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Please Note: as the cient is under continuous development
the figures shown may differ from the current client!
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YAACARS is an alternative client to the XACARS client to log virtual flights to the Flight Economy Sim “Fly the World” https://ftw-sim.de/.

It's based on the OAACARS client by Maeyanie.

Download

Download: https://www.ftw-sim.de/client-downloads/

Youtube-Tutorial für YAACARS (DE): https://youtu.be/G6A5B5vj37s

Vielen Dank an den Youtuber JayDee für seine Unterstützung!

Installation

FS2020

- You have to use the connector YASA, so YAACARS will be able to connect to the sim (found at the downlaod page of the homepage (https://www.ftw-sim.de/client-downloads/).
- Use the connection type XPUDP to run YASA and YAACARS
- The third party tool FSUIPC is no longer directly supported by us, since we have our own connector.
- Problems related to the use of FSUIPC are problems that the user has to solve himself and for which he is responsible.

FSX/P3D

- You have to install FSUIPC, so YAACARS will be able to connect to the sim!
- Make sure to change the connection type in YAACARS from XPUDP to FSUIPC
- You might find it here (not sure if this is the best source): http://fsuipc.simflight.com/beta/FSUIPC4.zip

X-Plane 9/10/11/...

- You DON'T have to install XPUIPC to connect to YAACARS. By default, YAACARS connects to X-Plane's UDP socket directly.
- If you have any issues with the UDP connection, you CAN use XPUIPC to connect YAACRS to X-Plane (if you are using Windows, of course!)
- This is also a useful feature, if you want to use YAACARS on a different PC than your SIM is running on (you can then use the FSUIPC's wideclient for this)

Windows

- Extract the YAACARS folder of the ZIP file to a location of your liking, but avoid “c:\program files”
- enter the YAACARS\win32 folder
- start YAACARS.exe
- enjoy
- (if not, try starting YAACARS.exe as admin)
- (enjoy)

Linux

- chmod u+x the YAACARS.appImage
- Double-Click the appImage
- enjoy

Mac OS

- Double-Click the DMG
- Double-Click YAACARS (you can run YAACARS within the DMG or copy it to your APPS folder, as you like!)
- enjoy

ChangeLog

ChangeLog

Known Issues

Integration

X-Plane

There is the full YAACARS-Interface or the smaller YAACARS-Loadmanager.lua available.

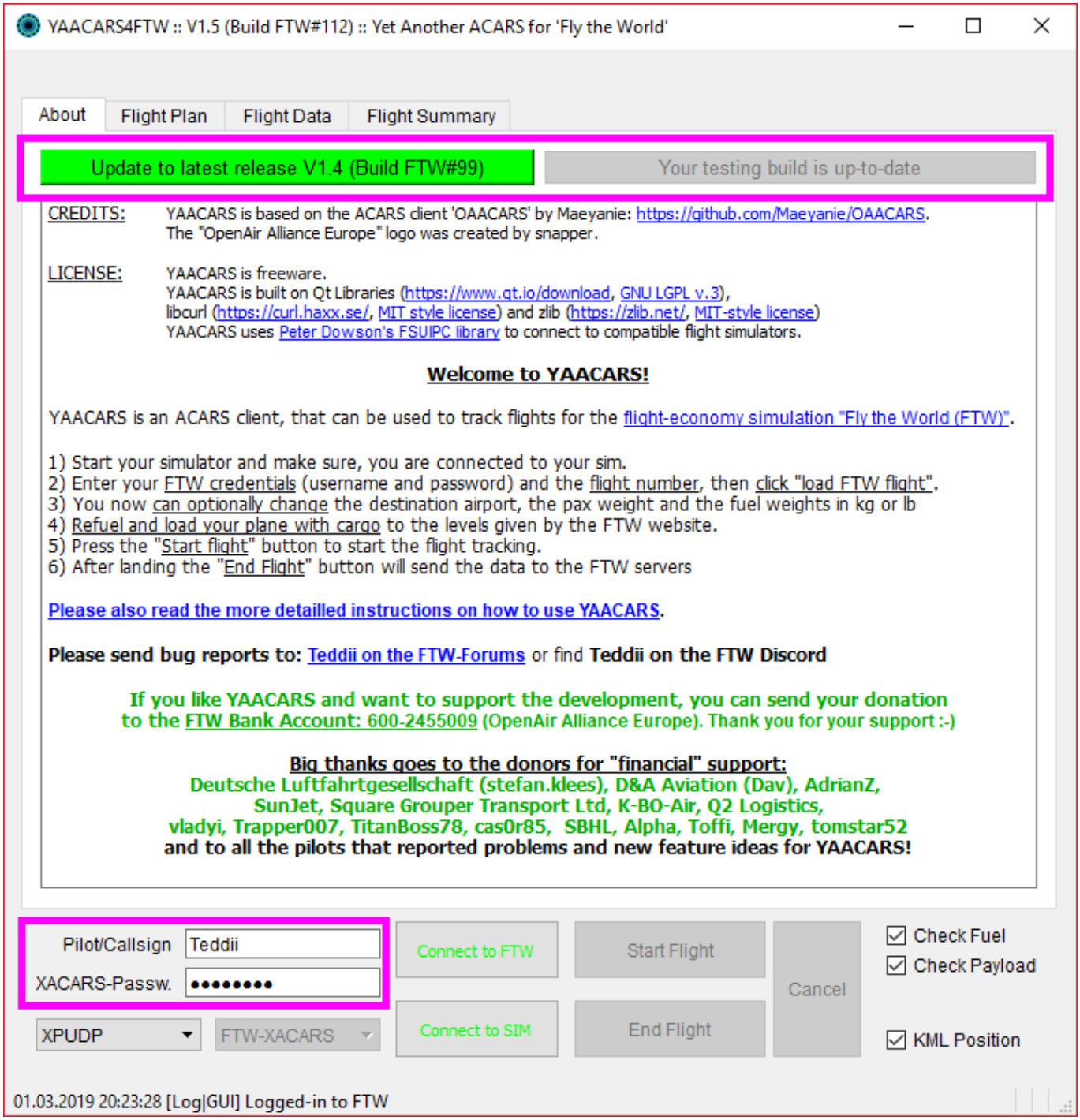
If you install one of these addons it's possible to set fuel and payload directly in X-Plane.
It's not needed for YAACARS to work, just to make life easier!

