FLIGHT SIMULATOR PLATFORM SOLUTIONS FSPS ©

ULTIMATE CREW 2014

USER MANUAL

VER. 1.0

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1. Introduction

Flight Simulator Platform Solutions – FSPS © is a software development company producing applications for Microsoft's © "Flight Simulator" family of products and for Lockheed-Martin's Prepar3D.

Ultimate Crew 2014 is an application that intends to further expand your FSX experience by adding crew announcements (both Captain's and Flight Attendant's) that are used in real life by all airlines around the world.
Recent airline rules dictates the cockpit doors be closed , so in reality not all announcements reach the Captain's and FO's ears , but we prefer to simulate a more peaceful reality where cockpit doors can be opened and all sounds from the cabin can reach the cockpit. Our customers with numerous emails, when we – during development – we approached some of them with that question, showed that this is also the reality they like to simulate!

Nothing is missing: From the "welcome on-board" announcement and the safety instructions all they way to the "welcome to our destination" announcement, everything in between can be configured to be played after a certain condition had been met. You can use English with voices of real people that have been pre-recorded or German – French – Italian & Spanish with computer generated voices.

Already set-up with the most common option , you only need to start the application at the start of your flight and the voices will accompany you for the duration of the flight.
You want to change a setting? Only some clicks following the - easy to follow – settings wizard and you are done.

Ladies and Gentlemen …. Welcome on board !

2. __Minimum Requirements__

The application can be used in almost any PC that is able to run FSX. However there are some pre-requirements that need to be obeyed:

Minimum Requirements:
- Windows: XP SP3 / Vista / Win 7 – 32 or 64 bit/ Win 8
- A sound device with speakers or headphones
- 128MB RAM
- Flight Simulator X
- Microsoft's NET Framework 3.5 SP1
- Latest Version of FSUIPC by Peter Dowson. (Registered or unregistered)
- Up and running internet connection for activation and license checking of the product (done on each application start-up) .
- The PDF viewer application of your choice for reading the manual.

This software uses the FSUIPCClient.dll by Paul Henty to communicate with FSUIPC & FS .
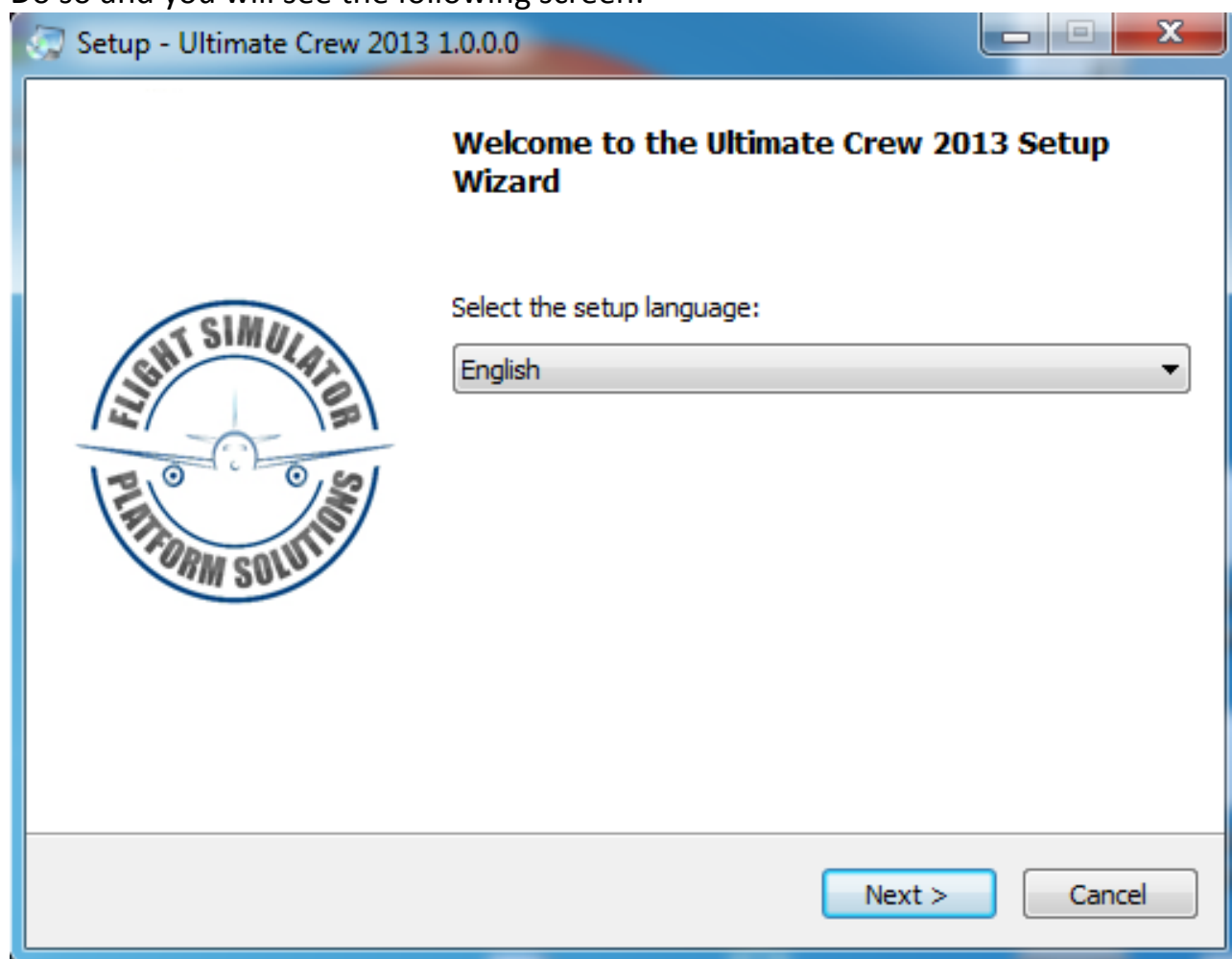
Limitations:
One working installation at one PC at any given time per license . (Checked via online validation after every installation, and on every program start-up)

3. Installation

After your purchase from the web store of your choice you will be given a link to download the software and a serial number. Keep this combination of letters and numbers (your serial number) somewhere safe as it is your software's unique identification. Never lend it to anybody, keep it safe, and provide it in **every** communication with FSPS's support concerning Ultimate Crew 2014.
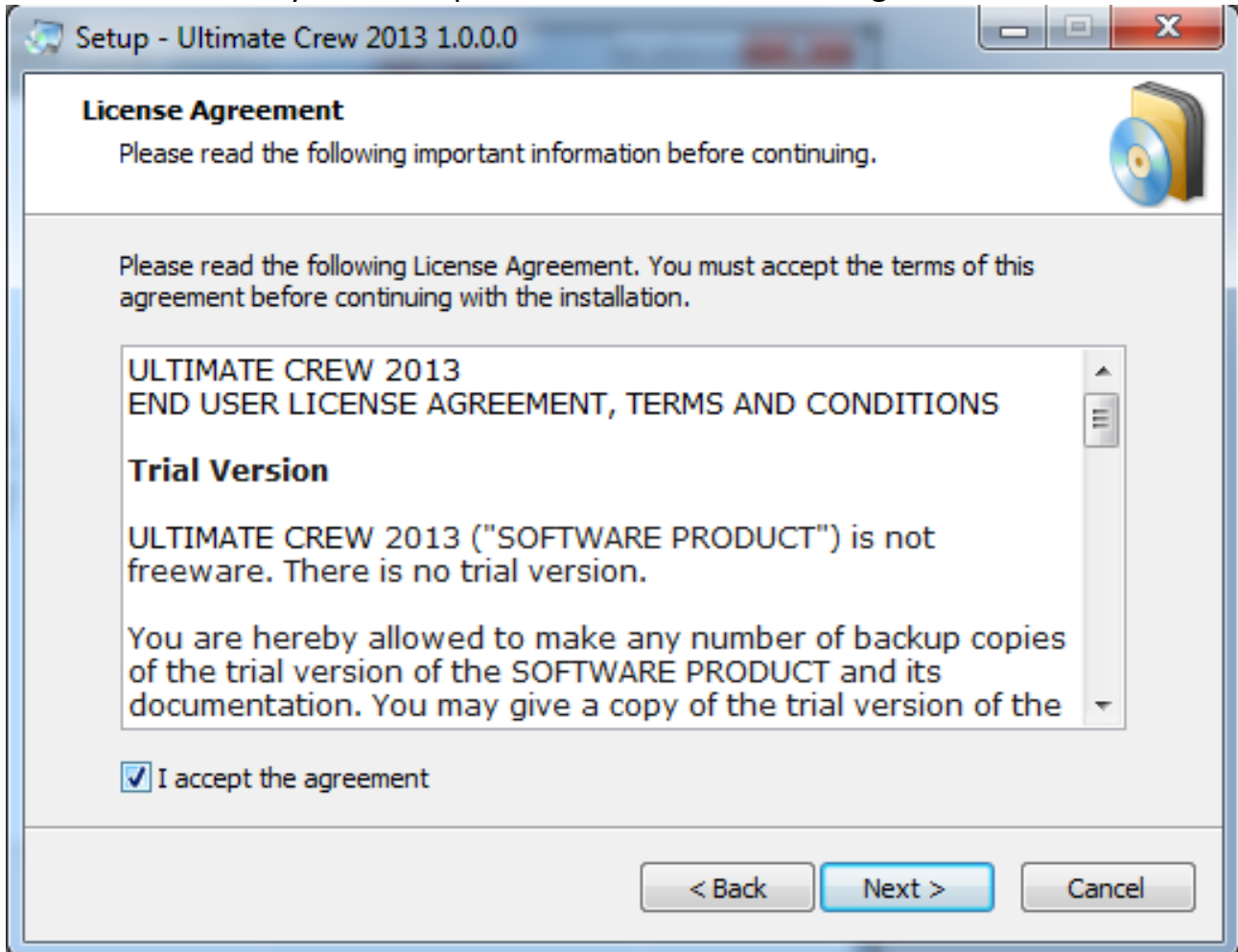
The executable file is named Ultimate_Crew_2014_Setup.exe and to start installation you will have to double click on it after downloading is complete. (If you find the file archived you will have to unzip it or unrar it first, of-course) You should better install the software "As Administrator" to avoid famous UAC problems...

