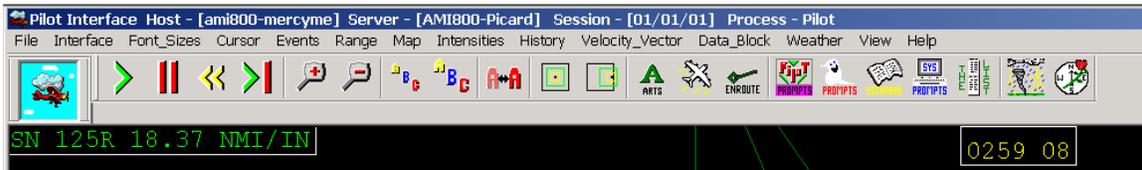


RTF Instructor's Guide to the PILOT

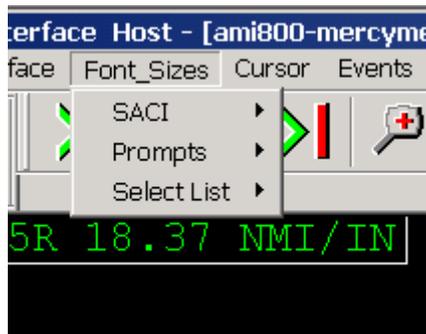
1 Menus

The menu buttons allow functions to be used. When a function is not permitted it is grayed out and does not work. The main menu is displayed across the top of the program window and above the toolbar.



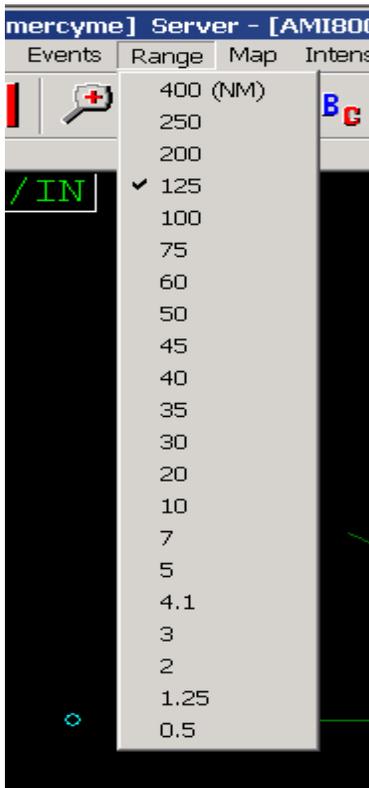
The Main menu has many sub-menu and they will each be described in the following paragraphs.

1.1 _Sizes Menu

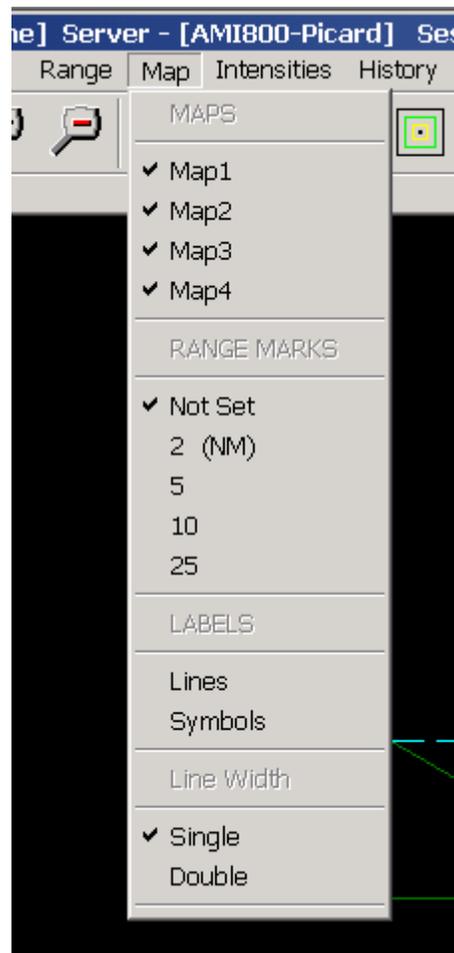


This menu allows the user to set the SACI (Selected Aircraft Information) window, Prompt windows & Select List font sizes.

