FBO objects

Players have a large number of objects at their disposal which they can settle down at an airport. The actual FBO is only one of these objects. As mentioned above, it forms the basic building block, i.e. the actual branch, to which the player can add further objects if necessary.

FBO administration building, nothing works without the FBO.

Terminals: Are a must to create routes. Terminals allow players to handle their own passengers at the respective airport. Terminals are expensive to rent, but the more often the airport is used, the more profitable they become. Terminals can be used for handling both by the airline itself and by other airlines. The selection is made after the flight via the billing form. Terminals are currently the only properties with a minimum rental period of one day.

Passenger terminals cannot handle cargo-only aircraft and cargo terminals cannot handle passengers.

To create a route between two airports the capacity of both terminals must be equal to the capacity of the selected seat configuration of the selected aircraft. (Aircraft has 10 business seats and 30 eco seats \rightarrow rent terminals at least for 40 passengers) The same applies to cargo aircraft.

Handling terminals are available with different capacities, the availability of which depends on the airport class. In order for it to be used, the capacity of the terminal must be at least equal to the number of passengers. Therefore, it is not possible to handle a part of the passengers via a player terminal and the rest via the FTW standard terminal, which does not have any limitations in this respect. If a pilot arrives with 101 passengers and finds the - cheaper - terminal of a player at the destination airport, whose capacity is 100 pax, he is out of luck and has to channel the whole pack through the FTW terminal.

When a terminal is deleted, the corresponding routes and orders are also deleted, when orders are deleted we take recourse, this is currently 50%.

Business Lounge: If a lounge is added to an FBO, it can also randomly generate significantly better paying business class passengers for certain routes. Business Class passengers appear individually or in groups. It is not possible to rent several lounges at the same airport.

Gas stations: Petrol stations offer the possibility to buy fuel at the purchase price and then sell it at the airport. The selling price can be determined within a certain range. It is therefore not possible to demand completely unrealistic prices. The fuel prices published in the Market section serve as a reference. The capacity of a filling station always refers to both types of fuel (Jet A and AvGas). A filling station with a capacity of 25,000 KG cannot therefore take 25,000 kg of AvGas and Jet A each. However, FTW tanks are extremely flexible, so the "mixing ratio" is up to the operator.

Hangars: Aircraft maintenance can be carried out in hangars. There are different sizes. (XXXX m²) The space occupied by an aircraft can be seen under the aircraft information in the lower right area.

ATTENTION:

Hangars have a minimum rental period of 6 months! Before cancelling, sell/transfer the service packages to other service hangars or they will be gone! FTW does not give you a part of your money back.

Price list FBO objects

The current prices are displayed in the rental overview in the FBO administration.

From: http://wiki.ftw-sim.de/ - **FTWiki - das FTW Wiki**

Permanent link: http://wiki.ftw-sim.de/doku.php?id=en:handbuch_airlines:fbo-objekte



Last update: 2022/08/18 20:41