Do so and you will see the following screen:

Please close other applications (especially FSX) and click Next to continue the setup. Choose the language you want to use during the installation and press Next.
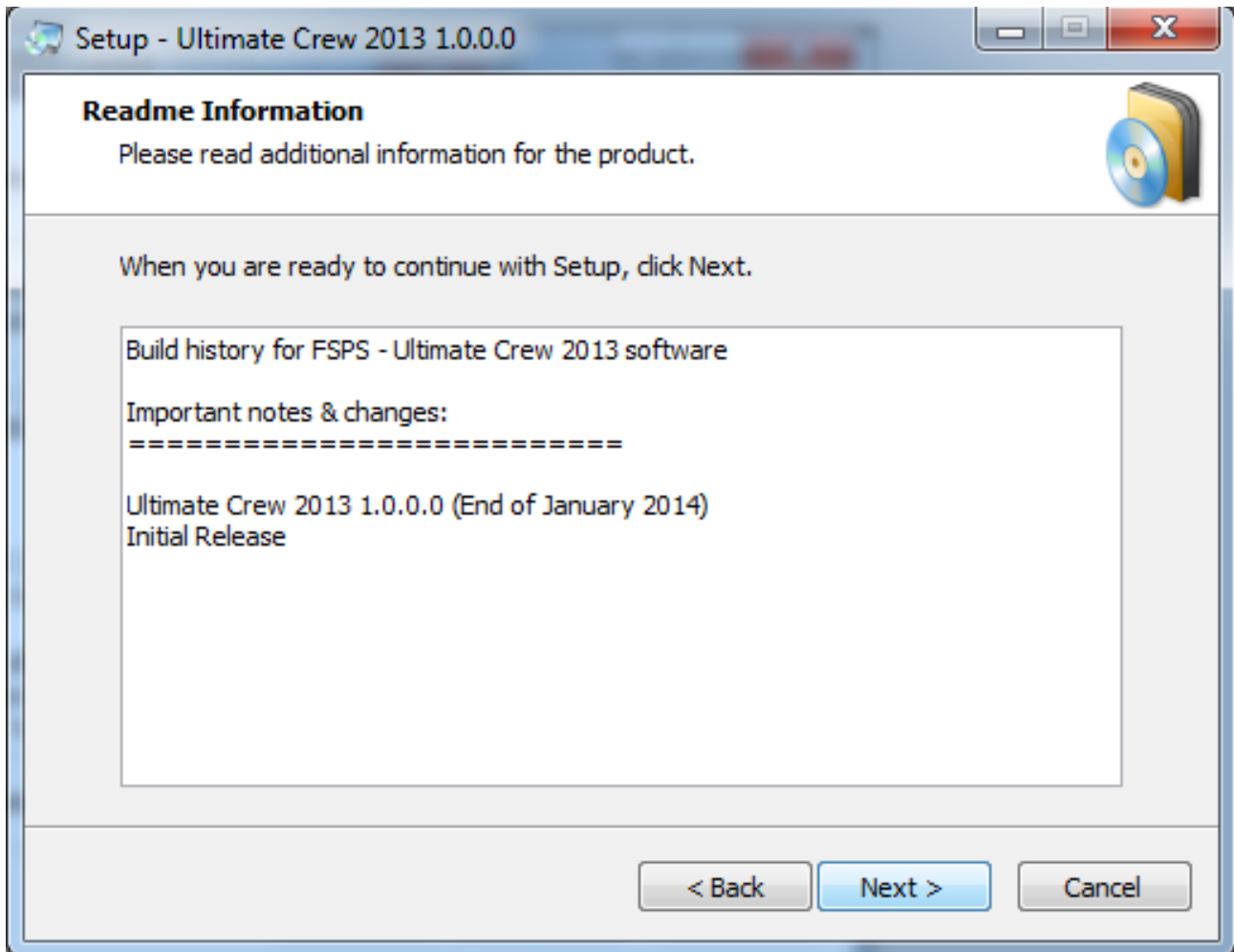
On the next screen you will be presented with the Licence agreement.

Please read it, click on "I accept the agreement" and then press Next > to continue.
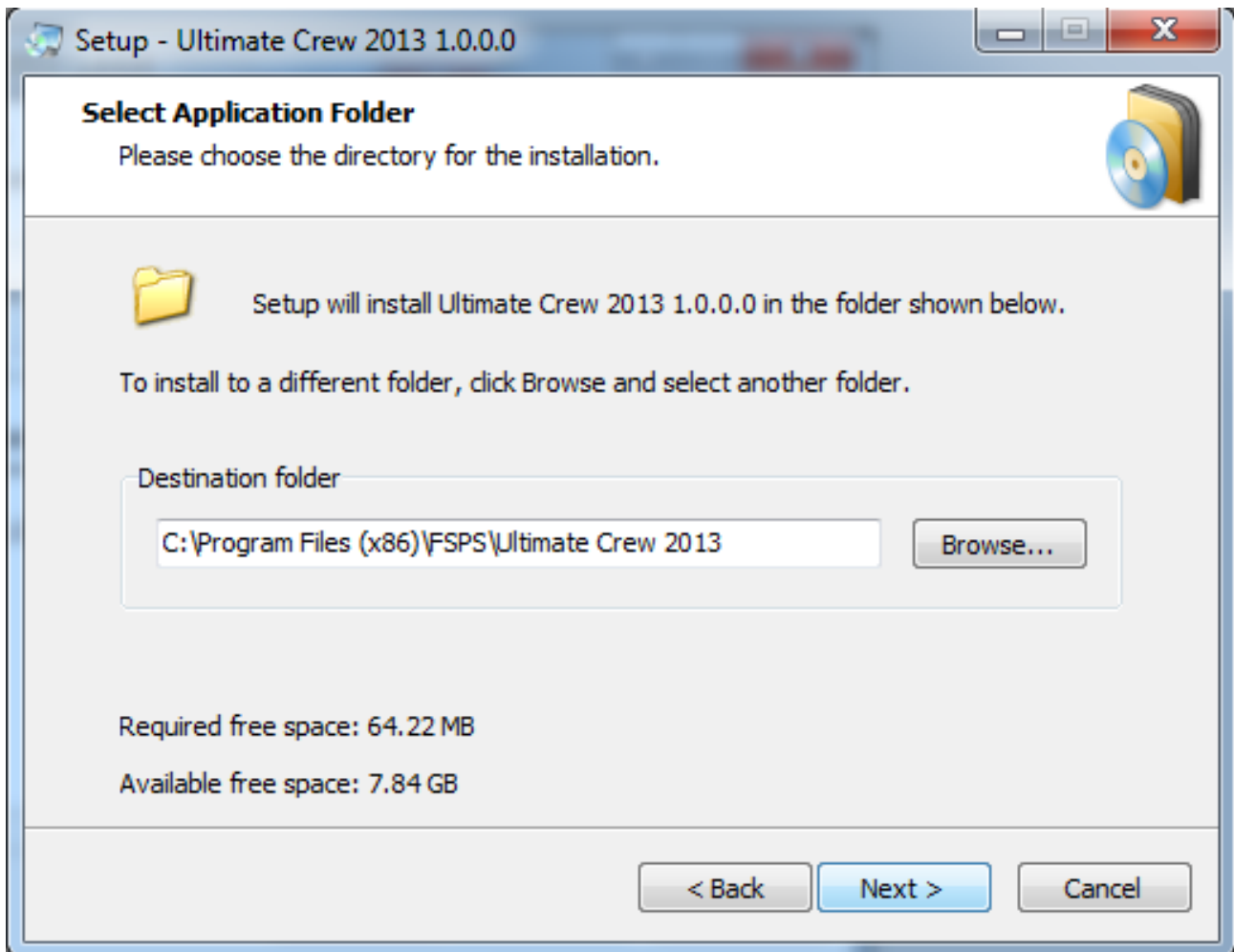
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Next step is reading the version changes history...

Press next to continue.

