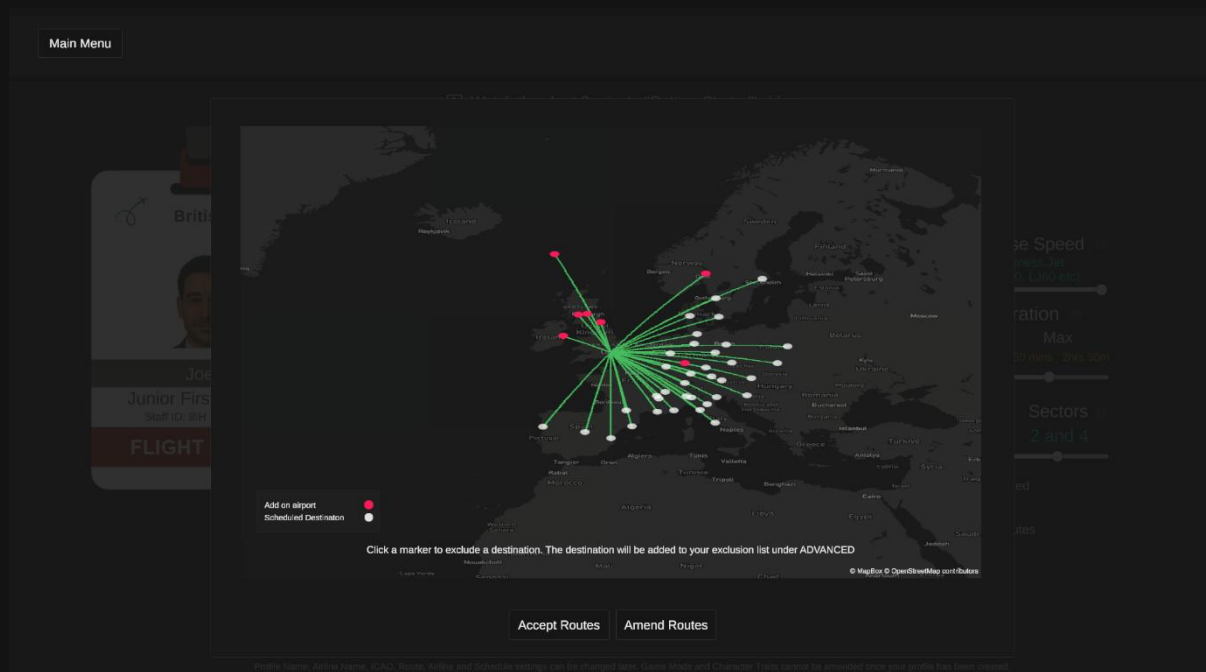
Advanced

Find Routes

Profile Name, Airline Name, ICAO, Route, Airline and Schedule settings can be changed later. Game Mode and Character Traits cannot be amended once your profile has been created.

A route map will open displaying the potential routes based on the information entered on the previous page. Airports with white pins have been generated by the *Fly the Line* route generation logic. Airports with red pins are add-on airports that you own.

If you're not satisfied with the routes displayed, simply click the airport pins to disable/enable airports, or press the **Amend Routes** button to return to previous page to tweak your chosen options. Experiment with different ICAO codes and flight lengths to tailor your experience to your preferences.



Once you're happy, click **Accept Routes** followed by **Create Schedule**. *Fly the Line* will then generate your schedules based on your chosen options and the route map (schedules may take a few minutes to generate, please be patient once this process completes).

When the schedules are ready, press the **Continue to Aircraft Setup** button to move to the next page.


Aircraft Setup

You'll need at least one aircraft in your hangar in order to fly your schedule. That can be setup on the Aircraft Setup page.

- Input the required information for the aircraft you are about to fly. You can use one of the default Aircraft Templates as a base.
- Aircraft profiles are shared across profiles. A maximum of 16 Aircraft Profiles can be created.
- If you already have an aircraft profile set up from another profile, you can press the **Skip** button to bypass this page.

With at least one aircraft in your hangar, press the **Continue** button to move onto the next page.

[Main Menu](#)

Joe
Junior First Officer Level 1
British Airways

Create your own aircraft using a starter template or an existing aircraft. You can add more later.

Your Sim ⓘ

Aircraft Template ⓘ

Your Aircraft Name ⓘ

Aircraft ICAO ⓘ

Max Pax ⓘ

Max Cargo (KG) ⓘ

MSFS 2024

A320neo

Example: Airbus A320 Neo

RJ1H

112

5000

Max Crosswind (kts) ⓘ

Max Tailwind (kts) ⓘ

35

10

Advanced

USE CAUTION WHEN CHANGING THESE VALUES!

