

1. INTRODUCTION

Welcome aboard! This manual is a quick start guide on how to use AirHauler 2.

As the early access period continues, more information on features and detail will be added to this document, with a fully detailed manual made available at release.

Anyway - let's get started!

INSTALLATION

Locate the AirHauler 2 installer file that you have downloaded. Double click on it to start the installation and follow the on-screen prompts.

- Click 'Next' on the first screen.
- On the next screen please fully read the EULA and if in agreement press "Yes".
- By default AirHauler2 is installed to C:\program Files (x86)\Just Flight. If happy with that location press "Next". If not then select a different location and then press "Next".
- The installer will now install Simconnect into the flight simulators that you have installed on your PC followed by the Access 2007 Database module.
- When done press "Finish". Installation is now complete.
- Press "Yes" to run AirHauler 2 now.

1.1. STARTING A NEW GAME

If not already running launch AirHauler 2 by double clicking on its icon on your desktop and select "New Game" from the Choose Company Window.

Once you have one or more companies, you will be able to select between them using this window, but for now, we need to create a new company.

Clicking "New Game" will start the New Game Wizard.

Choose your Flight Sim

Choose the Flight Simulator you wish to use with AirHauler 2. AirHauler 2 currently supports:

Microsoft Flight Simulator X (Service Pack 2)
Microsoft Flight Simulator X: Steam Edition
Prepar3d v1
Prepar3d v2
Prepar3d v3

Note that in order for AirHauler 2 to communicate with your chosen flight simulator, you may have to install the FSX SP2 version of SimConnect. This is available in the redist or legacy folders of FSX:SE and all versions of Prepar3d. Note that the install program for AirHauler 2 should install this SimConnect version for you if you do not already have it installed, but if you install a new simulator after you have installed AirHauler 2 then you will need to install Simconnect manual as described above.

Once you have chosen your Flight Simulator, you need to specify the path to the simulator itself.

For FSX and FSX:SE, this path should be to the fsx.exe file. For Prepar3d, you want the path to be to the Prepar3d.exe file.

If you installed it in the default location, Microsoft FSX should be in:

c:\Program Files (x86)\Microsoft Games\Microsoft Flight Simulator X\fsx.exe

For Steam Edition, FSX is installed in the <steam program folder>Steamapps\common\FSX\fsx.exe unless have multiple library folders

For Prepar3d, it should be in

c:\Program Files (x86)\Lockheed Martin\Prepar3d <vX>

(where the <vX> is the version number if version 2 or 3). When you've specified the path to your Flight Sim Folder, click "Next >"

Enter your Company name and Details

On the next page of the wizard, enter your Company Name, Pilot Handle (which will be shown on the Radar screen etc.), and your Full Name.

Press "Next >" to continue

Choose your Difficulty setting

On the next screen you can choose between various starting options, from ones with a large amount of up-front money and an airliner, to a modest amount of money and a simple aircraft. Note that the starting aircraft vary between Prepar3d and FSX as not all aircraft are available to both simulator platforms.

You can use your own aircraft within AirHauler 2 by importing them, and to do so, simply choose a starting scenario which best matches how you want to play, and then you can sell the initial aircraft and purchase an add-on aircraft once you're into the game proper.

Select a difficulty, and click "Next >"

Choose your Starting Base location

You must have at least one "Base" for your Company in AirHauler 2 (think "FBO" for base). To select a base, click the "Choose Airport" button and use the filters on the Choose Airport screen to select a Base. Alternatively, you can select an airport (the red dots) directly from the Map in the lower half of the screen.

To zoom the map, use the mouse scroll wheel. To pan the map, left-click and drag, and to select an Airport, left click one of the Red Airport markers.

Once you have chosen a base, click "Next >"

Game Options

AirHauler 2 includes a **very** basic weather engine which will attempt to set the local weather around you when you fly while it is monitoring the flight. If you prefer to use the built-in weather in your Flight Sim, or have a 3rd party weather add-on such as Active Sky, leave this un-checked. You can enable it later from the Options screen.

If you're using AH2 on a networked PC which is not your Flight Sim PC, you can set "networked mode", which allows you to manually launch and configure Flight Sim, and then let AH2 connect to it once it is running. This is useful for complex add-ons and running over a network. For now, unless you require it, leave it un-checked.

You have the option for AH2 to ignore water runways when generating jobs - select if required. If not, and you're flying smaller aircraft in coastal regions, remember to check the destination airport runways before you accept a job to avoid getting wet feet!

When you've selected your options, click "Next >"

Completing the Wizard

That's it! You're ready to start your company and take to the skies!

Click "Finish" to close the Wizard. AirHauler 2 will then create your company, and populate some jobs for you to fly, aircraft for you to buy, and depending on your reputation or difficulty settings, crew for you to hire!

Enjoy, and Clear Skies!!

Now that you've completed the New Game Wizard, you can start to fly your aircraft and make some money!

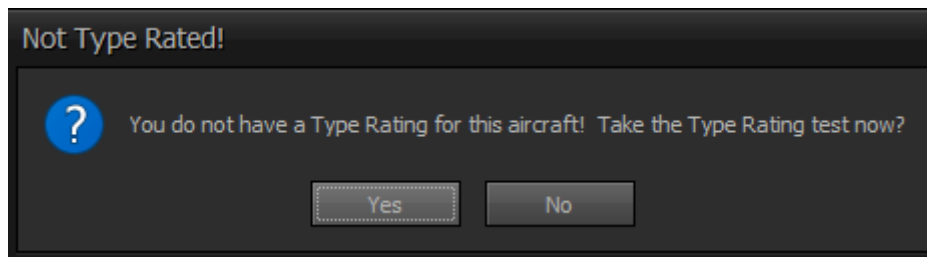
1.2.1. THE TYPE RATING TEST

Type Ratings

Before you (or any of your AI pilots) can fly your aircraft in AirHauler 2, you need to hold a Type Rating for that aircraft. In order to get the Rating you must pass a simple **Type Rating Test** to verify you can maneuver the aircraft safely!

The test is a simple exercise of take-off, climb to a specific altitude, perform several level and heading changes, then landing back at the airport you departed on without damaging the aircraft.

When you create a new company, you will not hold any type ratings in any aircraft, including the one which you have just bought, so AirHauler 2 will ask you if you want to take the type rating test immediately after setting up a new company.



If you're ready to fly, then select Yes! AirHauler 2 will open your Personal Information page which you can find under **Company Information > Personal Info** from the top menu.

You can choose the aircraft that you would like to take the test in - it should be already set to your first aircraft you chose during the New Game wizard. To take the test, click the "Ok - Pay and take Flight Test now" button!