1.1.3 Display Range



This allows the user to select a display range for the pilot display. This works in conjunction with the Zoom function button found on the toolbar. The original default range for an exercise is determined by finding the range of the scenario and setting the range on the pilot display to the closest match.



1.2 Map Menu

Button	Function
Maps	Enables/Disables the display of the mapping data found on Map1, Map2, Map3 & Map4.
Range Marks	Enables/Disables the display of Range Marks.
Labels	Enables/Disables Labels to be displayed for the Map.
Line Width	Allows the selection of Single or Double width lines on the map.

1.3 Intensities Menu



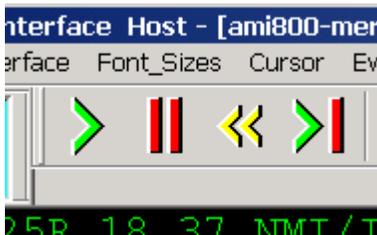
Allows the user to set the color intensities of the Map, Targets, Data Blocks, Alpha-Numerics, Weather and Range Marks. To change an intensity for one of these item, place the cursor on the window and **press the left mouse button to decrease intensity** and **press the right mouse button to increase intensity**.

2.1 Connection Status Indicator

The Connection Status Indicator is used to show if the Pilot software has located and connected to Charter.



2.2 Exercise Control



These Exercise Control buttons control from left to right Play, Pause, Rewind & Replay of the exercise.

2.3 Zoom



These button control the ability to zoom in and out. The image with a + zooms in and the image with the - zooms out.

2.4 Font Sizes



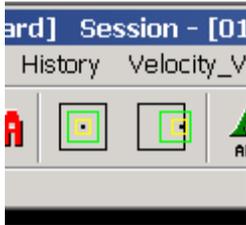
These buttons control the ability to increase & decrease the font size of the target data blocks. The left image of "ABC" decreases the font size while the right image of "ABC" increases the font size.

2.5 Intensity



This allows the intensity menu to be toggled between being displayed and not being displayed.

2.6 Center & Off Center



These functions control the center of the display and its location.

Icon	Icon Description	Function
Left Image	Boxes centered	When pressed causes the display of map to be centered.
Right Image	Boxes not centered	When pressed moves the cursor to the center of the display and the map will move with the cursor until the left mouse button is clicked.

2.7 Data Block Style



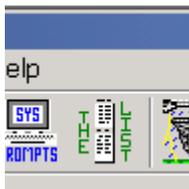
The Pilot software has three types of data block display;

- Arts DEDS/STARS style
- Aircraft Shape
- En Route PVD/DSR style

These buttons allow the data block style to be changed.

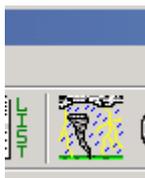


2.8 Aircraft List



This Icon functions as a toggle to control the Aircraft List and whether it is displayed or not.

2.9 Weather



This Icon function as a toggle to control the Weather and whether it is displayed or not.

