

# Ground Radar plugin for EuroScope

---

*- version 1.2.1 -*

Developer Guide

## Table of Contents

1	Installation .....	3
2	ASR file setup .....	4
2.1	Ground mode .....	4
2.2	Tower mode.....	4
3	External data files .....	5
3.1	GRpluginAircraftInfo.txt .....	5
3.2	GRpluginCallsigns.txt .....	5
3.3	GRpluginCargoCallsigns.txt.....	6
3.4	GRpluginEventStands.txt .....	6
3.5	GRpluginMaps.txt .....	7
3.6	GRpluginSettings.txt .....	16
3.7	GRpluginStands.txt .....	22

## 1 Installation

- In EuroScope, open the "OTHER SET" menu, then click on the "Plug-ins..." item
- Check if the "Ground Radar plugin" is already loaded. If not, click on "Load" and select the plugin file (GRplugin.dll). Then close the Plug-ins Dialog with "Close".
- If you are using other plugins and they need to draw on the screen when a Ground Radar plugin ASR file is open, they need permission to do so. For example if you are using the TopSky plugin and the aircraft lists use menus by that plugin, the TopSky plugin needs to be given permission to draw on the Ground Radar display: On the plugins list area click on "TopSky plugin", then move "Ground Radar display" from the "Forbidden to draw on types" box to the "Allowed to draw on types" box.
- Open the "OTHER SET" menu and click on "Save profile". This will automatically load the plugin with the profile when it's used the next time. You can also select "Save profile as" if you want to create a different profile for this plugin for some reason.
- At this point you should see no difference on your screen. To use the plugin, a specific ASR file needs to be created. This is explained in the next chapter.

## 2 ASR file setup

Regardless of which mode you plan to create, the first step is to create an ASR file. Select the desired sector file, set a good zoom level, use the Display settings dialog to select what you want to be shown, select the “GRplugin” tag family provided in the package which hides the EuroScope tags, and then save the ASR file (“OPEN SCT” menu, “Save as...”). Then exit EuroScope and open the ASR file in a text editor such as Notepad. How to edit the file depends on which of the two modes you wish to see, but in both cases the file should contain the following lines:

```
DisplayTypeName:Ground Radar display
DisplayTypeNeedRadarContent:0
DisplayTypeGeoReferenced:1
SHOWLEADER:0
HISTORY_DOTS:0
TAGFAMILY:GRplugin
```

If some of these items are missing (or contain different values), insert the lines and/or correct the values.

If you are using the TopSky plugin, insert the following line to hide some unnecessary TopSky graphics:

```
PLUGIN:TopSky plugin:NoDraw:1
```

### 2.1 Ground mode

The ground mode needs at least one line to tell the plugin information about the airport:

```
PLUGIN:Ground Radar plugin:GroundMode:EFHK
```

It tells the plugin to use the ground movement radar mode and the airport ICAO code. The code is used to set up the Approach and Inbound Windows, as well as coloring the arriving and departing tracks differently.

A bit more information about the airport is required to filter out on-ground traffic from the Approach Window. The information can be in the plugin’s settings file, or in the ASR file, using the following two lines:

```
PLUGIN:Ground Radar plugin:AirportElevation:179
PLUGIN:Ground Radar plugin:AirportRadius:1.9
```

The first line is the airport elevation in feet. The second line is contains the airport radius in nautical miles. It is the distance from the airport reference point to the furthest corner of the airport. Aircraft within that circle and below elevation+50ft will be filtered out.

### 2.2 Tower mode

The tower mode only needs one additional line:

```
PLUGIN:Ground Radar plugin:TowerMode:ESSA
```

It tells the plugin to use the tower mode and the airport ICAO code to color the arriving and departing tracks differently.

### 3 External data files

This chapter gives guidance on developing the external data files used by the plugin for various features. Even though the plugin does its best to check the data for errors, some errors may get through and cause all kinds of issues, possibly leading to ES crashing, so it's important to be careful to provide correctly formed data when creating the files. Errors in these files discovered by the plugin are reported in a "GRplugin" chat tab when the files are loaded (for some of the files only the first error in the file is displayed).

#### 3.1 GRpluginAircraftInfo.txt

This file contains information about aircraft types to improve the quality of the stand assignment feature. An example data line is shown below:

A225	88.4	84	18.2	600000	C
------	------	----	------	--------	---

Each line must contain the aircraft type designator, wingspan (meters), fuselage length (meters), height (meters), maximum takeoff weight (kg) and a description (see below) separated by TAB characters. Enter 0 (zero) for unknown numeric values.

The description defines the typical use for the aircraft type to help with stand assignment. Enter one or more of the following characters:

- A (airliner/commuter)
- B (business/corporate aircraft)
- C (cargo aircraft)
- H (helicopter)
- I (military helicopter)
- M (military aircraft)
- P (private aircraft)
- T (military tanker/transport)

#### 3.2 GRpluginCallsigns.txt

This file contains radiotelephony callsigns. The following example line shows the syntax:

AAB	Abelag Aviation	ABG	Callsign definition
-----	-----------------	-----	---------------------

The format of the files is the same as in the "ICAO\_Airlines.txt" file provided with EuroScope. Only one callsign must be defined per line. If the file is not found, the plugin checks if either "TopSkyCallsigns.txt" or "ICAO\_Airlines.txt" are found in the plugin folder, and if so, uses the information in that file.

#### *Callsign definition*

**ThreeLetterID<tab>OperatorName<tab>Callsign**

- |                 |   |
|-----------------|---|
| - ThreeLetterID | Three-letter designator in the flightplan                   |
| - OperatorName  | Name of the operator (not used, but must contain something) |
| - Callsign      | Radiotelephony callsign                                     |

### 3.3 GRpluginCargoCallsigns.txt

This file lists callsigns used by cargo airlines to improve the quality of the stand assignment feature. The callsigns (three letters, for example “BOX”) must be listed one per row. There may be more information after the callsign, but only if separated from the callsign with a TAB character, and the callsign must be the first item in each line. This allows the same data to be used as in the EuroScope callsigns data file.

### 3.4 GRpluginEventStands.txt

This file contains pre-defined stand assignments (for example for event use). The information in the file is only used for stand assignments made inside the defined validity period. The following example is used to show the syntax (optional lines in grey color):

START:1608011600	Validity start time
END:1608012100	Validity end time
// EFHK arrivals	Comment
FIN123:EFHK:22	Stand assignment

#### *Validity start time*

##### **START:StartTime**

A mandatory line that defines the start time for the file validity period. Any stand assignments made before this time will use the default assignment criteria.