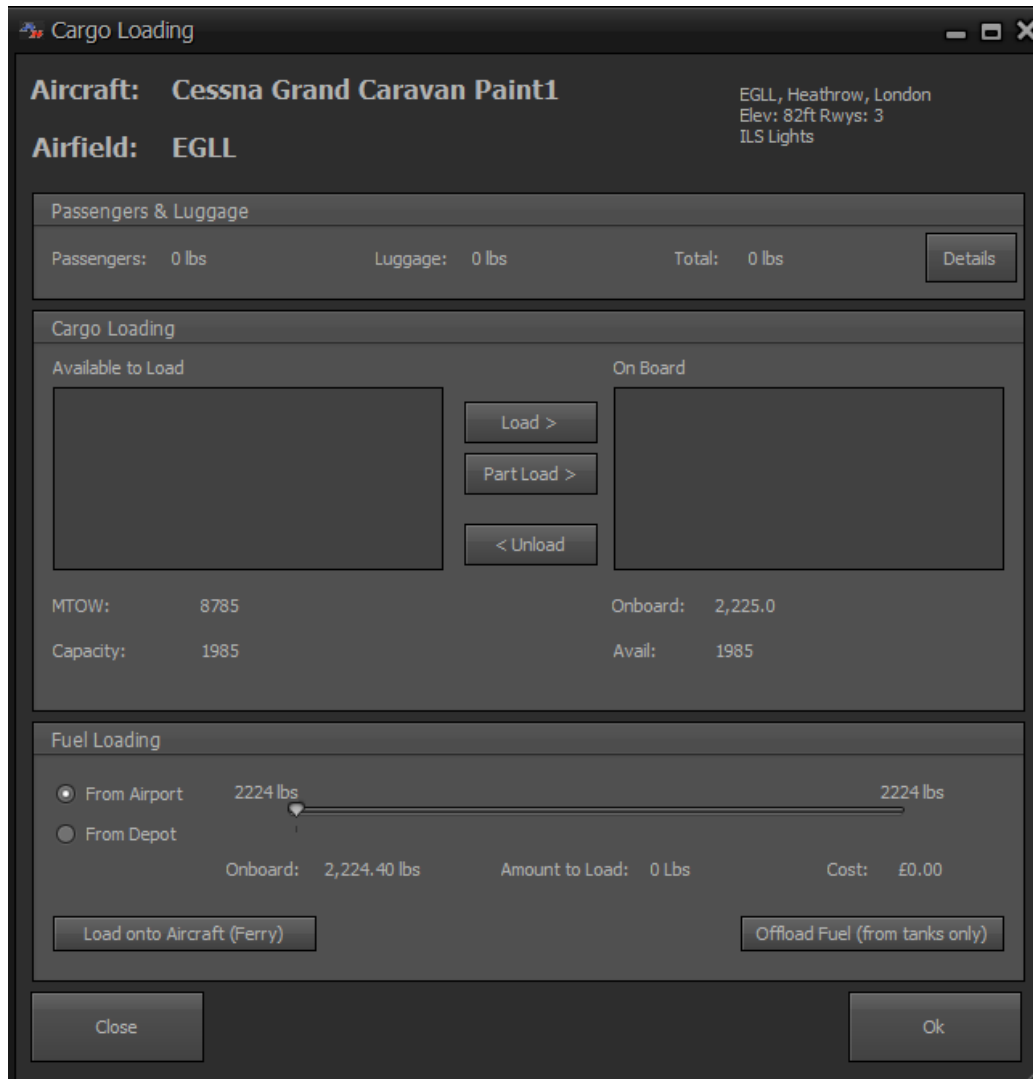
Note that Type Rating tests cost money, and for AI pilots, they also take time for them to train and pass the test. There is no limit to the number of times you can take the test, beyond the financial penalty. If you close Flight Sim at any point during the test, or cancel after clicking that you'll take the test, you'll still be charged, so be careful if you're short of cash!

You can take a type rating test for any aircraft which you don't hold a rating for at any time, simply by coming back to the Personal Information screen and clicking the "Add New Type Rating" button in the top right.

Getting Ready for the Type Rating Test

Once you've clicked "Ok" to take the test, you'll be shown the Cargo Loading Screen. This is where we load and unload cargo, commodities and fuel onto the Aircraft.

As this is a type rating test, we don't need to load any cargo on-board, and you should have full fuel tanks.



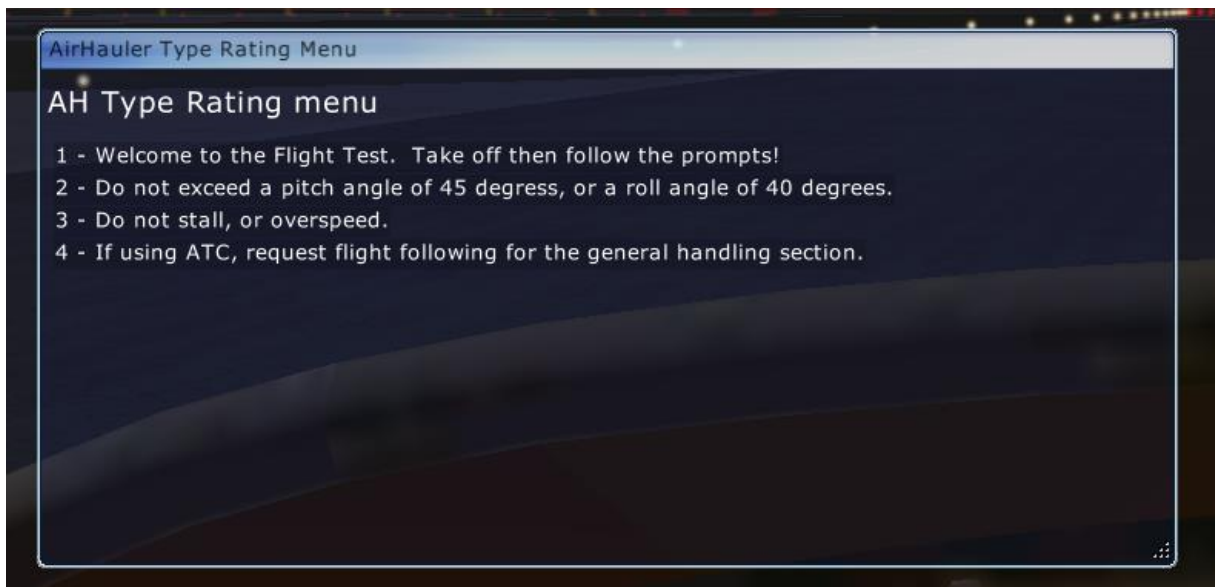
If you needed more fuel, to load fuel onto the aircraft, slide the slider in the "Fuel Loading" section to the right. It's up to you how much fuel you load, and there may be some on the aircraft already so check to see how much is onboard (shown below the slider) before you load more. Note that for heavy commercial aircraft, many cannot land safely at high weights, so only load as much fuel as you need for a short flight. You can also remove fuel as required.

Click the "Ok" button to proceed to the flight test.

Flying the Test in Flight Sim

AirHauler 2 will now load Flight Sim, with your aircraft at the correct location, ready to go (cold and dark).

You'll see the Type Rating menu which will let you know the criteria for passing the Type Rating test along with some basic instructions. These are to follow the prompts, not over speed or stall the aircraft, and to not make large pitch or roll maneuvers (in the case of roll, no more than 40 degrees). If you do make violent maneuvers, you'll hear "Bank Angle, Bank Angle" or "Pitch Angle, Pitch Angle" from the aircraft's annunciator.



