

Frequently asked questions

Answers on the engine, hardware, licensing, customization, the AI radio and boarding bridge programs, and regulatory status.

Why build on Microsoft Flight Simulator instead of a proprietary engine?

MSFS 2024 already provides photorealistic global terrain, live and preset weather, day and night lighting and vehicle physics, maintained and updated by Microsoft and Asobo. Reusing it removes the largest development and maintenance cost from the project, which is why an AVOPSIM integration costs a fraction of a purpose-built simulator. It also runs on off-the-shelf PCs and driving controls, so stations are cheap to add and easy to replace, and instructors and trainees pick up an interface that is already familiar. Our effort goes into the part that matters for training: a 1:1 reproduction of your airport, your vehicles and your procedures.

What are the advantages over training in the vehicle?

Higher first-attempt pass rates, because trainees already know the layout, signage and hotspots before the practical exam. No operational vehicle out of service and no fuel burned on familiarization. Mistakes such as runway incursions, missed hold points or wrong phraseology happen in the simulator, are logged and are debriefed. One instructor supervises several stations instead of one trainee in a passenger seat, and missions pass or fail automatically against your constraints. Night, winter and low-visibility conditions are available on demand.

Is AVOPSIM an approved or certified training device?

No. AVOPSIM is a training aid. It is not certified or approved by the FAA, EASA, Transport Canada or any other authority, and it does not replace the training, examination or permit your regulator requires. It prepares trainees for those requirements and gives your training department objective records. See [Regulatory status](#).

What hardware do we need?

A gaming-class PC with a wheel and pedals for a driving station, or a capable laptop with a controller for a desk station. One to three screens and VR are supported. We confirm the final specification for your setup and can supply everything as a turn-key package. See [Station requirements](#).

Is Microsoft Flight Simulator included?

No. MSFS 2024 Standard Edition is licensed separately at store pricing. AVOPSIM adds the airport, the vehicles, the missions and the instructor tools on top of it. We walk you through procurement through the Microsoft Store.

Can you reproduce our airport and our vehicles?

Yes. Every integration is scoped from your airport's real layout, fleet list and procedures. The Mission Editor then lets your instructors keep building local scenarios after delivery. See [Deployment process](#).

How does the AI radio communication program work?

The trainee speaks on a push-to-talk. Speech recognition interprets the call and a virtual ground controller responds. Phraseology and readbacks are scored. The program is in beta and is subscription-based because of the ongoing cost of speech and language processing. See [AI radio communication](#).

What does boarding bridge training include?

A modeled bridge with its operator console, configured to your gates and aircraft types. Trainees practice pre-docking checks, approach, alignment and retraction, with mission scoring that flags contact and skipped steps. Ask us about a pilot program. See [Passenger boarding bridge](#).

Does the simulator need an internet connection?

Yes. MSFS 2024 streams world data, so each station needs 50 Mbps or more. We check connectivity, storage and current platform requirements when planning the installation.

Is there an instructor interface?

Yes. The Examiner Console is a web application that lets instructors monitor several trainees at once, manage missions and assess competency remotely. The Mission Editor lets them author new scenarios without programming. See [Instructor tools](#).