

Airliners Env

Commercial Flight v6.1

A program which will extend - and enhance your enjoyment of - Microsoft Flight Simulator 2004*

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Introduction

Airliners Env and its various component modules extend the functionality of Microsoft Flight Simulator 2004 by creating the feel of a real commercial flight experience, with many of the features you know from real commercial flight. With *Airliners Env* you'll be able to generate cockpit-crew and flight-attendant announcements (in multiple languages!), play cabin music and selected in-flight entertainment, and enable many other effects which will make you think you are piloting a flight aboard a real commercial airliner!

Airliners Env, the main program, works in conjunction with a series of optional modules. While some functions (e.g. flight setup, refueling, dumping fuel) are accomplished from the main program, most functions are available within the installed modules. Modules (and optional extensions) of *Airliners Env* are:

- ***Commercial Flight*** – adds terminal, flight attendant and cockpit announcements in English, Spanish, and French. (German and Italian are available as an extension). A wide variety of announcements are available, and are customized based on the airline and originating airport you select. And be sure to practice conservative commercial piloting techniques when flying your airliner: if you do a barrel roll or loop-the-loop, you may hear your passengers screaming in the cabin behind you!
- ***Cabin Music*** – The “basic” module extends your flight with cabin music effects while you taxi from or to the gate; this module is available for free download. The “professional” module, available for a nominal fee, provides taxi-time music plus allows you to set up a music box for entertainment purposes during the flight.
- ***Engine Failure*** - if you like thrills and challenges, install this module, and a normal, uneventful flight might suddenly become a nightmare. Good luck with your emergency landing!

All modules are programmed to synchronize perfectly with one another. Additional modules are in development (e.g. ***Vacation***) and will be announced (via the website and other channels) when available for purchase.

This manual describes the operation of the main program and the ***Commercial Flight*** module; separate documentation is available for all other modules. Note that this manual assumes that the user is familiar and comfortable with the operation of Microsoft Flight Simulator 2004.

Installation

Prerequisites

Microsoft Flight Simulator 2004 must be installed and functional on your Windows PC before attempting to install *Airliners Env*. The *Airliners Env* program environment requires a minimal amount of free disk space on your hard drive; otherwise, there are no special requirements above and beyond the ability to run Microsoft Flight Simulator 2004. (Note: *Airliners Env 2004* will *not* work with Microsoft Flight Simulator 2002 or earlier versions. For Microsoft Flight Simulator 2000 use the earlier version of *Airliners Env* 4.4)

Airliners Env – Engine Failure does not require the installation of any other *Airliners Env* modules, but we recommend installing all the *Airliners Env modules - Commercial Flight, Cabin Music, and Engine Failure* – to make your commercial flight environment complete.

Install Airliners Env – Engine Failure

Run the installation program and follow the installation instructions. **In the “Setup Type” menu please select “Custom” if your Flight Simulator 2004 program was set up to use a language other than English.** The custom setup will install the right key translation to allow your message windows to control your *Airliners Env* program.

Extend Airliners Env Functionality with Other Modules

You can extend the functionality of *Airliners Env* by installing additional program modules. Each module has its own installation program and documentation.

Cabin Music (Basic) or Cabin Music (Professional) Modules

We recommend installing one of the *Cabin Music* modules to extend your *Airliners Env* experience by adding music effects to increase the realism of your flights. The *Cabin Music (Basic)* module, which is **completely free**, provides taxi music for departure and arrival. This module might be shipped as a separate installation program with this software package, or it is available for free from the *Airliners Env* web page (<http://www.airlinersenv.com> or <http://user.cs.tu-berlin.de/~noah/flight/>).

Alternatively, you can purchase and install the *Cabin Music (Professional)* module, which comes with some extra features like a music box for in-flight entertainment, and taxi music which is localized for each supported airport.

For more information please see the documentation which comes with the *Cabin Music (Basic)* module.

Disabling Modules

Any installed module can be temporarily disabled from within its own menu. When you disable a module, *Airliners Env* suspends all the function associated with this module. You can easily re-enable the module at any time.

Getting Started

Running Airlines Env

You must first start up Microsoft Flight Simulator 2004 from within your Windows environment. Once you've started Microsoft Flight Simulator, access the Flight Simulator menu. You will see that the *Airlines Env* installation program has added some options to the Flight Simulator menu.

From the Flight Simulator Menu:

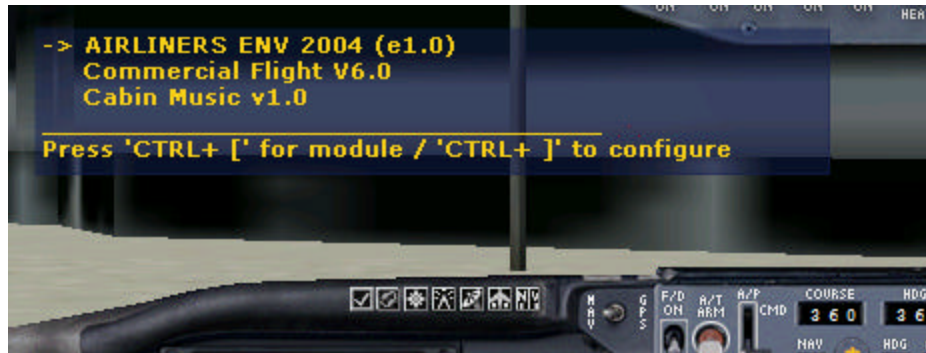
- a) Select Flights/Select a flight.
- b) Click on "1. Choose a category" and select from the menu "My saved Flights".
- c) From box "3. Choose a flight" click "My airlines Env" to start the program.

If you can't find the "My airlines Env" entry (more likely if you are using a non-English version of FS2004), follow the instructions under the heading "Recovering Default Airlines Env Flight", further down in this manual.

After you start *Airlines Env* you will see the following welcome screen listed with all the *Airlines Env* modules you have installed. (See the Introduction section of this manual for more information about these modules, each of which is installed separately using its own installation program.) Note that the version number of *Airlines Env* is prominently displayed on the welcome screen ("e1.0" is depicted below).