Getting Started

Startup

After starting up YAACARS the “about page” is shown.
It contains a small help screen to get you started.

In the upper section you can also update YAACARS when newer versions are available.
You can also switch between the stable and the latest testing version.



Setup (Settings)

On the Settings Tab you have to enter your:

- FTW user name
- FTW-Password

You can also select you preferred connection method

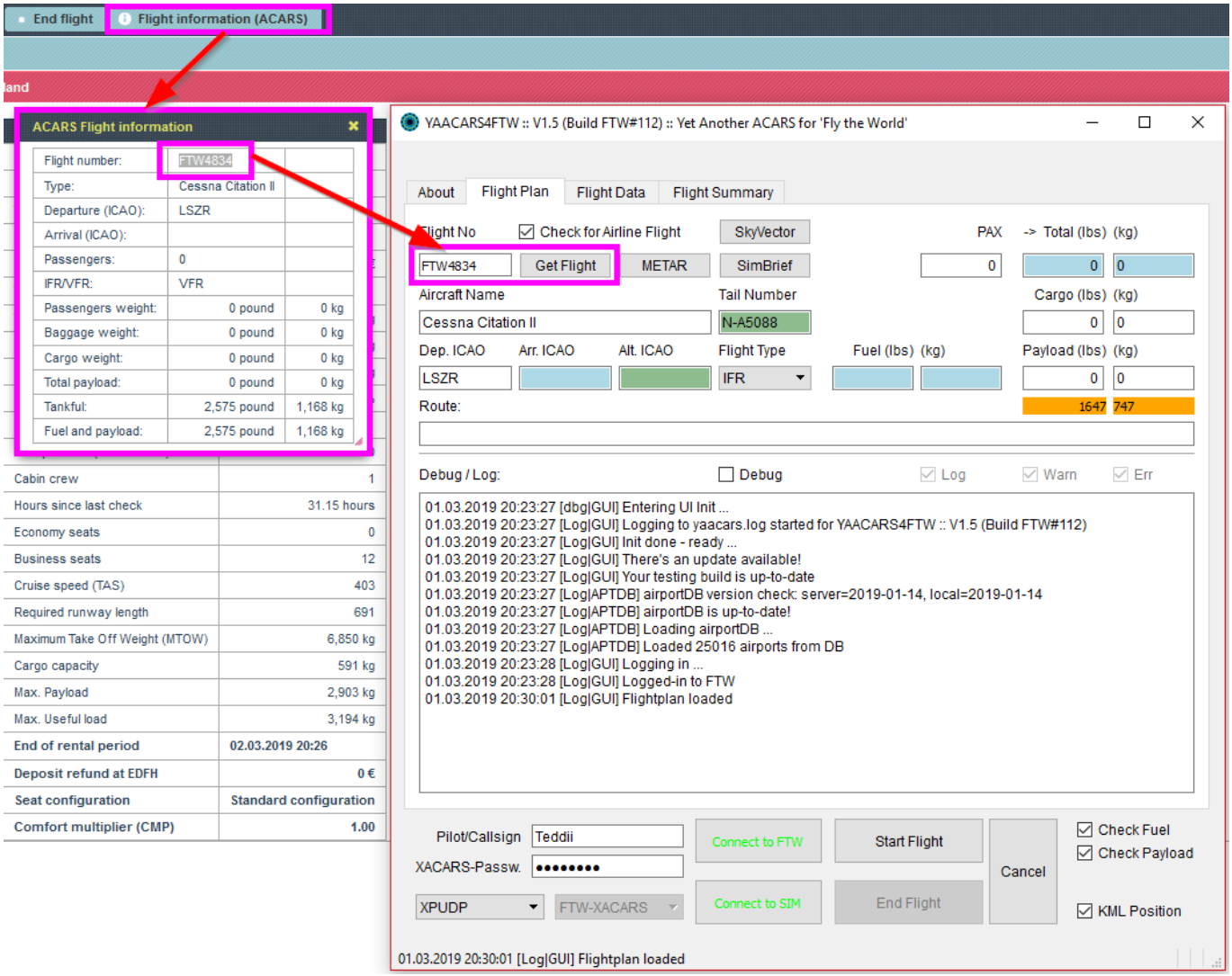
- XPUDP: X-Plane UDP connection (needs no plugins - X-Plane only)
- FSUIPC: can be used with X-Plane (XPUIPC-Plugin, Windows only) or any FSX/P3D Flightsim

Note! FSUIPC Connection might require admin privileges (“start as admin”) for YAACARS

Receiving the Flightplan

Switch over to the “FlightPlan” tab.

~~Now enter your FTW Flight Number in the orange “Flight Number” field and~~(no longer in 2.0) press “load FTW flight” to receive the data from the server. No need to copy/paste the flight number anymore!