- StartTime                      UTC time (format YYMMDDHHMM)

#### *Validity end time*

##### **END:EndTime**

A mandatory line that defines the end time for the file validity period. Any stand assignments made after this time will use the default assignment criteria.

- EndTime                        UTC time (format YYMMDDHHMM)

#### *Stand assignment*

##### **Callsign:Ades:Stand**

Pre-defines a stand assignment for a flight matching both the callsign and the destination.

- Callsign                      Flight callsign (text string)
- Ades                            Destination airport ICAO code (text string)
- Stand                           Stand designator (text string, must be found in the GRpluginStands.txt file)

### 3.5 GRpluginMaps.txt

This file contains the definitions for the plugin drawn maps. The following example area is used to show the syntax (optional lines in grey color):

<b>COLORDEF:Runway:0:0:0</b>	Color definition
// runway 01L/19R	Comment
<b>MAP:01L/19R</b>	Name
<b>FOLDER:ESSA</b>	Folder
ACTIVE:RWY:ARR:ESSA01L:DEP:*	Active
ACTIVE:RWY:ARR:ESSA19R:DEP:*	Active
ACTIVE:RWY:ARR:*:DEP:ESSA01L	Active
ACTIVE:RWY:ARR:*:DEP:ESSA19R	Active
<b>COLOR:Runway</b>	Color
N059.38.14.252 E017.54.49.244	Coordinate
N059.39.58.802 E017.55.26.928	Coordinate
N059.39.59.055 E017.55.24.239	Coordinate
N059.38.14.503 E017.54.46.513	Coordinate

The mandatory items for each map are a name, a folder and a color with which to draw the items.

#### *Color definition*

##### **COLORDEF:ColorName:R:G:B**

Every color used in the maps must be defined using one of these lines.

- ColorName      Color name to be used in the Color lines (text string)
- R                Color's red component value (0-255)
- G                Color's green component value (0-255)
- B                Color's blue component value (0-255)

#### *Symbol definition*

##### **SYMBOLDEF:SymbolName**

The first line for each symbol must be a *symbol definition* line.

- SymbolName      Symbol name to use for this symbol in the Symbol lines (text string)

The symbol itself can consist of various elements, drawn by the following lines. The X and Y coordinates are relative to the symbol centerpoint, with the X axis having increasing values to the right and the Y axis having increasing values to the down direction. The commands are the same as in the EuroScope Symbology dialog with the exception of the possibility to draw elliptical arcs and the ":" separating the values here so the ES dialog can be used in most cases to test the results.

## **MOVETO:X:Y**

Sets the starting point for the next LINETO command

- X                      Number of pixels from the symbol centerpoint in the left(-)-right(+) direction
- Y                      Number of pixels from the symbol centerpoint in the up(-)-down(+) direction

## **LINETO:X:Y**

Draws a straight line from the previous position

- X                      Number of pixels from the symbol centerpoint in the left(-)-right(+) direction
- Y                      Number of pixels from the symbol centerpoint in the up(-)-down(+) direction

## **SETPIXEL:X:Y**

Paints the selected pixel

- X                      Number of pixels from the symbol centerpoint in the left(-)-right(+) direction
- Y                      Number of pixels from the symbol centerpoint in the up(-)-down(+) direction

## **ARC:X:Y:Radius:StartAngle:EndAngle**

### **ARC:X:Y:Radius<sub>x</sub>:Radius<sub>y</sub>:StartAngle:EndAngle**

Draws a part of a circle

- X                      Centerpoint offset from the symbol centerpoint in the left(-)-right(+) direction
- Y                      Centerpoint offset from the symbol centerpoint in the up(-)-down(+) direction
- Radius                Arc radius in pixels (to make a circular arc)
- Radius<sub>x</sub>              Arc radius in relation to the X axis in pixels (to make an elliptical arc)
- Radius<sub>y</sub>              Arc radius in relation to the Y axis in pixels (to make an elliptical arc)
- StartAngle            Arc starting angle (integer degrees, 0 degrees is at positive X-axis, increasing counterclockwise)
- EndAngle             Arc ending angle (integer degrees, 0 degrees is at positive X-axis, increasing counterclockwise)

## **FILLARC:X:Y:Radius:StartAngle:EndAngle**

### **FILLARC:X:Y:Radius<sub>x</sub>:Radius<sub>y</sub>:StartAngle:EndAngle**

Otherwise the same as ARC above but the result is filled

## **POLYGON:X<sub>1</sub>:Y<sub>1</sub>: X<sub>2</sub>:Y<sub>2</sub>:...: X<sub>n</sub>:Y<sub>n</sub>**

Draws a filled polygon with n vertices



## *Name*

### **MAP:MapName**

The first line for each map definition must be a *name* line.

- MapName                      Map name (text string)

## *Folder*

### **FOLDER:FolderName**

Every map must belong to a folder. There is practically no limit to how many maps a single folder can contain.

- FolderName                      Folder name for the map (text string)

*Note: the folder name may not start with an empty space character, and may not contain the backslash ("\\") character.*

## *Zoom*

### **ZOOM:ZoomLevel**

A whole map or parts of it can be hidden based on the current zoom level. When the radar screen is zoomed out so that there are less than the specified number of pixels per nautical mile, the lines of the map definition after this line are not read. There can be more than one *zoom* line in one map to hide parts of the map at different zoom levels.

- ZoomLevel                      Radar screen zoom level (pixels per nautical mile, decimal value)

*Note: when there is more than one zoom line in a map, their order is important (for example "ZOOM:5" has to be before "ZOOM:10" to have any effect as with zoom below 10 pix/nm the "ZOOM:5" line will never be read if it's after the "ZOOM:10" line...)*

## *Blocks*

### **BLOCKS:AirportCode:StandList**

A map can be set to block specified stands when it is active using this line. A map can contain more than one *Blocks* line if necessary. This only blocks the stands from automatic assignment.

- AirportCode                      Airport ICAO code
- StandList                          Comma-separated list of stand designators to be blocked

## *RwyClosedArr*

### **RWYCLOSEDARR:AirportCode:RwyList**

The RwyClosedArr line is used to set runways closed for arrivals. When one of these runways is assigned as the arrival runway for an aircraft, an alert will be shown. If the runway surface is closed completely or partially, it needs to be specified separately as a polygon (see the CoordType and Coordinate lines). Only one RwyClosedArr line may be used in a single map.