A few seconds later the screen will change to the *Airliners Env* main menu, which will allow you to modify *Airliners Env*'s settings and control its installed modules:



Controlling the Airliners Env Menus

All *Airliners Env* functionality is controlled through a series of simple menus. Use “Ctrl+[“ to scroll through all menu choices. Once you’ve scrolled to the menu item you desire, use “Ctrl+]” to enter this menu item. For example, when you scroll down to “Commercial Flight V6.0” on the main menu and press "Ctrl+]”, the Commercial Flight menu will appear. Within the selected menu use "Ctrl+[“ to scroll to the menu selection and "Ctrl+]” to change this selection.

Controlling Airliners Env Menus With Non-English Versions of Flight Simulator 2004

Users of Flight Simulator 2004 non-English versions may need to use alternate key sequences to navigate through and use the *Airliners Env* menus.

If you are using a non-English version of Flight Simulator 2004 and are having difficulty with the control-key combinations, you may not have properly installed *Airliners Env*. If you did not select “Custom” during the installation process, you may not have the correct key translations installed. We suggest that you re-run the *Airliners Env* installation program and properly select “Custom” under the “Setup Type” menu at this time. If this procedure does not clear up the problem with the control sequences, follow the instructions below.

You should be able to use the following key combinations to control *Airliners Env* if your Flight Simulator version is not English or you are using a non-English keyboard:

- For German keyboards use: "STRG + ß" and "STRG + ´"
- For Danish keyboards use: "Ctrl + ` " and "Ctrl + å"
- For French keyboards use: "Ctrl +]" and "Ctrl + ` "
- For Mexican keyboards use: "Ctrl + i" and "Ctrl + ´"
- For Portuguese keyboards use: "Ctrl + ¨" and "Ctrl + «"
- For other non-English keyboards, try using the two keys either to the left of the backspace key or to the right of the "P" key. Don't forget to press the CTRL button at the same time.

If this does not help, follow these instructions:

1. Open the file *Flight simulator 9/messages/comm./lesson 1.msg* in any text editor.
2. Look for the line starting "s4"; after the equal sign there is a description of a key combination which would be functionally equivalent to "CTRL+J".
3. Look for the line starting with "s91"; the key combination after the equal sign would be equivalent to "CTRL+[".
4. Make note of these control sequences and close the file.

If you find control keys for other Flight Simulator versions which are not listed above, please inform the producer of this program at noah@cs.tu-berlin.de and we will include this on our FAQ page and future versions of this manual. (Thank you!)

It was also reported that it helped to add the following lines to the fs9.cfg file:

```
[OldModules]
FSSound.dll=1
FSUIPC.dll=1
```

Under Microsoft Windows 95 or 98, you will find this file in the directory C:\windows\ApplicationData\Microsoft\FS9 (assuming your operating system is installed on the "C:" drive. Under Microsoft Windows 2000 or XP, look in the directory C:\Documents and Settings\Your_User_Name\Application Data\Microsoft\FS9

Adjusting the Message Window

In some cases, some *Airliners Env* message text might be cut off as shown below.



You can resize or move the message window by holding the cursor to one of the message window borders. When the cursor changes to two arrows, press the left mouse button and drag the mouse to resize the window. Once you've resized your window, save your flight (as described below) and the next time you load your *Airliners Env* flight the message window should appear correctly sized.

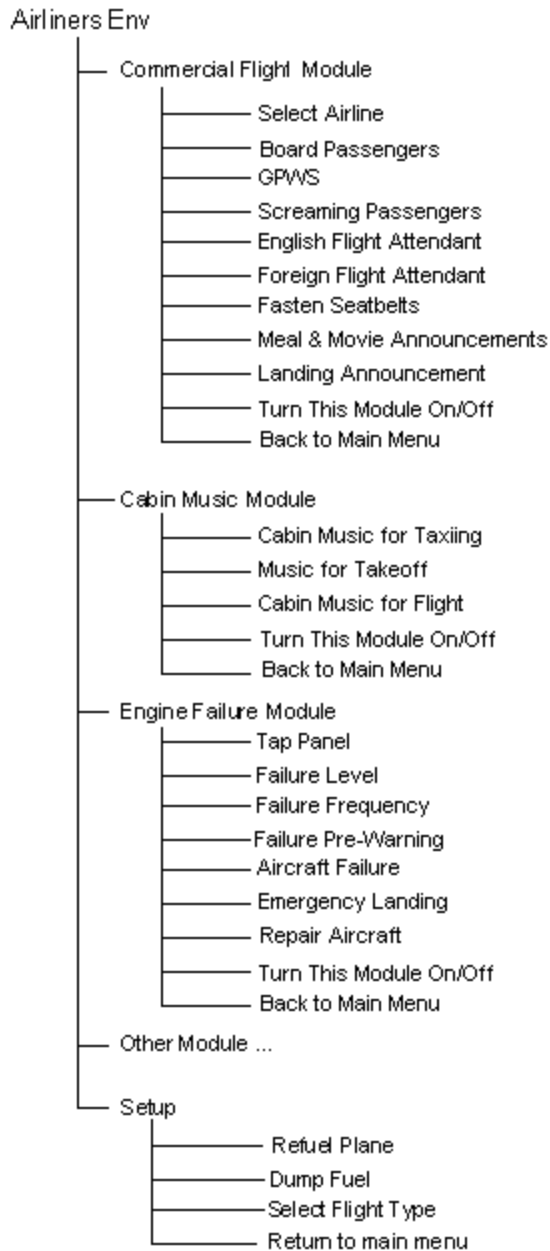
Using Third-Party Panels

Airliners Env allows you to use panels from other developers to replace your standard panel.

If you do not use the default panel, your panel display might look mis-sized the first time you load *Airliners Env*. Resize the panel with your cursor (as described above) and save the flight (as described below) and the next time you load your *Airliners Env* flight the panel should appear correctly sized.

