X-Plane CPL Pilot

Contents

1   Installation

After downloading and extracting X-CPL-Pilot, copy the extracted folder into your X-Plane Plugins folder.

2   Activation
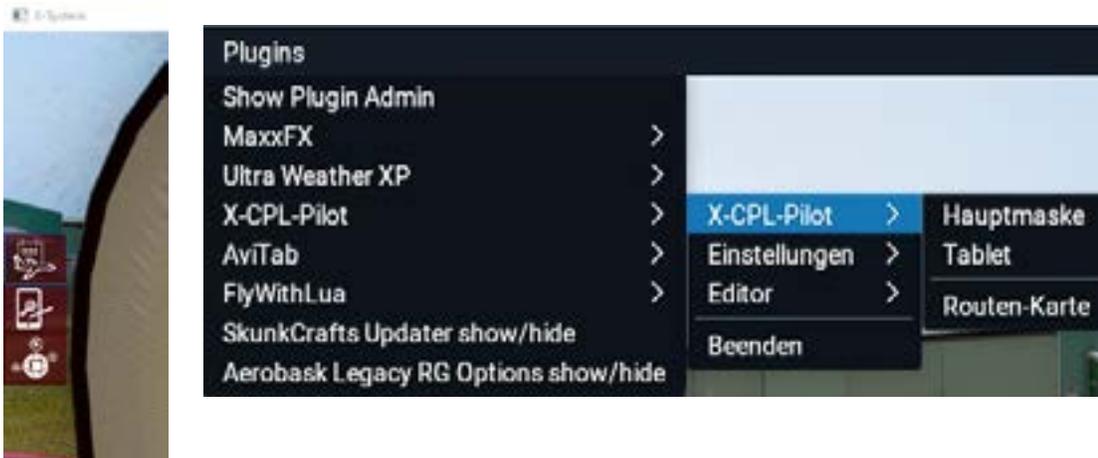
Before you can use X-CPL-Pilot, your registration key must first be validated. Open the X-CPL-Pilot window from the **Side Menu** in the main window of X-Plane or via the Plugins menu. (The **Side Menu** only becomes visible when the mouse hovers over it.)

Copy your key provided in your email and paste it with either CTRL+V or with the "Paste" button.

Your key will now be sent to a server which will check if the key is valid.
If activation doesn't work immediately, try again. If there are still problems with activation, please send an email to ***xcplpilot@gmail.com.***

3   Choose your region
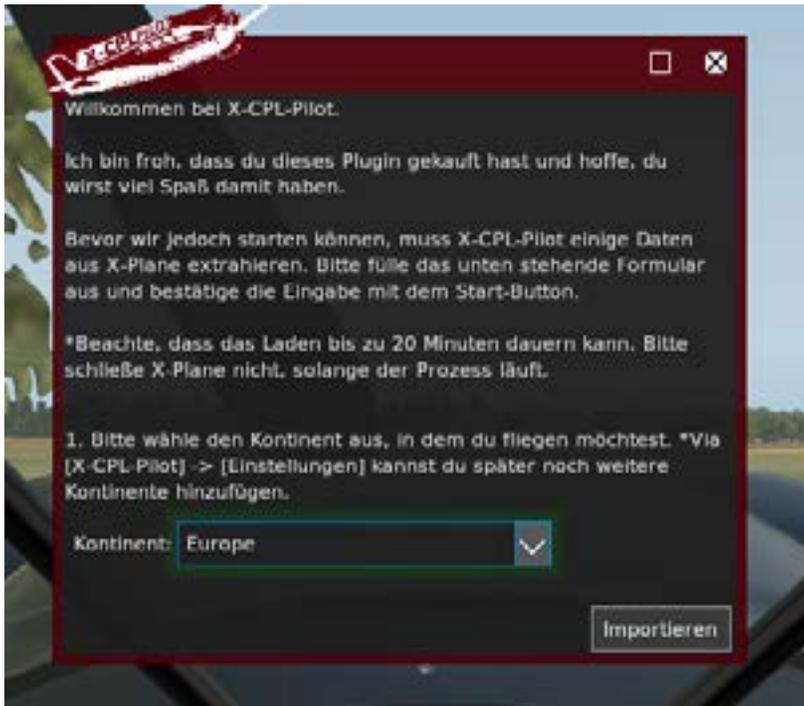
So that X-CPL-Pilot works correctly and remains as fast as possible, only the scenery data actually required is loaded. This includes all information about airports, runways, etc.

Please select the continent you want to fly in.

X-CPL-Pilot will then populate its databases with data. The process can take some time. You can still close the window and use X-Plane normally. Most routines run in separate threads in the background. Please do not close X-Plane while X-CPL-Pilot is populating the database.

Note: You can add more continents later via the "Settings" window.

4   Main FBO
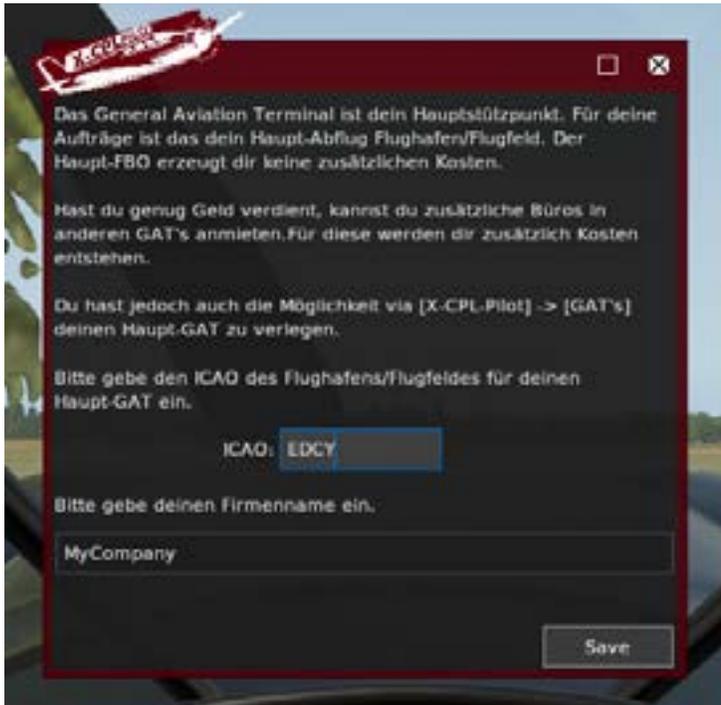
The next step is to determine where to locate your **Fixed-base Operator (FBO).** This is the headquarters of your company. Enter the airport's ICAO code.

Note: Do not choose an airport that is too big. Fees vary widely depending on the size of the airport. Take-off and landing fees are much more expensive at large airports than at small airports. So first choose a medium or small airfield.

Next, enter the name of your airline. X-CPL-Pilot is now ready to use.

Make sure your plane is at your FBO before you start using X-CPL-Pilot.

Note: You can change your main General Aviation Terminal (GAT) at any time in the main window at the FBO / Routes tab. Just change the ICAO and confirm with the "Save" button.

5 Window handling

With a double-click on the upper frame of the window, it will be enlarged to full screen. Alternatively, the window can be enlarged with the corresponding symbol in the frame.

All windows from X-CPL-Pilot can be "pulled" out of the X-Plane window. The windows can then be moved to other monitors.

Windows can also be enlarged by dragging the frame in the direction in which you want to enlarge it.

5.1 Are you in focus?

If you want to interact with a window, you should get used to clicking the window first. Only when the window is in focus will it react to inputs.

5.2 Lists
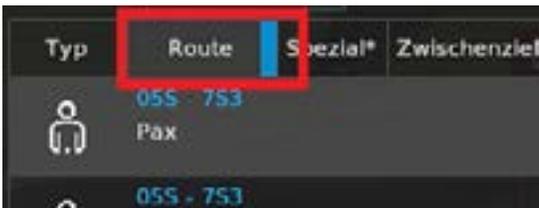
List columns can be adjusted in width. To do this, simply drag the mouse to the edge of a column and in the corresponding direction.

If the data is to be sorted, simply double-click in the corresponding column.

6 Settings
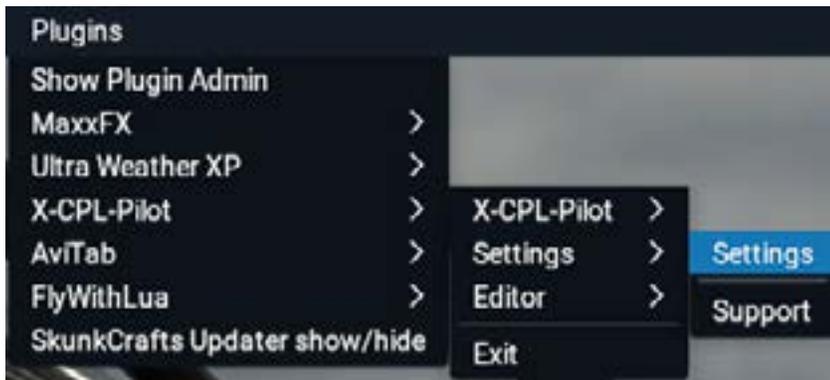
You should now take a look at the settings.

From the X-Plane Plugins menu, open X-CPL-Pilot fly-out menus and select **Settings**

6.1 General

In the "General" tab you can adjust various settings for formatting the data.

You may choose Inits in metric or imperial, currency in several formats, date format, 12 or 24-hour time format, and color scheme.

Make your selections and click the "Save" button.

6.2 Job Generator

The most important settings are found in the "Job generator" tab. These affect the randomized generation of jobs. The most common settings are default.

