Manual Sky & Cloud



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AFS-design

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System

System: Windows XP / Vista / Win 7 / Win 8

FS VERSION: FSX (SP1, SP2, Acceleration Pack) and FS2004

Filesize FSX / FS2004 38 MB /59 MB

Filesize hard drive: 600 MB INSTALLATION: EXE. file PUBLISHER: AFS-design

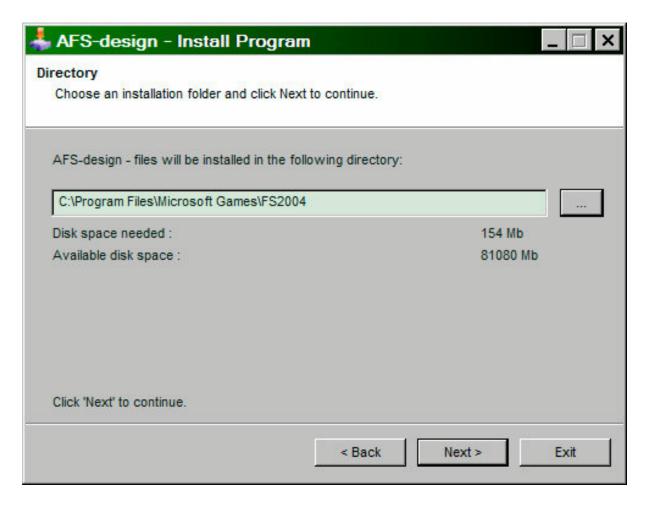
HOMEPAGE: http://www.afs-design.de

SUPPORT mailto: info@afs-design.de

FS VERSION: FSX (SP1, SP2, Acceleration Pack) and FS2004

Installation for FS2004

- 1. For FS2004 download the "AFS-____-FS9.exe" to a temporary directory of your choice.
- 2. Please start the "AFS-___--FS9.exe" and install.

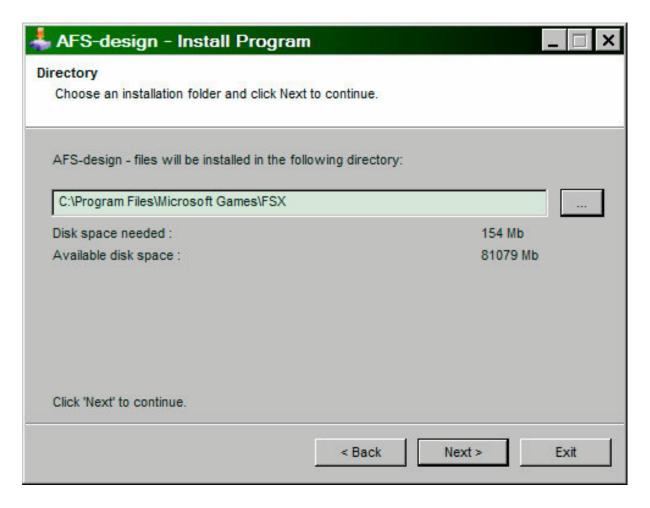


- 3. Set in ... the main directory from FS2004, when not automatic choice.
- 4. Than start the Flight Simulator with the new sceneries.

Please use the AFS- $_$ -FS9.exe only for FS2004 (= FS9). The textures are not suitable for the FSX.

Installation for FSX

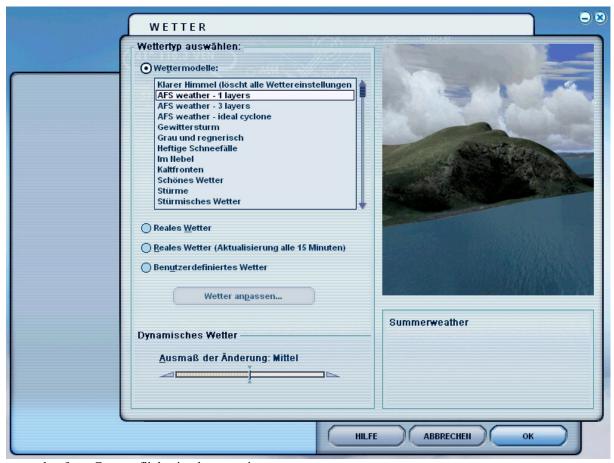
- 1. For FSX download the "AFS-____-FSX.exe" to a temporary directory of your choice.
- 2. Please start the "AFS-___-FSX.exe" and install.



