TCA Multiplayer Pilots Manual

by Christian Breuer (TCA2984)

INTRODUCTION

First, I want to say ‘thank you’ to Pär Bensered (TCA2754 ‘Big Swede’) for all his support and making TCA Multiplayer sessions, what they are today: A very nice opportunity to fly with fellow pilots in a relaxed environment and having a nice chat as well ☺

Therefore, here we go. First with some basic rules regarding MP-Sessions:

1. Connect to Teamspeak (explained on page 4) and make a simple radio check by stating your pilot’s number and your first name.

2. Start up Flight Simulator and go to the departure airport.

3. DO NOT place your aircraft on the runway prior to connecting to the Session. Park at a gate or on the ramp.

4. In the realism settings of the aircraft enable “Ignore crash”.

5. Load the flight plan that is provided for the flight.

6. Connect to FSInn.

7. All communication will be in English.

8. Start up ServInfo and check who is online (optional).

Note: The Manual is only valid for flying with TCA during MP Sessions!

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Updates:
February 2009 – TCAA-Teamspeak Server address added: Page 4
May 2010 – Manual completely revised
May 2010 – Special hint given on FSInn Peer to Peer settings: Page 16
December 2010 – TCAA-Teamspeak Server address changed: Page 4
June 2011 – ServInfo address corrected for TCA-OWL Page 19
June 2011 – Appendix added (pages 24-25)

Setting up Teamspeak 2 Client

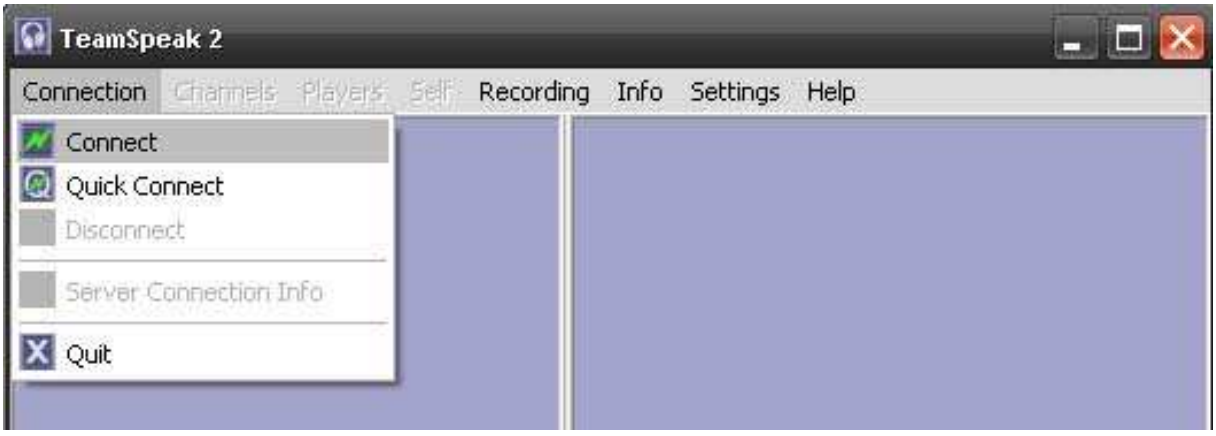
Download Teamspeak 2 Client from:
http://www.tca-charter.de/Downloads/Teamspeak.zip.
Install ts2_client_rc2_2032.exe and thereafter extract Teamspeak.exe into the folder where your Teamspeak 2 is now.

Configuring Teamspeak 2 Client:

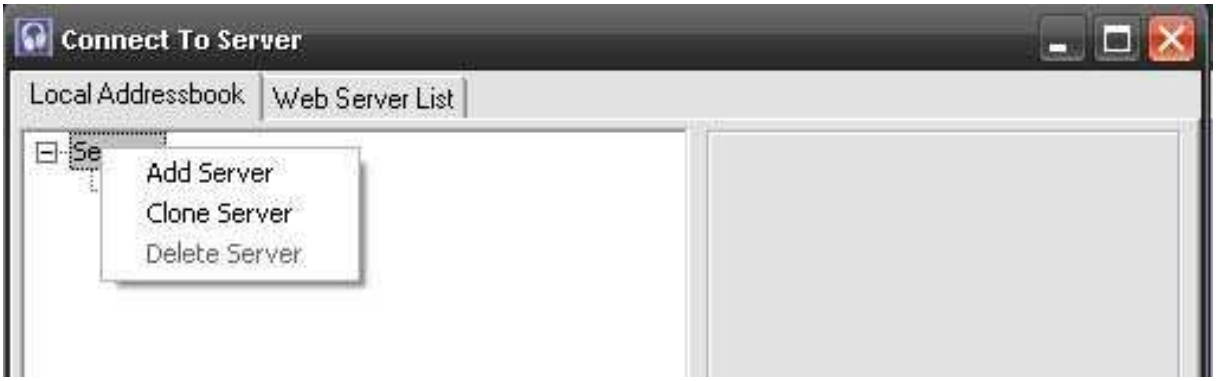
You only need to do this once – and it is really simple.

