

Simple Ground Equipment

& Services

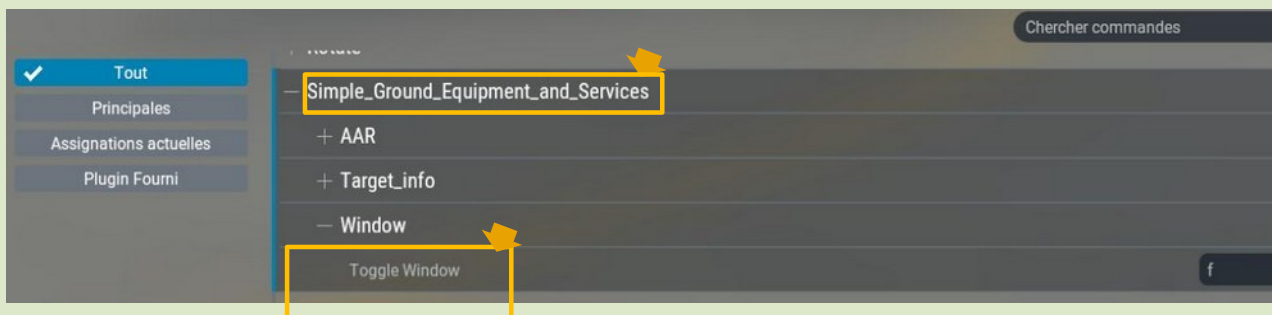
Quick start

Simple Ground Equipment & Services displays or hides static objects around your aircraft on the ground. You can popup a variety of ramp and runway equipment. Any aircraft is serviceable. Among other things, SGES can control the X-Plane 12 aircraft carrier and frigate, place them anywhere in the world, display an active runway barrier, display a car accident site, pop up a ship accident site in the vicinity, and so on.

Crafted in X-Plane 12 with retro-compatibility to some extent to X-Plane 11.55.

Installation

- 1) Install [FlyWithLua NG](#) for X-Plane 11 or [FlyWithLua NG+](#) for X-Plane 12
- 2) Drop all files and folders into : [X-Plane \[11/12\]/Resources/plugins/FlyWithLua/Scripts](#)
- 3) Open the keyboard menu in X-Plane and attribute a key to toggle our menu



- 4) Build a databank of all parking positions and runways for the marshaller and the arresting system:

Open the SGES menu. → Select "Options" → Click on "Rebuild the runways databank"



Wait a few minutes while we scan all default and custom sceneries.

Accessing the SGES menu in game

Press your keyboard key, set during the installation process, to open the ground services menu. You can also popup our control panel from the FlyWithLua menu.

SGES : display the SGES window

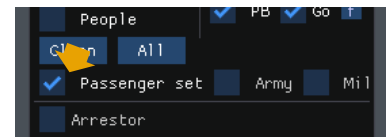
The menu is dynamic, it does not look always the same depending on the aircraft and situation loaded. For instance, the services available vary from aircraft to aircraft.

The ramp equipment

When the menu is open, tick the boxes as required to select individually a service.

- To avoid interfering with any aircraft systems, **those ground services are purely visual**. There is no active interaction with the sim, except for the deicing service (your aircraft will be actually protected from ice) and chocks.
- Ground services** are displayed in the vicinity of the fuselage, but **not necessarily in contact to it**. The idea is to bring some life to the apron but to keep it simple.

Passenger / Army / Military set : alternative set of vehicles for passenger apron operations, cargo operations, military operations. "Army" does only appear when external assets are configured (see the manual).



Bush mode : alternative set of vehicles suited for field operations. This option appears in the menu only with small planes in X-Plane 12.

➔ **Chocks** : active chocks that actually retain your aircraft (as demonstrated in the picture above), allowing you to release the parking brake as required.

Follow-me: you can **select the follow-me** in the menu only when your taxi speed is below 30 kts.



The follow me car is not intelligent. It will turn when you steer your own aircraft nose wheel, so you're actually just pretending following him.

The marshaller : sometimes other marshaller plugins or docking systems are unavailable. With SGES you can target the intended parking position and get a marshaller. To capture your intended parking stand : you can browse through the nearest stands found in X-Plane or you can target it manually, *ie* visually, through your windshield with a dedicated slider.

Options: many customizations are allowed in the in-game Options.