- AirportCode            Airport ICAO code
- RwyList                Comma-separated list of runways

## *RwyClosedDep*

### **RWYCLOSEDEDP:AirportCode:RwyList**

The RwyClosedDep line is used to set runways closed for departures. When one of these runways is assigned as the departure runway for an aircraft, an alert will be shown. If the runway surface is closed completely or partially, it needs to be specified separately as a polygon (see the CoordType and Coordinate lines). Only one RwyClosedDep line may be used in a single map.

- AirportCode            Airport ICAO code
- RwyList                Comma-separated list of runways

## *Color*

### **COLOR:ColorName**

### **COLOR:ColorName:FillColorName**

Every map must have at least one *color* line. It sets the color to be used to draw the subsequent drawings. Each line, symbol, etc. within a map can be drawn with a different color simply by including a new *color* line when a color change is required. If the FillColorName is not specified, it is set to the same color as ColorName. All used color names must be defined in the file with a *colordef* line.

- ColorName              Color to be used for drawing lines and texts
- FillColorName          Color to be used for filling FILLARC, POLYGON and region type objects

## *Style*

### **STYLE:StyleName**

### **STYLE:StyleName:Width**

The style line defines the line type for any subsequent *line* items within this map. It is not mandatory; a Solid type line with width 1 pixel will be drawn by default. As with the *color* line, a single map may contain any required number of *style* lines to draw different line styles within the same map. The width is only necessary for Solid type lines (it has no effect on the other types). If a width is not defined, a 1 pixel width is drawn by default.

- StyleName              Style to be used (Solid, Dash, Dot, DashDot or DashDotDot)
- Width                  Width of line (pixels)

## Line

**LINE:Lat<sub>1</sub>:Lon<sub>1</sub>:Lat<sub>2</sub>:Lon<sub>2</sub>**

**LINE:StartPointName:EndPointName**

Draws a line from one point to another. Uses the previously defined line style (or solid line with 1 pixel width if no style defined).

- Lat<sub>1</sub> Latitude of starting point (decimal degrees or sector file format)
- Lon<sub>1</sub> Longitude of starting point (decimal degrees or sector file format)
- Lat<sub>2</sub> Latitude of end point (decimal degrees or sector file format)
- Lon<sub>2</sub> Longitude of end point (decimal degrees or sector file format)
- StartPointName Fix, VOR, NDB ,airport code or runway (must be found in the active sector file)
- EndPointName Fix, VOR, NDB, airport code or runway (must be found in the active sector file)

*Note: the syntax to define a runway threshold as a StartPointName or an EndPointName is the 4-letter ICAO airport designator followed by a forward slash and the runway identifier.*

## CoordType

**COORDTYPE:AreaType:DrawType**

The CoordType line is used to define the type of area drawn by the following Coordinate lines.

- AreaType The type of area to be drawn
  - APM Area for the APM safety net
  - RWYCLOED Area defined as a closed part of a runway
  - TWYCLOED Area defined as a closed part of a taxiway
  - AREATYPE Area defined as a restricted area for the RVM safety net
  - TWYTYPE Area defined as a restricted taxiway for the RVM safety net
  - OTHER Other type (no safety nets involved)
- DrawType The drawing type for the area
  - POLYGON Area outline drawn
  - REGION Filled area drawn
  - NONE Area not drawn

The AREATYPE and TWYTYPE options require the restriction conditions to be specified using Restriction lines (see below).

## Restriction

### RESTRICTION:Type:Value

The Restriction line is used to set restrictions to AREATYPE and TWYTYPE areas whose coordinates are specified after the Restriction line. More than one Restriction line can be used, but successive lines with the same Type will override the earlier ones. If a map contains more than one AREATYPE and/or TWYTYPE polygon, the previously set restrictions in the same map will be used for the polygons unless overridden by new Restriction lines with the same Types.

- |         |  |
|---------|--|
| - Type  | The restriction type   |
|         | <ul style="list-style-type: none"><li>• MAXWTC Maximum wake turbulence category (L,M,H or J)</li><li>• MAXWEIGHT Maximum weight (in kilograms, 0-999999.9)</li><li>• MAXWINGSPAN Maximum wingspan (in meters, 0-999.9)</li><li>• MAXCODE Maximum aerodrome reference code (A-F, but only the wingspan is checked)</li><li>• NOTENGINEYPES Prohibited engine types (any combination of P, T, J and E)</li><li>• NOTATYP Prohibited aircraft types (comma-separated list of aircraft type codes)</li></ul> |
| - Value | The restriction value or list of values where allowed  |

The NOTATYP type can contain “Groups” in the Value item (which must have been defined earlier in the file using a Group line). The syntax to use a group is to use “GROUP\_<groupname>” in the value list. It is then automatically expanded to the list of items in the group definition.

## Group

### GROUP:Name:Contents

Defines a text alias to represent a group of values.

- |            |                                  |
|------------|----------------------------------|
| - Name     | Name for the group               |
| - Contents | Text strings, separated with “:” |

## Coordinate

### Lat Lon

### Lat:Lon

### COORD:Lat:Lon

Defines a vertex point for a filled region or polygon. The region or polygon is drawn with the color(s) defined in a preceding *color* line. To draw more than one region or polygon in a map, another line type must appear between them (for example a *color* line).

- |       |   |
|-------|---|
| - Lat | Latitude (decimal degrees or sector file format)  |
| - Lon | Longitude (decimal degrees or sector file format) |

## Active

### ACTIVE:1

**ACTIVE:SchedStartDate:SchedEndDate:SchedWeekdays:StartTime:EndTime**

**ACTIVE:RWY:ARR:ArrRwyList:DEP:DepRwyList**

The *active* line is optional. If there is no *active* line, the map will not be automatically activated. A map can contain more than one *active* line; the plugin will check all of them to set the activation status.

The first option will activate the map automatically without any time limits when the plugin is loaded. Note that this option cannot be used together with other *active* lines as it would override any other schedule.

The second option can be used to set activation schedules.

