

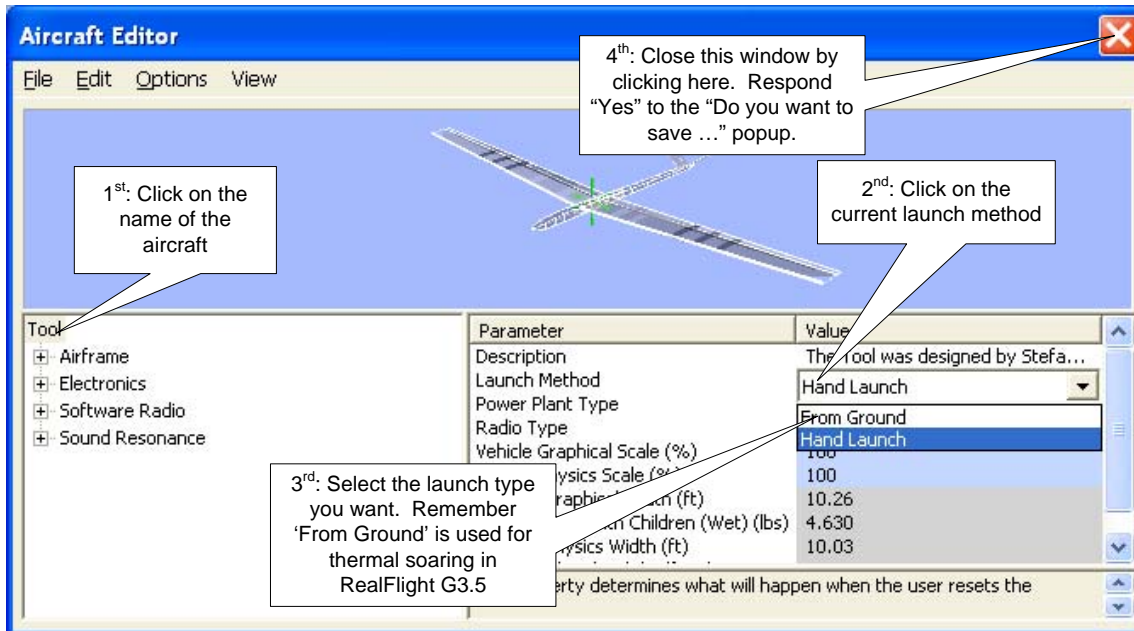
# RealFlight G3.5 Tips for Glider Fliers

## Setting up a field for Thermal Duration

Refer to the RealFlight thermal soaring guide at <http://www.granitegliderguiders.org/g3/RealFlight/RealFlightThermalSoaring.htm>

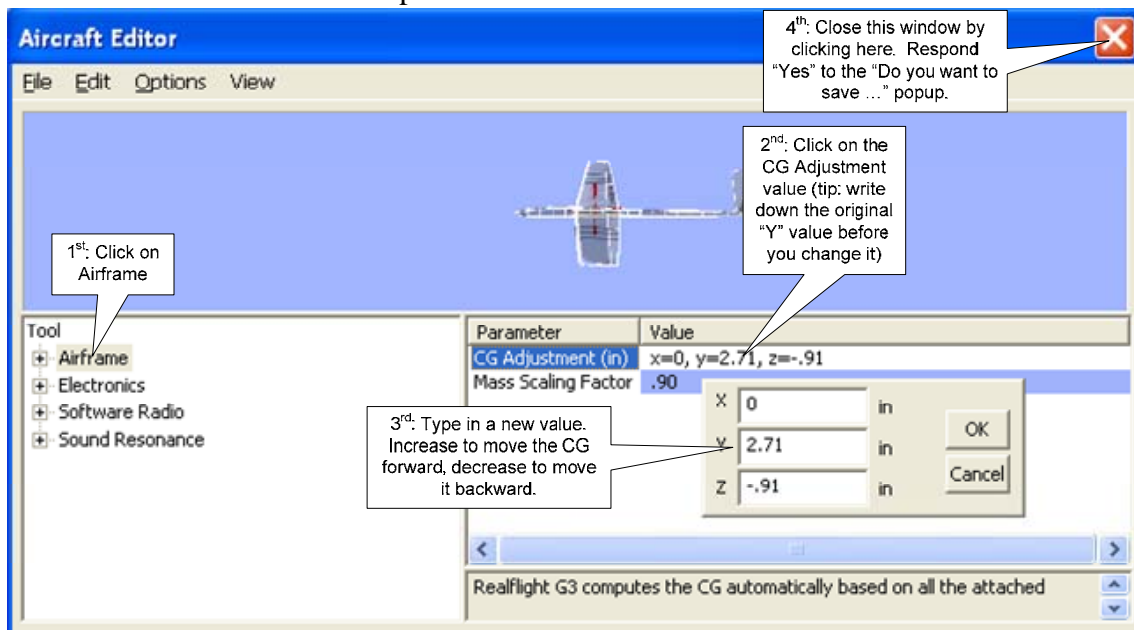
## Changing launch options (from ground / hand launch)

Open the aircraft editor (Main Menu - Aircraft, Edit <SELECTED AIRCRAFT NAME>  
Follow the notes in the picture below:



## Adjusting CG

Open the aircraft editor (Main Menu - Aircraft, Edit <SELECTED AIRCRAFT NAME>  
Follow the notes in the picture below:



## Adding / removing ballast

Open the aircraft editor (Main Menu - Aircraft, Edit <SELECTED AIRCRAFT NAME>)

Follow the notes in the picture below:

The screenshot shows the Aircraft Editor window with a blue title bar and a menu bar (File, Edit, Options, View). A 3D model of an aircraft is visible in the center. The left sidebar contains a 'Tool' tree with expandable sections: Airframe, V Tail, Main wing, Fuselage, Electronics, Software Radio, and Sound Resonance. The 'Fuselage' section is expanded, showing 'Ballast', 'Rear Brake', and 'Front Brake'. The 'Ballast' item is selected. The right pane displays a table of parameters for the selected item.

1<sup>st</sup>: If Airframe has a plus sign (+), click it to show additional details

2<sup>nd</sup>: Expand the fuselage section by clicking on the plus sign if needed

3<sup>rd</sup>: Click in the value field, and add or remove ballast as needed

4<sup>th</sup>: Close this window by clicking here. Respond "Yes" to the "Do you want to save ..." popup.

Parameter	Value
Dimensions (in)	x=1.18, y=15.75, z=1.18
Location in Parent (ft)	x=0, y=-1.739, z=0
Mass of Weight (oz)	0