Start Teamspeak and if the main window is up click on Connection

Next you click on Connect

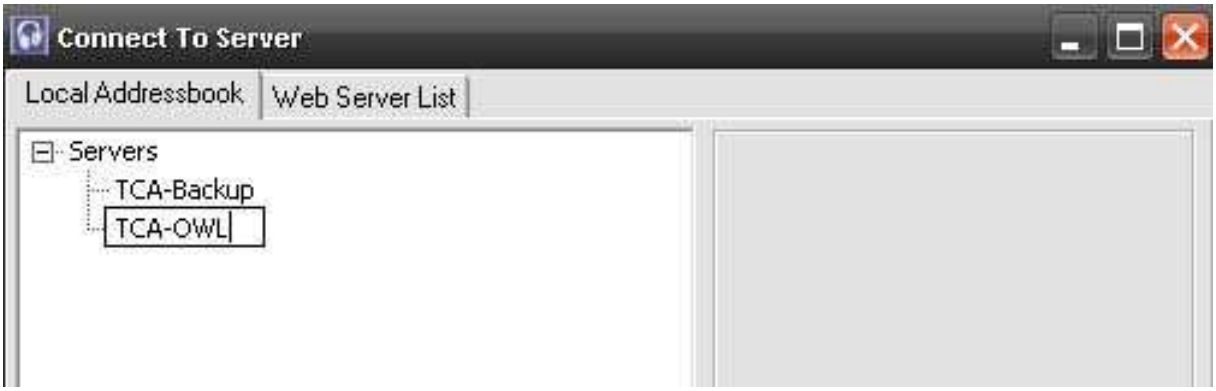


Right click on Servers



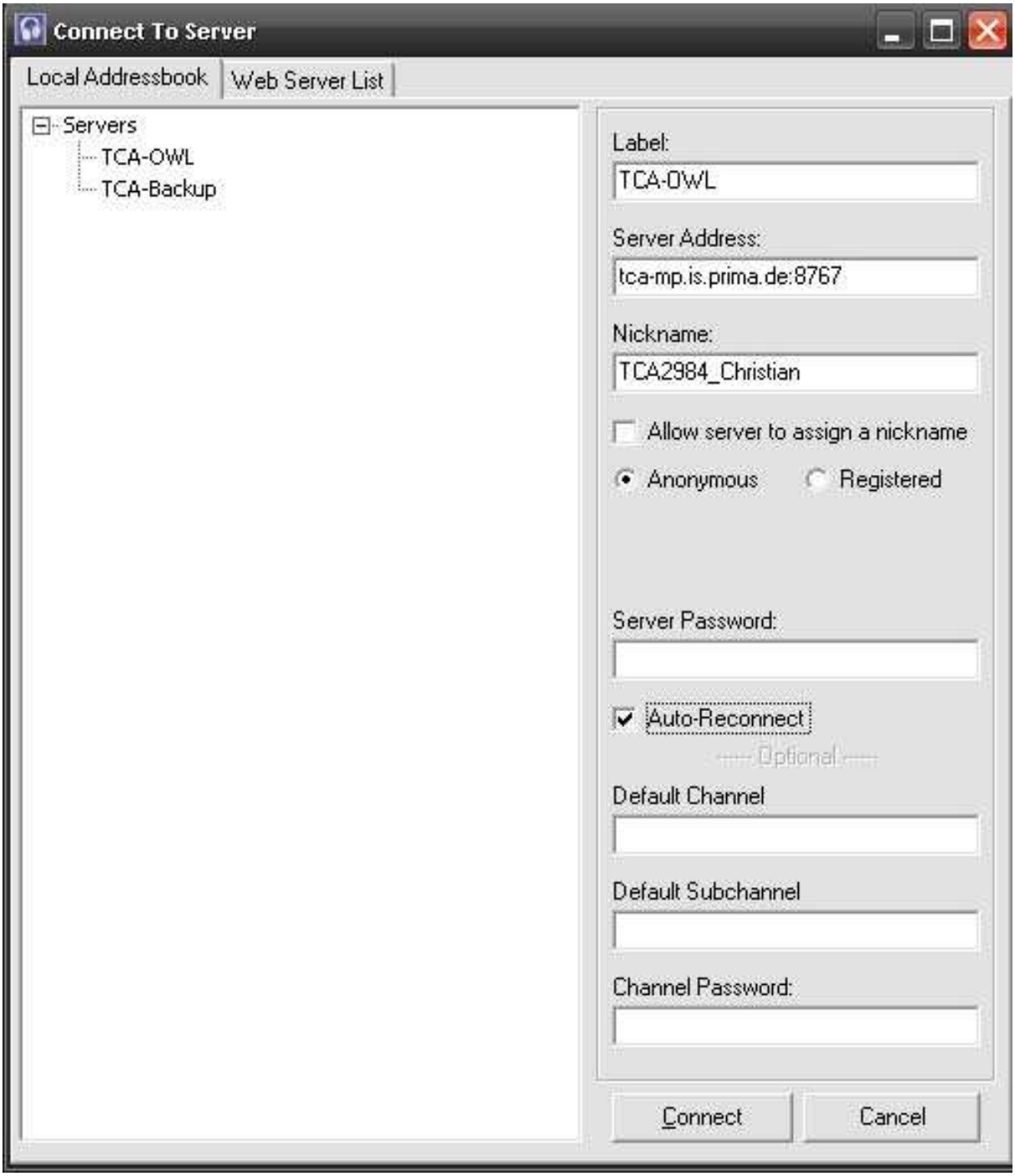
Click on Add Server

You can now directly rename the Server to either
TCA-Backup or *TCA-OWL*



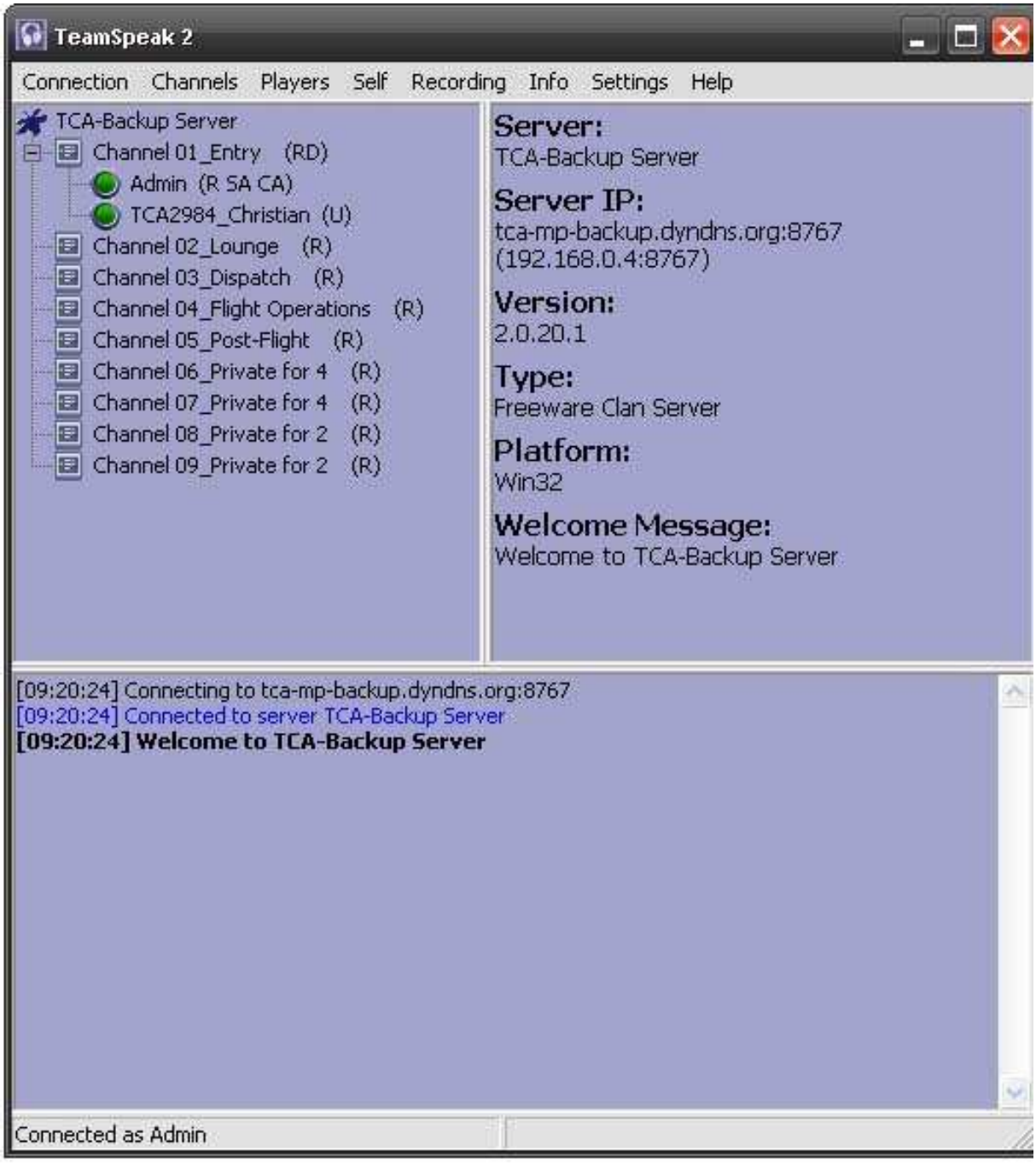
After renaming, you can hit ‘Enter’

We have the following Server addresses:
TCA-Backup: tca-mp-backup.dyndns.org:8767
TCA-OWL: tca-mp.is.prima.de:8767
New February 2009:
TCAA: tca2754.dyndns.org:8767



As Nickname enter your TCA Pilots-Number and your name like this: TCA2984_Christian
Mark Anonymous and check the Auto Reconnect box. Now you are ready to click on Connect

Congratulations so far: You are in ☺ but not already done, hehe.