In this tab you can choose Flight Plans in real time or randomly generated times.
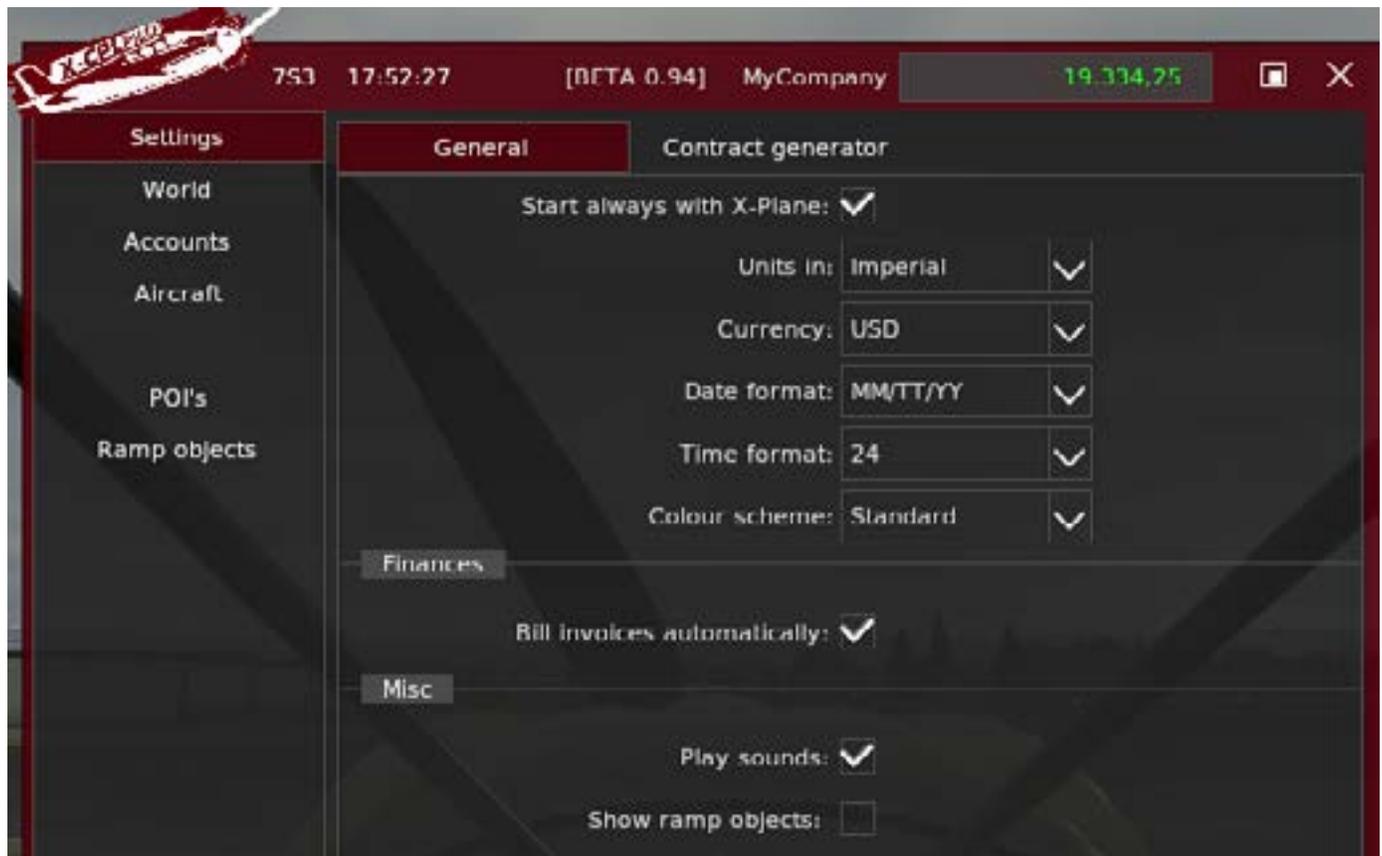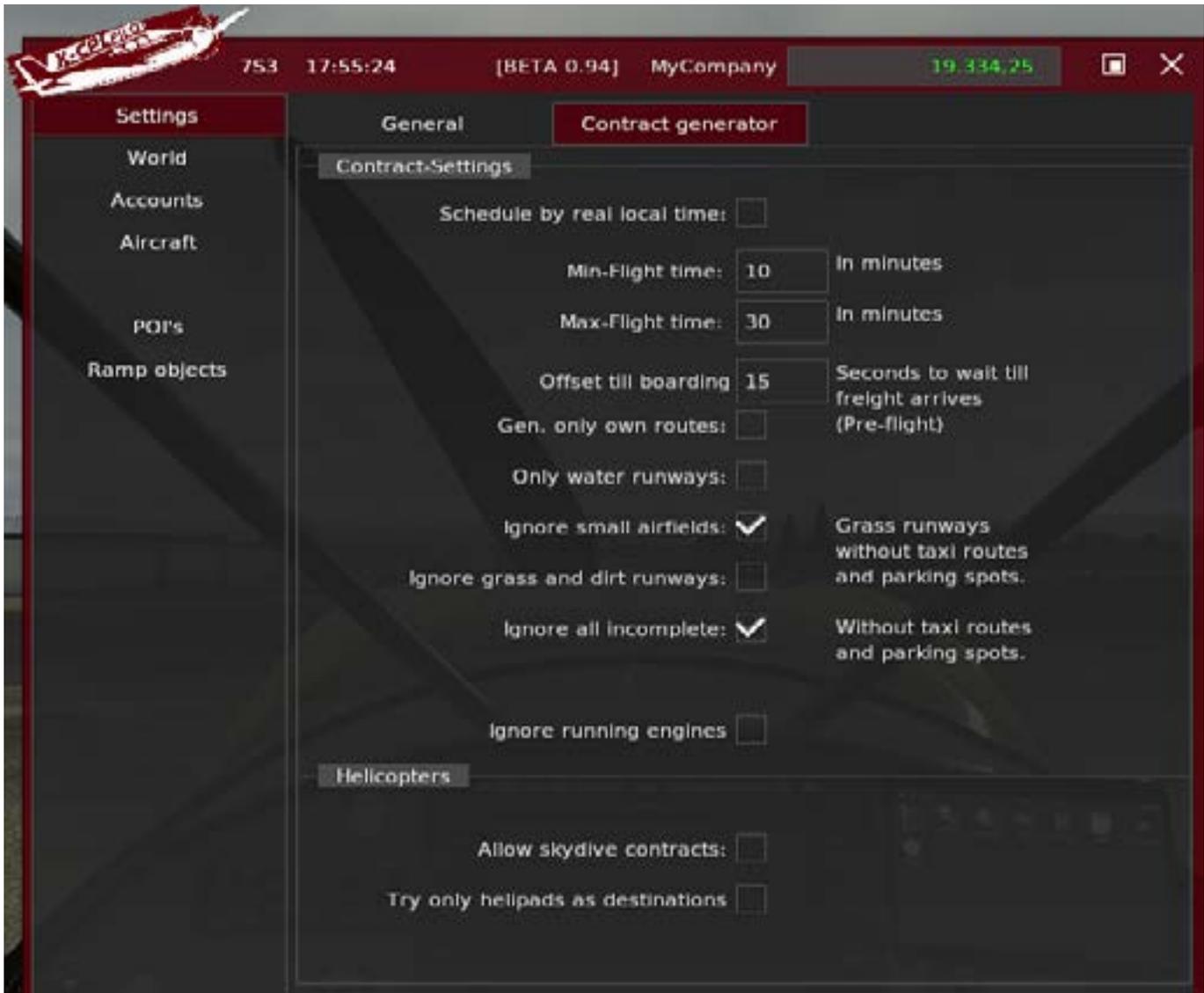Select minimum and maximum flight time in minutes.
Adjust the time for pre-flight.

You may choose to ignore small, grass, or dirt airfields, or airfields that do not have any infrastructure, i.e. parking spaces, airport markings, etc .

Make your selections and click the "Save" button.
X-CPL-Pilot will then check for destinations which match your settings.

Note: It is possible that the job generator cannot find any destinations with your settings. In this case, adjust your settings or, change the FBO to another ICAO.

7 Jobs

X-CPL-Pilot will already have created your first job. Jobs are always created that fit your aircraft. If you change the aircraft type, your current jobs will be lost. These are not saved permanently so that the database remains as small as possible. By creating more FBO's, custom routes, etc., and accumulating more flight hours, jobs will generate more.

Open the main window of X-CPL-Pilot, either from the **Side Menu** or the plug-in menu of X-Plane.

NOTE: If the **Side Menu** overlaps other menus (i.e. Reality Expansion Packs), simply slide it up or down. X-Plane will save its position. You may also choose the starting location in settings.
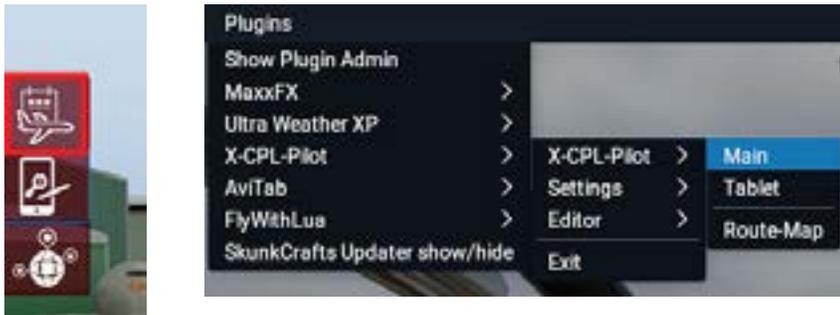
7.1   Jobs – Map View

In the first tab we see all the available jobs visually.

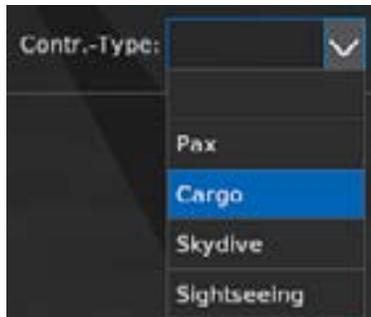Routes with active jobs are shown here. You can zoom in and out on the map with the mouse wheel.
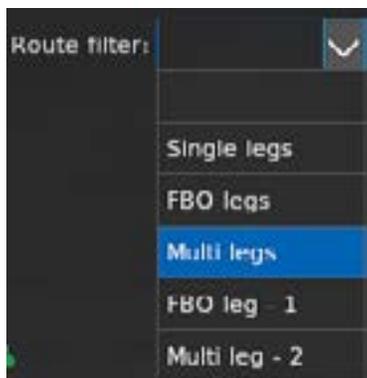
7.2 Filter Jobs (No relation to the late Steve Jobs)

You can filter for various job types using the combo boxes.

