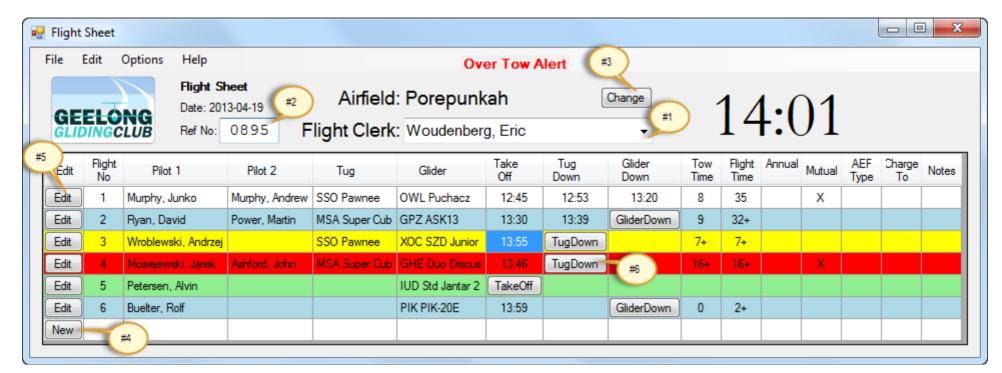
GGC Flight Sheets

A glider flight logging program
April, 2013

Startup

When launched, the program presents the main Flight Sheet form. Start by entering three pieces of information at these locations:

- #1. Enter your name in the Flight Clerk field. If you don't enter your name, the program will still work, but it will beep and flash whenever you make changes.
- #2. Enter the flight sheet reference number from the paper flight sheet if you have one (this step may be dropped at some point).
- #3. If your location is not Bacchus Marsh, click the Change button and set the location as appropriate.

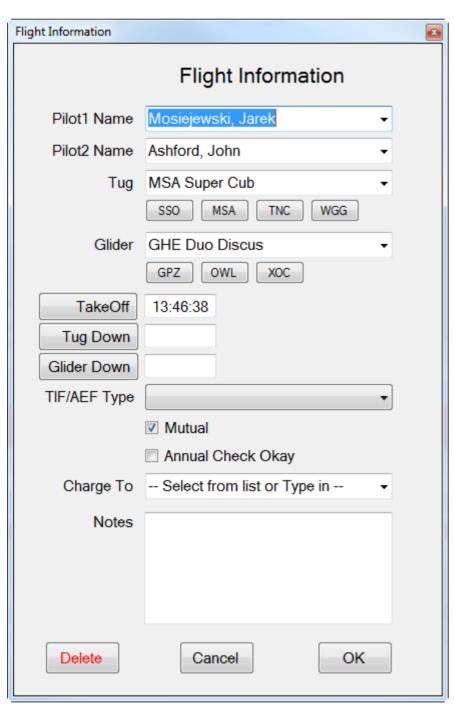


Let's Log Flights!

Add new flights to the system by clicking *New* (#4). You can edit entries you've already made by clicking *Edit* (#5). As a shortcut for entering *Take Off, Tug Down*, and *Glider Down* times, click the button in these fields (#6) to set them to the current time.

Flight Entry Form

After clicking New or Edit, the flight entry form appears:

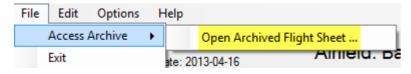


Information is entered in familiar fashion. The first few letters of the pilot's name, surname, tug and glider names or registrations can be typed to directly select the desired entry or narrow the available entries to a matching set. Buttons are provided for the common tugs and gliders. The *TakeOff, Tug Down*, and *Glider Down* buttons will load the current time into their respective fields.

File Management

Rather than offering the usual user-initiated *Open* and *Save* operations for working with files, the program performs file management transparently. The user's view is of a distinct flight sheet for each day and each airfield. Each sheet is stored in a single .csv file. When the program is started it creates that day's flight sheet. Any time the program is restarted, it reopens the flight sheet for that day. Any changes are saved to the sheet's csv file as soon as they are made and hence no *Save* command is provided.

Access to archived flight sheets (from previous days or other airfields) is available through the *File* menu:

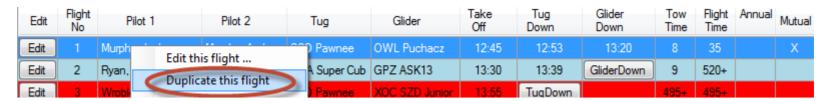


Features and Tips

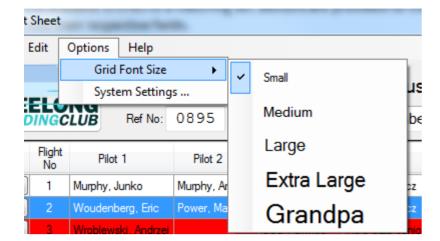
There are several features built into the program to improve ease-of-use.

- The system color-codes entries:
 - o White: completed flight
 - Green: awaiting take off
 - Yellow: in tow

- o Blue: tug down, glider in flight
- Red: tug not down after 10 minutes (settable threshold). Alert message also flashes on top of screen.
- All the information from a previous flight (minus the times) can be used to create a new entry by right-clicking on the entry and selecting Duplicate this ...:



- Clicking on the column header will sort all entries by that column. Click on the Flight Number column to return to "native" order.
- Double-clicking on an entry is equivalent to clicking the Edit button.
- New flights can be added with Ctrl-N ("New")
- The Grid's font size can be changed:



Shortcut Keys

In addition to the normal windows ALT-based "Accelerator" keys, several keyboard shortcuts allow data entry and editing to be performed without the mouse. For the functions that operate on a single flight, one cell from that flight's row must be selected.

- Up, down, left and right arrows: navigate the grid
- CTRL-N: create a new flight
- CTRL-E: edit the current flight
- CTRL-D: duplicate the current flight
- CTRL-DEL: delete the current flight
- SPACEBAR: push the selected cell's button (TakeOff, etc.)

In the Flight Editor form, ALT-shortcuts are available to move around the form and additionally, CTRL-RETURN is equivalent to pushing the OK button.

Comments

- The flight clerk can be changed at any time. Whenever a new flight is created, the current Flight Clerk is attached to the record.
- Suggestions welcome. I especially appreciate ideas that improve things through simplification.

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