

VistaMare Software



FSAddon's
FS CARGO



VistaMare
Software



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Copyrights



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After purchasing this product, FSCargo by VistaMare Software, you may install and use it on ONE computer only for your private use. And you know what? If you really want to make a backup copy for safety reasons only and promise NOT to use it for anything else (like giving it to your best friend), we don't even blame you!

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Various textures and objects are copyright of **Bill Womack**.

The documentation and accompanying websites/webpages are copyright of **François Dumas**.

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'Flight Simulator 2004: A Century of Flight' is copyrighted by **Microsoft Corp.**

Now let's get down to business.....

Credits

Here a short overview of the main contributors to this software title.....

Who did what?

Maurizio Gavioli, VistaMare Software – the program itself

Bill Womack – made all the objects and textures

François Dumas – the idea, project management, documentation and marketing

With all the hard work and so many other projects to attend to, the three folks above hardly had any time to actually USE their own product, let alone make Cargo Areas for you.

So the credit to that work goes to the people mentioned below:

Jaap van Hees – Caribbean area and Washington 'Georender' area

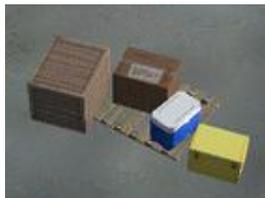
Phil 'Snowman' Cayton – Misty Moorings area

Roger Ady – Oregon and Southern Washington

David Voogd – Wollaston Lake area (Canada)

More of the Beta testers are working on providing their areas, and these will be uploaded to the FSAddon server as and when they become available. These will of course be free downloads !

Freight Dogs



That's what cargo pilots of aviation cargo companies are called... and call themselves. To indicate that this area of aviation is not 'fun', and most of all nothing but 'glamorous'. Cargo pilots have been around longest of any organized aviation business. The very first flights started with carrying mail bags, and that was the start of it all.

Cargo needs to get from one place to another... quickly, and cheap. There are no passengers to lure with nice reclining seats and good food and drinks, no stewardesses, no 'regular' hours and no priorities on the airfields. Cargo planes usually are loaded and unloaded in far corners of the airfield, without any comfort for crew and workers, no restaurant near. And many, or even most of the flying hours are made in the dark. When everybody has gone to bed, their packages and other cargo safely 'delegated' into the hands of a freight company, the cargo pilot is making his way through the pre-flight planning and checks. He'll take off at midnight or later, to deliver the freight at the destination before dawn, so the recipient will get it when he/she is back in the office. A dog's life it is.....

Another, but often quite as 'adventurous' cargo life is that of the pilots of small utility planes, carrying all sorts of stuff to anywhere on earth. That can be a doctor to a patient in the African or Australian bush, a few hunters to a remote area in the Aleutians, fishermen to some isolated Norwegian fjord, camping gear to a base camp up on some dangerous mountain slope..... your imagination is the limit of reality !

There are plenty of books about such pilots and such operations, films even, and even more 'unwritten' stories. But now, thanks to FSCargo for FS, YOU can be one of them, immerse yourself in your 'own' cargo adventure and live the (virtual) life of a Freight Dog !!!

We will let you pick your plane (the one you can barely afford, of course), and your time and place.... And then we'll hand you your assignment. Go and pick up your cargo... and deliver it in time, no matter the weather, no matter the time, no matter what! Just GET IT THERE!!

FSCargo Version 1.0 is the beginning of what we think will be a whole series of adventurous products. We will be adding free extensions, and we'll be adding other products to the range as well. But we are pretty sure that you'll be 'playing' with Version 1.0 for quite some time before you get bored.....

And once you DO get bored..... go read the part in this manual about the '**Editor**'. You can **make your OWN cargo areas**, and generate **your own assignments** in any place of the world. Any place of YOUR WORLD !

FSCargo Version 1.0 for FS2004

In the mean time we'll be reading our **forums**, the place where YOU can let us know what you think, and tell us of YOUR ideas for improving and extending our range.

Some of the immediate plans we have already are:

- Adding more cargo, different sizes, different kinds
- Catering for the 'heavies' fliers
- Adding other cargo areas – physically and visually

And we have a few other ideas, which we won't print here (yet) ;-)

