Manage aircraft

Functions and settings in the aircraft hangar

Available aircraft can be queried via the aircraft hangar in the "Flight Operations" area. The "My rented aircraft" button calls up those aircraft that are currently rented by the player. the "My aircraft" button lists all aircraft owned by the player. In addition, from here aircraft can be rented or returned, transferred, repaired and their settings and seat configuration can be edited.

If the aircraft located at a specific airport are to be listed, the corresponding ICAO is entered in the "Location ICAO" field. It is also possible to look for specific types at an airport using the "Select Aircraft Model" menu. If members of an airline want to have only those aircraft of the respective fleet displayed, this can be selected on the far right.

Once an aircraft has been selected from the list, the "Buy aircraft" button also appears. So if you already have the necessary small change, you can buy it here. Of course it is also possible to sell an aircraft. Either the owner finds a buyer over the forum or on other way, or he sells the machine to the bank, the bank for before the purchase an evaluation of the machine by.

Identification: Unique identifier of the aircraft. May be individually determined by its owner.

Act. Location: ICAO indicates where the aircraft is currently located.

Home Airport: ICAO indicates where the aircraft is stationed. **Aircraft Condition**: Shows the condition of the aircraft graphically and as a percentage.

Locked: Shows if the aircraft is allowed to be used by the player or if it has been locked by the owner.

For Rent: If "Yes", the aircraft can be rented by a player.

To Buy: If "Yes", the aircraft can be purchased by the player. The corresponding button in the toolbar will then be available.

Max. seats available: This value indicates the maximum seating capacity that can be added to an aircraft, regardless of its configuration. Also referred to as the exit limit.

Seats Economy: Number of seats available in economy class with standard configuration.

Seats Business: Number of seats available in business class with standard configuration. Business seats cannot be occupied by Economy passengers.

Cockpit Crew (excluding pilot): This value indicates how much crew is needed in addition to the pilot (= player) to be able to fly the aircraft.The "cockpit crew" value affects the (personnel) costs of the flight. Examples: On a Cessna 206 this value is set to 0 - here the pilot can manage alone. In a modern A320 airliner, a co-pilot is added (value: 1). If you climb into an old Boeing 727, you share the cockpit with a co-pilot and flight engineer (value: 2). The cockpit of an Antonov AN-124, on the other hand, is a party atmosphere, because six people are present, including the pilot: The aforementioned pilot, a co-pilot, two flight engineers and two navigators. The corresponding value in the table is therefore a record-breaking 5.

Max. Hire period: Maximum period for which an aircraft can be rented.

Rental cost (hrs): Rental cost incurred per hour.

Pledge: ~~Amount to be deposited when renting an aircraft. Will only be refunded if the aircraft is back at its home airport when it is unhired.~~.

Owner: Owner of the aircraft in question. This can be players, their companies, or the FTW Aircraft Stock.

Aircraft Settings for Owners

Aircraft owners can use the Aircraft Settings form to set a number of properties and values.

Home Airport: Per ICAO of the airport at which the aircraft is based. This information is especially important in relation to the pledge (see chapter 9.2.4).

Identifier: Unique identifier of the aircraft. Whether realistic or fanciful is up to the user.

Select Airline: Here owners can specify via drop-down menu to which of their airlines the aircraft should be attributed. If this field remains empty, it will be assigned solely to the player who owns it.

Bank Account: Here you can select the bank account to be assigned to the costs associated with the aircraft.

Cost Center: Here you can select a cost center to be assigned to the costs and revenues associated with the aircraft.

For Rent: If the button is set to "Yes", the aircraft can be rented by other players. In this case, further entries are required (see below).

To Buy: If the button is set to "Yes", the aircraft can be purchased from other players.

Max. Rental Time (minutes): The maximum period of time for which an aircraft can be rented from another player. It is given in minutes. 1,440 minutes equals one day.

Dry Rent/Hour: The dry rental rate. Fuel is therefore not included.

Pledge: ~~The deposit set by the owner.~~.

Purchase Price: If the corresponding button (see above) is set to "Yes", the price can be entered here. For pricing, it is recommended to include the number of hours and condition of the machine.

Seat configurations

Configurations are used to vary the type and number of seats in the cabin. They are particularly important in aircraft in the medium and heavy categories (jets and turboprops), since two-class seating is usually also found in these. In a Cessna 206 with six seats, one of which is occupied by the pilot (which is his right), a change in configuration is often unnecessary, although not impossible in aircraft of this size. Configurations are gradually created by the aircraft administrators and in many cases correspond to real models, which can then be recognized by their designation. In addition, special configurations for common add-ons are entered to match their weights exactly. In the aircraft

list you can only see the standard configuration, to see the actual configuration you have to select the aircraft in the list and open the info page. There you will find the installed configuration in the seat configuration section.

Since almost every configuration can carry a different number of passengers, this also affects the revenue per flight. To compensate for this difference, each seat configuration is assigned a comfort multiplier (KMP). The revenue generated is multiplied by this after the flight. The tighter the seating, the less passengers pay for their ticket.

Configurations are changed in the hangar. These changes can be made to both owned aircraft and aircraft owned by other players or the FTW Aircraft Stock. The prerequisite is that the aircraft has been rented and there is at least one configuration in addition to the default configuration. However, the process can take both time and financial resources, again depending on the aircraft type. In regional and small medium-haul jets, only the curtain between business and economy class is moved forward or backward, which requires very little effort. In larger jets, however, this can mean installing new seats. So this means: the larger the aircraft, the more expensive a change in configuration.

In the list view you always see only the standard seat configuration of the aircraft. To see the currently installed configuration, you have to click once on the desired aircraft in the list and then expand the information, there you will find the section "Seat configuration", there you can see the currently installed and the possible other configurations.

<u>Attention: The button "Accept configuration" does exactly what it says, it accepts the order, debits the costs and locks the aircraft for the conversion period. Once ordered conversions can not be canceled!</u>

Aircraft from players as well as from the FTW Aircraft Stock can be pledged. As soon as the aircraft is rented, the corresponding amount will be deducted from the private account of the renter. deducted. So it is not possible to charge the airline with it, no matter if you are a member or not. A This amount will only be credited if the aircraft is back at its home airport at the end of the rental period. is back at its home airport. This also applies to aircraft that are not rented at their home airport. rented at their home airport.

Example: An A320 with home airport Amsterdam is located in Frankfurt and is provided with a deposit of 5,000 €. A player rents the aircraft, pays €5,000 and flies with it to Munich and terminates the lease there. Consequence: The 5,000 euros are not paid back. If he had not the rental agreement and flown on from Munich to Amsterdam, he would have returned the the deposit he had paid.

Aircraft with a deposit can usually be recognized by the fact that they do not have a standard FTW code (e.g. F-TW1213), but one that corresponds to reality. but one that corresponds to reality.