In the Job combo box, you can filter by job types.

In the combo box for the routes, you can filter by single leg and multi-leg, FBO- Routes etc. You can also choose specific routes.
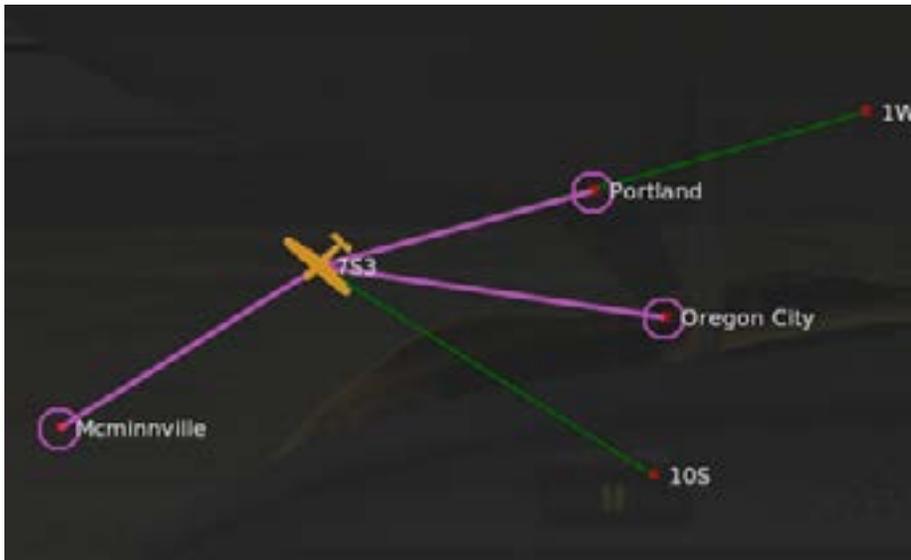
The routes have different colours to better distinguish them from each other.
Colours for multi-legs are always random, single legs are green, special jobs like skydiving or sightseeing flights are pink. Intermediate destinations to be flown are circled.

To accept a job, your aircraft must be at the relevant General Aviation Terminal (GAT).

You can only use aircraft that you are rated. Initially, you can only fly aircraft up to two (2) tons or helicopters up to two and a half (2.5) tons. As you collect flight hours, the maximum allowable weight will increase.

7.3 Reload jobs

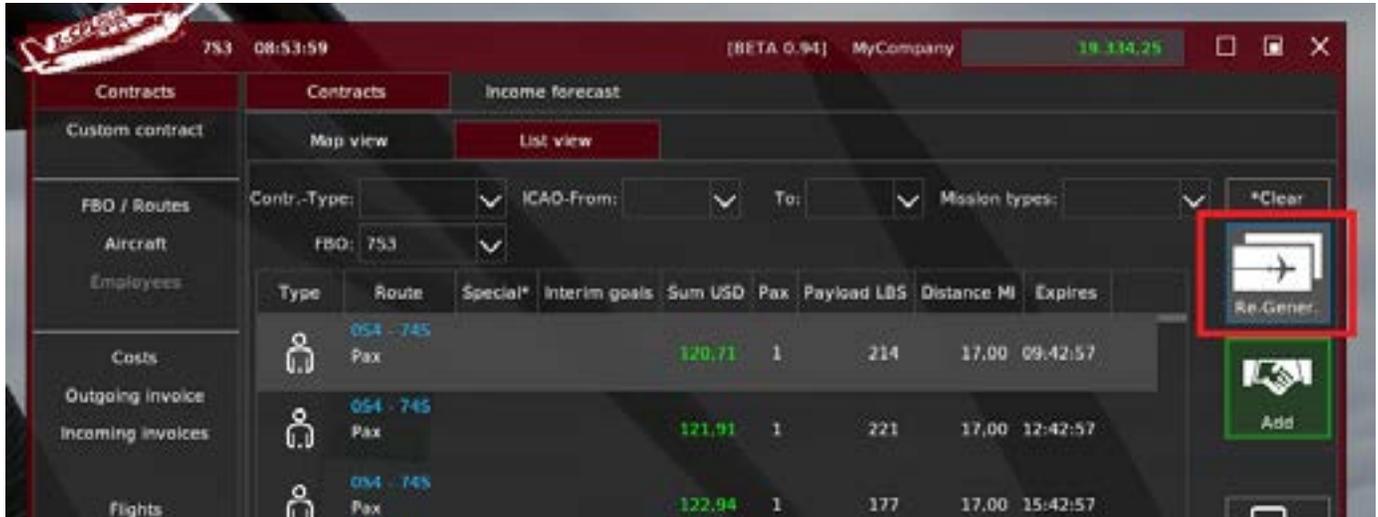If you are unsatisfied with the jobs or routes created, they can be removed and regenerated. To do this, go to the list view and click on the button "Re-Generate".

8 Accept Jobs
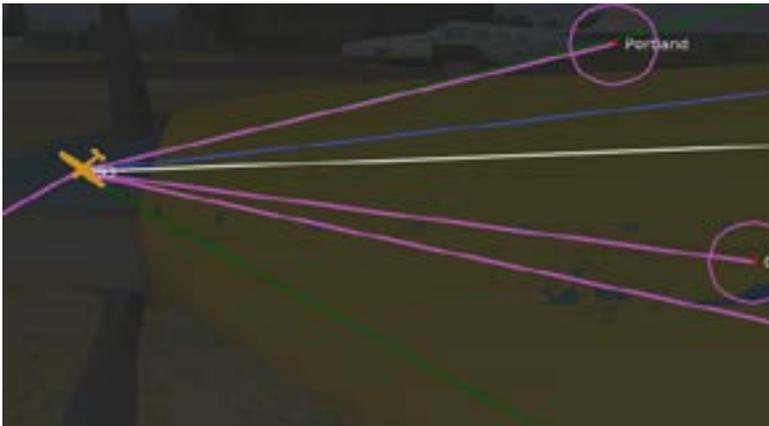
To accept a job, simply click on a route with the mouse. When you mouse is over it, it will become highlighted.

Accept as many jobs as you want up to the maximum weight your plane can hold.

Note: If you take jobs from multi-leg routes, pay attention to departure and arrival information so that you don't fly in the wrong direction.
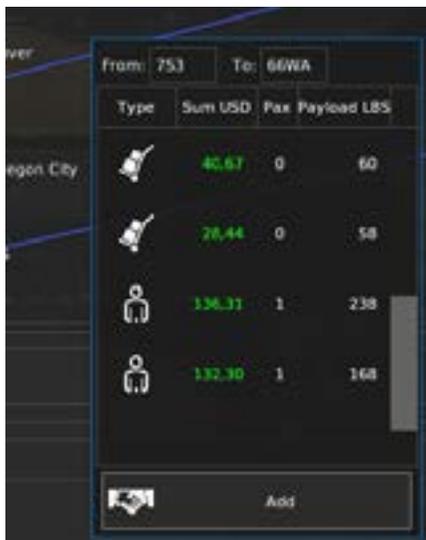
In this case you see jobs from 7S3 (Our FBO) to 66WA. With the "Add" button, the job will be added to your active route. The weight display below shows how much weight can still be taken up. But be careful, fuel is not taken into account.

An active route with accepted jobs is highlighted in green on the map.

If the leg is a single leg, there are jobs in both directions. You can switch back and forth in the top right button.

8.1 Intermediate goals

For special jobs such as sightseeing flights or skydiving, there may be additional intermediate goals to fulfil. For example, a specific area should be flown over during a sightseeing flight. In the case of skydiving jobs, a minimum height must be reached and a certain area flown over before the jumpers can be let out.

Intermediate goals can be seen in the "Intermediate goals" tab with in the added routes. In the following example, we have to be in the air for at least 15 minutes and a specific city has to be flown over.
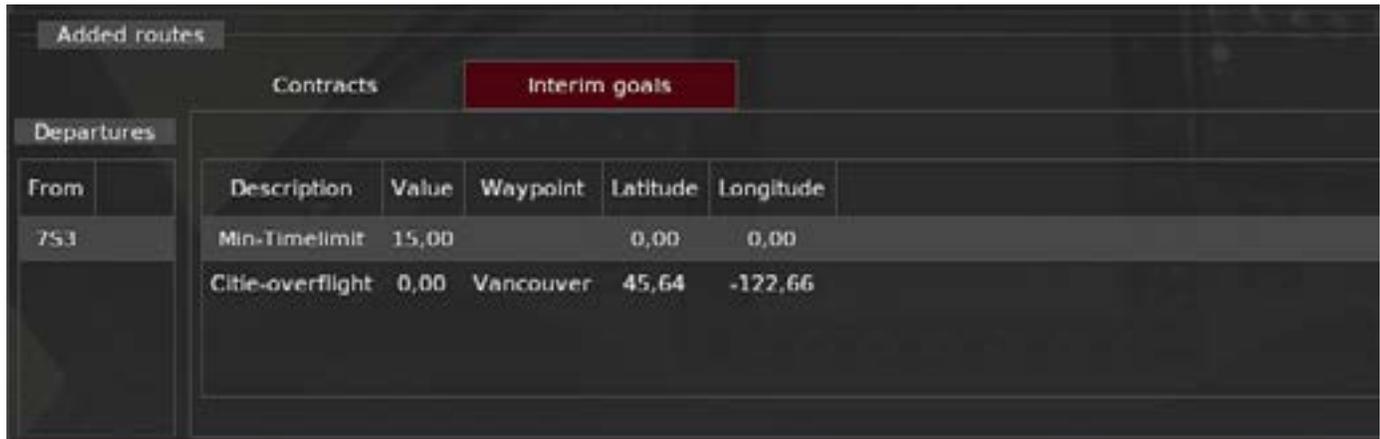
From	Description	Value	Waypoint	Latitude	Longitude
753	Min-Timelimit	15,00		0,00	0,00
	Citie-overflight	0,00	Vancouver	45,64	-122,66

Added routes — Contracts — Interim goals — Departures
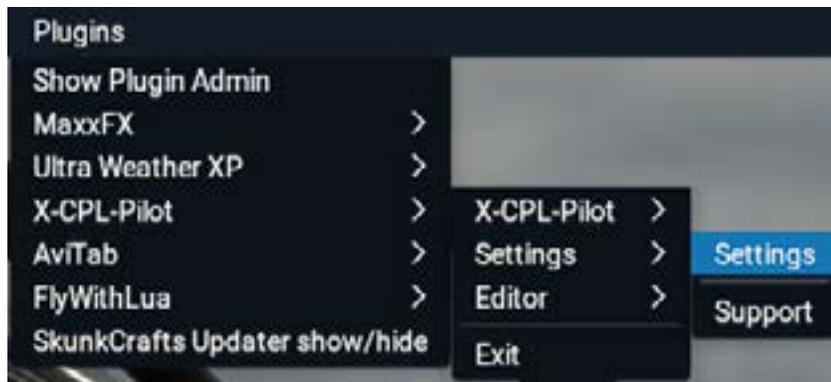
9 Number of seats

If X-CPL-Pilot presents an error message that you don't have enough seats on your aircraft, you can adjust the number of seats in [Settings] -> [Aircraft].

