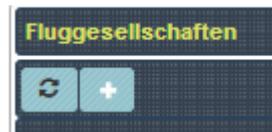# Founding and setting up airline

With the establishment of our own airline, the area of management has become even more important. Click on the plus symbol in the upper bar in the airlines section to complete the first step.

ATTENTION: To create an airline costs 250.000€. This amount will be debited directly from the user account and will not be refunded. So you should only do this if you have enough funds in your possession.

The first thing to start with is the name of the airline. Some creativity is needed here. Of course, it is also possible to use the names of genuine airlines, but in this case the proportionality should be right. With a Cessna Caravan in the inventory it is not yet possible to display United Airways. It should also be noted that the fleets of the very large airline are at least partially incorporated into FTW as proprietary aircraft. The names of many real airlines have already been assigned. Name disputes in the sense of "Who is the better Lufthansa?" are to be avoided from the very beginning. Tip: A name is easier to find the more conclusive the concept pursued is.

By founding the player receives a new bank or business account, whose name (e.g. name of the airline) can be freely chosen. All activities of the company can be carried out through this account, but this is not mandatory. For each object, each aircraft and each pilot, the private account can also be selected as the clearing account.

In the box "ICAO of the registered office" the ICAO code of the desired home airport is indicated. The choice of home airport does not currently affect other functions in FTW. In the next box the ICAO code of the airline is entered, which, if it is fictitious, may also be fictitious. Usually, a three-letter code is entered in the form of three capital letters, which can be an abbreviation, for example. A few examples: DLH for Deutsche Lufthansa, SAS for Scandinavian Airlines, EZY for EasyJet. If you have already designed a logo for your airline, you can copy the link into the last field.