- 3. Set in ... the main directory from FSX, when not automatic choice.
- 4. Than start the Flight Simulator

Please use the AFS-____-FSX.exe only for FSX The textures are not suitable for the FS2004.

Choice of a AFS-weatherthemes



screenshot from German flight simulator version

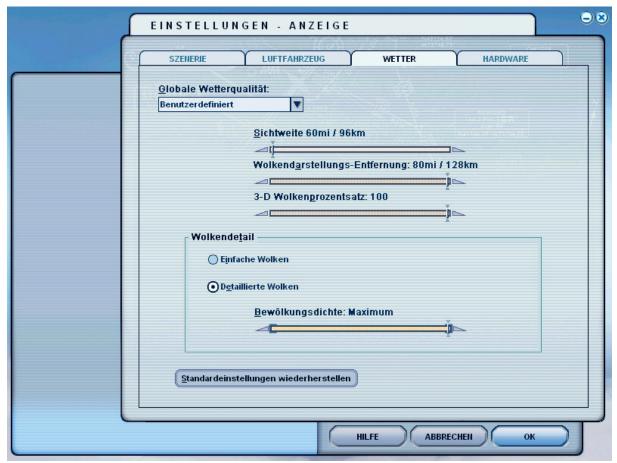
In select weather choice 3 different AFS weatherthemes

```
,,AFS-weather – 1 layers" – summerweather
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"AFS-weather – 3 layers" – winterweather with 3 cloud layers

"AFS-weather – ideal cyclone" – changeable with high- and low pressure areas

Recommendation in setting / display/ weather



setting / display/ weather – screenshot from German flight simulator version

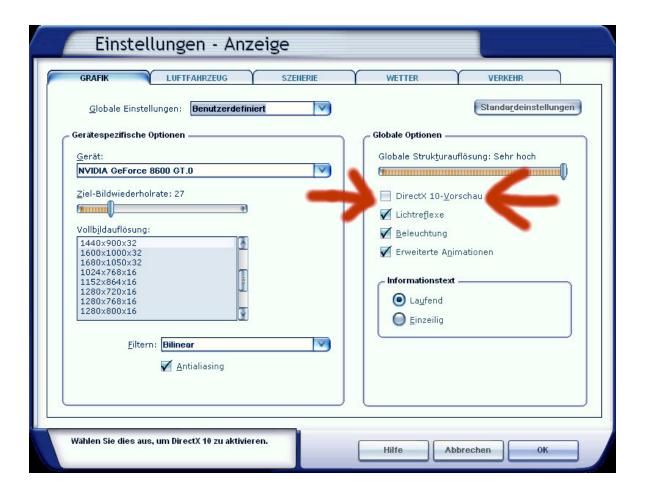
Recommendation:

- Visibility = minimal
- Cloudsrepresentation = maximum
- Cloudspercentage = 100 &
- Detailed clouds = maximum

Problem with DirectX

This programm use DirectX9 only. Please switch out DirectX 10 trailer!

- 1. Install this add-on
- 2. Start the Microsoft FSX
- 3. Choose a plane your choice
- 4. Start the simulation (click start)
- 5. In the simulation switch button "ALT"
- 6. Choose options / adjustment / display (graphic settings)
- 7. In the graphic settings windows choose graphic
- 8. deactivate "DirectX 10 trailer" in small box (without camisole)
- 9. Exit the FSX, and start the FSX new!



Aircraft selection

After you have started the Microsoft Flight Simulator, you can in Selectname: "Airbus" select a Airbus A320 Family model.

The following models are available:

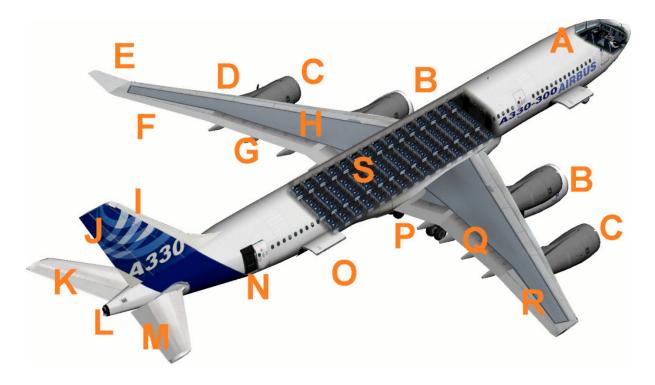
- AIRBUS A340 – 600

These are equipped with a variety of liveries:

Industrie House	- 600
AIR BERLIN	
Lufthansa	- 600
SWISS	- 600
Air France	- 600
Grundlack	
LAN Airlines	
United Airlines	
US Airways	
China Airlines	
British Airways	- 600
Qantas	- 600
Emirates Airline	- 600
Virgin Atlantic	- 600
Korean Air	
Malaysia	
Quatar Airways	
Thai - Thailand	- 600
Singapore	
Air Canada	- 600
Repaint Texture	- 600
*	

To use the Flight Management Computer (FMC), it is important to create a flight plan. Please use the Flight Planner in the Microsoft Flight Simulator.

The models of the Airbus A330/A340 family



- A Cockpit (view change inside-outside model "S")
 Please use a joystick
- B Engines with thrust reversers (push F3 and reverse thrust "F2")
- C 4 Engines of the Airbus A340
- D Red position lights left with strobes
- E Winglets
- F Aileron left
- G Flaps left
- H Air Brake (spoiler) left
- I Fin
- J Rudder
- K Elevator next
- L White rear in, rear position lights with strobes
- M Elevator right
- N Rear entrance, open panel switches see in Upper bracket
- O Rear cargo space open, panel switches see in Upper bracket
- P Suspension ("G")
- Q Flaps right
- R Aileron right
- S Cabin interior model the Airbus A330

The virtual cockpit with the friendly co - pilot