- SchedStartDate      First day to activate the map
  - month and day in the format MMDD (for recurring periods every year)
  - year, month and day in the format YYYYMMDD (for a single period)
- SchedEndDate      Last day to activate the map, formats as above
- SchedWeekdays    Days of the week to activate the map
  - list of numbers representing the days to activate the map, for example “145” means the map will activate on Mondays, Thursdays and Fridays
  - “0” (zero) to activate the map continuously from StartTime on SchedStartDate to EndTime on SchedEndDate
- StartTime          Time to activate the map (UTC time in the format HHMM)
- EndTime            Time to deactivate the map (UTC time in the format HHMM)

*Note: SchedEndDate and SchedWeekdays only limit the activation of the map. If the activation time extends past midnight, the map stays active until EndTime on the following day.*

The third option activates the map based on active runways. If all the specified runways are active, the map is activated. If even one of them is not, the map will be deactivated. The runway identifiers must be in the format “<4-letter ICAO code><runwayID>”, for example “EFHK15”.

- ArrRwyList          Comma-separated list of runways. Enter “\*” to allow any runway.
- DepRwyList          Comma-separated list of runways. Enter “\*” to allow any runway.

## FontSize

### **FONTSIZE:Type:Size**

#### **FONTSIZE:0**

Each new map starts out with the default font size. It can be modified using the FontSize line. All texts after the line in that map use the new size. "FONTSIZE:0" sets the size back to the default value.

- Type                      Type of change
  - "=" sets a new size
  - "-" reduces the size from the default by the given amount
  - "+" increases the size from the default by the given amount
  - "\*" multiplies the size of the default by the given amount
- Size                      New font size (1-99)

The resulting font size is limited to values between 1 and 99.

## FontStyle

### **FONTSTYLE:Weight,Italic,Underline,Strikethrough**

#### **FONTSTYLE:0**

Each new map starts out with the default font style. It can be modified using the FontStyle line. All texts after the line in that map use the new style. "FONTSTYLE:0" sets the style back to the default settings.

- Weight                      Font weight (0-1000)
  - some example values are 0=default weight, 400=normal, 700=bold
- Italic                      Italic (1=yes, 0=no)
- Underline                      Underline (1=yes, 0=no)
- Strikethrough                      Strikethrough (1=yes, 0=no)

## Symbol

**SYMBOL:SymbolName:Lat:Lon**

**SYMBOL:SymbolName:Lat:Lon:Label:OffsetX:OffsetY**

**SYMBOL:SymbolName:PointName**

**SYMBOL:SymbolName:PointName:Label:OffsetX:OffsetY**

Draws a predefined symbol on the screen. Optionally, can display a text label with the label's centerpoint offset a given number of pixels from the symbol centerpoint.

- SymbolName            Name of symbol
- Lat                    Latitude of symbol centerpoint (decimal degrees or sector file format)
- Lon                    Longitude of symbol centerpoint (decimal degrees or sector file format)
- PointName            Fix, VOR, NDB, airport code or runway (must be found in the active sector file)
- Label                  Text label (text string)
- OffsetX                Number of pixels to offset the label centerpoint in the left(-)-right(+) direction
- OffsetY                Number of pixels to offset the label centerpoint in the up(-)-down(+) direction

*Note: the syntax to define a runway threshold as a PointName is the 4-letter ICAO airport designator followed by a forward slash and the runway identifier.*

## Text

**TEXT:Lat:Lon:Label**

**TEXT:Lat:Lon:Label:OffsetX:OffsetY**

**TEXT:PointName:Label**

**TEXT:PointName:Label:OffsetX:OffsetY**

Draws a text label on the screen. Optionally, the label's centerpoint can be offset a given number of pixels from the given position.

- Lat                    Latitude of label centerpoint (decimal degrees or sector file format)
- Lon                    Longitude of label centerpoint (decimal degrees or sector file format)
- PointName            Fix, VOR, NDB, airport code or runway (must be found in the active sector file)
- Label                  Text label (text string)
- OffsetX                Number of pixels to offset the label centerpoint in the left(-)-right(+) direction
- OffsetY                Number of pixels to offset the label centerpoint in the up(-)-down(+) direction

*Note: the syntax to define a runway threshold as a PointName is the 4-letter ICAO airport designator followed by a forward slash and the runway identifier.*

### 3.6 GRpluginSettings.txt

This file allows adjusting the plugin settings. Each setting in the file must be on its own line, and the syntax is *SettingName=Value*, for example *Equip\_ProMode=1* to set the pro mode on by default. It is possible to set most settings to be airport-specific by using an [icao] line. For example if there is a line *[EFHK]* anywhere in the file, any settings after that are only applied for EFHK.

The available settings, their default values and short descriptions containing the acceptable values are listed below.

#### 3.6.1 Settings that must be system-wide

Setting name	Default value	Description
Equip_ProMode	0	Pro mode on(1)/off(0)
Equip_ModeS	WZLCISG	List of “mode S equipped” equipment code letters
Equip_NonAlt	XTDBMNYCVS	List of “non-altitude-reporting” equipment code letters
Aircraft_DefaultWTC		Default wake turbulence category when unknown ( L, M, H, J to force a category or empty to leave as unknown)
Aircraft_DefaultUse_L	P	Default use for WTC category L aircraft when unknown (one character, see AircraftInfo data file, or empty to leave unknown)
Aircraft_DefaultUse_M	A	Default use for WTC category M aircraft when unknown (one character, see AircraftInfo data file, or empty to leave unknown)
Aircraft_DefaultUse_H	A	Default use for WTC category H aircraft when unknown (one character, see AircraftInfo data file, or empty to leave unknown)
Aircraft_DefaultUse_J	A	Default use for WTC category J aircraft when unknown (one character, see AircraftInfo data file, or empty to leave unknown)
System_UseReportedGS	1	Use reported(1)/calculated(0) ground speed
System_GS_Samples	5	Number of positions used for calculated ground speed (1-19)
System_GS_DeleteMinMax	0	Disregard highest and lowest from above(1)/Use all values(0)
System_Unblock_GS	5	Groundspeed to unblock a manually blocked stand (1-999)
System_AutoAssignDist	100	Distance from destination [nm] to auto-assign a stand (1-999) Setting this value to zero disables the automatic assignment
System_RwyArea	45.0	Default “on runway” distance from centerline in meters (0.1-999.9)
System_RwyArea_LVP	45.0	Default “on runway” distance from centerline in meters in LVP (0.1-999.9)
System_RwyBufferArea	90.0	Default “on runway” buffer area from centerline in meters (0.1-999.9)
System_RwyBufferArea_LVP	90.0	Default “on runway” buffer area from centerline in meters in LVP (0.1-999.9)
System_SchengenArea	BI,EB,ED,EE,EF,EH, EK,EL,EN,EP,ES,ET, EV,EY,GC,LE,LF,LG, LH,LI,LJ,LK,LM,LO, LP,LS,LZ	Comma-separated list of Schengen area ICAO codes
System_State_OnFreq	ON FREQ	Text for “ON FREQ” ground state (plugin specific state)
System_State_Delce	DEICE	Text for “DEICE” ground state (plugin specific state)
System_State_Push	START UP	Text for “PUSH” ground state (ES default state)
System_State_Taxi	TAXI	Text for “TAXI” ground state (ES default state)
System_State_LineUp	LINE UP	Text for “LINE UP” ground state (plugin specific state)
System_State_Depa	TAKE OFF	Text for “DEPA” ground state (ES default state)