2.10 Compass Rose

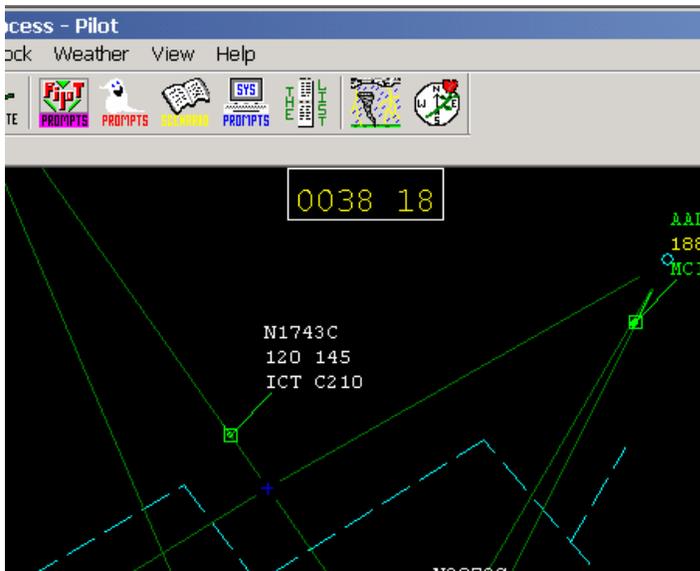


This Icon function as a toggle to control the Compass Rose and whether it is displayed or not.

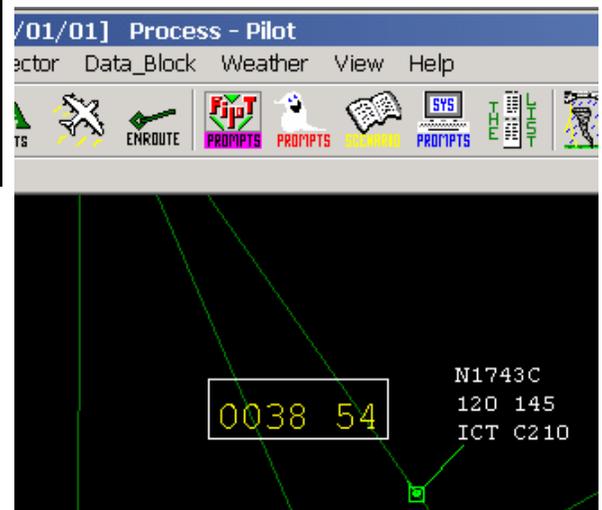
2.11 Display Window Movement

All the display windows on the map can be moved. This can be accomplished by grabbing the window area, just inside the top left corner of the window, holding the left mouse button down and dragging the window to a new location.

Before Clock is moved.



After Clock is moved.



List of Displays Windows

- Clock
- Selected Aircraft Information
- Command Line Input
- Scenario Information
- System Prompts
- Ghost Prompts
- Pilot Prompts

3 Data Block

The Pilot station can display both full and limited data blocks depending on users preference. This setup is part of the Toolbar (Data Block Style) and the main menu (Data Block Menu).

The full data block has 3 lines;

- AID
- Altitude & Speed
- Status / Clearance Fix & AC Type

The third line of the data block timeshares this line between the Status and Clearance Fix, Aircraft Type as shown below.



Below are two examples of a limited data block. The bright limited data block is assigned to the Pilot station, while the dimly displayed limited data block is assigned to another Pilot station. As a reminder all aircraft are controllable from any Pilot station. Assignments are used to help limit the number of aircraft a Pilot is responsible for any a given time.

Colors - Both on the data blocks and the Selected Aircraft Information window, color is used to indicate change. **Red** is used to indicate increase, while **Yellow** is used to indicate decrease. **Green** is used to indicate no change. This color coding is helpful in quickly determining the status of an aircraft.

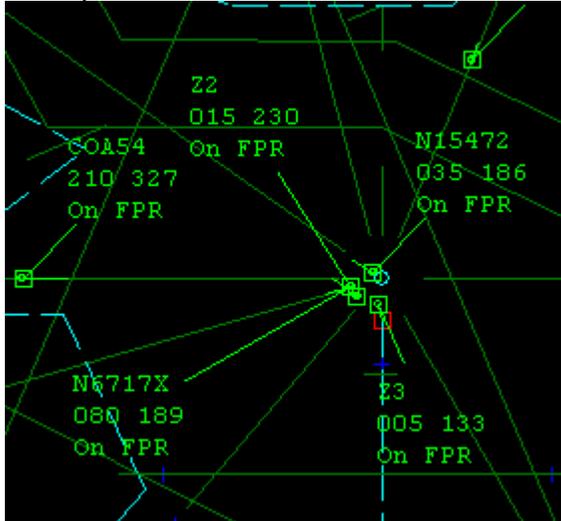


White flashing data block indicates that the aircraft has a prompt waiting.

