



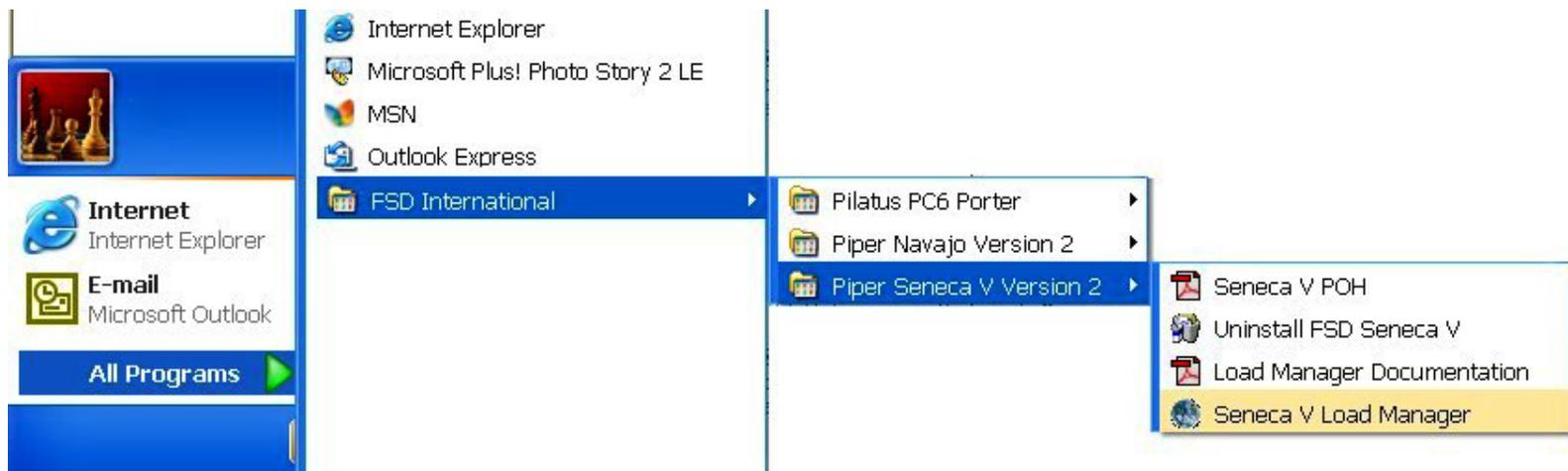
International

Piper Seneca V

**Load Manager
Documentation**

Finding the Load Manager

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



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 Seneca V 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:

Fdseneca1_T.bmp
Fdseneca2_T.bmp
Fdseneca3_T.bmp
Fdseneca4_T.bmp
Fdseneca5_T.bmp



International

Piper Seneca V

Load Manager Documentation

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.

User Interface

1. **Panel Options**

4. **Engine Status & Repair**

7. **Paint Schemes**

2. **Realism Settings**

5. **Data Management**

8. **Reset Defaults**

3. **Cost Options**

6. **Cargo Weight Selection**

9. **Save Button**



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.



- Red-Blue (Default)
- Brown paint scheme
- Brown paint scheme Glass Cockpit
- Red-Blue (Default) standard cockpit Glass Cockpit
- Liberty Colors
- Liberty Colors Glass Cockpit

Each paint scheme you add will automatically be setup with a standard cockpit and a glass cockpit in the simulator, and listed separately.



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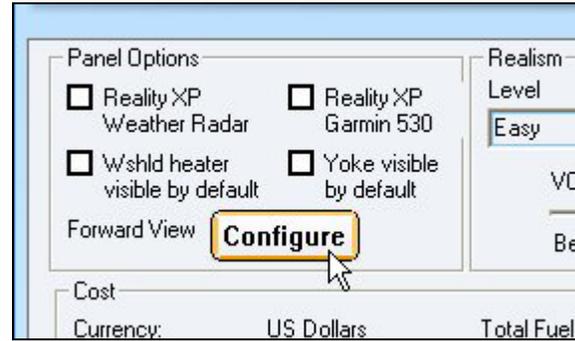
Piper Seneca V

Load Manager Documentation

Panel Options

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

If you do not want the control yoke and windshield heater to be visible by default on the 2D panel, simply uncheck these options.



