

## **Airliners Env**

# **Engine Failure v1.1**

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

*Airliners Env*, its component modules including *Engine Failure*, and this manual are copyrighted material.

Copyright (c) 2005 by Hendrik Kupfernagel.

---

\* Flight Simulator 2004 is a registered trademark of Microsoft Corporation, which is entirely responsible for its operation and support.

# Table of Contents

<b>INTRODUCTION .....</b>	<b>4</b>
<b>INSTALLATION.....</b>	<b>5</b>
<i>INSTALL AIRLINERS ENV – ENGINE FAILURE.....</i>	<i>5</i>
<i>EXTEND AIRLINERS ENV FUNCTIONALITY WITH OTHER MODULES.....</i>	<i>5</i>
<i>CABIN MUSIC (BASIC) OR CABIN MUSIC (PROFESSIONAL) MODULES .....</i>	<i>5</i>
<b>GETTING STARTED .....</b>	<b>6</b>
<i>RUNNING AIRLINERS ENV.....</i>	<i>6</i>
<i>CONTROLLING THE AIRLINERS ENV MENUS.....</i>	<i>7</i>
<i>CONTROLLING AIRLINERS ENV MENU WITH NON-ENGLISH VERSIONS OF FLIGHT SIMULATOR 2004 .....</i>	<i>7</i>
<i>ADJUSTING THE MESSAGE WINDOW.....</i>	<i>9</i>
<i>USING THIRD-PARTY PANELS.....</i>	<i>9</i>
<i>THE MENUS, MODULES, AND FUNCTIONS OF AIRLINERS ENV.....</i>	<i>10</i>
<i>SAVING AIRLINERS ENV FLIGHTS OR CREATING NEW SAVED FLIGHTS.....</i>	<i>11</i>
<i>RECOVERING THE DEFAULT AIRLINERS ENV FLIGHT.....</i>	<i>12</i>
<i>SUPPORTED AIRCRAFT TYPES; CHANGING AIRCRAFT.....</i>	<i>12</i>
<i>DISABLING AND RE-ENABLING THE AIRLINERS ENV PROGRAM .....</i>	<i>12</i>
<i>SETTING UP AIRLINERS ENV.....</i>	<i>13</i>
<i>RESET FLIGHT.....</i>	<i>13</i>
<b>THE SETUP MENU: SETTING UP YOUR AIRLINERS ENV FLIGHT.....</b>	<b>14</b>
<i>THE SETUP MENU.....</i>	<i>14</i>
<i>Flight Type .....</i>	<i>14</i>
<i>Refueling Plane .....</i>	<i>14</i>
<i>Dumping Fuel.....</i>	<i>15</i>
<i>Save Your Flight .....</i>	<i>16</i>
<i>Back to Main Menu.....</i>	<i>17</i>
<b>ENGINE FAILURE MODULE .....</b>	<b>18</b>
<i>INTRODUCTION.....</i>	<i>18</i>
<i>SAVING YOUR FLIGHT AFTER PARTS FAILED.....</i>	<i>19</i>
<i>RUNNING OUT OF FUEL; MS FLIGHT SIMULATOR DEFAULT BEHAVIOR .....</i>	<i>19</i>
<i>RESTARTING A FAILED ENGINE.....</i>	<i>19</i>
<i>ACCESSING ENGINE FAILURE MENU.....</i>	<i>19</i>
<i>Tap Panel.....</i>	<i>20</i>
<i>Failure Level.....</i>	<i>20</i>
<i>Failure Frequency.....</i>	<i>21</i>
<i>Failure Pre-Warning.....</i>	<i>22</i>
<i>Aircraft Failure .....</i>	<i>22</i>
<i>Emergency Landing .....</i>	<i>22</i>
<i>Repair Aircraft.....</i>	<i>24</i>
<i>Turning Engine Failure Module Off.....</i>	<i>25</i>
<i>Returning to Main (Airliners Env) Menu .....</i>	<i>26</i>
<b>HISTORY.....</b>	<b>26</b>
<i>VERSION 1.1 .....</i>	<i>26</i>
<b>BUGS .....</b>	<b>26</b>
<b>GETTING FREE UPDATES .....</b>	<b>27</b>
<b>SPECIAL THANKS .....</b>	<b>27</b>

**FOR MORE INFORMATION OR TO PURCHASE AIRLINERS ENV .....28**  
**USER LICENSE.....28**

## 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 Airliners 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 *Airliners 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 airliners Env" to start the program.