Zoom in virtual cockpit by pressing the "+" or "-"

- A Friendly co-pilot
- B Right stick to vertical and Aileron control
- C Pedall for rudder control
- D Primärflightdisplay and multifunction display pilot
- E Autopilot control unit
- F Center console
- G Lower console
- H Upper console
- I Primärflightdisplay and multifunction display Co-pilot

Autopilot



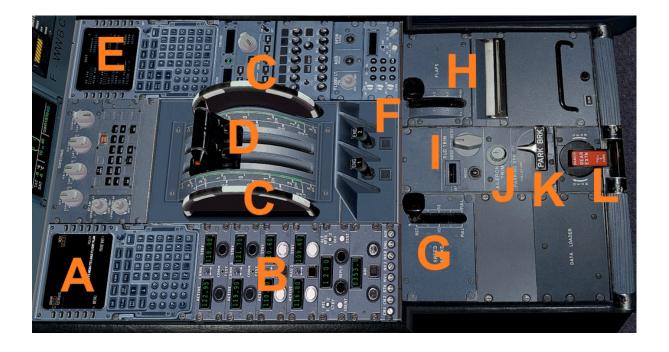
- A ATC and GPS call in extra window
- B Kneeboard with detailed checklists of the A320 family
- C QNH input to the altimeter calibration
- D Flight Director On / Off and ILS On / Off
- E NAV and Mach switch
- F Activation speed and vertical speed
- G Speed in knots and heading date
- H Required height and vertical speed
- I Autopilot master switch
- J Required height and vertical speed

Center console



- A Primärflightdisplay 2
- B Mode switches for multi-function display
- C Navigation button Nav / GPS
- D ECAM display a change
- E ECAM display two alternate
- F Radio compass with two needles (RMI half and DME 1 / 2)
- G Clock UTC / Local Time / Stopwatch
- H ECAM display a
- I ECAM display 2
- J Status Display of the main landing gear
- K Auto Brake Switch
- L Main gear lever
- M Brake force display
- $N-Emergency\ gear\ down$
- O ATC ID code (also to see on the exterior model)

Lower console



- A Flight Management Computer (FMC) Pilot
- B Navsettings (RAD 1 / 2, VOR 1 / 2, DME, Transponder, Identifies
- C Trimwheel elevator
- D Thrust levers left / right to use (please right joystick)
- E Flight Management Computer (FMC) Co-pilot
- F Starter switch left / right engine
- G Spoiler retract /
- H Retract flaps from Sufenweise /
- I Aileron trim
- J Rudder
- K Parking Brake
- L Manual gear down

Upper console

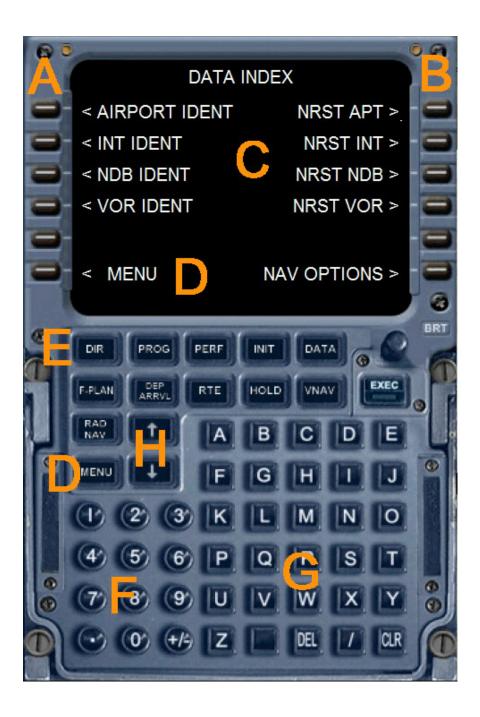


- A Switch for Beacon-, Strobes-, Nav-, Landing- and Taxi- lights
- B Master master switch with indicator light
- C Higher: Switch for internal illumination, Panel lights
- C Below: "Seatbelt" and "No Smoking" switch
- D Exit switch
- E Anti ice switch
- F Pitotheat switch
- G Call signs like transponder ID and emergency code
- H Electrik main switch
- I Cut Off the engines
- J Upper Navsetting
- K Open cargo doors / close

Flight Management Computer (FMC)

A Flight Management Computer (FMC) is a fundamental part of a modern aircraft's avionics. A FMC is a specialized computer system that automates a wide variety of in-flight tasks, reducing the workload on the flight crew to the point that modern aircraft no longer carry flight engineers or navigators. A primary function is inflight management of the flight plan. Using various sensors (such as GPS and INS) to determine the aircraft's position, the FMC can guide the aircraft's autopilot along the flight plan. From the cockpit, the FMC is normally controlled through a Control Display Unit (CDU) which incorporates a small screen and keyboard. The FMC sends the flight plan for display on the ECAM, autopilot or Multi Function Display.