Wrong values or conflicting values may impact how the system detects your aircraft states. They don't need to exactly match your aircraft. See them as approximate thresholds. They're here to help the system understand your situation and let you make adjustments as needed. Feel free to tweak if you like but if you're not sure, leave them as they are. The default values should work fine.

Taxi

Min Speed

2

Max Speed

50

Take Off

Min Rotate Speed (Kts)

100

Min Altitude Gain

300

Rate of Climb

500

Accel Threshold

200

☐ Zero Flaps Take Off ⓘ

Aborted Take Off

Min Speed After Abort

50

Tail Speed After abort

20

Decel Threshold

5

Climb

Min Rate of Climb

1000

Min Climb Airspeed

180

Climb Altitude

1100

Cruise & Descent

Min Cruise Speed (IAS)

250

Max Cruise Speed (IAS)

320

Min Cruise Altitude

11000

Vertical Speed Threshold

100

Vertical Speed For Descent

-500

Landing

Descent Altitude

8800

Landing Vertical Speed

-500

Max Ground speed For Landing

40

Begin Landing Altitude

2100

Max Alt For Landing

50

☐ Zero Flaps Landing ⓘ

Go Around

Airspeed Increase

30

Altitude Increase

500

Vertical Speed Increase

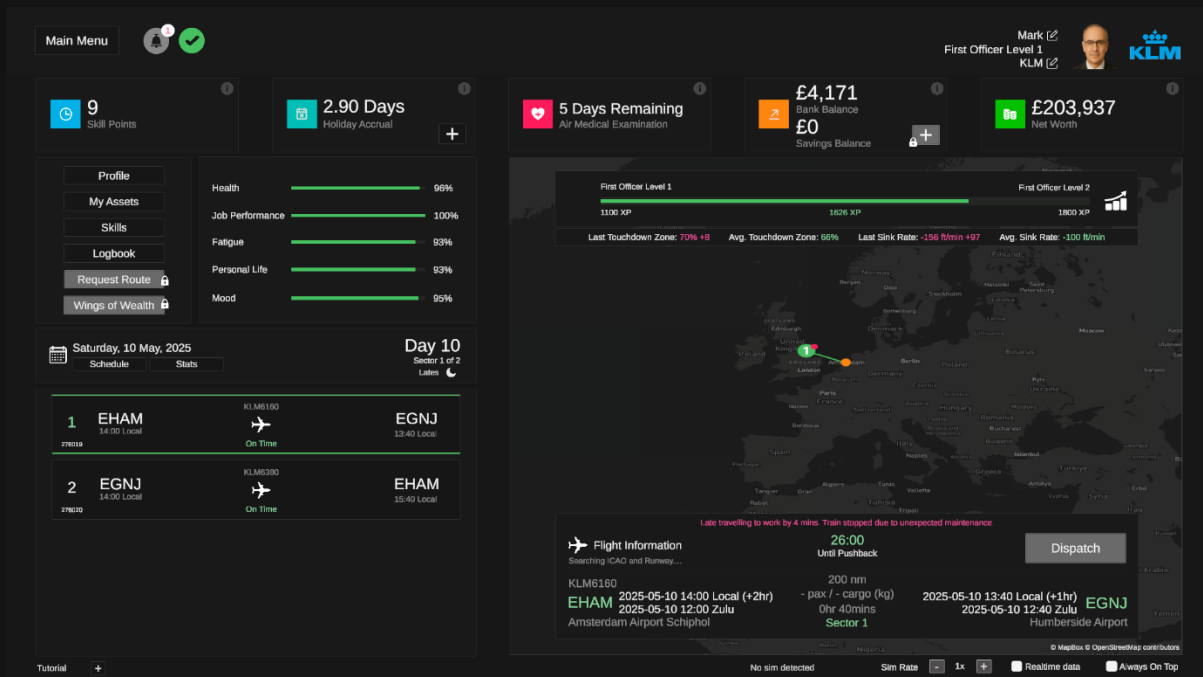
800

Skip

Continue

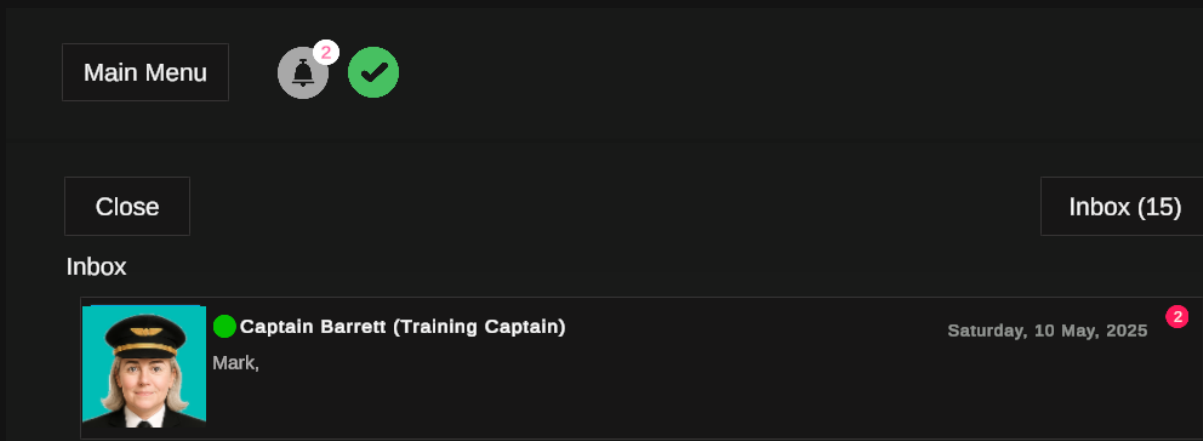
Dashboard

This is the main page of your *Fly the Line* experience - your hub for daily operations. Here, you can view your daily schedule, monitor core statistics, and easily navigate through the other game screens.



