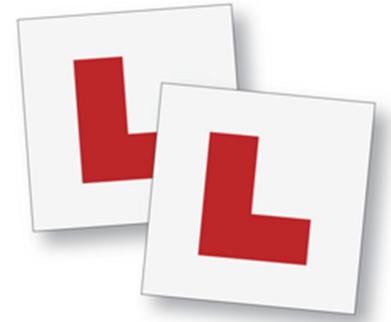


## USING THE LESSONS

The objective of this lesson is to provide the basics of using the Flight School Lessons. **If you intend to fly a glider in real life, you are strongly advised to use these lessons with the guidance of a qualified gliding instructor.**



### LEARNING POINTS

The Flight School is broken up into four areas, accessed via the tabs: Basic, Intermediate, Advanced and Acro. The Lesson Titles within each tab are listed on the left in the white panel, shown in alphanumeric order. Hopefully the numbering system means they are listed in the order you should probably use them. Click on any Lesson Title to display them in the blue panel on the right. Like this one. The lessons usually have three elements:

- Description - a page like this.
- Demonstration - a playback of a Condor flight showing how the skill is performed. It will probably display messages at the top of the screen to guide you.
- Exercise - your chance to practice the skill.

The **Description** is self explanatory, providing a written briefing of the skills being taught. It can exceed the size of the window. Click on it to enable scrolling.

The **Demonstration** is accessed by the **View Lesson** button. They are parts of flights previously recorded in Condor. Condor takes a moment or two to build the lesson. When it is ready, the lesson will start automatically. Some appear to sit for a few more moments before they get going. Once running, they continue unaided. **Explanatory messages** appear at the top of the screen, ideally timed to match important moments in the demonstration. The messages fade away after a few seconds. New messages will appear above any remaining on the screen, which can be a little confusing - the new message is always at the top. Use **[P] to Pause** the demonstration, for instance when too many messages appear at once and you need a moment to digest them. Use **[P] to Unpause** when you're ready to continue with the action. You can't Fast Forward or Rewind demonstrations, but you can replay them from the Flight School menu. Most demonstrations are short, so this is the best way to familiarise yourself with the messages and digest the actions. Use **[Esc]** to access the **Game Menu** for the option to Exit Lesson. This can be used at any time in the lesson, so if it goes on a bit, pres [Esc]. You will be returned to the Flight School. Whenever you see something interesting, you can take a screenshot by pressing **[S]**.

The **Exercise** is accessed by the **Try Lesson** button. At this point, you are flying in Condor. The exercise will start in exactly the same circumstances as the demonstration, so you have a fair crack at repeating the demonstration by using the skills you've just learnt.

### SCENARIO

This section describes the conditions in which the lesson and exercise take place.

### PRE-FLIGHT CONFIGURATION

This gives you the information you need to start the lesson in the way it is intended. So for instance, trim setting for the intended speed, or whether the airbrakes should be opened or the undercarriage down (sometimes Condor forgets to include these settings at the start of the lesson).

### NOTE

Any other relevant comment. Such as: In this lesson, the View Lesson button will tease you, and Try Lesson button will be even more frustrating!

### FURTHER READING

References to useful material, notably from:

- Gliding From Passenger to Pilot, 2nd Edition
- BGA Instructors' Manual, 4th Edition

- BGA Instructors' Reference Cards