Start up your aircraft, taxi and take-off as normal. Once you are around 300ft about ground level, you'll be given altitudes and headings to fly. Fly each in turn, holding the altitude and heading until the next prompt.

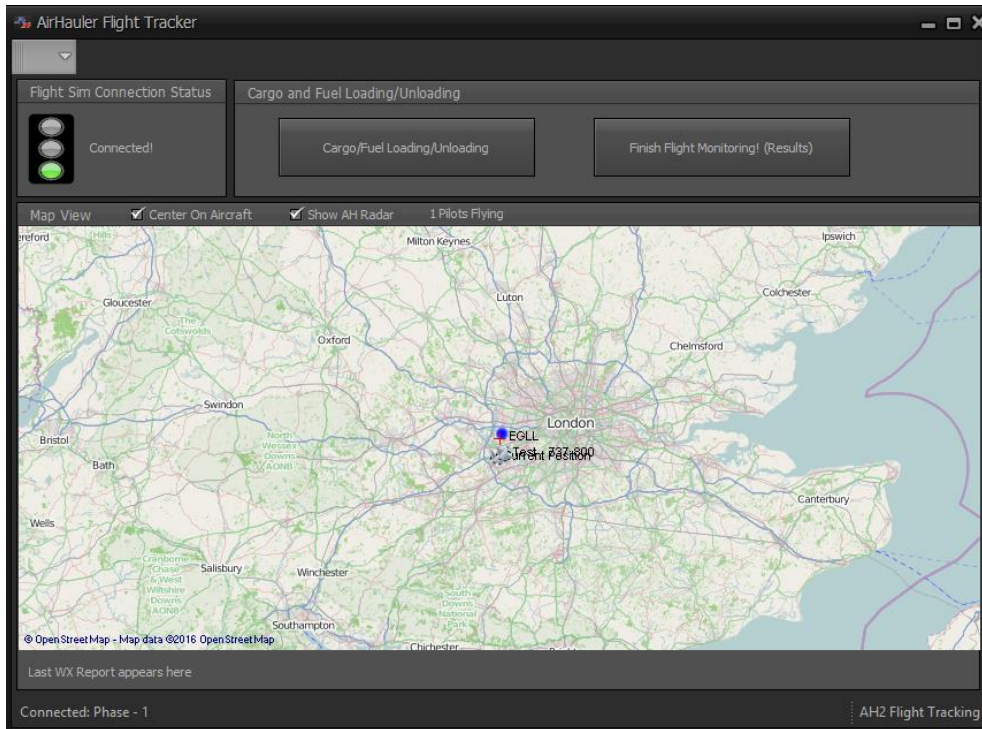
When prompted, return you your departure airport and land smoothly. Once you've landed, taxi and park, and shut down the Aircraft engines.

If all goes well you'll have passed the Type Rating test, and can now fly this aircraft in AirHauler 2! Well done Commander!

If things go less well, you'll fail the flight test and will have to re-sit. To do so, go back to AirHauler 2, to your Personal Info page, and try again with the "Add New Type Rating" button.

Once you've shut down the engines in Flight Sim you can quit out of Flight Simulator - it is HIGHLY recommended you quit out of Flight Sim between AirHauler 2 flights due to known issues with Flight Simulator loading flight plans when a plan is already in progress.

As we have no cargo to offload, we can simply click the "Finish Monitoring" button on the Flight Monitor window. You'll see some statistics about your performance during the flight, and will then be returned to the main AirHauler 2 screen.

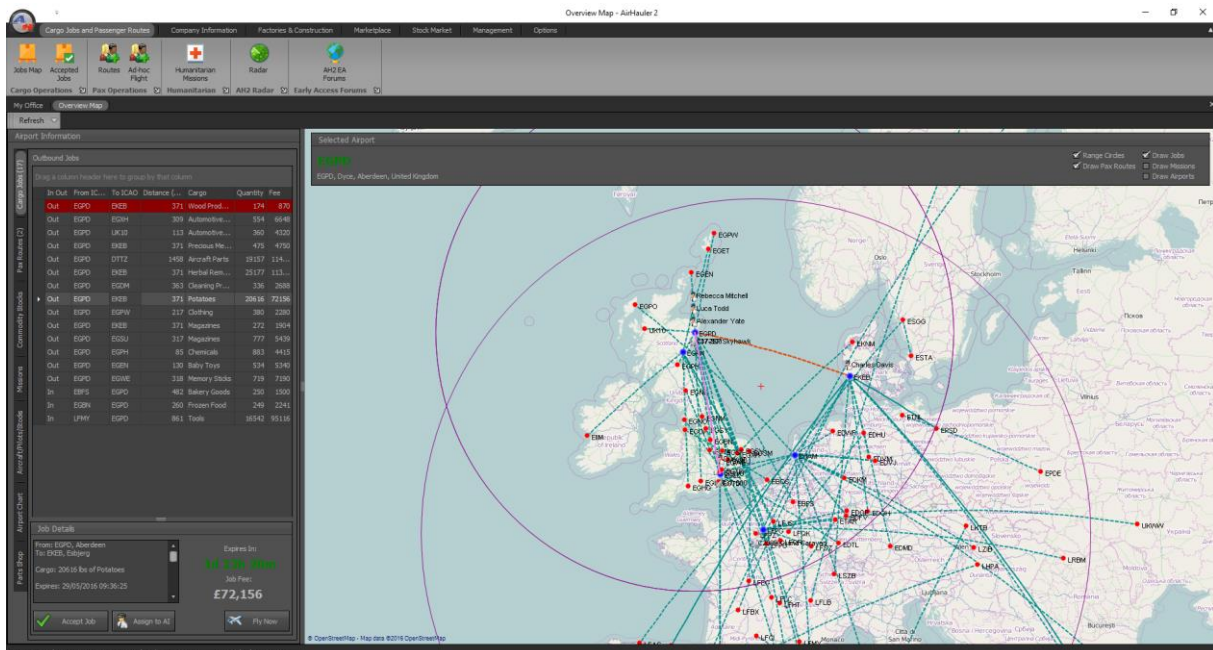


1.2.2. FLYING CARGO JOBS

So you have your freshly minted Type Rating, and you're ready to go earn some money!

Let's start with Cargo Jobs!

There are usually many cargo jobs available at your Bases - to see them, from the top menu click **Jobs Map** under the **Cargo Jobs and Passenger Routes** menu item.



This will load you into the Map screen. On the left, you'll see the map, with your current location, and Bases shown in Blue. Destination airports to which jobs go to, or come from, are shown in Red. You can hover over airports on the map to see information about them. Ensure that you have one of your bases selected - the ICAO code for the base will be shown at the top of the window, and will be green if you have a Base at that airport.

On the left hand side of the window are several tabs - we'll focus on "Cargo Jobs" for now.

Here you can see all the jobs, inbound and outbound from this Airport.

To select a job, find one which has a reasonable quantity of goods and a reasonable fee, and click on the row in the grid. When you do, the Job will be highlighted on the map (the colours can be changed from the Options menu), and you'll see details regarding that job in the lower section of the left hand window including when the job expires, and how much you'll get paid to complete it.