In the next step you will be asked where Ultimate Crew 2014 is to be installed.
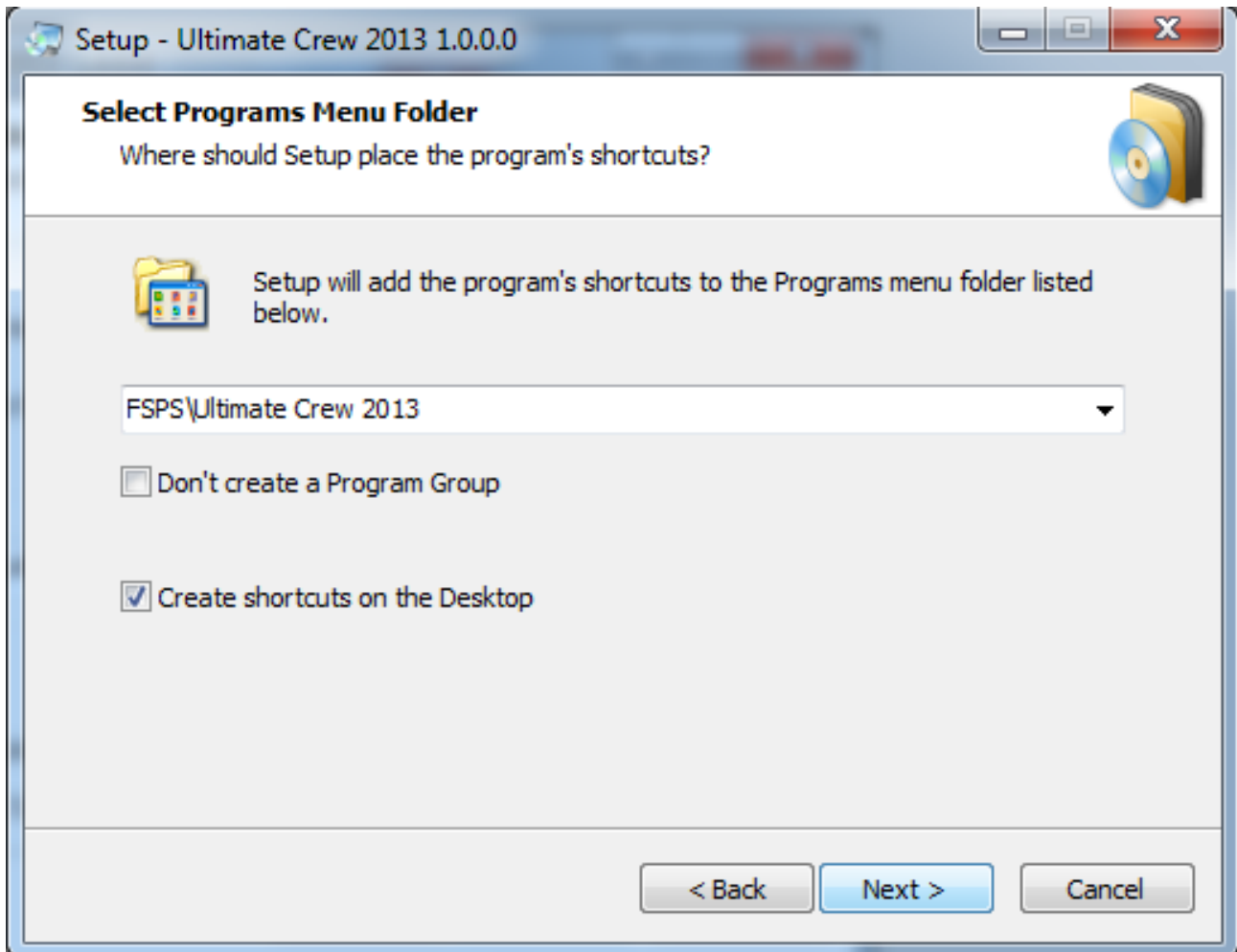
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Choose the directory you want , as we did above, and press next to continue.

CAUTION (I): If you are running a x64 system make sure you install the product on a Program Files (x86) folder !!!

CAUTION (II): Do **NOT** install the application inside FSX's installation folder.
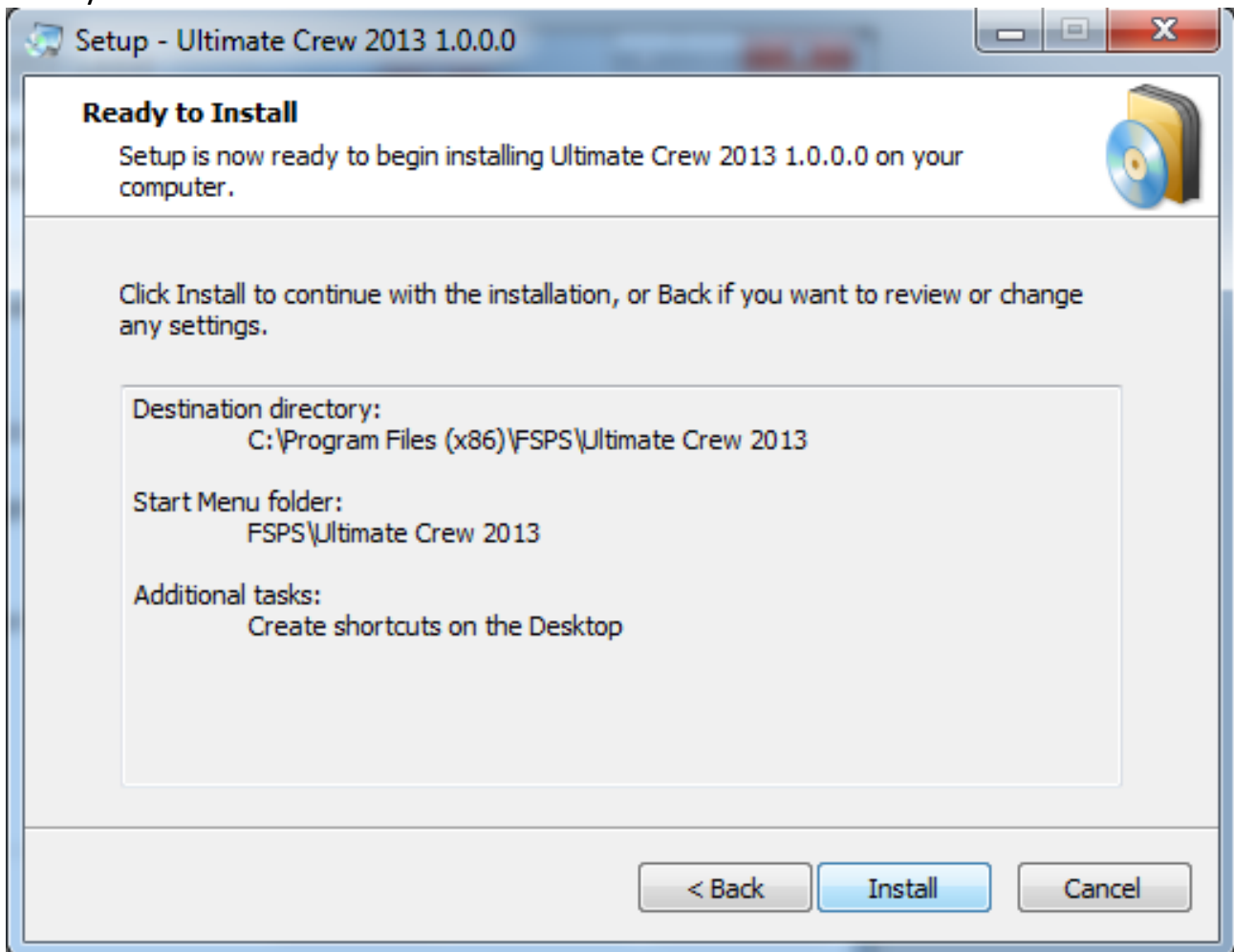
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Next step is for short-cuts in the Programs menu and on the desktop

Make your choice and press next to continue.
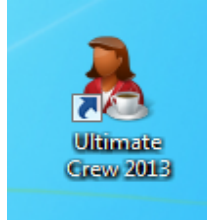
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Finally :

Read the summary of what it is about to be installed and where and of course press **Install** to continue.

The progress will be shown and soon the final set-up screen will be shown.
No restarting is necessary. You are ready to use Ultimate Crew 2014.

4. **Activation**

After installation , you will easily recognize Ultimate Crew 2014 icon on the desktop (if you have made that choice) :

On the first application's start-up clicking on it will guide you to the new
FSPS Activation Centre screen (You will need a working internet connection at this point)
Also leave the internet traffic pass through your firewall or Antivirus program as this internet service is – by fault – mistakenly identified as a 'threat to your pc' which is not at all accurate.
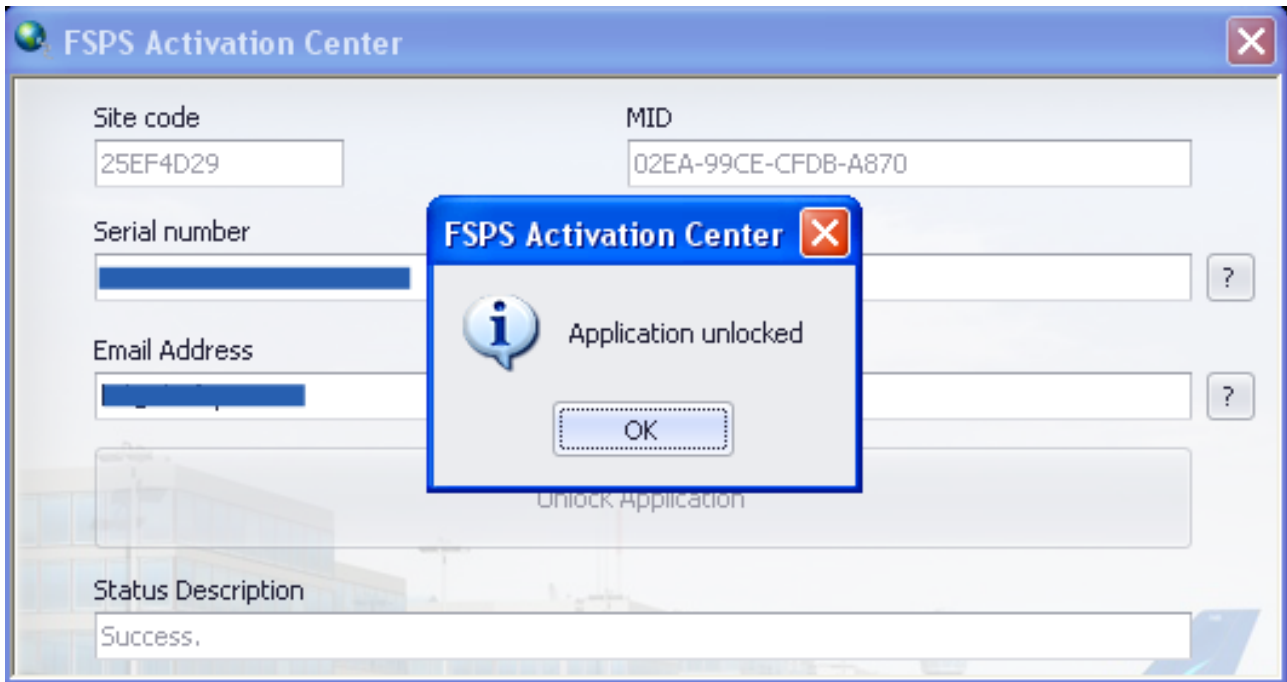

On this screen you can see two codes created, the "Site code" and "MID", codes that identify your PC hardware. The slightest change – even a different HD or a 'big' windows update for example – will change these codes, thus making possible for the Anti Piracy system to mistakenly ID the same PC for the same computer. (Keep that in mind for the future).