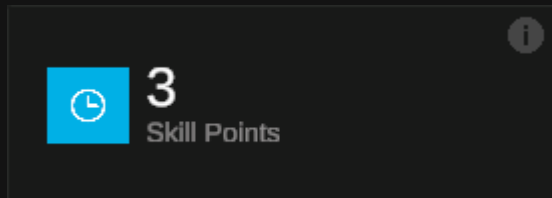
Messages

Expect to receive messages from family members, friends, and colleagues. These messages will guide you through the game, other feedback, and occasionally include money and XP rewards. Your training captain will also keep you informed about your performance.



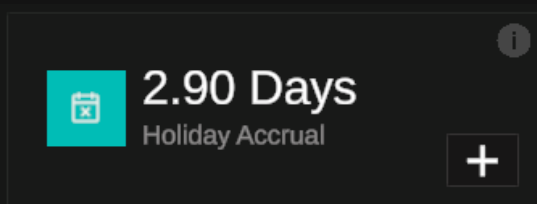
Skill Points

You'll gain skill points after each flight and when you level up. You can spend skill points by clicking the **Skills** box in the Main Navigation menu.



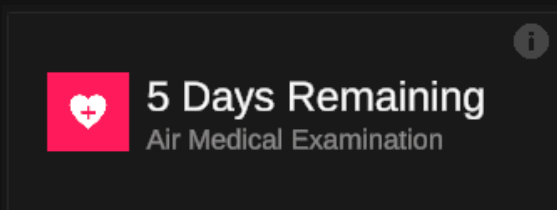
Holiday Accrual

After each shift, you'll earn holiday time. You can use this holiday time to boost your stats or to skip a day, such as when you're not satisfied with the routes you've been assigned. You can only take 1 day off at a time.



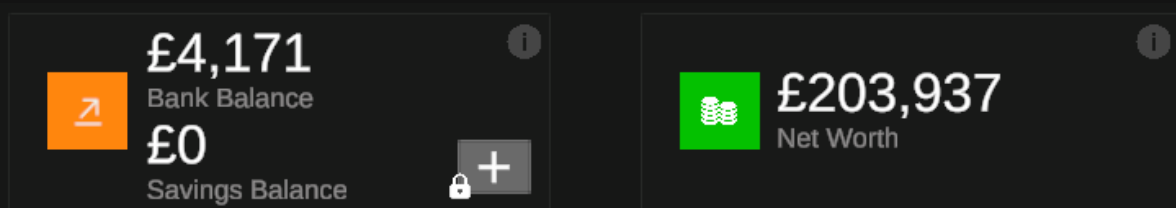
Medical

You are required to visit an Air Medical Doctor every 10 days, which will automatically occur after every 10th shift. If you remain healthy, you will be cleared to continue. However, if your health deteriorates below the unsure threshold, you will need to pay for medication.



Bank Balance & Net Worth

Your bank balance is available for spending, while your net worth represents the total value of all your assets, including property. Purchases will increase your net worth. As your net worth grows, you'll unlock the ability to buy new assets and gain entry to exclusive clubs like *'Wings of Wealth'* once you reach specific milestones.



