THGF Flying Sites Guide

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What Are THGF Flying Sites?

A THGF Flying Site is a real-world hang gliding location that has been mapped, tested, and adapted for use in Microsoft Flight Simulator. Each site captures the geometry of the real location — launch points, setup areas, and landing zones — and makes that data usable inside the simulator.

Sites serve two purposes. First, they allow you to teleport your glider directly to any defined position at a site, bypassing the normal airport spawn system. Second, they optionally include a scenery package that adds windsocks, point-of-interest markers, and a custom weather preset to the location, making it feel like a real flying site rather than an empty hillside.

The THGF app ships with hundreds of pre-built sites around the world. You can also create your own — either for personal use, or to submit to the community database so other pilots can fly them too.

Before You Begin

You will need:

- **The THGF Desktop App** — installed and running
- **Microsoft Flight Simulator 2020** — installed with at least one THGF glider package
- **The THGF Widget** — installed and visible on the MSFS toolbar
- **Google Earth** (or similar) — for initial site research

The THGF Desktop App must be connected to MSFS 2020 when you are capturing position data from the simulator. The connection status is shown in the app's main toolbar.

Step 1 — Research Your Site in Google Earth

Before opening the app, find your site in Google Earth and note the approximate coordinates and elevation.

You need to identify two areas:

Setup Area — where your glider will spawn. This should be a relatively flat spot close to the launch, ideally near a road, trail, or parking area. It does not need to be the actual launch — it is just a safe place to spawn before you taxi or walk to launch.

Landing Zone (LZ) — a flat, open area within reasonable glide distance from the launch. This is where you will aim to land after a flight.

Your initial coordinates do not need to be precise. You will refine them inside the simulator using real flight testing. Think of this step as getting close enough to find the site in MSFS.

Step 2 — Create the Site in the THGF App

Open the THGF Desktop App.

1. Press the **New Site** button on the main page
2. Fill in the site details — name, country, state, description
3. Add coordinates for the setup area and at least one landing zone from your Google Earth research
4. Give each element a clear, unique name — this is how you will find it in the Widget's search field
5. Press **Save**

You can always edit or delete this record later. The goal at this stage is to get a placeholder into the database so you can find the location in MSFS.

Step 3 — Export to MSFS 2020

For your new site to appear in the Widget's teleport system, you need to sync the database to MSFS.

1. Press **Share** in the left menu
2. Press the **Share** dropdown button on the right
3. Choose **To MSFS Database**

This writes your site data to the local database that the Widget reads.

You must restart MSFS 2020 after each database update for the new site to appear in the Widget.

Step 4 — Spawn into MSFS and Find Your Site

1. Start MSFS 2020 and choose any THGF hang glider from your hangar
2. Select any airport — it does not matter which one
3. Once on the runway, open the **THGF Widget** from the toolbar
4. Search for your site by name in the Widget's search field
5. Select your site from the results

The Widget will display buttons for **Launch**, **Setup**, and **LZ** — each showing the positions you have defined. Press any button to see a list of positions, then select one to teleport.

Step 5 — Refine the Setup Area

Your initial coordinates are almost certainly off. You may spawn underground, in trees, or several hundred metres from where you intended. This is normal.

You have two tools to move your glider around:

Slew Mode lets you fly freely through the world to find your intended spot: - `Y` — toggle slew mode on/off - `F4` — raise altitude - `F1` — lower altitude - Joystick — move horizontally

THGF Ground Handling gives you finer control once you are on the ground. Use it to physically walk your glider to the right position. The **Set Down** button freezes the glider; **Pick Up** unfreezes it; **Run** puts it in flight mode.

Once your glider is positioned where you want the setup area to be:

1. Open the THGF App and select your site for editing (Details → Edit)
2. Verify the app shows **Connected** to MSFS
3. Select the setup area you want to update
4. Press the **Get** button

This captures your current simulator position as the setup area coordinates.

Step 6 — Define at Least One Launch

A launch point marks where pilots will begin their run. It is also where a windsock and POI marker will be placed if you create a scenery package.