Make sure you select a job which is **outbound** from this airport (i.e. has Out in the In/Out column), otherwise you'll need to fly to the other airport first to pick up the cargo and bring it back!

Note that Expiry times are **REAL WORLD TIMES!** If a job is going to expire in 1 hour and 30 minutes, it will expire at that "real" time whether you're playing AirHauler 2 or not, so be sure to only select jobs which you know you can comfortably complete before they expire!

To accept the job, you can click "Accept Job" in the details section which tells the client you will take the job but does not start the process of flying that job just yet. The job will be shown in the Accepted Jobs screen from the top menu.

To Fly the Job right now, and take the cargo to the destination, click the "Fly Now" button.

If you haven't already accepted the job (it's not green in the list for example), you'll be asked if you want to accept it (say "Yes" as we do), and then you'll be asked to choose an aircraft from your fleet. Select the appropriate aircraft for this job and you'll be taken to the Cargo Loading screen.

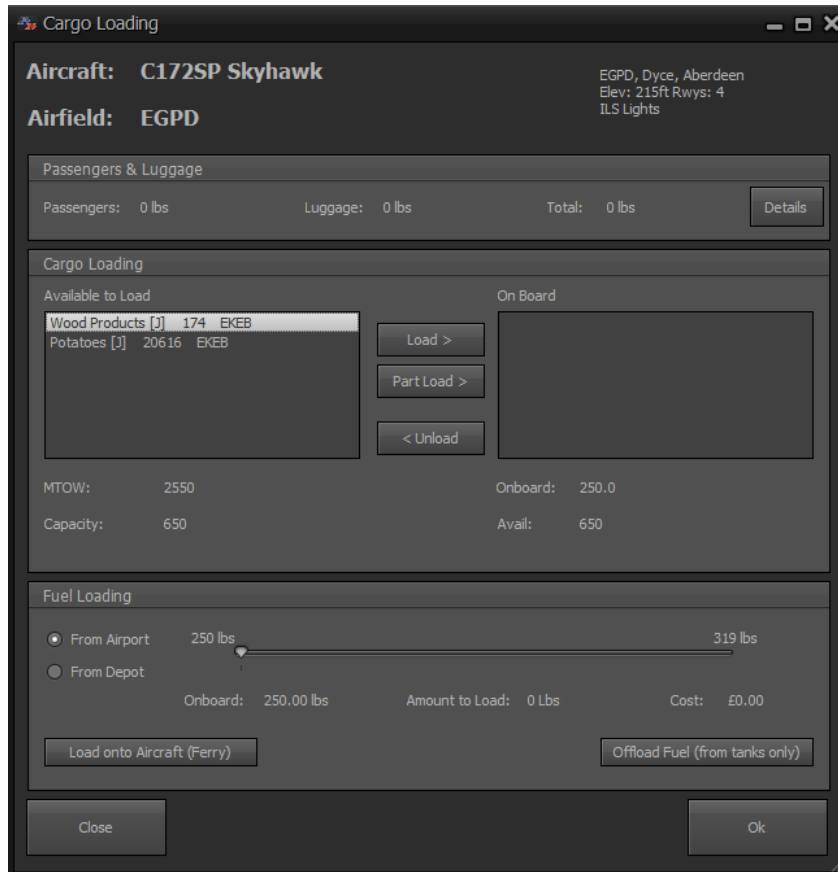
As before in the type rating test, you may want to load or offload fuel from this screen, but more importantly we want to load cargo.

Cargo capacity = MTOW - Empty Weight - Fuel On Board

Note that the amount of cargo you can load depends on the max weight that the aircraft is rated for, minus the weight of the airframe and any fuel onboard. So if you need to load more fuel, take less cargo. If you need to load more cargo, you may need to offload or take less fuel - obviously ensure you take enough fuel to get to your destination however!

Loading Cargo

To load cargo on-board your aircraft, select the cargo item from the "Available to Load" list, and click the "Load >" button. If there is not enough space to load all the cargo, you'll be informed and asked if you want to load the largest possible amount. In that scenario you would need to make two trips to complete that job (or use another aircraft to take the rest!).

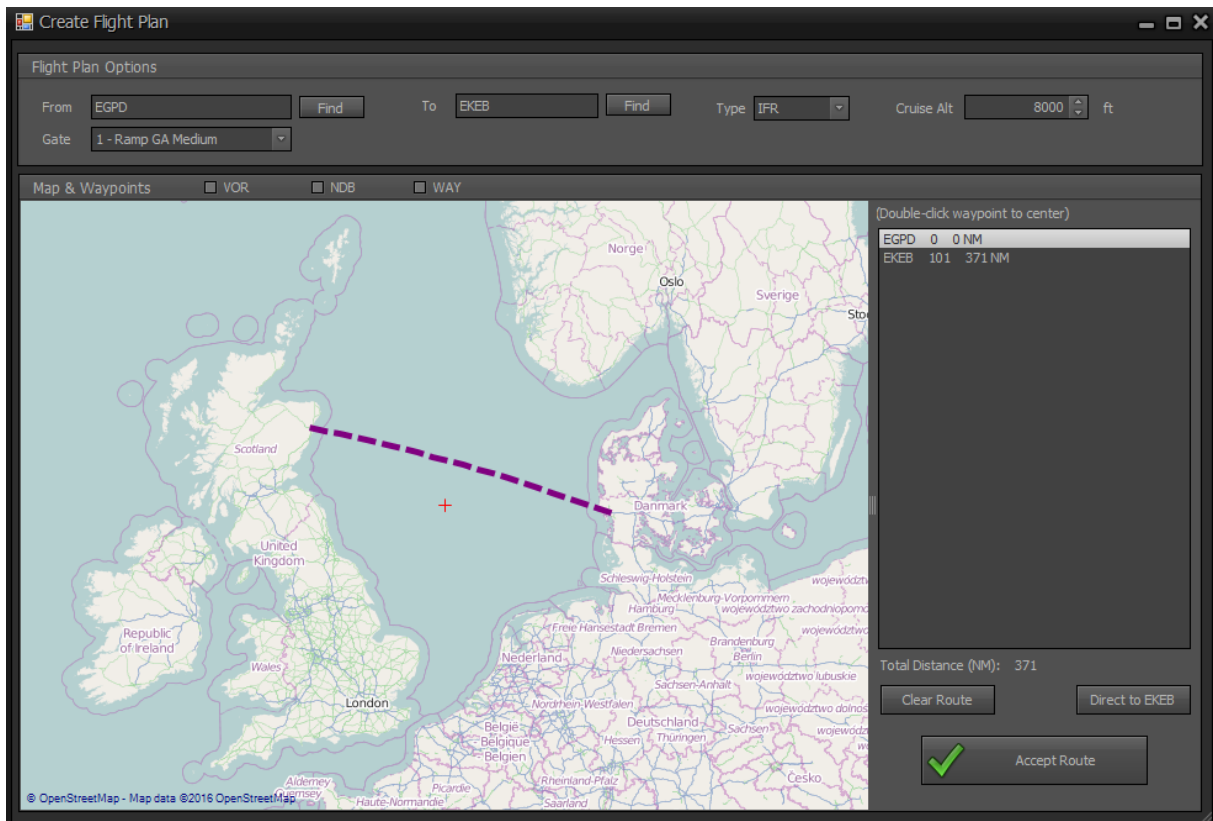


You can unload the cargo also using the "< Unload" button - note you can only unload cargo to one of your base locations, or to the start or end point of the cargo job. If you unload cargo at an airport which isn't destined for, or which you have a Base and storage facility at, you'll be asked if you want to transport it by road. Note that road transportation can be slow and expensive, but useful if you are on a tight schedule and have been diverted due to weather or maintenance.