Main Navigation

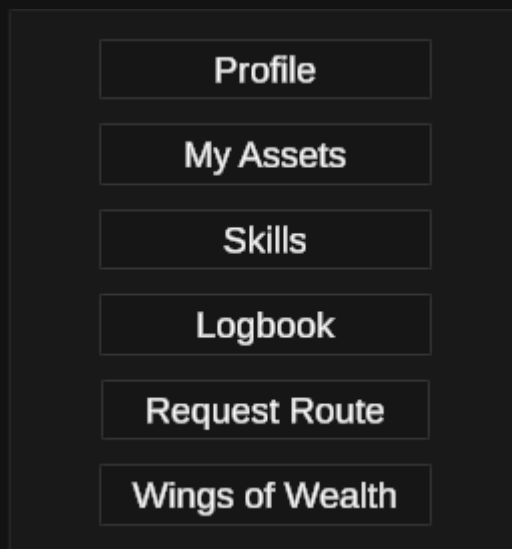
Profile & Stats: This section offers a detailed overview of your core statistics. Dive into metrics that shape your Health, Fatigue, Mood, Job Performance, Finance, and Personal Life to better understand and manage your character's wellbeing and success.

My Assets: Here, you can view all the items you own, including your house. This section allows you to buy furnishings and other items to enhance your living space using your accumulated money. Your home and garage are available to view in 3D, and newly added assets are added in real time.

Skills: Explore the skill tree to unlock additional benefits and improved transportation options, ensuring you're never late to work. This section also offers many other enhancements to boost your career and lifestyle.

Logbook: Keep a record of all your previous flights in this section. Review past performances to track your progress and improve future outcomes.

Wings of Wealth: Join this exclusive club to access three tiers of aviation: Light Aircraft, Twin Aircraft, and Private Jets. Take on extra jobs in your spare time to earn more money and boost your net worth, unlocking new levels of luxury and challenge.

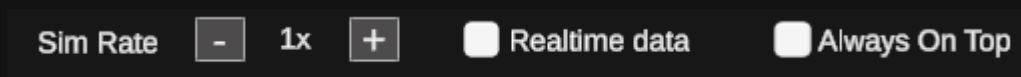


Quick Links

Time Compression: *Fly the Line* supports Time Compression, allowing you to undertake longer routes more quickly. This feature is compatible with most aircraft, although some third-party aircraft may limit the use of simulation rate. Using Time Compression simply forfeits your Real-Time Bonus. XP is also halved when operating Wings of Wealth flights.

Always on Top: Activate this feature to ensure that the app remains visible above your simulator interface, providing easy access and seamless interaction.

Real Time Data: This tool is designed for cross-checking your simulation data, which is especially useful for debugging. Use this tool to ensure that states or behaviours are being logged correctly in the simulator.



Sectors


Work Schedule: You will work five consecutive days followed by four days off, alternating between early shifts and late shifts to cover both day and night flights.

Daily Flights: Each day, you will either fly 2 or 4 sectors, based on your selected options. You will always return to your base at the end of the day. Green lines represent your current sector. Click on any sector to update the flight information and display the route on the map.


Activity Planner: After completing your daily shifts, you'll be directed to the activity planner. Here, you define hobbies, and social activities. As you progress and unlock the 'Wings of Wealth', you will need to carefully balance activities, sleeping, and earning extra money. This section is detailed under End of Shift.

Days Off Simulation: Following each 5-day work pattern, you get 4 days off. *Fly the Line* will simulate your activities on these days off based on your previous behaviours. Remember, the choices you make during your workdays - such as eating unhealthy food, skimping on sleep, or neglecting social activities - will carry over to your days off, affecting your overall stats.

Strategic Planning: It's crucial to plan ahead. Make sure to complete any purchases or important decisions before the last flight of your shift to prepare effectively for the days ahead.

