

FS Flight Keeper Setup Guide For Alaska Adventures

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FS Flight Keeper (FSFK) combines seven programs in one: A Logbook, a basic Aircraft Black Box, a Flight Weather planning tool, a Flight Information System (ACARS Device), a Ground Proximity Warning System (GPWS), a Cockpit Sound Environment enhancement and Air TV. The Logbook keeps track of the flights you made. It stores Flight Times (also Day and Night), Fuel used, Pilot, Aircraft used, etc. Whilst the Black Box logs all aircraft events like autopilot settings, engine settings, weather, etc. FSFK also features flight weather planning (METARs, TAFs and ALOFTs), data export, configurable flight critique, World (Moving) Map display, Instant Messaging, Screenshot Manager and much more.

Installation

Flight Sim Flight Keeper is a payware addon for Microsoft Flight Simulator 2002,2004 and FSX. This set up guide was tested with FSFK 3.1.



Unzip the FSFK file and run the set up. At the end of the installation you will be prompted to set up the pilot info, hit ok for all forms. We will come back to those later. When done close FSFK.



Log in to Alaska Adventures. Downloads→ACARS Config. Download the FSFK Config file (VA-Template) Place it in C: \Documents\FS Flight Keeper\Templates



Open FSFK





Now we need to edit your pilot information. From the tabs on top click on Pilots \rightarrow Edit Fill out all the fields except the password. Leave the password field blank.

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Then fill out the rest of the form as you see above.

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The rest of the form make sure that *None* is selected



Now we are going to edit the logbook. From the tabs above click on Logbook \rightarrow Edit



Name the logbook to whatever you want. Then fill out the rest of the form as you see below.. Flight: Flight-Navigation-WeatherMap-TaxiPath-Profile.html Virtual Airline Settings: VA-Template.txt

The rest make sure that *None* is selected



Now we will need to edit the Templates/Email. You can find this by clicking the options icon.





In the General Options menu, click on the Templates/Email tab.

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Just as the other two forms fill the form as pictured below.

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Now we need to set up the FSFK gauges for your planes. If you wish not to use FSFK gauge in your cockpit, skip to 18



Now we are going to install the FSFK gauge to your Alaska Adventures aircraft. You will have to do these steps for every plane. Open Tools \rightarrow ACARS Device \rightarrow Start Installer



Step 10

You can see a list of the planes that you have in FS. Click on the Alaska Adventures .





From the Alaska Adventures planes, click on the plane that you want to install the gauge to. In the setup instructions I have chosen the AC500 – N333AK

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You will see all the variants from the plane you selected. Click





Right click over the variant that you want. Then click on Add ACARS Device. I have chosen N333AK. I have left the form on the right side as is. **Click Configure Events, and Save**.

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. I have left the form on the right as



is. Click Configure Events, and Save.



Now you will be brought back to the aircraft list. Double click on the variant that you want to install the gauge too. In this example it will be N333AK.



Single click on the link where you want to install the gauge. Before you make your decision click on all of them to see what options you have. In this example we are using Commander. Now you will need to right click on the link that you decided on. Then click add "Hot Key"







Now you can drag the FSFK gauge to where ever you want to place it.



Once you have set your gauge to the place you want close out the installer. You will see a pop up stating that changes have been made. Click yes to continue. Your gauge has been installed and is ready to use.

Now close out your FSFK and open Flight Sim. Choose your flight and set the flight plan in FS. Seect a flight from your open bids. If you do not have any open bids, Log in to the Alaska Adventures site now and add a flight to bid. For your first flight with FSFK I would do a small flight.

AKA474 Z41 PAMR AC500 N333AK

Flight 474 is about 3 minutes long.



Now that you have FS open and have chosen your flight. Park at the gate and have your engines off with the brake set.

Note: Failing to do this will cause your log not to send.

Now you can open FSFK. Open a new flight log by opening Flights \rightarrow New. Or you can use the New Flight icon on the left side of the menu



Now we will need to connect FSFK to your Flight Sim. You can do this by hitting F5 on your keyboard. Or by clicking on the FS connect icon, shown below.

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Now the form will auto fill most of the information. Fill in what does not get filled. Make sure that you have the correct flight number with the correct format. Example flight 274 will need to be entered as AKA274. This is the same with the tail number(example - N333AK)



It is very important that you fill out the form as much as possible. Always fill out Airline Flight Number Tail Number Passenger



Now we will need to connect to the ACARS Device. Click on the "Connect to ACARS Device" icon from FSFK.





Now we need to connect to the ACARS Server. If you do not have the FSFK gauge installed on your aircraft, just hit the F11 key on your keyboard.

For those of you who have installed the gauge in your aircraft. Go in cockpit view. Click on the FSFK gauge that we installed a few steps back. Once opened it will go through some configurations. If all passed it will look like the picture below. Hit "ENT" on the ACARS keyboard.

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After the ACARS has passed through the configuration follow the following to connect to the ACARS server. You will be brought to the main menu. Pictured below.



Click on the black button next to the ACARS text.

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Click Connect to connect to the ACARS Server. You are now loged in to the server. Go to Alaska Adventures and make sure that you see yourself on the map.





Click on the "Main" but to get back to the main menu.



The ACARS device comes with a map feature. To access the map, click on the globe button.



You can control the maps zoom with the up and down arrows on the ACARS keyboard.



Now we can start our flight. Turn on your engines and pushback from the gate.



After you land, park at a gate or cargo parking. Set the brakes and turn off the engines.



Go back to FSFK, and clost the Flight Sim connection.

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The final step will to send your flight to Alaska Adventures. To send your pirep, click on the globe icon.

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If you have all the settings correct you will see the following message.

FS Flight Keeper	×
The Flight has been successfully sent to the Web Service.	
ОК	

Now that your pirep has been sent you will be redirected to your flight info. Click on "View" Log to view your flight information and maps.



You can go in the main option menu and look through the different settings. You want to add sound to the cockpit. You have several different voice options there.

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