- A Left selection keys L1 to L6
- B Right selection keys R1 to R6
- C Data output display of the Flight Management Computers
- D Menu button or menu L6
- E Direct various function pages
- F Number pad (Alternatively, use the keyboard)
- G Keypad (Alternatively, use the keyboard)
- H Arrow keys to scroll function within a page

The following feature pages can either be selected through the direct selection (E) or be accessed through the menu.

INIT REF	You can change the ALT CRZ (cruise altitude) to tender to
	carry out an automatic radio navigation VNAV calculation. Use
INIT REF-key	the keypad to enter data and R1. To calculate VNAV press R6
	(CALC VNAV), and then EXEC. You get a precise VNAV
	calculation to arrive at your destination airport. Also here is a
	perfect cruising altitude is displayed, and suggested a better
	altitude. Also displays information about weight and balance of
	the aircraft.
FMC – ROUTE	To create a flight plan, please use the Microsoft Flight
	Simulator. Press "ALT". This appears above the menu bar. Click
Flight Planner	on "Flights" and choose the "flight planner" and create a flight
RTE -Key	plan. When you press the RTE button then in the FMC, your
Arrow keys	main route, as specified in the flight plan are displayed. You can
	use the arrow keys up / down access to other information sites.
DEPARTURE /	Here you have options for the destination airport. Click on R2,
ARRIVAL	then you can select the desired number. Confirm with L4 or L5
	and the press EXEC button to complete the selection. The
DEP/ARR -Key	aircraft will fly with the autopilot the desired WPT.
ATC	It displays the current frequency in COM1, 2, Nav 1 and 2, and
ATC- Key	the current transponder code.
Vnav	Press the VNAV button to go to this site. Use the number keys
	to IAS and altitude data for any Wegpoint (WPT) Enter.
VNAV - Key	IAS and ALT can also be automatically calculated by the FMC.
	When you press the EXEC button or R6, VNAV is activated.
	The data is then transmitted to the autopilot and adjusted the
	flight path to schedule, including the vertical navigation with the
	desired heights and speeds. With R6 VNAV can be deactivated
	again. The data in VNAV can change at any time easily.
FIX	If you click on Fix button, you can select all waypoints and fly it
Fix Key	directly.
LEGS	Here, all waypoints (WPTS be), courses, distances and
LEGS - Key	IAS / height of your flight plan or displayed on the VNAV page
Hold	To circumvent individual waypoints from the flight plan
Comm	Here are screen idents, frequencies, and radials, and indicated
	distances for the two closest VORs and identified, and
COMM- Key	determines the nearest NDB. By the L1 - L5 and R1 - R5, you
	can send radio frequencies to NAV1, NAV2 and ADF.

Progress	Here are the waypoints WPT value name, height, Time and fuel
Trugress	, <u>, , , , , , , , , , , , , , , , , , </u>
