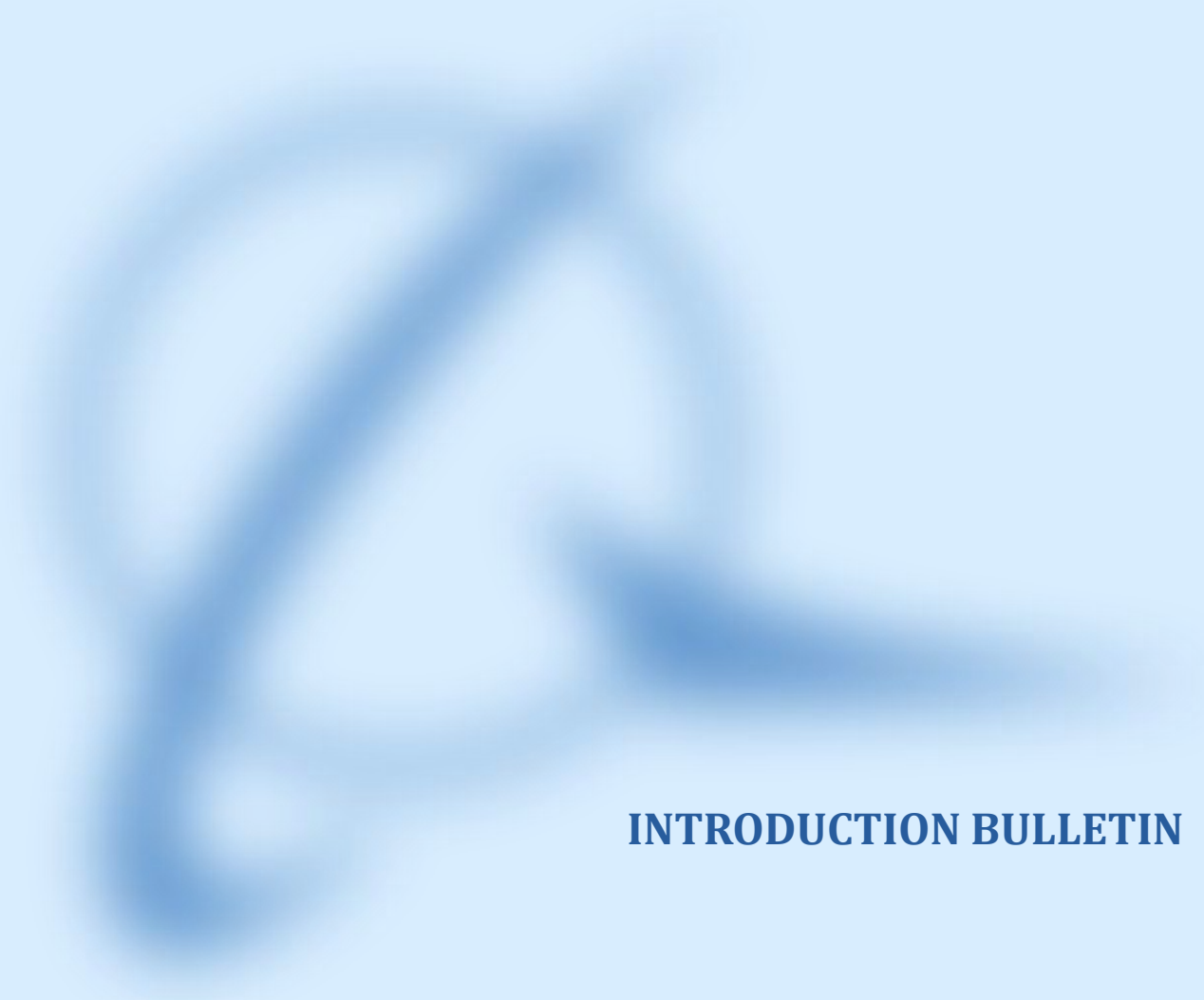


BOEING 777-200LR
by ramzzess & philipp for X-Plane 10 & 11

V1.9



INTRODUCTION BULLETIN



THE TEAM

Andrey Germayer – aeronautical engineering

Hartmut Krüger – paintkit and graphics

Dan Klaue – cockpit texturing

Sergey Microfon – Livery design

Marcel Felde – Livery design

David Dosoudil – Pilot-consultant

Andrey Pisarenko – Pilot-airline consult

Peter Hager – General consult

Ruben Ranty – Promotion Designer

Philipp Münzel – complex systems programmer

Roman Berezin – general programmer, 3D designer, project manager

We would like to thank all our testers and the avsim.su site for providing some of the sounds.

We also thank Pavel Pranov and Ahmed Akram Ahmadi for locating and compiling sounds.



THE MODEL

This model has been created to resemble the real Boeing 777-200LR in operations and aerodynamics. The model has been equipped with two external plugins which simulate about 90% of the real systems. Basically, the only systems which are not simulated in this model are the maintenance systems, which are never accessed during flight.