You can also select the forward viewing angle that you are most comfortable with by pressing the **Configure** button.

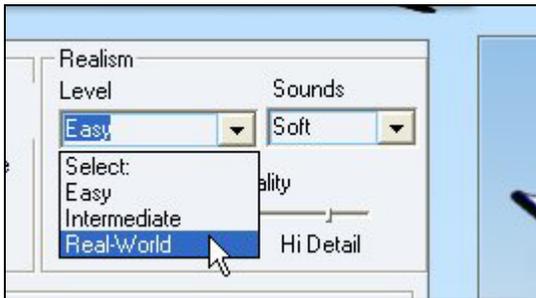
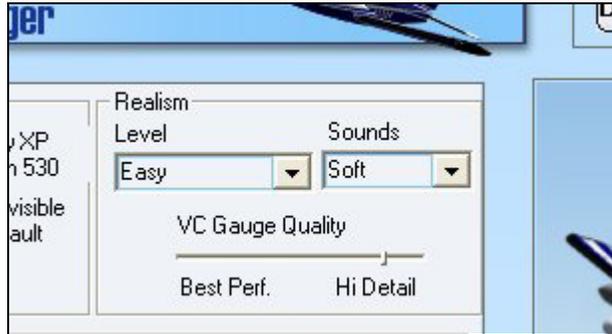
The view angle dialog will allow you a wide range of view angles. The display image will show you what each precise angle looks like.





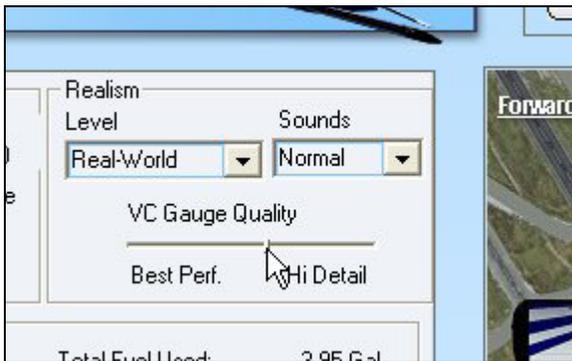
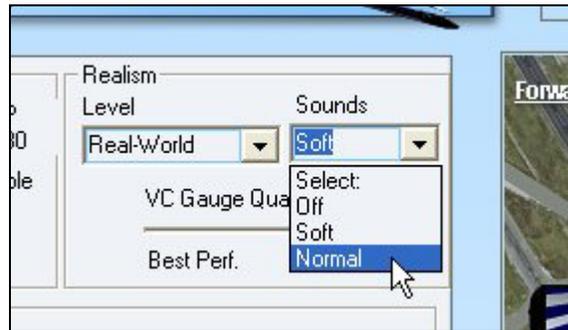
Realism Options

A variety of preferences may be selected here.



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 shut off the audible alarm systems, or select soft muted alarm sounds if you desire.



The VC Quality selector allows you to fine tune performance versus sharper image in the virtual cockpit. Moving the slider to the left increases performance and provides the best gauge fluidity, while moving it to the right will provide a crisper image. Experiment and choose what works best on your system.



Cost Options

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

Forward View	Configure	Best Perf.	Hi Detail
Cost			
Currency:	US Dollars	Total Fuel Used:	3.95 Gal.
Maint. Cost:	0.00	Fuel Cost:	19.55
Repair Cost:	0.00	Fixed Costs:	221.87
		Total:	241.43
Options			
Engine		Stored Data	
Port Status:	OK	Strbd Status:	OK
		Edit Stored	

