Air Traffi Control Game

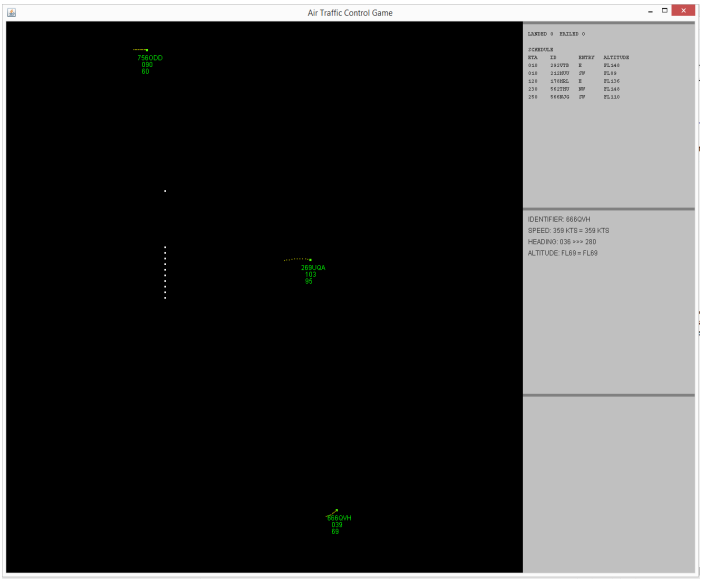
by Kimmo

Manual

1. Quick tutorial
2. Screen components
3. Separation
4. Heading

Quick tutorial

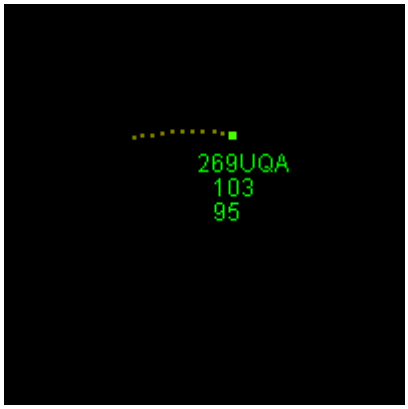
Command the planes and get them to land on the airfield. Be careful not to let them fly too close each others or to let them fly out of the radar screen.



The game screen

How to command

Type in text with your keyboard to give commands. First type the identifier of the plane. It's the first line of text you see on the aircraft info.



Aircraft info

Then hit space and type in the command. Three digits is for heading. Letter 'A' followed by digits is for altitude. Letter 'S' followed by digits is for speed.

Example:

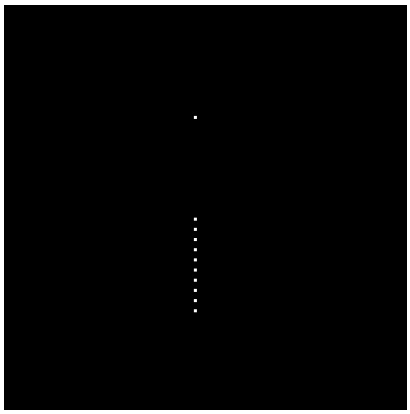
269UQA 270 A60 S450

This gives the following command. Aircraft with identifier 685JDO fly heading 270 altitude 60 speed 450.

Protip:
There is also quicker way to input altitude command if it's below 100. Just write two digits. It will give the same command as 'A' followed by two digits. Also if speed is 1000 and above you don't have to use the letter 'S'.

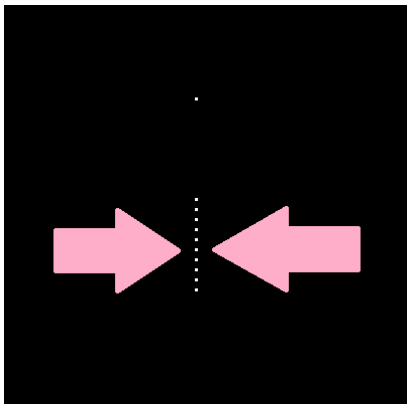
How to land

You need to get the plane to the right place with the right heading, speed and altitude. After you get it there the pilot takes over and lands by itself. This is where you need to get the plane:



Approach area and runway

The single white dot on top of the multiple ones represents the approximate runway area. The multiple dots represent the approach area for landing. That's where you want the plane. Thats where the pilot can take over and start landing by itself after heading, speed and altitude are correct.



