



International



**Load Manager
Documentation**

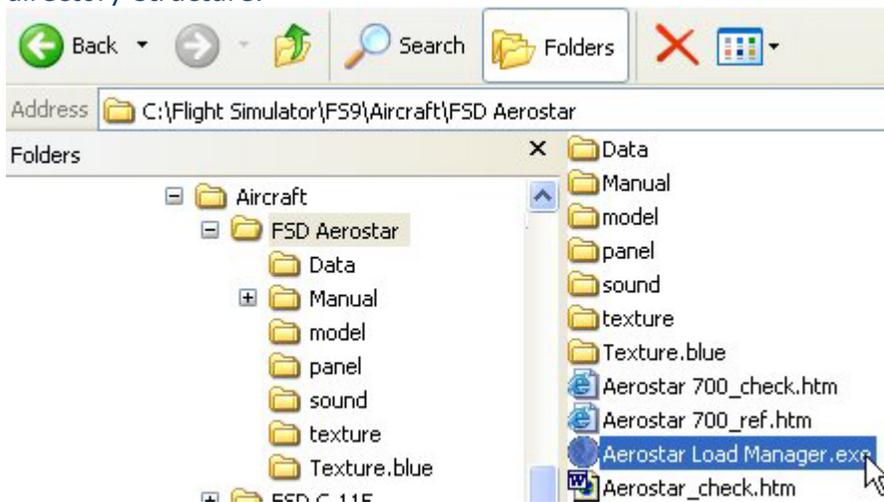
Finding the Load Manager

Note
**The Load Manager is only available for
FS 2004 installations.**

The Load Manager can be accessed from the **Start\Programs\FSD Aerostar** menu, or directly from the **Aircraft\FSD Aerostar** folder in FS 2004.



You can also find the Load Manager in the Aerostar's folder in the FS 2004 Aircraft directory structure.





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Purpose of the Load manager

The Load Manager will configure your add-on paint schemes, allow you to adjust the weight and balance of the aircraft, and many other things. It automatically formats your Aircraft.cfg and Panel.cfg files. The advanced systems incorporated into all FSD aircraft can also be configured with the Load Manager. An example of this would be the damage and failure systems modeling.

Any selection made in the Load Manager will be stored and set automatically the next time you execute it.

Add-on Paint Schemes

The Aerostar Load Manager also automatically configures all of your add-on paint schemes, so that the Aircraft.cfg can be formatted with them. As long as the following five aircraft textures reside within the add-on texture folder:

Aero1_t.bmp
Aero2_t.bmp
Aero3_t.bmp
Aero5_t.bmp
Aero6_t.bmp

The Load Manager will copy the rest of the necessary textures over from the main aircraft texture directory. If the add-on directory does not contain the Paint.cfg file that the Load Manager uses to format the Aircraft.cfg file, one will be created automatically.



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User Interface

FSD Aerostar Load Manager for FS 2004- A Century Of Flight

Aerostar Load Manager
Licensed to:
License ID: 131034

Begin - Make Your Selections

Options

Avionics Options:

- Reality XP WX 50 Weather Radar
- Reality XP Garmin GNS 430
- Reality XP Jetline 2
- SimFlyers Garmin GNS 430

Systems Realism:

- Use Alarms
- Advanced Pilot

Realism Modeling
RealWorld

Maintenance And Operation

Cost

Currency: US Dollars

Total Fuel Used: 65.25 Gal.

Fuel Cost: 188.57

Maint. Cost: 0.00

Repair Cost: 168,000.00

Fixed Costs: 665.63

Total: 168,854.21

Status/Repair

Port Engine

Status: OK

Engine time (Hrs): 0.00

Hours to next service: 25.00

Starboard Engine

Status: OK

Engine time (Hrs): 0.00

Hours to next service: 25.00

Formatted Paint Schemes *

Default Paint scheme
Add on paint scheme

Stored Data

Manage

Pilot

- Male
- Female

Ramp Loading (MTOW)

Cargo: 2000 lbs. Alt

Passengers \ Crew: 7

Ramp Weight: 6,356.00 lbs.

