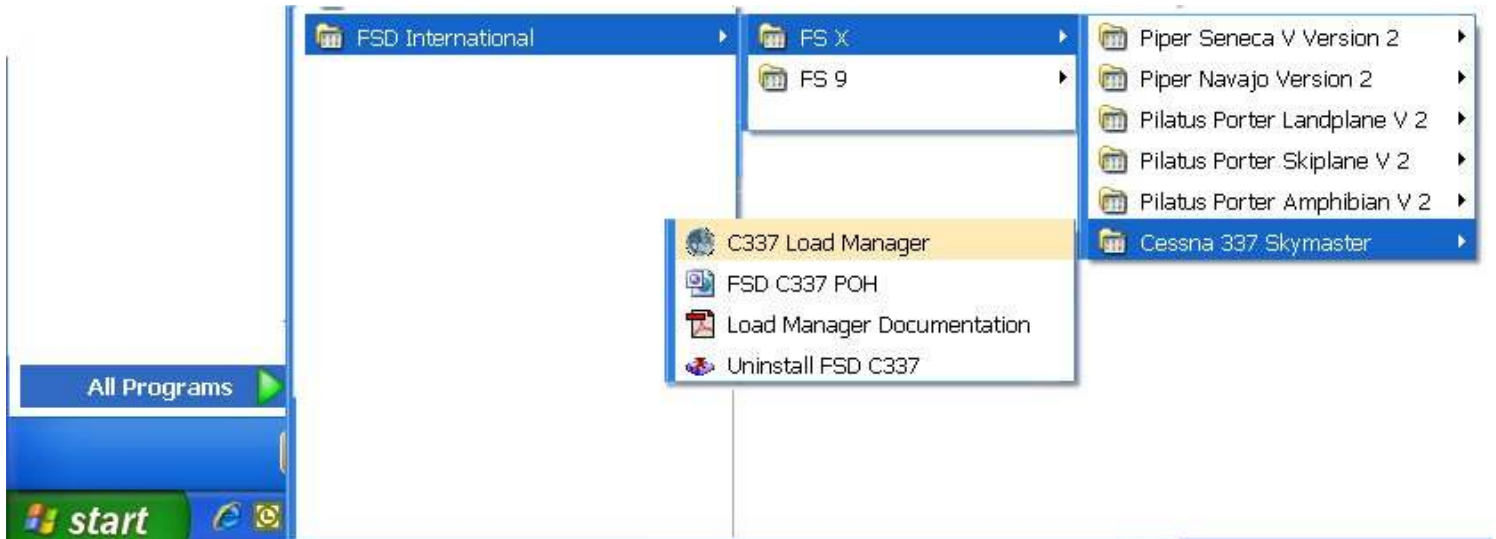


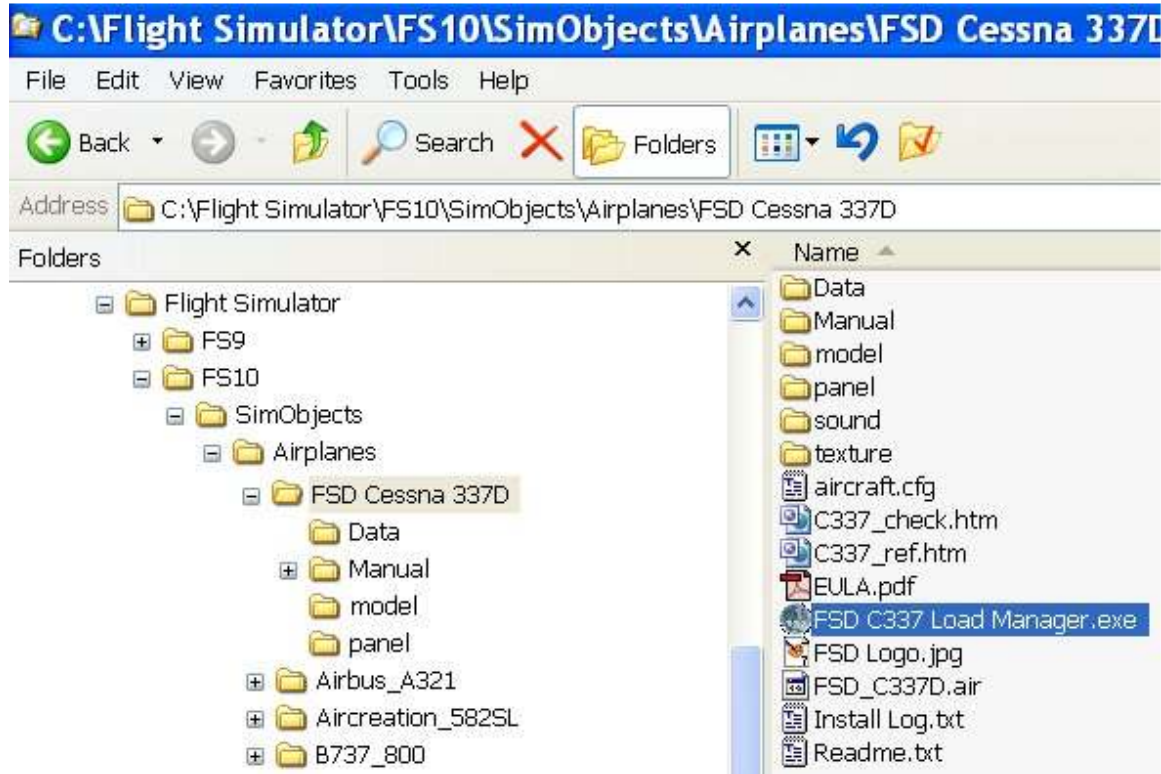
Finding the Load Manager

The Load Manager can be accessed from the **Start\Programs\FSD C337** menu, or directly from the **SimObjects\Airplanes\FSD Cessna 337D** folder in Flight Simulator X.



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You can also find the Load Manager in the FSD Cessna 337D folder in the FS X SimObjects\Airplanes directory structure.



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 Skymaster 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:

D Model:

FSD_337D_fuse1_T.bmp
FSD_337D_fuse2_T.bmp
FSD_337D_wing1_T.bmp
FSD_337D_wing2_T.bmp

H Model:

FSD_P337H_fuse1_T.bmp
FSD_P337H_fuse2_T.bmp
FSD_P337H_wing1_T.bmp
FSD_P337H_wing2_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

- | | | |
|------------------------------------|---------------------------------|--------------------------------|
| 1. Panel Options | 2. Realism Options | 3. Cost Management |