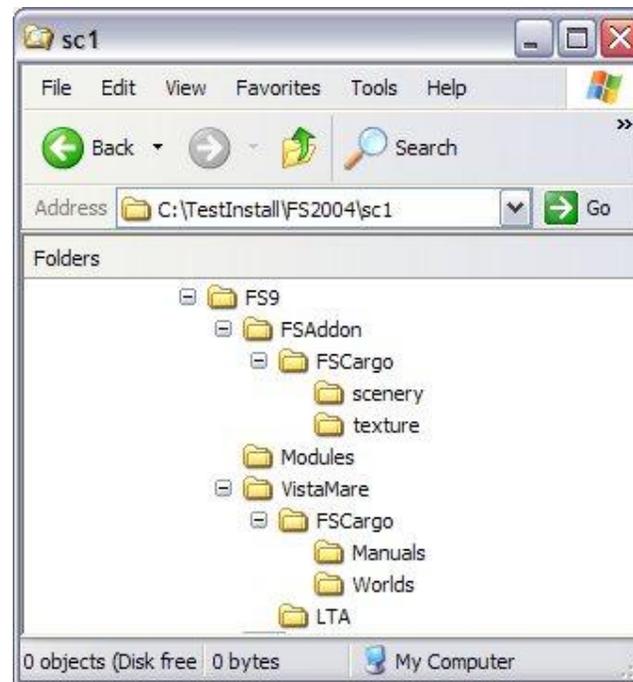
Getting Started



Installation

- 1) Close FS, if running.
- 2) Run the installer (FSCargoSetup.exe).
- 3) Start MSFS.

You should now find the following files added to your FS2004 installation:

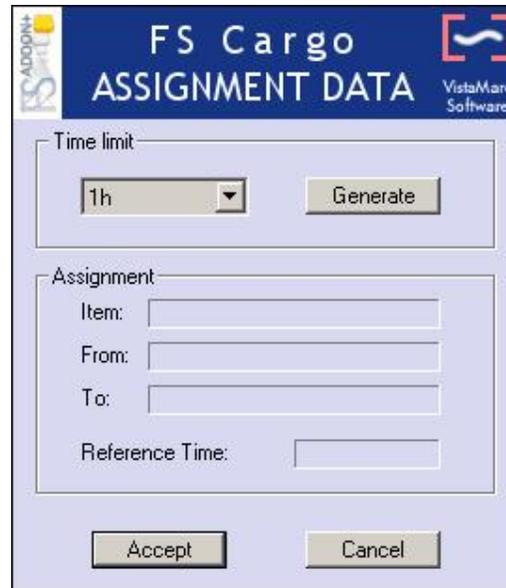




The first approach

To understand what FSCargo can do, let's simply use it!

1. Select an aircraft with plenty of cargo space and place the aircraft in the North-West area of the U.S.A. Washington State; you may use the supplied situation "FSCargo - Example 1" (to be found in the "VistaMare flights" group).
2. Select the menu command "**VistaMare | FSCargo | Get new assignment...**": a dialogue box like the following will appear.
3. Now **select the Time limit** you would prefer (this is the length of your next flight in hours).



FS Cargo
ASSIGNMENT DATA

Time limit:
1h Generate

Assignment:
Item:
From:
To:
Reference Time:

Accept Cancel

4. Then press the **[Generate]** button to have the system propose an assignment for you and the following window will be shown (example).

The screenshot shows a dialog box titled "FS Cargo ASSIGNMENT DATA" from VistaMare Software. It features a "Time limit" section with a dropdown menu currently set to "1h" and a "Generate" button. Below this is an "Assignment" section with four text input fields: "Item" containing "Wooden box (264lb)", "From" containing "KPWT - Bremerton Natl", "To" containing "OS9 - Jefferson Co Intl", and "Reference Time" containing "1h:00m". At the bottom of the dialog are "Accept" and "Cancel" buttons.

The dialogue box lists the cargo item to carry, the place where to go get it, the place where to unload it and the allotted time. The item and the airports are chosen randomly at each new assignment and may be different in your case. The **Reference time** (i.e. the time allotted to complete the assignment) is calculated from the chosen aircraft's cruise speed and the distances to cover and might also be different each time.

5. **If you do not like** the assignment, press **[Generate]** again to get different destinations; **once satisfied**, press **[Accept]**.
6. If you changed your mind, you may cancel the assignment request by pressing **[Cancel]**.
7. Let's start the assignment, so press **[Accept]**.

A **transparent window** will appear on your Flight Simulator screen, listing some options (see pictures further down the manual). This is where most of FSCargo commands are issued.

Plan your flight and prepare your aircraft. As soon as the aircraft begins to move, the timer will start and we have 60 minutes (in the example above) to complete the assignment. Take off and fly toward the first destination (in this case, Bremerton Natl.), where you will need to pick up your cargo.

During the flight, try to fly 'normally', avoiding anything that would not be possible for a 'real' pilot: there are some actions which are intercepted **as attempts to cheat**, that will cause the termination of the assignment with a score of 0%. These actions are listed further down in this manual.

Within ca. 3 NM from the destination it will be possible to see the cargo area; when it is night, its **two large lamps** will be turned on and it will be visible from a distance.



8. **Land** at the destination airport and **taxi toward the cargo area** (with lights turned on at night).

