[https://forums.flightsimulator.com/user_avatar/forums.flightsimulator.com/tomcatfly/45/136254_2.png](https://forums.flightsimulator.com/u/TomcatFly)

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[Feb 17](https://forums.flightsimulator.com/t/flight-plan-problem-when-loading-a-saved-flight/173081/63?u=crazyhorsejesol)

This is about a correction on loading/saving a SimConnect flight, it’s not the load/save PLN and FLT in the sim that is buggy. Are 2 different things.

Anyway, if you want to be able to save and load your flight without loosing the flight plan, this is my method:

1. After you planned your flight on world map, before pressing the FLY NOW! button, do a save in 2 steps. First, save a .PLN file (in my case I just overwrite the LittleNavMap original flight plan file). Then , when done, press save again and save a FLT flight. I use same PLN file name.
2. Then, during the flight, whenever you want, do a SAVE and overwrite the original FLT file
3. Doing this, I’m able - for example the next day - to load the FLT flight saved from world map and - when pressing FLY NOW! aircraft is more/less configured (you have to set some AP settings, but nothing complicate), more/less in the position and altitude it was when I saved the flight and - above all - with the flight plan present on the G1000 or G3000.

So far, It’s the only method I found to be able to save/load flights without loosing the flight plan.

As they say, just my 2 cents…