COWANSIM

HelipadGo

User Guide

for Microsoft Flight Simulator 2024

Land on it. Drive it anywhere.



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CowanSim HelipadGo — User Guide for Microsoft Flight Simulator 2024

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Revision record

Revision	Date	Changes
1.0	November 2026	First release.

Conventions used in this guide

Buttons, switches and settings are shown in bold, as they are labeled on the remote, for example **Load aircraft**. What the remote says is shown in italics, for example *Helicopter on deck*. "Aircraft" means the helicopter, or the airplane, that you fly.

> **NOTE** Background information and things worth knowing.

> **TIP** A quicker or easier way to do something.

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1 Welcome & Quick Start

Thank you for choosing CowanSim HelipadGo, a helipad on wheels for Microsoft Flight Simulator 2024. Land on it, or let it drive itself under your helicopter, then drive it anywhere on the ground with a remote that opens from the sim's toolbar.

What HelipadGo does

- **Load aircraft** puts your helicopter on the pad in about 5 seconds: the pad drives itself under it, lifts it aboard and sets it down with its center of gravity on the H.
- **Drive it** with the joystick on the remote, at the speeds of a real dolly: up to 200 ft/min forward and 150 ft/min in reverse, and turning on the spot.
- **Center aircraft** moves your helicopter forward or back on the deck. HelipadGo remembers the spot for that aircraft.
- **Two pads**: a 16 x 14 ft pad for skids, floats and skis, and a 16 x 30 ft pad for aircraft on wheels. The right one comes out by itself.
- **Walk on it**: climb out on foot and walk up onto the deck from any side.
- **Lights**: LED strips and glass-domed deck lights that light up the pad and the ground around it.
- **Airplanes too**: you can even put an airplane on it if you want.

Quick start

1. Start a flight with your helicopter standing on the ground.
2. Click the **HelipadGo** button in the sim's toolbar. The remote opens.
3. Click **Load aircraft**. The pad comes out, drives under your helicopter and lifts it aboard.
4. Switch **POWER** on.
5. Drag the **joystick** to drive. Let go of it to stop.
6. When you are done, click **Unload aircraft**. Your helicopter is set back down on the ground and the pad goes away.

> **TIP** Everything on the remote works with the mouse. Press and hold the left button on the joystick and move the mouse: up and down to drive forward and back, left and right to turn.



Figure 1-1 HelipadGo in a hangar at CowanSim Paradise Isle.

2 Opening HelipadGo and the Remote

HelipadGo is an app in the sim's toolbar. There is nothing to set up and nothing to run outside the sim.

2.1 Installing

HelipadGo comes from the Microsoft Flight Simulator 2024 Marketplace. Once it is installed, its button is in the sim's toolbar. If the button is not there, restart the sim once: HelipadGo's program part is loaded when the sim starts.

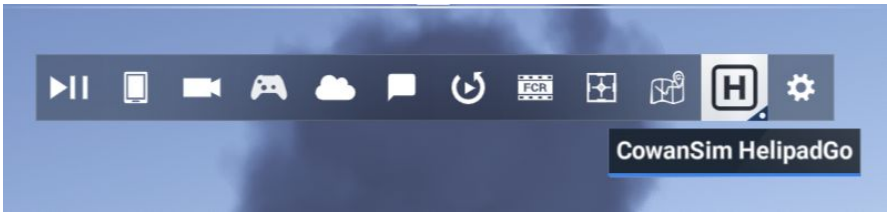


Figure 2-1 The HelipadGo button in the toolbar.

2.2 The window

Click the button to open or close the remote. Drag the window by its title bar to move it, and drag its edges to resize it. The remote grows and shrinks with the width of the window. When the window is shorter than everything in it, scroll it with the mouse wheel.

> **NOTE** Closing the window stops the pad if it is moving. The pad stays where it is, with your aircraft on it.

2.3 The remote

The remote is modeled on a real dolly controller. Click its switches and buttons, and drag its joystick.



Figure 2-2 The remote.