1. Using Ground Handling (not slew), position your glider on a suitable launch slope — somewhere that faces into prevailing wind and has a clear run-out
2. In the THGF App, select or add a launch point for your site
3. Press **Get** to capture the current sim position

You can define as many launches per site as you like. Real hang gliding sites often have multiple launch ramps for different wind directions — modelling that in THGF makes for a more realistic experience.

Step 7 — Test the Launch

Do not skip this step.

1. Set the MSFS weather to at least 5 knots of wind blowing directly into your launch
2. Run and launch from the site

3. Confirm that you can get airborne — the terrain slope, wind direction, and clearance above any obstacles all need to work together
4. Glide toward your intended LZ and confirm you can reach it

You are not testing whether the site is soarable yet — just that it is flyable. A site that cannot produce a clean launch or a reachable LZ is not ready to share.

Step 8 — Define and Save the Landing Zone

Once you have landed in a suitable LZ:

1. Open the THGF App (Details → Edit)
2. Select or add a landing zone for your site
3. Press **Get** to capture the current position

Repeat for any additional LZs you want to define.

Step 9 — Iterate

Fly the site several times, adjusting positions as needed. Common issues:

- **Trees or obstacles at launch** — move the launch point, or consider creating a scenery package to trim the vegetation (see Step 10)
- **Spawn position is mid-air** — the setup area elevation is wrong; use slew to get to ground level and re-capture
- **LZ is too short or has obstacles** — refine the LZ position or add an alternative

After each round of edits, sync again via **Share → To MSFS Database** and restart MSFS.

Step 10 — Create a Scenery Package (Optional but Recommended)

Once your positions are correct, you can generate an MSFS scenery package directly from the app. This adds:

- **Windsocks** at each launch and LZ
- **POI markers** visible on the in-sim map
- **A custom weather preset** with appropriate soaring conditions for your site

This does not require any programming. The app generates a complete MSFS 2020 package folder structure automatically.

1. In the THGF App, ensure you are viewing the site you want to package

2. Press **Share → Create MSFS 2020 Scenery Package**
3. The package is created in the `MSFS Packages\THGF_Scenery` directory under the app folder, organised by country and state code

The generated package is a valid MSFS 2020 add-on. You can install it directly into your MSFS Community folder to see the windsocks and markers in-sim. You can also open it in the MSFS SDK to make further scenery edits — adding or removing vegetation, adjusting terrain, placing objects.

For detailed instructions on building and distributing site scenery packages, see the **THGF Site Package Development Guide**.

Step 11 — Share Your Site

You have several options for sharing your completed site.

Submit to the THGF Community Database

This is the preferred path for well-tested sites. Your site will be reviewed (we will fly it), added to the THGF app database, and published on the website where anyone can download it.

1. Press **Share → To Everyone Using THGF**
2. This generates an email pre-addressed to the THGF team with your site data attached

Sites submitted this way become part of the standard app release and are available to all THGF users worldwide.

Share Directly with Friends

Two options for direct sharing without involving the THGF team:

- **To Clipboard** — copies the site JSON to your clipboard; paste into a message or file
- **To a File** — saves the site JSON to a file on your PC; share however you like

Your friends can import the JSON directly into their THGF app database.

Share Flight Tasks

If you have created courses or tasks for your site, you can export those too. Use **Share → Export Flight Tasks** to save all task data for the site to a file. Friends can import that file into their database and fly the same tasks.

Summary

Step	Action
1	Research site in Google Earth — setup area and LZ
2	Create site record in THGF App
3	Export to MSFS database, restart MSFS
4	Teleport to site via Widget, assess positioning
5	Refine setup area using slew / ground handling + Get
6	Define launch point(s)
7	Test launch and glide to LZ
8	Capture LZ position
9	Iterate until the site flies correctly
10	Generate scenery package (windsocks, POI, weather)
11	Submit to THGF database or share directly

The first site will take several sessions to get right. After that, the workflow becomes fast and the results are genuinely satisfying — especially on sites you have flown in real life.