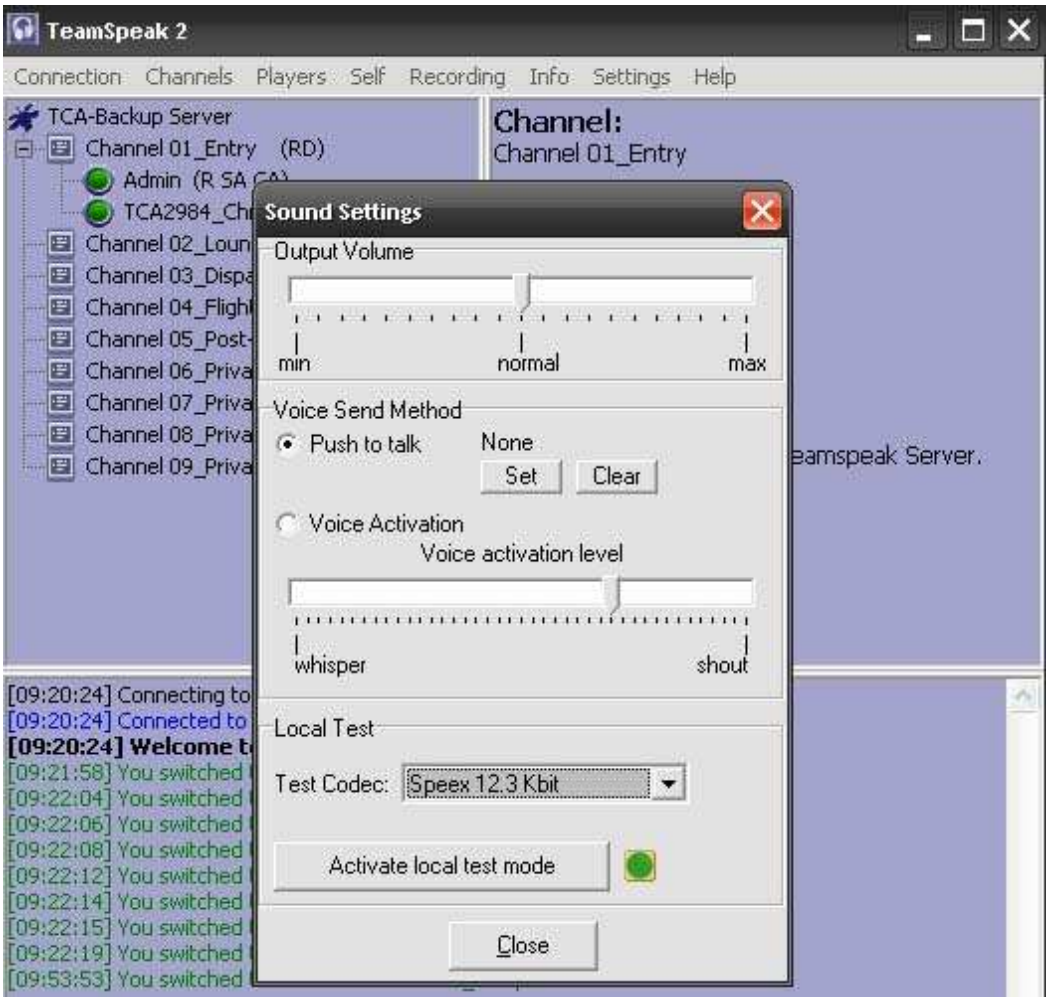
Now it is time to proper configure Teamspeak

Click on Settings

Next on Sound Input/Output Settings

Select Push to talk and via the button Set you can select the key. I recommend to select a key that is not assigned to any other program running while Teamspeak is up.
And: If you hit your Push to talk button make sure Teamspeak is not an active window, or you will be 'bonged' away ☺

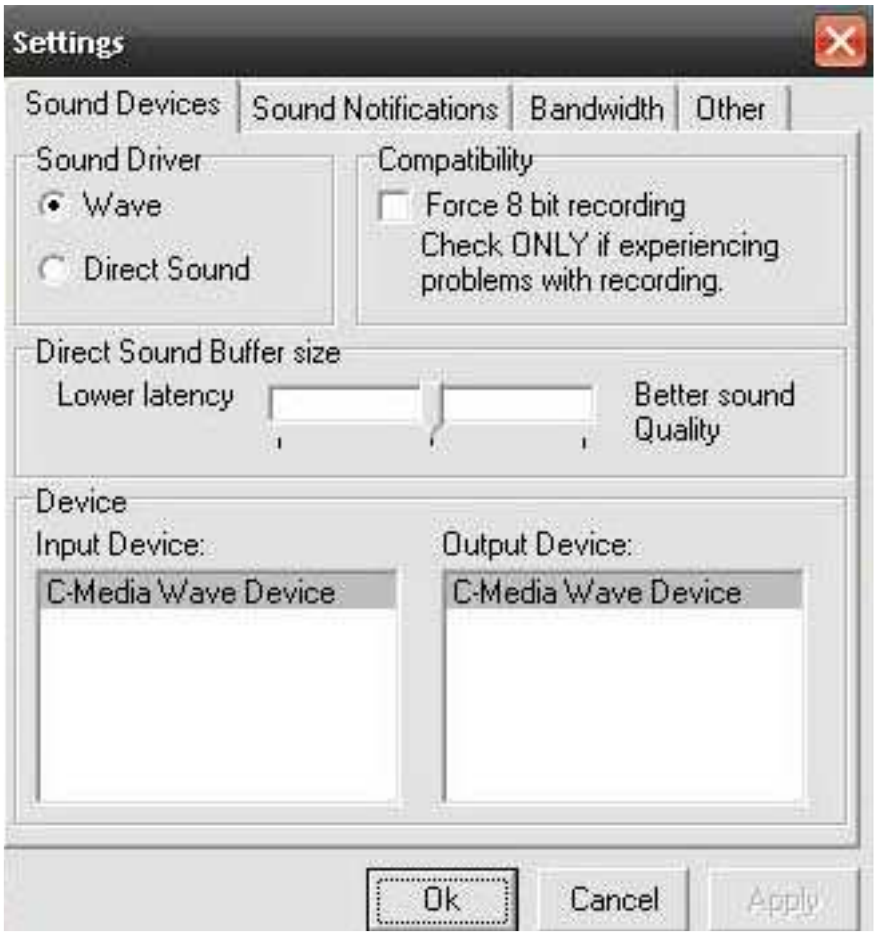
If you still have problems with your Push to talk button, then you can enable Voice Activation, but make sure to select an activation level high enough that you don't disturb others by your breathing, or whatever is going on in your 'cockpit'!!!



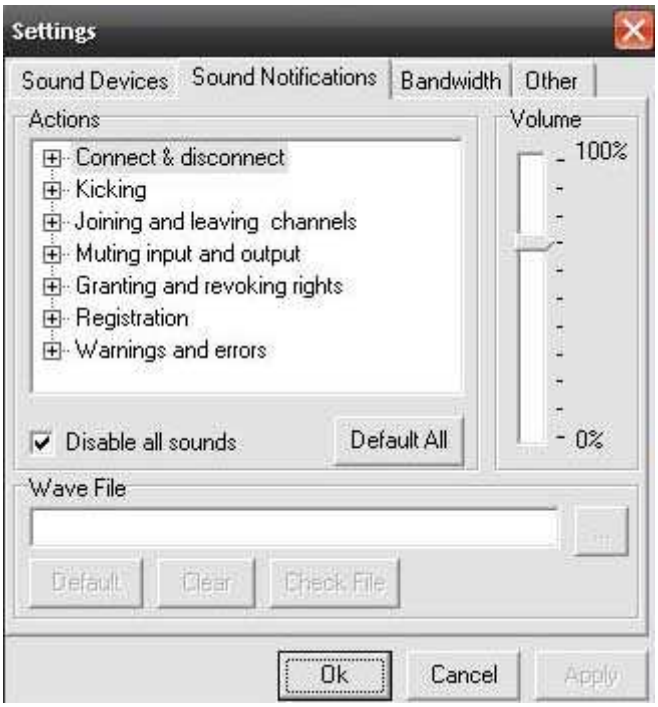
As Test Codec select Speex 12.3 Kbit
Click on Close