#	Control	What it does
1	**POWER** switch	Switches the pad on and off. With no pad out, switching it on brings the pad out in front of your aircraft. Off, the pad stays parked where it is.
2	Emergency stop	Stops the pad at once and keeps it stopped. Click it again to twist it out and release it.
3	**LIGHTS** switch	Switches the pad's LED strips and deck lights on and off.
4	STATUS light	Shows what the pad is doing (2.4).
5	Joystick	Drag it to drive: up for forward, down for reverse, left and right to turn on the spot. Let go to stop.
6	Direction card	Shows which way the joystick drives the pad.
7	Status line	Says what HelipadGo is doing, and what to do next.
8	**i**	Opens the details page: settings, status and log (chapter 9).
9	**Load aircraft**	Puts your aircraft on the pad, or the pad in front of you to land on (chapter 3).
10	**Unload aircraft**	Sets your aircraft back down on the ground and puts the pad away (chapter 5).
11	**Center aircraft**	Moves your aircraft forward or back on the deck (4.3).

2.4 The STATUS light

The STATUS light is lit while **POWER** is on.

Light	Meaning
Off	**POWER** is off.
Green	Ready, or your aircraft is on the deck.
Green, flashing	Driving.
Amber	**POWER** is on, but the pad is not out. Click **Load aircraft**.
Amber, flashing	Busy: bringing the pad, or lifting your aircraft onto it or off it.
Red, flashing fast	The emergency stop is pressed.
Red, flashing slowly	The sim did not create the pad (chapter 10).

3 Getting on the Pad

There are two ways to get your aircraft onto HelipadGo: let the pad come to you with Load aircraft, or land on it.

3.1 Load aircraft

This is the quickest way, made for the moment a flight has loaded.

1. Stand on the ground and stop. **Load aircraft** does not work while you are taxiing.
2. Click **Load aircraft**. It works with **POWER** on or off.
3. The pad comes out if it is not out yet, and drives itself under your aircraft. On the way your aircraft is lifted to just above the height of the deck.
4. About 5 seconds later your aircraft is set down on the deck, its center of gravity on the H. The remote says *Helicopter on deck*.

If the pad is more than 130 ft (40 m) away, it is brought out in front of you first. It drives in straight from the front or from behind, turning on the spot first if it has to.

> **NOTE** Load aircraft works on the ground only, not on rooftops, platforms or ship decks. If it cannot finish, it sets your aircraft back down where it stood, and the details page (i) says why.

3.2 Land on it

- **On the ground**: switch **POWER** on. The pad is set down about 30 ft (9 m) in front of your aircraft, or 39 ft (12 m) for the 30 ft pad.
- **In a hover**: click **Load aircraft**. The pad is set down about 52 ft (16 m) ahead of you, or 59 ft (18 m) for the 30 ft pad.

Then land on the deck, on the H.



Figure 3-1 A helicopter on skids on the square pad.

> **TIP** Once the pad is out, you can drive it to a better spot before you land on it.

4 Driving

Drag the joystick and the pad drives, with your aircraft on it.

4.1 The joystick

POWER must be on. Press and hold the left mouse button on the joystick and move the mouse:

- **Up**: forward, up to 200 ft/min.
- **Down**: reverse, up to 150 ft/min.
- **Left and right**: turn on the spot, up to 15 degrees a second.

The further you move it, the faster the pad goes. While it drives, the remote shows the speed, and the wheels turn with it: on each side on their own, so they turn opposite ways when the pad turns on the spot.

4.2 Stopping

Let go of the joystick and the pad stops. It also stops when you press the emergency stop, switch **POWER** off or close the remote.

While the pad drives, HelipadGo holds your aircraft to the deck. When it stops, your aircraft rests on the deck again.

4.3 Center aircraft

Load aircraft puts your aircraft's center of gravity on the H. To have it somewhere else on the deck, use the **Center aircraft** arrows:

- Each click moves your aircraft 4 in (10 cm) forward (up arrow) or back (down arrow), along its own nose-to-tail line.
- Hold an arrow down to keep it going.
- Beside the arrows the remote shows where the center of gravity is against the H, for example *CG 0.20 m aft*.
- The arrows work while your aircraft is on the deck and the pad stands still.



Figure 4-1 This helicopter's center of gravity is 0.20 m behind the H.

HelipadGo remembers the spot for each aircraft, in all its liveries, also in later sessions: the next **Load aircraft** with that aircraft puts it there. Another aircraft gets its own spot. With no aircraft on the deck, the remote shows what the next **Load aircraft** will give it (*Next load*).

5 Unloading and Parking

5.1 Unload aircraft

Click **Unload aircraft** to set your aircraft back down on the ground. Then the pad goes away. With nothing on the deck, **Unload aircraft** just puts the pad away.

5.2 Parking

Switch **POWER** off and the pad stays where it is, with or without your aircraft. The remote says *Parked*. Switch **POWER** on to drive again. You can lift off from a parked pad, and land on it again later.