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

After you start *Airliners Env* you will see the following welcome screen listed with all the *Airliners 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 *Airliners 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+]".
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](mailto: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.

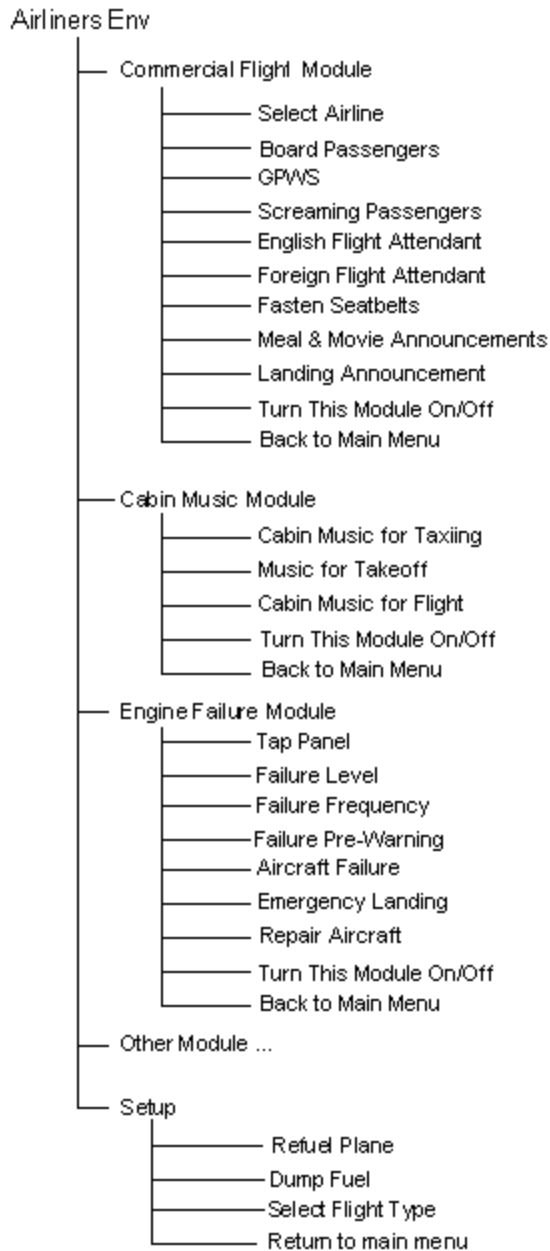
### ***Using Third-Party Panels***

*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.

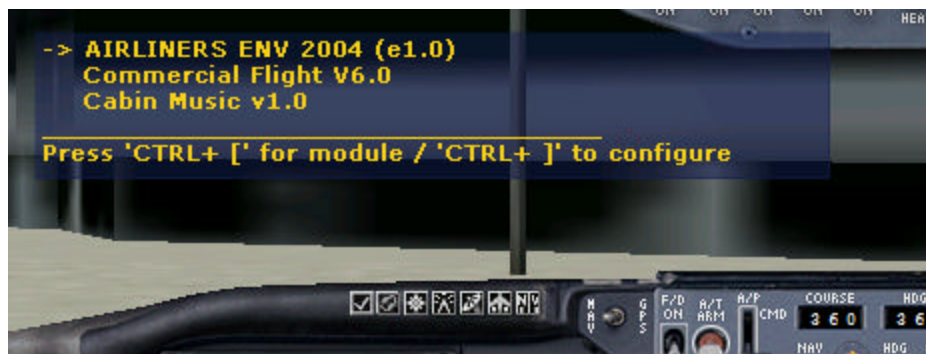
### ***Supported Aircraft Types; Changing Aircraft***

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. Switching to a non-commercial aircraft will disable *Airlines Env* and display a message. A commercial aircraft is defined by its engine type which must be a jet engine. Using aircrafts with other engine types like prop engine or rocket engine will be detected by *Airlines Env* as non Commercial Flight aircrafts.

