MD-11 Fuelplanner README

This MD-11 Fuelplanner is only intentended for Fligtsimulator use!

Requierments:

This software requiers the .NET 4.0 Framework to be installed.
You can get it from here:
http://www.microsoft.com/en-us/download/details.aspx?id=17851

Innstallation:

1. Drag the *Fuelplanner.exe* to any folder you like.
2. Run the *Fuelplanner.exe* from there.

Setup:

The MD-11 Fuel Planner has a feature to automatically load the PAX number and the cargo weight after you set it in the PMDG MD-11 Load manager.
To do this you have to set the path of your FS9 or FSX Folder.

To do this follow this four easy steps:

1. Press the options tab:

2. Press "Set" (FSX: 1st line, FS9: 2nd line).

3. A dialog will apear which asks you to set the path to your fsx.exe or fs9.exe.

4. Navigate to your fsx.exe / fs9.exe and double click on it.

Therms of use:

This project is offered as freeware for fligtsimulator use.

If you payed for this program or downloaded it somewhere else than on fuel.cwsurf.de please contact me as soon as possible at: jonathan.huschle@gmail.com

Please do not upload this programm to any server without my permission.

This programm is tested on several computers and should not harm your computer or your software in any way, however in the very unlikely event that this software does harm your computer I can not pay for the damage nor will I take any responsbility.

Usage:

I tried to make this software easy to use. Most functions should explain them selves.

Data Entry Page:

1. *Data Entry Tab:* opens data entry page.
2. *Fuel Plan Tab:* opens the fuel Plan.
3. *Options Tab:* opens the options menu.
4. *Use LBS:* Changes units from Kgs to Lbs.
5. *MD-11F:* Calculate fuel for the MD-11F instead for the MD-11Pax.
6. *FSX:* Set to load weights from your FSX MD-11 (only after you set FSX path).
7. *FS9:* Set to load weights from your FS9 MD-11 (only after you set FS9 path).
8. *Get Payload:* Loads payload for your FSX or FS9 MD-11 after you set it via the PMDG MD-11 Load Manager. (only available after you set FSX/FS9 path)
9. Enter name of departure airport.
10. Enter ICAO code of departure airport.
11. Enter name of destination airport.
12. Enter ICAO code of destination airport.
13. Enter name of alternate airport.
14. Enter ICAO code of alternate airport.
15. *Distance:* Enter distance from departure to destination airport.
16. *Distance to Alternate:* Enter distance from destination to alternate airport.
17. *Wind komponent:* Enter the wind component (kts).
18. *Headwind:* Check if the entered wind komponent is a headwind.
19. *Number of PAX*:* Enter the number of passengers on board (not available for the MD-11F).
20. *Pax Weight*:* Shows the weight of passengers onboard.
21. *Cargo Weight*:* Enter the weight of cargo onbaord.
22. *Flight Level:* Choose a flight level between FL 290 and FL 350.
23. *Holding time:* You can select between a holding reserve of 45 or 30 minutes.
24. *Additional Time:* Enter extra fuel time if you expect delays.
25. *Contengency:* Enter the precentage of your route fuel which you want to have as a reserve. (PMDG MD-11 FMC default: 10%)
26. *Flight Number:* Enter your flightnumber.
27. *Company Logo:* Opens a dialog box to load your company logo.
28. *Calculate:* Press this button to calculate the required fuel after you have filled in all the data.
29. *Load Fuel:* INOP. Use the PMDG MD-11 refuelling function istead.
30. *Clear All:* Clears all entries to make a new fuel plan.

*If you pressed *Get Payload* these field will be automatically filled in.

Fuel Plan Page:

Only the points wich are not clear are described.

1. *ESAD:* Estimated Air Distance. Shows the length you have to travel trough the air (route length + wind)
2. *FUEL TO ALT:* Fuel needed to get to your alternate.
3. *HOLDING FUEL:* Fuel needed to hold (30 or 45 mins as you entered on the page before).
4. *CONTINGENCY:* Reserve in the % size of your route fuel as you entered on the page before.
5. *ROUTE FUEL:* Fuel needed to get from your departure to your destination airport.
6. *TAXI FUEL:* Fuel needed for taxi (as you entered on the page before).
7. *ADD. FUEL:* Additional fuel for the time you entered on the page before.
8. *BLOCK FUEL:* All the fuel need for the flight. This is what you have to put in to your aircraft at the gate.
9. *GROUND W:* Ground Weight. The weight of your aircraft as you leave the gate.
10. *T/O WEIGHT:* Takeoff Weight. The weight of your aircraft as you addvance your throttles to takeoff thrust. (Ground Weight – Taxi Fuel).
11. *LDG WEIGHT:* Landing Weight. The expected weight of your aircraft as your wheels touch the ground. The landing weight contains all the reserves, as you normally don't burn them.

Any Questions left?

Feel free to contact me on the AVSIM or on the friendlyflusi.at forum. My nickname on both forums is "xxJohnxx".
You can also write an E-Mail to: jonathan.huschle [at] gmail . com.

Have fun!

Best regards,

Jonathan