However, X-CPL-Pilot only allows as many additional seats as can be calculated based on weight. Once the maximum weight has been reached, more seats cannot be added. An example of this is a Carbon Cub. X-CPL-Pilot assumes one seat (the pilot), but in reality, the aircraft has 2 seats, so we simply increase the number of seats in the settings.

10 Income forecast

Once you've added jobs, there's only one thing left to do. Check if it's worth it.

Various fees at the airports / airports take away a good part of the income. In the "Income forecast" tab, the expected costs and income can be checked.

11   The Tablet

Once you have added your jobs, you can start your flight. To do this, open the Tablet from the plugins menu or the fly-out menu.

Note: Remember to have your airplane at your FBO before you begin.

The tablet is the heart of X-CPL-Pilot. Most of the interactions take place here.

The window is divided into 3 tabs:

11.1   Flight

The "Flight" tab is the main view for the tablet. X-CPL Pilot will often wait for you to interact here. Safety instructions or boarding must be started actively by you.

Under the Flight Tab, there are a few lines that show the status of intermediate destinations, if they exist. These can be certain waypoints that have to be scanned, information about the time remaining for time-critical jobs, or the minimum height to be reached for the jump of parachutists.

The bottom 3 buttons should be self-explanatory.

11.2 Routes

The "Routes" tab shows your current active route. Below the list is a button with which you can export the current route into the navigation system. You can then simply load the route into your aircraft's navigation device.
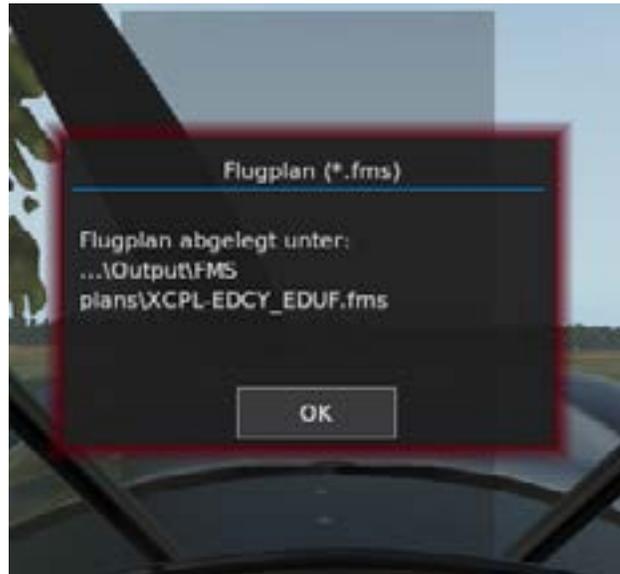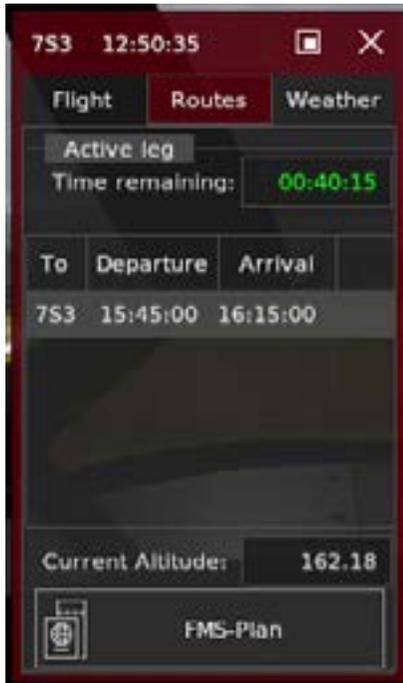
11.3 Weather

The “Weather” tab shows you current weather information.

753 15:35:30

Wind from 305,00 degrees with (N/W) 4.00 knots

Visibility 48,28 km or more

Clouds overcast 4724 feet, Cirrus 27826 feet

Temperature 19,73

INHG 29,93

Flight
Routes
Weather
Refresh

12 The first flight

Before beginning the flight, the route must first be calculated. Open the Flight Tab and select "Flight plan." This opens a new window.

753 08:47:37

Account: 22.041.05 USD

Flight
Routes
Weather
Flight schedule
Abort
Contr.
Map
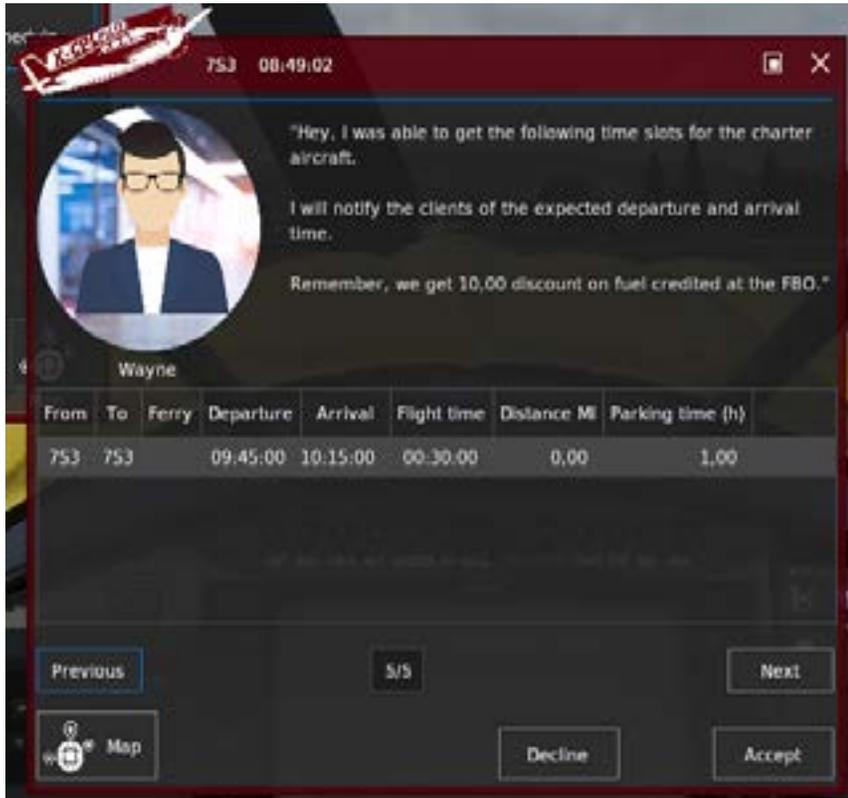
12.1 Schedule

Here we select our schedule for the flight. There are always 5 different periods available.

Our scheduling agent at our FBO, Wayne, will then ensure the customers are informed about our planned departure and arrival times.

If the times are not satisfactory, a new schedule can be calculated by selecting "Decline" or by closing the window and then clicking "Flight schedule" again.

Note: If the setting "Departure times according to real local time" is selected in the settings under "Job generator", the current time is used accordingly for planning. This also eliminates the time selection.
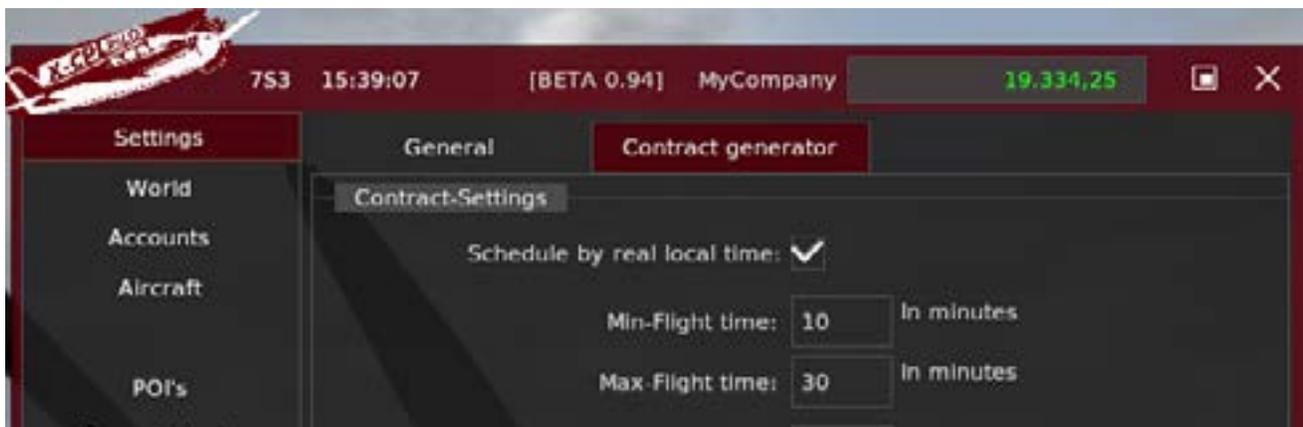
Once you have selected the schedule, the window closes automatically.