The Menus, Modules, and Functions of Airlines Env

All functions of *Airlines Env* are controlled through the menus of the main program or the add-on modules. Once a module is installed, it becomes a seamless part of the *Airlines Env* program, and its menus are incorporated as part of the *Airlines Env* main menu. The following diagram depicts the different menus you'd see if you have installed all the *Airlines Env* modules. Use this diagram as a reference to help you find the menu items which access the program functions you wish to control.



Saving Airlines Env Flights or Creating New Saved Flights

Airlines Env permits you to save your flight settings so you can continue your flight again at some later time. If you wish to save your flight settings as the default *Airlines Env* flight, you may do so from either the *Airlines Env* menu or the Flight Simulator 2004 program menu. If you wish to create a new name for your flight, you can do that too.

Saving your flight as the default *Airlines Env* flight using the *Airlines Env* menu:

- a) From the *Airlines Env* main menu, select Airlines Env Setup which you will find on the bottom of the main menu tree.
- b) From the save flight menu select “My Airlines Env”
- c) Click OK

If you use aircrafts from other vendors this save function might not work properly by saving all settings.

Saving your flight as the default *Airlines Env* flight from Flight Simulator program:

- a) From the Flight Simulator “Flights” menu, select “Save flight”.
- b) From the Save Flight menu select “My Airlines Env” to save your settings as the default flight.
- c) Click OK

Saving your flight under a new flight name:

- a) From the Flight Simulator “Flights” menu, select “Save flight”.
- b) From the Save Flight menu, specify your new flight name by typing it in the “save as” field.
- c) Click “save”.
- d) **IMPORTANT:** There is a bug in Flight Simulator 2004. Newly created *Airlines Env* flights just work once. Any other time you try to open a self-created *Airlines Env* flight, the flight simulator program will crash. Fortunately, there is a simple workaround: you will need to change the flight file you just created into a read-only file.
 - i. Find and open your “My Documents/Flight Simulator Files” directory.
 - ii. You will find a file with the name of the flight you just created – for example, “my flight.ABL”. The file you are looking for must have the extension “.ABL”. You need to change this file to be a read-only file.
 - Right-click on the filename.
 - Select “properties” in the popup window. A new window will open.
 - Under “attributes” select “read-only”
 - Press ok.

Recovering the Default Airlines Env Flight

At times it may be necessary to restore the *Airlines Env* settings to their original default values, such as if you accidentally deleted your *Airlines Env* flight or if you can't find it among your saved flights. To restore the default *Airlines Env* flight:

- a) From the Flight Simulator menu, select Flights/Select a flight.
- b) Click on “1. Choose a category” and then select “others”.
- c) From box “3. Choose flight” click “airliners Env” and it will start the default *Airlines Env* flight.
- d) Save this flight as your own *Airlines Env* flight by following the instructions under the section “*Saving Airlines Env Flights or Creating New Saved Flights*”, above.

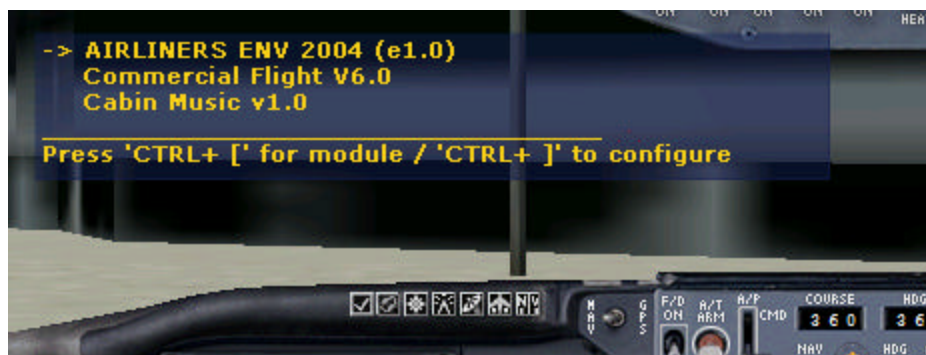
Supported Aircraft Types; Changing Aircraft

Flight Simulator 2004 allows you to change aircraft at any time (though we would suggest doing so while you are at the airport). *Airlines Env* allows you to use any aircraft which can be used for commercial flight. Airlines Env – Engine v1.1 allows you to switch to non jet engine aircrafts. Because the most non jet engine aircrafts are non Commercial Flight aircrafts *Airlines Env* is still displaying a warning message.

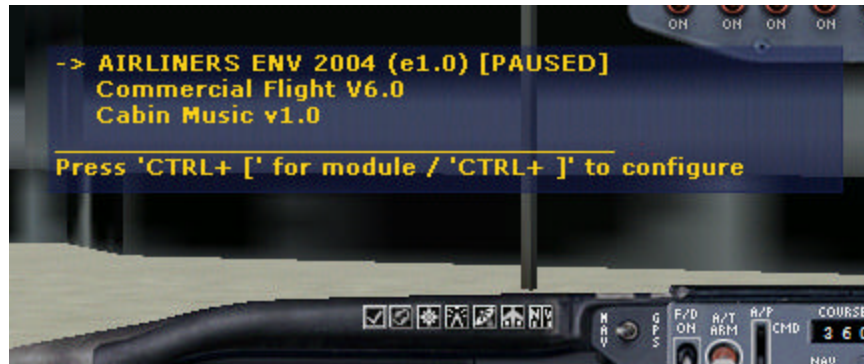
Disabling and Re-Enabling the Airlines Env Program

Sometimes you might want to fly without all the *Airlines Env* functionality linked to your flight. You can disable *Airlines Env* in the main menu and re-enable it any time you want.

To disable *Airlines Env*: from the main menu press CTRL+[(or equivalent sequence for your installed language) till the arrow points to “AIRLINERS ENV 2004” as shown in this illustration:



Press “CTRL+J” and *Airliners Env* will be disabled (“paused”) in your current flight.