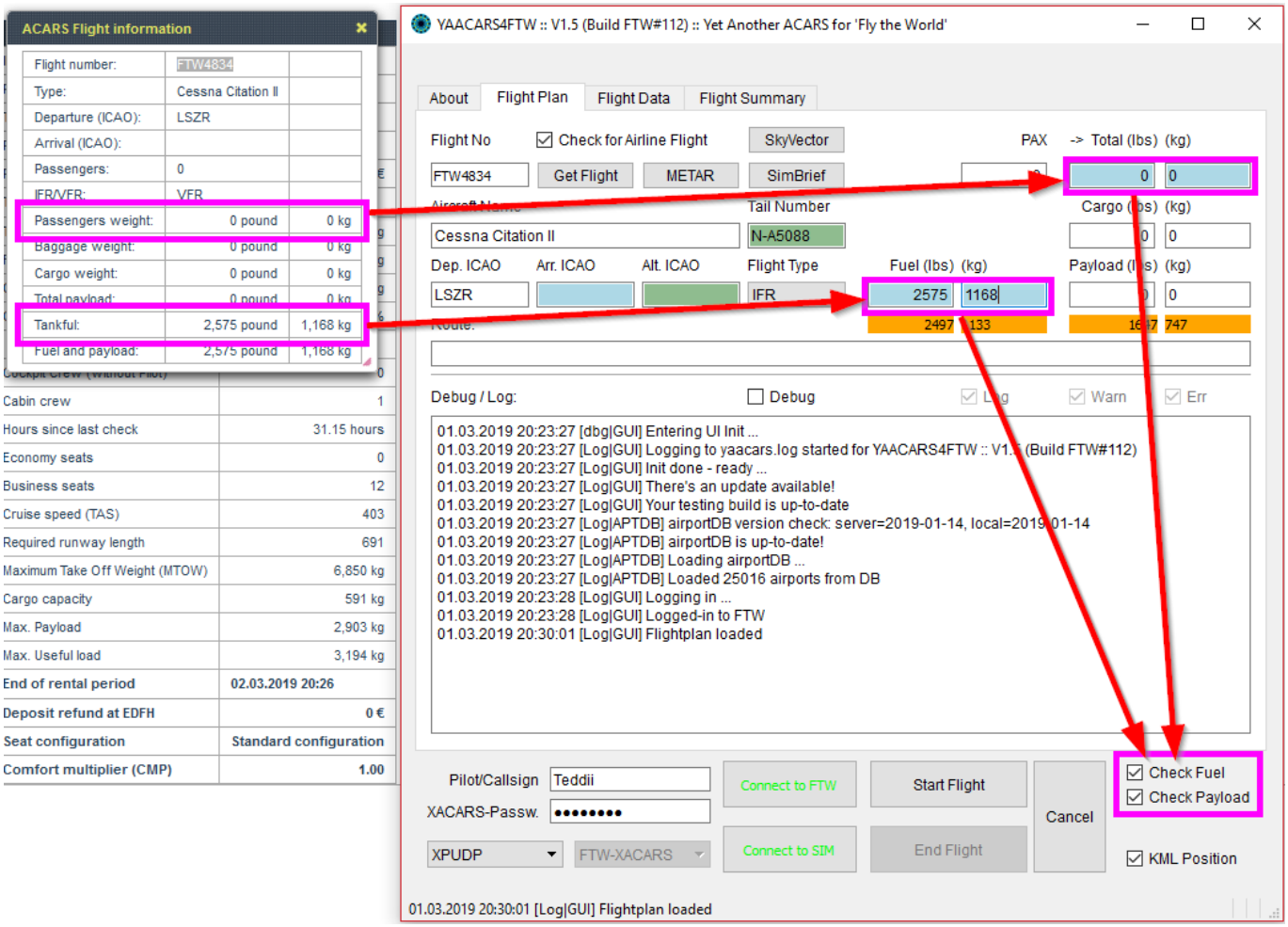


Adapting the Flightplan

~~You now should enter the fuel weight~~ (the client will check for the correct fuel levels in the sim against this value, if the checkbox “check fuel” is enabled).
Alternatively you can disable the “fuel check” feature, but be aware that the flight may fail to log correctly at the end of the flight.

