



Fliteprep Suite

Update

Version 2.0

User Manual

This manual provides information about additions to Release 1.0 only. Please read the basic manual for General Information on FlitePrep Suite (FPS).

FlitePrep Suite 2.0 requires Windows XP.

Installation

Unzip the installation package to a folder of your choice. Select the "Use folders" option.

The update package contains only a partial installation. You require a full FPS 1.0 installation for update.

Unzip and copy the files contained over your current FPS 1.0 installation. Select the "Use folders" option.

Flexible Folder Management

FPS folders for data exchange can now be selected by a manual entry in fp-erj145.ini. Go to section [Folder].

The following entries can be overwritten manually and will stay overwritten:

```
[Folder]
flights=C:\Eigene Dateien\Flight Simulator Files\
erj=d:\projects\delphi6projects\erj145\fs2004\aircraft\Feelthere PIC ERJ145LR\panel\erj.ini
aircraft=d:\projects\delphi6projects\erj145\fs2004\aircraft\Feelthere PIC ERJ145LR\aircraft.cfg
```

FLIGHTS - enter your desired folder there. Default is the standard FS2004 "Flight Simulator Files" folder. (FOLDER NAME only)

ERJ - enter the full path and file name of the ERJ.INI file here (Full FILE NAME)

AIRCRAFT - enter the full path and file name of the AIRCRAFT.CFG here (Full FILE NAME)

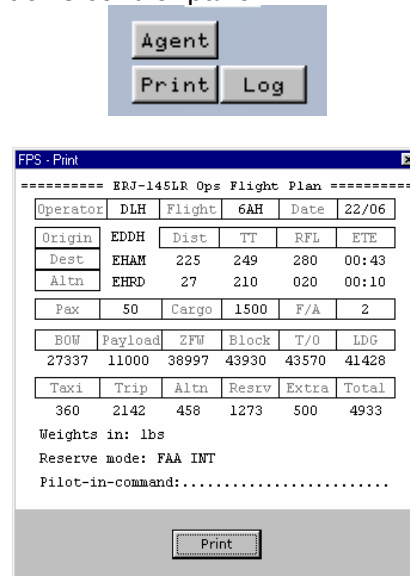
Be sure the folders or files you enter do exist. Otherwise FPS may crash!

Kilograms option

The program will automatically detect when you selected kgs instead of lbs within ERJ-145. All output and input will be in kilograms. **This function is not flight tested.**

Ops Flightplan Print

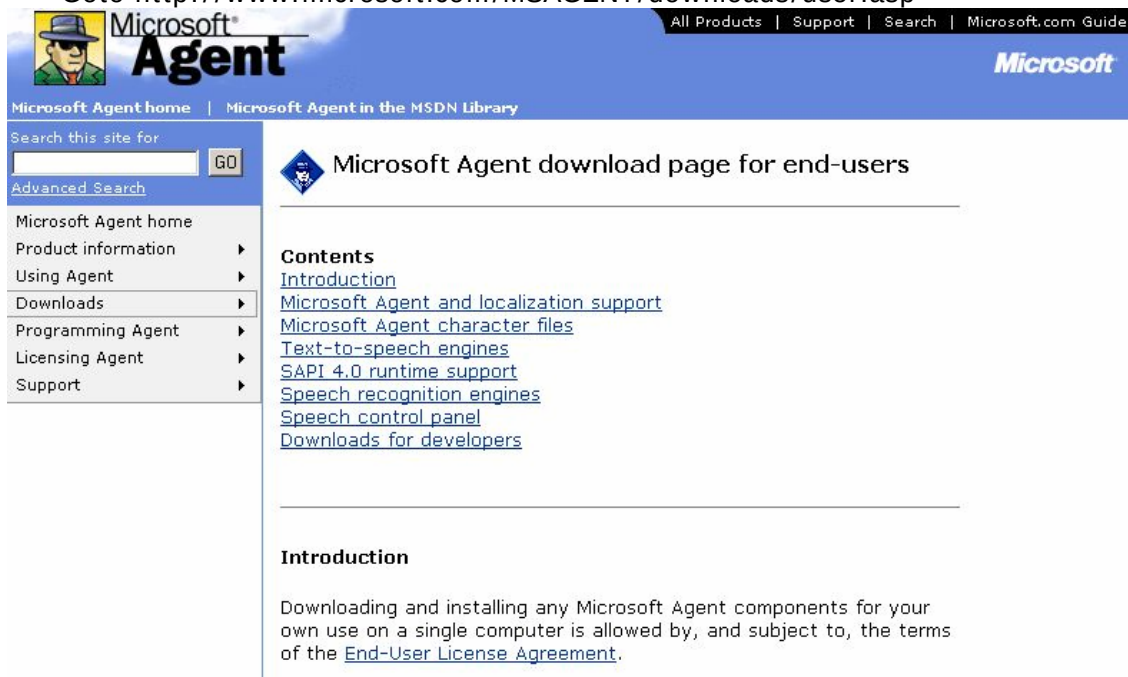
A slip can be printed when pressing the PRINT button. This function uses the default printer selected from the Windows control panel.



Audible text-to-speech checklists

A small foreground gauge for audible text-to-speech checklists is available now. Checklist speech is synthetical and requires you to install a speech engine on your computer.

- Close FPS.
- Goto <http://www.microsoft.com/MSAGENT/downloads/user.asp>



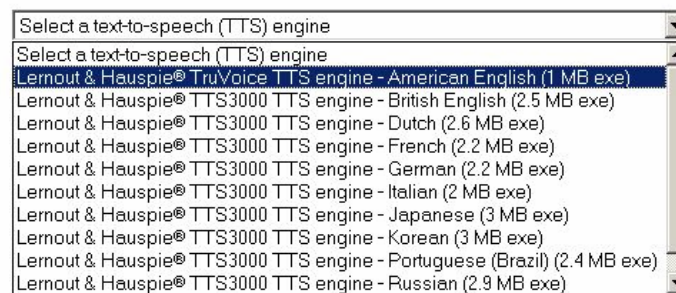
- Scroll down to TEXT-TO-SPEECH ENGINES.