 **Saturday, 10 May, 2025**


[Schedule](#) [Stats](#)

Day 10
Sector 1 of 2
Lates 

1
276019

EHAM
14:00 Local

KLM6160


On Time


EGNJ

13:40 Local

2
276020

EGNJ
14:00 Local

KLM6380


On Time

EHAM

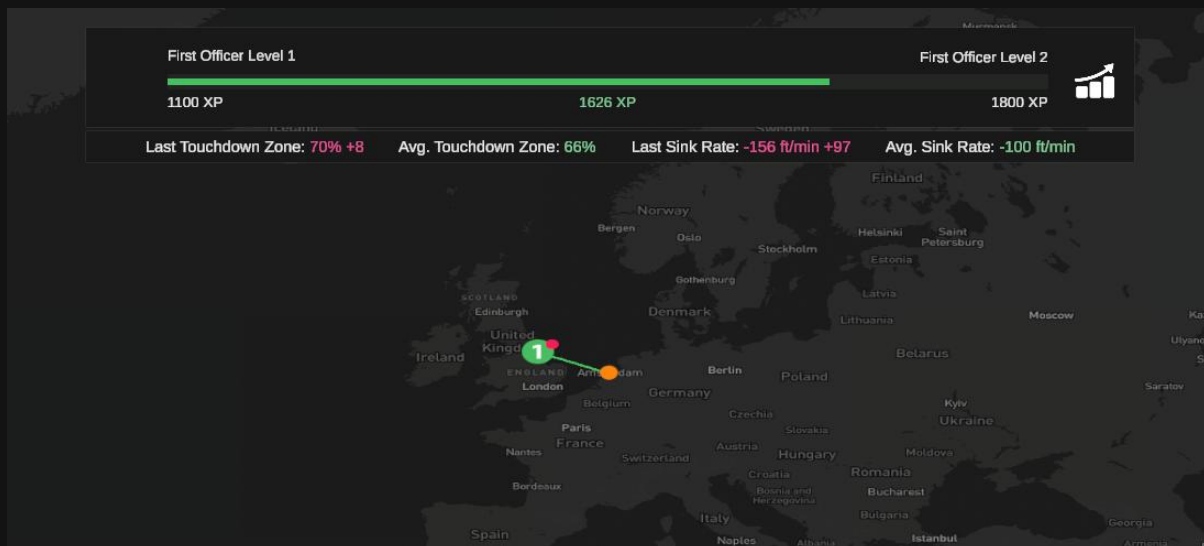
15:40 Local

XP Bar, Stats & Map

XP Bar: Displays your current XP and the XP needed to reach the next level, keeping you informed of your progress.

Stats Bar: Located below the XP bar, this highlights key performance metrics, specifically focusing on the quality of your previous landing. *Fly the Line* evaluates your landing based on your touchdown within the designated touchdown zone (3000ft from the runway's start) and your sink rate. The goal is to encourage precision by landing in the centre of the touchdown zone (50%) and achieving an optimal sink rate.

Map: Shows your currently selected route. The amber marker indicates your starting airport, and the green marker denotes your arrival airport.



Flight Information

Current Sector: This is your designated flight sector, where you must take off and land at the specified ICAOs. Your turnaround time is intentionally tight to keep you alert—the objective is to be precisely on time, as both early and late arrivals impact your score negatively. As you progress Turnaround times reduce.

Importance of Timing: Timeliness is crucial in this game. If you're late finishing a previous sector, or late arriving at work, your turnaround time will be shortened. You are expected to manage your schedule efficiently and make up any lost time in the air, just as a real airline pilot would. Achieving on-time performance is key to maximizing your score.

Recording Flight		Parked	Blocks Off: --:-- Take Off: --:-- Landing: --:-- Blocks On: --:--	
✈ Flight Information		00:06	Cancel Flight	
EHAM		Late		
		11000ft		
KLM6160		200 nm		
2025-05-10 14:00 Local (+2hr)		68 pax / 3283 kg	2025-05-10 13:40 Local (+1hr)	
EHAM	2025-05-10 12:00 Zulu	0hr 40mins	2025-05-10 12:40 Zulu	EGNJ
Amsterdam Airport Schiphol		Sector 1	Humberside Airport	

Dispatch

Start Recording: Click the **Dispatch** button to begin recording your flight. *Fly the Line* will perform several checks, including verifying the FSUIPC/XPUIPC connection, adjusting your simulator's time and date, and confirming your aircraft is at the correct departure airport. The Dispatch button will be greyed out if a connection is not established between *Fly the Line* and the simulator, or if the aircraft in the simulator is not at the departure airport listed in the schedule. The Dispatch button will flash green when the dispatch conditions are met.