All you have to do now to activate the software, is to insert your serial number in the

first field marked "Serial number" and a valid email address in the second field marked "Email Address" and press the - now available - "Unlock Application" button.

Please wait as the software is communicating with FSPS servers, uploading your serial number and registering your software.

If all goes smoothly the following screen will appear:

Pressing OK (below the Application unlocked) will shut-down the FSPS Activation Centre and will launch the Ultimate Crew 2014 main menu.
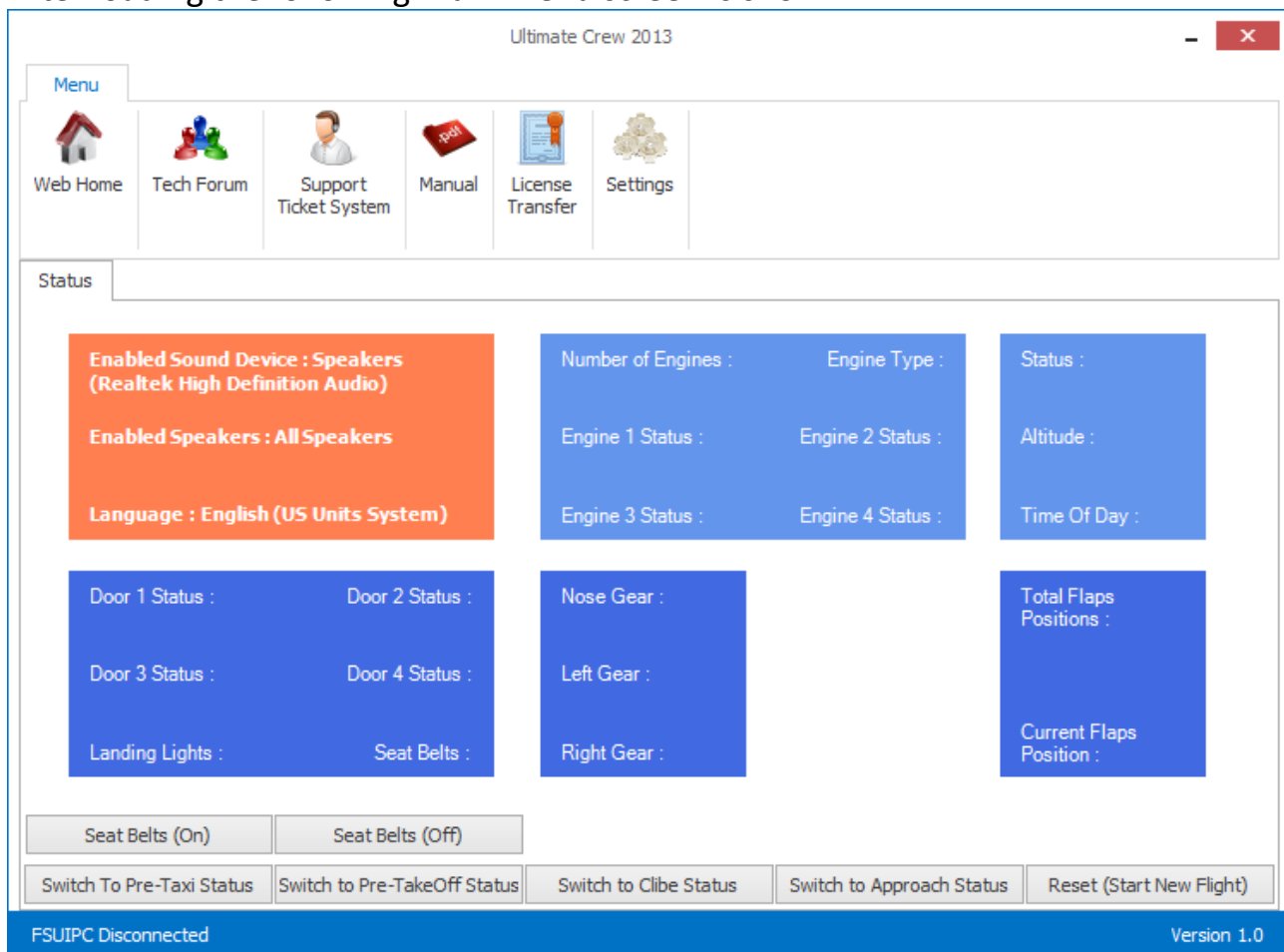
If you encounter an error like **"Serial number is invalid"** this means that you didn't wrote down the serial number correctly. A spell error (like confusing Bs with 8s or 0s with Os) , or using unnecessary spaces are the most common reasons.
If you encounter an error like **"All licences in use"** please contact support at: http://support.thefsps.com using our ticket system, with your serial number, your Site code and your MID included, as either something has gone terribly wrong in the activation or you are already installing on a second computer... Check also page 14 for the License Transfer procedure.

5. Application usage / Menus.

If you have successfully completed the above you should be ready to start up the Ultimate Crew 2014 application. You should start Ultimate Crew 2014 AFTER you had loaded your flight and your aircraft is parked at the airport's gate or stand. (For maximizing the experience we recommend to also have the doors open and the engines shut off)

After loading the following Main Menu screen is shown:

As you can see it consists of 2 main parts.
– The upper menu-bar : It provides various links to forums , support etc., the check for updates function ,the Licence Transfer button, and the settings button.
– The Status centre screen where you can check the status of various systems that are "connected" to Ultimate Crew's 2014 logic.

5.1 The Upper menu-bar:

– Pressing the **"Web Home"** icon will launch a browser window and you will navigate to FSPS homepage : http://www.thefsps.com

– Pressing the **"Tech Forum"** icon will launch a browser window and you will navigate to the FSPS official forum :
http://forum.simflight.com/forum/128-fsps-support-forum/
Note that the forum although monitored regularly is not the official support place, but more of a kind of gathering place for users to talk about the products, ask for new features etc.

– Pressing the **"Support Ticket"** icon will launch a browser window and you will navigate to FSPS Support web page : http://support.thefsps.com/
The Ticket system ensures support in a case by case order, just press the "Open New Ticket" to submit a new problem, or "Check Ticket Status" to check for answers to a previously created ticket. ***Best and most efficient way of support is to open one ticket and use this same ticket number in the future, so we (and you) could see all the past communications on one page.***

– Pressing the **"PDF Manual"** icon will launch this manual in your default PDF file type reader.

– The next button **"Licence Transfer"** has a very important function , please read carefully:

As previously described the application can be installed – and work – on one computer only. The system that checks for validity of the information however is so secure that even uninstalling the application will not delete the licence information from the FSPS servers. So …

If you want to change/alter your hardware on the same PC that you have Ultimate Crew 2014 installed on, if you want to install on another computer or if you want to uninstall Ultimate Crew 2014, in order TO AVOID APP LOCK UP on the next installation, press "Licence Transfer" button before you do anything like the above. Sometimes even Windows Updates are so "heavy"

that changes the computer ID (internally) so even before that you should press License Transfer.
(You will need a working internet connection at this point)
This will , after your confirmation, shut down Ultimate Crew 2014, and remove the Licence information from our servers, thus enabling the application to be installed on a different computer, or in the same computer after the big hardware/software changes!

So before any change of hardware or Operating system, before any uninstallation or if you just want to have the software installed and used on a different PC, start up the Ultimate Crew 2014 and press "Licence Transfer".
Then do your changes in hardware or Operating System, install Ultimate Crew 2014 on a different computer etc.
Just activate the software using your serial number and no problem... you can use the application normally without having to contact support for reactivation of the serial!

– Next there will (or will not) be a green button with **Get Version xxxx tagged**. This means that there is an update online for your Ultimate Crew 2014 and you should download it, install it, and benefit for its updated functionality.

– Finally you can see the "Settings" button where all Ultimate Crew 2014 settings can be set according to your needs. More on that in the next pages.
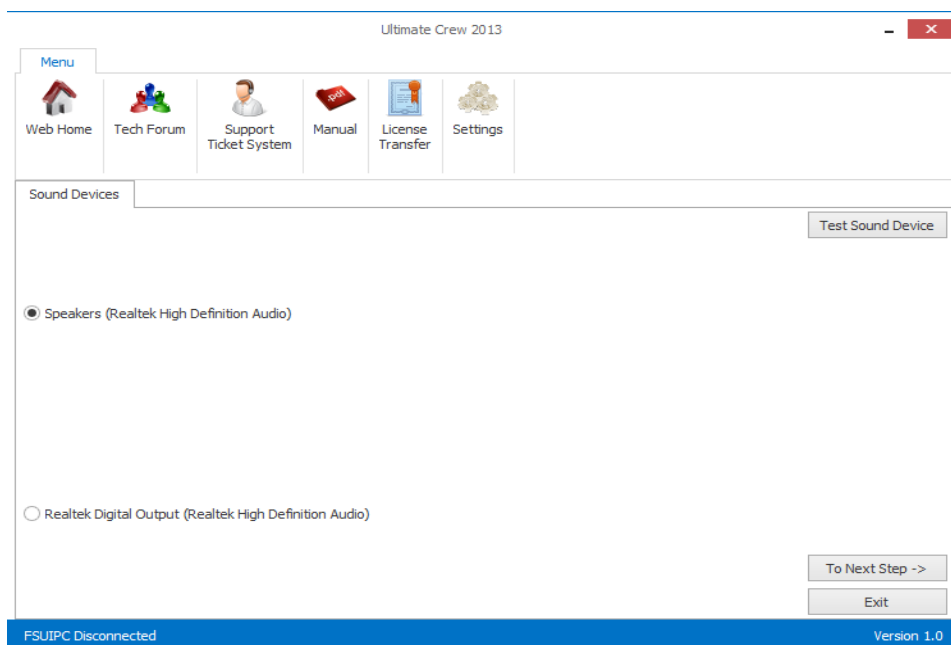
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5.2 The settings

Ultimate Crew 2014 uses simple logic to play the pre-recorded audio messages. When a event happens ie you close the aircraft doors the safety instructions announcement will start to play. When you lower the landing gear , the captain will then call the crew through the P/A system to prepare for landing, and so on. You might however want to change the exact triggering event choosing another from a – short – list. This is possible though the settings wizard which also allows to set every option available inside Ultimate Crew 2014 . Audio setup, language that will be used for the announcements , play speed for the computerized voices of the non-english languages etc.

