
Condor Tips



Paul Remde

www.cumulus-soaring.com

paul@remde.us

February 22, 2014

Overview

Condor is fantastic soaring flight software. This document is designed to help you get the most out of the software.

Installation and Recommended Settings

1. Install Condor by double-clicking on the "CondorSetup.exe" program.
If the program was received in a ".zip" file then extract the program and then run the "CondorSetup.exe" program.
2. Run Condor
3. Click the "Registration" button near the bottom of the Condor home screen and enter your registration key. The buttons on the home screen should now be enabled.

To Install an optional Plane Pack:

1. Quit Condor
2. Double-click on the "CondorPP1Setup.zip" file to open the zip archive.
3. Double-click on the "CondorPP1Setup.exe" file in the archive to run the install.

To enable a Plane Pack:

1. Run Condor
2. Select "Free Flight"
3. Go to the "PLANE" tab
4. Select "Plane Class" = "All"
5. Select a "Plane Type" that is in the Plane Pack
6. Click the "Activate" button and enter the Plane Pack registration key
7. Click the "Register" button

Print the Manual

1. From the Condor Home Screen select "Manual".
2. Print the manual
3. **Read the manual**
4. Open the manual to "Appendix 1 – Default keyboard mapping" and use it as a reference when flying the simulator.

Read through the list of keyboard commands before you try to fly the simulator!

Setup Recommendations

1. From the Condor Home Screen, select “Setup”.
2. On the “Graphics” Tab, Select “Fullscreen” or “Windowed”.
3. Set the screen resolution to match the resolution of your screen. High resolution is best.
4. I have had several Condor users highly recommend adjusting the joystick sensitivity to suite your joystick. Doing so makes it much easier to fly the glider. But I don’t yet have any good suggestions as to the best way to adjust it. To adjust the joystick sensitivity go to the “Input” tab.
5. On the “Input” tab click the “Assign Controls” button on the upper right. It is a good idea to print the manual and make notes on the keyboard mapping pages at the end of the manual to reflect any changes made in the “Assign Controls” screen.
6. Recommended Joystick mappings (Just the way I set it up...)
To set a mapping, click on the “Button/Axis” field next to the desired function. Then press the desired key on the joystick within 5 seconds.
 - a. Slider (throttle) -> Airbrakes (or trimmer)
 - b. “Fire weapons trigger” -> Trimmer Center
 - c. Large button on back of joystick -> Release Towrope
 - d. Small button on back of joystick -> PDA Next Screen
 - e. Button on base of Joystick -> Gear Up/Down
 - f. 2 Buttons on base of Joystick -> Flaps Up and Flaps Down
7. On the “Options” tab, set the “Units” to the desired units (Imperial for USA).
8. Click “OK” when done changing setup parameters.