** Includes pilot and copilot

* See the Loadout page of the POH for instructions on adding paint schemes

1. **Paint Schemes**
2. **Panel Options**
3. **Realism Options**
4. **Operating Costs**
5. **Engine Status and Repair**
6. **Cargo Weight Selection**
7. **Passenger Weight Sel.**
8. **Save Settings Button**
9. **Reset Defaults**
10. **Male/Female pilot selection**
11. **Stored Data Management**



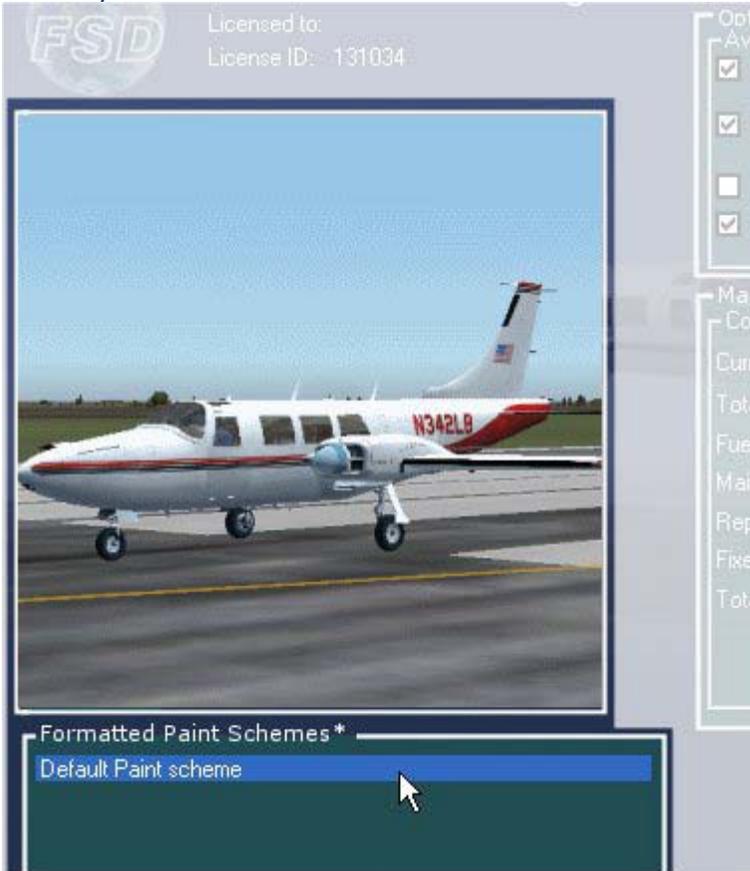
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Paint Schemes

All paint schemes available within the aircraft's directory structure will be listed here. These paint schemes are formatted for you automatically, and no action on your part is required to activate them. When the **Save Settings** button is pressed, all of the paint schemes listed here will be formatted in the Aircraft.cfg file for you.





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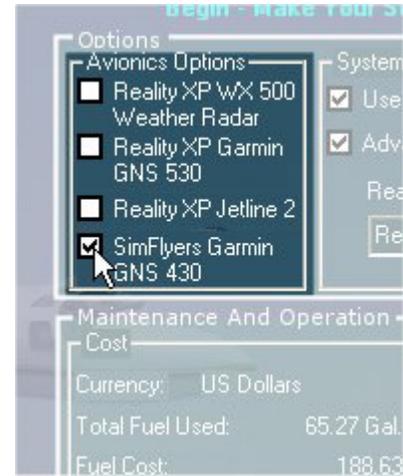


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Panel Options

If you are a licensed owner of the Reality XP GNS 530 GPS system, the Jetline avionics, or the WX500 Weather Radar*, the Load Manager can configure it for you automatically. The GPS will replace the default FS GPS system when that panel view is opened. If a licensed copy of any of the above is not present that selection will be disabled.

If you are an owner of the SimFlyer® Garmin 430 the Load Manager will give you the option to replace the standard NAV/COM radio set with the Garmin 430, and an Apollo Slimline VOR2/COM2 radio. The DME radio is discarded in this case, as these radio sets incorporate this capability.