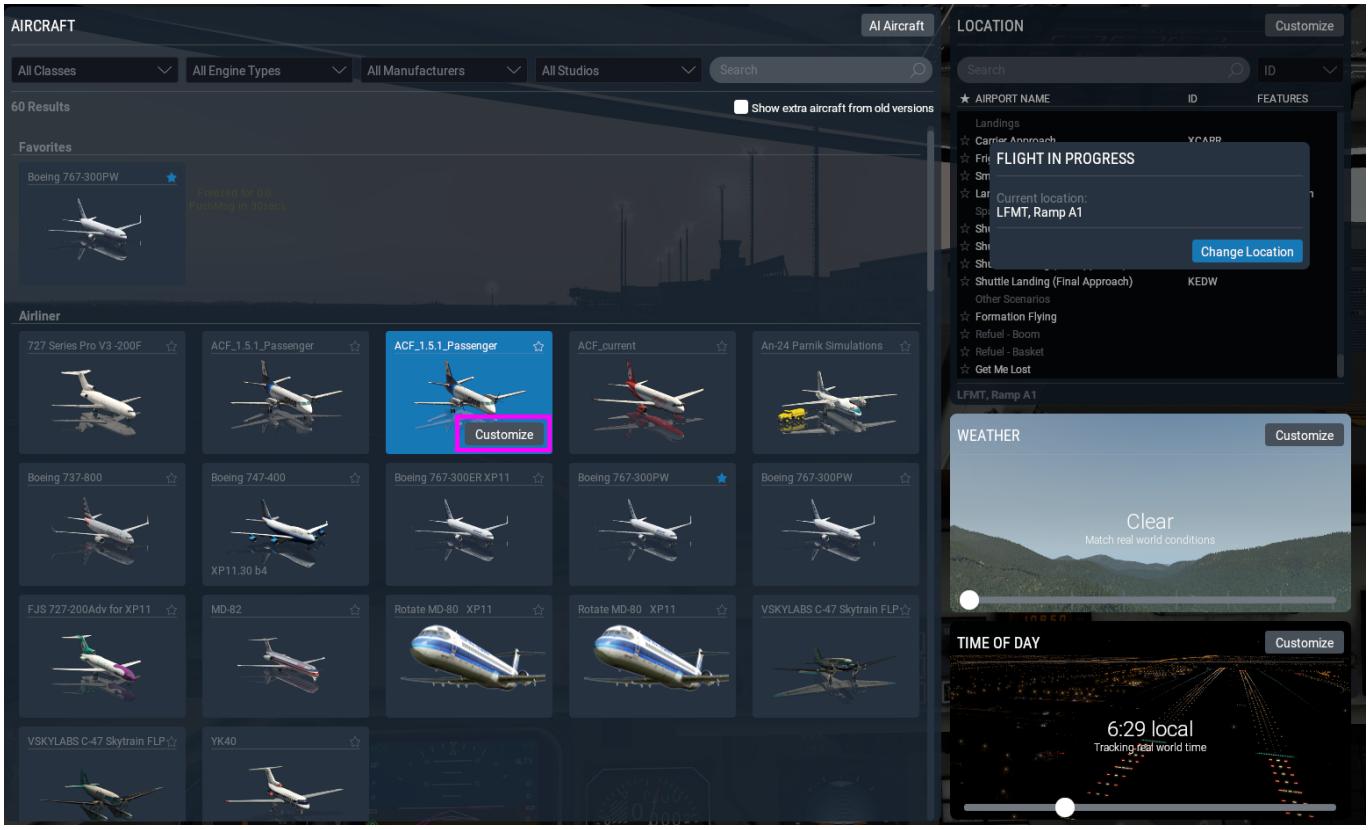
~~You can also change the following data in the client: * the true total weight of the passengers (only needed, if you want to use the “apply weight” feature): the client only receives the number of pax and calculates a pax weight. You can enter the more precise values from the FTW website into the client~~ (no longer needed in 2.0)

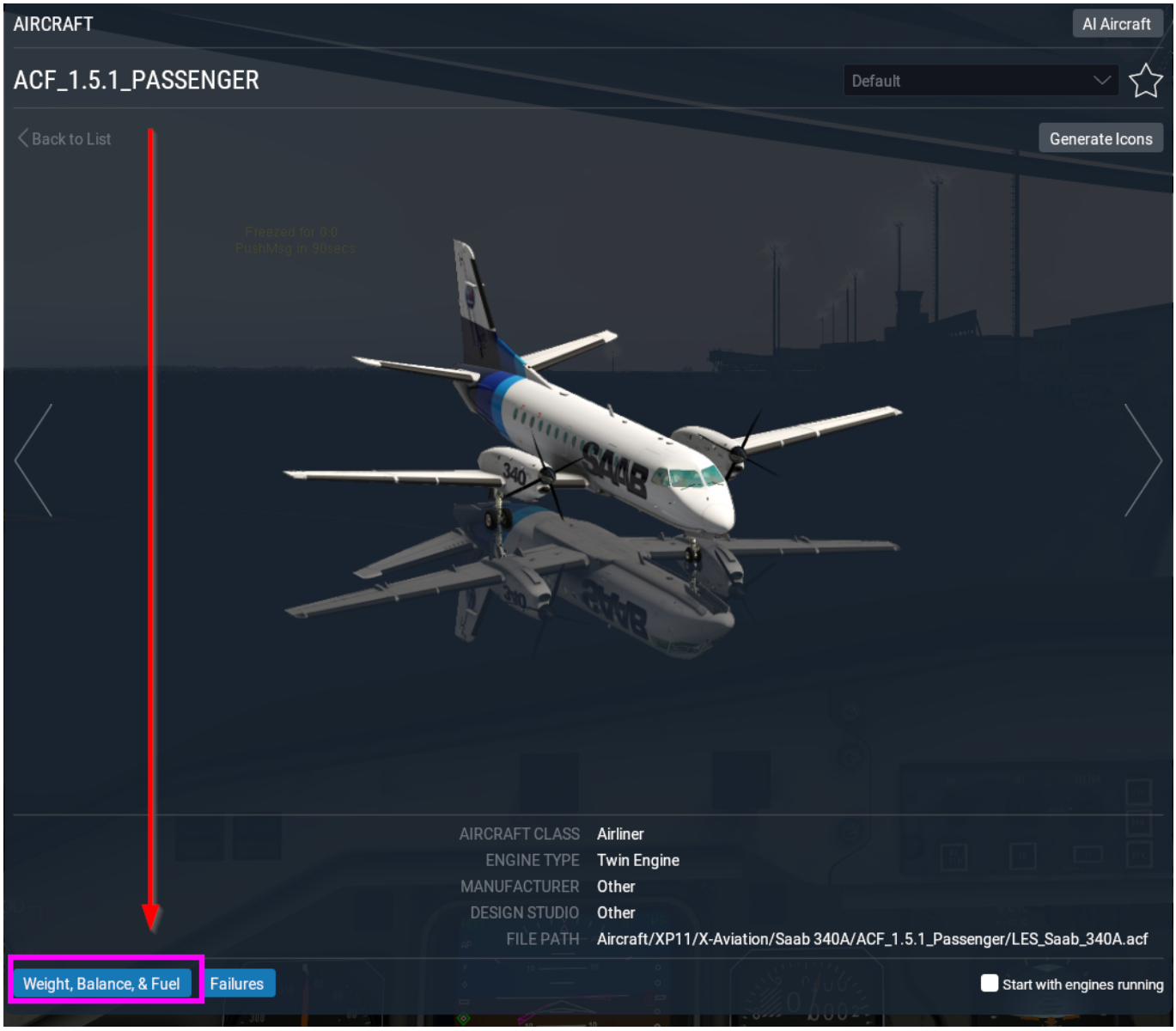
- Arrival ICAO (if it's wrong or empty from a tranfer flight)