Once you've loaded cargo, click on "Ok" to proceed.

Flight Planning

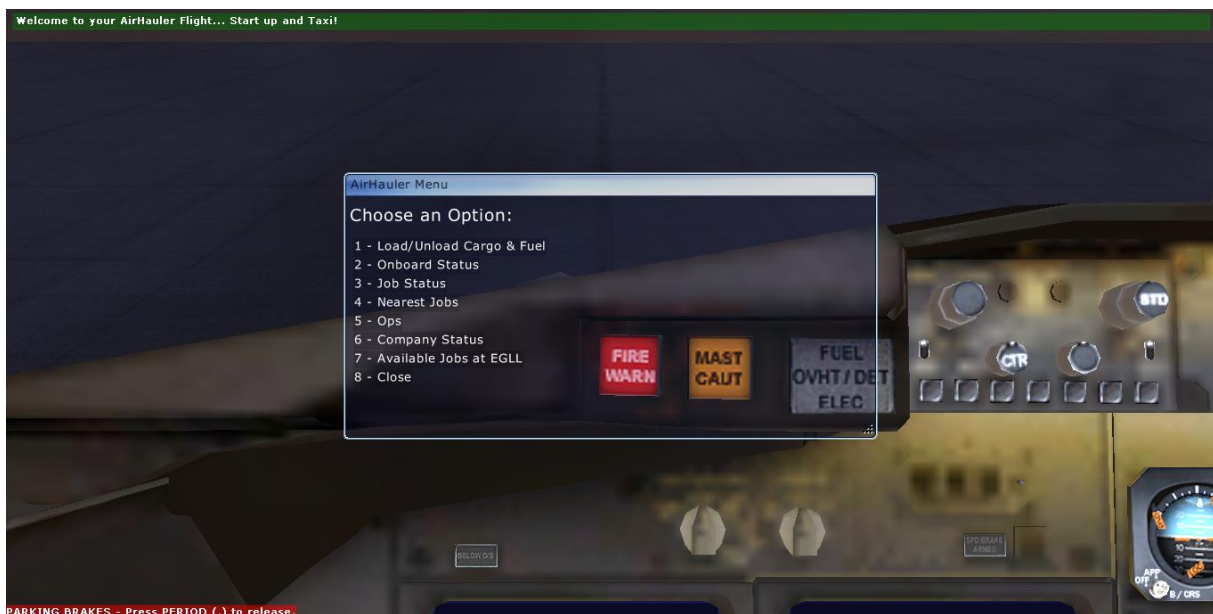
You'll now see the Flight Planning screen. AirHauler 2 will have already created a direct route from your start airport to the destination. You can modify this route if you wish and you can toggle on and off the visibility of VORs/NDBs and Waypoints. To make your own route, click "Clear route" then simply click on nav aids to build the route. To finish the route, use the "Direct to" button in the bottom left to take you from your last nav aid to your destination.



For now - let's just use the planned direct route - click "Accept Route" to continue.

Flying The Cargo Job

AirHauler 2 will now start up Flight Sim with your aircraft loaded with Cargo and fuel at the appropriate airport, or wherever you left the aircraft previously!



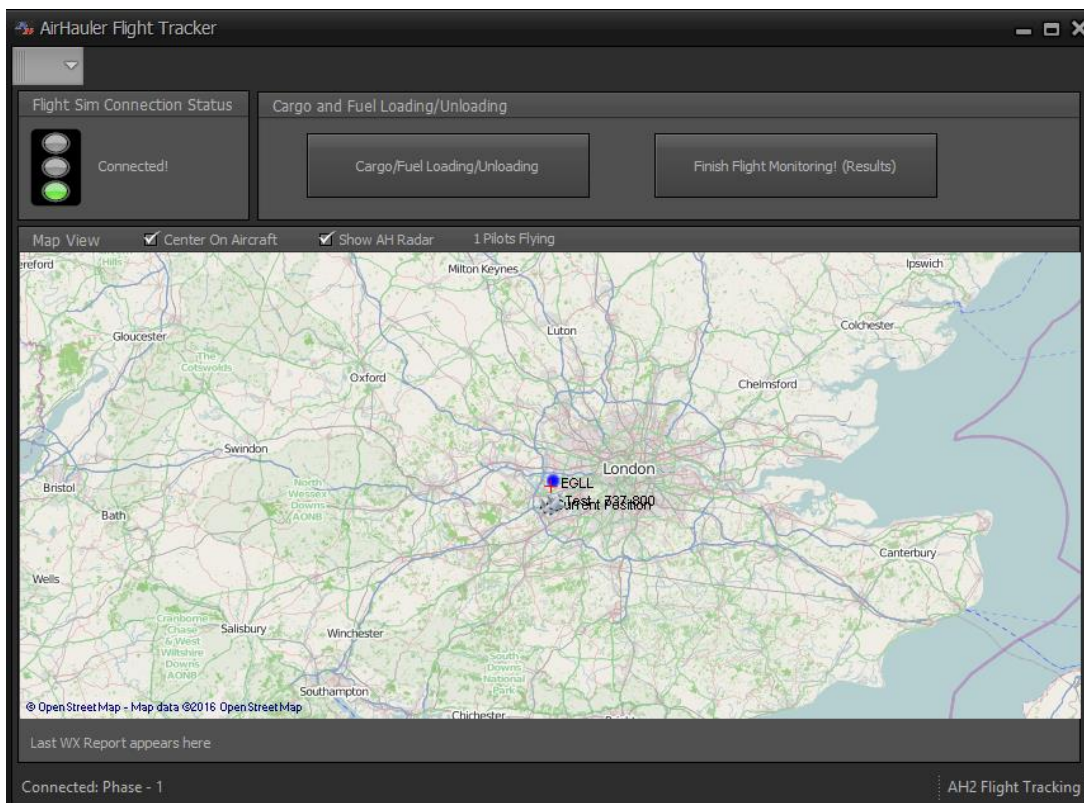
As with the Type Rating flight, you simply need to start-up, Taxi and take off. Once you have taken off, you'll be asked to fly en-route to your destination. You can fly any way that you want, and can stop at other airports, take on other jobs etc.

You can also use the new In-Flight menu which gives you information about your cargo and aircraft whilst in-flight - you can access this menu by pressing Ctrl+F1.

Remember and not stall or over speed the aircraft, pay attention to flap and gear limiting speeds, and land smoothly at your destination.

Once you have landed, shut down your engines, and then Alt-Tab back to AirHauler 2 or simply close Flight Sim (the more recommended option).

