

Properties of FBO objects

In the FBO Management area, all FBO objects that have already been rented are listed with their most important properties. The first four columns also have a search field for filtering by full text search.

FTW object: The object that was rented. The name can change if the object is converted (enlarged or reduced).

ICAO: ICAO code of the airport where the object is located.

Own object designation: By default, the same name is entered here as in column 1. With their own name, players can let their imagination run free. For example, the name "Business Lounge" can be changed to "Senators Lounge". The descriptions are visible to other players in the airport info section.

CC: The cost center that is assigned to the object.

Ground crew: Number of employees required for the operation of the object. Personnel costs are currently included in the rental price.

Rent: The monthly basic rental price for the property.

rental surcharge: Surcharge on the basic monthly rental price, which increases for each player at an airport.

Rent start: The day on which the object was rented.

Last rent payment: The day on which the last rent was paid for the property.

Next due date: The day on which the next rent must be paid for the property. If payment is not made due to a lack of funds, the user will be sent a reminder by PIN. If no rent has been paid for the property for three months in a row, it is deleted from the list.

account: The clearing account on which income and expenditure attributable to the object are received or paid.

Some of the properties mentioned here can be adjusted using the form "FBO / Edit Object" (currently pencil icon in the toolbar).

For petrol stations, this form will be extended by some fields to edit the fuel prices and to display the current stock. The filling station must be marked in the list for this purpose.

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