12.2 Preflight
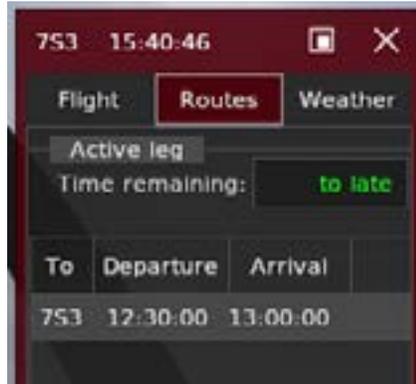
Now we open the Flight Tab again. The information provided changes to the time that was planned for the departure. The times can also be viewed via the "Routes" tab.

Cargo and Pax will arrive about 10 minutes before departure, so all the fun starts at 12:20 p.m. Since we are already beyond that, we can use the "Time Machine" button and start the built-in flux capacitor. If we press it, the time is set to 10 minutes before departure.

Note: If you want more time for your start preparations, the offset can be adjusted in seconds in the settings window. The standard setting is 15 seconds.

Now all we have to do is wait. After the counter has run out, i.e. the loading bar is full, Pax and Cargo are automatically brought to us.

If there are taxi routes for your current location from the X-Plane airport data, X-CPL-Pilot will send a vehicle to you. Vehicles differ depending on the amount of pax, cargo and job type. There is more information below about scenes and objects.

Note: X-CPL-Pilot uses only the standard vehicles from X-Plane out of the box. You can add additional object files in predefined folders. This can be object files or links to them. If you have several vehicle objects in one folder, X-CPL-Pilot will randomly choose one.

12.3 Add objects

You can also insert passengers or other vehicles that can be seen on your aircraft before boarding, including luggage, if the corresponding object files are available.

Objects or links to the paths must be inserted in the following folders:
 12.3.1 Luggage:
C:\Users******\Documents\XCPLPilot\objects\RampStarts\Luggage\Cargo
C:\Users******\Documents\XCPLPilot\objects\RampStarts\Luggage\Business
C:\Users******\Documents\XCPLPilot\objects\RampStarts\Luggage\Casual
 12.3.2 Skydivers
C:\Users******\Documents\XCPLPilot\objects\Parachute
 12.3.3 People:
C:\Users******\Documents\XCPLPilot\objects\RampStarts\Pax\Business
C:\Users******\Documents\XCPLPilot\objects\RampStarts\PaxCasual
 12.3.4 Vehicles:
C:\Users******\Documents\XCPLPilot\objects\RampStarts\Vehicles\Bus
C:\Users******\Documents\XCPLPilot\objects\RampStarts\Vehicles\Car
C:\Users******\Documents\XCPLPilot\objects\RampStarts\Vehicles\Limo
C:\Users******\Documents\XCPLPilot\objects\RampStarts\Vehicles\Transporter
C:\Users******\Documents\XCPLPilot\objects\RampStarts\Vehicles\Van

The objects are not always aligned the same way. Therefore, you can adjust their orientation in X-CPL-Pilot. To do this, open the settings window and go to Objects. There you can load individual objects using the "Spawn single object" button and rotate the objects, or you can load a random scene and then change the orientation of the individual objects. For a scene, you choose type, number, and possibly weight.

The objects should always be aimed at the aircraft, unless you don't want anyone to watch you during the pre-flight.

There is more information about objects and scenes in this manual. In X-CPL-Pilot you can easily create your own scenes without having to close the simulator or change the scene files. There is no limit to your imagination.

12.4 Boarding

When boarding is about to begin, X-CPL-Pilot will inform you that the doors are closed. These have to be opened, otherwise nobody can get in.

However, it can happen that X-CPL-Pilot cannot recognize whether the doors are open or not. Some Addon aircraft do not write this information back to X-Plane. If this is the case, simply click the main button 2 more times. You also have the option to skip this step using a second button. On the next flight, X-CPL-Pilot will not try, it will remember which aircraft it works on.

Boarding begins next. X-CPL-Pilot will automatically add weight to your aircraft. Here again it may be the case that it is not possible due

to add-on aircraft that use their own system for weight. In this case you will be asked to change the weight manually. X-CPL-Pilot will automatically recognize that the weight has been reached and boarding will be completed. If that does not work for some reason, like with the doors you can skip it by clicking two times.

12.5 The flight

After a final safety briefing the flight may begin.

X-CPL-Pilot will now operate in the background so that you can concentrate on flying. In addition, it will monitor your behaviour and ultimately evaluate your flight.

The map can be used at any time to keep an overview. It only shows relevant information.

In this instance it shows the region we have to fly over.

Interim goals should be kept in mind during the flight. Failure to complete them will have a negative impact on your pilot rating.

If a landing is made at the wrong destination, the leg can still be completed. But you only get 50% of the job value. The job can still be completed afterwards, it remains with the added routes.

12.6 After the landing

After landing we look for a place to park. Engage the parking break, or shut off the engine(s).

If the aircraft is at a standstill for some time, the leg can be completed.

The deboarding process is the same as boarding. Follow the instructions under the Flight Tab.

12.7 Ratings

Once the flight is completed, the reward is given for the effort. Now we can have a look at our achievements.

The pilot rating shows how well we did. As you can see, there is still room for improvement. The better your rating, the higher the chance of more lucrative jobs.

Flight rating

ICAO-From: 7S3   To: 7S3

Pilot-rating:

Taxi light while taxiing:	0
Landing on center line:	0
Over min. manoeuvring speed:	1
Spin prevention:	1
Bank angle under 60 degrees:	1
Beacon before Engine Start:	1
Take off on runway:	1
Take off on center line:	1
Take off on correct runway:	1
Flown with real weather:	1
Landing lights before take off:	1
Landing lights on approach:	1
Landing on runway:	1
Landing on correct runway:	1
Smooth landing:	2

★ ★ ★ ★ ☆

Next

13 %   Flight hours 1/10

Flight rating

ICAO-From: 7S3   To: 7S3

Contract-rating:

Landing in time	1
Min flight time: 15,00	
Overflight: Oregon City	1

On the next page we see the order evaluation. If all points are fulfilled, you get a 10% bonus on the order value.

ICAO-From: 7S3   To: 7S3

Revenue/Expenditure

Flight-Time:	14,80
Gross:	235,98
Bonus:	78,66
Taxes:	-
Charter:	-47,88
Take off/Landing:	-40,65
Emission:	-
Parking:	-
Pax:	-
Cost:	88.53
Fine: Violation of Minimum Altitude	
Total net:	147,45

Previous

13 %   Flight hours 1/10

Revenue and cost overview can be seen on the last page.

On the main screen of X-CPL-Pilot you can now see a change in finance.
We have received incoming and outgoing invoices in the system.

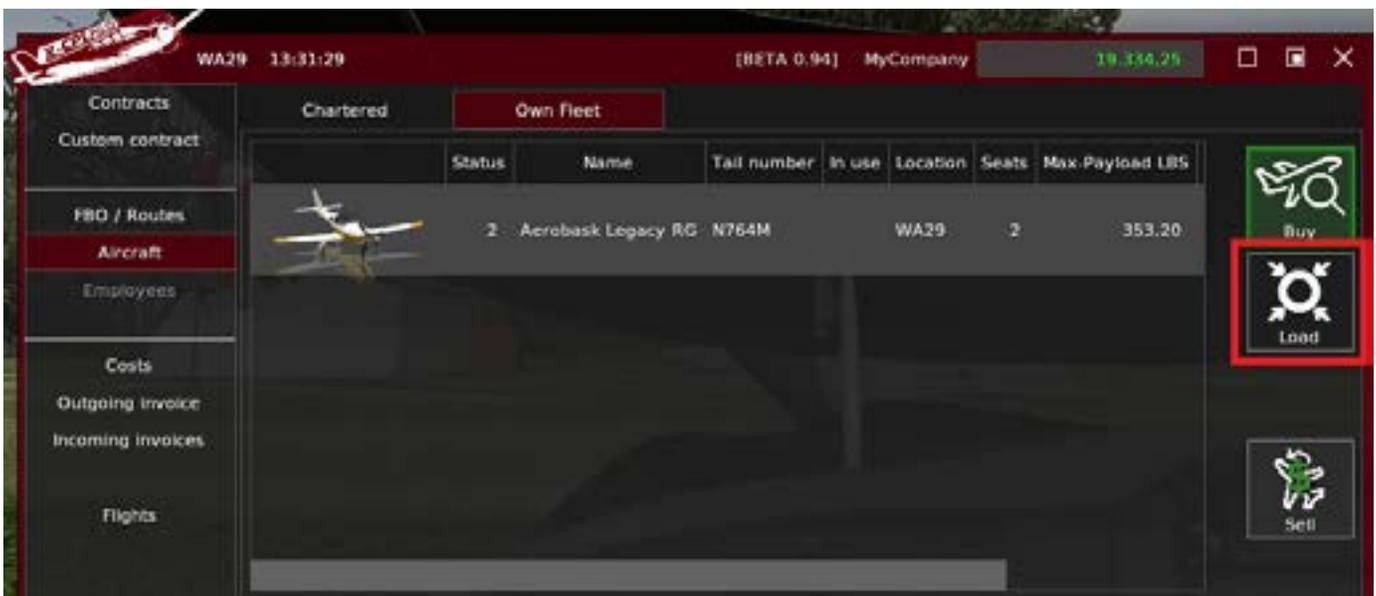
Here you get an overview of all inputs and outputs.

13   Charter and buy planes

When you start a flight, the system automatically assumes that the loaded aircraft is chartered.