### 3.6.2 Settings that must be airport-specific

Setting name	Default value	Description
Airport_Elevation	0	Airport elevation in feet (-1000-30000)
Airport_Radius	0	Radius of the airport area from the reference point in nm (0.1-100.0)
Airport_Refpoint	from sct file	Airport reference point latitude and longitude separated by ":" Can be entered either as decimal degrees or in the sector file format.

The airport elevation and radius can be defined also in the ASR file, but if defined, the values in the settings file override them. The reference point can be overridden here to optimize the airport area when the reference point is not near the geographical center of the airport area, but this is normally not necessary as the airport area is only used to filter out traffic from the Approach Window.

Airport_Runway_End	from sct file	Runway end coordinates if different from sct file data. Runway id, lat and long, all separated by ":" Coordinate formats are decimal degrees or the sector file format. This means the end of the runway where the runway <u>starts</u> .
Airport_Runway_Thr	from sct file	Runway threshold coordinates if different from sct file data. Format as above.

The runway ends and thresholds can be defined here if the values from the sector file need to be adjusted. One case would be a runway with a displaced threshold: To give correct RIM alerts, the plugin must know the locations of both the physical ends of the runway as well as the thresholds. The default values for both the thresholds and runway ends are the coordinates from the sector file, so depending on which ones are defined in the sector file, the other ones must be specified here.

Airport_Runway_Area	from sct file	Runway area polygon Runway id and list of polygon vertex coordinates, all separated by ":" or Runway id and width of area from centerline in meters, separated by ":"
Airport_Runway_Area_LVP	from sct file	Runway area polygon in LVP
Airport_Runway_Buffer	from sct file	Runway buffer area polygon Runway id and list of polygon vertex coordinates, all separated by ":" or Runway id and width of buffer from centerline in meters, separated by ":"
Airport_Runway_Buffer_LVP	from sct file	Runway buffer area polygon

The runway areas and buffers are normally constructed automatically from sector file data using default values (System\_RwyArea(\_LVP) and System\_RwyBufferArea(\_LVP)), but if that does not provide satisfactory results, the area widths can be defined per runway, or the entire areas can be defined as polygons. The runway id specified may be either one, the area or buffer is constructed for the whole runway.

Airport_Runway_MaxCode	F	Maximum aerodrome reference code letter for the runway Runway id and code letter (A-F), separated by ":"
Airport_Runway_MaxWeight	999999.9	Maximum weight for the runway Runway id and weight in kg (0.0-999999.9), separated by ":"
Airport_Runway_MaxWingspan	999.9	Maximum wingspan for the runway

Airport_Runway_MaxWTC	J	Runway id and wingspan in meters (0.0-999.9), separated by ":" Maximum wake turbulence category for the runway
Airport_Runway_NotATYP		Runway id and WTC (L, M, H or J), separated by ":" Prohibited aircraft types for the runway
Airport_Runway_NotEngineTypes		Runway id followed by ":" and a comma-separated list of types Prohibited engine types for the runway
		Runway id followed by ":" and a list of types (can contain P, T, J and E)

The above settings limit the runway area as well as departures and arrivals to both ends, regardless of the runway id specified. To limit just approaches or departures to a specific runway end, the following settings can be used instead:

Airport\_Runway\_MaxCode\_Arr  
 Airport\_Runway\_MaxCode\_Dep  
 Airport\_Runway\_MaxWingspan\_Arr  
 Airport\_Runway\_MaxWingspan\_Dep  
 Airport\_Runway\_MaxWTC\_Arr  
 Airport\_Runway\_MaxWTC\_Dep  
 Airport\_Runway\_NotATYP\_Arr  
 Airport\_Runway\_NotATYP\_Dep  
 Airport\_Runway\_NotEngineTypes\_Arr  
 Airport\_Runway\_NotEngineTypes\_Dep

