Towing in the simulator

A MSFS 2024 native hang gliding experience

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The Hang Gliding Files

The hang gliding files is a project of the NextWave Mobile Apps company. We are building tools, aircraft, models, whatever is necessary to fly hang gliders in the MSFS 2024 flight simulator.

Be as realistic as we possibly can.

But we also must leverage and bend to the environment that we are trying to do that in. This simulator gives us a great simulated Earth with complete geography, photogrammetry, weather and physics engine. It lets us explore this world as an Avatar. That Avatar happens to be an aircraft and all our interactions with this environment is as if we were this avatar. That makes it a flying simulator (as opposed to say a fishing simulator).

But a hang glider (flex wing types especially) does not fly or operate like any other aircraft other than they move the air and use aerodynamic physics to "fly"

Towing A Hang Glider

Not all hang gliding happens by running off a mountain! Many flights can be started from any airport. MSFS 2024 requires that your glider is on a runway before it will allow you to start a tow. The simulator will activate and control the tow plane; you just need to follow it once the process starts. You can release the tow at any moment you like. The tow plane will only fly so high and then it will release you! When towing with a winch launch you should release prior to reaching the top of the rope arch or you will overstress the glider!
It is a simple way to get from the ground to flying and native to the simulator. Be warned that it does take some time and practice before you can do towing correctly and without effort.

Towing configuration

You will default to having a tow plane just by choosing a glider type aircraft in the simulator. That is just what happens. You can modify this once you have selected your glider category and then choose the **CONFIGURE** option.

In the configuration screen you choose a lot of different things, but in this document, we will concentrate on: **LAUNCH METHOD**

In the LAUNCH METHOD screen, you can define:
Type: **AERO TOW, WINCH TOW, AUTONOMOUS.** We support them all. But if you do not start with a tow method you cannot ask for a tow while flying.

WINCH LAUNCH

You are presented with a list of possible winch systems currently configured in your installation.
(there are a lot of them!)

AERO TOW

You are presented with a list of possible tow planes currently configured in your installation.

Available Tow Planes

There is only 1 natively available tow plane in the simulator:

Cessna 172 Skyhawk – Asobo Studios

{width="2.038973097112861in" This plane can be used to tow hang glider
height="0.9645909886264217in"} successfully! It does fly a too fast and in
real life it would be very uncomfortable to tow
behind.\
**NOT IDEAL – not really meant for hang
gliders**

Options:

We (**The Hang Gliding Files**) have created 2 tow plane options that you can install into your simulator and use as tow planes.

MSFS 2020 DragonFly – The Hang Gliding Files

{width="2.0568274278215224in" This is free to download and install aircraft.

height="0.9846839457567804in"} It is free to download from our website. It

flies very slowly and is purpose built to tow

hang gliders.\

**A free MSFS 2020 ultralight that works in

2024**

[The Hang Gliding Files Patreon - Download](#)

MSFS 2024 CGS Hawk Arrow II – Blue Mesh

{width="2.0694444444444446in" This is pay-ware ADD-ON modification to an

height="0.9834284776902887in"} existing aircraft native to the simulator. Our

add-on modification transforms this ultralight

into a tow plane that is more suitable for

purpose. **Very nice.**

[The Hang Gliding Files Patreon - download](#)

Aero Tow Launch sequence

All glider towing follows the same basic sequences.

1. **Call for tow**. This is the default state unless you are doing a flight after landing out or teleporting to a custom site.

{width="0.53472222222222222in" This button combination will send a **SET TAIL HOOK\

height="0.53472222222222222in"}

{width="0.52083333333333334in" message to the simulator to get a new HANDLE**

height="0.52083333333333334in"} tow

NOTES: Before making a request for tow, you must meet the following:

> *You must be on a runway.*
>
> *The glider must be settled on to the ground. No movement at all.*

2. **Signal ready for tow.** You do this by waggling your rudder.

	This button is used to signal to the tow plane to start	**RUDDER LEFT**
	This button is used to signal to the tow plane to start	**RUDDER RIGHT**

3. **Rolling launch**. A hang glider will start flying way before the towplane will. But it will also start flying just below minimum controllable air speed! So we need to keep the glider on the tow cart until a certain speed is reached. Expect that transition to be sudden.

4. **Following the tow plane**. Once underway, you job is to follow the tow plane. Do not get too high or low as that will get you released automatically. Do not get to far off center or that will also get you released automatically.

5. **Releasing from tow**. You can release from tow at any time. It is best that you have a key mapped button mapped for release that you have memorized as you will be very busy trying to follow the tow plane to stop and look it up.

{width="0.9097222222222222in" This button will release you from tow. **TOW PLANE/\

height="0.9097222222222222in"} It is conveniently located on the WINCH RELEASE**

joystick being used to pilot the plane

allowing easy, simple action to

release. Only works this way on tow.

Winch Towing Sequence

Winch towing is very similar but has some differences.

1. **Call for tow**. This is the default state unless you are doing a flight after landing out or teleporting to a custom site.

If you need a tow plane

{width="0.5347222222222222in" This button combination will send a **SET TAIL HOOK\

height="0.5347222222222222in"}

{width="0.5208333333333334in" message to the simulator to get a new HANDLE**

height="0.5208333333333334in"} tow

1. ***NOTES: Before making a request for tow, you must meet the following:***

2. *You must be on a runway.*

3. *The glider must be settled on to the ground. No movement at all.*

2. **Signal ready for tow**. You do this by waggling your rudder.

LT	**This button is used to signal to the tow plane to start**	**RUDDER LEFT**
RT	This button is used to signal to the tow plane to start	**RUDDER RIGHT**

3. **Climb aggressively**. You need to maximize your altitude (AGL) as quickly as possible to get the best results. This means climbing as steeply as you can.

4. **Stay on track**. It is easy to wander if you are not careful or if the wind is cross. Do everything possible to stay on the original heading (toward the winch).

5. **Releasing from tow.** You can release from tow at any time. It is best that you have a key mapped button mapped for release that you have memorized as you will be very busy trying to follow the tow plane to stop and look it up.

{width="0.9097222222222222in" This button will release you from tow. **TOW PLANE/\

height="0.9097222222222222in"} It is conveniently located on the WINCH RELEASE**

joystick being used to pilot the plane

allowing easy, simple action to

release. Only works this way on tow.

After releasing for tow, the flying is just like any other kind of launch.

Landing and getting a new tow

You just never know if you will be able to stay up with just 1 tow, but you can always just try again!

Put yourself back on the runway into the wind.

Walk, run, waddle, whatever. Get your glider back onto the runway before requesting a new tow.

Look at the HUD.

This is the data information window on your base bar. It will show you what type of surface your are on and if you can tow from there. If it says NO TOW, you can't tow.

Call for a tow

If all the above have been done, pressing the button combo to call for a tow should connect you immediately with the tow line. Re-flights are always done using the winch. I don't know why, this is just how the sim works.

Future

The future? The future isn't here yet! Well, it is. We can't wait to see what is next.

How to help

Join our Patreon and help us continue this journey. Patreon is where you will find all of our 2025 products and services. For MSFS 2020 type products you can find them on flightsim.to

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