5.3 New flights and teleports

When you load a new flight, teleport or change aircraft, HelipadGo lets go of your aircraft at once. It never puts the next aircraft on the pad by itself.



Figure 5-1 Parked in the hangar at CowanSim Paradise Isle.

6 The Two Pads

HelipadGo comes in two sizes, both 16 ft wide. The one that fits your aircraft comes out by itself.

Pad	Deck	Wheels	Made for
Square pad	16 x 14 ft (4.9 x 4.3 m)	4	Aircraft on skids, floats or skis
30 ft pad	16 x 30 ft (4.9 x 9.1 m)	6	Aircraft on wheels, up to S-76 size

6.1 How the pad is chosen

HelipadGo asks the sim what your aircraft stands on:

- **Skids**: the square pad, even when the sim reports wheels too (many helicopters on skids have ground-handling wheels).
- **Wheels**: the 30 ft pad, even when the sim reports floats too (emergency floats, for one).
- **Floats or skis, and no wheels**: the square pad.
- **The sim does not say**: the square pad.

6.2 Choosing it yourself

Open the details page (**i**) and pick a **Pad size**: **automatic**, **16 x 14 ft** or **16 x 30 ft** (chapter 9).

6.3 Changing aircraft

When a pad is out and you load an aircraft that needs the other size, the pad is changed where it stands, once your aircraft is clear of it. **Load aircraft** changes it at once.



Figure 6-1 The CowanSim S76C++ on the 30 ft pad.

7 Airplanes Too

HelipadGo is not just for helicopters: you can even put an airplane on it if you want.

Stand on the ground, stop and click **Load aircraft**, just as with a helicopter. An airplane on wheels gets the 30 ft pad. Drive it around with the joystick, and click **Unload aircraft** to set it back down on the ground when you are done.

> **NOTE** To get an airplane off the pad, use Unload aircraft. It sets the airplane back down on the ground, ready to taxi.



Figure 7-1 Airplanes too, at CowanSim Paradise Isle.

8 On Foot and Lights

8.1 Walking on the pad

In Microsoft Flight Simulator 2024 you can climb out and walk. HelipadGo has a gentle ramp all the way around the deck that you do not see, so you can walk up onto it from any side.

While you are out on foot, HelipadGo leaves your controls alone and your aircraft stays where it is. When you climb back in, it takes over again.



Figure 8-1 Out on foot, standing on the deck.

8.2 Lights

Switch **LIGHTS** on and the pad lights up:

- LED strips along the top edge and along the bottom of the skirt: green at the front and sides, red at the rear.
- Glass-domed deck lights: blue at the corners, amber along the front and rear edges.
- They light up the ground around the pad, by day and by night.

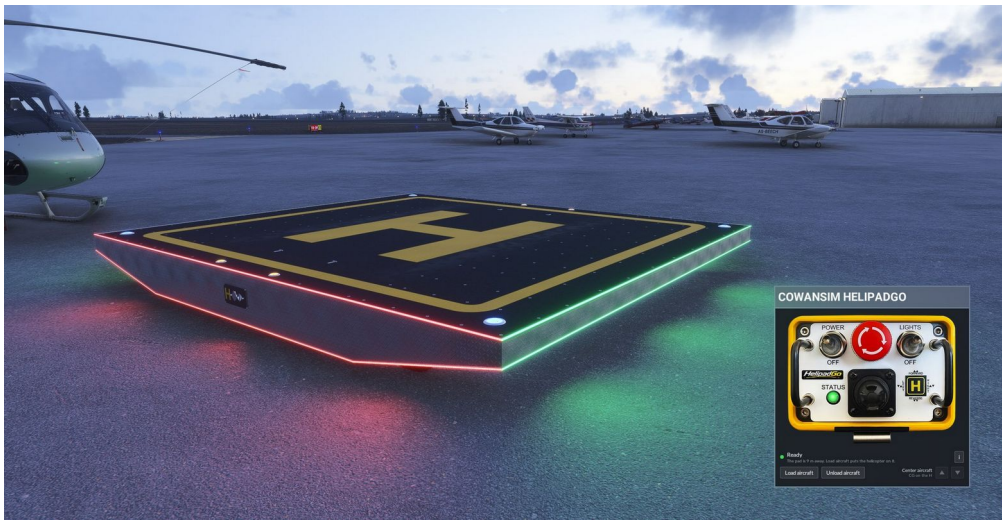


Figure 8-2 The square pad at dusk with its lights on.