3.1 Data Block Offset

This function has a higher priority than Route of Flight Display. To offset a data block, click on a data block with the left mouse button and hold the button down while dragging the data block to the new desired location and release the mouse button.

Example of Data Blocks offset.



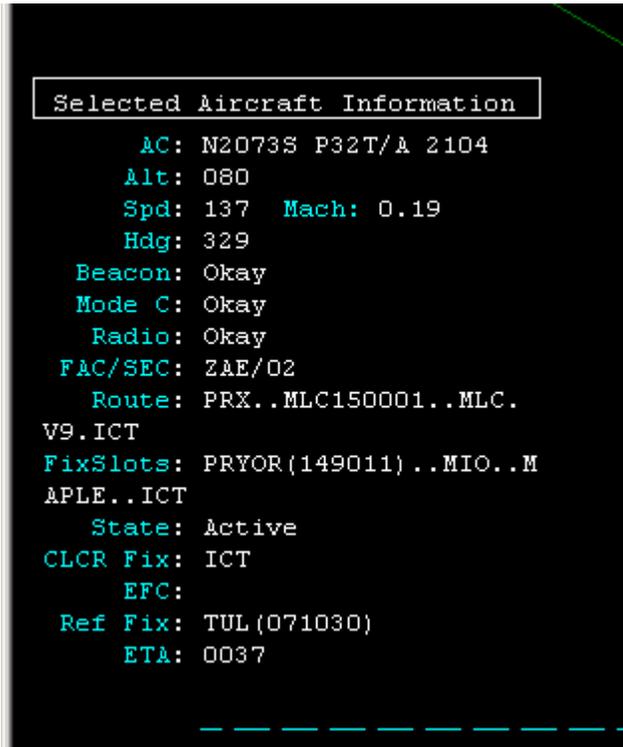
Methods of selecting an aircraft:

- Use the mouse and click on the aircrafts target or data block.
- Type the CID number of the aircraft in on the command line and press enter.
- Use the mouse and select the aircraft name from the aircraft list.

Once an aircraft has been selected the Selected Aircraft Information window for that aircraft will be displayed and a red circle will be displayed around the selected aircraft's target. Reference the section on the Selected Aircraft Information to learn more about the setup of this window.

3.2 Aircraft Selection

Only one aircraft can be selected at anytime and an aircraft must be selected to perform an operation on that aircraft.



Selected Aircraft



To deselect all aircraft use the mouse and click on the screen were no aircraft exist.

3.3 Route of Flight Display

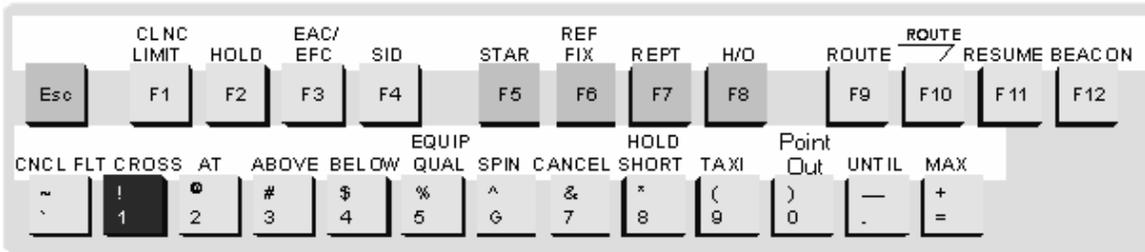
To graphically display on the map the route of flight of an aircraft simply use the mouse and click the right mouse button on the aircraft. This will display the route of flight for approximately 6 seconds and then disappear. There is not a limit on how many route of flight can be displayed at one time.