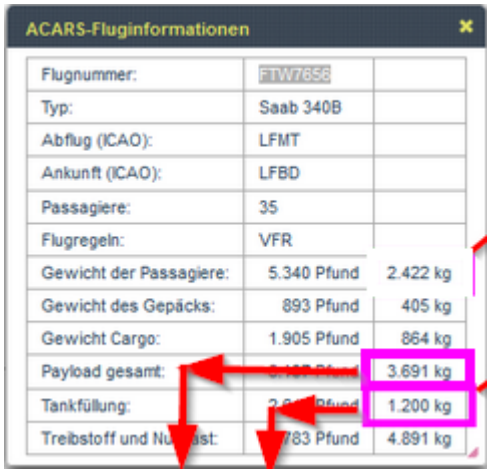


Prepare your Plane (in X-Plane)

Apply the weights from the FTW website “fuel weight” and “total payload” to your plane in X-Plane (or use the YAACRS-Interface or the loadManager-Script for X-Plane, if you don't want to do it manually):


AIRCRAFT
AI Aircraft
All Classes
All Engine Types
All Manufacturers
All Studios
Search
60 Results
Show extra aircraft from old versions
Favorites
Boeing 767-300PW
Airliner
727 Series Pro V3 -200F
ACF_1.5.1_Passenger
ACF_1.5.1_Passenger
Customize
ACF_current
An-24 Parnik Simulations
Boeing 737-800
Boeing 747-400
XP11.30 b4
Boeing 767-300ER XP11
Boeing 767-300PW
Boeing 767-300PW
FJS 727-200Adv for XP11
MD-82
Rotate MD-80 XP11
Rotate MD-80 XP11
VSKYLABS C-47 Skytrain FLP
VSKYLABS C-47 Skytrain FLP
YK40
LOCATION
Customize
Search
ID
AIRPORT NAME
ID
FEATURES
Landings
FLIGHT IN PROGRESS
Current location:
LFMT, Ramp A1
Change Location
Shuttle Landing (Final Approach)
KEDW
Other Scenarios
Formation Flying
Refuel - Boom
Refuel - Basket
Get Me Lost
LFMT, Ramp A1
WEATHER
Customize
Clear
Match real world conditions
TIME OF DAY
Customize
6:29 local
Tracking real world time


AIRCRAFT
AI Aircraft
ACF_1.5.1_PASSENGER
Default
Back to List
Generate Icons
AIRCRAFT CLASS Airliner
ENGINE TYPE Twin Engine
MANUFACTURER Other
DESIGN STUDIO Other
FILE PATH Aircraft/XP11/X-Aviation/Saab 340A/ACF_1.5.1_Passenger/LES_Saab_340A.acf
Weight, Balance, & Fuel
Failures
Start with engines running


ACARS-Fluginformationen
Flugnummer: FTW7656
Typ: Saab 340B
Abflug (ICAO): LFMT
Ankunft (ICAO): LFBD
Passagiere: 35
Flugregeln: VFR
Gewicht der Passagiere: 5.340 Pfund 2.422 kg
Gewicht des Gepäcks: 893 Pfund 405 kg
Gewicht Cargo: 1.905 Pfund 864 kg
Payload gesamt: 3.691 kg
Tankfüllung: 1.200 kg
Treibstoff und Nu st: 783 Pfund 4.891 kg