***Note – If you do not own the Reality XP WX500 Weather Radar, a “placeholder” non functional display is provided in its place.**

FSD encourages you to check out these fine avionics companies. They make terrific add-ons for this, and all of your Flight Simulation aircraft:

**Reality XP – The Avionics Simulation Company
SimFlyer® Flight Simulation Software**

**<http://www.reality-xp.com>
<http://www.SimFlyer.net>**



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Realism Options

The persistent damage modeling and systems failures described in the POH can be turned on and off here. Use "Easy" if you wish to shut them off. Three levels of realism are available, with "Real World" being most challenging.

You can also elect to use these systems, but only shut off the audible alarm feature. If you uncheck the **Use Alarms** option you will silence the various cockpit warning alarms.

The **Advanced Autopilot** option provides a faithful representation of the actual Bendix KFC-200 autopilot found in the Aerostar. If you leave this option unchecked a standard FS autopilot is provided. See the Panel/Pedestal section of the POH for more details.

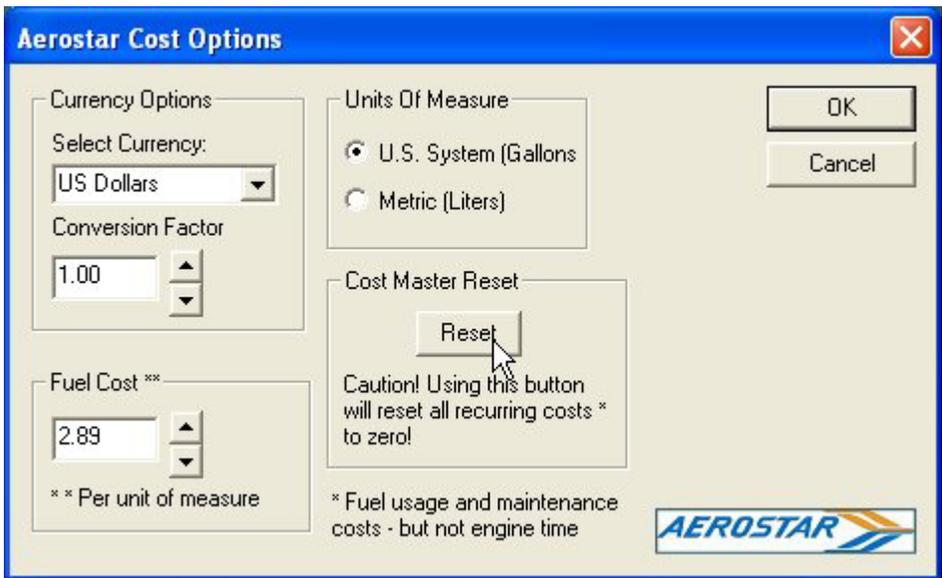


Maintenance and Operation

The Aerostar keeps track of engine time and fuel usage as you fly. These costs are calculated and tallied here.

You can set your currency and price basis using the **Options** dialog.





Currency of choice and fuel price can be set here. You can also change the system of measure from standard (US system) to metric.

The **Reset** button will allow you to reset all accumulated costs to zero, and let you start over. Note that only fuel, repair and maintenance costs are changed. Cost based on engine time can only be set to zero by setting the engine time to zero using the Status/Repair Options dialog.

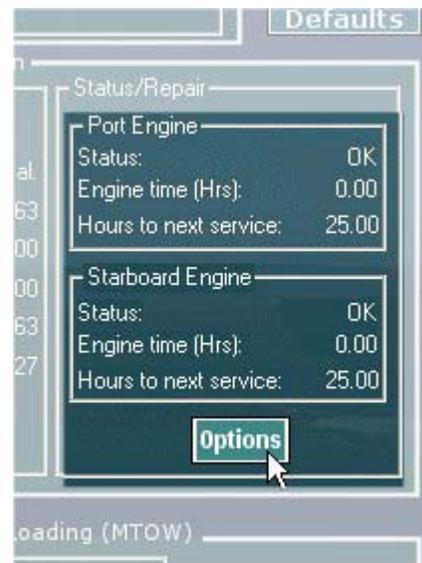
Status and Repair

The damage status, engine time, and time to next maintenance are displayed here. If maintenance is due, or repair is required, those selections will become active.