	charge. It is further estimated the fuel to the next WPT WPT
PROG- Key	based on wind data, length and height variances true airspeed,
	SAT, and the remaining fuel.
IDENT	It shows some data about the aircraft
POSITION	Use the arrow keys to scroll through the page. The POS INIT
	page shows different positions. If you load a flight plan, the
MENU, L1	reference airport and the nearest airport in width, length, and
Arrow keys	GPS-POS is displayed. POS REF page displays your current
	position and speed over ground.
APPROACH	Weight, wind data, Flapsposition and speeds are considered for
MENU L5	the approach
NAV DATA	From this page, airports and Navaids, data and access to
MENU, R1	airports, intersections, and NDBs VORs are displayed.
AIRPORT	To scroll through the Airport ID page, please use the arrow
IDENT	keys. Use the alphanumeric buttons to enter the ICAO airport
	and press L1. Now you can select with the arrow keys to various
MENU L1	parameters. You can select the appropriate frequency, with
Arrow keys	appropriate radio equipment R1 - R6. The procedures are similar
-	for INT, or VORs NDBs. On another page, you can set the
	navigation aid.
NEAREST	Display the next five airports, intersections, VORs or NDBs



The Airbus A340-600

The conception of the Airbus A340-600 as a replacement for the Boeing 747th The four-engine transport plane flies 380 passengers in a three-class configuration (419 in 2 class) over 7,500 nautical miles (13,900 km). It offers similar capacity for the passenger transport such as a Boeing 747, but 25% more cargo volume and at lower trip and seat costs. First flight was on 23 April 2001 and the putting was on Virgin Atlantic in August 2002. The A340-600 more than 10 m longer than the A340 - 300, more than four meters longer than the Boeing 747-400 and 2.3 m longer than the A380. It holds the record for the longest commercial aircraft in the world until February 2010 with the first flight of the Boeing 747-8. The A340-600 is powered by four 56,000 lbf (249 kN) thrust Rolls-Royce Trent 556 turbofans. It has to cope with an additional four-wheel landing gear on the fuselage center line to the increased MTOW.



Technical data Airbus A340 - 600:

75,30 m
63,45 m
5,64 m
17,80 m
368 t
178 t
905 km/h
313 bis 359
13.900 km
12.500 m
4 Rolls-Royce Trent 553

Right

This product is an add-on for Microsoft Flight Simulator. Please only use a licensed version of Flight Simulator. You may only use these additives private. Any disclosure, publication or any form of commercial use of this add-ons or parts there is illegal. All textures are from her own photographs. The entire model was developed entirely by the author. The product only accesses files from the default Microsoft Flight Simulator. Because it is download files, a return is impossible. Translation help in these manual with the google translator.

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