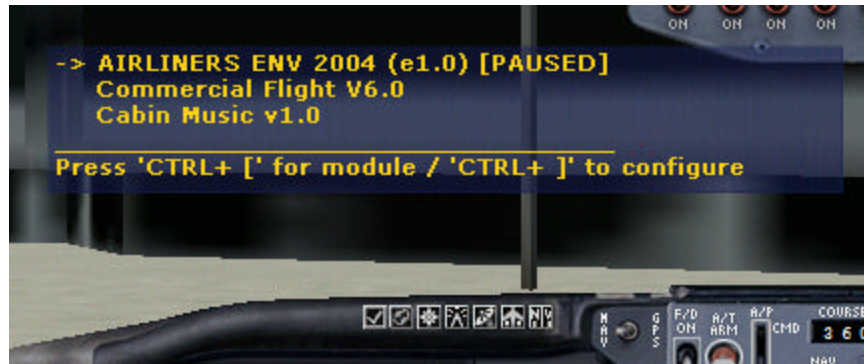
### ***Disabling and Re-Enabling the Airlines Env Program***

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.



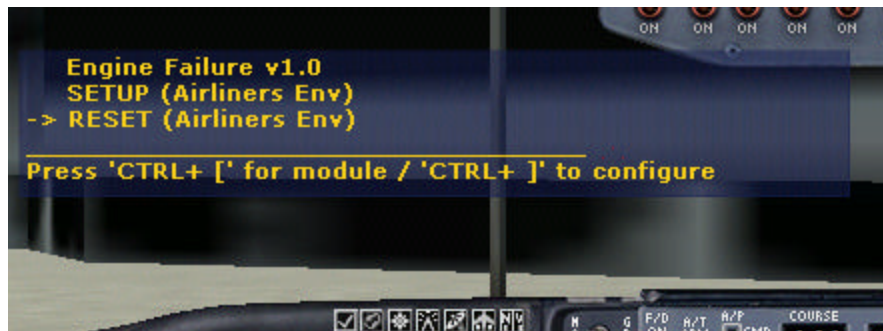
Repeat the same sequence to re-enable (un-“pause”) *Airliners Env*.

### ***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.

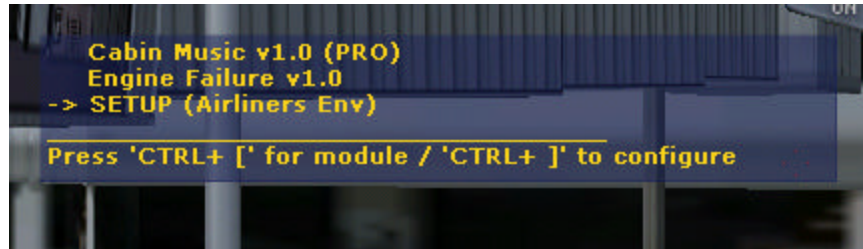


## The Setup Menu: Setting Up Your *Airliners Env* Flight

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*

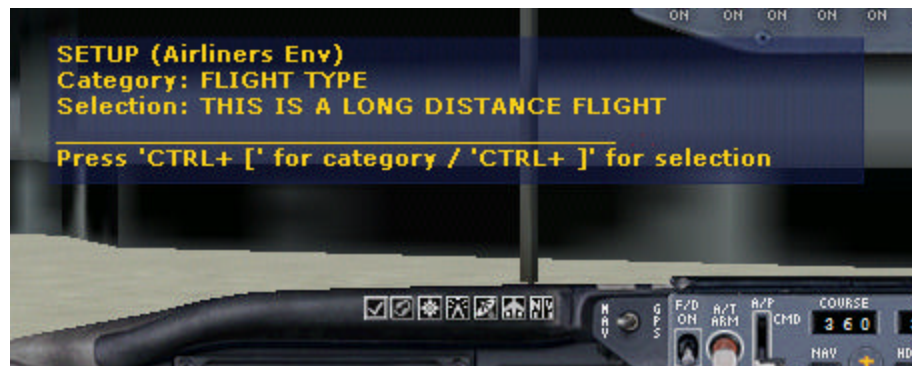
From the main menu move your cursor down to “SETUP” and press “CTRL+]” to enter the setup menu.



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**

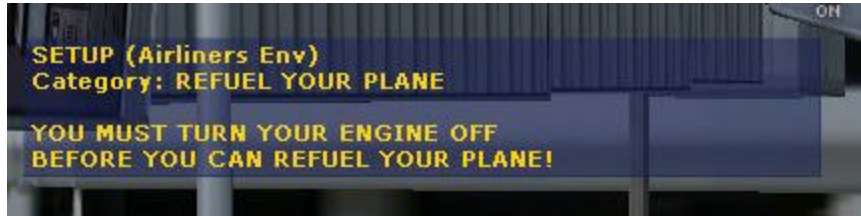
Before you take off, you can use this menu option to specify that your flight will be a long-distance flight. This will affect some in-flight announcements.