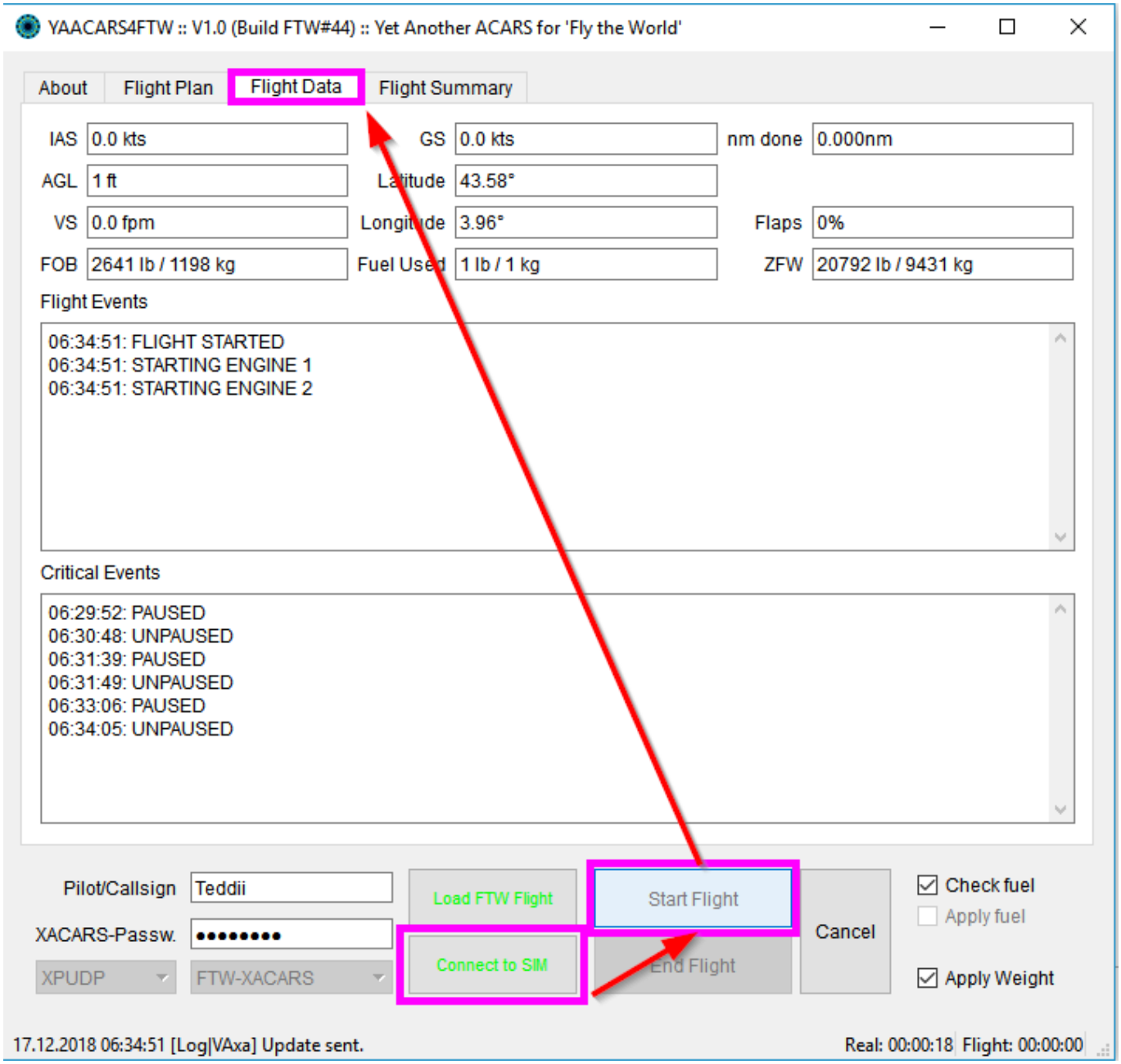
Start the Flight Tracking

Make sure, you are connected to the simulator:

- “Connect to SIM” button is green
- if yellow or red, click to connect
- if still red, make sure:
  - check you set the right connection method XPUDP/FSUIPC
  - the plane is loaded (not in Main Menu!)
  - check your firewalls etc blocking the UDP connection
  - ask for help!

and then click “start flight” button.

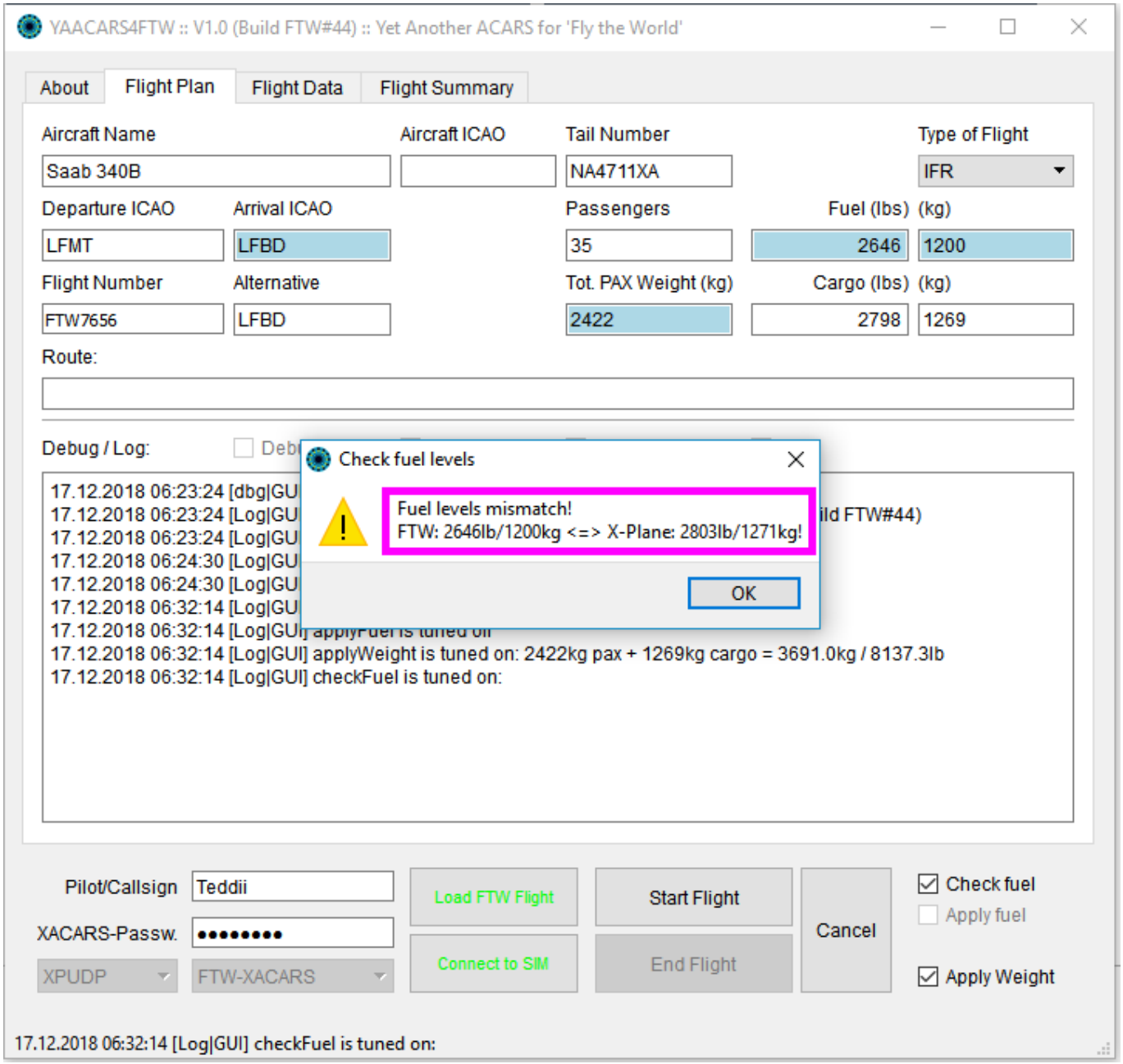
After the flight tracking has successfully been started, the client will move over to the “Flight Data” tab.