### 3.6.3 Settings that can be either system-wide or airport-specific

Setting name	Default value	Description
System_APM	1	Area Penetration Monitoring on(1)/off(0)
System_CVM	1	Clearance Violation Monitoring on(1)/off(0)
System_ECM	1	Emergency Code Monitoring on(1)/off(0)
System_OSM	1	Occupied Stand Monitoring on(1)/off(0)
System_RIM	1	Runway Incursion Monitoring on(1)/off(0)
System_RVM	1	Restriction Violation Monitoring on(1)/off(0)
System_SRM	1	SID/Runway Monitoring on(1)/off(0)
System_RMCA_RWY_Closure	50	Closure speed to trigger the alert in knots (0-1000)
System_RMCA_RWY_Closure_Info	20	Closure speed to trigger the info in knots (0-1000)
System_RMCA_RWY_Closure_LVP	40	Closure speed to trigger the alert in LVP in knots (0-1000)
System_RMCA_RWY_Closure_LVP_Info	20	Closure speed to trigger the info in LVP in knots (0-1000)
System_RMCA_APP_Distance	0.7	Distance to threshold to trigger the alert in nm (0.0-100.0)
System_RMCA_APP_Distance_Info	1.2	Distance to threshold to trigger the info in nm (0.0-100.0)
System_RMCA_APP_Distance_LVP	1.2	Distance to threshold to trigger the alert in LVP in nm (0.0-100.0)
System_RMCA_APP_Distance_LVP_Info	1.7	Distance to threshold to trigger the info in LVP in nm (0.0-100.0)
System_RMCA_APP_Time	20	Time to threshold to trigger the alert in sec (0-999)
System_RMCA_APP_Time_Info	35	Time to threshold to trigger the info in sec (0-999)
System_RMCA_APP_Time_LVP	35	Time to threshold to trigger the alert in LVP in sec (0-999)
System_RMCA_APP_Time_LVP_Info	50	Time to threshold to trigger the info in LVP in sec (0-999)
System_RMCA_rwy_div	5	Divergence rate from runway centerline to inhibit RIM in knots (0-1000)
System_RMCA_rwy_div_LVP	10	Divergence rate from runway centerline to inhibit RIM in LVP in knots (0-1000)
System_RMCA_X_extension	2.0	Runway extensions considered for crossing runway checks in nm (0.0-100.0)
System_RMCA_NoLineUpState	0	Line Up state in use(0)/not in use(1) for RIM alerts
System_CMCA_HighSpeed	55	Speed to trigger the alert in knots (0-1000)
System_CMCA_HighSpeed_Info	40	Speed to trigger the info in knots (0-1000)
System_CMCA_NoTakeOffClr_Speed	20	Speed to trigger the alert in knots (0-1000)
System_CMCA_NoTaxiClr_Speed_Info	10	Speed to trigger the info in knots (0-1000)
System_CMCA_NoContact_Distance_Info	4.0	Distance to threshold to trigger the info in nm (0.0-100.0)
System_CMCA_NoContact_Time_Info	120	Time to threshold to trigger the info in sec (0-999)
Color_Arrival	255,255,64	R,G,B value of the arrival flight color
Color_Background	0,0,0	R,G,B value of the APP window background color
Color_Caution	224,224,0	R,G,B value of the caution color
Color_CautionText	0,0,0	R,G,B value of the caution text color
Color_Departure	64,255,255	R,G,B value of the departure flight color
Color_New_Stand	255,127,0	R,G,B value of the changed stand assignment color
Color_RawVideo	224,224,0	R,G,B value of the raw video data (latest positions)
Color_RawVideoHistory	224,224,0	R,G,B value of the raw video data (older positions)
Color_Runway	160,160,160	R,G,B value of the APP window runway color
Color_RunwayExtension	80,80,80	R,G,B value of the APP window runway extension color
Color_Text_Notes	255,255,255	R,G,B value of the text notes color
Color_Unknown	224,224,224	R,G,B value of the unknown flight color
Color_Warning	224,0,0	R,G,B value of the warning color
Color_WarningText	255,255,255	R,G,B value of the warning text color
Color_WBbackground	160,160,160	R,G,B value of the Inbound window background color
Color_WBorder	160,160,160	R,G,B value of the window border color
Color_WForeground	0,0,0	R,G,B value of the Inbound window texts
Color_WForeground2	128,128,128	R,G,B value of the window titles and APP window scale
Color_WTitleBar	80,80,80	R,G,B value of the window title bar color

GroundLabel	1	Show(1)/hide(0) the label, track symbol, history and heading line in ground mode
GroundLabel_Font	Lucida Sans Unicode	Font used for ground mode track labels
GroundLabel_FontSize	13	Font size for ground mode track labels (1-99)
GroundLabel_FontStyle	0,0,0,0	Font style: weight (0-1000), italic (0/1), underline (0/1), strikeout (0/1)
GroundLabel_ATYP	0	Show(1)/hide(0) ATYP in ground mode track label
GroundLabel_RMK	0	Show(1)/hide(0) RMK in ground mode track label
GroundLabel_SID	0	Show(1)/hide(0) SID in ground mode track label
GroundLabel_STAND	0	Show(1)/hide(0) STAND in ground mode track label
GroundLabel_WTC	0	Show(1)/hide(0) WTC in ground mode track label
AppLabel_Font	Lucida Sans Unicode	Font used for APP window track labels
AppLabel_FontSize	13	Font size for APP window track labels (1-99)
AppLabel_FontStyle	0,0,0,0	Font style: weight (0-1000), italic (0/1), underline (0/1), strikeout (0/1)
AppLabel_AFL_VS	0	Show(1)/hide(0) AFL+VS in APP window track label
AppLabel_GS	0	Show(1)/hide(0) GS in APP window track label
AppLabel_STAND	0	Show(1)/hide(0) STAND in APP window track label
TowerLabel_Font	EuroScope	Font used for tower mode track labels
TowerLabel_FontSize	13	Font size for tower mode track labels (1-99)
TowerLabel_FontStyle	0,0,0,0	Font style: weight (0-1000), italic (0/1), underline (0/1), strikeout (0/1)
TowerLabel_AFL_VS	1	Show(1)/hide(0) AFL+VS in tower mode track label
TowerLabel_AFL_Digits	3	Altitudes below 10000ft displayed as Axx(2) or Axxx(3)
TowerLabel_GS	1	Show(1)/hide(0) GS in tower mode track label
TowerLabel_GS_Digits	3	GS displayed in tens of knots(2) or knots(3)
Track_PredictionLine_APP	0	APP window prediction line length in minutes (0-99)
Track_PredictionLine_TWR	0	Tower mode prediction line length in minutes (0-99)
Track_HistoryDots_APP	5	Number of history dots in APP window (0-19)
Track_HistoryDots_GND	5	Number of history dots in ground mode (0-19)
Track_HistoryDots_TWR	5	Number of history dots in tower mode (0-19)
Track_HistoryDots_TWR_Type	0	History dot a small "+"(0) or a 2x2 pixels box(1)
Track_Heading_Line	0	Show(1)/hide(0) the heading line in ground mode
Maps_Font	EuroScope	Font used for map texts
Maps_FontSize	11	Font size for map texts (1-99)
Maps_FontStyle	0,0,0,0	Font style: weight (0-1000), italic (0/1), underline (0/1), strikeout (0/1)
TextNotes_Font	Lucida Sans Unicode	Font used for text notes
TextNotes_FontSize	10	Font size for text notes (1-99)
TextNotes_FontStyle	0,0,0,0	Font style: weight (0-1000), italic (0/1), underline (0/1), strikeout (0/1)
List_Alerts_Items	10	Number of flights to display in Alerts list (5-999)
List_Arrival_RWY	0	Show(1)/hide(0) RWY in Arrival list
List_Arrival_TYPE	0	Show(1)/hide(0) TYPE in Arrival list
List_Arrival_WTC	0	Show(1)/hide(0) WTC in Arrival list
List_Arrival_ETA	1	Show(1)/hide(0) ETA in Arrival list