Regular maintenance or repair will incur costs in the Maintenance section.

Failure to perform scheduled maintenance every 25 hours of operation will expose you to possible engine damage from oil or fuel system blockage.

To perform maintenance/repair, or to reset your engine time, use the **Options** button.

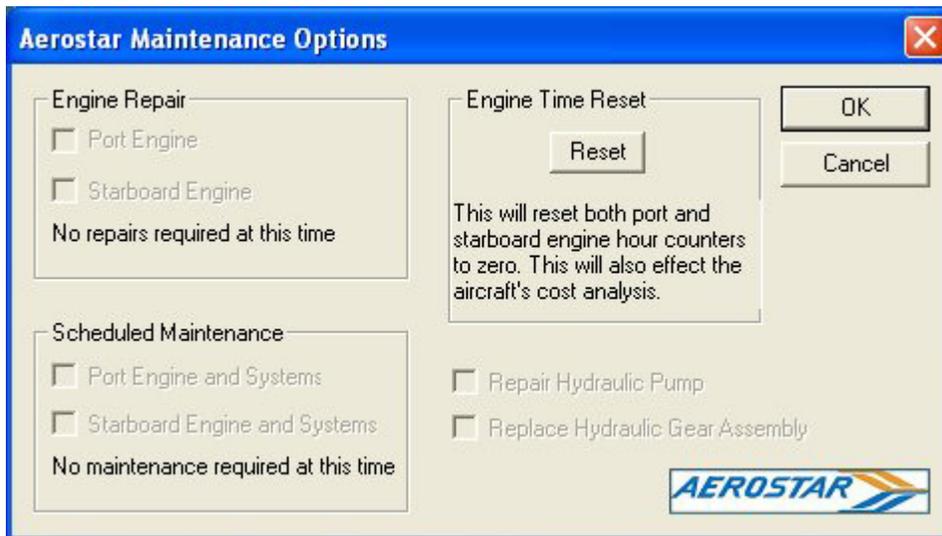




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While the Lycoming engines used in the Aerostar are known as workhorses, and are very difficult to over stress, the engines will be more prone to stress from over throttling when the time of scheduled maintenance is exceeded. The more hours over the recommended maintenance, the less abuse the engines will take.

The maintenance options dialog gives you the ability to:

- Replace a damaged engine
- Perform regular scheduled maintenance *
- Replace a damaged hydraulic pump (driven by right engine) **
- Replace a damaged hydraulic system for the landing gears

These selections will be grayed out if they do not apply. For example if an engine or component is not damaged or if maintenance is not due.

* The aircraft systems will be more prone to failure if regularly scheduled maintenance is not performed. Unless you have EASY selected on the Realism Modeling selector.

* Operating the right engine without opening the hydraulic valve to the fluid reservoir will damage this pump very quickly (within 5 minutes). Unless you have EASY selected on the Realism Modeling selector.

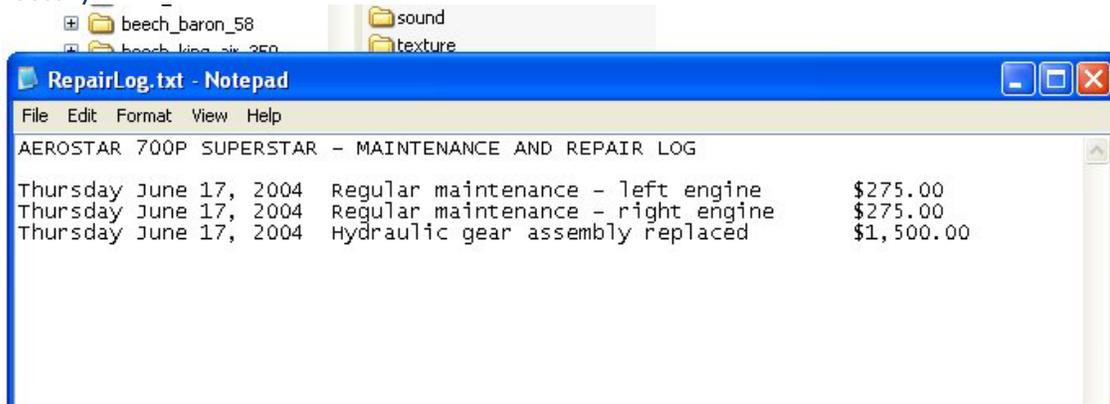


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The Load Manager keeps track of your repairs and maintenance. You can find this record in the file Repairlog.txt, located in the Aerostar's folder in the FS 2004/Aircraft directory.