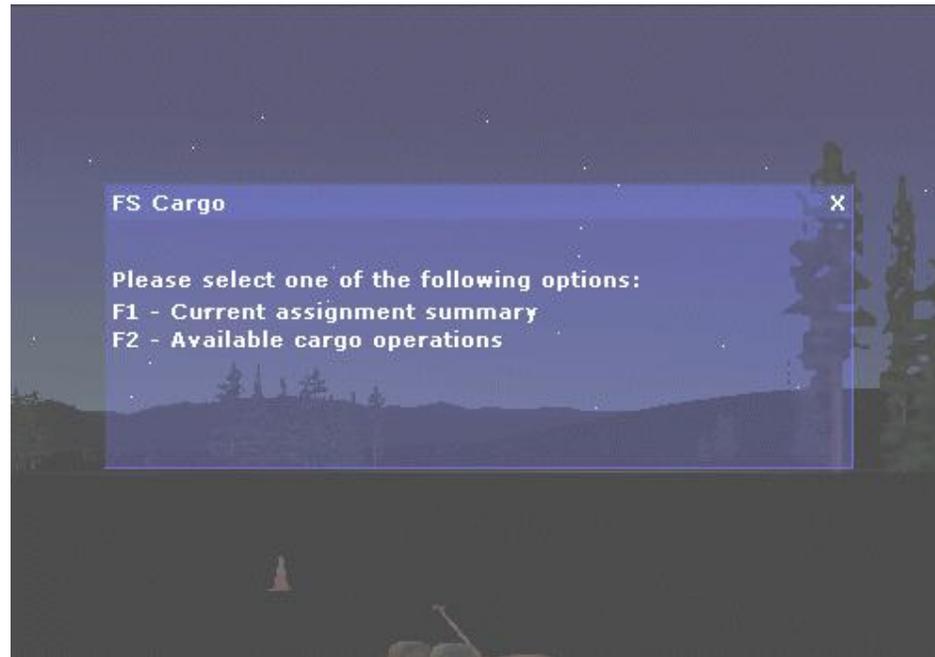
When you arrive near the area, you will notice **four small traffic cones**: they delimit the cargo area; the item you are requested to carry should be visible between one of the cones and the lamps.



9. Taxi until the aircraft is **within** the four cones and bring it to a full stop.

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If you do not see the FSCargo 'window', then turn it on with the "**VistaMare | FSCargo | Toggle window on/off**" menu command or the **[Ctrl][Shift][C]** shortcut.



10. **Press [F2]** to select the "Available cargo operations" option and display the **cargo operations window** (see picture on the next page)

In this example you have **camping supplies** waiting for you.



11. The item to load should be listed; **press [F1] to load it.**

If the item is not listed, the aircraft is not inside the cargo area; move it forward until you see one of the lamps in front of you and the other right beside you and stop the aircraft again (you may need to re-display the cargo operations page by going back to the main page and re-selecting it).

Once the item is loaded, the page will be updated, offering the option to unload the item (see below).



Whenever the aircraft is stopped, it is always possible to unload whatever is loaded. Of course, we do not want to unload the item now, so we will simply ignore this possibility.

12. Now it is time to take off again and to fly towards your second (and final) destination (Jefferson Intl. in the example above). Remember that you are now carrying something additional: **the aircraft will be heavier!**
13. Again, once near enough to the destination, the cargo area will light up within the airport: land and taxi to it, stopping the aircraft **within** the four cones.
14. Bring up the **cargo operation window** again and this time press **[F1] to unload the item.**

15. If the aircraft is correctly positioned within the cargo area, the assignment will be completed and a **message window will de-brief you** on the outcome of your mission!



Each assignment **ends with a score** which depends upon the time you spent to complete it. If the time is exactly the required time (1h:00 min in the example above), the score will be 100%; if you arrived earlier or later, the score will be proportionally higher or lower than 100%.

If the de-briefing message does not appear, the aircraft was not **inside** the cargo area when you unloaded the item: load it again, position the aircraft correctly and unload the item.

As it is customary to say in this kind of tutorials:

Congratulations! You just finished your first FSCargo assignment.

Another try: weight does matter!

For a **second run**, you may load the supplied situation "**FSCargo – Example 2**" in the "VistaMare flights" group: again at Diamond Point, but this time by day and with a smaller aircraft.

If you try to ask for an assignment, you will receive an error message saying that no cargo item can fit in the small aircraft currently selected! To be able to load any cargo, you have to use the "**Aircraft | Fuel and load**" menu command to disembark some of the passengers and / or to unload some of the fuel.

This shows that, in **FSCargo**, weight does matter!

Not only the aircraft weight changes when freight is loaded and unloaded, affecting its in-flight response, but the item to be carried is always chosen within the weight limits of the current aircraft; you will never be asked to carry a 10-ton container with an ultralight!

After reducing the weight, you may try another assignment. The procedure is exactly like the previous one.

