Good to know!

- First things first: WE DO NOT TOLERATE ANY TYPE OF FRAUD OR ABUSING OF ERRORS.
- Such actions can result in **immediate exclusion from FTW**. Because by doing so, such users diminish the gaming experience for everyone else.
- ***This means time compression, intentionally using wrong planes in the sim, fraudulent changes to the CFG of your planes, exploiting possible bugs, using the system and its functions not in the true sense, concealing found errors and the like.***
- If you are new to FTW, keep an eye out for charter jobs or check out the job board for lucrative jobs.
- There are no license restrictions in the job board. You can fly these jobs even with a PPL-A license.
- If you want to fly higher licenses than PPL-A from the beginning, find an airline that can provide these aircraft (or start one 😊)
- **Charter jobs cannot be deleted afterwards** after they have been accepted. They must be fulfilled or expire on their own. If you reject a charter job, you will be offered a new one only after one hour. As long as a charter job is in the backlog, no other flight can be performed. **Exception: Air Rescue and Missions**.
- There is no bank in FTW where you can borrow money. However, there are pilots and airlines that finance aircraft. Just ask in the forum!
- In the simulation, please make sure that the fuel consumption of your aircraft matches the fuel consumption in FTW. More about this below, under "Fuel consumption and "alternate aircraft"".

FAQ

Fuel consumption and "alternative aircraft" in the simulation.

First of all: FTW strongly advises to use the MSFS or modifications for it with caution and a watchful eye at the moment, the simulator is in an early phase and still has many problems and bugs. Among others wrong fuel consumption and sudden teleport. Other sims also have their little bugs, but we have them quite well under control.

Now to the actual topic:

FTW does not have such a large selection of aircraft for nothing. If you don't have a 777 in the sim, you shouldn't fly any jobs with it in FTW. This is especially true for the MSFS 2020 and its A320 NEO, which is not a normal A320 (which both do s exist in FTW). Use the aircraft that are available to you in the sim and not "similar replacement aircraft". If you do, it is your responsibility to watch the flight values and if there are problems we will not give support there. It is the responsibility of the user to use the correct aircraft in the sim as well as in FTW.

Please pay attention to your fuel consumption on all your flights (especially with the MSFS), it should be approximately congruent per hour with that from the aircraft info from FTW. (small arrow next to the aircraft name in the hangar → consumption, you can calculate your consumption from the kilos consumed during the flight divided by flight time, both available in Yaacars).

You should also avoid exceeding the maximum TAS (also visible there) on average on your flight, this will be considered as a time compression attempt, as the manufacturer's max TAS is a binding

specification. If you are flying a flight simulator in an economy sim, we can expect you to pay attention to this. (The max TAS is briefly explained below, though this is a term you should be familiar with in a flight sim, just like IAS, GS, ILS, and so on…).

Equally important are the maximum payload, number of passengers and cargo capacity, if you fly a plane with 50to payload, 200PAX and 20to cargo in FTW, you should not fly one with 25to payload 100PAX and 10to cargo in your sim, this is simply cheating and can lead to the flight not being rated in individual cases.

If the values do not match when you use the correct aircraft in the simulator, there seems to be something wrong with your sim. FTW did not pull these values out of their fingers, they come from the POHs of the manufacturers, comparison flights and average calculations from flights performed in FTW.

FTW checks the values from the flights after various flights with wrong fuel consumption and too high TAS. This has become necessary because recently (unintentionally and very often intentionally) too little fuel was consumed and machines with a much higher capacity were flown in FTW than in the sim. This hurt everyone in the end, as consumption is a value that is used to calculate payment for orders.

TAS: True airspeed (TAS) is the actual speed of an aircraft relative to the surrounding air. In the standard atmosphere at sea level and below 100 knots, TAS and IAS are almost equal. If air density decreases (with increasing altitude or temperature) or airspeed increases (increasing compression), IAS will be lower than TAS.

True Airspeed (TAS) = indicated airspeed (IAS) plus 2% of the indication per 1000 ft altitude.

Example: IAS 100 kts at 5000 ft → TAS = 100 + 5*2 = 110 kts

I can't select a filling station when filling up

If you have selected a non-FTW-Oil station before, then sometimes you can't select the FTW-Oil station afterwards - the field is deactivated. This is a bug. Restarting the browser once (or logging out and logging in again?) should fix the problem.

General information about fuel accounting at FTW

Brief explanation of the fuel system in ftw:

Basics:

- In FTW standard consumption values for all machines are stored, these are first only numbers in a data base, but can become relevant for the user under circumstances. (However, none of us has sucked these from the fingers, these come from the POHs of the appropriate machines, official data and in addition often still from test flights with the appropriate Addons of various simulations. Data is given in kg/h and can be found in the aircraft info if you unfold it).

Procedure of fuel accounting at FTW:

- First of all FTW takes the fuel consumption sent by the respective simulation, i.e.: x kg were

consumed, according to the simulation. (The fuel level at the beginning of the flight minus the fuel level at the end of the flight is not calculated, but the live sent consumption from the simulation is used). And it shows that value in Yaacars.

- When you try to bill the flight in the terminal: Then FTW checks if this consumption agrees with the stored value in the database to xx percent. (Thereby the tolerance is designed very much in favor of the user).