| 4. Engine/Maintenance Mgmt. | 5. Weight & Balance | 6. Paint Schemes Avail. |
| 7. Paint Scheme Viewer | 8. Reset Defaults Button | 9. Save Settings |
| 10. Stored Data Management | | |

Paint Schemes

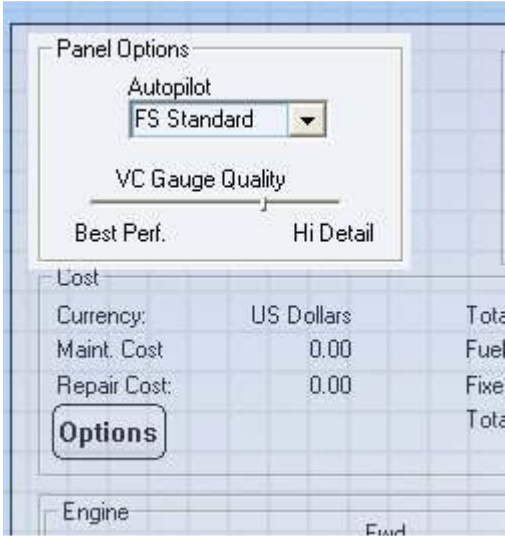
All paint schemes available within the aircraft's directory structure will be listed here. These paint schemes are formatted for you automatically, and no action on your part is required to activate them. When the **Save** button is pressed, all of the paint schemes listed here will be formatted in the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



Panel Options

Here you can also select between the advanced, more realistic 400A autopilot system actually found in the 337. But if you want to stay with the standard FS autopilot you may do so. This option is useful when using external programs that need at FS style autopilot to control the aircraft. The Sandel EFIS option, for example, really needs a standard FS autopilot.