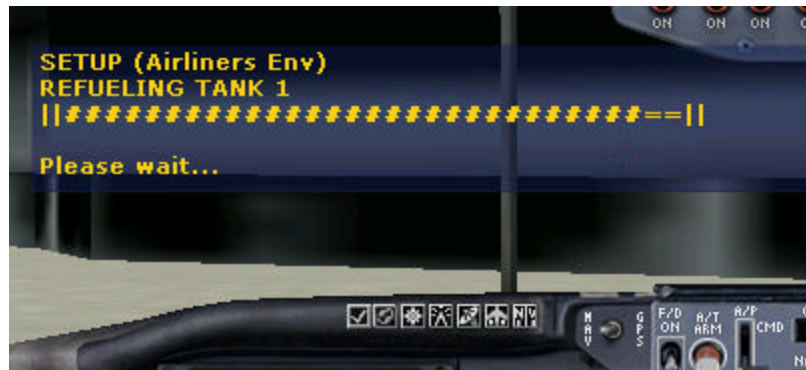
### **Refueling Plane**

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) .



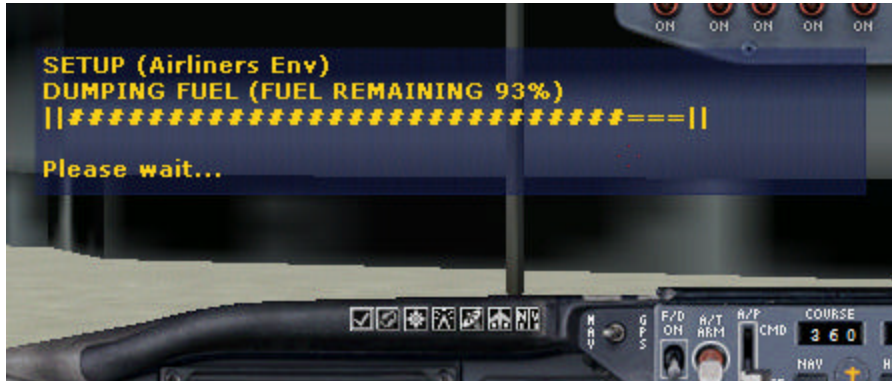
### Dumping Fuel

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

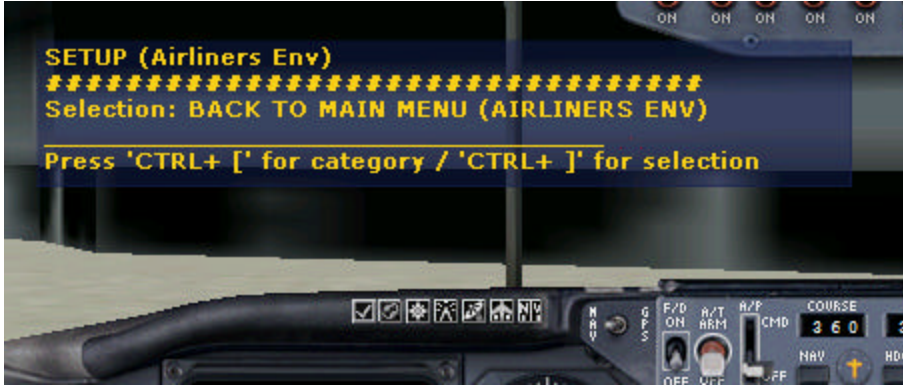
This menu will save your current flight as discussed in the “Getting Started” section of this manual. If you use aircrafts from other vendors this save function might not work properly by saving all settings.





### 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+]”.



## Engine Failure Module

### *Introduction*

With *Airliners Env – Engine Failure* your flight will become even more thrilling. *Engine Failure* can unexpectedly fail any of 32 different parts of your airplane while you're in flight, requiring you to use your superior piloting skills to save the day. Some failures are minor panel displays, but some are major events like leaking fuel tanks, sticking flaps, electrical failures, or even exploding engines. To make these failure events more exciting and realistic, *Engine Failure* features an emergency landing capability, this includes emergency cabin announcements, tower communication, off-runway landing validation, and more. Best of all, most of the announcements and tower communications are scored with thrilling music like in a movie! And after landing, *Engine Failure* permits you to call in the maintenance department to inspect your airplane and repair broken parts if found.