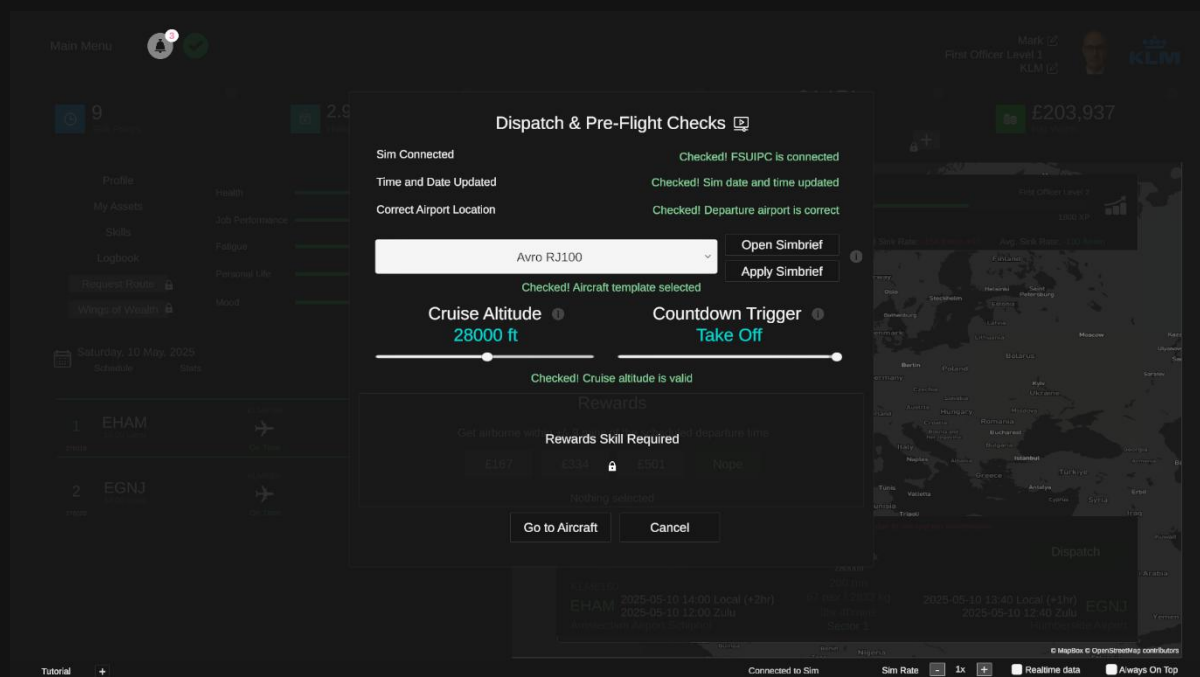
Prepare for Flight: Select your aircraft. If using SimBrief, click the 'Open Simbrief' button to launch a browser with your flight details. Choose or adjust your preferred altitude using the slider.

Rewards: You can earn additional rewards by opting to enter challenges by placing a bet. This feature is initially locked and will become available via the Skill Tree. It's a risky but potentially lucrative way to earn extra money.

Ready to Fly: Once all settings are correct, the 'Go To Aircraft' button will become active. Click it to start your flight. From this point do not need to return to *Fly the Line* until you have parked at your gate at the arrival airport.

During Flight: The moving map will display your aircraft's location, updating every second. Your training captain will notify you if you're running late—and he might be grouchy about it!

Engine Warm-Up: Allow at least 3 minutes between starting your taxi and take-off to avoid penalties for insufficient engine thermalisation. The same rule applies after landing; do not end your flight until at least 3 minutes post-landing to avoid losing points.



Ending a Flight


Post-Landing Procedure: After landing, taxi to your designated gate. The **End Flight** button may become available before you arrive at the gate, but it is recommended to wait until you have shutdown your engines and powered off your aircraft before selecting it. While *Fly the Line* does not currently monitor for compliance with these procedures, adhering to them enhances the realism and integrity of your gameplay. The choice is ultimately yours.

Arrival and Turnaround Time: If you arrive on schedule, your turnaround time remains unchanged. Arriving late will decrease your turnaround time by the number of minutes you're late. After pressing 'End Flight', you will be directed to your Flight Summary, where your performance is scored.

Recording Flight

Flight Finished

Blocks Off: 06:39 Take Off: 06:45 Landing: 07:25 Blocks On: 07:26

 Flight Information

34:54

Scheduled Arrival

18000ft

BAW9108*

EGNJ 2025-07-01 07:45 Local (+1hr)

2025-07-01 06:45 Zulu

Humberside Airport

126 nm

58 pax / 2687 kg

1hr 17mins

Sector 2

End Flight

Cancel Flight

2025-07-01 09:02 Local (+1hr)

2025-07-01 08:02 Zulu

EGLL

London Heathrow Airport

Flight Summary

Performance Analysis: The summary includes detailed stats on your take-off and landing. Utilise the graphs to assess and improve your flying skills—check for over-pitching, rolling, and monitor your vertical speed and wind data. Review where your aircraft touched down to refine future landings. Access this data anytime via your Logbook.



