Manual Reposition:



It is also possible to reposition the air craft manually by **dragging the aircraft symbol** to a new location.

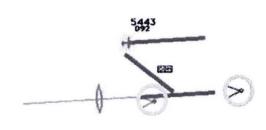
Do this by click ing on the aircraft symbol and mov ing the mouse while holding the mouse button.

If the desired new lo cation is *outside* the current visible MAP area, the MAP will start scroll ing when the aircraft symbol is brought toward the edge of the screen using the method described above.

MULTIPLE ILS / DESELECTION

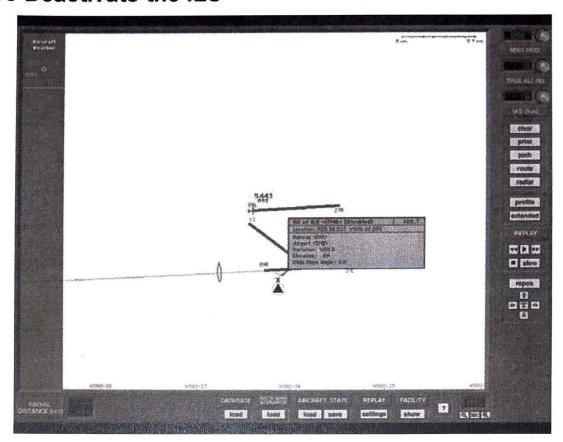
Many airports in the US have the same ILS frequency for both ends of the runway. For example, Runway 27 and runway 9 at XYZ airport may have 109.90 as the ILS frequency. If runway 27 is used for approaches, the tower will turn off the ILS transmitter for runway 9 to prevent any false ILS indications.

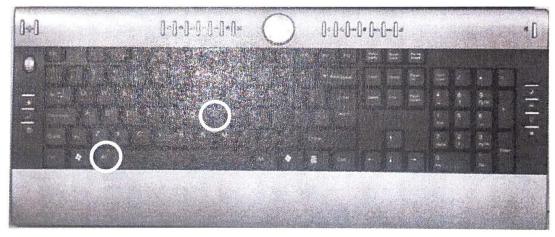
As within the real world, you must deactivate or deselect the unused ILS should there be an ILS frequency conflict. If you are flying the trainer in the vicinity of XYZ airport, tune the ILS and do not hear identi fiers, this is due to the ELITE software not knowing which ILS on which end of the runway you want. Therefore you must deactivate the unused ILS by just a few clicks of the mouse.



Notice TWO ILS antennas as illustrated

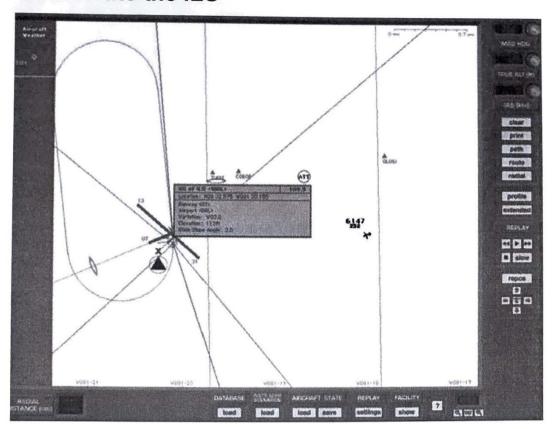
To Deactivate the ILS

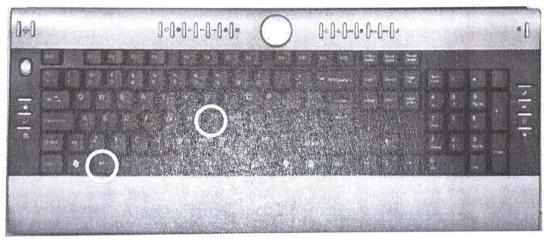




- 1. Select <ALT> and <J> simultaneously.
- 2. The "finger" pointer will change to the "select/deselect" icon.
- Using your mouse place the "x" over the apex of the ILS you wish to deselect and push the left mouse button. The ILS antenna icon will change color from blue to amber.
- 4. The navaid databox will display showing the ILS is disabled.

To Reactivate the ILS





- Select <ALT> and <J> simultaneously.
- The "finger" pointer will change to the "select/ deselect" icon.
- Using your mouse place the "x" over the apex of the ILS you wish to reactivate and push the left mouse button. The ILS antenna icon will change color from amber back to blue.
- The navaid databox will display showing the ILS is now enabled.