**WAB Reference**

This app is **NOT** approved for actual use; it is solely a mission planning aid.

If you have any feedback or questions, feel free to email me at daniel.teel.2@us.af.mil

This app is still in development and your input is highly desired.

**Notes**

All data is saved locally to GoodReaders localStorage cache and will persist when opening/closing the file/goodreader. It does not communicate with any outside server and in its current state you cannot easily share or transfer data to another ipad/computer. In the future there will be a feature that allows for this, but not yet.

It’s still in development and please play around with it and give me feedback or bug reports.

**Navigation**

At the very top of the app is a navigation bar with a few options.

-**Form Fs**, this screen allows you to create, update, and delete Form Fs saved to your local storage.

-**Aircraft**, allows you to create/upload/delete aircraft. Managing aircraft here means you wont have to update every form f with new aircraft details if the chart c changes.

-**Kit Presets**, kind of like how in AWABs we have a whole mess of kit items available to us, you can manage common kit items that you can expect to use when making new form fs. When creating form fs, you can import items from this list.

-**Cargo Presets**, same as the Kit Presets except for cargo, (ie ammunition, pax, …).

**Form Fs screen**

At the top of the Form Fs screen, you got a big ol green button that will create a new Form F. Click on that bad boy and it will populate in the Form F list below. To the right of each Form F listed is a button to clone a form f (so you can have one for spare/chalk 2) and a delete button. To edit/view a form f just tap on the line.

When the form f opens up, you’re presented with a child navigation bar with a few options,

**-Summary**, a grid display showing generally the same format that AWABS generates with a few differences.

**-Basic,** this page lets you modify the mission name, aircraft, and crew weight/moment (defaults to 660/157.5).

**-Kit**, allows you to create/update/delete kit items. At the bottom is a button that will allow you to import items from the Kit Presets. If an item with the same name/weight/moment is already in the kit, it will be grayed out so you don’t accidentally have the same item twice.

**-Cargo,** same as the Kit screen, except for cargo.

**-Fuel**, this pages allows you to set the fuel weight, if and what MATs are installed and the Taxi/Takeoff fuel burn (defaults to 500) and the landing fuel (defaults to 1500). Currently fuel is assumed to be JP-8.

If you select a MAT as installed, it does not add this to the Kit or Cargo weight but to Block 7 EXTRA EQUIPMENT. This allows it to be part of the Operating Weight and not pollute your kit weight. The weights are shown on the summary page for entering into CDU -> ACFT INIT menu 2 (I think).

You might notice its missing a box for you to enter the fuel moment, but this is by design and it will interpolate the -5-1 basic fuel loading table to calculate the fuel weights moment for you.

What I need some help in figuring out is when you go above the ~13,500lbs with MATs installed, how should the fuel moment be calculated? The -5-1 and -1 do not prescribe a fuel onload sequence to determine it. Its currently programmed to after ~13,500lbs of fuel to then fill the forward MAT with gas up to 2,350lbs and then start filling the center MAT until it reaches 2,200lbs. See below

    {weight: 13572, moment: 5520.7},

    {weight: 15922, moment: 6376.0},//This one and the one below, assumption that MATs are filled last

    {weight: 18122, moment: 7350.7}//needs verification of fuel onload sequence