Get the plane here

The correct heading, speed and altitude are:

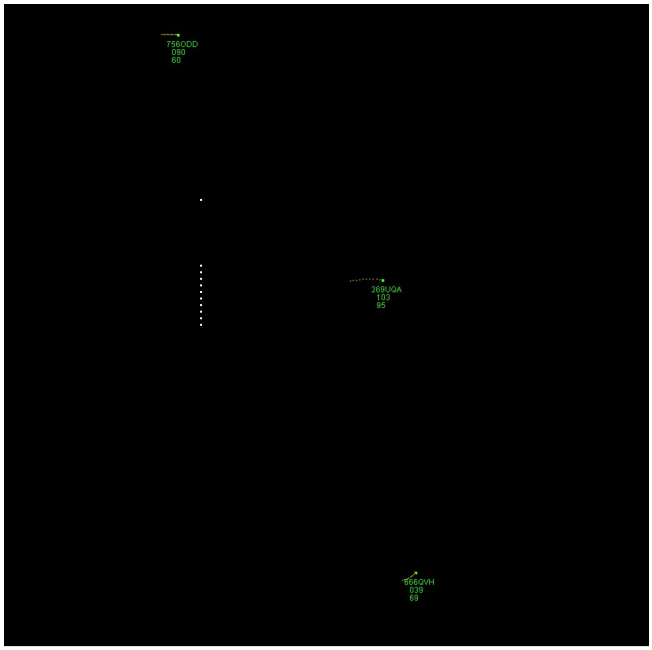
- Heading: between 350-010
- Speed: 240 or below
- Altitude: FL10-FL20

This covered the quick tutorial. You are ready to play. Read further for more information.

Screen components

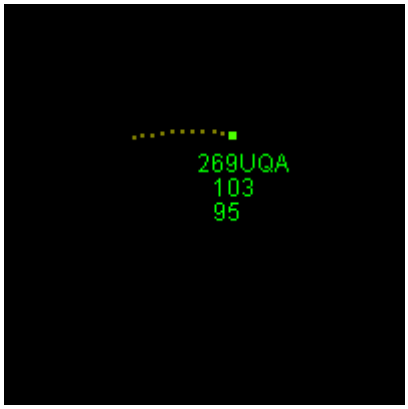
The game screen consists of four components: the radar screen, information panel one and two and the command panel.

Radar screen



Radar screen

The radar screen shows the symbols for the aircrafts and for the runway and the approach line. The aircraft symbol consists of the green dot that represents the location of the aircraft. It also has a yellow tail that shows the previous positions of the plane.

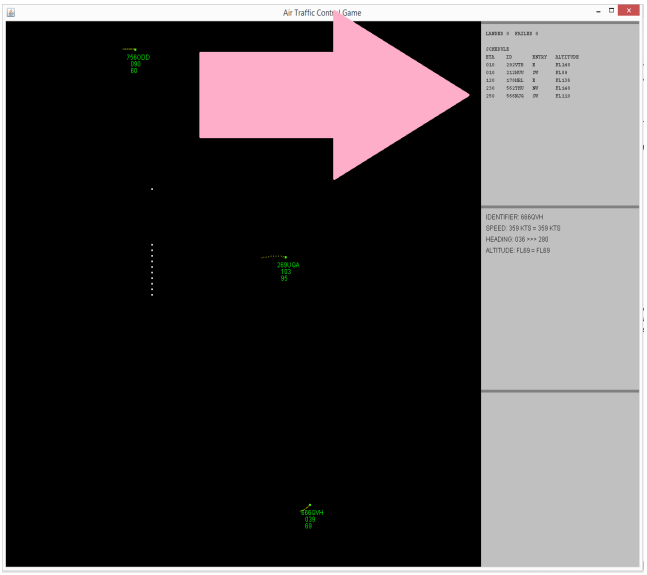


Aircraft symbol and information text

The information text has the aircrafts identifier on the first row. The second row shows the current heading of the plane. Third row is the altitude of the plane in flight levels. Flight level 95 is 9500 feet.