However, if you are at an FBO and *X-CPL-Pilot* finds an aircraft in your position that you have bought, it will ask you whether you want to charter the aircraft or use your own aircraft.
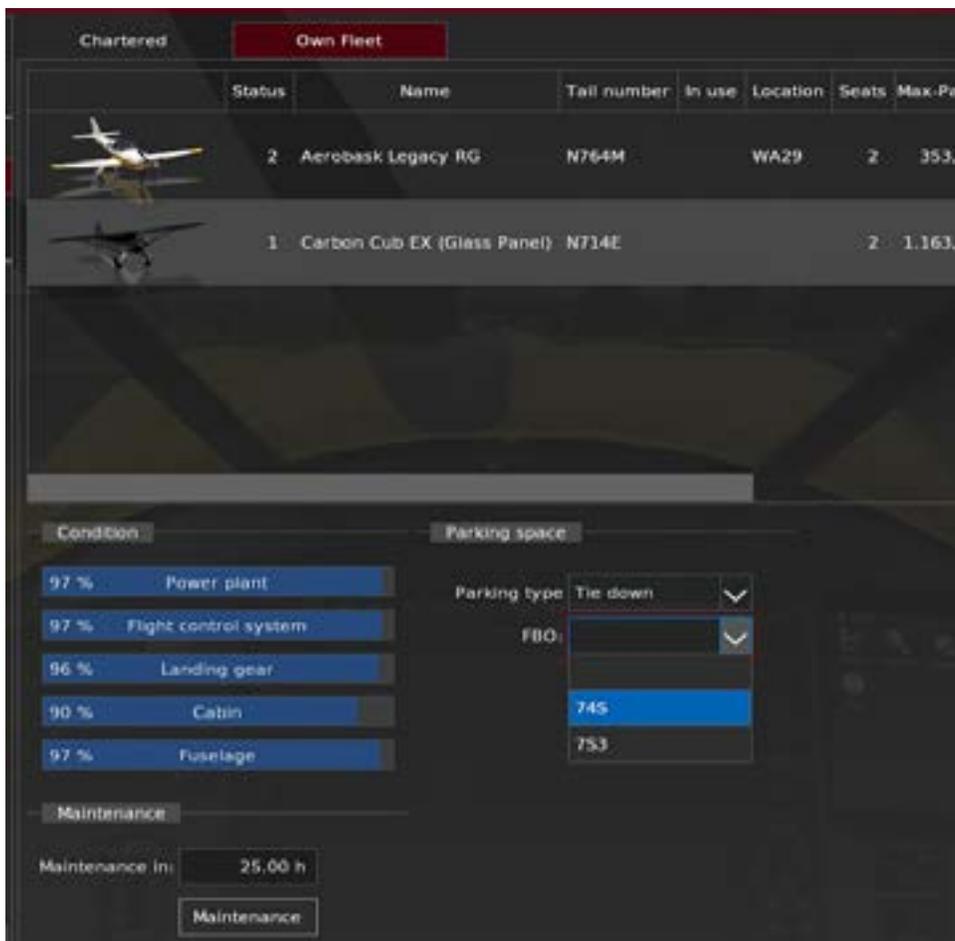

Alternatively, you can also load your desired aircraft directly. Whether chartered or purchased, *X-CPL-Pilot* will start you where it is parked.

13.1 Buying aircraft
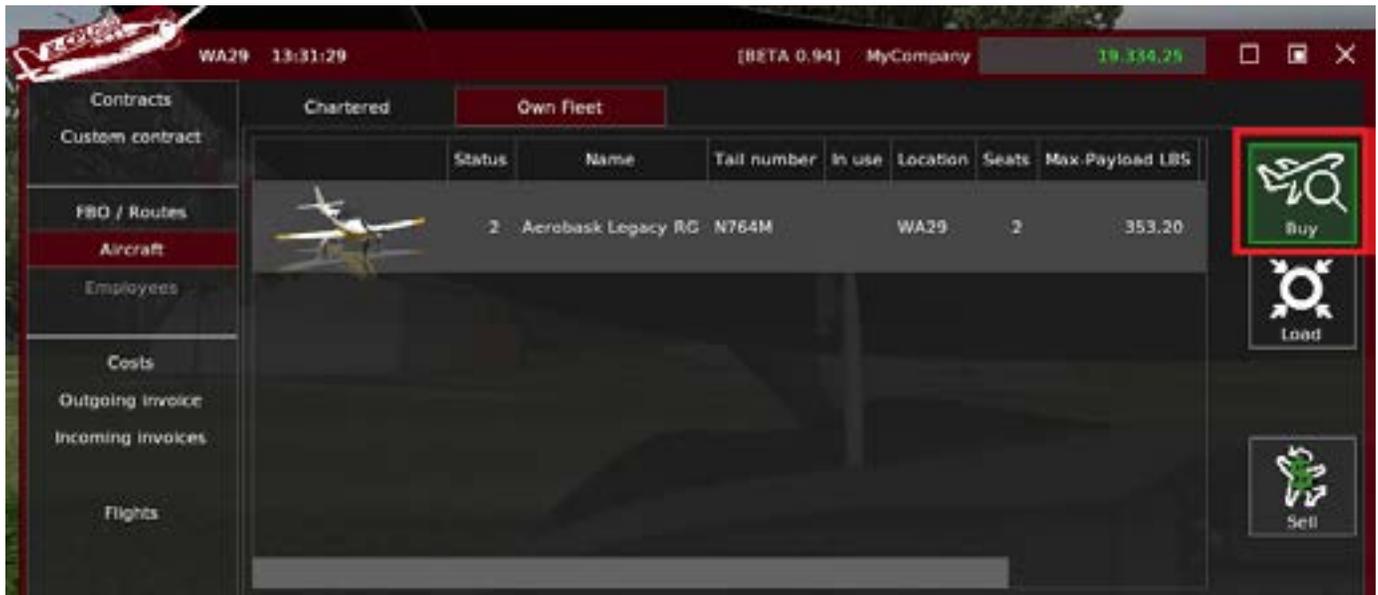
If you have enough money in your account, you can buy your own aircraft. Open the marketplace with the "Buy" button.

After the purchase, an FBO must be assigned to the aircraft.

You also have to choose between Tie Down or Hanger. Costs vary between tie down and hangar.

They also affect the wear and tear of your aircraft, which in turn translates into maintenance costs. If it stands outside a lot, it is exposed to weather conditions and will take more damage over time than in a hangar.

13.2 Aircraft condition / maintenance

Most aircraft have to be serviced every 25 hours. Prices vary depending on the condition of the aircraft. If the aircraft is not maintained regularly, it can lead to undesirable problems.

14   Ferry flight (empty flight)

You should always take care to bring chartered machines back to the FBO. Otherwise you will be charged for the return.

It may also be necessary to carry out an empty flight if there are no return jobs back to the FBO. To do this, we open the tablet and click once on the "Ferry flight" button.

Then we enter our destination or click on the "FBO" button. The "FBO" button automatically enters the closest FBO. With one last press on "Ferry flight" the flight can be carried out as usual.

15   Refueling

It is generally only allowed to fill up on the ground with the engines not running. If a machine is chartered, there are no additional costs for the fuel. If you are sitting in your own plane and the fuel value has changed, you will be charged the costs. If fuel is removed, a credit note is created.

16   Stopover

If you have misjudged the fuel, a landing is possible at any time. You can either complete the leg, get 50% of the job value and complete the leg another time (if you finish the job later, you get the remaining 50%), or just take off and fly to your destination.

17   FBO's
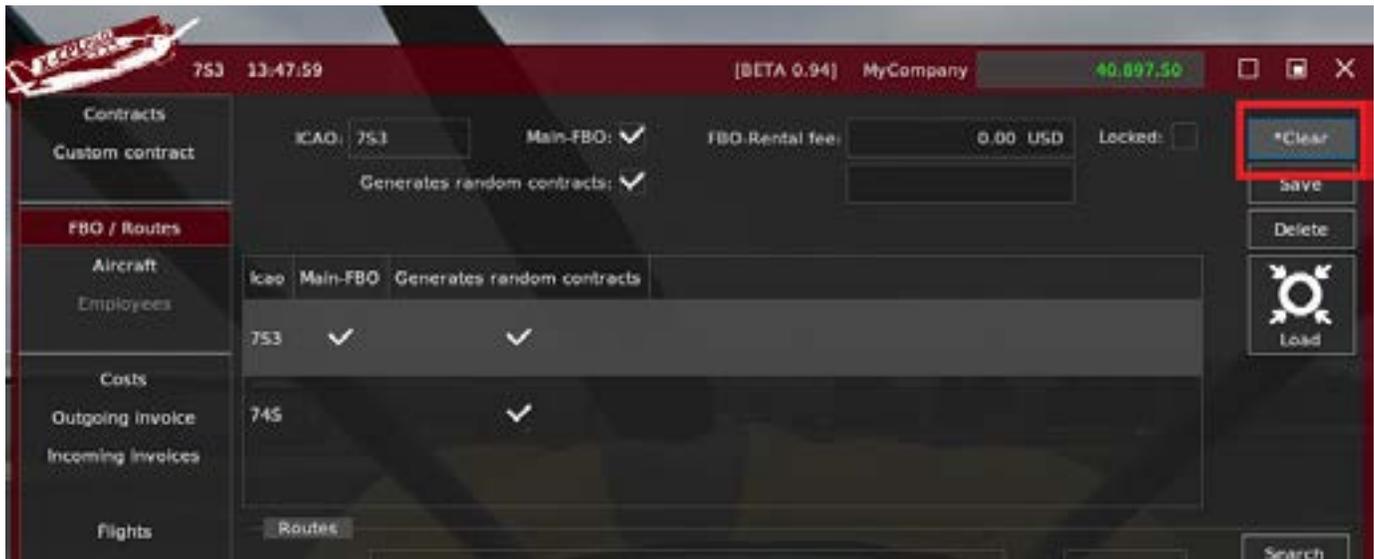
Your company's offices are located in the FBO's. If you want to add an FBO, first empty the window using the "Clear" button. Then enter the airport / airport ICAO. Then click on the "Insert" button to finally add the FBO.
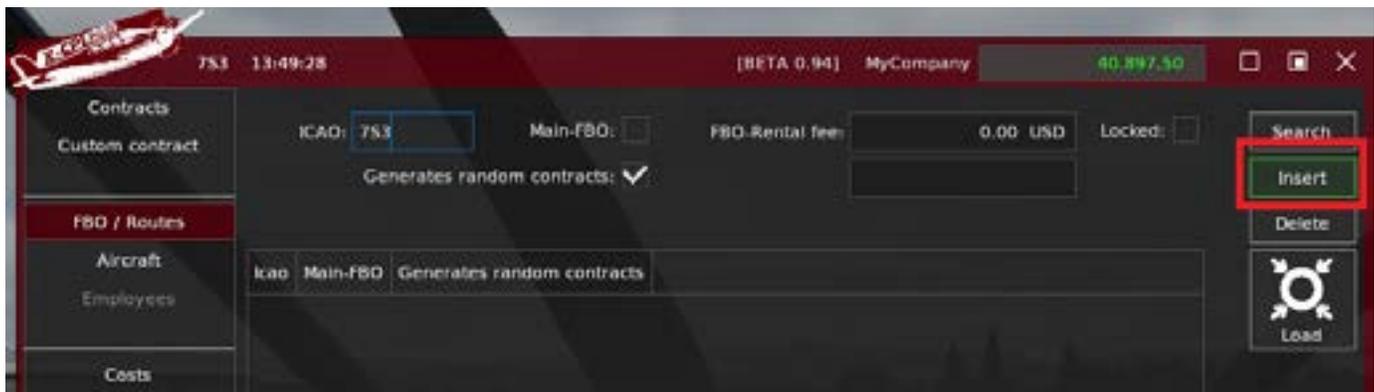
Additional GATs generate rental costs. These will be billed to you automatically and are due every 20 hours of flight.
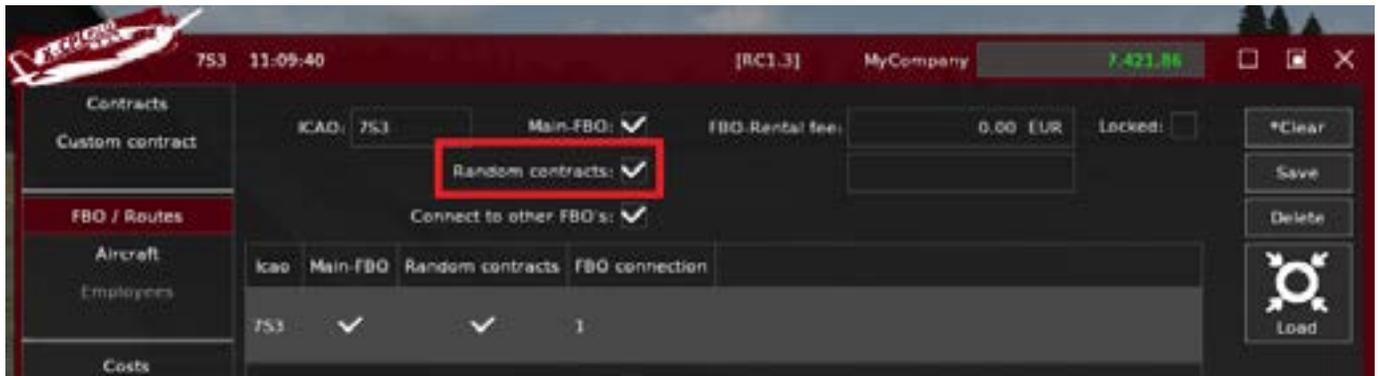
Fees like landing fees, emissions, parking, etc. are reduced by 50% at the Main-FBO. At additional FBO's by 25%.

