

PROJECT AIRBUS A318 FD

SPECIAL VERSION v3

CFM engines

To use with FSX SP2 or Acceleration pack only

With adaptation Stefan Liebe's Panel
callout gauge by Doug Dawson,
adapted by permission by François Doré v 3.0 – June 2012
Panel version 3.05 du 16 juin 2012

User Manual



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Special thanks to Derek Mayer of Project Airbus Team.

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Stefan Liebe Panel A32X Copyright

The Original Panel used in this aircraft (folders « \PA318FDPanel\A318_FD.cab » is my adaptation of the A32X panel by Stefan Liebe. I have got Stefan Liebe Authorization to make these changes. The original A32X panel is **copyrighted by Stefan Liebe**.

I thank Stefan Liebe for his friendliness to authorize me to change and to add some code in his xml files to allow them to operate with The Project Airbus Aircraft. All other modifications has been realised by François Doré.

Do not use this A318 panel with another aircraft, because xml files work only with this version of the Project Airbus A318 aircraft !

Doug Dawson CALLOUT_SOUND.DLL v3.8.2.0 Copyright

The Original CALLOUT_SOUND.DLL is **copyrighted by Doug Dawson**.

If you want to use the CALLOUT_SOUND.dll VERSION 3.8.2.0 you need the permission of Doug Dawson !

Many thanks to Doug for allowing me to use his gauge

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Vertical navigation gauge (FD_Vnav.xml) and Fuel Management gauge (FD_Fuel_System.xml) and any amendments to the panel of Stefan Liebe (TCAS and terrain radar on the ND, "Flight Plan" and "Destination Airport " pages, " BLEED circuit ", "Cold & Dark startup, fault management engines, new Autopilot.xml features, new SFCC management and many others features..... are copyrighted François Doré.

The Checklist and the reference file, for the kneeboard tablet has been realized by **Jean-Pierre Varnier**. With many thanks.

The engines startup procedure and Bleed circuit has been realized under the technical direction of **Jean-Louis Fonta**, that I am very grateful.

I warmly thank all the members of the french forum <http://www.pilote-virtuel.com/> for their help to debug this aircraft

Please, Excuse me for my bad english

If you have any questions, please contact me

François Doré

Fdd_fr@yahoo.fr

2 Overview and installation

2.1 Overview and new features of the v3

After performing a special version of Project Airbus A321 with a new version of my panel V3, I have decided to upgrade the A318, A319 and A320 V2 that I have realised some months ago with this new version of the panel. This aircraft, originally designed for FS9, works now perfectly only with FSX SP2 or Acceleration pack. This update can be in two packages :

- An update pack, with only the necessary files for those who have the version V2 already installed
- A complete Pack with include the aircraft and all files for those who have never had the A318 V2

I tried to make this manual universal, but of course, users who use the V2 will find information already known.

However, I suggest you read it in all cases because there are many changes between two versions

The aircraft is equipped with a 3D virtual cockpit and 2D cockpit traditional. Instrumentation is a mixture of components for the Airbus A321 original FSX, Project Airbus Panels and Stefan Liebe's Panel that I totally reworked. The challenge was to adapt the Panel A32X Stefan Liebe, which was not compatible with basic A3xx From Project Airbus and correct some minor bugs while adding new features.

Stefan Liebe made a number of functional elements in the cockpit as TOGA mode (Take Off and Go Around) with a button on the throttle panel and the 4-position autobrake (gear panel in 2D window and VC). He completed the instrumentation.

If you've used one of the Special Project Airbus version 2 that I realized,

Here the novelty brought by my panel in version 3:

- 100 % Cold & Dark mode status at launch of a flight
- Real engines startup procedure, the most faithful to reality
- BLEED air valves system management when starting with realistic animation on the ECAM page
- Realistic fuel management (dedicated gauge) with feed that starts with center tanks and ending with the wings tanks
- "Fuel CROSSFEED" function, with all valves and pumps of the fuel system working, management of the reserve with audible and visual low level alarm.
- Fire engine complete management with alarm and procedure
- Management of various engines failures and APU fire
- Adding on the ECAM, the position of the throttle in % displayed with TOGA, FLEX, CL and IDLE information
- Added alarms messages on the upper primary ECAM
- Management of Fly By Wire function with 2 modes : NORMAL LAW and DIRECT LAW
- Improved information displayed on the ND in ARC mode and NAV mode, with TCAS, airport name or ICAO code according to the scale, name of each waypoint on the line symbolizing the route of the flight plan, better display of symbols in these modes according scale.
- Filtering the display of the airport is showing that those with a control tower and a runway (it's a liner!)
- Improvements of SFCC that manages now the flaps 2 and 3 position at takeoff.
- Improvements Autoflare (Autoland) with best rounding and A318 adaptation
- Fixed bug of the autopilot that could occur when loading a flight at high altitude
- Fixed bug with display of the lack of identification of second VOR bottom right of ND
- Improved initialization of the aircraft when resuming a saved flight
- Changing the voltage of the APU, and some errors in the aircraft.cfg.
- Highly detailed kneeboard checklist for startup procedure (Jean-Pierre Varnier realization)
- And various minor bugs fix in response to user feedback
- VC day lighting is now operate by a dedicated switch and totally independant of the default cabin lighting