Next click on Settings and followed by Options

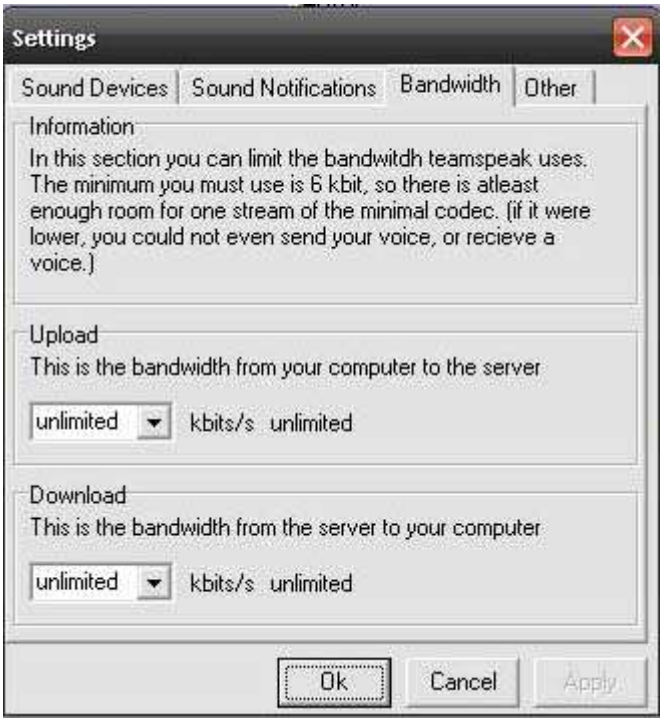
On the tab Sound Devices select Wave



On the tab Sound Notifications check the box Disable all sounds



On the tab Bandwidth select the Upload and Download as unlimited. This should work for the most of us. If you experience interrupted transmissions try to select either a slower Upload and/or Download speed.



On the tab Other check the box Show Icon in traybar

Well, now you are ready to use Teamspeak ☺

Setting up FSInn

Download FSInn here: http://flightsim.apollo3.com/files/fs-files.html
You have to install both: FS Copilot 1.7 (at first) and FSInn 1.3
(I have change this to the newer versions, as these versions, although they are still beta's, work very well.)

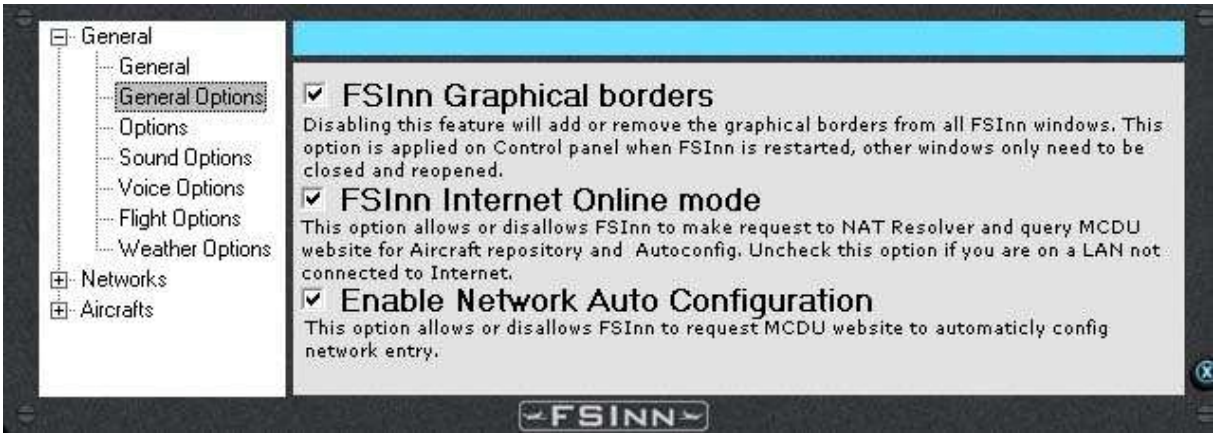
Once you have installed both of them and fired up your Flight Simulator you will see a new entry in the menu bar called Copilot. Click on it and move your mouse pointer to Inn Control Panel and open the Inn Control Panel. On the first startup it will take some time for FSInn to load all aircraft, because it loads all aircraft that are in your Flight Simulator including AI-aircraft. This process may take a considerable amount of time on first start up and a little less time on the following start ups (in a range from seconds to several minutes everything is possible. I know this can be a real hard pain for somebody on a rather slow machine.). Be patient – we are feeling with you ☺
Below is a description of how to install FSInn 1.2, but Version 1.3 has only minor differences. So don't worry!

Once it is open click on SET in the lower right corner.

A new window will appear:

Enlarge the General menu and at Default CallSign enter your Pilots Number like shown in the picture above and your Name and Homebase in the User Infos field.

At General Options make sure you check all boxes:

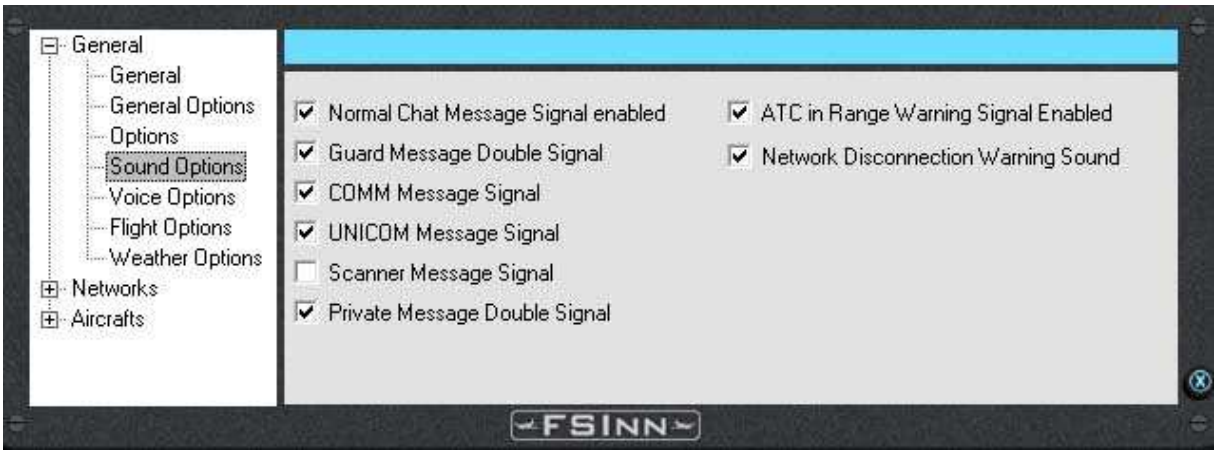


At Options it is mostly up to the user (you) how you would like to configure FSInn, but I recommend to check at least the boxes:

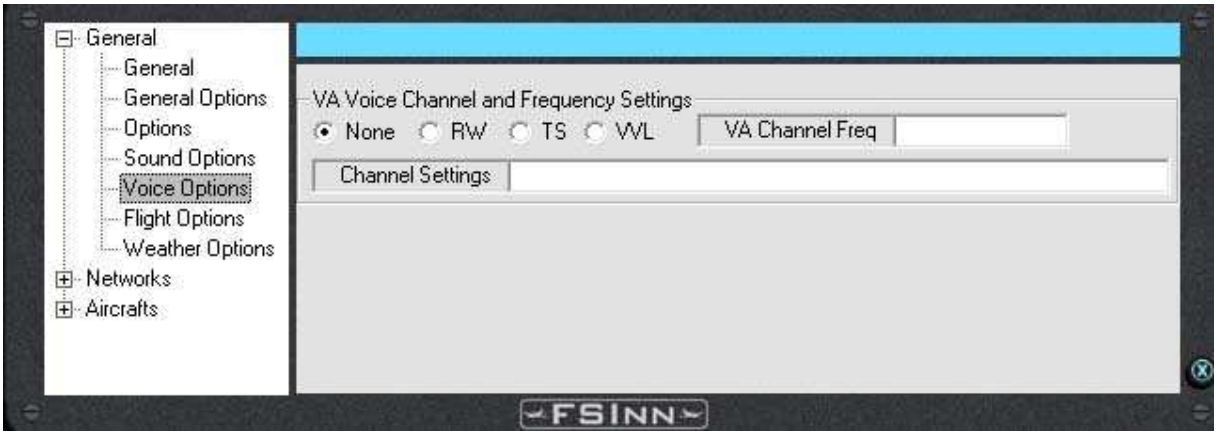
Allow FSInn to autoconnect to FS2004

Allow FSInn to disconnect from FS

Sound Options is up to the user as well. Mine are like this:

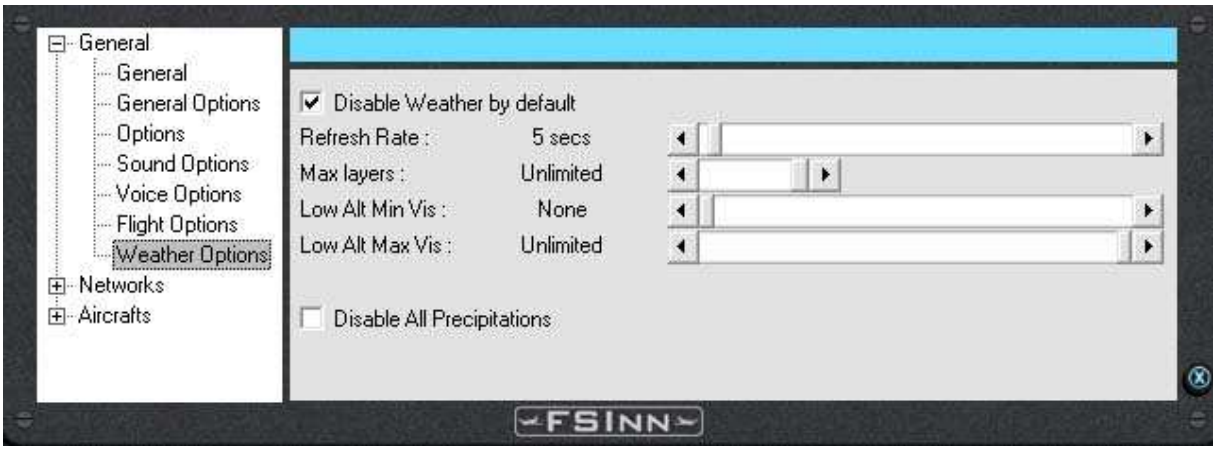


Voice Options is not relevant for our purposes, so you can leave the fields blank:



Flight Options is another field, where it is up to the user, how it could be configured and self explaining as well:

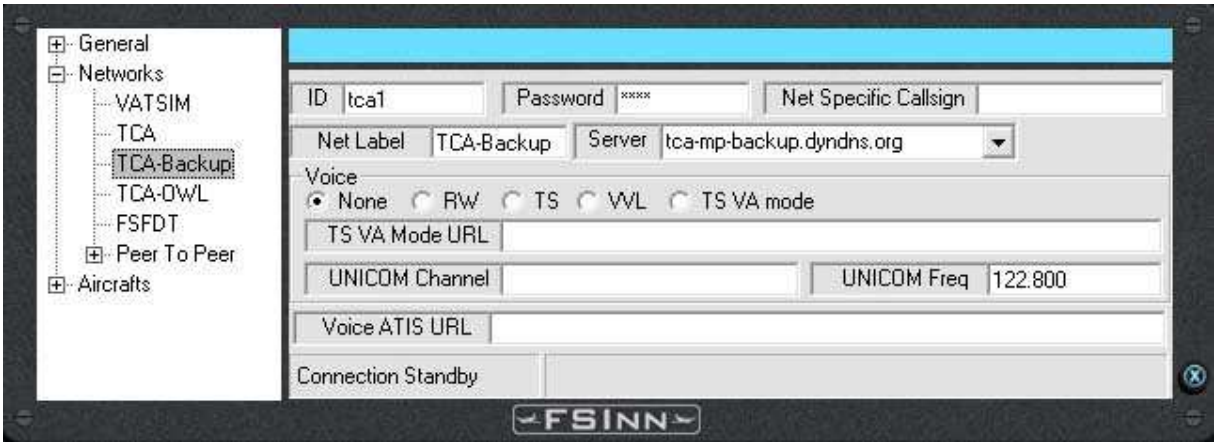
Weather Options is more relevant, because the way you configure your weather, your weather will be loaded and generated!



Checking the box Disable Weather by default will prevent FSInn to load the weather from any other server then your own selection (third party weather program, Microsoft default weather, or the last situation weather). Un-checking the box will generally enable the FSInn weather and you can activate it by clicking on the cloud next to the server you are connected to:

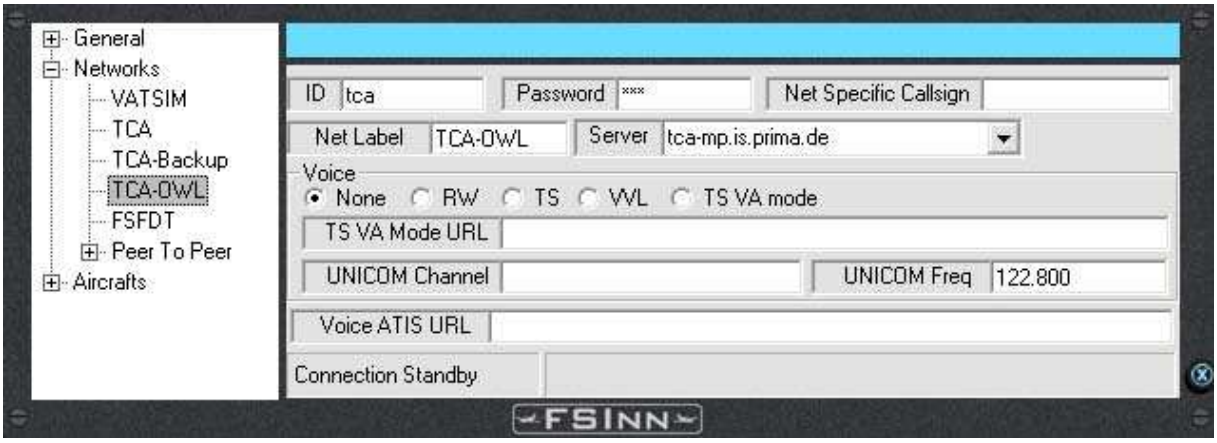
Now comes the most important part of setting up FSInn: The Networks

Click on Networks to expand it:



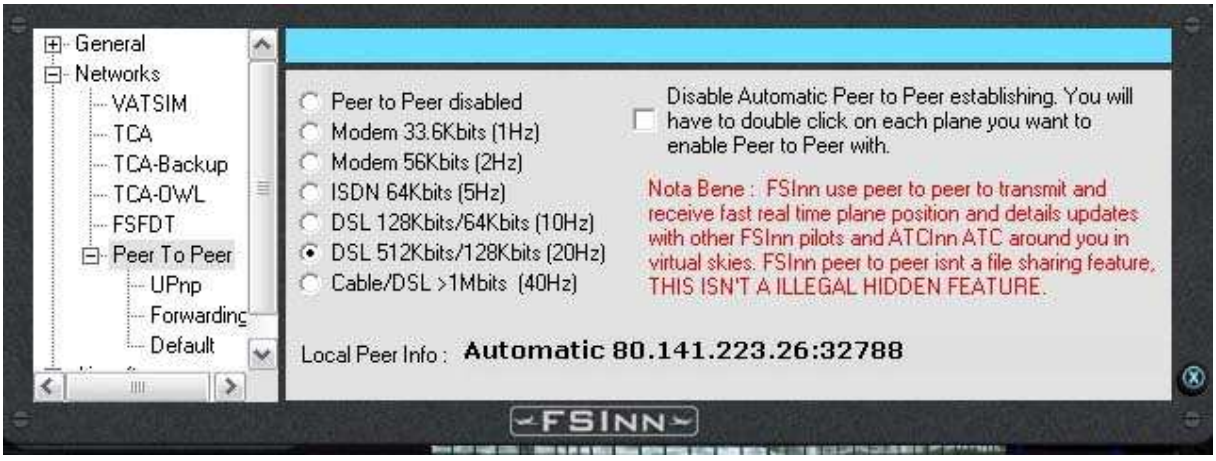
For now you have to add two Servers: TCA-Backup and TCA-OWL you can access them by clicking on one of the free Networks (Net 1-3) and rename them like shown above.