However, you can always change the main FBO to your liking to get the 50% reduction.

If the check button "Generate random jobs" is ticked, random jobs will be created that will take you from one FBO to another.

17.1 Random generated jobs (Multilegs)

If the check button "Random jobs" is checked, random jobs are generated around the GAT in question.


Jobs have a half-life of 3 to 6 hours. VIP jobs up to one day. If all jobs of a route (single-color routes) have been exceeded, they will be deleted and automatically generated again with a different outcome each time.

If you are unsatisfied with the jobs or routes created, they can be removed and regenerated. To do this, go to the list view of the open jobs and click on the button "Re-Generate".
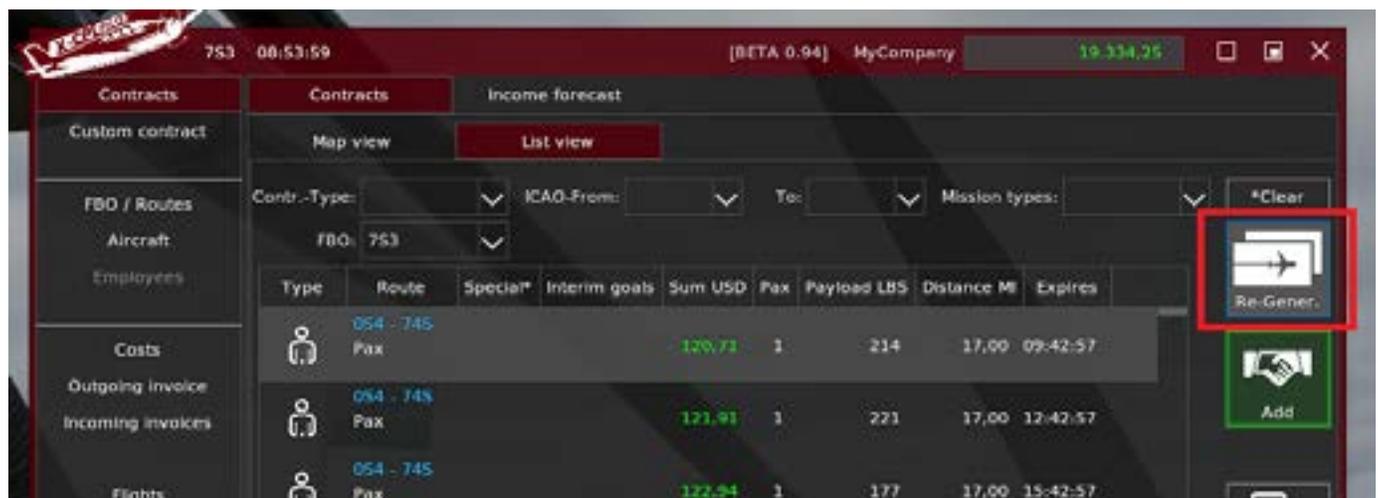
17.2 Connect FBO's (Multilegs)
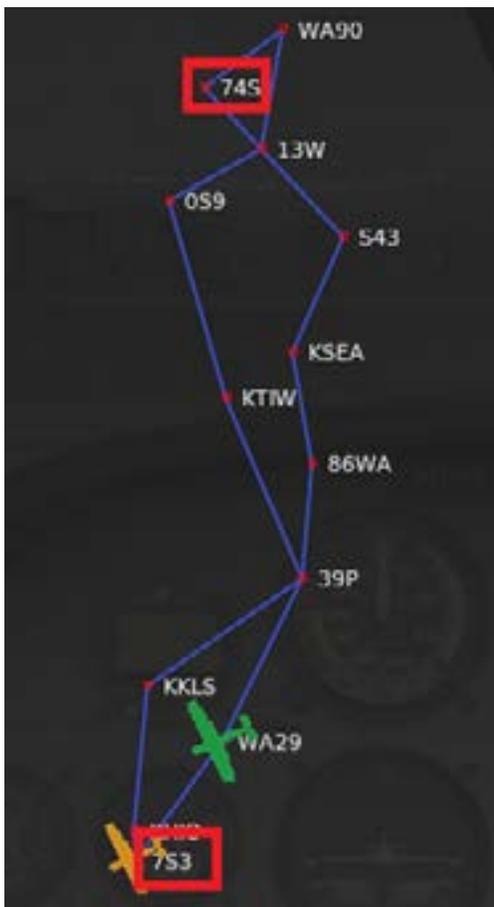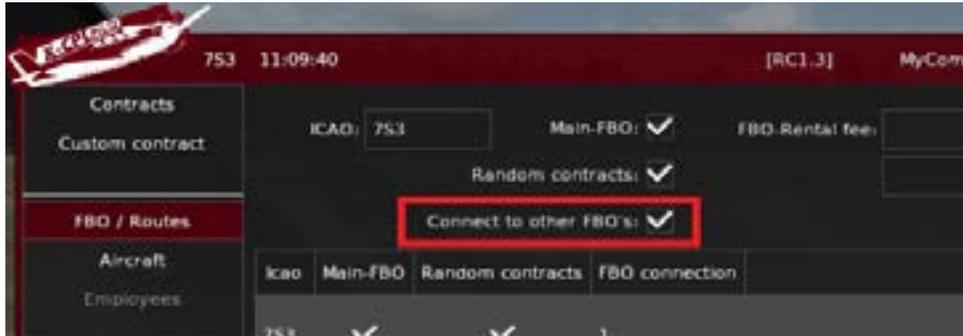
If the check box "Connect to other FBO's" is checked, jobs are generated for the relevant FBO that lead to other FBO's. However, this only happens if the distance between the FBO's is not more than 1500 km. The minimum and maximum flight time from the settings play a role here. If no airport can be found, no route within these settings can be created, X-CPL-Pilot will be unable to create a route.

17.3 FBO routes

If you have an FBO, you can define routes that start from this FBO. Jobs are then generated for these routes. These are only single legs, simple flights from A to B.