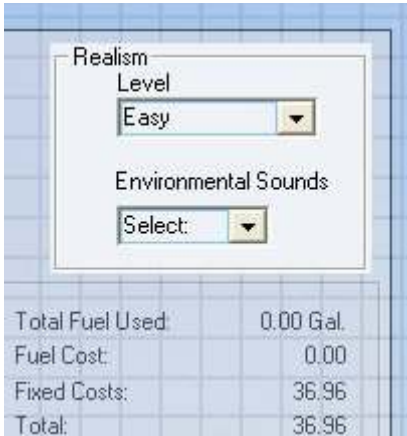
The VC quality slider control will allow you to make fine adjustments in performance versus rendering quality according to what works best on your individual system.



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 control what types of audible alarms you want in the cockpit environment. You can shut them off completely or elect the normal alarm sound level, or a softer level to match the output of your audio gear.

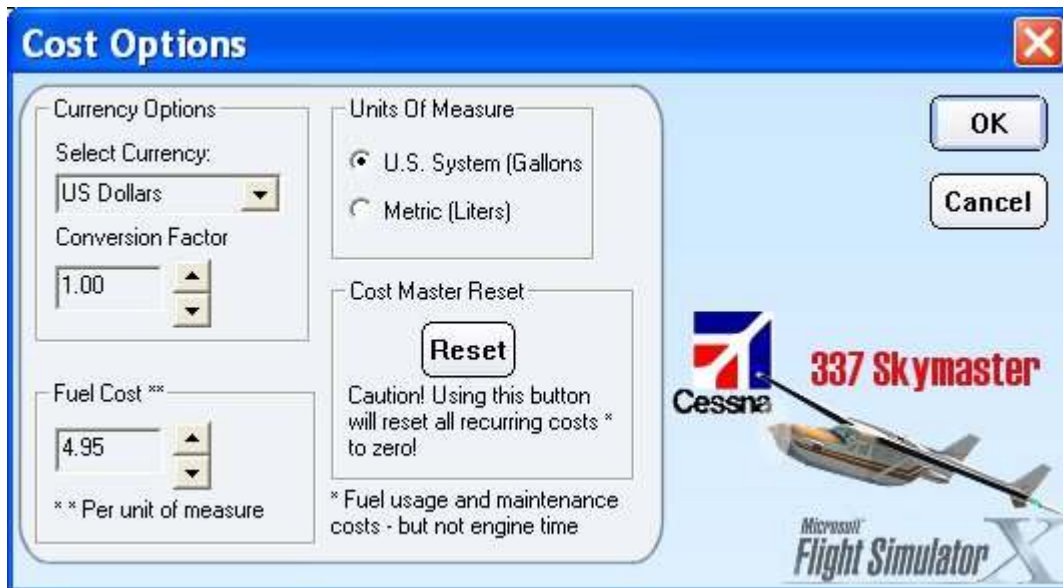


Maintenance and Operation

The Skymaster 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.



While the turboprop engines used in the Skymaster are quite durable, 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:

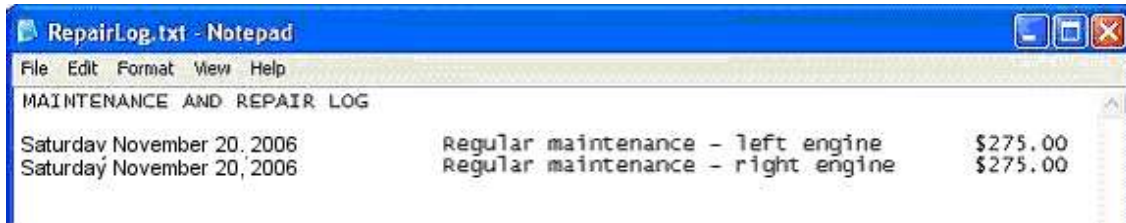
- Replace a damaged engine
- Perform regular scheduled maintenance *

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.