For TCA-Backup you have to make the following entries:
ID: tca1
Password: tca1
Net Label: TCA-Backup
Server: tca-mp-backup.dyndns.org



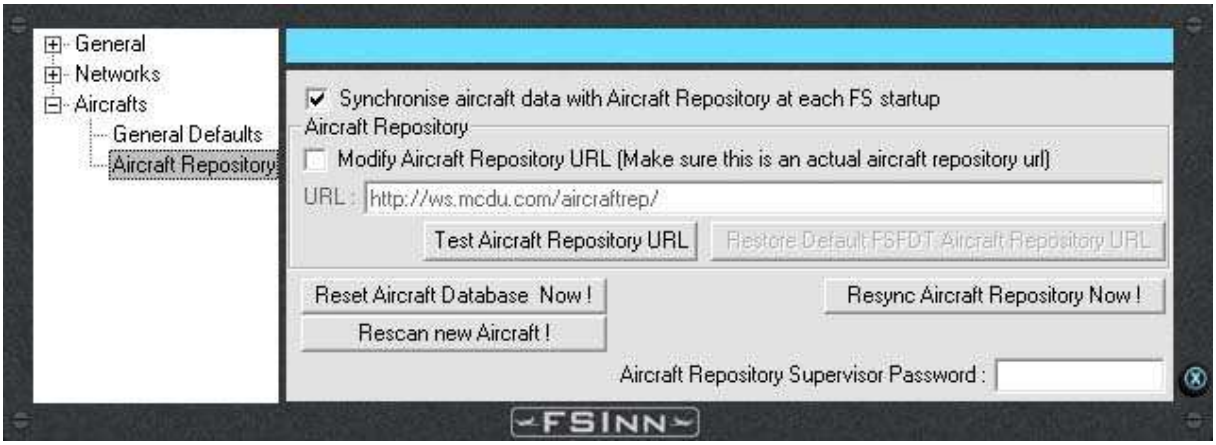
For TCA-OWL you have to make the following entries:
ID: tca1
Password: tca1
Net Label: TCA-OWL
Server: tca-mp.is.prima.de

Now expand Peer to Peer



Choose the setting matching your bandwidth.
Normally there shouldn't be anything else to do in this section.
If you make the experience that an other player's aircraft is next to you although he is far away then try to disable Peer to Peer (upper left option).

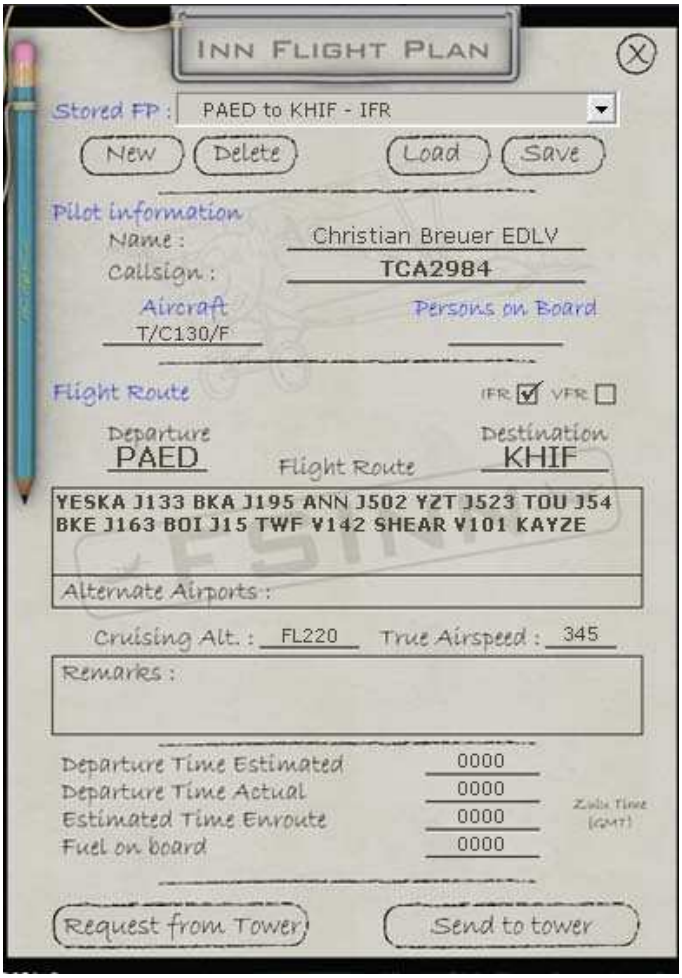
Now expand Aircrafts



At Aircraft Repository check the box Synchronise aircraft data with Aircraft Repository at each FS startup

Congratulations, you have generally set up FSInn and you are ready to fly in Multiplayer!

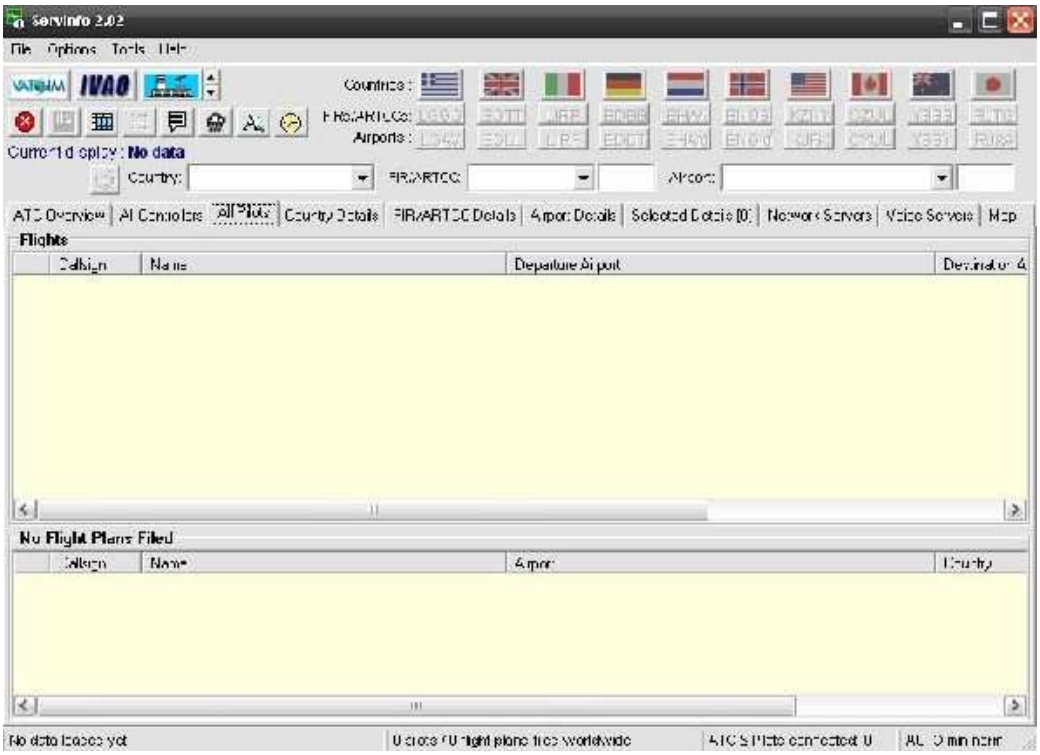
Now I will explain how to set up a flight plan.
Open the Inn Control Panel and click on the right side on FP



Make your entries in the proper fields. This flight plan is for a flight from Elmendorf AFB to Hill AFB in a C-130 at FL220 with the enlisted routing. After you are done click on Send to Tower. Now this flight plan is visible by ATC and more important for us: in ServInfo!
Once we are flying and every pilot has filed a flight plan the flight is easy to follow in ServInfo, which will be explained below.