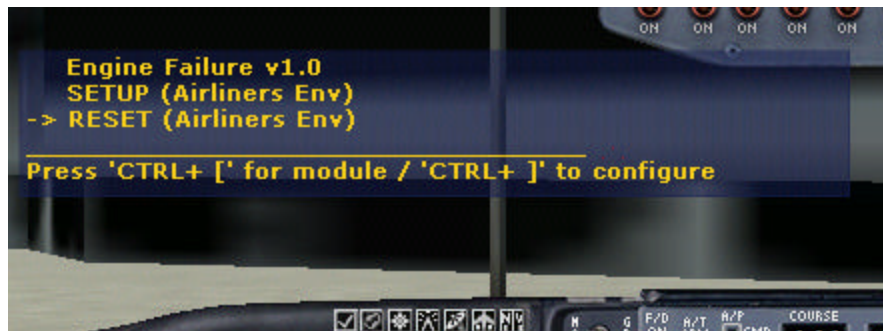
Repeat the same sequence to re-enable (un-“pause”) *Airliners Env*.

Setting Up Airliners Env

The “SETUP (Airliners Env)” menu choice, which appears after the list of installed *Airliners Env* modules in the main menu, accesses the setup menu (which is described in the next chapter).

Reset Flight

This main-menu item lets you reset your flight parameters to their pre-flight values (i.e. *Airliners Env* would appear as if you’d just loaded your flight; previously heard announcements, for example, might occur again). You should use this option if you notice *Airliners Env* behaving strangely.

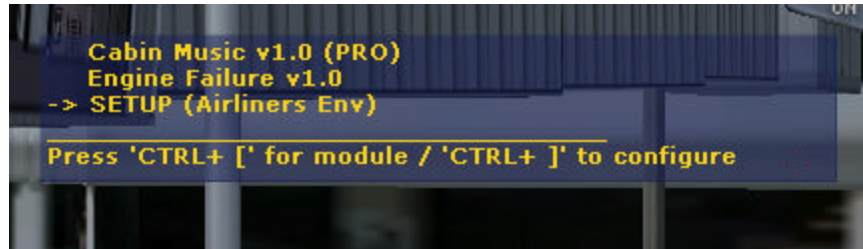


The Setup Menu: Setting Up Your *Airliners Env* Flight

In this chapter you will learn how to use the options in the setup menu to configure your *Airliners Env* flight, to request fuel, and to dump fuel.

The Setup Menu

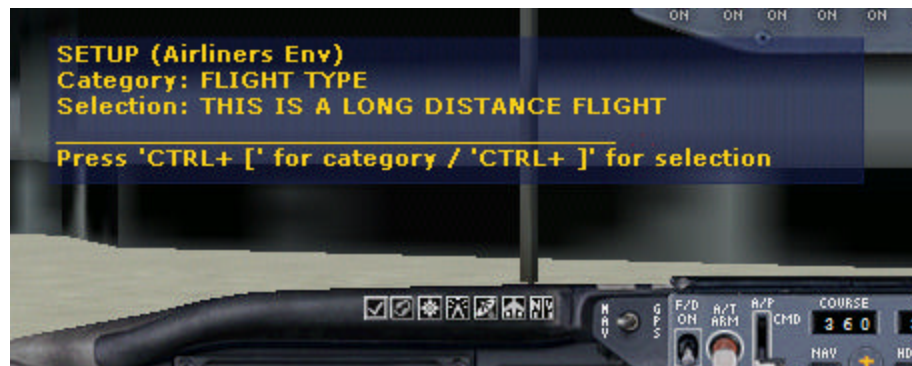
From the main menu move your cursor down to “SETUP” and press “CTRL+]” to enter the setup menu.



The following paragraphs describe the available setup menu selections. Please note that some of these menu selections might be disabled in certain situations.

Flight Type

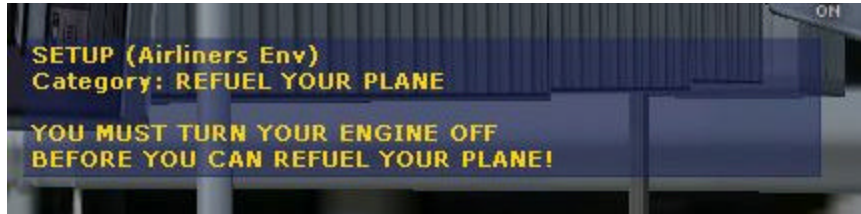
Before you take off, you can use this menu option to specify that your flight will be a long-distance flight. This will affect some in-flight announcements.



Refueling Plane

You can order fuel for your airplane while you are parked at the gate. To start refueling your plane, you need to turn off all engines, otherwise you will get a nice reminder to do so. You might have to wait a moment till the engine turbines stop spinning before you can start refueling your plane.

If you have installed the *Engine Failure* module of *Airliners Env* (which is sold separately) your fuel tank might leak. Please call the repair team (using the *Engine Failure* menu) to repair your plane before refueling. Otherwise, you will notice that you lose fuel after refueling.



Once you start the refueling process, the message window will show you the current refueling completion status (“#” symbols depict the portion of the tank that’s full, and “=” signs depict the empty portion) .



Dumping Fuel

You might want to dump fuel in certain situations. Each time you activate this menu, *Airliners Env* will dump 15% of your tank capacity. This menu is only available in flight.



Once you initiate fuel-dumping, the message window will show you the status of the current dumping process and the fuel remaining.