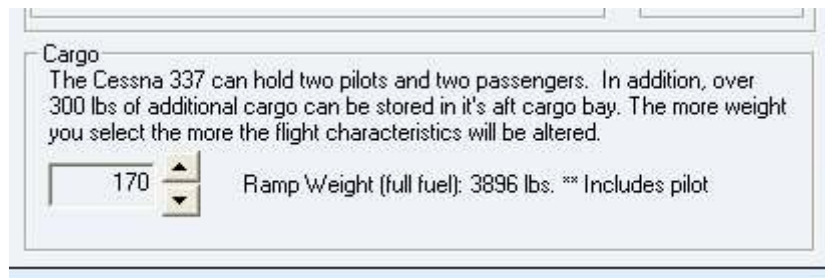
- * Operating the right engine without opening the hydraulic valve to the fluid reservoir will damage this pump very quickly (within 5 minutes). Unless you have EASY selected on the Realism Modeling selector.

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



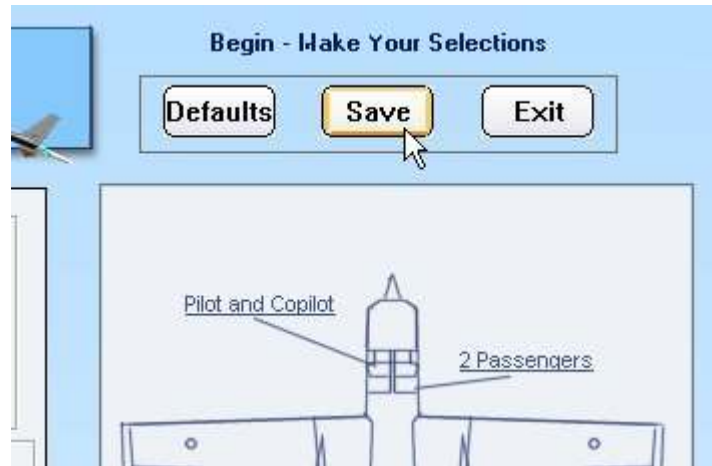
Ramp Loading

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.