However, by day, the **lamp lights will not be there** to guide you toward the cargo area within the airports and it will be a little more difficult to find them !

Notes on the assignments



Assignment 'internals'

We have kept this fairly simple, for various reasons. We figured you just want to use this tool as soon as possible, with a minimum of 'learning' involved. Well, after working on it for more than a year, that is a bit of an understatement, I guess. ;-)

Anyway, it is as easy as this:

1. You put your plane anywhere... ANY plane... and start FSCargo.
2. IF there is any defined cargo area nearby (30 mile range), then you will be presented with an assignment.
3. The cargo is based upon the characteristics of your chosen aircraft (!!).
4. You can choose ANY range to fly (i.e. how long you want your flight to be). Destination airports are also based upon this choice.
5. YOU will have to make sure YOURSELF that you carry enough fuel, and/or make fuelling stops along the way!

The outcome of an assignment is based upon the time you go UNDER or OVER the allotted time. It is a bit arbitrary of course, but we had to have SOME sort of measure ;-)

Results will be accumulated after each complete flight, and be visible via the History Window.

What NOT to do during an assignment

While an assignment is on, the **following actions are not allowed**. All of them will cause the premature termination of the assignment with a score of 0%.

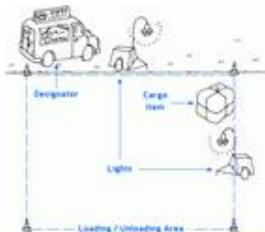
Slew: you have to fly to your destinations! As slew may be turned on inadvertently, this is the only 'cheat' which does not terminate the assignment: rather, a warning message is displayed, remembering that slew is not allowed, and the slew mode is automatically turned off.

Aircraft crash: of course, if your aircraft crashes, the assignment cannot be completed!

Changing aircraft: as the time limit depends on the aircraft cruise speed, someone might be tempted to load a very slow aircraft before getting the assignment and then change to a very fast one. Doing that causes the immediate termination of the assignment!

Bringing back the clock: gotcha! Did someone really believe we had not thought of this obvious cheat?

User Interface



The menu commands

The **FSCargo** command menu is located under the "VistaMare" top-level menu and includes the following commands:



Get new assignment: starts a new freight assignment.

Once started, it changes into Abort assignment: aborting an assignment will stop the module, but the assignment will be credited a score of 0%.

This command is only available when the area editor (see below) is not running.

Stop FSCargo: completely stops FSCargo, unloading the module and releasing all its resources.

After completely an assignment, this command removes the objects used to delimit the cargo area, reducing the load on the CPU.

This command is only enabled when some FSCargo part is running, either actively (as during an assignment) or in background (for instance to show area details and cargo items, after an assignment is finished).

If this command is used while an assignment is running, the assignment is aborted, so use it with care!

Assignment History: displays a window showing all your flights and their outcome.

'Scores' are accumulated over your entire 'life' as a pilot.

Toggle window on/off: hides/displays the interface transparent window.

This command is only active when either an assignment or the editor are running.

Edit nearby cargo area: starts the cargo area editor on the area nearest to you.

Only areas within a 30NM ranges are taken into account.

This command is only available when no assignment is running.

Delete current area: deletes the currently selected area from your list.

This command is only available when the editor is running.

List areas: shows a list of all areas that are in your definition file.

Stop editor: stops the cargo area editor, saving any unsaved change.

This command is only available when the editor is running.

Help: displays the built-in help documentation (not implemented yet)

Product web page: starts your web browser and points it to the FSCargo main web page (not implemented yet)

About: displays the FSCargo version and credits.

The interface window

The **transparent interface window** is the main user interface while an assignment is running.

To **hide** the window or to **show** it again, use the "**VistaMare | FSCargo | Toggle window on/off**" menu command or its short-cut **[Ctrl][Shift][C]**. Hiding or showing the window does not change its current page.

Top-level page

When the assignment is started, the **top-level page** window is displayed automatically:



The top-level page allows access to the two other available pages.

Assignment details page

The assignment details page:



lists the remaining steps for the current assignment as well as the time still available to finish it.

Freight operations page

The freight operations page:



lists the cargo items available for loading / unloading.

Item unloading is only possible when the aircraft is on ground and stopped: under these conditions, any loaded item can always be unloaded, regardless of the location of the aircraft. Item loading is only possible when the aircraft is on ground and stopped and in the proximity of one or more cargo items.