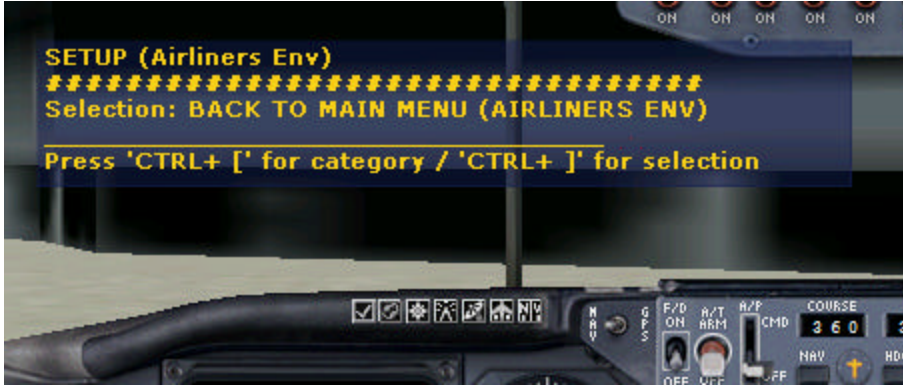
Save Your Flight

This menu will save your current flight as discussed in the “Getting Started” section of this manual. If you use aircrafts from other vendors this save function might not work properly by saving all settings.



Back to Main Menu

The setup menu, like all *Airliners Env* sub-menus, has a “BACK TO MAIN MENU” selection. Navigate to this item, then press “CTRL+]” to return to the main menu. HINT: when you wish to return to the main menu, navigate quickly through the choices until you see the row of hash marks (“#####”), then press “CTRL+]”.



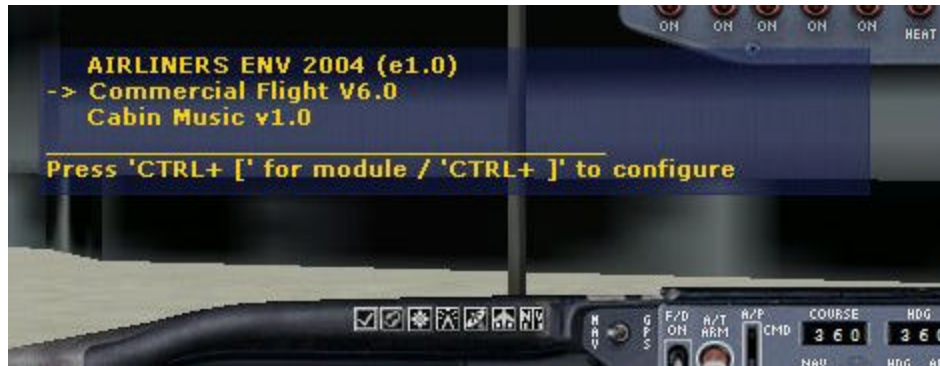
Commercial FlightModule

The *Commercial Flight* module of *Airliners Env* turns your Microsoft Flight Simulator into a commercial flight experience with all the flight attendant and captain announcements you know from real commercial flight. The *Airliners Env* module adds the following features and capabilities to your flight:

- More than 320 sound events. With Flight Attendant Expansion Pack I even more than 520 sound events.
- Terminal announcements at the gate.
- Flight-preparation cockpit ambience: switch sounds, paper-rustling, throat-clearing, and more.
- Boarding passengers.
- Flight-attendant announcements in English and one foreign language (French and Spanish are included; German and Italian are available as expansion pack).
- Automatic foreign-language detection sets your flight attendant's foreign language automatically depending on airport location and airline you are flying.
- Flight attendant announcements asking passengers to take their seats.
- Departure delay announcements from the captain.
- Welcome announcement, including airline company name, while taxiing to the runway.
- Security announcements while taxiing to the runway.
- Post- takeoff flight attendant announcement allowing passengers to move around the cabin
- Post-takeoff welcome announcement from the captain (including apology for delay if appropriate).
- Movie, breakfast, lunch and dinner announcements. Movie sounds can also be added.
- Announcements to fasten seat belts for turbulence.
- Flight attendant landing announcements.
- Screaming passengers for situations which distress the passengers.
- Off-runway landing detection (causes passenger screaming and triggers apologies from the captain)
- Passenger applause upon normal runway landing, assuming that they didn't have reason to scream during flight.
- GPWS for landing.
- Welcome-to-airport announcement from flight attendant including city name (for major cities only) and airline company name.
- Remain-seated announcement while taxiing to the gate.
- Deplaning-passenger sounds.
- Menu-driven configuration of announcements; your configuration will be preserved when you save your flight.
- And more...

The Commercial Flight Menu

All the features of the *Commercial Flight* module are accessed through the Commercial Flight menu, which you can invoke from the *Airliners Env* main menu by navigating the cursor to the “Commercial Flight” menu item and pressing “CTRL+J”.



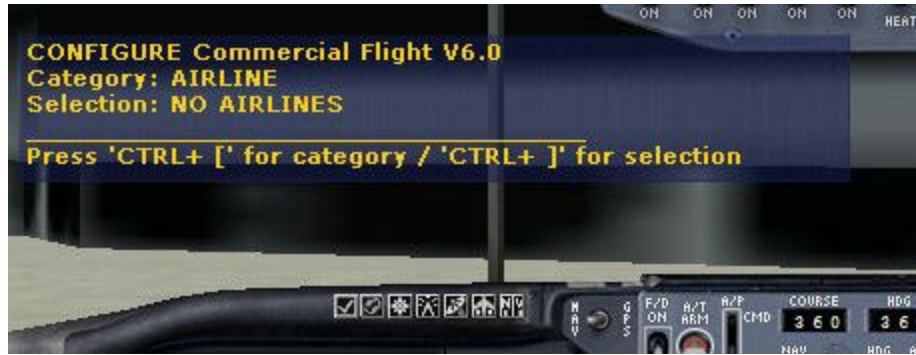
The choices available in the Commercial Flight menu, documented in detail in the sections below, are as follows:

- Select Airline
- Board Passengers
- GPWS (Ground Proximity Warning System)
- Screaming Passengers
- English Flight Attendant
- Foreign Flight Attendant
- Fasten Seatbelts
- Meal & Movie Announcements
- Landing Announcement
- Turn this Module On/Off
- Back to Main Menu