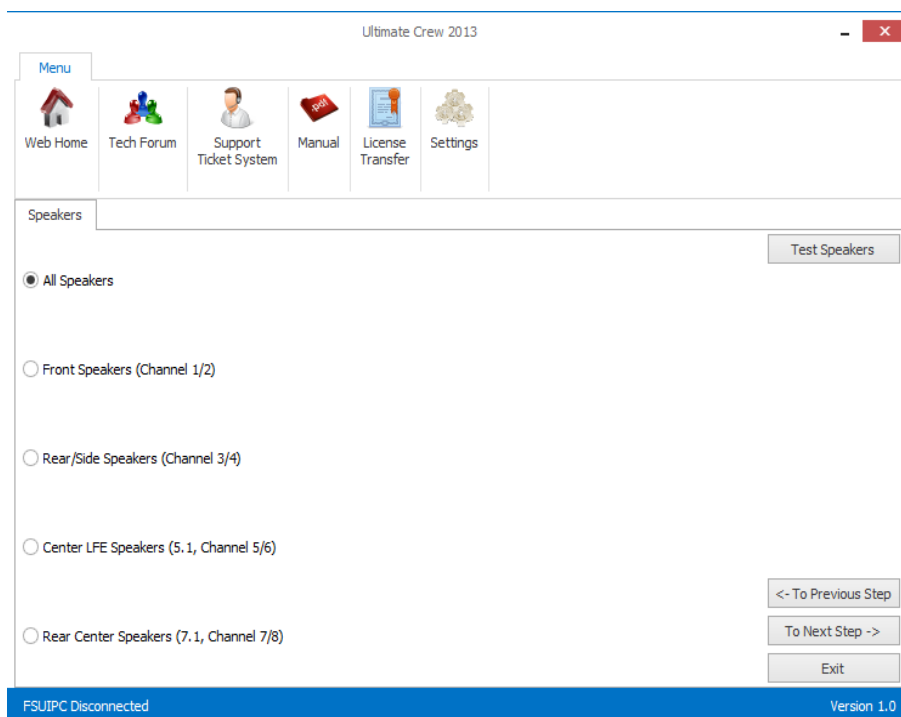So lets see what are the possibilities through the settings wizard.
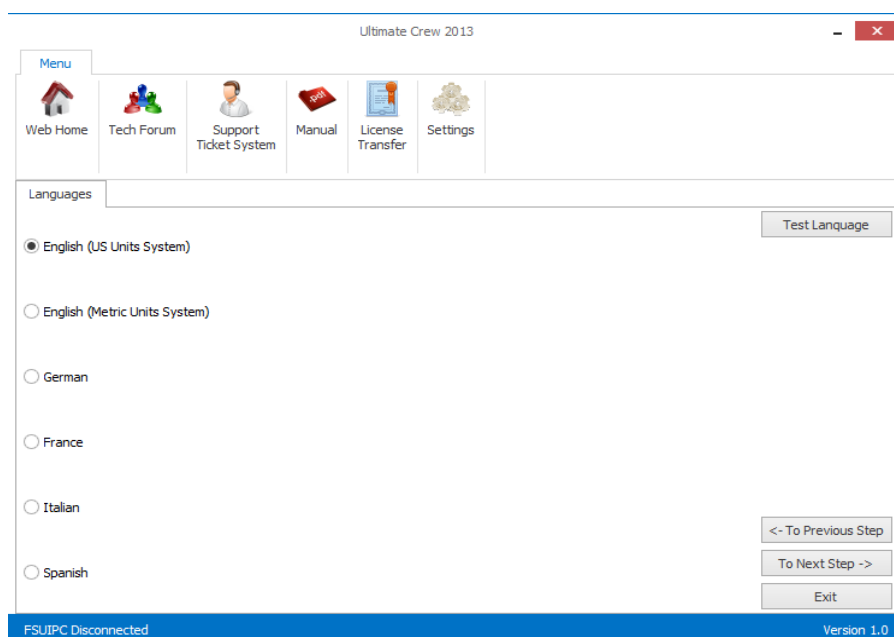
Sound Devices:

In the first step you can choose the sound device you will use for hearing the audio messages. By default the application selects the first one in your windows list. Make your choice according to your needs. Press "To Next Step ->" for moving to the next step. (Same for every step).

Speakers:

By default the application select all speaker for the audio messages to be heard. However some may select another channel to enhance their experience like the rear speakers – if having a multi speakers system (5.1 or 7.1) . Make your choice accordingly.

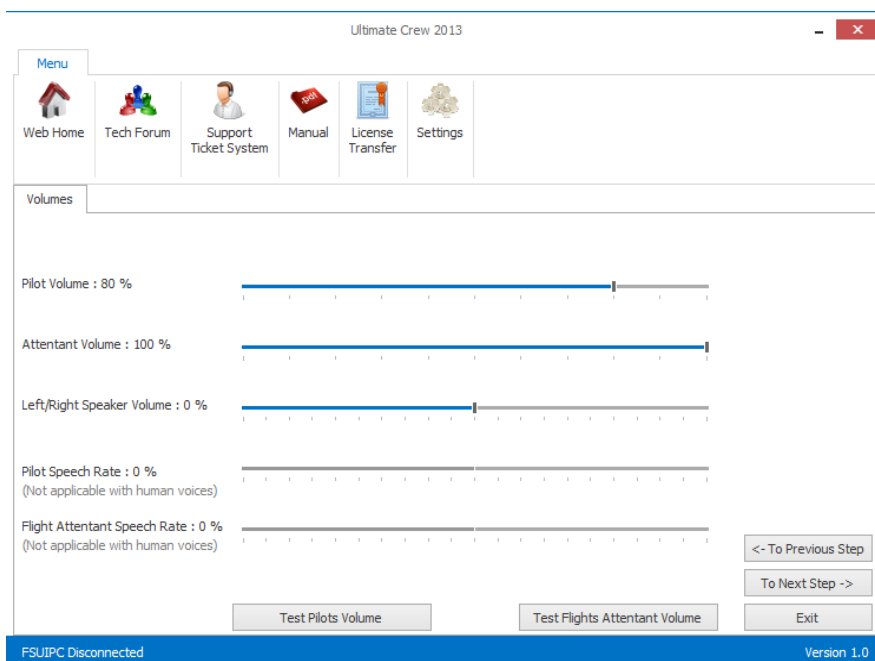
Next is the Languages selection:

As you can see you have 6 selections for 5 languages:
By selecting **English (US Units System)** or **English (Metric Units System)** you will hear pre-recorded human voices for both the Captain and the Flight Attendant. In the first case the messages containing units (that is the captains in-flight "hello" to passengers) will play the relevant information in Imperial units. i.e. "We are currently cruising at an altitude of 14000 feet " .."and at a ground speed of approximately 400 miles per hour " . Selecting the Metric Units the same message will be played by substituting the feet with meters and miles per hour with kilometers per hour. Have in mind that despite the system used in aviation in almost all Europe (altitude in feet and speed in knots, which is closer to the imperial system) the announcements for the passengers are made in the easier to be understood metric units. Only over Russia and some other countries you are supposed to fly and made the announcements on the same "language" using meters and km/h .

By selecting **German , French , Italian or Spanish** the messages will be played in metric units by Computerized voices. Unfortunately we couldn't get on hold of native speakers for these languages during the completion of this program. If you – voluntarily – like to contribute with your male voice for pilot and female voice for the flight attendant, drop us an email !
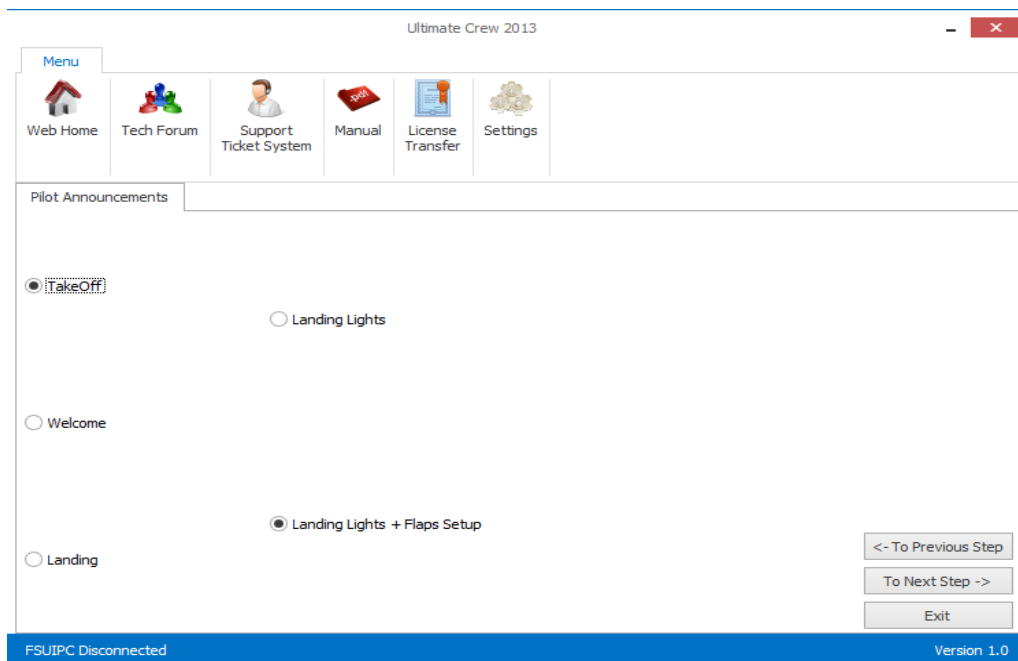
Next comes the Volumes step of the wizard:

Here you can adjust the volume for either the Pilot or the Attendant. Have in mind

that during flight with all engines running , or during approach when the aircraft may not be "clean" , engine and outside noises, especially if you had "played" a lot with FSX volume settings, may be too much for the voices to be heard correctly. Adjust as necessary the application volume and/or FSX's too.

