

Flying on Xbox

How Xbox pilots fly with Canada Air Virtual and file their flights as manual PIREPs.

- [Flying on Xbox](#)

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You're welcome to fly with Canada Air Virtual on Xbox. Microsoft Flight Simulator 2020 and 2024 on Xbox don't allow add-on apps to connect to the sim, though, so a few things work differently from flying on a PC. This page covers what you can and can't do, and how to file your flights.

What you can do

- **Fly our routes, aircraft and liveries** that are available in your version of the sim.
- **Use the website** on your phone, tablet or computer to find and dispatch flights, dispatch charters, sign up for tours and events, and check your logbook.
- **Plan with SimBrief.** SimBrief runs in a browser, so you can generate an OFP from your dispatch as usual and read it on your phone or tablet during the flight (**View SimBrief OFP** in the menu under your name). MSFS 2024 can also load your SimBrief plan into the sim.
- **Fly tours and events.** Dispatch the leg or event flight as normal, then pick it as the **Related Dispatch** when you file your manual PIREP so it counts.
- **Earn hours, ranks and awards.** Approved manual PIREPs count toward your hours and rank like any other flight.
- **Join the community** on Discord and in group flights.

What you can't do

- **Use CAVacars 2 or smartCARS 3.** Both need to run on the same PC as the simulator. Xbox doesn't let outside apps read flight data, so there's no ACARS that works with it. Browser access in CAVacars 2 doesn't help either, because the app still has to be running on a PC that's connected to the sim.
- **Show up on the Live Map.** Without an ACARS, nothing reports your position while you fly.
- **Get automatic approval.** Every manual PIREP is checked by staff before it counts, so allow some time for it to be approved.
- **Earn achievements or get landing analysis.** These are based on the flight data CAVacars 2 records, so they're only available to pilots flying with CAVacars 2.
- **Fly on VATSIM or use third-party ATC.** Connecting to VATSIM needs a pilot client on a PC, which isn't available on Xbox. AI ATC services such as SayIntentions.AI and BeyondATC are also PC apps, so they don't work on Xbox either. The sim's built-in ATC is still available.
- **Enter screenshot contests.** Contest entries have to show the Canada Air livery, which isn't available in the in-sim Marketplace. Xbox can't install liveries from outside the

Marketplace, so there's no way to fly it on console.

Filing a manual PIREP

Once you've parked, go to the website and choose **Manual Pirep** from the menu under your name. Fill in every field, and please:

- File within **24 hours** of the flight.
- Put "**Flown on Xbox**" at the start of the comments, so staff know why the flight is a manual PIREP.
- Set the **Simulator** to Microsoft Flight Simulator 2020 or 2024.
- Pick the dispatch you flew under **Related Dispatch**, especially for tour legs and events.
- Attach a **proof of flight** screenshot (PNG or JPG, 2 MB maximum).

What to note down during the flight

The form asks for numbers that no app is recording for you, so jot them down as you go. A notes app on your phone works fine.

Field	Where to get it
Departure time	The time you start moving from the gate (block off).
Arrival time	The time you park at the gate (block on).
Flight time (HH:MM)	Arrival time minus departure time, for example 01:35 .
Fuel used (kg)	Note your fuel on board before departure and after shutdown, and subtract. If your aircraft shows pounds, multiply by 0.4536 to get kilograms.
Landing rate (fpm)	Use a landing rate add-on (see below), or watch the vertical speed on your instruments at touchdown. Enter it as a negative number, for example -180 .
Distance (nm)	The air distance from your SimBrief OFP, or the route distance shown in the sim's flight planner.
Route	The route from your SimBrief OFP or the sim's flight planner. Use DCT if you flew direct.

Getting your landing rate

The sim doesn't show your landing rate on its own, so we suggest the [Landing Rate](#) add-on by 4Simmers. Search for "Landing Rate" in the in-sim Marketplace. Once it's installed, a window appears automatically at touchdown showing your vertical speed, G-force, landing speed and wind. Take a screenshot of it with the **Share** button. It gives you the exact number for your PIREP and makes good proof of flight.

Ways to make it easier

Option 1: Use your SimBrief OFP as your logbook (recommended). Plan every flight in SimBrief and keep the OFP open on your phone or tablet. It already has your route, distance and planned fuel. During the flight you only need to add your actual times, fuel on board before and after, and your landing rate. Most fields on the manual PIREP can be copied straight from it.

Option 2: Capture screenshots and clips with your controller. Press the **Share** button on your Xbox controller to take a screenshot, or hold it to record a clip of what just happened. Good moments to capture:

- At the departure gate, showing the aircraft, airport and fuel on board
- Your landing: the Landing Rate window, or a clip you can replay to read the vertical speed at touchdown
- At the arrival gate, showing the airport and remaining fuel

Captures sync to the Xbox app on your phone, so you can save one and attach it as your proof of flight right from your phone. If the file is over 2 MB, take a screenshot of it on your phone, which is usually much smaller.

Option 3: Keep a simple note template. If you don't use SimBrief, copy this into your phone's notes before each flight and fill it in as you go:

Flight:
From / To:
Aircraft:
Off gate (time):
Fuel before:
Landing rate:
On gate (time):
Fuel after:
Route:
Distance:

Tips for a quick approval

- Fly the route and aircraft you dispatched. If something changed (a diversion, a different aircraft), say so in the comments.
- Make sure your times, fuel and distance make sense together. A 2-hour flight with 50 kg of fuel used will raise questions.
- Always attach a proof of flight image. It's the easiest way for staff to confirm the flight.

If you have questions about flying on Xbox, ask in Discord. Other Xbox pilots and staff are happy to help.