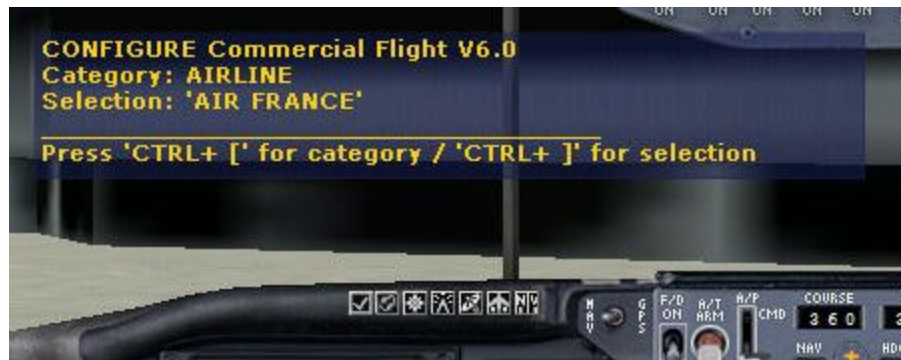
Note: not all menu functions are available at the same time. Some are reserved for in-flight status, while others are only available at the gate.

Select Your Airline

The first thing you might do to prepare your flight is to select your airline. Your choice of airline name will be included in selected flight attendant and cockpit announcements.



Commercial Flight allows you to select from 22 different airline names.



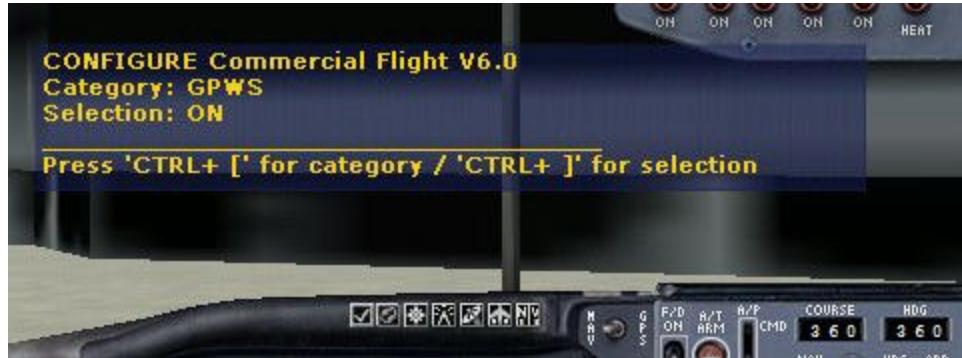
Board Passengers

While you are preparing the cockpit for departure, you can board the passengers. You will hear flight attendants greeting the passengers entering the plane. You will also hear the cabin music starting if you installed the *Cabin Music* module. Additionally, the flight attendant will advise the passengers from time to time to take their seats and fasten their seat belts. If you stay too long at the gate, the captain will announce a delay for departure.



GPWS (Ground Proximity Warning System)

Airliners Env – Commercial Flight comes with GPWS enabled by default.



However you may have installed panels from other developers which already have GPWS included. Thus you may want to disable GPWS in *Commercial Flight* and you can do that with this menu option.

Captain Push Back Request

Airliners Env – Commercial Flight v6.1 brings back the Captains push back request to the tower when you release the parking breaks. For ATC users this feature can be disabled.

Screaming Passengers

Passengers are very sensitive to the captain's flight skills. Whenever it gets too turbulent or if you land off the runway, your passengers might scream.

You can use this menu item to disable/re-enable passenger screaming.



English Flight Attendant

This menu allows you to enable or disable the standard English flight attendant announcements.



Foreign Flight Attendant

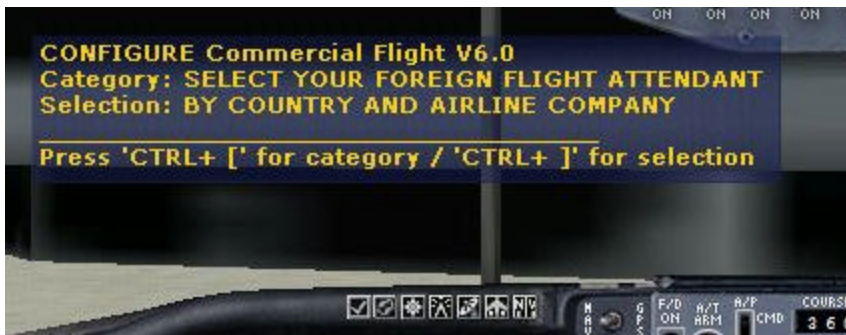
For the convenience of your passengers, *Commercial Flight* provides a crew of flight attendants who speak foreign languages. You may designate one of these language-speakers as your Foreign Flight Attendant using this menu. The Foreign Flight Attendant will then make all flight attendant announcements in their native language. If your English Flight Attendant is enabled as well (see previous menu choice) then all announcements will be made in English and then repeated in your chosen foreign language. Note that on any flight you may only designate one Foreign Flight Attendant.

The default foreign-language speakers provided by *Commercial Flight* – and therefore your default choices in this menu - are French and Spanish. You can add German- and Italian- speaking flight attendants as well. The expansion pack is available from the *Airliners Env* website: <http://www.airlinersenv.com> or <http://user.cs.tu-berlin.de/~noah/flight/>. Once you download and install the expansion pack, the Foreign Flight Attendant menu will reflect the additional languages you've just installed.



In addition to French, Spanish, German, and Italian, this menu will present two additional options. The option “By country and airline company” will select the Foreign Flight Attendant automatically before you depart the airport. The selection is based on airport country and airline company you are flying. For

example, if you are at the Madrid airport in Spain, *Airliners Env* will select the Spanish flight attendant. *Airliners Env* is aware of the local language for most major airports; if it doesn't recognize the airport, *Airliners Env* will determine the appropriate foreign language based on the airline company you've chosen (elsewhere in Commercial Flight menu).