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

Cost Options ✖

<p>Currency Options</p> <p>Select Currency: <input type="text" value="US Dollars"/></p> <p>Conversion Factor <input type="text" value="1.00"/></p>	<p>Units Of Measure</p> <p><input checked="" type="radio"/> U.S. System (Gallons) <input type="radio"/> Metric (Liters)</p>	<p>Cost Master Reset</p> <p style="text-align: center;"><input type="button" value="Reset"/></p> <p><small>Caution! Using this button will reset all recurring costs * to zero!</small></p>
<p>Fuel Cost **</p> <p><input type="text" value="4.95"/></p> <p><small>** Per unit of measure</small></p>	<p><small>* Fuel usage and maintenance costs - but not engine time</small></p> <div style="text-align: right;"> <input type="button" value="OK"/> <input type="button" value="Cancel"/> </div>	



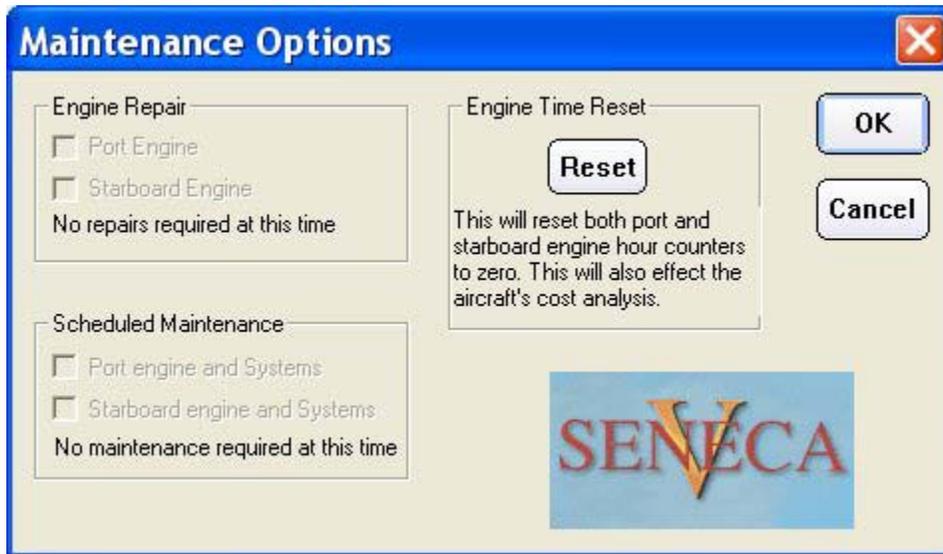
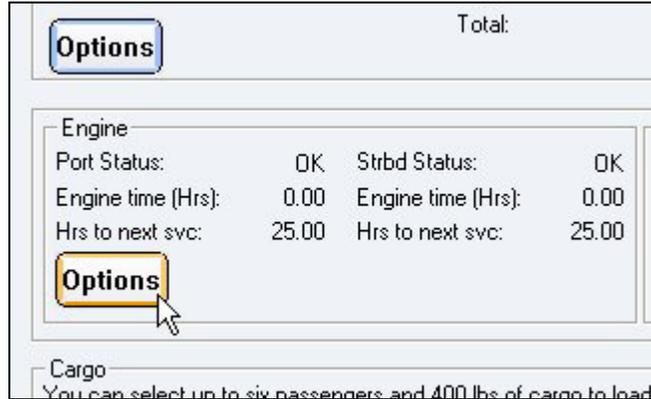
Status and Repair

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.

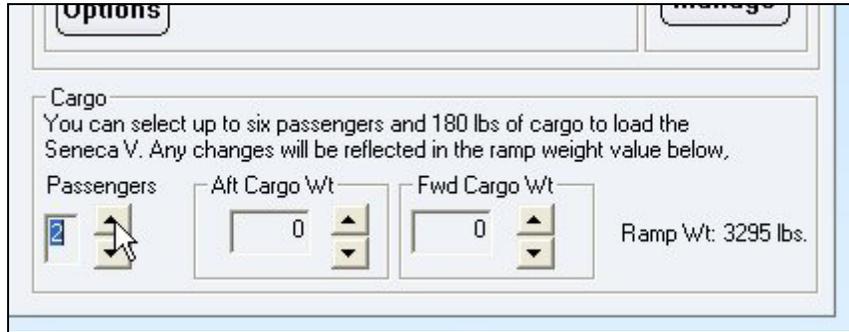


While the engines used in the Seneca V are known as workhorses, and are very difficult to over stress, the engines will be more prone to stress from over throttling when the time of scheduled maintenance is exceeded. The more hours over the recommended maintenance, the less abuse the engines will take.