In case you had selected on a previous step a computerized voice (German , French , Italian & Spanish) you will have two more options available for the Speech rate. Again adjust according to your needs. (The middle position corresponds to the default speech rate).
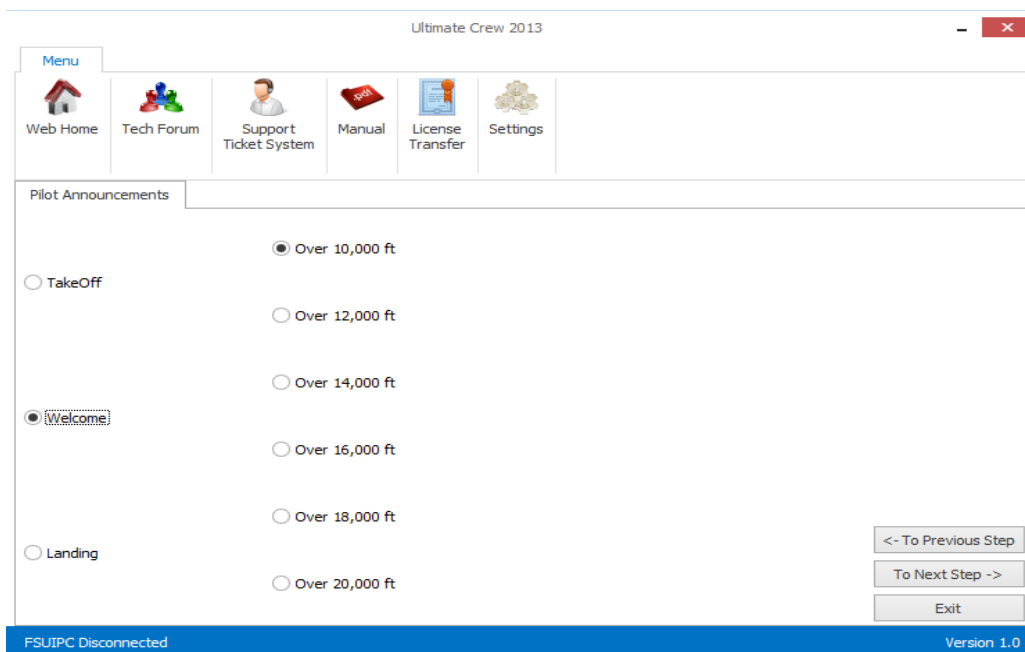
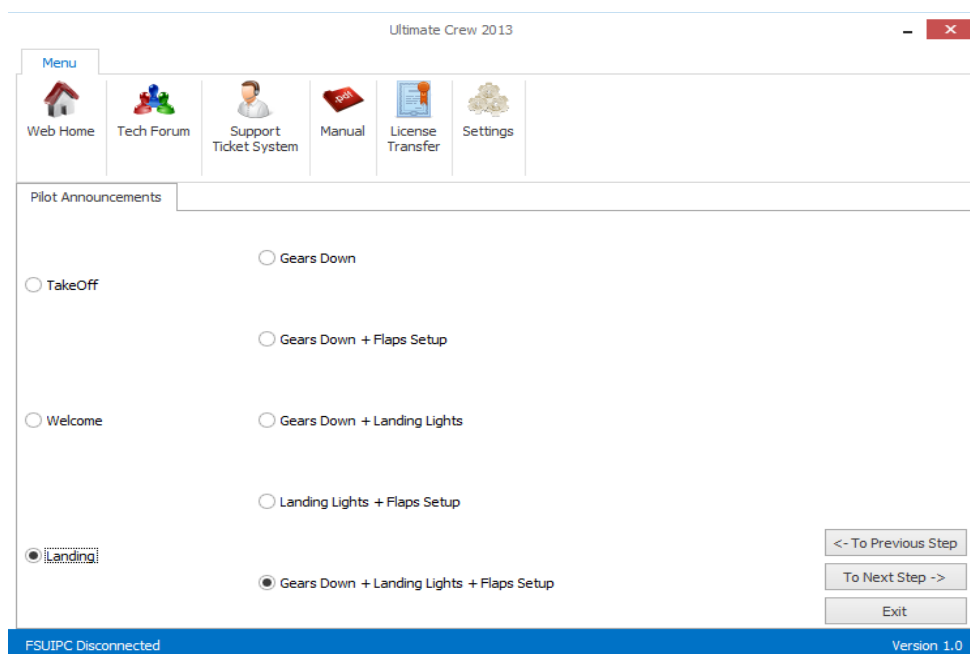**Next screen is the Pilot Announcements step:**

Here you can set up the – before mentioned – triggering events for whatever the Pilot announces during the flight. Notice you have 3 choices on the left side, then you setup the exact triggering event for each on the right side.

First you have the Takeoff message. This announcement is made by the Pilots in most cases just before the aircraft enters the runway for the takeoff. So you have two triggering events to select from:
a) Turn on the landing lights or
b) Turn on the landing lights plus you had set the flaps to a setting different than zero.

Next you can select at which point the "Welcome by the pilot" message will be played during climb. This message takes in mind your speed and altitude and gives that information to passengers, along with some other usual "Pilot talk".
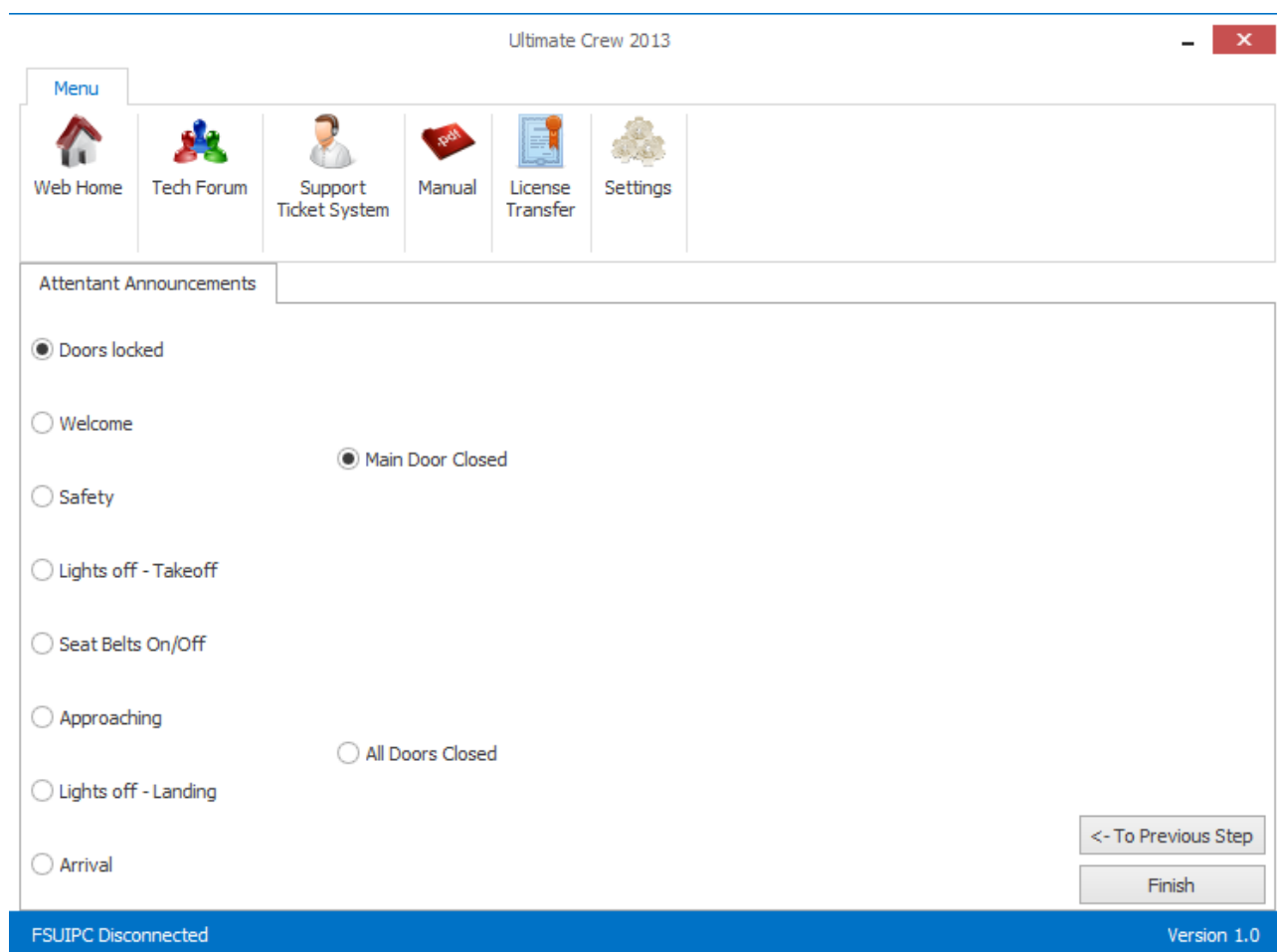

Next you can select the "Prepare for landing" message triggering event. While descending pilots call for "Cabin crew, prepare for landing" . This can be selected to played when on of the following event took place:

a) Gears Down

b) Gears Down + Flaps Setup (where Flaps Setup is anything more that the half of
the available Flap settings of this aircraft)
c) Gear Down + Landing Lights
d) Landing Lights + Flaps Setup
e) Gears Down + Landing Lights + Flaps Setup.