9 The Details Page

Click **i** on the remote to open the details page. Most pilots never need to change anything here.

Under the remote it shows:

- Three settings: **While it drives, the helicopter is**, **Deck** and **Pad size** (9.1).
- A status line, and the log of what HelipadGo did (9.2).

Click **i** again to close it.

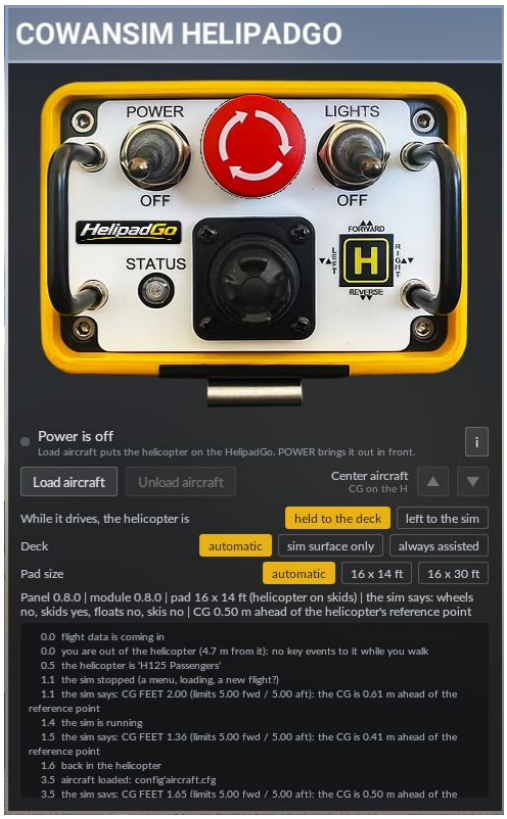


Figure 9-1 The details page.

9.1 Settings

Setting	Choices	What it does
While it drives, the helicopter is	**held to the deck** (normal), **left to the sim**	Held to the deck: HelipadGo holds your aircraft on the deck while the pad drives. Left to the sim: the sim's own physics carries it, as on the deck of a moving ship. Use held to the deck unless an aircraft rides better the other way.
Deck	**automatic** (normal), **sim surface only**, **always assisted**	Automatic: if the sim does not hold your aircraft up on the deck and it starts to sink in, HelipadGo holds it at deck height until you lift off or unload it, from then on for that aircraft. Sim surface only: never. Always assisted: all the time.
Pad size	**automatic** (normal), **16 x 14 ft**, **16 x 30 ft**	Automatic picks the pad by your aircraft's gear (chapter 6). The other two always give that pad.

The settings go back to normal when you restart the sim.

9.2 Status and log

Under the settings, one line shows the versions of HelipadGo, which pad is out and why, what the sim says about your aircraft's gear, where its center of gravity is, and whether you are on foot. Below it, the log shows the last things HelipadGo did, and why.

HelipadGo writes the same lines to a file, *helipadgo.log*, in its folder of the sim's WASM work folder. For the Microsoft Store version of the sim, that folder is:

```
%LOCALAPPDATA%\Packages\Microsoft.Limitless_8wekyb3d8bbwe\LocalState\WASM\
MSFS2024\cowansim-helipadgo
```

10 Troubleshooting and Support

If	Do this
The HelipadGo button is not in the toolbar.	Restart the sim. HelipadGo is loaded when the sim starts.
The remote says *No answer from the HelipadGo module*.	The sim has not started HelipadGo's program part. Restart the sim.
The remote says *The sim did not create the HelipadGo*.	Restart the sim. If it stays, open the details page (**i**) and send us what it says.
Load aircraft does not put my aircraft on the pad.	Stand on the ground and stop first: it does not work while taxiing, or on rooftops, platforms or ship decks. The details page (**i**) says why.
The pad does not move.	Switch **POWER** on, and check that the emergency stop is not pressed (STATUS light flashing red fast). Click it to release it.
My aircraft sinks into the deck.	On the details page, set **Deck** to **always assisted**.
The wrong pad size comes out.	On the details page, set **Pad size** by hand.
My aircraft is not where I want it on the deck.	Use **Center aircraft**. HelipadGo remembers the spot.

Support

For help and news, join the CowanSim community on Discord: discord.gg/V33xywEJrT. When you ask for help, a screenshot of the details page (**i**) tells us most of what we need.

More from CowanSim: www.CowanSim.com.