

Version 1.0
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EULA

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1 Getting Started

1.1 FINDING THE LOAD MANAGER

The Load Manager can be accessed from your Windows Start menu:

Windows XP	Start\Programs\FSD International\FSX\Commander 115 TC\Pilot Manuals
Windows Vista	All Programs\FSD International\FSX\Commander 115 TC\Pilot Manuals

You can also run the Load Manager directly from the **Commander Aircraft Folder** *SimObjects\Airplanes\FSD C115*, where all of the aircraft files are located.

1.2 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.

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

2 Operating Instructions

2.1 GRAPHIC USER INTERFACE (GUI)



Details on each section can be found on the following pages:

1. Formatting Paint Schemes
2. Maintenance and Repairs
3. Operating Costs of the Aircraft
4. Adjusting Weight and Balance
5. Managing Stored Data for the Aircraft
6. Selecting Panel Options
7. Message Center

2.2 FORMATTING PAINT SCHEMES

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

FSD-c115-ext_T.dds

Flight Simulator X requires to following naming convention for add on paint scheme folders. That is the word "texture" followed by a period '.' and then the name of the paint scheme. For example:

texture.mypaint

It is recommended, but not necessary, that the following files also be included in any paint scheme:

2.2A TEXTURE.CFG

This is the file Flight Simulator X uses to assign the remaining textures for the aircraft, from the directories listed within. This is not something you really need be concerned about, as the Load Manager will create one for you automatically if it is missing.

2.2B THUMBNAIL.JPG

This is the small image file Flight Simulator X uses to display the paint scheme in your **Select Aircraft** menu. It is a 256 x 123 JPG image of the aircraft featuring the paint scheme, for example:



2.2C PAINT.CFG

This provides you or the author of the paint scheme the chance to provide a title for the paint scheme, as it will appear in the Flight Simulator X **Select Aircraft** menu, and the aircraft tail number. If the add-on directory does not contain the paint.cfg file the Load Manager will use the name of the paint scheme folder, i.e.; texture.mypaint will display as "mypaint". The default tail number will also be used in such a case. The paint.cfg file is very easy to create. It inly requires these two lines, formatted as shown in this example:

```
title=White on Blue Edition  
atc_id=NJ53TC
```

2.2D AIRCRAFT.BMP

This is a 450 x 380 BMP file, used in the view window of the Paint Scheme Configuration Utility as illustrated below. If no aircraft.bmp file is available a default "No Image" placeholder will be used in the view window instead.

2.3 Paint Scheme Configuration Utility

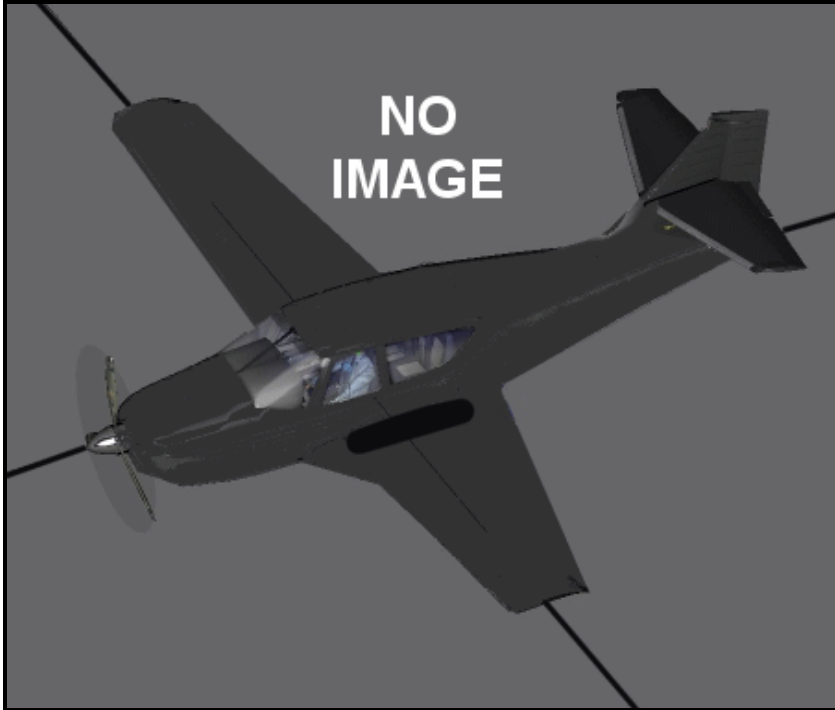
Access to the Paint Scheme Configuration Utility is obtained by pressing the **Details** button.