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.

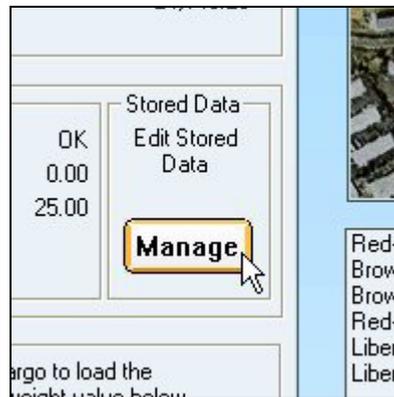


In order for your changes and preferences to take affect, and be written into the simulator's configuration files, you must press **Save**.



Data Management

The stored data for the Seneca V, such as engine time, damage, repairs and costs can be managed and reset by you if you desire. Just select the **Manage** button.





International

Piper Seneca V

**Load Manager
Documentation**

To reset an individual item simply select that item on the list and press **Clear**. That will reset it to zero.

Manage Stored Data [X]

Stored Data : *

- Day put into Service: October 25,2006
- Aircraft operating hours: 0.00
- Port Engine time: 0.00 hours
- Starboard Engine time: 0.00 hours
- Port Fuel used: 3.95 gallons**
- Starboard Fuel used: 3.95 gallons
- Port Engine status: Operational
- Starboard Engine status: Operational
- Total maintenance cost: \$0.00
- Total repair cost: \$0.00

[Exit]

To reset a specific item to zero/factory specs, simply select that item and press "Clear". To reset all items select "Clear All"

[Clear] [Clear All]

This button will purge the entire data set from your system. The Load Manager will rebuild it using default values.

[Purge]

* Standard values recorded are in US measurement and currency

Path to Flight Simulator
C:\Flight Simulator\FSD9 [Browse]

Path to aircraft directory
C:\Flight Simulator\FSD9\Aircraft\FSD Seneca V [Browse]

SENECA



International

Piper Seneca V

**Load Manager
Documentation**

You can clear all items to zero all at once using the **Clear All** button.

Manage Stored Data [X]

Stored Data : *

Day put into Service: October 25,2006
Aircraft operating hours: 0.00
Port Engine time: 0.00 hours
Starboard Engine time: 0.00 hours
Port Fuel used: 3.95 gallons
Starboard Fuel used: 3.95 gallons
Port Engine status: Operational
Starboard Engine status: Operational
Total maintenance cost: \$0.00
Total repair cost: \$0.00

To reset a specific item to zero/factory specs, simply select that item and press "Clear". To reset all items select "Clear All"

Clear **Clear All**

This button will purge the entire data set from your system. The Load Manager will rebuild it using default values.

Purge

* Standard values recorded are in US measurement and currency

Path to Flight Simulator
C:\Flight Simulator\FSD9 **Browse**

Path to aircraft directory
C:\Flight Simulator\FSD9\Aircraft\FSD Seneca V **Browse**