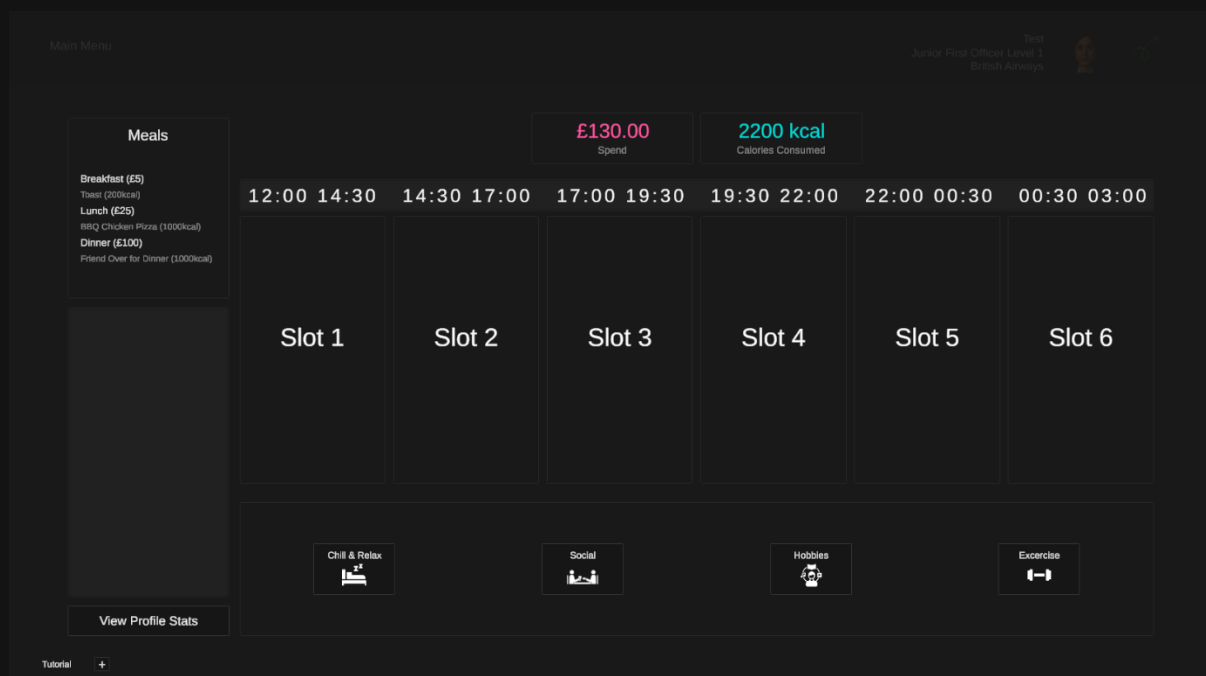
You'll get a comprehensive summary of the good and the bad. Use this to help fine tune your flying skills.