If you follow standard procedures during landing phase you will reckon that each
setting is a different time as not all things happens normally at the same time. Adjust
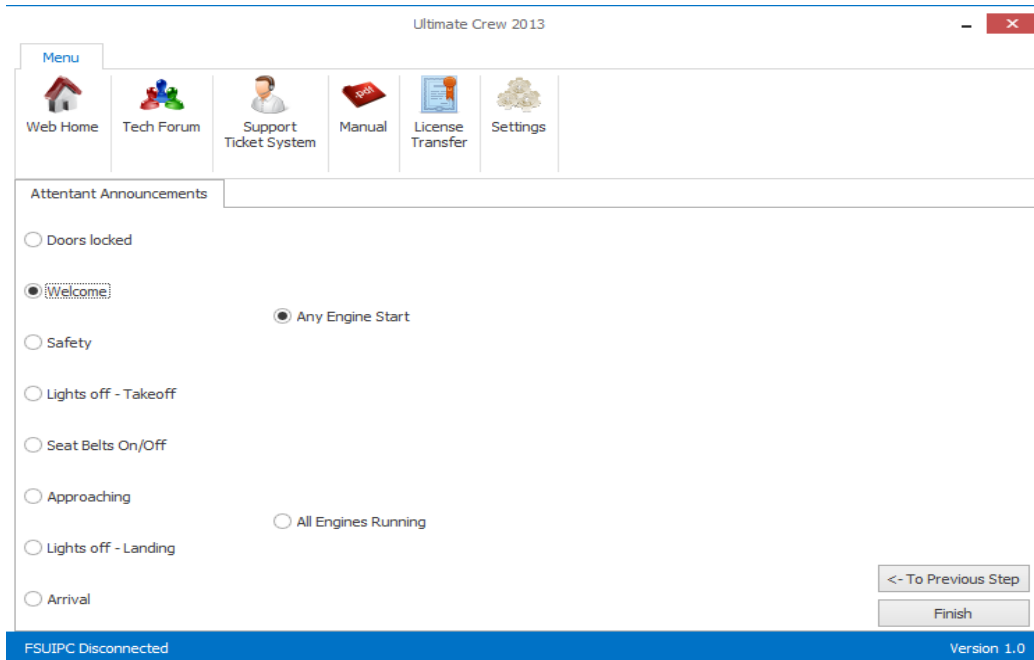accordingly.

Last screen is the Attendant Announcements

Here on the left side again you can select the Message played and to the right the
triggering event that will force it to play.
First is the Doors locked message that will play at the start of the flight
You can select to either have the message played when you shut the main door
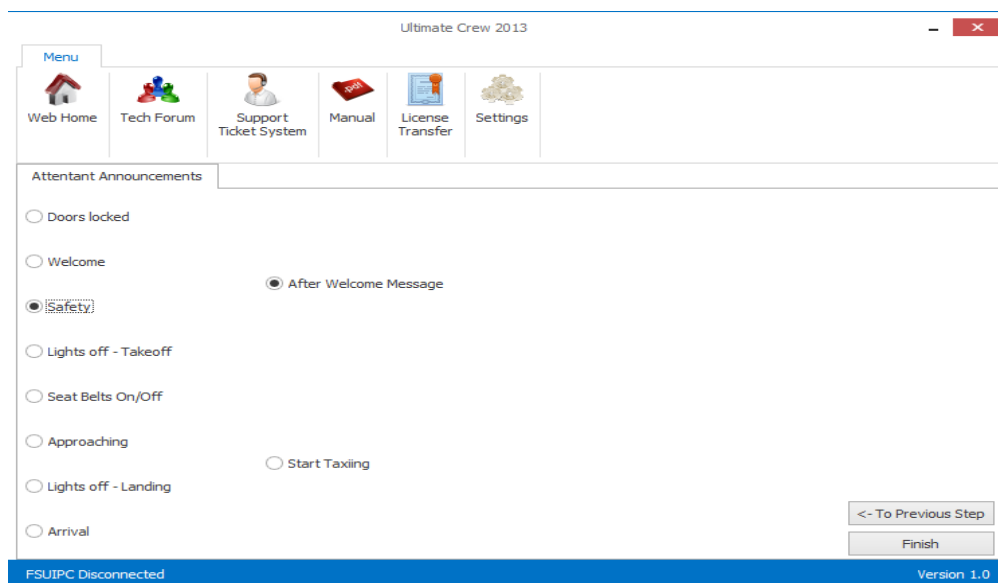
(front left that is) or when all doors are closed.

Next is the Welcome message :

This will played – according to your selection – with any engine start or when all Engines are running. (For example selecting the second option on a multi-engine aircraft will seriously delay the play of this message.)
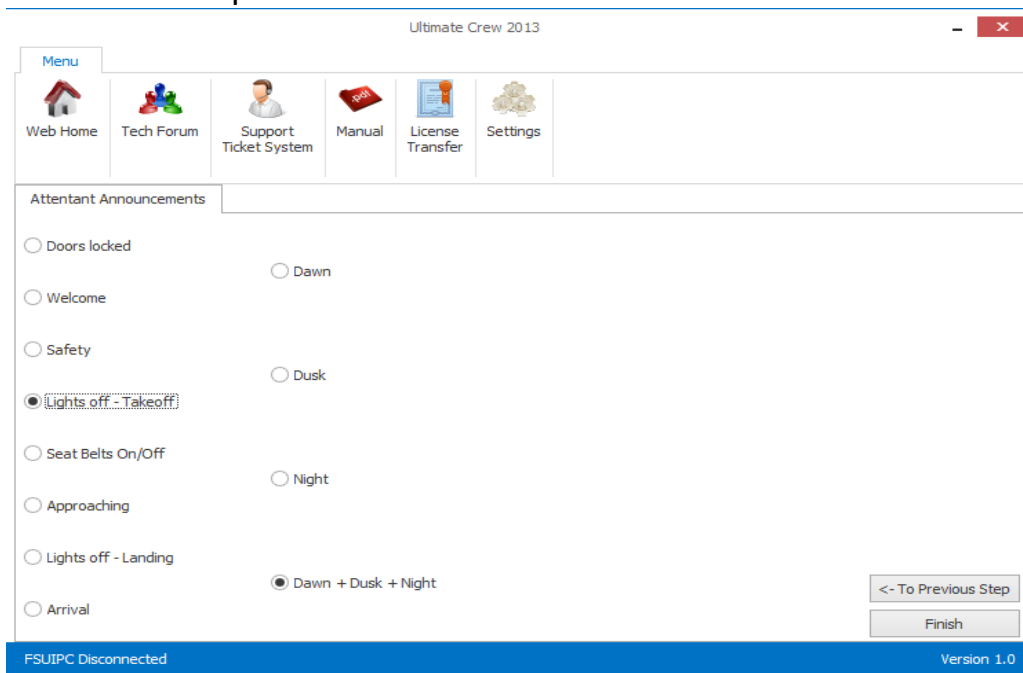
Next you have to set the Safety Instructions message , triggering event:

You can set it to be played either right after the Welcome Message has beed played or when you "Start Taxiing" . (Movement of more than 5-6 Kts GS will trigger the event).

Following is the Lights off – Takeoff message:
This message reminds the passengers that the Cabin lights will be turned off during takeoff. It is a standard proc
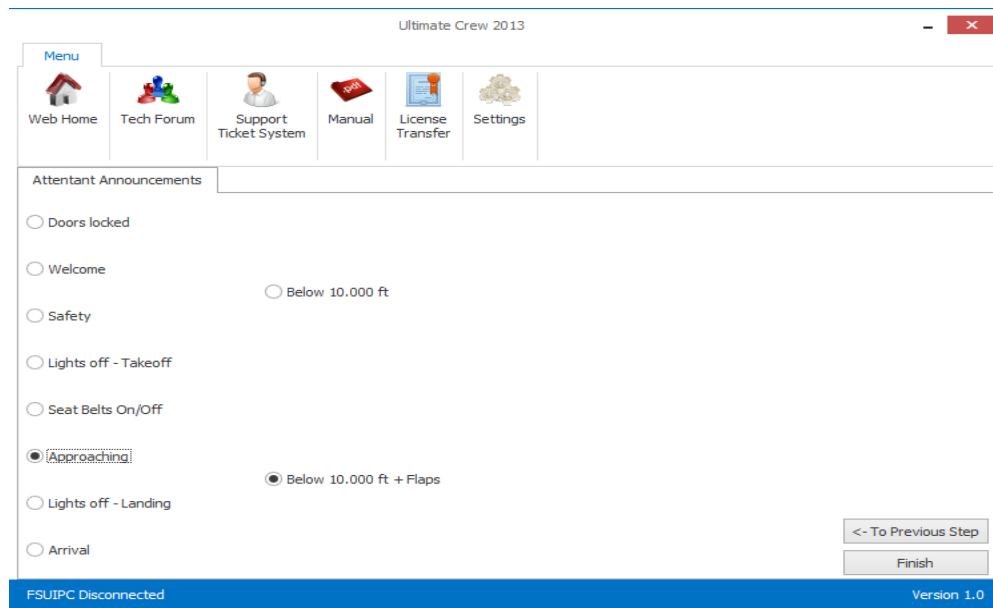

Depending on your likes the message will be always be played before takeoff when the time is either Dawn , Dusk , Night or any of the above (bottom and default value).