PLEASE NOTE, that on newer versions of YACARS there's a so-called info bar, a small forground overlay window that can be toggled in the lower right section of the main window. This info bar shows the important details of the flight without the need to have YAACARS' main window in sight all the time!

Serveral error popups can show up, for wrong fuel settings, wrong plane location, not connected to the sim, which are not discussed in detail here. If you can have any questions about the error messages, please use the contact link shown in the “about” tab.

This is, for example, an error popup message for the detection of mismatching fuel levels...



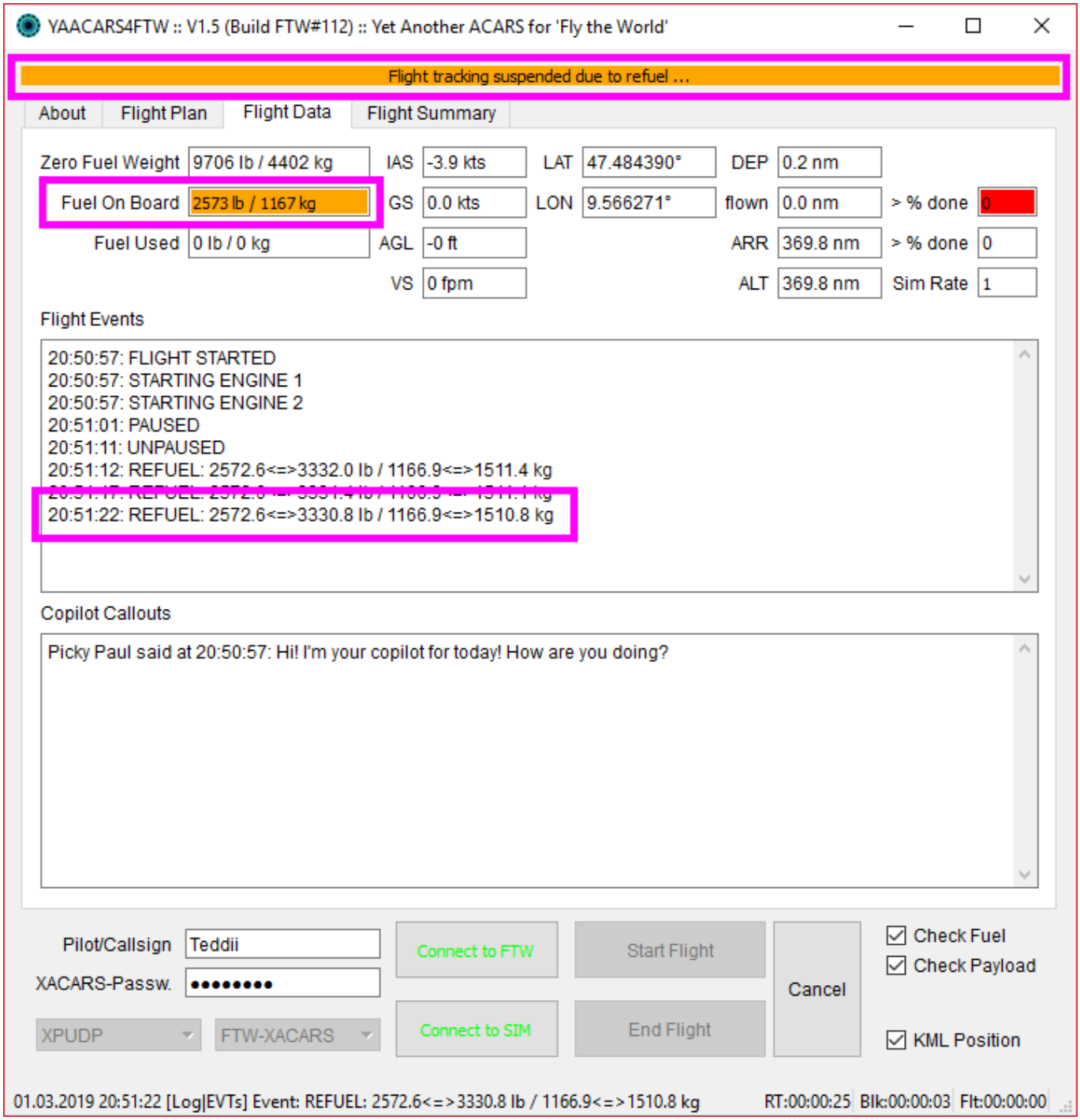
In-Flight Events

There are only two events for now that will ~~cancel (in YAACARS 1.4) or~~ pause (in YAACARS 1.5+) the flight tracking:

- WARPing: your plane moves a pretty large number of miles in a pretty short time
- REFUELing: your fuel tank levels rise compared to last measured value

WARPing will result in not adding the “warped” distance to the tracked distance (that needs to be at least 100% at the end of the flight!).
REFUELing will pause the flight tracking (stop counting tracked distances and flight time), until the last known fuel level is reached again.