If you like thrills and challenges, this is the right module for you: *Engine Failure* can suddenly turn a normal, uneventful flight into a nightmare!

### ***Saving Your Flight after Parts failed***

With *Airliners Env* you can save your flight any time. When you load a flight *Airliners Env* will only remember major failures which happened before you saved your flight. Minor failure like broken panel displays will disappear after loading your flight.

### ***Running Out of Fuel; MS Flight Simulator Default Behavior***

By default, the Flight Simulator program will act as if you have unlimited fuel. Thus, you can never run out of fuel, even if you perhaps didn't load enough before your flight, or if perhaps your fuel tank springs a leak after an engine explosion or because of a lost screw.

If you would like to disable this behavior and cause Flight Simulator to react realistically when you run out of fuel, please go to the Flight Simulator realism setting (menu Aircraft / realism setting) and uncheck "unlimited fuel".

### ***Restarting a Failed Engine***

If an engine fails during your flight, there is a chance you'll get it running again just by restarting it. Press "CTRL+E" on your keyboard and then check if the engine starts again. You should always give this a try if your engine fails.

### ***Accessing Engine Failure Menu***

All the features of the *Engine Failure* module are accessed through the Engine Failure menu: go back to the *Airliners Env* main menu, navigate the cursor to "Engine Failure", and press "CTRL+]" to enter this sub menu.



The choices available in the *Engine Failure* menu, documented in detail in the sections below, are as follows:

- Tap Panel
- Failure Level (Slight problems / Disaster / Catastrophe / Random)
- Failure Frequency (Never / Sometimes / Always)
- Failure Pre-Warning (Yes/No)
- Aircraft Failure (produce a failure)
- Emergency Landing
- Repair Aircraft
- 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.

The following paragraphs discuss these menu items in detail.

### **Tap Panel**

Sometime the best way to restore life to a broken panel display is just to tap it with your finger; this menu item allows you to tap your simulated panel with a simulated finger. Be careful, though: tapping your panel indiscriminately could *cause* a failure in one or more of your panel devices! (The Tap Panel feature is sometimes unavailable, depending on the circumstances at the time.)



### **Failure Level**

This menu determines the seriousness of any failure which might happen. There are four levels you can choose from:

- Slight Problems: Fails one panel display only.
- Disaster: Fails two or more panel displays.
- Catastrophe: Will cause a major failure like stuck flaps, failing or exploding engines, fuel leaks, electrical failures and so on. If one of your engines explodes you can hear the passengers screaming and a moment later the flight attendant will enter the cockpit to ask for advice. This situation is scored with thrilling music to make the situation even more spectacular.
- Random: Will select one of the failures levels above at random.



## Failure Frequency

In this menu you set the chance of a failure. There are four settings you can choose from:

- **Never:** This is almost like disabling the module. Unless you cause a failure manually there will never be a failure during your flight.
- **Sometimes:** This is probably the most realistic setting to cause a failure from time to time
- **Often:** Each time you take off there is a high chance that you will have a failure during your flight.
- **Always:** Will always cause a failure during the flight

The seriousness of your failure is determined by your “Failure Level” setting as discussed above.

The failure characteristics for your flight, including failure type and scheduled time (number of minutes after takeoff) are determined before departure, not during flight. The failure time will be scheduled partly based on your flight type selection (“short distance” or “long distance”) in the *Airliners Env* main setup menu. Thus, if you selected a long distance flight in the *Airliners Env* setup menu but decide to shorten your flight and land early, you might land before the failure had been scheduled to occur..



### Failure Pre-Warning

When this feature is enabled, during takeoff of a soon-to-be-troubled flight, you will hear a short thrilling music clip as an omen of trouble to come. Consider this a warning that a failure is expected during flight (but notice that you still won't have any idea what and when the failure will be). You can disable and re-enable the warning feature using the menu displayed here:



### Aircraft Failure

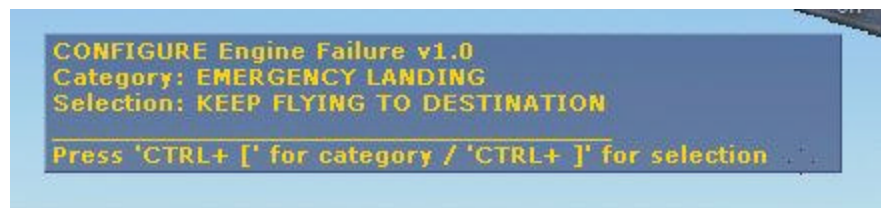
With this menu you can initiate a failure manually. After you activate this menu, the module will select one of all available failures and indicate that by the message "Failure Produced". Your settings in the "Failure Level" menu will not dictate the failure in this menu. This menu is only available in flight and it will be disabled for six minutes after you initiate a failure. A message will tell you how many seconds are left before you can use this menu again.