Enter a name for your route. After that, all you have to do is determine where to go and which type of job is intended for that route.
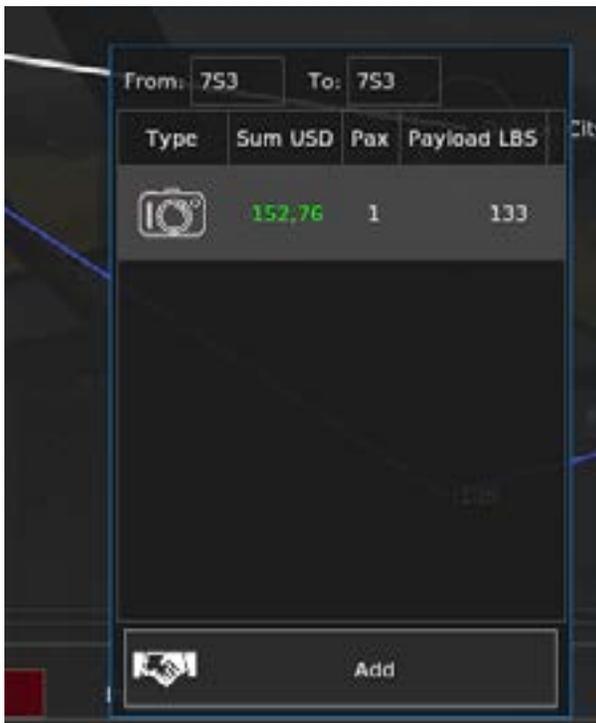
The aircraft type must also be specified. The type determines how much pax and/or cargo can be taken into account for the jobs.
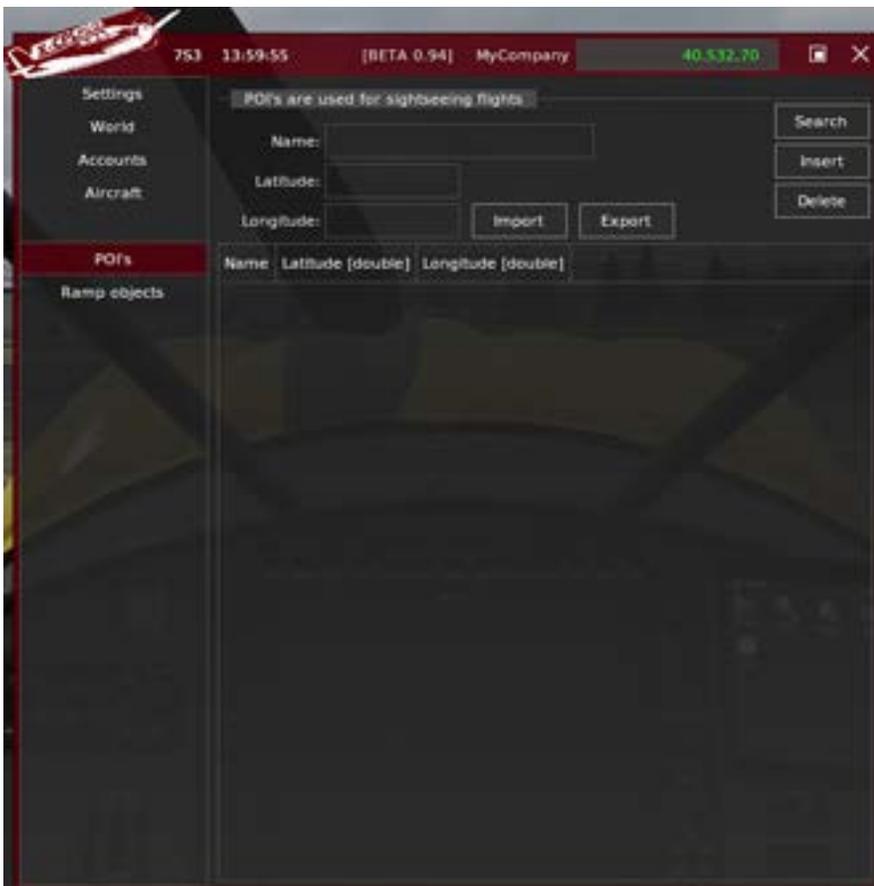

In order for jobs to be created for that route, a check mark must be placed in the "active" field.
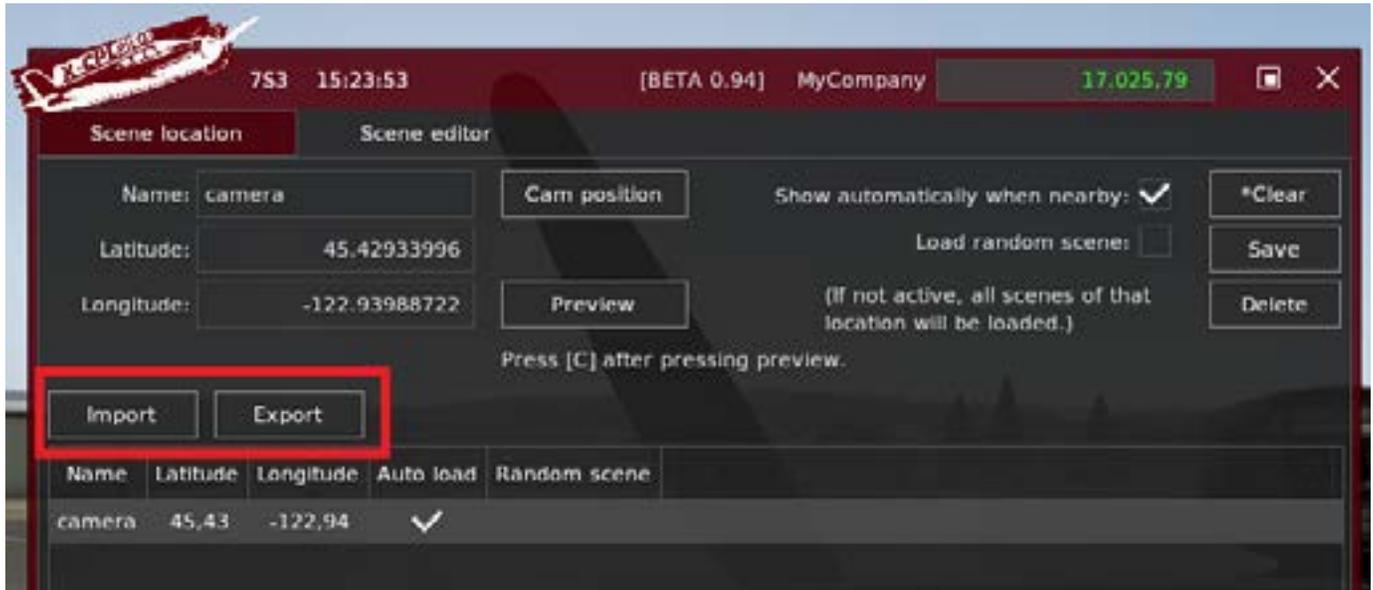
18   POI's

Points of interest can be added via the "Settings". These are used for sightseeing flights as stopovers, if available.
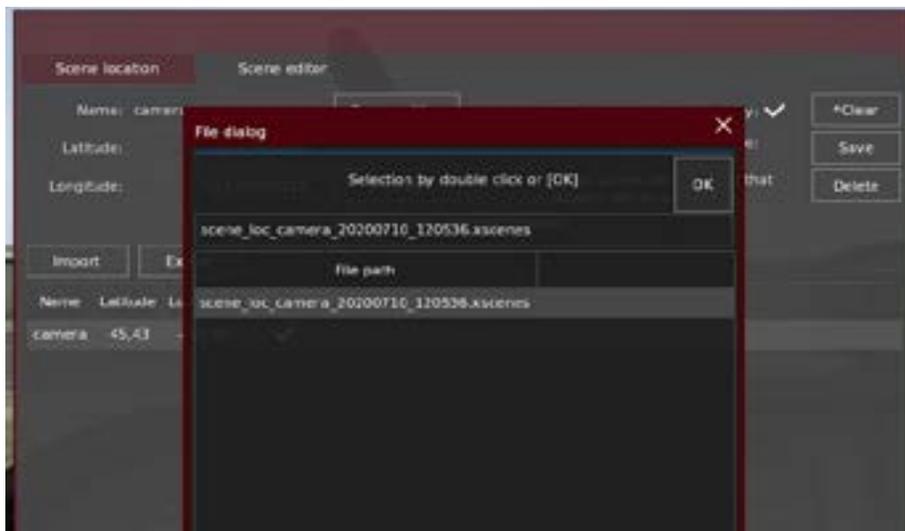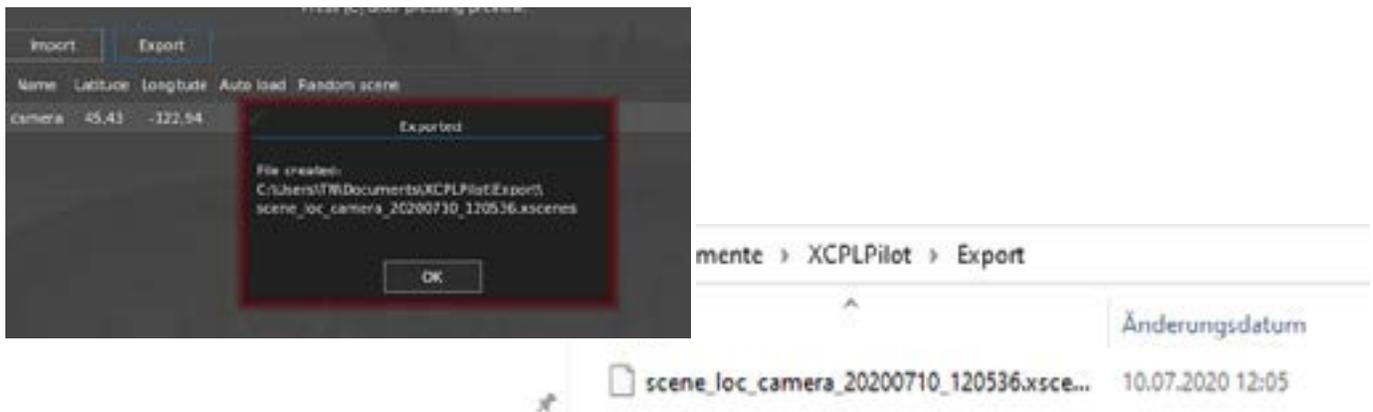
19   Import / Export

In some windows there is the possibility to export and import data. This enables users to share custom missions, POIs and scenes from the scene editor.

The files are stored in the X-CPL-Pilot documents in the export folder. If these files are stored in the import folder, they can be imported. There are some dependencies. For example, POIs or objects should be the same. If you import a scene for example, you need the same objects in your custom object folder.

20   Thank you!

Not all functions have been described in detail. You will find out some things for yourself over time. There is a separate document with instructions for the scene editor.

X-CPL-Pilot is continuously being developed. Please do not hesitate to express bugs or requests for changes.

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I am very grateful that you have acquired **X-CPL-Pilot**. I truly hope you enjoy it.

Tino