When the utility opens it has already scanned the **Commander Aircraft Folder** for any addon paint schemes. If the texture.cfg file did not reside in any of these folders one has already been created.



All available paint schemes are listed in the AVAILABLE PAINT SCHEMES dialog on the right hand side. Use the **Add** button to locate any texture folder not scanned automatically. Note that any paint scheme must adhere to the naming convention and must contain the required texture per section 2.2 above.

2.3A DISPLAY IMAGE

Selecting any of the listed paint schemes in the dialog will bring up a detailed image of the aircraft, provided that an Aircraft.bmp file has been included in the paint scheme's folder. If not this default image will display.

When finished simply press **OK** and your aircraft.cfg file will be automatically formatted for you.

Note:
Pressing **Cancel** will result in the aircraft.cfg file NOT being rewritten!

2.4 MAINTENANCE AND REPAIRS

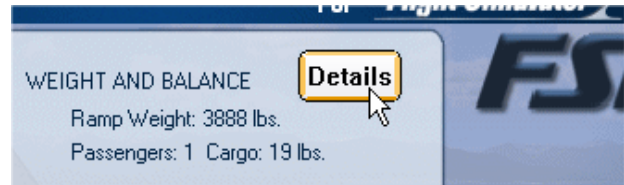
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2.5 OPERATING COSTS OF THE AIRCRAFT

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2.6 ADJUSTING WEIGHT AND BALANCE

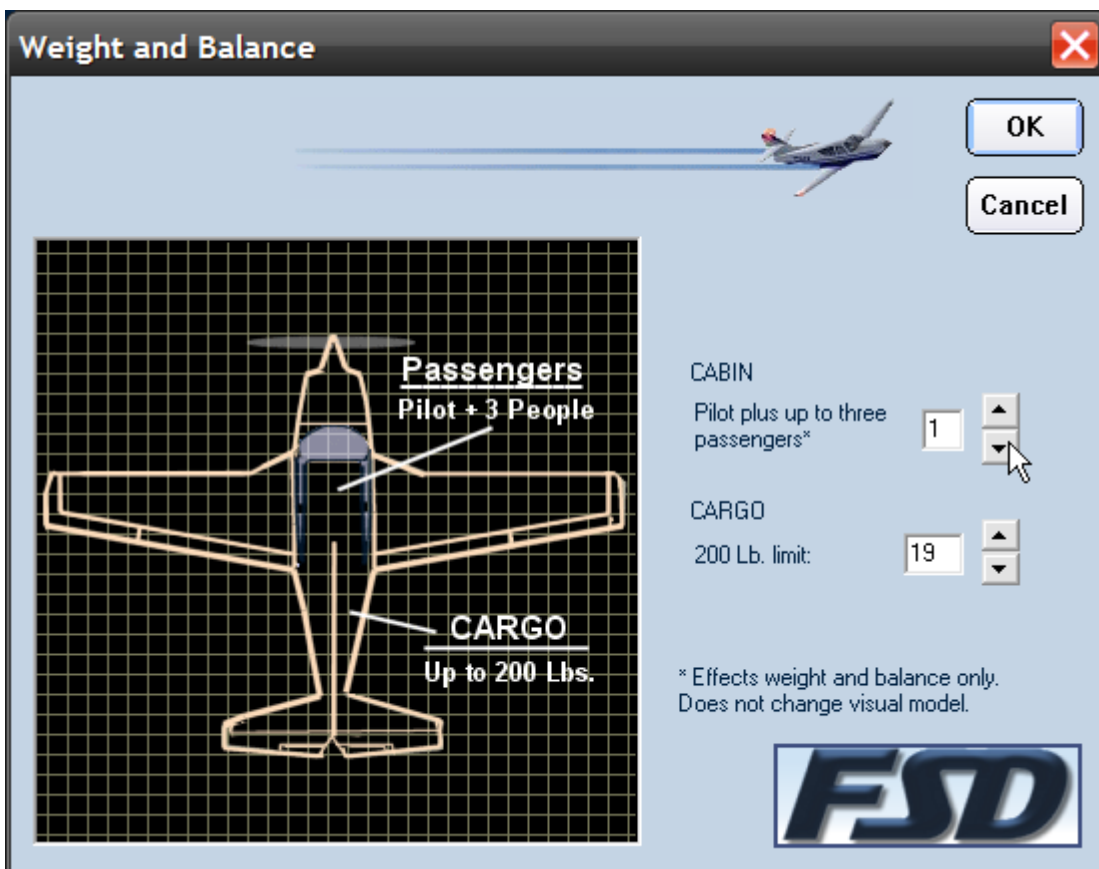
Access to the Weight and Balance Utility is gained via the Details button