YAACARS 1.5+



Enjoy your Flight

End Flight Tracking

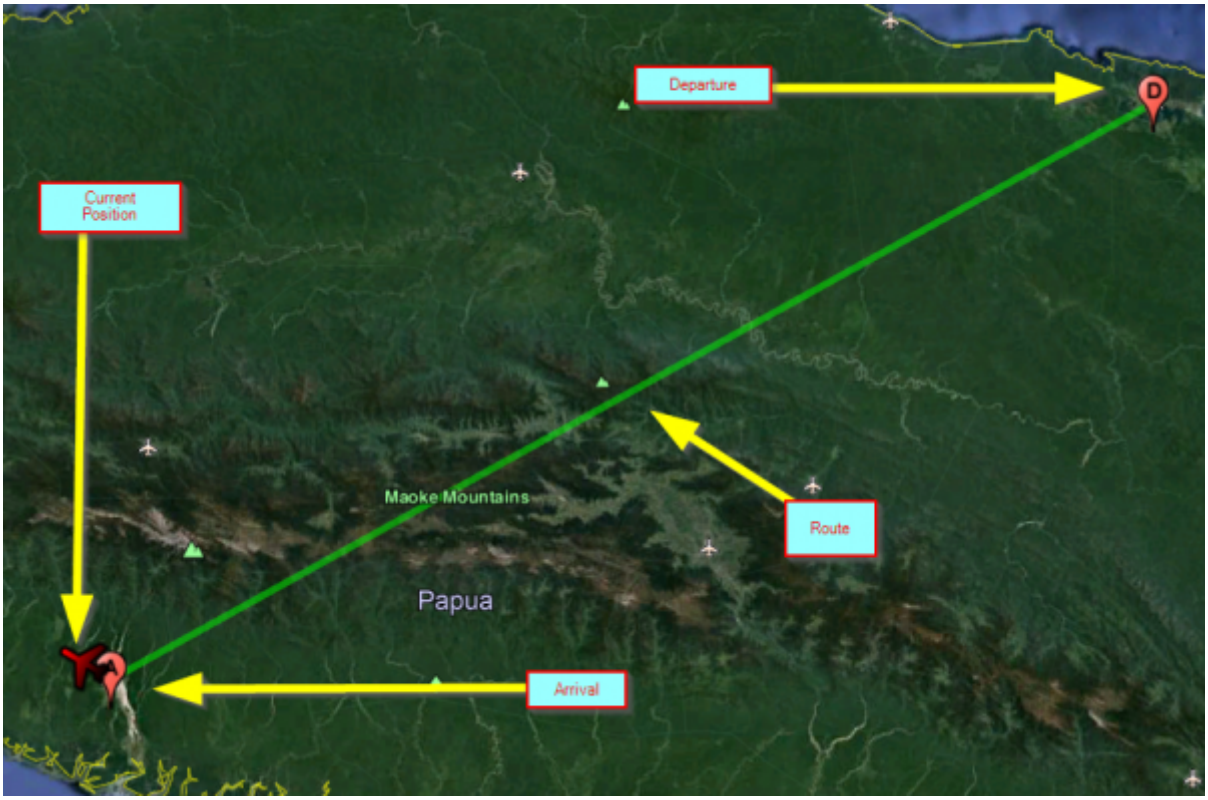
After landing the “end flight” button should be enabled, so you can send the pirep to the server.

Resuming a Flight

Resume FAQ

Gimmicks

KML files

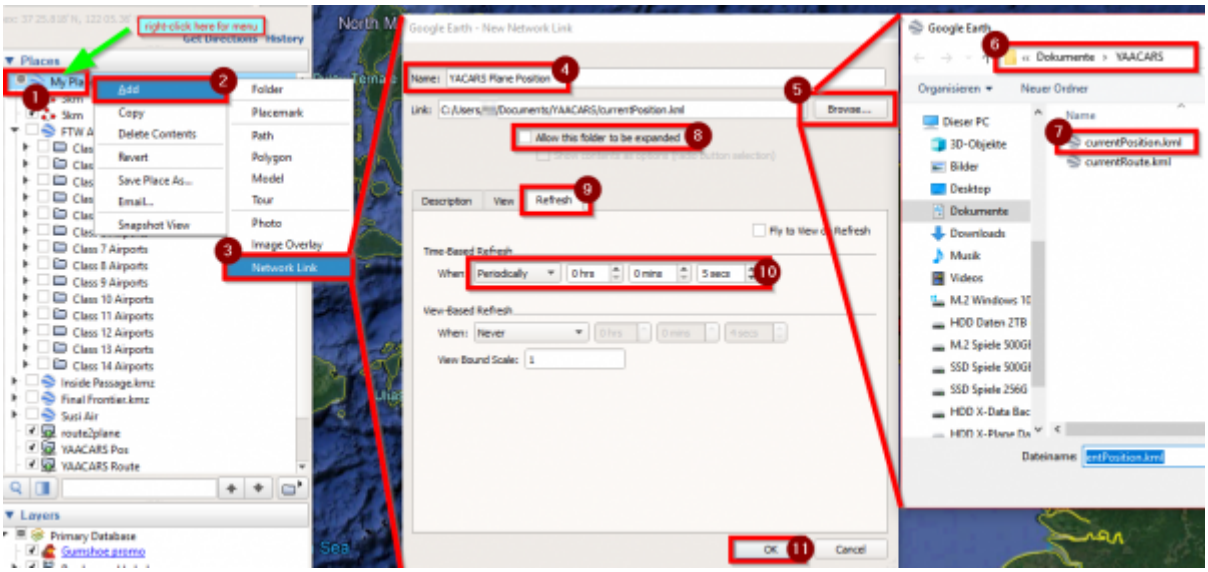


YAACARS generates KML files for Google Earth, if it's enabled on the lower right side of the client.

These files are generated:

- currentPosition.kml - your plane's position
- currentRoute.kml - your loaded FTW flight

These files can be embedded to Google Earth as “net links”, so they are updating automagically from time to time:



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