Editor



Cargo area elements

A cargo area is made of two parts:

The area itself, a rectangle delimited by four markers (automatically supplied by FSCargo); the aircraft must be within the area for cargo items to be loaded and unloaded. The area is defined by:

- centre latitude
- centre longitude
- depth
- width
- orientation

The area designator: a visible element optionally completing the area. The designator too is defined by:

- centre latitude
- centre longitude
- depth (water areas only)
- width (water areas only)
- orientation

An area may also belong to one of two types:

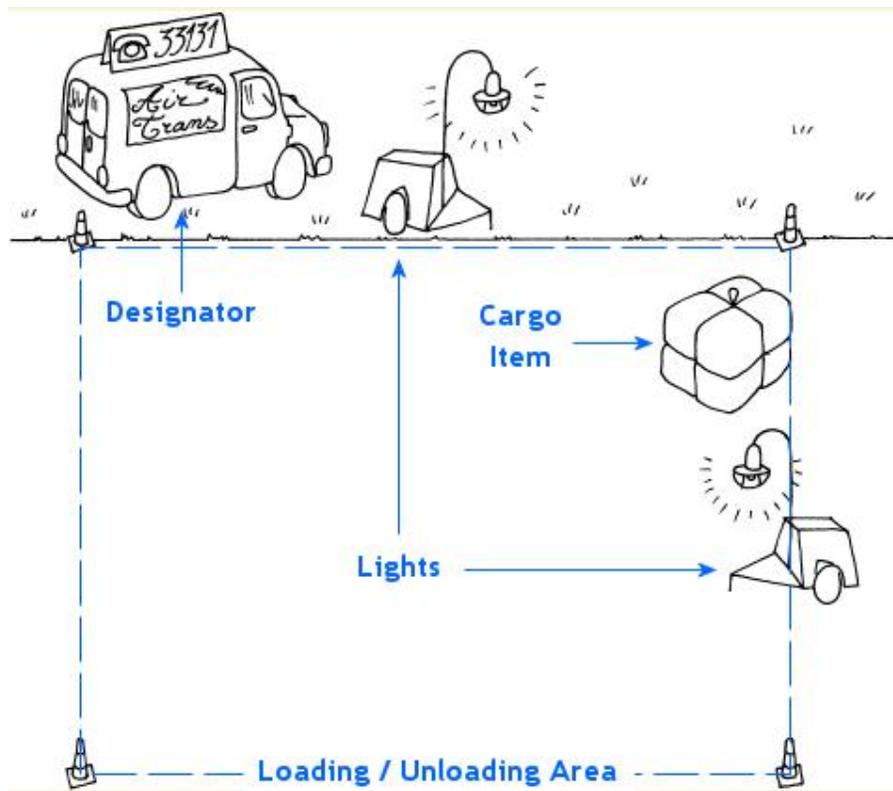
Ground areas: on solid ground, usually within an airport. The area is **delimited by four cones and two lights**. The designator is optional and is a single object to provide help in seeing the area from a distance.

Water areas: on water. The area is **delimited by four buoys** and the designator is a deck or pier which is always present. A visible object is optional and may be absent if the scenery already contains a suitable element. Since the deck is used to hold the cargo items to be loaded or unloaded, it also has a depth and a width making up another rectangle specific for item placing.

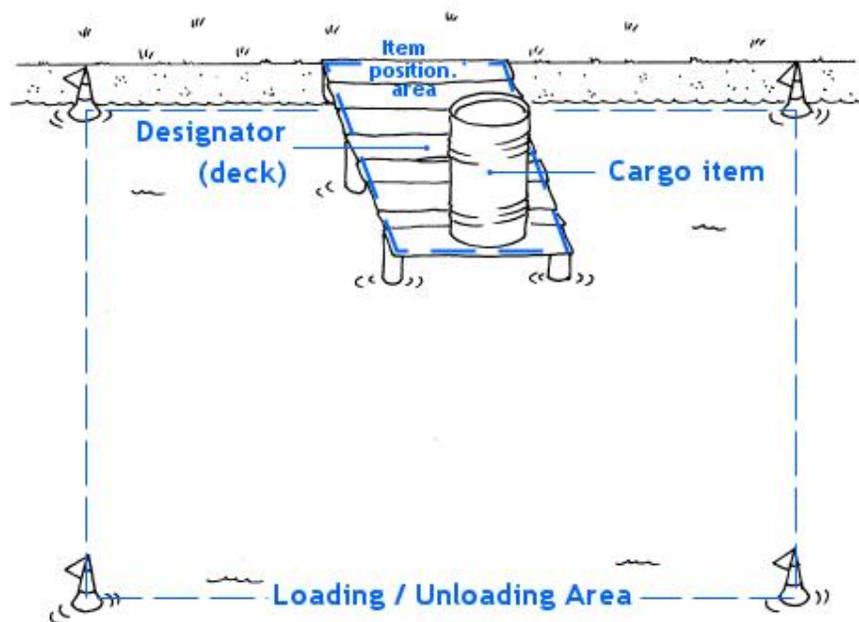
An area also has some textual properties:

ICAO code: the ICAO code of the airport (or of the nearest airport);

Name: a human-readable name.