From the Flight Monitoring window, click "Cargo/Fuel Loading/Unloading".



You'll then see the Cargo loading screen and this time you can select your on-board cargo item for this airport and click "< Unload".

If you managed to take all the Cargo, you will complete the job (provided you unload before the job expires!), and you'll receive Cargo reputation and the Fee for this job into your Company bank account!

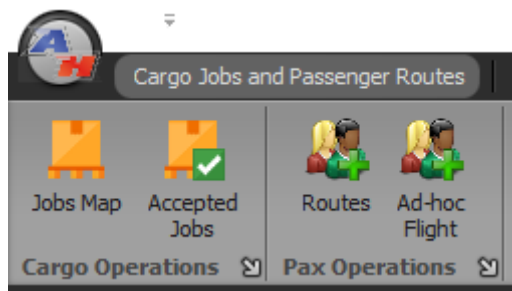
All that is left to do is to "Finish Flight Monitoring", review your flight performance details, and then go back to the main AirHauler 2 screen.

You can now go back to the **Jobs Map** and look for another job at this airport or in the near vicinity and work on growing your empire!

Congratulations on a Job Well done!!! (Hopefully!) And if you failed this job, then dust yourself off, and try again with another one!

1.2.3. FLYING PASSENGERS

You don't just have to fly cargo in AirHauler 2 - you can fly Self Loading Freight, or *passengers* too!



There are TWO types of passenger flights in AirHauler 2, aside from special air taxi missions. These are:

- Ad-Hoc Passenger Jobs

- Routes

Both Ad-Hoc and Route passenger flights can be accessed from the top menu under the **Pax Operations** section.

Ad-Hoc Passenger jobs allow you to take your aircraft, and fly wherever you want to from wherever the aircraft currently is. You can specify ticket prices, and you can sell tickets to passengers then and there, and then fly the job directly. Only YOU as a pilot can fly Ad-Hoc jobs - AI pilots cannot do them.

Route are your scheduled passenger operations. You can schedule individual sectors in aircraft, and assign crews to fly those sectors for you (remember they'll need type ratings in the aircraft!). Routes are more structured, and you can still set ticket prices for every sector, however you won't know how many tickets you sold until after the route has been flown. You personally can fly any routes which have not been already flown at ANY time, but you won't get paid until the proper time that the route is scheduled to depart/arrive.

So - for a flight from A to anywhere you want with passengers, departing right now - use the Ad-Hoc flight feature.

To build up your aviation empire with your AI pilots flying routes all over the planet at set times - use the Routes feature.

Aircraft Configuration

To fly passengers, rather than boxes, you'll need an aircraft with seats! Every aircraft in AirHauler 2 via either in a Cargo or Passenger configuration. You can swap between configurations for a small fee from the Fleet screen, and you can change the seating arrangements also between single economy class up to 4 class flights with First, Business, Premium and Economy.

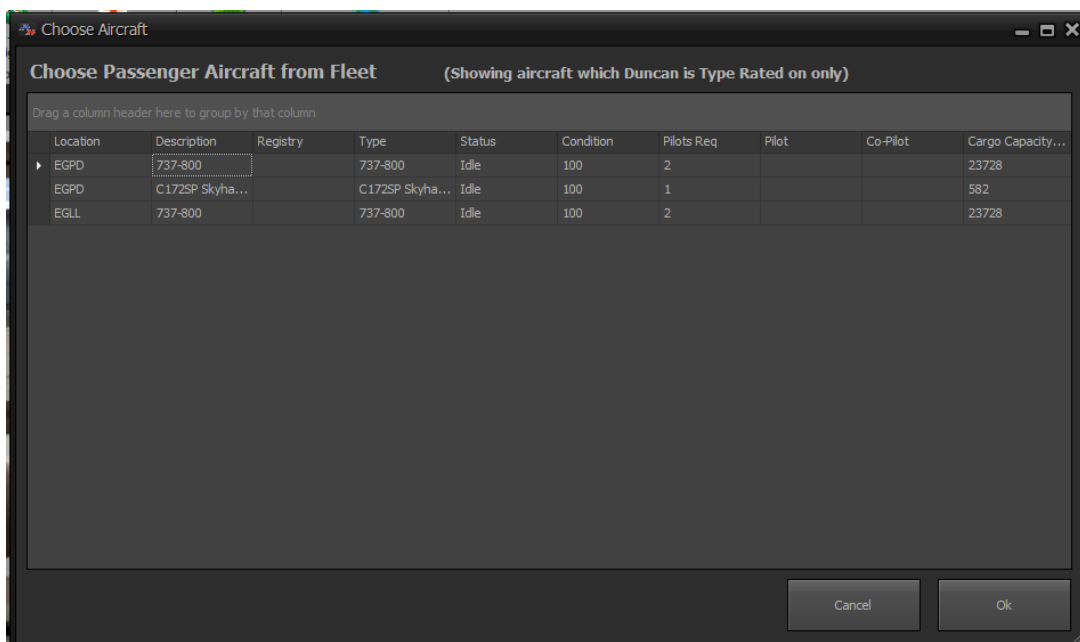
In order to fly a passenger flight you'll need a passenger configured aircraft so ensure you convert a cargo aircraft to passengers, or buy or lease a new aircraft. When you purchase or lease a new aircraft you'll be able to choose if you would like it delivered in a cargo or passenger configuration, and how you want the cabin configured.

1.2.3.1. AD-HOC PASSENGER FLIGHTS

Ad-Hoc Passenger jobs allow you to take your aircraft, and fly wherever you want to from wherever the aircraft currently is. You can specify ticket prices, and you can sell tickets to passengers then and there, and then fly the job directly. Only YOU as a pilot can fly Ad-Hoc jobs - AI pilots cannot do them.

Setting up an Ad-hoc passenger flight

To set up an Ad-hoc passenger flight, click the Ad-Hoc Flight menu button from the Top Menu under "Cargo Jobs and Passenger Routes".



You'll be asked to choose an aircraft from your fleet - only Passenger aircraft and those which you are type rated on will be shown. Also, any aircraft which are currently in-flight on other routes will not be shown.

Click on an aircraft in the list to highlight it and then click "Ok".

AirHauler 2 will tell you where your aircraft is currently located, and ask you to pick a destination for the Ad-hoc flight.

Choose an airport to be your destination using the filters on the next screen.

Choose DESTINATION Airport (Aircraft Departs from EGPD)

Search Criteria

ICAO Code: EGLL Has Lights Has ILS Can Afford

Name:

City:

State:

Country:

Clear Form Search

Drag a column header here to group by that column

ICAO	Name	City	R...	Country	Al...	R...	Longest...	G...	U...	Open...	Monthl...	Land...	l...	JetA	
EGLL	Heathrow	London		United...	82	3	3897	199	1	1	1080000	110945	5369	1...	1.73

Cancel Use Selected

Ticket Pricing and Income

Once you have a destination, you'll see the Ad-Hoc pricing information screen. This screen shows you your departure and destination airports, the time of the flight, the day (which is locked to real time, but not the actual time of day - you can set that as you wish), and the pricing information for the flight.