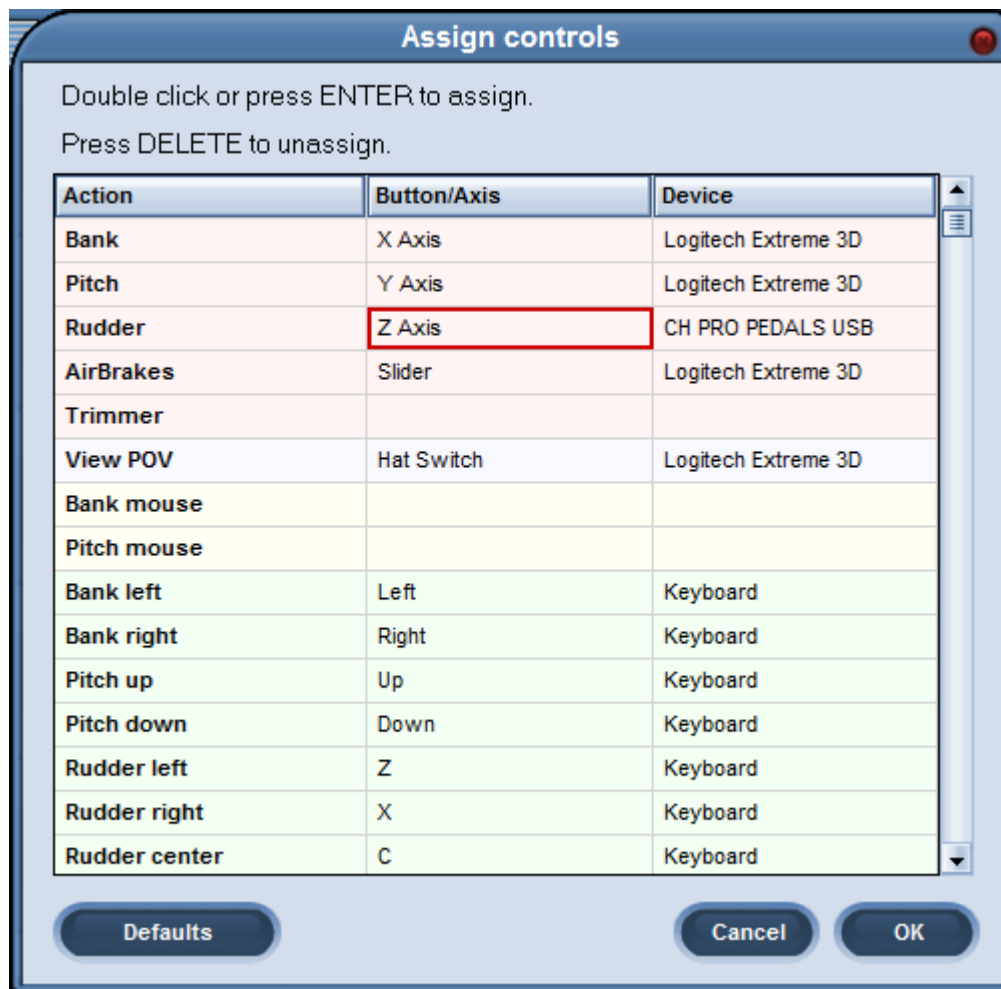
Getting Rudder Pedals to Work in Condor

The number one support question I get is in regard to getting rudder pedals to work in Condor. It is easy to do – once you know how. It is usually not necessary to install any drivers for the rudder pedals – they install automatically when you connect the rudder pedals.

Below are two important 3 tips to getting the rudder pedals working in Condor.

1. It is common for glider pilots to try to rock/rotate the rudder pedals forward and back – as they are setup in many gliders. But the flight simulator rudder pedals are setup to simulate an airplane – not a glider – so **the rudder pedals function by sliding them forward and back**. The left pedal slides forward when the right one slides back – and vice-versa. Keep that in mind for the steps below.
2. Be sure to assign the rudder pedals to the “Rudder” control, not the “Rudder left” or “Rudder right” controls.
3. To assign the flight simulator rudder pedals to the Condor “Rudder” function.
 - a. Connect the rudder pedals to the computer before following the steps below.
 - b. From the home menu in Condor:
 - i. Press the “**Setup**” button
 - ii. Click on the “**Input**” tab (at the top of the window)
 - iii. Press the “**Assign Controls**” button (on the right side of the Input Tab).

- c. The 3rd “Action” from the top in the left hand column is the “Rudder” action. That is the one we want to use - **not** “Rudder left” or “Rudder right” which are further down in the left column.
- d. This is the key step. In the **center column** under “Button/Axis”, go to the **3rd row from the top**. We want the table cell that is to the right of “Rudder” and below “Button/Axis”. **Double-click in that cell and immediately move the rudder pedals (either way). You have less than 5 seconds to move them. If you don’t move them quickly enough, you’ll need to try again.**
- e. When you do it correctly, you will see the name of the rudder pedals you own listed in the right column under “Device” (as shown below).



Assigning the Joystick functions in Condor

The steps outlined above for the rudder pedals also apply to the joystick – except that you’ll want to assign the “Bank” to the left/right joystick motion and the “Pitch” to the forward/back joystick movement.

Enter Pilot Data

1. From the Condor home screen select the “Pilot” button.
2. Enter your pilot and glider data
3. Press the “OK” button on the lower right corner of the window.

Try a Free Flight

“Free Flight” is the main competition soaring simulator. Let’s go there so we can look at some recommended settings.

1. If you have installed additional sceneries, select the desired scenery using the “Landscape” selection box on the top-right of the “TASK” tab.
2. On the “Weather” tab, set the “Weather preset” to “Bombastic” for great soaring weather.
3. Select the desired sailplane on the “PLANE” tab.
4. On the “NOTAM” tab, **Slide the “Thermal helpers range” slider all the way to the right.** Thermal helpers are visual indicators of where the lift is. I have heard it said that soaring wouldn’t be as much fun if “all the thermals were painted pink”. But I must admit that it makes learning the soaring simulator much easier if you can quickly find the marked thermals. This setting seems to revert back to zero (the left position) every time I start the program. So I set it every time I go fly.
5. Slide the “Turnpoint helpers range” slider all the way to the right as well.
6. It is my opinion that flying the aerotow is part of the fun, but it can be tough to do when you are new to the simulator. To make it easier to get started you may want to set the “Start Type” to “Airborne” and the “Airborne height” to 10,000 feet.
7. Click the “Start flight” button on the lower-right corner of the window when ready to go fly.
8. If you are doing an aerotow or winch launch, press the “Esc” key on the keyboard and then use your mouse to click “Ready For Flight” to start the fun.

How to Exit the Flight Simulation

1. Press the “Esc” key and then use the mouse to click on “Exit Flight”.

Optional Scenery Packages – Very Cool!

For added fun, download a free or for purchase scenery package.

A list of many available scenery packages is available here:

<http://www.condorsoaring.com/sceneries.htm>

I was impressed by the Sierra Nevada Scenery found here:

<http://www.speedbattle.com/downloads.php?lang=en> because it allowed me to fly out of Minden, NV.

But the most impressive scenery package must be Alpi. It is awesome and sells for 18 Euros here: <http://www.postfrontal.com>

Common Question: “I am having a difficult time flying the aerotow in Condor. Why is that and how can I get past it?”

The answer is available in this nice article here:

<http://soaringcafe.com/2014/02/taming-the-tow-in-condor/>