Ground area sketch



Water area sketch

Starting the editor

To start the editor:

- move the aircraft nearby an existing cargo area you want to edit
- use the **"VistaMare | FSCargo | Edit nearest cargo area"** menu command

FSCargo will:

- locate the cargo area nearest to you,
- display the editor interface window,
- enter slew mode,
- turn the aircraft to point toward the cargo area, so that you can slew forward to reach the area itself.
- Edit the area to your liking following the guide lines sketched below. Once you are satisfied, move in the proximity of another area and use the **"VistaMare | FSCargo | Edit nearest cargo area"** menu command again: any unsaved change to the previous area will be automatically saved and the new nearest

area will be selected for editing.

If no area is available **within a radius of 30 Nautical Miles**, FSCargo will ask if you want to add a new area at the current aircraft position; answering "Yes" will enter the "New area" mode (see below).

Note: The "VistaMare | FSCargo | Edit nearest cargo area" menu command is only enabled when no assignment is running.

Editing an existing area

The area editor has **four modes** in which the same group of **slew-like key combinations** can be used for different purposes.

The **key combinations** are:

[Ctrl] +	[Q]	[↑]
or		[←] [→]
[Ctrl]		
[Shift] +	[A] [End]	[↓] [PgDn]

The four modes are:

Move area: to move or rotate the whole cargo area	
[Ctrl] + [←] [↑] [→] [↓]	move the whole area around; each key stroke moves the area of 5 meters in the corresponding direction.
[Ctrl][Shift] + [←] [↑] [→] [↓]	move the whole area around; each key stroke moves the area of 1 meter in the corresponding direction.
[Ctrl] + [End] [PgDn]	rotate the whole area to right or left; each key stroke rotates the area of 11.25°
[Ctrl][Shift] + [End] [PgDn]	rotate the whole area to right or left; each key stroke rotates the area of ca. 1.5°

Size area: to resize or rotate the whole cargo area	
[Ctrl] + [←] [↑] [→] [↓] OR [Ctrl][Shift] + [←] [↑] [→] [↓]	resize the whole area; each key stroke enlarges or shrinks the area of 1 meter.
[Ctrl] + [End] [PgDn]	rotate the whole area to right or left; each key stroke rotates the area of 11.25° (same as move)
[Ctrl][Shift] + [End] [PgDn]	rotate the whole area to right or left; each key stroke rotates the area of ca. 1.5° (same as move)

Move designator: to move or rotate the area designator alone	
[Ctrl] + [←] [↑] [→] [↓] OR [Ctrl][Shift] + [←] [↑] [→] [↓]	move the area designator around; each key stroke moves the object of 1 meter in the corresponding direction.
[Ctrl] + [Q] [A]	moves the designator up and down; each key stroke moves the designator of 1 meter (water areas only)
[Ctrl][Shft] + [Q] [A]	moves the designator up and down; each key stroke moves the designator of 1/8 meter (water areas only)
[Ctrl] + [End] [PgDn]	rotate the designator to right or left; each key stroke rotates the designator of 11.25°.
[Ctrl][Shift] + [End] [PgDn]	rotate the designator to right or left; each key stroke rotates the designator of ca 1.5°.

The above option is enabled only if the **current area has a designator**.

Size designator: to resize the designator 'solid' area	
[Ctrl] + [←] [↑] [→] [↓] OR [Ctrl][Shift] + [←] [↑] [→] [↓]	resize the designator 'solid' area; each key stroke enlarges or shrinks the area of 1 meter.
[Ctrl] + [Q] [A]	moves the designator up and down; each key stroke moves the designator of 1 meter (water areas only)
[Ctrl][Shft] + [Q] [A]	moves the designator up and down; each key stroke moves the designator of 1/8 meter (water areas only)
[Ctrl] + [End] [PgDn]	rotate the designator to right or left; each key stroke rotates the designator of 11.25°.
[Ctrl][Shift] + [End] [PgDn]	rotate the designator to right or left; each key stroke rotates the designator of ca 1.5°.

The above option is enabled only if the **current area is of water type**.

The **cargo area editor** has **its own interface window** page:



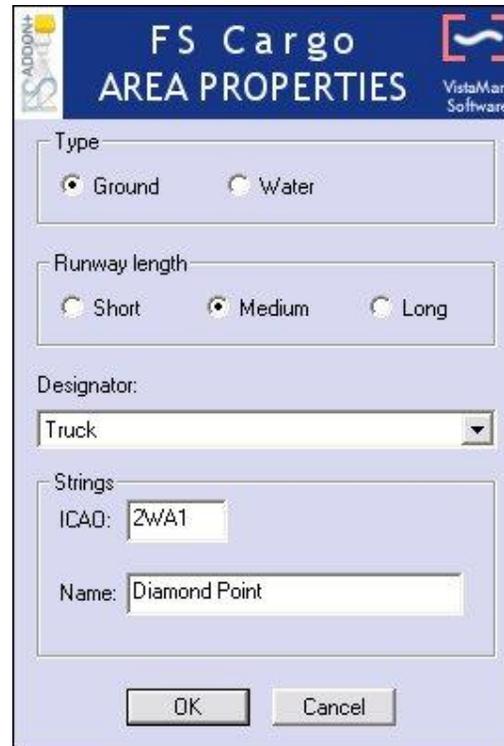
Its **9 options** are:

1. **Move area:** starts the "move area" mode.
2. **Size area:** starts the "size area" mode.
3. **Move designator:** starts the "move designator" mode (this option is enabled only if the current area has a designator).
4. **Size designator:** starts the "size designator" mode (this option is enabled only if the current area is of water type).
5. **Bring area here:** moves the whole area to centre it around the current aircraft position.
6. **Bring designator here:** moves the designator only to the current aircraft position.
7. **Edit properties:** opens a dialogue box to edit the properties of the area.
8. **Save:** saves the changes to the area. Area changes are automatically saved each time another area is selected or the editor is closed. This option, however, allows to save any unsaved change at any moment.
9. **Create new area here:** creates a new area at the current aircraft position; the area is created with default parameters: the "Area Properties" dialogue box is shown to customize them.

Hint: It is often better to edit an area in top-down view, to have a 'drawing board' view of the area: use the FS command "**View | View mode | Top-down**" or its short-cut **[Ctrl][S]** to switch to this view.

The "Area Properties" dialogue box

This dialogue box is accessed via the **Edit properties** option of the interface window:



It allows to:

- choose the area type (on ground or on water);
- choose the runway length
- choose the designator object (including 'none'); the designator drop list changes according to the type, including only the designators compatible with the area type;
- edit the area strings: ICAO code, user-readable name.

Runway length

FSCargo needs a way to direct the aircraft toward areas where it can land and take off. Scanning the scenery for nearby runways would be very time consuming and not completely reliable. So, FSCargo relies on the area creator to define the length of the available runways.

When generating the assignments, FSCargo will match the aircraft capabilities to the runway lengths using the aircraft full flap stall speed.

There are three possibilities:

Long runway: any aircraft can land here.

Medium runway: only aircraft with a full flap stall speed below 100 KTS can land here.

Short runway: only aircraft with a full flap stall speed below 50 KTS can land here.

These thresholds (50 and 100 KTS full flap stall speed) are hard-coded in the program. As a guide line, they more or less correspond to the following runway lengths:

- Long runway: more than 8000" (ca. = 2400m).
- Medium runway: between 8000" and 2500" (ca. = between 2400m and 750m).
- Short runway: less then 2500" (ca. = 750m).

The above runway lengths are only an indication. They are not coded in the program (which does not look at runways in the scenery at all) and are given as guide lines for the area creator.

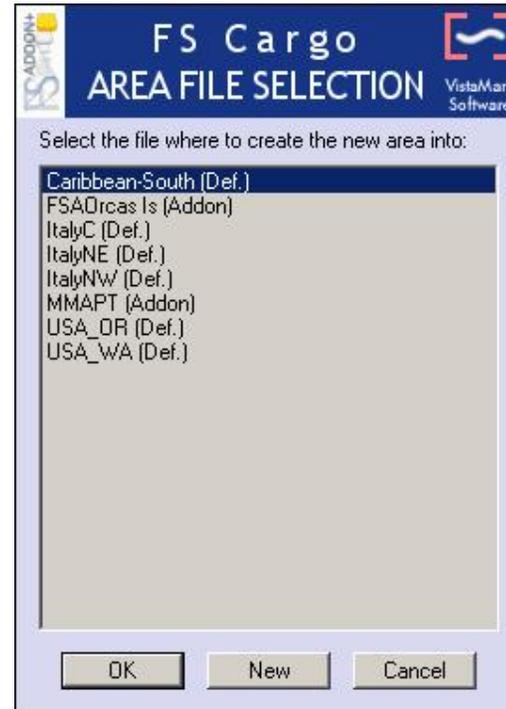
Adding a new area

To add a new cargo area:

1. **move the aircraft** where you want the new area to be located;
2. **start the editor** (if not running) with the "VistaMare | FSCargo | Edit nearest cargo area" menu command;
3. **select the Create new area** here with the [F8] key.

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a dialogue box is displayed:



With this dialogue box, FSCargo is asking into which collection (file) of areas you want the new area to be inserted. For guidelines about grouping areas into files, see below.

4. select the file into which you want the new area to be inserted and press **[OK]**

OR

5. if you want to **create a new area collection file**, press **[New]**:



6. **enter a file name** (note that the "Cra" prefix and the ".CFG" extension are automatically supplied by the programme) and
7. indicate if the areas in this new file apply to the **FS default scenery** or to a **custom scenery** (note that the prefix changes between "Cra0" and "Cra1" accordingly).