Text-to-speech engines:

These text-to-speech engines provide speech **output** capabilities for Microsoft Agent and the Agent Character Editor. In the list below, select one of the available text-to-speech engines, then click the download link.

Note, that you must also install the [Agent language component](#) for the specified language, except for the American and British English engines.

Further note, that these text-to-speech engines are licensed *only* for use in Microsoft Agent enabled applications and Web pages with a visibly displayed Microsoft Agent character.



- From the SELECT A TEXT-TO-SPEECH (TTS) ENGINE list pick the LERNOUT&HOUSPIE TRUVOICE TTS ENGINE AMERICAN ENGLISH (1 MB EXE). This is the second entry in the list (the first available voice).
- Click to DOWNLOAD SELECTED ENGINE. This will save the file TV_ENUA.EXE on your computer.
- Once the download is completed execute this file and wait for installation become completed.

That's all you need to do for voice installation. For installation test of your speaker see section about voicetest.exe below.



The CHECKLISTS gauge contains 11 different buttons to play checklists for each phase of the flight.

Start by clicking IC (Initial Checklist) and the first checklist item is played.

Then press **SPACE** or click **>>** and the next checklist item is played and so on until the checklist is completed.

Click **<<** to repeat a checklist item.

At the end of each checklist you will hear the CHECKLIST COMPLETED item and the next checklist will become available (button turns to yellow)

The checklist volume can not be adjusted from FPS. Go to the Windows Speaker Volume and Mixer Control Panel for adjustment.

To edit or create your own checklist items proceed as follow:

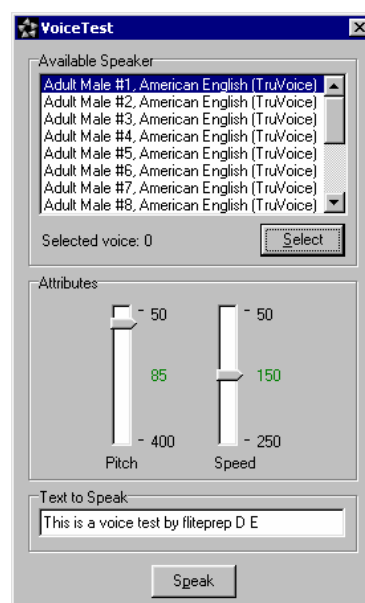
- Go to the CHECKLISTS folder and open CHECKLISTS.INI
- You will see the checklist items in a section named as the checklist. These section names must not be changed.
- Place checklist items under the section title, starting with 1=..., 2=... and so on
- The sequence of numbers must be gapless, otherwise the checklist replay will stop at the gap or when there is no more checklist item available.
-

- After the number and equal sign any place the checklist text. The speech engine is pretty good in interpreting the written format, but you may want to make some experiments (like FLIGHT ATTENDANT, PLEASE BRING THE COFFEE)
- Save the file and retry the checklist. (There is no need to close and reopen FPS everytime)

Adjustment of voice speed and pitch. You can experiment with these values to get a nicer voice. Enter values that you have tried with the voicetest.exe program (see below) into the SETTINGS section.

Test your voice setup

You may want to check whether your voice setup is working properly or try different pitch and speed settings. There is an executable file **voicecheck.exe** in you FPS root folder. Start this program. You will see the available voice drivers on the left side. You can start a voice test from here, too.



Other languages checklist

If you want to use local languages for your checklists proceed as follows:

- Download the desired language from the Microsoft web page as described above.
- Install the language on your computer by execution of the exe file
- Start voicecheck.exe and look at the speakers list. Note the position SELECTED VOICE of your desired speaker.
- Go back to CHECKLISTS.INI and enter the noted position to the SETTINGS | VOICE item (default value is 0 for the American English Male #1 Truvoice speaker).
- When you start FPS again your speaker will talk locally now.

Speaking weather

By pressing one of the three buttons next to Original, Destination and Alternate you can call for a speaking weather report (internet connection required). This function is only useable if you have selected the American or British speaker (otherwise it would sound very odd probably). Weather reports are decoded internally into speech and this may not work without flaws. There is no full implementation of the TREND section of a METAR, too. When you call for the same weather report within 15 minutes from the first call

there will be a replay out of memory, but no new internet download. If you desire a new download you must restart FPS.

Origin	EDDH
Dest	EHAM
Altn	EHRD

Agent

You can call the gate agent's information about Passenger and Cargo load, when you press the AGENT button. This will randomly fill the relevant fields in FPS.

Agent
Print Log

Flight logging

Press LOG to open a logging window that displays all your flights (longer than 5 minutes) while FPS was active.

Logs are saved in CSV format with ";" as a delimiter and can be processed with EXCEL spreadsheets.

Filename generated is ERJLOG.CSV in the root folder of FPS.

Data format:

Date of take-off;UTC of Take-off;UTC of landing;Origin;Destination;Actual time enroute;Planned time enroute;

Max FL enroute;Recommended FL enroute;Actual trip fuel;Planned trip fuel;Pax load;Cargo load

Date	Origin	ATA	Dest	ATD	ETE	ATE	TOW	Plan TF	Act TF	Pax	Cargo
16/06	EDAH	19:55	EPOP	20:16	00:22	00:23	36797	1119	1061	24	106

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Enjoy it!