The screenshot shows the 'Create Ad-Hoc Passenger Flight' interface. It includes the following sections:

- Flight Details:** Aircraft: 737-800. From: EGPD (EGPD, Dyce, Aberdeen, Elev: 215ft, Rwy: 4, ILS Lights). To: EGLL (EGLL, Heathrow, London, Elev: 82ft, Rwy: 3, ILS Lights). Departure Time (Zulu): Friday, 19:48:37. FS Start time: 10 Minutes before TO. Arrival Time: 20:47.
- Ticket Pricing:** Sliders for 1st Class (£351.00), Business (£384.00), Premium Eco (£132.00), and Economy (£113.00). Cabin Service: No Service. Cabin Crew: 1. Cabin Service Cost: £28.80. Estimated Boarding Time: 0:22:0.
- Operating Costs:** Distance: 349 nm, Duration: 59 mins, Est Fuel: 4081 Kg, Fuel Costs: £8,780.23, Slot Fees (Departure): £81.00, Landing Fees (Arrival): £270.00. Direct Operating Cost (DOC): £9,200.53, Available Seat Miles (ASM): 47115, Cost per Seat Mile (CASM): £0.20. Estimated Travellers per Day on Route: 900.
- Seats Available:**

1st Class (23)	Business (24)	Premium (20)	Economy (68)	Totals
21	23	20	68	132
£7,371.00	£8,832.00	£2,640.00	£7,684.00	£26,527.00
Sold: 21	Sold: 23	Sold: 20	Sold: 68	132 Sold

On the left you can see the Ticket Pricing section which contains sliders for pricing for each class of seat you have onboard the aircraft.

You can adjust these sliders as you wish - as you do, you'll see the ticket sales in the "Seats Available" section on the lower right of the window for each ticket class. At the end, under the "Totals" heading you'll see the total number of sales for this flight, and the income it'll generate.

By moving the pricing sliders, you'll be able to find the best income for your flight for the given day and time - the most income doesn't necessarily equate to the most seats sold!

The Operating Costs section shows you information about the flight you're about to undertake - the anticipated fuel costs, departure and landing fees, and other information. The "Direct Operating Cost" gives you an estimate of how much this flight will cost to undertake, so ensure you've sold enough tickets to exceed that cost!

You can also select the type of Cabin Service on the flight - from a simple purchase service, through to haute cuisine. The better the on-board service, the happier the passengers!

When you're happy with your ticket pricing for the flight, click Fly Now!

Flying the Passenger Flight

Flying the Passenger route is very similar to flying Cargo flights in AirHauler 2 with a few noticeable differences.

Firstly - passengers take time to board. While boarding is in progress, aircraft engines must remain **OFF**.

Once you've boarded all the passengers, you can start-up and taxi in the normal fashion. The cabin crew safety announcement will play during the Taxi phase, and once you've lined up and departed, you are free to fly to your destination as normal.

Note that rough handling will make passengers nervous or scared and their "Satisfaction" will drop as a result. A late departure from an airport will lower their satisfaction, as will a very early arrival, so try and meet the departure and arrival times as closely as possible.

As you're a pilot, you don't need to feed or water the passengers - your cabin crew will look after that for you.

You can use the in-flight menu to check on your passenger's Satisfaction and Comfort at any point with Ctrl+F1 as usual, however if you scare them, they will let you know via a pop-up while you're flying!

When you reach your destination, land (hopefully) smoothly, then as normal, shutdown the aircraft, and the passengers will disembark. Once that process is completed, you can shutdown Flight Sim and Alt-Tab back to AirHauler 2 where you'll be paid for the flight.

If your passengers are unsatisfied with the flight, they will demand a refund, and you'll gain a negative reputation as a dangerous outfit! It goes without saying that crashing an aircraft full of passengers is unlikely to do your reputation any good, so please try to avoid that!

1.2.3.2. ROUTES AND SCHEDULED OPERATIONS

Route are your scheduled passenger operations. You can schedule individual sectors in aircraft, and assign crews to fly those sectors for you (remember they'll need type ratings in the aircraft!).

Routes, sectors and crews

The "Routes" screen is where we set up our individual passenger flights which will make up our schedule. These individual flights are called "Sectors", and you need crews to fly them (unless you're going to fly them yourself of course). The schedule is weekly, and scheduling a flight on a Tuesday for example, means that this flight will be performed every Tuesday until you remove or change the sector.

The screenshot shows the 'Pax Routes' screen in AirHauler 2. The main window displays a table of flight sectors. The table has the following columns: Status, From ICAO, To ICAO, Day, ETD Zulu, ETA Zulu, Distance, Duration, Aircraft Desc, Crew required, Last Price, Capt, PO, SO, and CP. The table shows several completed sectors from EGLL to EGPD. Below the table is a 'Sector Details' panel with a 'Sector Performance' graph and various data points.

Status	From ICAO	To ICAO	Day	ETD Zulu	ETA Zulu	Distance	Duration	Aircraft Desc	Crew required	Last Price	Capt	PO	SO	CP
Pending	EGLL	EGPD	Mon	Mon, 00:00:00	Mon, 01:12:00	349	72	737-800	2	23/05/2016 10:15:34	Rebecca Mitchell	Luca Todd		
Completed	EGPD	EGLL	Mon	Mon, 01:45:00	Mon, 02:57:00	349	72	737-800	2	23/05/2016 10:15:34	Rebecca Mitchell	Luca Todd		
Completed	EGLL	EGPD	Mon	Mon, 03:30:00	Mon, 04:42:00	349	72	737-800	2	23/05/2016 10:15:34	Rebecca Mitchell	Luca Todd		
Completed	EGPD	EGLL	Mon	Mon, 05:15:00	Mon, 06:27:00	349	72	737-800	2	23/05/2016 10:15:34	Rebecca Mitchell	Luca Todd		
Completed	EGLL	EGPD	Mon	Mon, 07:00:00	Mon, 08:12:00	349	72	737-800	2	23/05/2016 10:15:34	Rebecca Mitchell	Luca Todd		

The 'Sector Details' panel shows the following information:

- From Airport: EGLL, Heathrow, London
- To Airport: EGPD, Dyce, Aberdeen
- Aircraft: 737-800, 737-800
- Station: 349-881
- Duration: 72 mins
- Departure Time: Mon, 00:00:00 Z
- Arrival Time: Mon, 01:12:00 Z

The 'Sector Performance' graph shows the following data:

- Average Utilization: Economy 100.0% (68/68)
- Premium: 15.0% (1/20)
- Business: 100.0% (24/24)
- First: 26.1% (6/23)
- Average Income: £21,515.55

To schedule a sector, click the "Add Sector" button in the toolbar of the Routes Screen. You'll be asked to select an aircraft for the flight from your fleet of passenger aircraft.

You'll then be asked for your destination airport. The sector will start wherever the aircraft arrived at the end of the last sector.

Sequences must follow each other in this fashion. So if you schedule a sector from Aberdeen (EGPD) to Heathrow (EGLL), the next sector will start from Heathrow. If for some reason (i.e. deleting a sector from a schedule) the sequence isn't maintained, AirHauler 2 will warn you by colouring the invalid sector Red and set the status to "Sequence" to show that it is out of sequence.