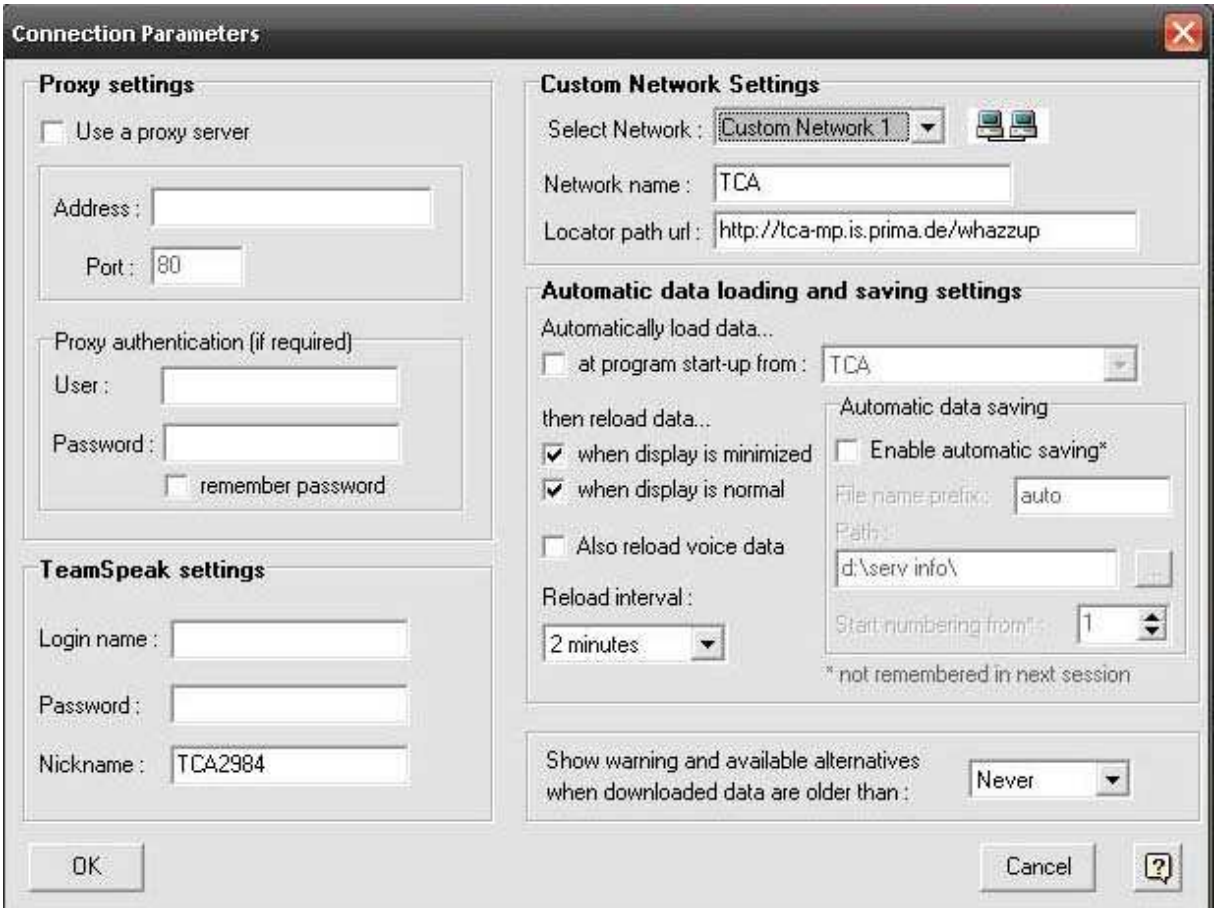
Setting up ServInfo

Download ServInfo here: http://library.avsim.net/download.php?DLID=40824
Download an updated database for our MP Sessions here: http://www.tca-charter.de/Downloads/servinfo.zip This database reflects some added airports/airfields in Alaska and some missing airports for the “Around the world in 80 Days” tour, but could be updated if necessary.



If you execute ServInfo you have to edit the Connection Parameters in the Options menu.

A new window will appear:



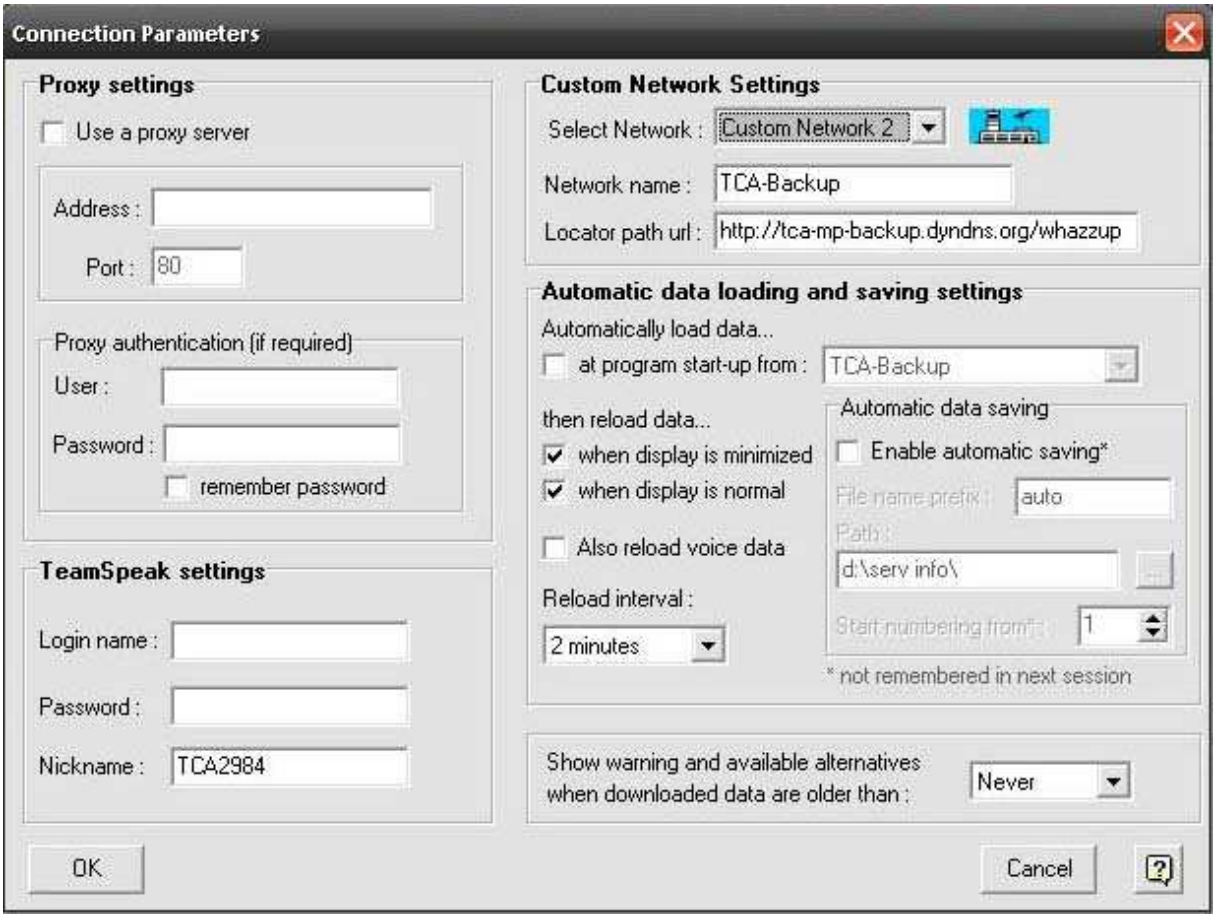
At the right side of the window at Custom Network Settings:

Select Network: Custom Network 1
Network Name: TCA-OWL
Locator path url: http://wow.prima.de/whazzup

All other settings are up to the users own need, but I recommend to enable in the Automatic data loading and saving settings to check
when display is minimized
when display is normal
Set the Reload Interval to your own purpose (mine is set to 2 minutes)
Click on the OK button and you are done with the first Server.