List_Arrival_STAND	1	Show(1)/hide(0) STAND in Arrival list
List_Arrival_Items	10	Number of flights to display in Arrival list (5-999)
List_Arrival_MaxTime	60	Display flights in Arrival list this time (min) before arrival (0-999)
List_Departure_RWY	0	Show(1)/hide(0) RWY in Departure list
List_Departure_TYPE	0	Show(1)/hide(0) TYPE in Departure list
List_Departure_WTC	0	Show(1)/hide(0) WTC in Departure list
List_Departure_EOBT	1	Show(1)/hide(0) EOBT in Departure list
List_Departure_STAND	1	Show(1)/hide(0) STAND in Departure list
List_Departure_Items	10	Number of flights to display in Departure list (5-999)
List_Inbound_TYPE	0	Show(1)/hide(0) TYPE in Inbound lists
List_Inbound_WTC	0	Show(1)/hide(0) WTC in Inbound lists
List_Inbound_ETA	0	Show(1)/hide(0) ETA in Inbound lists
List_Inbound_STAND	1	Show(1)/hide(0) STAND in Inbound lists
List_Stand_Items	10	Number of stands to display in Stands list (5-999)
Window_APP_Scale	10.0	APP window scale in pixels/nm (1.0-100.0)
Window_APP_Extensions	0	Show(1)/hide(0) runway extensions in APP window
Window_APP_Rotation	0.0	APP window view rotation in degrees (-360.0 to 360.0)
RawVideo	1	Show(1)/hide(0) raw video data
RawVideo_Gradient	0	(1) Fade all raw video from <i>Color_RawVideo</i> to <i>Color_RawVideoHistory</i> based on plot age (0) Use <i>Color_Rawvideo</i> for latest plot and <i>Color_RawVideoHistory</i> for all history plots
RawVideo_Brightness	100	Raw video data brightness (0-100)
RawVideo_Afterglow	30	Raw video data afterglow (0-100)
RawVideo_MaxHistory	10	Raw video data maximum history positions displayed (0-10)

### 3.7 GRpluginStands.txt

The file contains the stand definitions to be used when assigning arrival stands via the plugin. The following example shows the syntax (optional lines in grey color):

// stand 221	Comment
STAND:EFHK:221:N060.18.39.640:E024.58.42.050:20	Stand
BLOCKS:222	Blocks
WTC:LM	WTC
PRIORITY:-1	Priority
USE:C	Use

The plugin's stand assignment system checks the flightplan, finds out which code stands are available for that flightplan, checks for stands already in use, and then assigns one of the available stands.

The example stand definition above defines a stand "221" at EFHK, at the given coordinates and with a 20m radius. Whenever it's assigned or occupied, it blocks stand "222". It's restricted to cargo flights with wake turbulence categories light or medium. It's also classified as a lesser priority stand, to be used only when higher priority stands are not available for assignment. If automatic stand assignment fails to find a suitable stand, the plugin tries again with some restrictions removed (first the CALLSIGN, then also the NOTCALLSIGN, USE, ADEP, NOTADEP, SCHENGEN, NONSCHENGEN, VIA and NOTVIA restrictions are lifted).

#### Group

##### **GROUP:GroupName:Text:Text:Text:...**

The GROUP line can be used as a shortcut to writing a large number of text entries. It can be used in line types where lists of text strings are used. To use a group in a line enter "GROUP\_GroupName" like any other text string. It will be automatically expanded to the list of text strings in the group definition.

- GroupName      The group name
- Text            Text string

#### Stand

##### **STAND:AirportCode:StandName:Lat:Lon:Radius**

This line is the only mandatory line for a stand definition and must always be the first line in a definition. The latitude, longitude and radius define a circle which is used to check if the stand is occupied.

- AirportCode      The airport ICAO code
- StandName        The designator for the stand
- Lat                The latitude of the stand area (decimal degrees or sector file format)
- Lon                The longitude of the stand area (decimal degrees or sector file format)
- Radius            The radius of the stand area (meters, decimal value)

## *Manual*

### **MANUAL**

Causes the stand to be excluded from automatic assignment.

## *Area*

### **AREA**

Defines the stand as an area capable of parking (and being assigned to) multiple aircraft at the same time. These stands can be blocked but not manually assigned using the Stand Window.

## *Blocks*

### **BLOCKS:Stand<sub>1</sub>,Stand<sub>2</sub>,Stand<sub>3</sub>,...**

Causes the stand to block the specified stands from assignment when assigned or occupied.

- Stand<sub>x</sub>                      Stand designator

## *Priority*

### **PRIORITY:PriorityNumber**

Assigns a priority group number to the stand. When assigning stands, available ones are checked according to priority groups, with the higher priority stands first. Stands in lower priority groups will be assigned only when matching higher priority ones are not available. A neutral (zero) priority is assigned by default.

- PriorityNumber              Priority group number (from -3 to +3)

## *Use*

### **USE:Users**

Limits the stand assignment only to specified categories of aircraft. By default all categories are allowed.

- Users                      Allowed categories (any combination of the following)
  - A                      (airliners/commuter aircraft)
  - B                      (business/corporate aircraft)
  - C                      (cargo aircraft)
  - H                      (helicopters)
  - I                      (military helicopters)
  - M                      (military aircraft)
  - P                      (private aircraft)
  - T                      (military tanker/transport aircraft)

*Note: The categories are checked from the AircraftInfo data file. For the cargo category also the flightplan remarks field is checked for "CARGO" and the callsign is compared against the list in the GRpluginCargoCallsigns data file. In case the information is not found, the flight will be assumed to be an airliner.*

## *Schengen*

### **SCHENGEN**

Causes the stand to be assigned only to flights arriving from the Schengen area.

## *Non-Schengen*

### **NON-SCHENGEN**

Causes the stand to be assigned only to flights arriving from outside the Schengen area.

## *ATYP*

### **ATYP:Type<sub>1</sub>,Type<sub>2</sub>,Type<sub>3</sub>,...**

Limits the stand assignment to the specified aircraft types. To allow partial matches, enter "\*" after the type string. For example "A3" will only look for A3, whereas "A3\*" will match anything beginning with A3 and having at least one character after it, so A3 will not be a match but A320 will be.

- Type<sub>x</sub>                      Aircraft type (complete or partial)

## *NotATYP*

### **NOTATYP:Type<sub>1</sub>,Type<sub>2</sub>,Type<sub>3</sub>,...**

Blocks the stand assignment from the specified aircraft types. Otherwise the format and limitations are the same as in the ATYP line.

- Type<sub>x</sub>                      Aircraft type (complete or partial)



## *WTC*

### **WTC:CategoryList**

Limits the stand assignment to the specified wake turbulence categories.