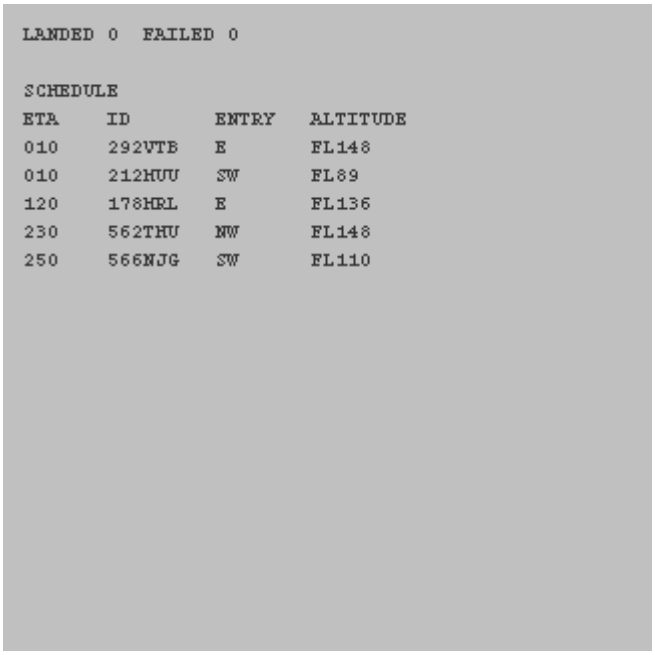
Information panel 1

The information panel 1 is located on top-right corner.



Information panel 1

The info panel 1 shows the schedule of arriving flights and also counters for landed aircrafts and aircrafts that have escaped outside the radar screen.

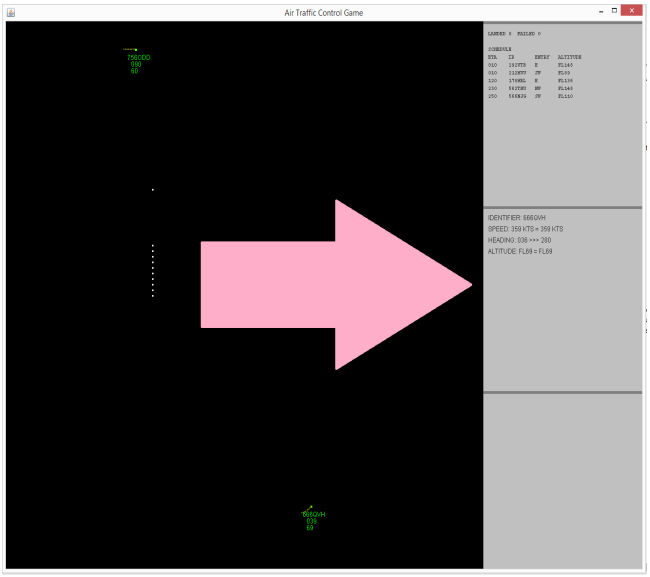


Information panel 1 counters and schedule

LANDED shows the amount of planes you have landed. FAILED shows the amount of planes strayed out of your radar area. SCHEDULE shows upcoming flights to your radar area. ETA is the approximate time left in seconds before the aircraft enters your radar. ID is the identifier of the aircraft. ENTRY is the entry point. On your area there are four entry points: NW for north west, N for north, E for east and SW for south west. ALTITUDE is the planes flight level when it enters.

Information panel 2

Information panel 2 is located middle-right on the screen.