### Emergency Landing

Whenever a failure happens during your flight (minor or major), a new menu will be accessible in your *Engine Failure* module. This "Emergency Landing" menu is used to prepare an emergency landing. All or some of the following options might be available for your emergency landing:

- **Keep Flying to Destination:** You decide not to do any emergency landing at this time and keep flying. You can change your selection any time later during the flight.



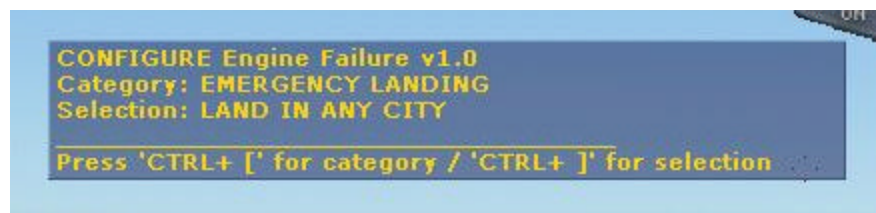
- **Return to Departure City:** If you are still close to your departure airport (and your departure airport is major and registered by the *Airliners Env* program) you will be able to choose this selection. Your departure city name will be included in the menu option. When you select this option, you will hear the captain contacting the tower, explaining the kind of failure, if major, and then informing the passengers about the return to your departure airport for repair. All these announcements feature thrilling music.



- **Landing in Named City:** If you are close to a major airport which is registered with the *Airliners Env* program, this option will be available to let you perform an emergency landing at that airport. When you select this option, you will hear the captain contacting the tower, explaining the kind of failure, if major, and then informing the passengers about landing at this specific airport for repair. All these announcements feature thrilling music.



- **Land In Any City:** If *Airliners Env* determines that you are not near any of its registered airports, you can choose this option, which lets you land your aircraft at any airport. When you select this option, you will hear the captain contacting the tower, explaining the kind of failure, if major, and then informing the passengers about landing at the next bigger airport. All these announcements feature thrilling music.





A few seconds after selecting any of the above options, the menu selection will disappear, which indicates that you have selected this option, and the program will start playing the appropriate sounds.

Before landing, you will hear a final communication between the tower and the captain featuring thrilling music.

### Rating Your Emergency Landing

Landing your aircraft with failed devices is always a big challenge. *Airliners Env – Engine Failure* is able to monitor and rate your landing. Thus, after landing you will hear different tower comments depending on whether you landed on or off the runway. Note that an off-runway landing may cause additional aircraft failures.

However, to rate your landing (to determine if you are on or beside the runway) it is important that you set your VOR1 frequency to the runway you are preparing to land on. If this is not done, the tower will ask you to do so during their final communication before landing.

### After Emergency Landing

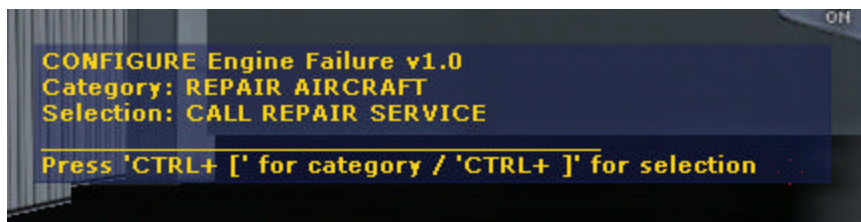
After your emergency landing we will ask you (unlike in real life) to keep taxiing to the gate.



At the gate we suggest calling the maintenance department to repair your aircraft and fix the damage.

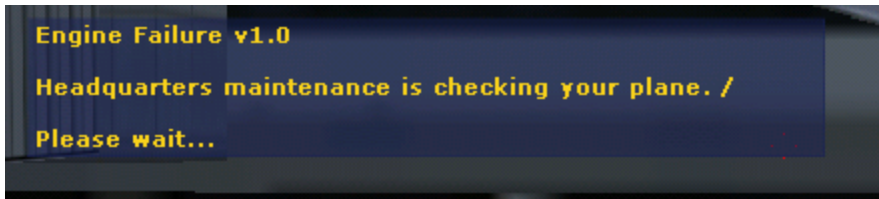
### **Repair Aircraft**

This menu item is available if your aircraft indicated any failures which need to be repaired. Remember to turn off your engines before you call the repair service. (If you have a leaky fuel tank, do be sure to have it repaired before attempting to refuel!)