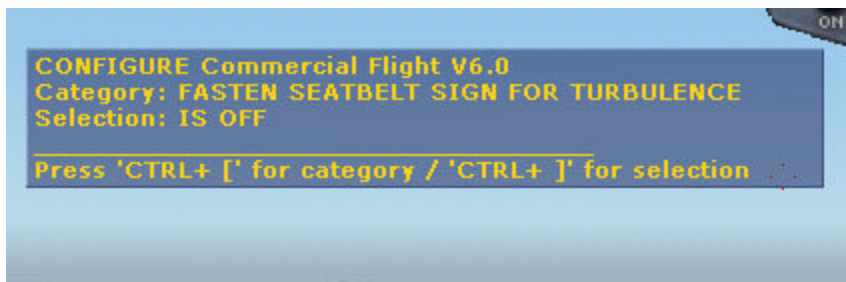


By choosing "OFF", you can disable the foreign flight attendant feature completely, and eliminate foreign-language flight-attendant announcements.



Fasten Seat Belt

From time to time you fly through turbulence. To advise the passengers to return to their seats and buckle up, use this menu.



This menu is only available in flight. Other modules like *Engine Failure* might even disable this menu in flight during an emergency landing.

Meal and Movie Announcements

Meal and movie announcements will be automatically be made by *Airliners Env* at the appropriate times during long flights. In addition, if you install your own movie-sound files (following the installation instructions in the appendix of this manual), the program will play actual movie sounds following the movie announcement.



In some cases you may want to manually activate these announcements, and this menu allows you to do so. Scroll through the menu choices until you arrive at the announcement you wish to invoke (e.g., “Announce Breakfast”) and the announcement will occur soon after you press the “CTRL-]” key combination. After a few seconds, the announcement name will disappear, which indicates that you have selected this option, and the program will start playing the sound. This menu will not be available all time. For example, if you activated the lunch announcement manually, the menu will be hidden for a certain amount of time to avoid serving lunch and dinner right after each other.



During long-distance *Airliners Env* flights, you might hear some movie announcements from the flight attendant. The *Commercial Flight* module of *Airliners Env* is also able to play movie sounds after the flight attendant announcement. With *Airliners Env – Commercial flight* you can install your own movie sounds. See the Appendix to this manual for installation instructions.

Landing Announcement

If you don't want to wait until the automatic flight attendant landing announcement kicks in, you can use this menu to activate the announcement manually.



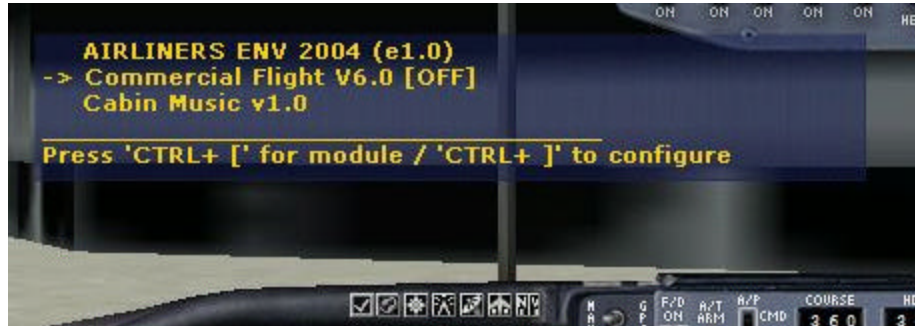
However once the announcement has been made, you won't hear it again till after you depart the next airport. If you feel you want to hear the announcement again before landing you need to reset the flight using the *Airliners Env* reset menu as described elsewhere in this manual.

Turning *Commercial Flight* Module Off

You can disable this module at any time; *Airliners Env* will then behave as if this module had never been installed. Disable this module by using the "Turn This Module Off" menu.

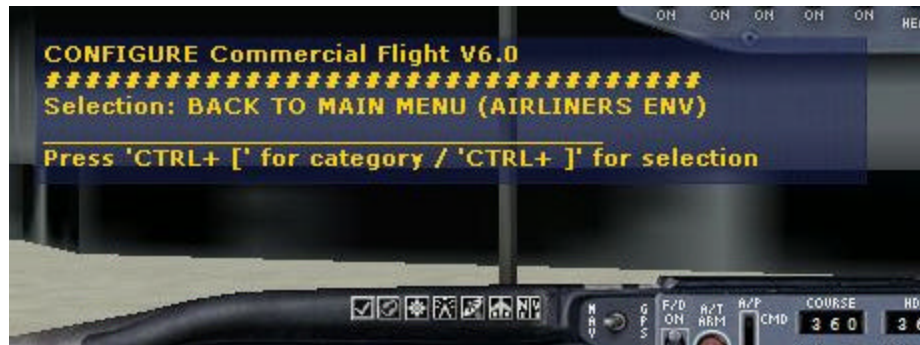


While this module is disabled you still can enter its menu but all its options are disabled except the one to enable the menu and to return to the main menu. Once you disable this module, the main *Airliners Env* menu will indicate this as shown below.



Returning to Main (Airliners Env) Menu

You can return to the main *Airliners Env* menu by navigating to “BACK TO MAIN MENU” and pressing “CTRL+]” as shown below. HINT: when you wish to return to the main menu, navigate quickly through the choices until you see the row of hash marks (“#####”), then press “CTRL+]”.



History

Version 6.1

- The Captains *Airliners Env* Push back request which appeared in version 5.12 is now implemented and can be used. This request is optional and can be enabled or disabled via Commercial Flight Configuration menu.
- Fixed bug of single “ding” sound for snacks if foreign cabin announcements only is activated.
- You can now use *Airliners Env* with non jet engine aircrafts.