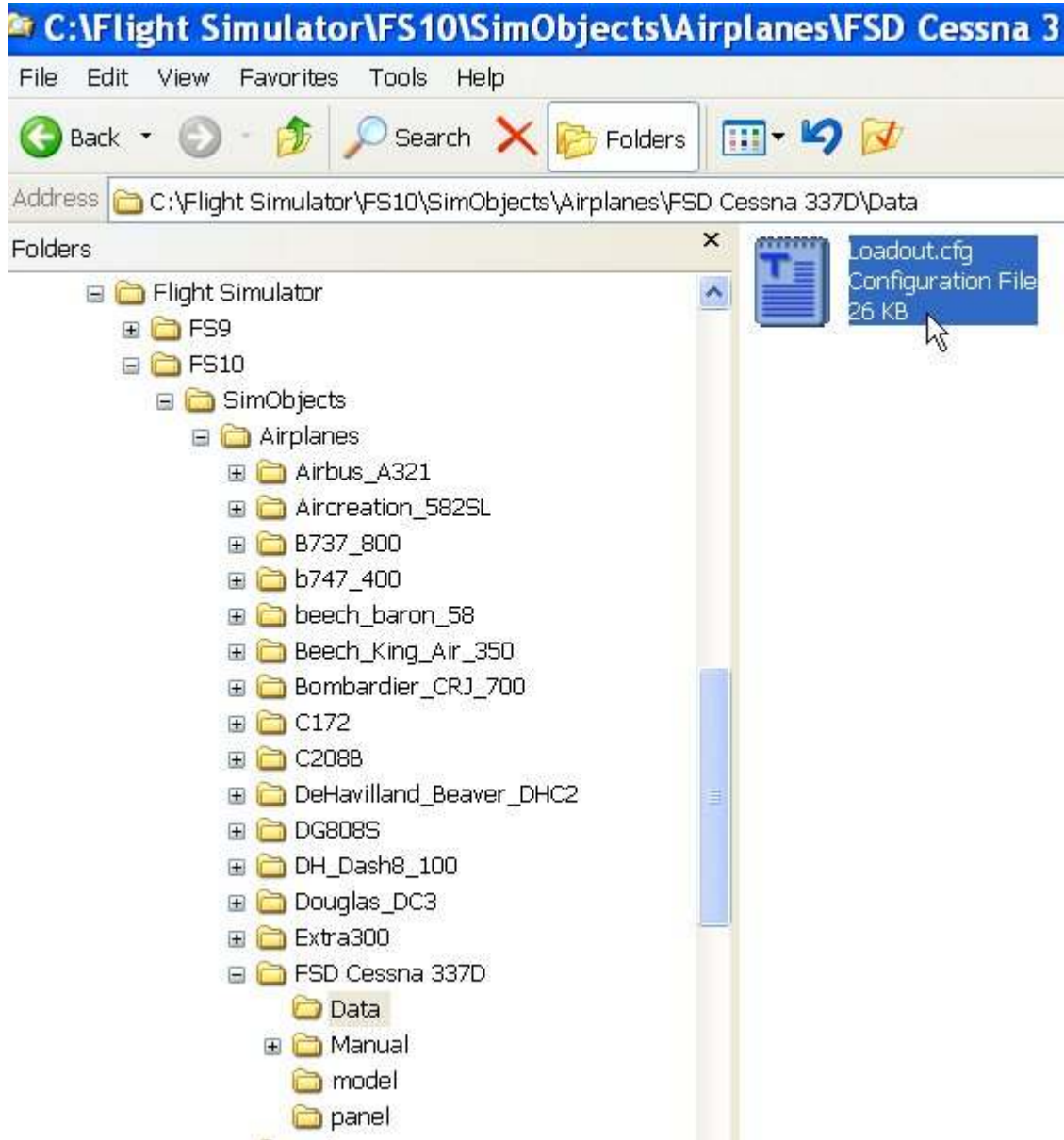
Save Settings Button

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



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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 Skymaster'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.

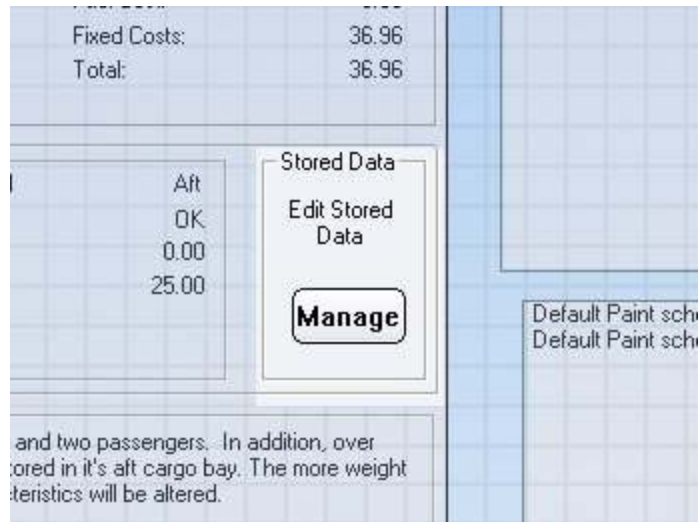


If the Loadout.cfg file is missing from the aircraft's Data folder the Load Manager will throw this error. In this case you will likely need to reinstall the Skymaster.



Stored Data Management

The Load Manager gives you the ability to control and reset the persistent data stored on your system for the Skymaster'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.