The new area is created with default attributes and empty string properties: the "Properties" dialogue box (see above) is displayed to customize the attributes and fill the strings.

Stopping the editor

To stop the editor, use the **"VistaMare | FSCargo | Stop editor"** menu command. Any unsaved change will be saved and the editor module stopped and unloaded.

Note: while the editor is running, it is not possible to start an assignment.

Support



If you need any support in installing or **using** FSCargo, you can get it in different ways:

Register on the simFlight.com forums (go here: <http://forums.simflight.com/index.php>) and then go to the **FSCargo Support forum** which you can find by clicking here: <http://forums.simflight.com/viewforum.php?f=223> . You **MUST register** before you can write messages.

OR

Write us an email: francois@fsaddon.com

OR

Write to **simMarket support** for questions related to actual 'buying' the product (or problems with registration key, installation etc.) : https://secure.simmarket.com/ticket_create.php

We believe that support of a product, and especially products released for such a specialized audience as flight simmers, is of the utmost importance. Being flightsim freaks ourselves you can be assured that support has our fullest attention..... Although we do not imagine you would need much with this product.

In any case, even if you just want to tell us what you think you are welcome on the simFlight Forums.

Beta Testers Team



No product can be published without being tested first. And although it is impossible these days to test a system on all possible configurations, we have a team of dedicated beta testers who have done their very best to try and find any problems before you do! For the FSCargo title we had an extraordinary vigilant and enthusiastic team, many of whom also have greatly contributed to the final work in other ways too !

We are grateful for their voluntary help and enthusiasm !!

Beta Testers and other support (in random order):

Bill 'Willybee' Dick	'Agrajag'
Jun 'Gallopinggoose' Kazama	Simon Stansfield
Alex Eylerts	Bruce Knight
Bruce Cunningham	Manfred Herz
Jaap van Hees	Don Smith
Izuru 'Yode' Yokomi	'Chaders'
Paul Kane	Roger Ady
Ruud Faber	Lars Hammer
Roger Smith	Bill Womack
Timbo Grahame	David Voogd
Dex Thomas	Frank Seigler
Don Lively	Ingo Voigt
'Kihew'	Nick Schraeger
Phil 'Snowman' Cayton	'Ogeva'
Tom Ford	'Mike62'
'Lancair'	'Josve'
Tony Argaud	

And anyone else I have forgotten..... I usually do that <blush>.

FSAddon.com



Since you've come this far, you must be a die-hard simmer, or at least an avid reader. Congratulations on your perseverance, not many people read manuals at all ;-) To reward you, let me tell you something about this company then.....

FSAddon.com was founded by Miguel Blaufuks and François Dumas with the main purpose of designing and publishing add-ons for the Microsoft Flight Simulator range of products. But not just any add-ons!

Our aim is to provide **additional immersion** for the simulation by providing high-quality, **complete packages or series** that do more than just add an airfield, a utility or an aircraft. We are aiming to provide 'reality kits' that are a combination of additional FS software AND other things such as a story line, navigational information and tools, or even community access via the Internet.

We are also convinced that most buyers of these flight simulators only scratch the tip of the proverbial iceberg and won't use more than perhaps 10% of its capabilities. Another goal of ours therefore is providing education and information geared towards better and more satisfying usage of what you have already bought!

The company is a subsidiary of the already existing company **simMarket**, which in turn is part of the associated **simFlight Network**. SimMarket is the world largest on-line distributor of flight simulator add-ons. But up to now all products have been sold under their own name and without any (or much) guidance from simMarket.

The simFlight Network consists of a multitude of flight simulator news sites, covering many languages and areas around the world, and also hosting a large number of flight simulator user communities via forums and other means.

The two organizations together form a very powerful base for the newly founded FSAddon.com, providing all the basic infrastructure, skills and contacts needed to design, develop and publish flight simulator add-ons.

The company's aim is 3-tiered

- 1) To substantially expand the possibilities for beginning simpilots to use their flight simulator
- 2) To provide high-quality, extensive add-ons to the more experienced simpilots
- 3) To lower the thresholds for communicating and flying together using flight simulators and the internet.

We hope you'll enjoy our products, and above all, the pleasure of sharing this hobby with us and the hundreds of thousands of like-minded enthusiasts all over the world. If we can add just a little value to it, then we have achieved our goal.

See you in the (virtual) skies !

Other FSAddon products



If you like this product, then you will want to visit **FSAddon's website** (<http://www.fsaddon.com>) from time to time, because we are working on a whole range of similar and other products, from very well-known authors and designers, but also from very talented new people in the flight simulator industry.

Just check out the '**Products**' link to see everything we have made so far, and the '**News**' link for regular info on what we are working on !