Some systems have been simplified or not fully simulated, for being too complex for a single virtual pilot to control or for being non-essential. E.g. the electronic checklist in this model is for reference purposes only, and may not be used interactively, as in the real plane. The FMS has been custom designed and resembles fully the real systems. However, there is only a single working FMS in the model. The real Boeing 777-200 has two independent systems. Also, several buttons, like autopilot disconnect and TOGA, have been moved to the glareshield panel for your convenience. You will also note that the SATCOM buttons have been reprogrammed to switch through the EICAS messages. The pilots in the real plane use a touch pad located on the pedestal to switch between different systems on several screens, as this is difficult to accomplish in the simulator, the model uses a “touch-screen” method.

The model has been equipped with an innovative sound system, including a PA message set accessible from the checklist menu.



THE MANUALS

The folder or DVD you have received contains a folder called DOCs. It contains manuals and instructions on operations and procedures for the real Boeing 777 aircraft, as well as the differences between these and the simulated procedures in this model. We urge you to read all the provided documents carefully prior to using the model. This will help you avoid unnecessary frustration and will most probably negate any need for support usage. If you still run into trouble, feel free to contact us at

Support system: <http://www.flightfactor.aero/ticket/>

We suggested reading the documentation in the following order:

- 1.Introduction Bulletin
- 2.Operations Manual
- 3.Pilot's Handbook
- 4.Checklister
5. Preformance charts (see spacial chart file for 300ER)

INSTALLATION



With the download/DVD you should have received a key number, which is to be used to register the model. You will be asked for the key upon first usage of the model. The key is supported for X-Plane 10 and X-Plane 11 (simple beta mode). Thus, install the model in any sim, register it, and then copy the entire folder to the other version. The key will work twice for the same computer. If you require an extra key, please contact the support.

To install the model, extract it into a folder of your choice. We suggest that the folder name contains no non-unicode characters. Please make sure, that you don't have GIZMO plugin installed in your plugins folder. If you do, remove it before using this model.

Several liveries are offered for free with the model. Many more, are available on the org store for 1\$ a livery. Please see the livery catalogue in the DOCs folder for choices.

Chart Tools - Prerequisites

To use the tools "pdf2png" and "png2map" you need the free Java Runtime Environment. It is available for Windows, Mac OSX 10.7/10.8 and Linux from <http://java.com> If you use Mac OSX 10.6, it is already installed by default.

Most Linux distributions have it also packaged by default. By searching for "jre6" in your package manager you will get a compatible version.



Keys and licence

When you purchase the model, you should receive an installation key. The first time you run the model it will ask to be activated. Make sure you are connected to the internet and input the key when prompted to do so. Reload the model after registration has completed. Remember, your key will work only on one computer. If you change your hardware, you can contact the support.

Once activated, you can copy the model to a new XP version.



SHORTCUTS

Several keyboard shortcut commands have been programmed into the model for your convenience. For fast zoom and other commands, find the 777/shortcuts folder in the custom commands menu, and assign it to keys or joystick buttons of your liking.

MAIN MENU

By pressing SHIFT+F11 (or the 10th custom slider key) you can access the main menu. Alternatively, press MENU button on top left. There you can set the weight, fuel and find many additional options. To load the plane with fuel and passengers, use the main menu to ask for fuel truck, stairs and switch doors to manual. Remember to open the left front door prior to loading the plane with passengers. The loading process will take between 30 seconds and 3 minutes depending on your options. Remember to remove the chocks, switch doors to automatic and remove the GPUs before asking for pushback. The latter can be done from the same menu.

Doors can be opened by pressing SHIFT+F1...F4 (or 0th.. 3th custom slider keys).



QUICK ZOOM

The model is equipped with a quick zoom menu. Press on the magnifying glass in the left top corner of the screen to activate. Be aware, using the zoom commands with Cinema Verité mode is not recommended.



ELECTRONIC FLIGHT BAG

The real EFB contains all the information the pilot could possibly want. The models EFB is simple in comparison. Basically it is just a map display. It allows the user to open prestored map files, zoom in and move about. The EFB will read files in the folder “/map” and its subfolders.

There are two steps in creating the map files. First, you need to prepare regular png files of the maps and then convert them to .map format. The latter is done by running an application called “png2map” which is located in the “/applications” folder. png2map will simply convert all .pngs files within the same folder into .map files (destroying the originals). You may use a graphical application to create your png files from Jeppesen or other nav doc sources. We also provide a simple application that does it automatically. In the “/applications” folder you will find “pdf2png”. This app will take all the pdf files within the same folder and parse them into separate pngs. Each file will produce a new folder and in each of these every page of the pdf will become a png file. Edit the files if necessary and then run png2map in that folder. Move the needed folders with .map files into /maps.

It is suggested to have no more than a few charts onboard. Thus, after each flight, move the charts (folders with maps) into a storage folder. This will increase performance.

ramzzess

aviation design



Copyright © 2016
VMAX Flight ramzzess aviation design ™
All Rights Reserved
This model is produced under
The Boeing Company License

June 16, 2012
Revision Date January 01, 2016
applicable for version v1.00

All algorithms used to reproduce the operation of the Boeing 777-200LR model are copyrighted and belong personally to Mr. Philipp Münzel and Dr. Roman Berezin. Any reproduction of software or components thereof requires a written agreement with the creators. All 3D model parts, textures and parts thereof were produced by the designer team and belong exclusively to them. Sounds and other multimedia, which have not been self-produced, have been kindly provided by the users of avsim.su website for free usage and maybe downloaded from there.