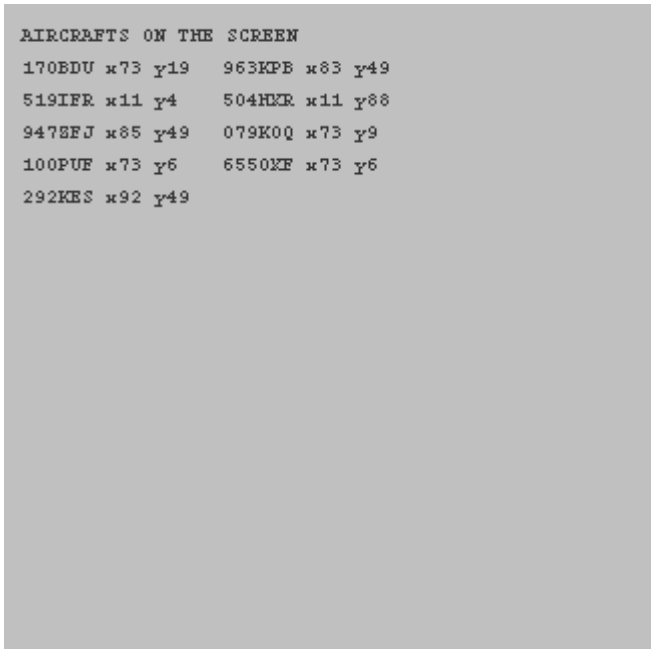
Information panel 2

The info panel 2 shows the information of the aircraft you have last given a command to.

Information panel 2 aircraft information

The panel shows the usual information: identifier, speed, heading and altitude. First is the plane's actual situtation and next is the command given to the plane.

Pressing Shift will show information about all planes on the radar.

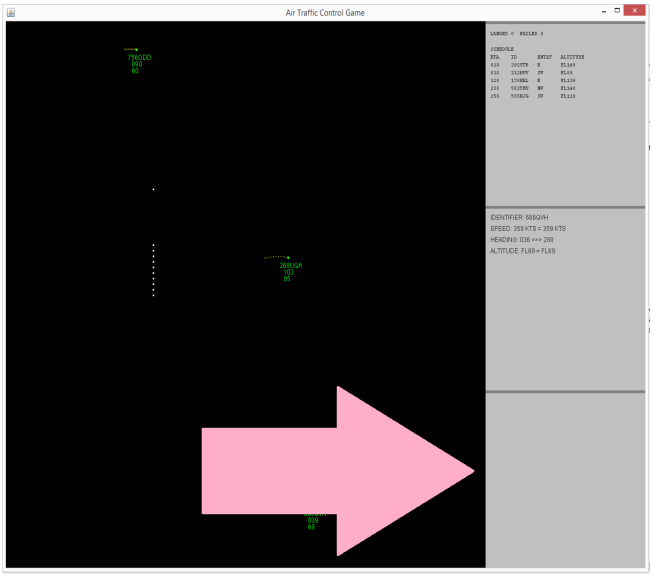


Information panel 2 – all aircrafts

On each row there is information of one or two aircrafts. First is identifier and after are X and Y coordinates.

Command panel

Command panel is located bottom-right.



Command panel

Command panel is where you type in the commands for the aircrafts. Please notice that you can use only numbers and characters, space, backspace and enter. Other keys and also numpad numbers will not be registered.

Heading and speed command

First type in the six character identifier. Then hit space and type the commands you want.You can enter one or more commands at the same time but only for one plane at a time. The identifier has to be written first but otherwise the order of the commands does not matter. Only make sure you separate them with a space. You can also just type the identifier and hit enter if you want the infopanel to show the plane's info. See quick tutorial from the start of this manual for more information about commands.

Separation

Separation of the aircrafts has to be minumum of 1000 feet (FL10) when they are horizontally near each other.

If two planes end up too close to each other it will result in game over.

The identifiers on radar screen become difficult or impossible to read if the texts overlap. In this case try hitting the Shift key to see all the identifiers on the info panel and to find the correct one by looking at the coordinates. Top-left corner is X0 Y0 and to right X increases and down Y increases.

Heading

Full circle is divided into 360 directions. North is 000, south is 180. All directions from 000, 001, 002 … 358,359 can be used. When typing heading commands always use three digits.

North	000
North-east	045
East	090
South-east	135
South	180
South-west	225
West	270
North-west	315