2.6a Weight and Balance Utility

This utility will allow you to create a weight and balance profile for the aircraft's flight dynamics.

- CABIN** Select number of people in the cabin. 1 pilot is automatically included. This sets the amount of weight, in U.S. lbs., for the cabin. *Note that this is for flight dynamics only. The visual model is not affected by this selection.*
- CARGO** The amount of weight, in U.S. lbs., assigned to the section of the fuselage in the area of the cargo hold.



When finished simply press **OK** and your aircraft.cfg file will be automatically formatted for you.

Note:
Pressing **Cancel** will result in the aircraft.cfg file NOT being rewritten!

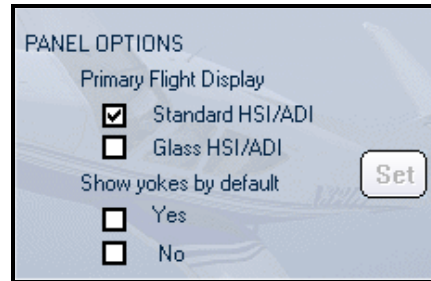
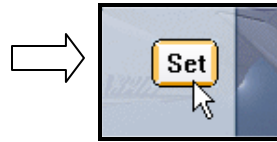
2.7 MANAGING STORED DATA FOR THE AIRCRAFT

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2.8. SELECTING PANEL OPTIONS

Until a change is made in the panel options, the Set button which initiates the writing of the panel.cfg file is disabled.

Once an option is selected this button is enabled.



2.8a Primary Flight Display Options

Select either the standard or glass PDF displays



Standard PDF



Glass PDF

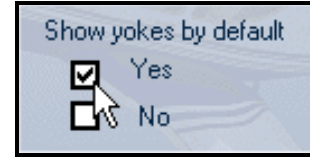


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LOAD MANAGER

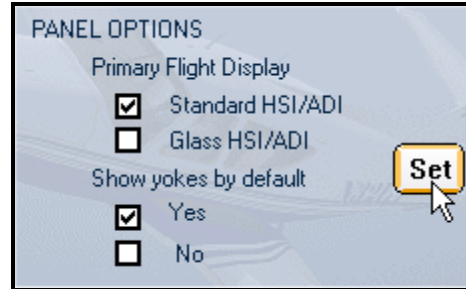
2.8b Yokes Visible by default

This allows you to choose whether you want the control yokes to be displayed by default when you start the aircraft. Yokes can always be turned on or off during the flight. See the [Panel Handbook](#) for more details.



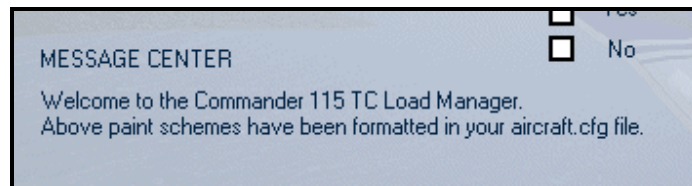
2.8c Set Panel.cfg file

When your panel selections are made press Set and the panel.cfg and the aircraft data will be configured per your specifications.



2.9 Message Center

When any action has been performed it will be acknowledged here. An example would be when the aircraft.cfg or panel.cfg files have been written. Errors will also be announced here. See section 3 – Error Reporting, for more details.



3 Error Reporting

Errors are reported in two ways:

1. In the [Message Center](#), as outlined in section 2.9
2. In the text file LoadMgrError.txt, which can be found in the [Commander Aircraft Folder](#)

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