- If this sent value corresponds to the expected value +-xx percent, all is well and the sent consumption is calculated.
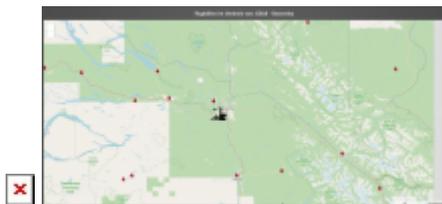
- If the sent consumption deviates more than xx percent downwards from the expected consumption, FTW assumes a problem with A) the stored consumption values in the sim B) a technical problem on the part of the sim at the user or C) intentional manipulation of the consumption values.

- If this is the case, FTW reserves the right to ignore the sent consumption for reasons of fairness and equality of all users and to calculate with the standard consumption that is stored in the DB.

No more fuel in the tanks

(Almost) All 1-7 Class Airports have a filling station! 8-X do not.

- If there is a small amount of fuel left (which should almost always be the case), you can use it to go to the next bigger airport and refuel during a stopover.
- If no gas station is available, the best and fastest way is to let the Systempilot Otto fly the distance to the next airport with a gas station.
- Alternatively, you can open an FBO with gas station and have fuel delivered there.
- You can also rent a 'fuel storage' at an '8er' airport (1€ per month), disadvantage, then you have to bring fuel barrels from your own gas station, it might be worth it if you fly a longer distance to an '8er' as a temporary storage.
- (if you didn't cause your "fuel shortage" yourself, you can ask an admin for emergency refuelling in exceptional cases - however, we don't see this as our primary task to replace a flight planning not carried out by refuelling. Therefore it makes sense to **post the aircraft ID as well*** to make it easier for us! 😀)

- As an aid to finding airports with gas stations, the airport info is a good starting point.
- Airport info → type in ICAO → "Airport can only be supplied from the air: YES" = NO fuel / "Airport can only be supplied from the air: NO" = fuel available.
- Airports from Class 7 upwards almost always have gas stations, Class 8 can also have gas stations.
- At the bottom of the airport info is a map with the nearest airports, there you can also see the class of the respective airports.

Re-Fuel during multi-stop flights

1. After starting the flight in the **Terminal** and **Yaacars**, fly to the airport where you would like to refuel.
2. Land and end the flight in **Yaacars**. Ignore the warning message saying you are not at your destination airport.
3. In the **Terminal**, **end** and **bill** your flight.
4. **Refuel** the airplane via terminal, make sure your assignments are still loaded and start the flight in the **Terminal**
5. **Retrieve** the new flightplan in **Yaacars** and configure your airplane. Continue your flight to your destination airport. (Start flight in yaacars.)

Important: Check if the airport has fuel in ftw! (Class 1 to 7 are safe to use).

Too much fuel in the tanks

- If you accidentally overfuelled your plane, it's no problem.
- As long as the plane is yours, you can refuel it.
- Simply enter a negative value at the filling station for the amount of fuel to be refueled, or a lower value than available when filling up to level X.
- The gas station will even give you your money back.
- If the machine is not yours, you must ask the owner or start an empty flight and burn fuel.

FTW does not know a certain flight model

New models can be reported with the corresponding key data in FTW-Forum - Aircraft-Administration to be added to the aircraft database. Remember to have one of the new airplanes placed at an airfield. This can be done in the same forum under 'Aircraft ordering'.

Newly added airplanes do not appear in the FTW hangar at the same time, only when they are ordered. In FTW under 'FTW-Hangar / SYS-Aircraft Master' there is a list **of all** airplanes contained in the system.

FTW does not know a certain airport

You can address questions about airport data in the FTW-Forum - Airport-Administration …

Wrong destination airport entered in YAACARS / stopover

You didn't plan for the headwind or entered a wrong destination ICAO? It does not matter. FTW recognizes where your current location is after landing. You do not have to fly to the preset destination to land.

The data on the banner does not update

The banners are updated when you log out.

Despite the hours flown no update to new license

The license entitlements are updated when you log out.

The deposited image for the aircraft is wrong/old/bad

Send a new (self-made/rights-free!) screenshot to dev@ftw-dev.de

How can I leave an airline again?

On "Statistics", then on "My Airlines". There you can leave the corresponding airline by clicking on the X.

My SIM has crashed, I had a Crash-To-Desktop (CTD)

Solution:

- Keep calm.
- Take a look at the "Flight Data" tab of Yaacars, there you will find the fields "LAT" and "LON", these are your current/last coordinates sent by the sim. Copy them into your clipboard or better still write them down manually, they help you.
- Then take a look at the "Fuel" area on the top left, if "Fuel in FTW" is 0 or the coordinates are 0,0, the sim has already sent wrong fuel values at the moment of the crash and made the flight unrecoverable.
- Have a look at the log of Yaacars, if other errors have been displayed, because these are a hint if it is worth to continue the flight (WARP, REFUEL..).
- **If everything is ok, click on "Suspend Flight" in Yaacars, that stops the tracking and pauses it.(important to do that before you restart the sim and position yourself)**
- The next step is the sim restart.
- Select the coordinates from the copied LAT and LONG numbers from Yaacars as the starting point. The user has to find out how to do this in detail for the different sims. (Here the plane can even be on the ground or in a radius of a few NM from the actual point, FTW is tolerant).

- When the sim has loaded and you are no longer in the menu, pause the sim.
- In Yaacars under "Flight Plan" click on "Get flight plan from FTW".
- Transfer the displayed fuel value into the sim, and continue the flight as usual with "start flight" in yaacars.

- It should be noted that this feature is experimental. It has worked in countless tests, but there are a lot of variables involved that we cannot influence.

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