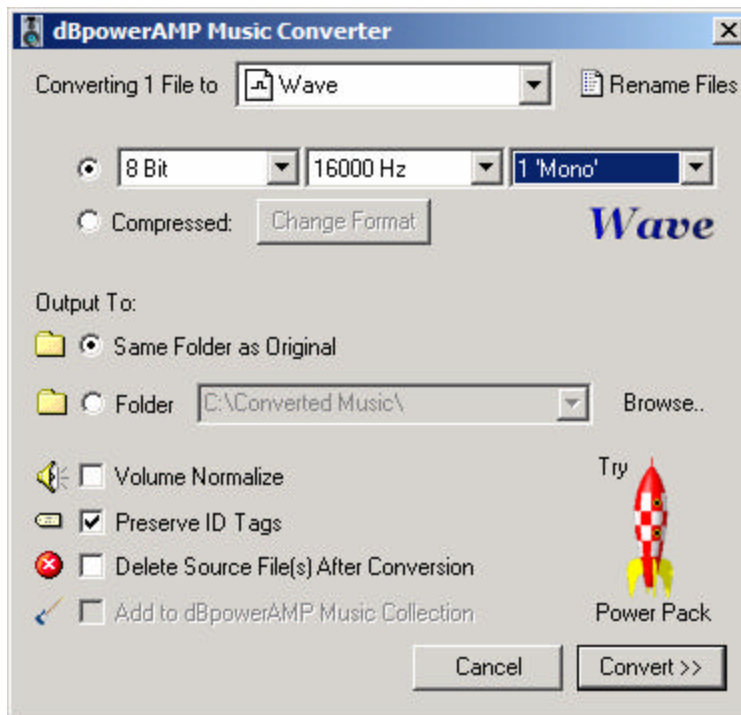
Bugs

- While loading an *Airlines Env* flight, please wait for the welcome screen before you press 'CTRL+[‘ or 'CTRL+]’. In some cases, the flight simulator program has crashed by pressing those buttons too early (especially on slower computers which need more time to load a flight).
- If you use aircrafts from other vendors the save function provided by the *Airlines Env* menu might not work properly by saving all settings.
- If you switch or stretch your flight simulator resolution to 1024 x 768 the message window will use a different font size and as a result shorten its window to display 4 lines only. The last line with key direction will be hidden. However the key combination to control the *Airlines Env* is always the same and you will notice very shortly that you do not really need this information.

Appendix: Installing your own movie sound files

A special feature of the Commercial Flight module of *Airliners Env* is the ability to play actual sounds from one of two real movies, *The Magnificent Seven* or *Gone With the Wind*, after the flight attendant movie announcement. The movie sound files are not included with the program, but you can install your own by following these instructions.

Airliners Env only recognizes sound files which are in wave (.WAV) format. If the sound file you want to use is not in wave format (for example, if it in MP3 format), you must convert the file. A very handy and at this time absolutely free tool you can use is the dBpowerAMP Music Converter¹. You can download this software at <http://www.dbpoweramp.com/>. After you install this tool, do a right click on your sound file and select “Convert to” from the menu. You will then see a window similar to the following; we suggest using the parameters indicated below to keep the file size small and still maintain medium quality from your original sound file:



Once you have your sound files in the right (wave) format, name them as follows:

- AE_AMV11.wav for *Magnificent Seven*
- AE_AMV12.wav for *Gone with the Wind*

The files must have exactly these names, and they should not exceed six minutes' worth of sound, or *Commercial Flight* will not recognize them. Once these files are installed they will be played after the flight attendant movie announcement.

¹ dBpowerAMP Music Converter is the copyrighted property of Illustrate, which is solely responsible for its sales, operation, and support.

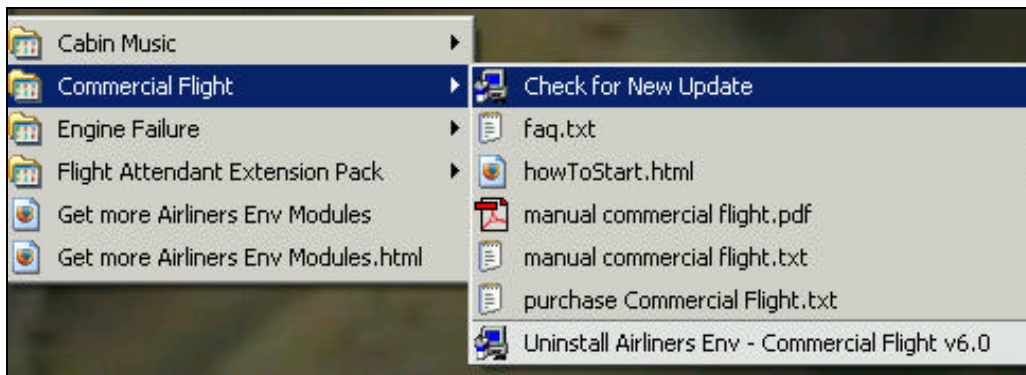
These files should be copied into the Fs20004/ADV/WAV/airliners_env/movie_sound directory. Do a backup (or rename) of any existing sound files in this directory before installing your new sound files.

Summary:

1. Convert your movie sound into wave format using the dBpowerAMP Music Converter (or other tool) if necessary. Recommended parameters are 8 bit / 16000 Hz / Mono.
2. Rename the sound files to *AE_AMVII.wav* and *AE_AMVII.wav*
3. Copy these files into the Fs20004/ADV/WAV/airliners_env/movie_sound directory

Getting free updates

Updates of this module are always for free. To update your product, use the update tool, which comes with the installer of this software. Click Start/Programs and then navigate to “Airliners Env” and select the Module you want to update. Click on “Check for new Update”. The Update function might not be available for Demo versions.



Special Thanks

I address special thanks to

Bradley Mathews - The English Flight Attendant voice.

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Rene Cornelius – The German Flight Attendant voice

Angel Gonuez – The Spanish Flight Attendant voice

Sami Saltagi – The Italian Flight Attendant voice

Damon Guidry - The captain's voice

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Hal Moss – Documentation proofreading

Thanks to all beta testers to get the product running.

For more information or to purchase *Airliners Env*

Please the current *Airliners Env* website at <http://www.airlinersenv.com> or <http://user.cs.tu-berlin.de/~noah/flight/> for more information about this and for the latest product developments, updates, support and new program modules.

User License

By downloading, using, or installing this program you agree to the following terms:

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