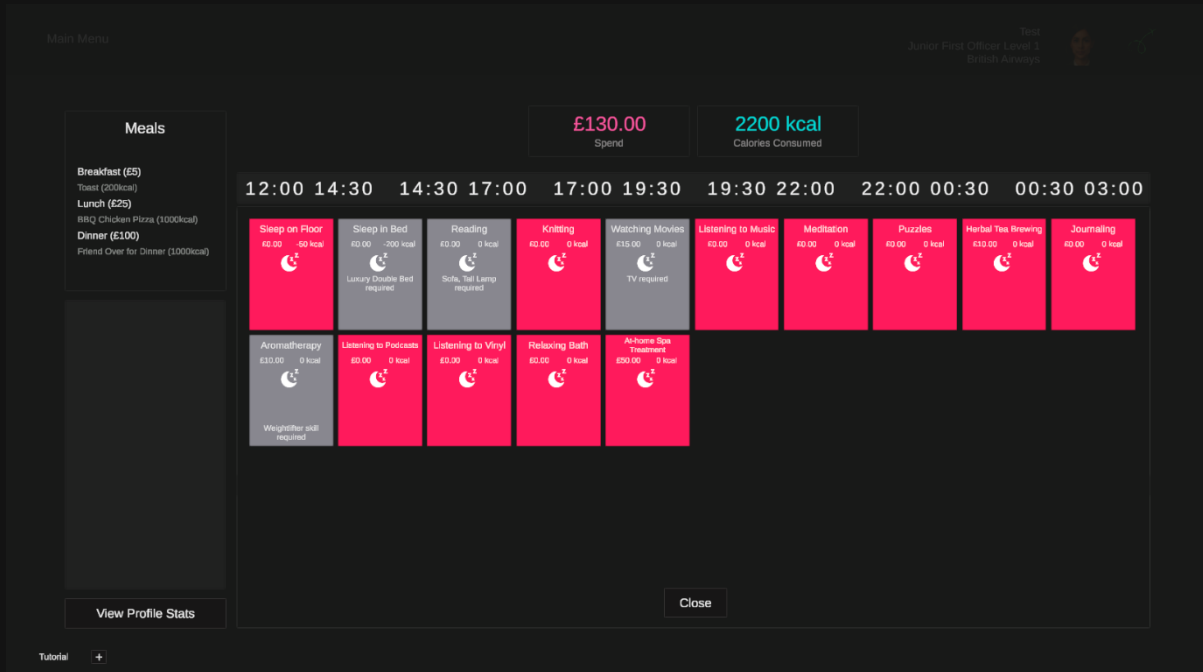
End of Shift

Post-Shift Activities: After each shift, you will have access to up to 6 slots to plan your activities following a day of flying. If you arrive home late, you might lose some of these slots, restricting your options.

Balancing Priorities: If you've unlocked Wings of Wealth, you'll use the same slots to decide between additional flying or other activities. Each slot can be used for either flying to earn money or engaging in personal activities like sleeping. You must carefully consider your choices as both flying and resting have their own set of consequences on your performance and wellbeing. Choose wisely to maintain a balance that suits your career and personal life goals.



Unlocking Activities and Actions: Activities and personal actions are accessible through two main routes in the game. First, you can unlock them via the skill tree, which provides new capabilities as you progress. Secondly, acquiring specific items for your property can open up additional options. For instance, if you aim to improve your diet and exercise routine, purchasing an Oven and Gym equipment is essential. Some activities may also require you to unlock specific skills first, ensuring you have the necessary tools and abilities to enhance your lifestyle.



Planning Your Activities: To schedule your activities, simply select a category and choose an activity. Drag the activity card into a time slot that fits your day. Strive to maintain a balance between rest, eating, and exercise to support overall well-being. You must fill all available slots to continue.

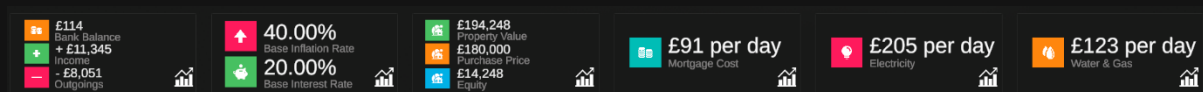
Monitoring Health: Pay close attention to your health metrics. If your health is low, you're at a higher risk of becoming sick or experiencing poor sleep. Engage in more exercise to boost your health. If your personal life is suffering, make time to socialise and reconnect with friends.

Impact of Choices: The choices you make significantly shape your character. *Fly the Line* tracks your activities and uses this data to automatically plan your days off. Excessive indulgence in any activity could lead to a similar pattern during your time off, so moderation is key.

A driveway enables you to own a car, reducing the likelihood of being late. For those flush times, splurge on a supercar or a simulation pit with a scale cockpit, boosting your work performance dramatically. Driving a supercar, for instance, always ensures punctuality!

Use the arrow buttons to cycle through the available assets. Note some of this is not complete yet but this area I plan to grow after release. I want to create additional unlocks and money-making opportunities.

You can click on each one to see a trend graph:



There is a simulated inflation rate and interest rate that runs in the background - this will impact your property price and the cost of items, so you'll need to pick the right time to buy things - so you'll need to pick the right time to buy things!

Wings of Wealth

You can earn extra money by unlocking Wings of Wealth - an exclusive private members club for pilots. There are currently three tiers to unlock, opening access to faster aircraft and higher earnings.

Minimum Requirements

- ✓ Net worth greater than £200,000
- ✓ Side Hustler Skill
- ✓ First Officer

Unlocks

Buy in to the EXCLUSIVE Wings & Wealth Club and earn money flying short missions in a light aircraft.

Running Costs

- £50 a day membership fee
- £25 a day in aircraft maintenance

Skill Tree

Skill points are earned after each flight and after each level-up. Skill points can be used to unlock items in the skill tree. Items lower down the tree require the previous item to be unlocked first and often require more skill points to unlock. Hovering your cursor over a Skill will provide a detailed description.