Ramp Loading

Use weight control to select the amount of weight you wish to put into the aft compartment. If no weight is specified, the aircraft will be configured with zero weight in this compartment. When a value is selected, press **Set** and the weight change will be reflected in the Ramp Weight.



Save Settings Button

In order for your changes and preferences to take affect, and be written into the simulator's configuration files, you must press **Save Settings**.



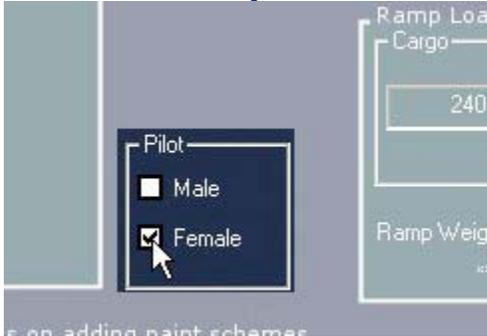


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Male/Female pilot selection



You have the option to choose between a male or female pilot inside the aircraft visual model. This selection will be applied to all paint schemes.

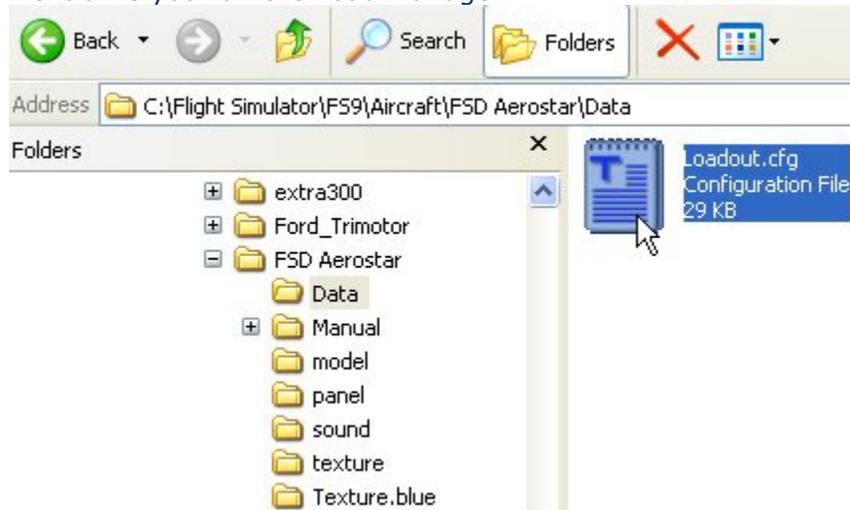


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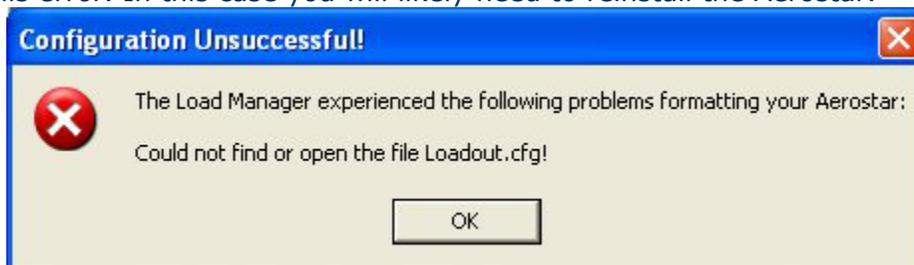


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Most of the data written to the Flight Simulator configuration files is determined by the data entries in the **Loadout.cfg** file, found in the Aerostar's **Data** folder. This is a user editable text file. If you have custom changes you need to make to the aircraft configuration, particularly, changes to the panel, you need to make those edits here, and then run the Load Manager again (and press **Save Settings**). Otherwise, if you make your changes directly to the Panel.cfg files, they will be erased the next time you run the Load Manager.