The second Server will be set up now:

Again select Options → Connection Parameters as described at the bottom of page 20 and this time you change the selection to Custom Network 2



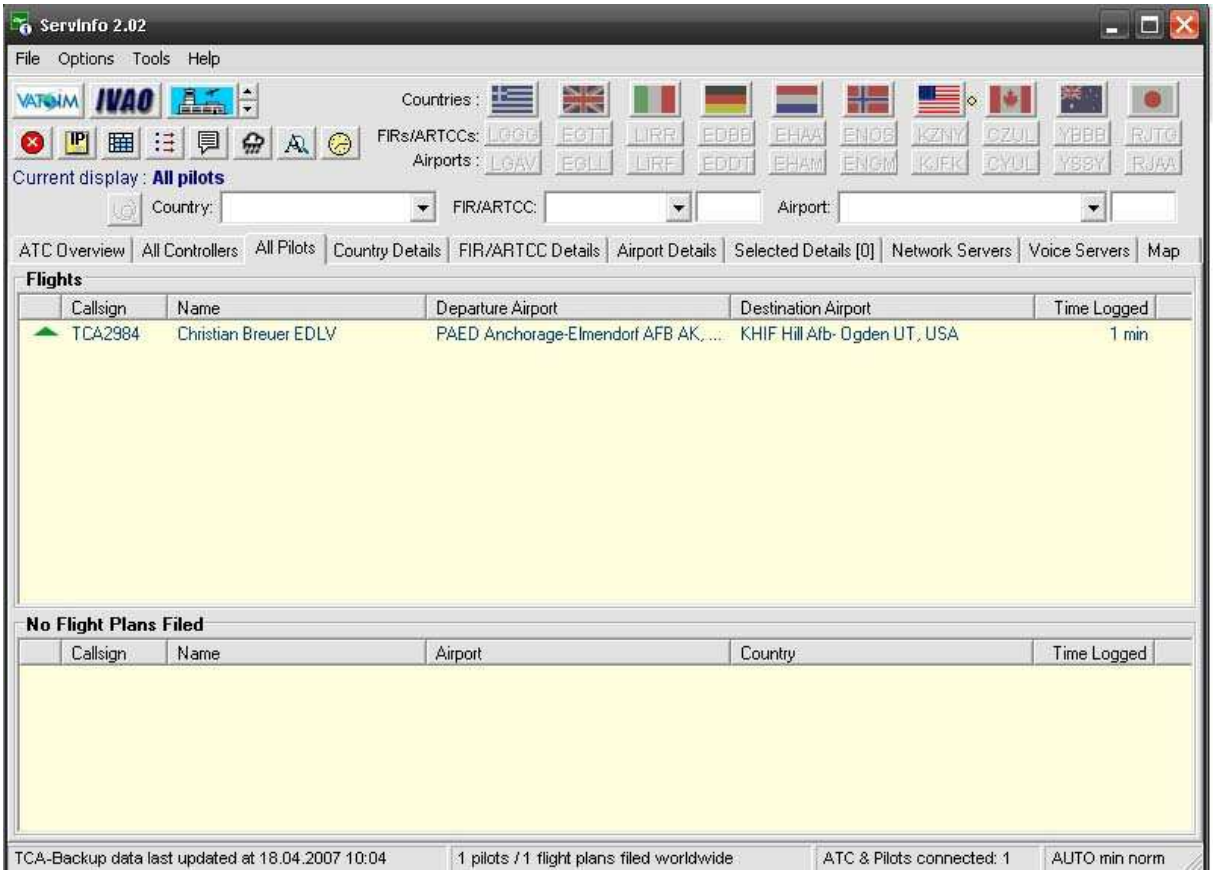
Network name: TCA-Backup
Locator path url: http://tca-mp-backup.dyndns.org/whazzup

Change the other settings to the ones you have done for the first Server and click the OK button.

Now you can download the latest data from the Servers by selecting the Server

Select the Severs by selecting it with the up/down arrows and click the button next to IVAO.

If there are pilots connected you will see them either in the upper part of the window, or in the lower part, it they don't have filed a flight plan. This data will be provided at the All Pilots tab.



Now you can see who is online. If you now click on one of the pilots data string a new window will appear:

The new window contains a lot of information such as:
AC-type, Airline, Flight Plan Details, Flight Level, Cruising Speed,
some Pilots remarks,
and the actual flight details, which are self explaining ☺

If you click this symbol:

you will get to map-view

This is only a partly extraction of the whole window.

Congratulations! You have now everything set up for the use with the TCA-Multiplayer Sessions ☺

Credits:

First, I have to thank all of these incredible designers of this various software.

A thank you goes to Pär Bensered (TCA2754), the founder of TCA-MP along with Carsten Truckenbrodt (TCA2693), who helped me setting up all the Servers and is providing a Server as well.

And last but not least our boss at TCA: Rainer Labie for a wonderful virtual airline!

Best regards,

Christian Breuer
TCA2984

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Appendix

Teamspeak Channels:

TCA Backup Teamspeak Channels

Channel	Sub-Channel	Name	Description
10		Welcome Lounge	Welcome to Tradewind Caribbean Teamspeak Server
20		TCA	Tradewind Caribbean Airlines
	21	Dispatch	Flight Dispatch
	22	Briefing	Flight Briefing
	23	In-flight	In-flight communications
	24	De-briefing	Flight De-Briefing
30		TAA	Tradewind Alaska
	31	Dispatch	Flight Dispatch
	32	Briefing	Flight Briefing
	33	In-flight	In-flight communications
	34	De-briefing	Flight De-Briefing
40		TDM/TDS	Tradewind Domestic/Seabirds
	41	Dispatch	Flight Dispatch
	42	Briefing	Flight Briefing
	43	In-flight	In-flight communications
	44	De-briefing	Flight De-Briefing
50		TWL	Tradewind Logistics
	51	Dispatch	Flight Dispatch
	52	Briefing	Flight Briefing
	53	In-flight	In-flight communications
	54	De-briefing	Flight De-Briefing
60		TMX	Tradewind Mexico
	61	Dispatch	Flight Dispatch
	62	Briefing	Flight Briefing
	63	In-flight	In-flight communications
	64	De-briefing	Flight De-Briefing
70		TWX	Tradewind Express
	71	Dispatch	Flight Dispatch
	72	Briefing	Flight Briefing
	73	In-flight	In-flight communications
	74	De-briefing	Flight De-Briefing
80		TCC	Tradewind Charter
	81	Dispatch	Flight Dispatch
	82	Briefing	Flight Briefing
	83	In-flight	In-flight communications
	84	De-briefing	Flight De-Briefing

90	TBJ	Tradewind Executive
91	Dispatch	Flight Dispatch
92	Briefing	Flight Briefing
93	In-flight	In-flight communications
94	De-briefing	Flight De-Briefing
100	TSM	Tradewind Special Operations
101	Dispatch	Flight Dispatch
102	Briefing	Flight Briefing
103	In-flight	In-flight communications
104	De-briefing	Flight De-Briefing
110	MP-Sessions	Regularly MP-Sessions
111	Dispatch	Flight Dispatch
112	Briefing	Flight Briefing
113	In-flight	In-flight-communications
114	De-briefing	Flight De-Briefing
200	Chill-out Lounge	Relax here and have a few drinks at the bar.
300	Private Channels	Private chats with fellow pilots in groups of 8, 6, 4 or 2
301	Private for 8	
302	Private for 8	
303	Private for 6	
304	Private for 6	
305	Private for 6	
306	Private for 4	
307	Private for 4	
308	Private for 4	
309	Private for 2	
310	Private for 2	
311	Private for 2	
312	Private for 2	
900	Tradewind Management	You will need a password to enter

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