If you've never used one of the Special Project Airbus version 2 that I realized,

Here, the new functions brought by the « Special Version 2 » aircrafts series :

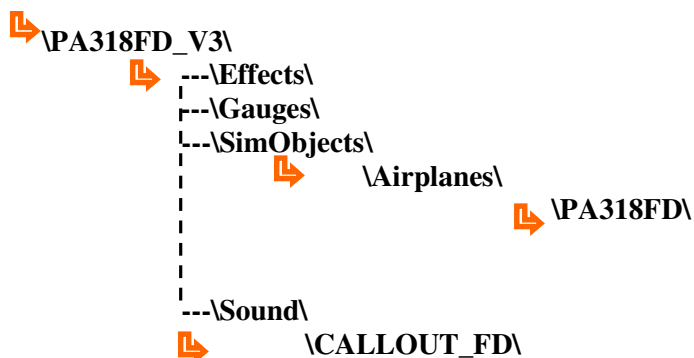
- The stephan Liebe's panel, with a complete « Checklist » interactive page on secondary lowers ECAM , and primary ECAM with more informations (alarms ad information messages).
- automatic slats and flaps management at takeoff, (Airbus SFCC system)
- Autoflare (ILS autoland),
- All secondary lower ECAM pages activated
- I have created a vertical navigation gauge (VNAV), which manage the climb of the aircraft, under autopilot control, according the weight of the aircraft. This gauge can works in one time or in several time to follow ATC orders for example.
- New ND postion (knob selector on PLN position) which show radar terrain with TCAS function
- Enhanced stefan Liebe's Autoflare gauge, with best final landing rounding
- Corrected Stefan Liebe's SFCC gauge, because some bugs appear for some users
- New « Flight Plan » Page on ND, with all waypoints informations (ident, heading, remaining distance in real time
- New « Destination » page on ND, with all informations about your destination airport , Remaining distance , Elevation, Approach, ATIS, Tower, and ILS frequencies,runways numbers and headings
- Minimal Fly By wire management.
- Min and max speed displayed on ASI according flaps configuration and aircraft weight, V1, Vr and Vref speed ...
- add few minors things....
- and you must add all the previous chapter about the new feature of the V3 version

2.2 Aircraft Installation

Nota : If you have already installed the older version of "Project Airbus A318 Special Version v2 ", refer to the file "Installation of the V3 update" comes with a specific update pack that you can find on AVSIM library?
The following procedure applies only to install the complete package of the aircraft in V3

Unzip the PA318FD_V3.zip file in a temp folder.

You must have the following folders :



1. Copy the contents of the "\ Effects \" folder (a list of ". Fx" files) in the "\ Effects \" FSX folder. If Windows ever asks you to overwrite existing files, say yes, because you'll have the latest versions of these files.
2. Copy the contents of the « \Gauges\ » folder (« callout_sound.dll » file) in FSX « \Gauges\ » folder
3. « \Sound\ » folder include a sub folder called « \CALLOUT_FD » : Copy this complete folder in the FSX « \Sound\ » folder. If you have already this folder, check its version ; There is a « version.txt » file inside, that shows the version ; The version of this package is the version 3.0 : Install or keep the newest version ; it is compatible with older versions..
4. « \SimObjects\ » folder has a sub folder called « \Airplanes\ » which content a sub folder : « \PA318FD. Copy « PA318FD » folder in the «... \SimObjects\Airplanes\ » FSX original folder.

Nota : If you have a message that you already have files and Windows asks if you want to replace them, answer yes. Start FSX, it will ask you to accept the new gauge "Calloutsound.dll" (unless it was already installed on your machine): Accept !

That's all

Small bonus :

- Aircraft comes with the AES configuration file (Aeroport Enhanced Services) for those who use it.
- You will find in the aircraft folder a folder called « Ezdok Camera & vibs » ; there are in this folder some specific cameras and vibrations files for this aircraft if you use Ezdok Camera software..
- **AES is COPYRIGHTED by AEROSOFT**
- **Ezdok Camera is COPYRIGHTED by EZDOK SOFTWARE**

2.3 New textures installation

You will find on internet many high quality textures for the Project Airbus A318 :

Site of Project Airbus: <http://www.pafs.wf/downloads>

Site of Avsim (requires creating a free account): <http://www.library.avsim.net/>

Site of FlightSim (need to create a free account): <http://www.FlightSim.com>

And many more

They can come in two forms:

- With the Project Airbus complete aircraft
- Or just the texture only.