If the Loadout.cfg file is missing from the aircraft's Data folder the Load Manager will throw this error. In this case you will likely need to reinstall the Aerostar.





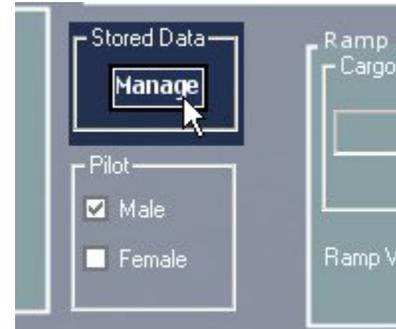
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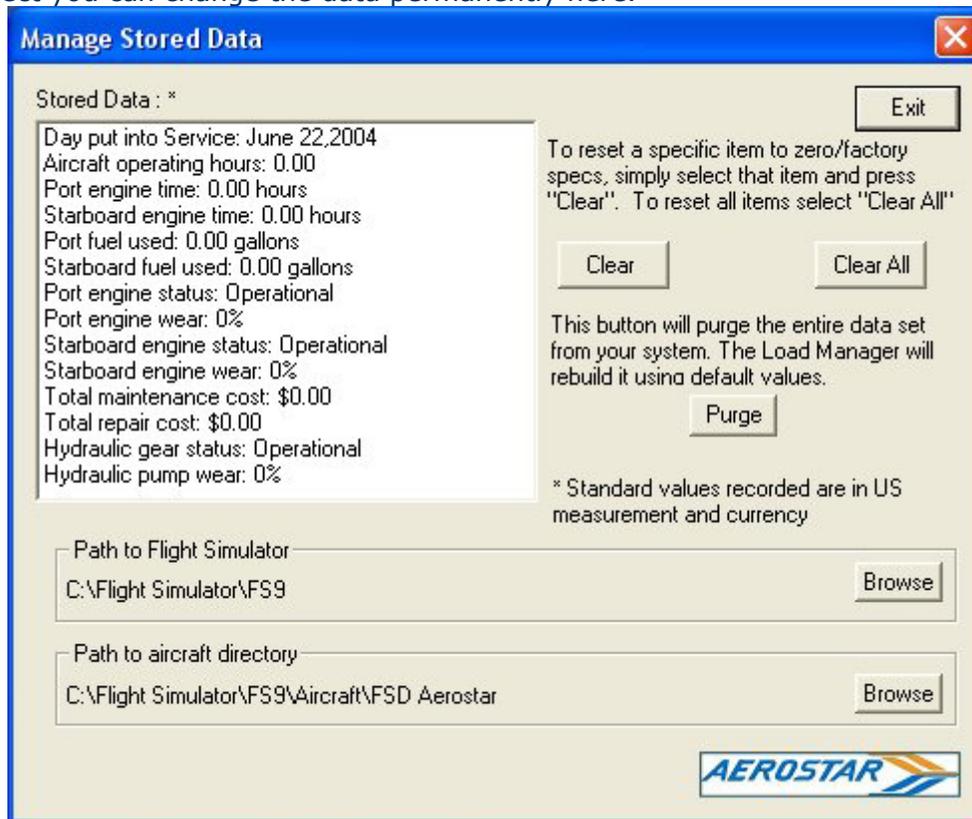
Stored Data Management

The Load Manager gives you the ability to control and reset the persistent data stored on your system for the Aerostar's systems. Just select the **Manage** button to launch the Stored Data dialog.



This dialog displays all of the persistent data for the various aircraft systems stored on your computer. To reset an individual item to factory default value simply select that item in the list box and press **Clear**. To do the same for all values at one just press **Clear All**. Only do this whenever really necessary, as once the value is reset it cannot be recovered.

The installation path for the aircraft and the location of the Flight Simulator directory structure as recorded on your system at time of installation is also displayed. This is where repaint installers, product updates, etc. will look for your files. If either path is incorrect you can change the data permanently here.



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