SENECA

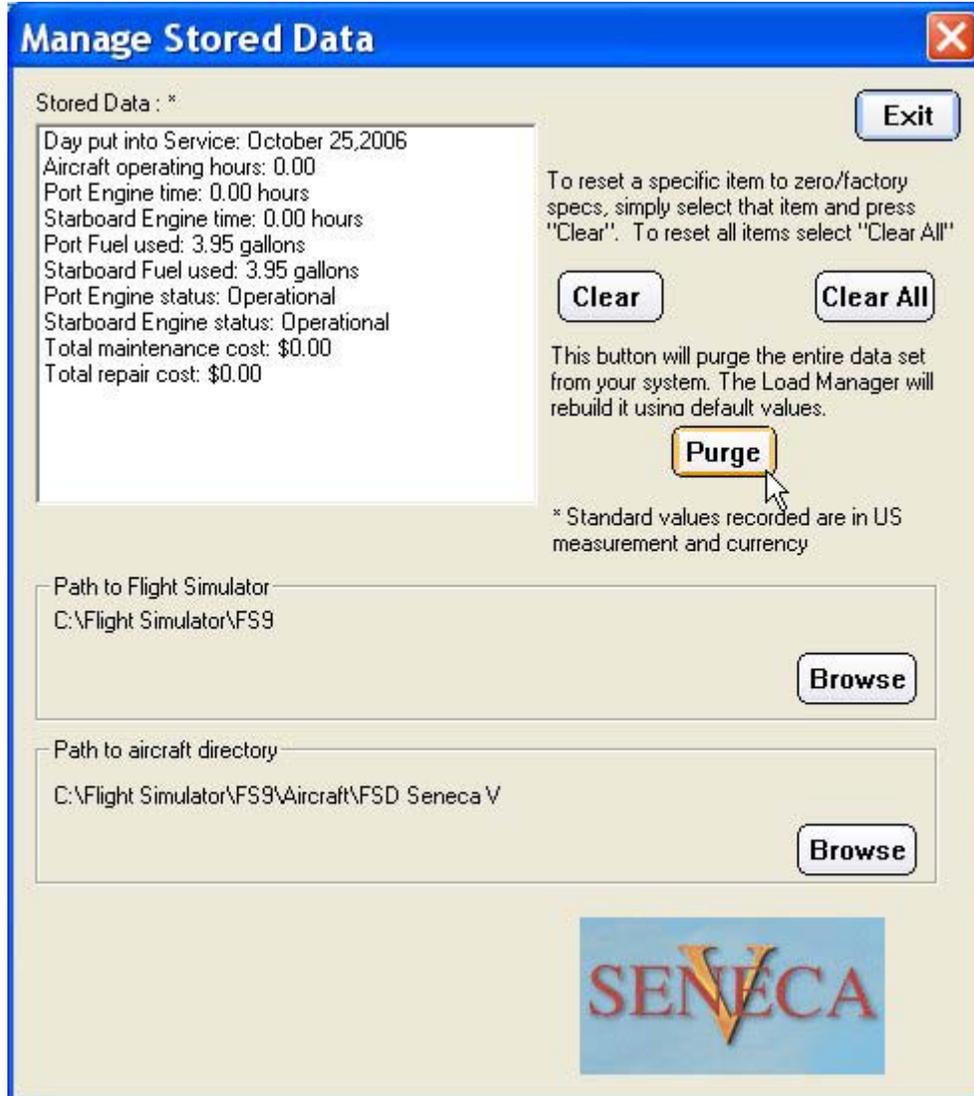


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Piper Seneca V

**Load Manager
Documentation**

You can also delete the entire registry key set using the Purge button. This can be useful in cases where your registry data may have become corrupt.