Next screen (not shown) is the Seat Belts On/Off message.
There is no option to select here, as the relative messages from the Flight Attendant will be played when ever you turn ON or OFF the seat belts sign. Have in mind that the "Auto" position of some payware aircraft cannot be recognized so you will have to set the exact position (ON or OFF) in order the message be played.
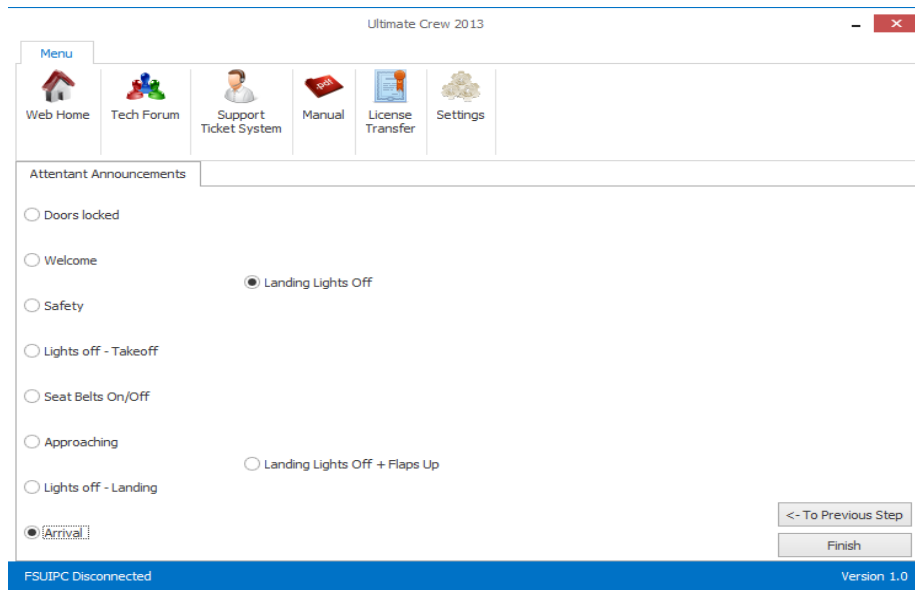
The Approaching message is next:

Here you can select when the message that warns the passengers to return to the seats, have their seats on the upright position etc is being played.
You have two triggering events to select from:
a) When the aircraft during descend passes 10,000 feet or
b) The same plus a setting in Flaps is selected by the pilot. (This is supposed to delay the message a lot if you are approaching using standard procedures)

Next is the Lights off – Landing . (Not shown) Functions right like the Lights off – Takeoff. Adjust accordingly.

Finally the Arrival message (Welcome to our destination , have a nice stay etc).
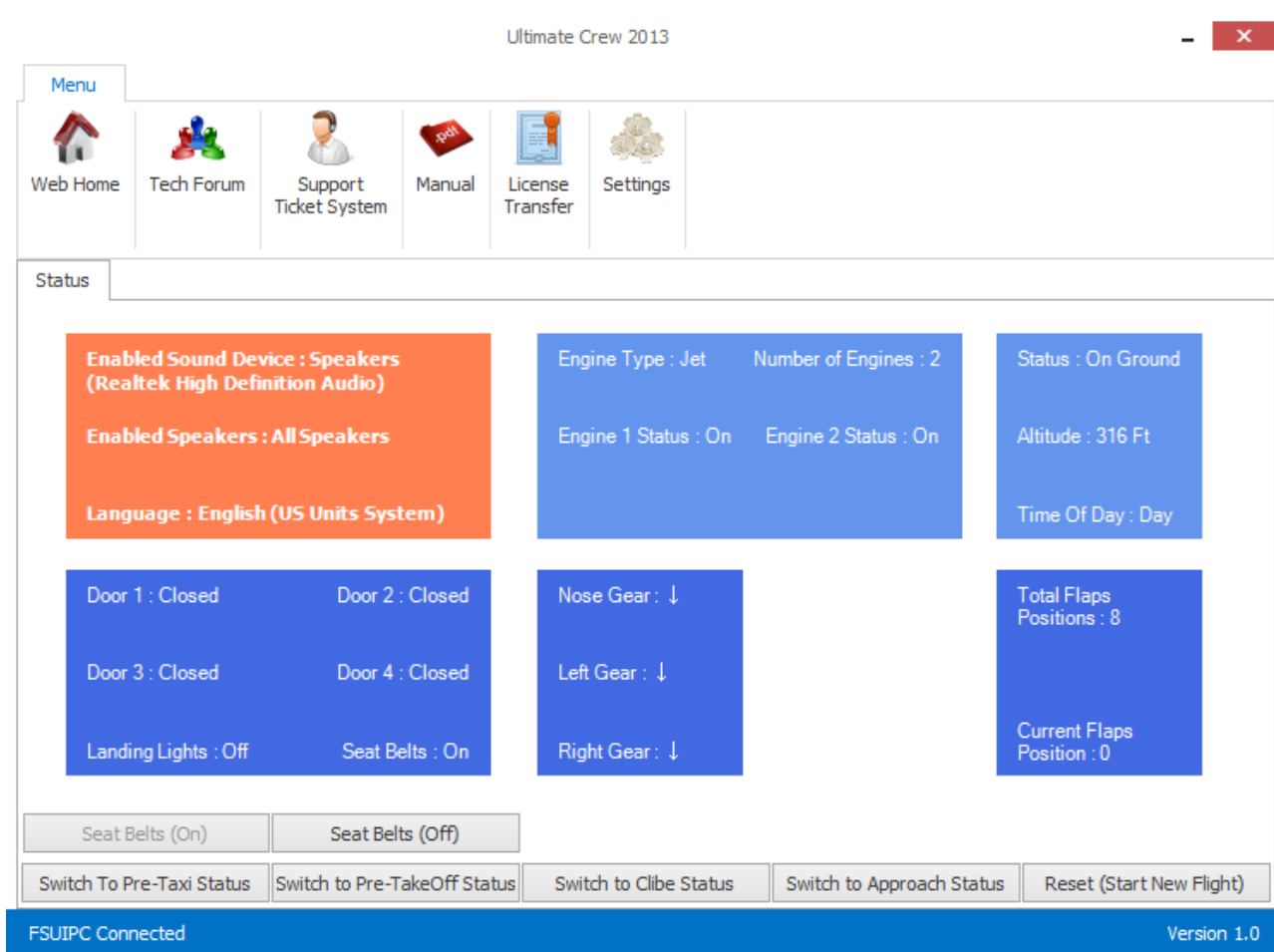

Here you can select the triggering event through two choices:
Either when the pilot turns off the Landing Lights, or when both the Landing Lights are off the Flaps are Up. Second option naturally will give you some more time before the message is being played.

Press Finish to close the Settings tab and return to the main screen.

5.3 Application Usage

The application is made as simple as possible.
The main menu , (here shown while you are ready for flight in FSX)

will show you some basic information of the aircraft systems that are "connected" to Ultimate Crew 2014 logic. It is just for follow up purposes.

Additionally on the bottom there are some additional buttons.
The Seat Belts (On) and (Off) button is to trigger the seat belts event for some payware aircraft that do not "export" that status to FSX. If this is the case and you insist to have , for example, the "Seat belts on" message played you 'll have to press this button manually to trigger the event. The 99% of payware aircraft – however – have this correctly implemented.
Below you can also set the status of the flight. In the unlikely event that the application crashes and for example you are on ground and you had already heard

the Welcome message and the Safety instructions when you restart the application you might want to pass these announcements . Pressing "Switch to Pre-takeoff status" will do the trick.

When you finish your flight instead of closing and starting up the application you can press Reset (Start a new flight). This will reset all internal systems and everything will start over again.

7. 6 .Short Application Guide for FIRST TIME use

1. Install and activate
2. Start Ultimate Crew 2014
3. Go to the settings run the wizard (see chapter 5.2)
4. Close Ultimate Crew 2014
5. Start FSX
6. Prepare aircraft (At the gate , engines off, doors opened)
7. Start Ultimate Crew 2014
8. FLY and enjoy!

7. Short Application Guide for EVERYDAY use

1. Start FSX
2. Prepare aircraft (At the gate , engines off, doors opened)
3. Start Ultimate Crew 2014
4. FLY and enjoy!

8. FAQ (Frequently Asked Questions)

Q(Question): I am using the application with my Cessna 172 model. It does not work properly.
A(Answer): The application is designed for use with Airliners that travels above 10000ft with a flight crew etc. Use it accordingly.

Q: I forgot to run Start Ultimate Crew 2014 when I started my flight . Can I start it up a little after takeoff?
A: Sure! Just Start the application and press "Set to climb status" to avoid unnecessary messages.

Q: I am used to start my flights at the active runway with engines running. I do however like to use your application for the rest flight without listening to the Safety Instructions etc. Is that possible?
A: Yes it is. Just Start the application and press "Set to Pre-Takeoff status" to avoid unnecessary messages.

Q: I am flying but I cannot see anything working on the status screen and on the bottom right says: FSUIPC disconnected.
A: Ultimate Crew 2014 gets all data from FSX via FSUIPC. It is necessary to have it installed in the modules directory of FSX and being updated to its latest version. Check http://www.schiratti.com/dowson.html for the latest version.

Q: I am using the PMDG 737NGX . I cannot hear anything for some events.
A: Some FSUIPC offsets are different on the case of the NGX compared to other aircraft. We support it perfectly but you have to use NGX's latest version and inside the file ...\Microsoft Flight Simulator X\PMDG\PMDG 737 NGX\737NGX_Options.ini there should be the lines:

[SDK]
EnableDataBroadcast=1

added at the bottom of the file.
If not Ultimate Checklist cannot understand some triggering events so your experience will be seriously reduced.

9. Changes History

Ultimate Crew 2014 1.0 (Feb 2014)
Initial Release.