Sectors also need to be flown, either by yourself or by crews, and you will need to assign one or more crews, of one or more pilots to your aircraft - we'll come on to that later.

Once you've chosen your destination you'll see the Sector Details Screen - this is the same as the Ad-Hoc Pax flight setup screen you've used previously, with several differences. You can change the departure time of the sector to any future time after the previous sector, with a short delay for the turnaround (cleaning/crew changes etc.).

Sector Details

From: EGLL, Heathrow, London
To: EGPD, Dyce, Aberdeen
Departure Time (Zulu): Mon, 00:30

Ticket Pricing

1st Class: £3,720.00
 Business: £1,395.00
 Premium Eco: £465.00
 Economy: £116.00

Cabin Service: No Service
 Cabin Crew: 1
 Cabin Service: £28.80
 Turnaround: 30 mins
 Estimated Boarding Time: 0:26:0

Operating Costs

Distance: 349 nm Direct Operating Cost (DOC): £12,322.16
 Duration: 1.20 hrs Available Seat Miles (ASM): 55491
 Est Fuel: 4081 Kg Cost per Seat Mile (CASM): £0.22
 Fuel Costs: £11,420.90
 Slot Cost (Departure): £402.68
 Landing Fees (Arrival): £1,342.25 Estimated Travellers per Day on Route: 900

Seating Configuration

1st Class	Business Class	Premium Econor	Economy	100% Utilisation
0	39	40	80	159
£0.00	£54,405.00	£18,600.00	£9,280.00	£82,285.00

Above figures are at 100% utilisation only! Actual income will depend on ticket sales at the time of the flight!

Cancel Add Sector

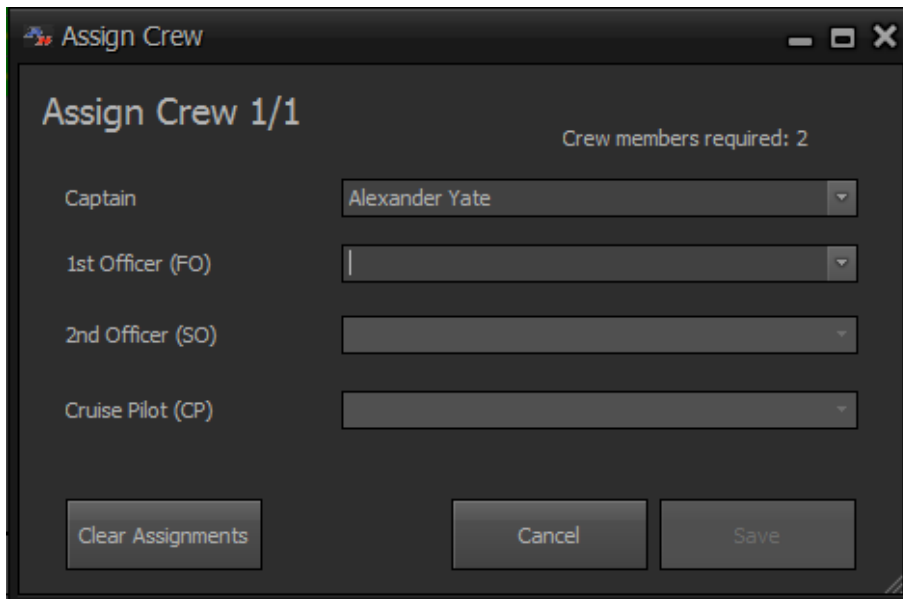
The Ticket price sliders work in the same way as the Ad-Hoc passenger screen **HOWEVER** the Totals and income section at the bottom right show the income **FOR 100% UTILISATION ONLY!**

You will not know how many tickets you have sold for any particular sector until that sector has been flown, at which point you can review the pricing/performance of the sector and lower or raise prices as necessary. This is different from Ad-hoc passenger flights where you see LIVE sales before you fly.

Scheduled flights will **NOT** be flown if they are initially scheduled on the day of departure. If you schedule a flight to fly tomorrow or later, it will be flown as normal, but if you schedule a flight on a Wednesday to go later that day, it will be **NEXT** Wednesday before the flight is processed (unless you fly it manually). This is by design to prevent scheduling then canceling flights immediately - after all, the passengers need time to buy tickets!

To add the Sector to the Schedule, click "Add Sector".

Crewing Requirements



The screenshot shows a software window titled "Assign Crew" with a subtitle "Assign Crew 1/1". In the top right corner, it indicates "Crew members required: 2". Below this, there are four dropdown menus for assigning crew members to different roles: Captain (currently showing "Alexander Yate"), 1st Officer (FO), 2nd Officer (SO), and Cruise Pilot (CP). At the bottom of the window, there are three buttons: "Clear Assignments", "Cancel", and "Save".

Once the sector is added, AirHauler 2 will then review the crewing requirements and determine how many crew you will need to allow you to operate the schedule.

You will need one or more pilots to crew each sector. Those pilots are the "crew" and will be assigned to that aircraft full time (i.e. unavailable for Cargo or other jobs), so ensure you utilise them effectively.

Crews have duty hours, and flights of longer durations will need more crew to operate them up to a maximum of 4.

A short flight of 1 hour duration in a 737 for example will need 2 pilots as part of one crew. If the flight is over 7 hours, they would require a 3rd pilot to allow for rest periods, and for flights over 17 hours, 4 pilots.

If a crew undertakes a long haul flight, and the aircraft is scheduled to return shortly after, that crew will likely be out of hours to make the return flight. In this scenario, you will require a second crew to perform the next sector. Ensure that you have enough Type Rated pilots on your staff to allow you to complete the schedule!

To assign crew - select the pilots from the drop down lists as required. Slots which are greyed out do not need to be filled, and existing pilots can be left assigned if they are already in place. The "Assign Crew 1/1" in the top left of the window will inform you how many Crews you require, and the "crew members required" will show you how many pilots you require for each of those crews.

If you do not have enough pilots available, you can cancel out of Crew Assignment but beware that if there are no pilots to fly sectors, those sectors will **NOT** be operated and you'll incur a reputation penalty for each one which does not fly! Sectors which do not have sufficient crew assigned will be marked red and with "No Crew" as a status.

Processing the Schedule and Flying Jobs

As time passes, your AI pilots will fly the sectors allocated to them. Flights which have not yet been flown this week are marked as Pending. Flights which have been recently completed are marked as "Completed" (and green), and will return to pending after 2 days.

You can manually fly any flight marked as "Pending", provided you are type rated in the aircraft. When you do, the flight proceeds in the same way as an Ad-Hoc job and your performance is recorded.

You are not paid immediately for the flight however. The flight will be marked as "Flown", as it has already been completed, and you will be paid after the point at which the flight would have been performed by your AI pilots (if any) but it will be processed using your performance. In this way, you can set up an entire week schedule and fly it yourself in one or two days, then wait for them to process through so you can fly them again as convenient.

"Flown" flights will reset to pending after a day or so in the same way as "Completed" flights by AI pilots.

[END] V1.0 27-05-2016.