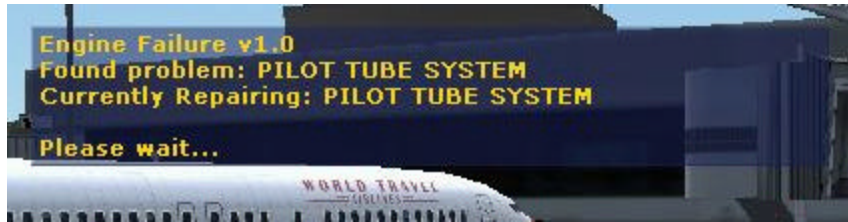




Once the repair team arrives, they will check all parts of your aircraft.



When finding a damaged part or device, you will hear and see how they fix it.



### Turning *Engine Failure* 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 1.1

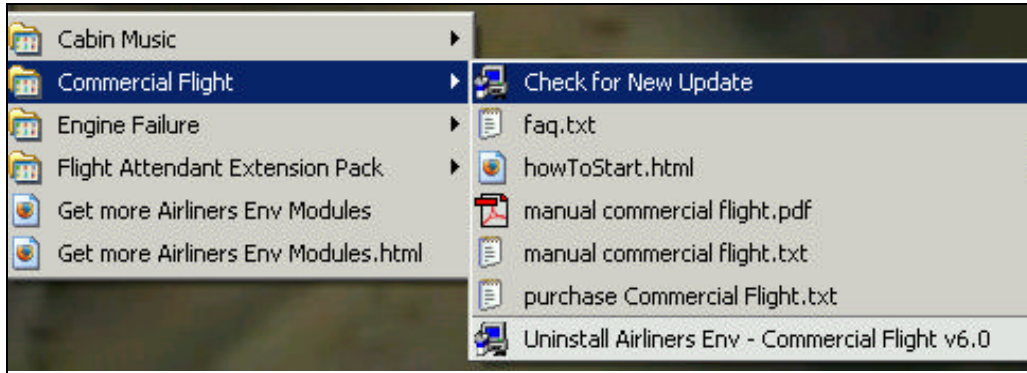
- Fixed the bug which didn't save the selected enable/disable option of Engine Failure module if you saved your *Airliners Env* flight.
- You can now use *Airliners Env* with non jet engine aircrafts.

## 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 *Airliners 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 *Airliners Env* is always the same and you will notice very shortly that you do not really need this information.
- **This should happen in very rare cases:** if you used *Airliners Env 5.x* or earlier please be sure that you didn't save any flight named as “My Airliners Env Flight” with this earlier version. If this is so, please delete this Flight and all files belonging to this flight from your “My documents/Flight Simulator Files” directory. There are three files which you need to delete: “My Airliners Env Flight.WX”, “My Airliners Env Flight.FLT” and “My Airliners Env Flight.ABL”. Then install the new version of *Airliners Env*.

## 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.
- Damon Guidry - The captain's voice
- Dave Hogue – The Tower's voice
- Hal Moss – Documentation proofreading
- All the beta testers who helped 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:

1. All included sound files are copyright © 2005 by Hendrik Kupfernagel and are to be used exclusively with *Airliners Env* and not to be used with any other program or software.
2. Use of the shareware is complimentary and it is not for sale. The re-sale of any version of *Airliners Env* and/or any of its updates is not permitted.
3. Modifications by individuals other than those granted specific permission by the author is strictly prohibited.
4. The author of this and all other versions of *Airliners Env* reserves the sole right to sell this and any other program related to this software to other parties. Authorization to sell *Airliners Env*, and any update, upgrade, or any part thereof, will be granted solely by permission of the author.
5. The user of this product assumes all responsibility for installing or using this product or any of its components. Under no circumstances can the author of this program be held liable for any damages that may occur in conjunction with the installation or use of this program or any of its components.
6. THIS SOFTWARE IS PROVIDED “AS IS” AND WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

Copyright (C) 2005 by Hendrik Kupfernagel