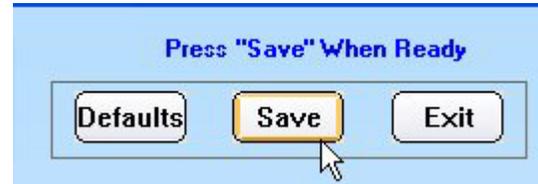
International

Piper Seneca V

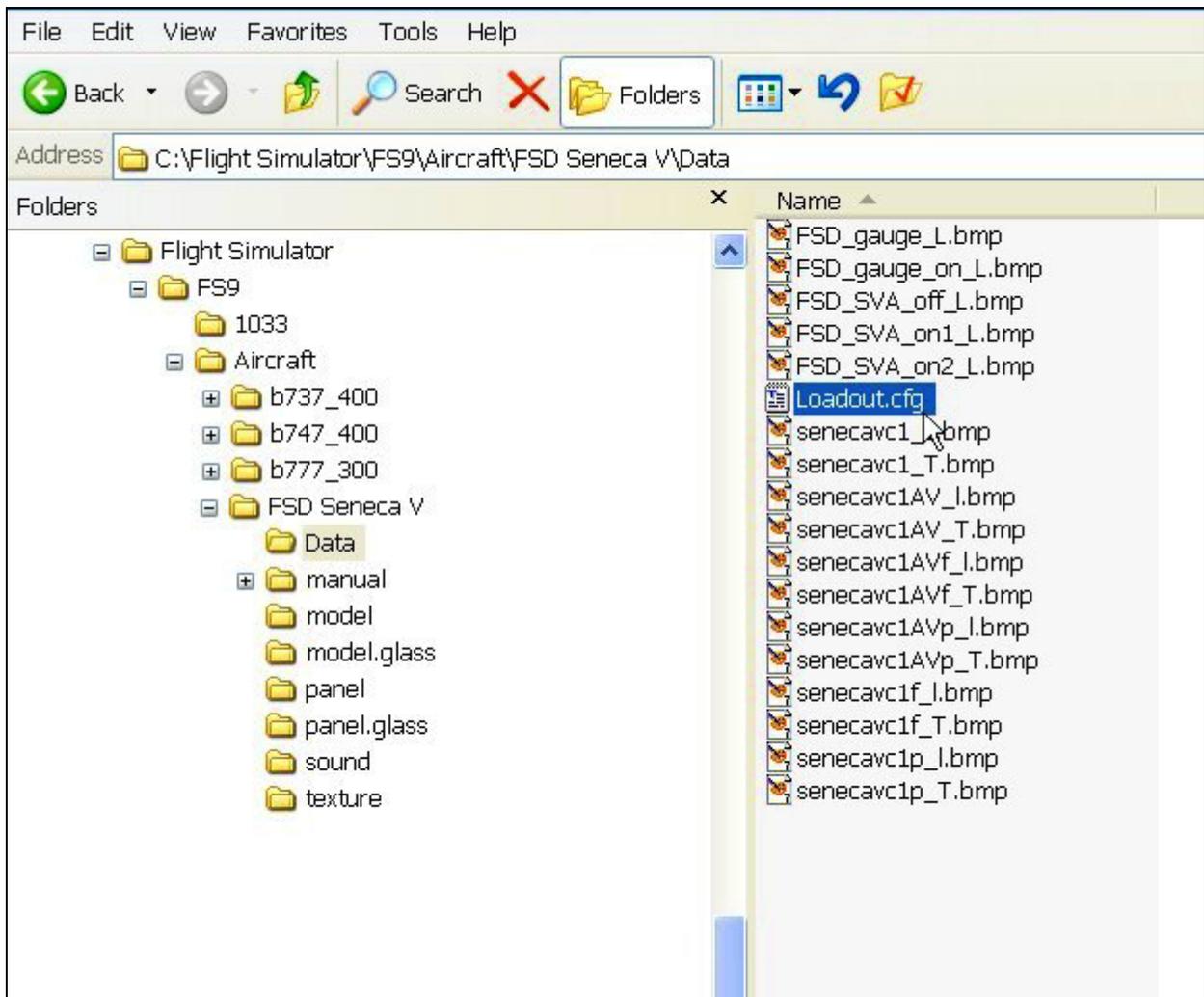
Load Manager
Documentation

Configuration

To configure the aircraft.cfg and panel.cfg files for the Seneca simply press the **Save** button.



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 Seneca V'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**). Otherwise, if you make your changes directly to the Panel.cfg files, they will be erased the next time you run the Load Manager.





International

Piper Seneca V

**Load Manager
Documentation**

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 Seneca V.



Reset Defaults

You can set all panel and realism options to default values by pressing the **Defaults** button. Note – all stored preferences for these systems will be changed back to defaults – this cannot be reversed.