- CategoryList            The allowed category letters (any combination of the following)
  - L            (light)
  - M            (medium)
  - H            (heavy)
  - J            (super)

## *NotWTC*

### **NOTWTC:CategoryList**

Blocks the stand assignment from the specified wake turbulence categories.

- CategoryList            The blocked category letters (see WTC above for available options)

## *EngineType*

### **ENGINE:TypeList**

Limits the stand assignment to the specified engine types.

- TypeList                The allowed type letters (any combination of the following)
  - P            (piston)
  - T            (turboprop/turboshaft)
  - J            (jet)
  - E            (electric)

## *NotEngineType*

### **NOTENGINE:TypeList**

Blocks the stand assignment from the specified engine types.

- TypeList                The blocked type letters (see ENGINE above for available options)

## Wingspan

### WINGSPAN:MinSpan:MaxSpan

#### WINGSPAN:MaxSpan

Limits the stand assignment based on aircraft wingspan. The first option sets both the minimum and maximum values while the second only limits the maximum value.

- MinSpan                      The minimum allowed wingspan (meters, decimal value)
- MaxSpan                      The maximum allowed wingspan (meters, decimal value)

*Note: The wingspans are checked from the AircraftInfo data file. In case the information for a specific type is not found, a fixed value based on the wake turbulence category is used (L=14m, M=35m, H=64m, S=79m, unknown=0m).*

## Length

### LENGTH:MinLength:MaxLength

#### LENGTH:MaxLength

Limits the stand assignment based on aircraft fuselage length. The first option sets both the minimum and maximum values while the second only limits the maximum value.

- MinLength                    The minimum allowed fuselage length (meters, decimal value)
- MaxLength                    The maximum allowed fuselage length (meters, decimal value)

*Note: The fuselage lengths are checked from the AircraftInfo data file. In case the information for a specific type is not found, a value of 0 meters is used.*

## Height

### HEIGHT:MinHeight:MaxHeight

#### HEIGHT:MaxHeight

Limits the stand assignment based on aircraft height. The first option sets both the minimum and maximum values while the second only limits the maximum value.

- MinHeight                    The minimum allowed height (meters, decimal value)
- MaxHeight                    The maximum allowed height (meters, decimal value)

*Note: The heights are checked from the AircraftInfo data file. In case the information for a specific type is not found, a value of 0 meters is used.*

## MTOW

### MTOW:MinMTOW:MaxMTOW

#### MTOW:MaxMTOW

Limits the stand assignment based on the aircraft's maximum takeoff weight. The first option sets both the minimum and maximum values while the second only limits the maximum value.

- MinMTOW                      The minimum allowed MTOW (kilograms, decimal value)
- MaxMTOW                      The maximum allowed MTOW (kilograms, decimal value)

*Note: The MTOWs are checked from the AircraftInfo data file. In case the information for a specific type is not found, a value of 0 kilograms is used.*

## Code

### CODE:MinCode:MaxCode

#### CODE:MaxCode

Limits the stand assignment based on element 2 of the aerodrome reference code. The first option sets both the minimum and maximum values while the second only limits the maximum value.

- MinCode                      The minimum allowed code letter (A-F)
- MaxCode                      The maximum allowed code letter (A-F)

*Note: This line type currently enforces only the wingspan limits (i.e. CODE:C has the same effect as WINGSPAN:35.999).*

## Callsign

### CALLSIGN:Callsign<sub>1</sub>,Callsign<sub>2</sub>,Callsign<sub>3</sub>,...

Causes the stand to be assigned only to matching callsigns.

- Callsign<sub>x</sub>                      Partial or full callsign ("SAS" matches with all callsigns beginning with "SAS")

## NotCallsign

### NOTCALLSIGN:Callsign<sub>1</sub>,Callsign<sub>2</sub>,Callsign<sub>3</sub>,...

Causes the stand to be blocked from the matching callsigns.

- Callsign<sub>x</sub>                      Partial or full callsign ("SAS" matches with all callsigns beginning with "SAS")

## *ADEP*

### **ADEP:ICAOcode<sub>1</sub>,ICAOcode<sub>2</sub>,ICAOcode<sub>3</sub>,...**

Limits the stand assignment to flights departing from one of the defined airports. The whole ICAO airport code is not needed; the match can also be done on the first one or more letters, e.g. entering “EF” will match all airports with ICAO designators beginning with “EF”. The ADEP line can contain one or more airport codes and one stand definition can also have more than one ADEP line if necessary.

- ICAOcode<sub>x</sub>                      Airport ICAO code (complete or partial)

## *NotADEP*

### **NOTADEP:ICAOcode<sub>1</sub>,ICAOcode<sub>2</sub>,ICAOcode<sub>3</sub>,...**

Limits the stand assignment to flights not departing from any of the defined airports. Otherwise the format and limitations are the same as in the ADEP line.

- ICAOcode<sub>x</sub>                      Airport ICAO code (complete or partial)

## *Via*

### **VIA:Point<sub>1</sub>,Point<sub>2</sub>,Point<sub>3</sub>,...**

Limits the stand assignment to flights routing via at least one of the defined points. The point can be anywhere along the flightplan. One or more points can be defined in one VIA line and one stand definition can contain more than one VIA line if necessary.

- Point<sub>x</sub>                              Point name (Fix, VOR, NDB or airport)

## *NotVia*

### **NOTVIA:Point<sub>1</sub>,Point<sub>2</sub>,Point<sub>3</sub>,...**

Limits the stand assignment to flights not routing via any of the defined points. Otherwise the format and limitations are the same as in the VIA line.

- Point<sub>x</sub>                              Point name (Fix, VOR, NDB or airport)

## *Remarks*

### **REMARKS:Text:Text:Text:...**

This line limits the stand assignment based on the flightplan remarks. When all the specified text strings are found in the remarks section, the line is a match. The REMARKS line can contain one or more text strings and one stand definition can also have more than one REMARKS line if necessary (in this case it is enough that one of the lines is a match for the stand to be used).

- Text                      Text string to look for in the flightplan remarks

## *NotRemarks*

### **NOTREMARKS:Text:Text:Text:...**

Same as above but limits the stand assignment to flightplans whose remarks section contains none of the specified text strings. When more than one NOTREMARKS line is used in a stand definition, the stand is not used when even one of the lines is a match.

- Text                      Text string to look for in the flightplan remarks