Example of Route of Flight Display

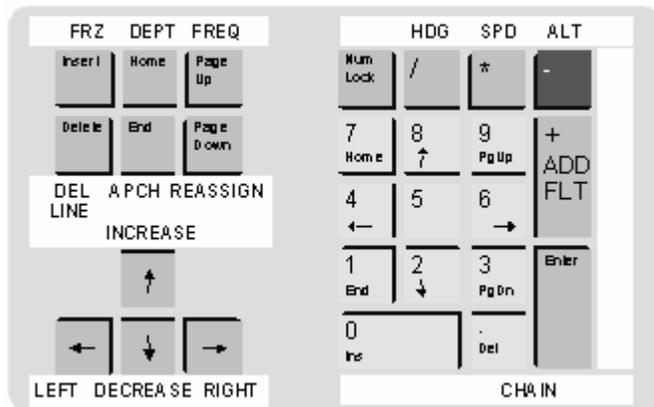


The blue circle marks the beginning of the flight and the yellow x is the present end of the flights route.

4 Command Set



The Pilot Commands have been assigned to the keyboard for ease of use. These images of the Pilot Keyboard Template show the locations of these assignments.



All Pilot Commands except Add_A_Flight require that an aircraft be selected first.

4.1 Heading Commands

Entry	Result
Heading <i>Heading</i>	Causes an aircraft to turn to the Assigned Heading. Heading: Range 0 to 360.
Heading Left <i>Heading</i>	Causes an aircraft to turn left to the Assigned Heading. Heading: Range 0 to 360.
Heading Right <i>Heading</i>	Causes an aircraft to turn right to the Assigned Heading. Heading: Range 0 to 360.
Heading Left	Causes an aircraft to start turning left.
Heading Right	Causes an aircraft to start turning right.
Heading	A turning aircraft will stop turning and continue on its present heading.
Heading <i>Degrees Left</i>	Causes the aircraft to turn the specified number of degrees to the left.
Heading <i>Degrees Right</i>	Causes the aircraft to turn the specified number of degrees to the right.

4.2 Speed Commands

Entry	Result
Speed <i>Speed</i>	Sets the Assigned Speed of an aircraft to the specified <i>speed</i> . Speed: Must fall into the range valid for this aircraft.
Speed Increase <i>Speed</i>	Adds the specified <i>speed</i> to the Assigned Speed of an aircraft. Speed: Must fall into the range valid for this aircraft.
Speed Decrease <i>Speed</i>	Subtracts the specified <i>speed</i> from the Assigned Speed of an aircraft. Speed: Must fall into the range valid for this aircraft.

4.3 Altitude Commands

Entry	Result
Altitude <i>Altitude</i>	Replaces the Assigned Altitude for an aircraft.
Altitude MAX	Makes the aircraft use its MAX rate to reach the Assigned Altitude to which it is going.

4.4 Departure Commands

Entry	Result
Depart	Causes an aircraft waiting for departure to begin takeoff and ascent from airport.

4.5 Approach Commands

Entry	Result
Approach	Press the Approach button and select from the list of valid approaches built for that particular airport.

Note: If a list is not displayed, then this aircraft is not routed to a valid airport. Reroute the aircraft to the desired valid airport and follow the approach instruction again.

4.6 Beacon Commands

Entry	Result
Beacon I	Causes an aircraft to ident.
Beacon <i>Beacon I</i>	Replaces the existing beacon code for an aircraft and also causes the aircraft to ident.
Beacon <i>Beacon</i>	Replaces the existing beacon code for an aircraft.

4.7 Route_Intercept Commands

Entry	Result
Route_Intercept	Causes an aircraft to attempt to rejoin its route.
Route_Intercept <i>fix</i>	If the fix is on an aircraft's route of flight this entry will cause the aircraft to fly direct to the fix and join the route of flight there.

4.8 Cancel Flight Commands

Entry	Result
Cancel_Flight	Removes an aircraft from the simulation.