Whatever the case, unzip the archive (usually a Zip) to a temporary folder. And just copy the folder containing the texture.

This folder must imperatively be called Texture.xxxxx) If it is called "Texture" simply, it will rename the file in texture.xxxx imperatively. Indeed, the plane already contains a folder "texture" that contains the virtual cockpit textures. If you crush it, the VC of all your A318 will be black.

Your new folder texture.xxxx is to place either in the ... \ SimObjects \ Airplanes \ PA318FD\

Do not copy any other file, just the folder containing texture of the plane! All other files in my version are specific and fon not replace them ! If you replace any files of my aircraft, it will not works !!

Install your texture in the correct folder:

\‘Your FSX folder’ \SimObjects\Airplanes\ PA318FD

Once your new texture folder in the right place, check that it contains a file called "texture.cfg". If this is not the case, get in one in the original textures that I provided with the aircraft pack. Each texture folder must be contains the file "texture.cfg". Copy and paste this file in your new texture's folder; If you do not do this, you will not have the Virtual Cockpit textures in your new plane, the cockpit will be black! (Because the original Project Airbus had only 2D Cockpit).

Then you have to declare your new texture in the "aircraft.cfg" file found in the root folder of the aircraft (PA318FD by adding a section [fltsim.xx]

Although generally there is a text file that comes with the new texture, containing a section [fltsim.xx] to be paste in your aircraft.cfg, it may be incomplete or behaved incompatibilities with my version (there several versions of the Project Airbus A318).

So to avoid any problem, you will find on the next page, a typical section. **You'll just have to copy and paste into the aircraft.cfg file**, completing only the fields indicated in red, finding information in the text file supplied with the texture.

You can find Some informations by searching on internet, such as ATC_PAKING_CODE which is the ICAO code of the airline company of your texture.

It is very often absent from textures text files and it's a shame, because if you use addons airport well done, their designers have been careful to attribute their doors and terminals, according to reality, thanks to this code, the FSX ATC will send you park at the door module of your company.

[Fltsim.xx] Section of the aircraft.cfg file CFM version :

Copy and paste the following section in your aircraft.cfg and re-write only the red lines with the text file of your texture or with internet search (ICAO 3 letters of the airline company for example).

I have indicated in bold characters the informations of my Swissair texture for example.

Leave as is everything in bold black !!!

```
[fltsim.xx]
title=PA318 – A name for your texture model : example : 318-111 Mexicana NC
sim=pa318-cfm56
model=cfm
panel=
sound=
texture=The name of your texture folder : example if your folder calls « texture.mexicana », you must write only :
mexicana
atc_id=The registration of your aircraft ; example : XA-UBY
atc_airline=Callsign of the airline company (ATC Callsign) ; example : MEXICANA
atc_flight_number=A flight number ; example : 801
atc_heavy=0
atc_parking_types=GATE,RAMP
atc_parking_codes=ICAO code (3 letters) of the airline company (you can find it on the net) ; example : MXA
ui_manufacturer=Airbus
ui_type=Aircraft model ; example : A318-111 CFM
ui_variation=Name of the airline company ; example : Mexicana Air Lines
ui_typerole=Commercial Airliner
ui_createdby=Project Airbus
visual_damage=1
kb_checklists=AirbusA318_check
kb_reference=AirbusA318_ref
description=Presenting the Project Airbus A318-111. Visual model by Andy Warden and Derek Mayer. Base
textures by Demetris Themistocleous and Sheldon Fernandes. Flight model by Peter Binamira, Derek Mayer,
and Steve Mcbee. Repaint by Denis Minaev. Copyright Project Airbus 2008.\n\n\n\n\n\n// Name of the texture
painter
```

3 Must be read before to fly !!!!

Before taking the control of this special version of the Project Airbus A318, you simply must get knowledge of the following:

- **The « Push-Pull » buttons of the Autopilot (Speed, ALT et HDG) must be engaged or disengaged by right click mouse ; By cons, their settings (+/-) is still with the left mouse button.**
- You must adjust **FSX realism setting** about indicated speed to **“Display Indicated airspeed”** : See picture 65, page 42, chapter 5.4. If not, Autopilot will not properly works !.
- I have tried to program the manual engines startup procedure the nearest of the reality, so read carefully the **chapter 5.1**, to know what is going. For the beginners , I kept the FSX automatic startup (CTRL+E keys) , but I have created for this automatic mode all the animations for the Bleed page and for all the switches and selectors ; So, look at this.
- Your flight will begin by « Cold & Dark » situation. You must activate all the systems and also the flights controls (Fly By Wire system with choice of 2 operating modes). **If you don't, no flight controls will not work !**
- This Airbus has the **Fly By Wire (FBW)** function. Please refer to **Chapter 5.6** for information regarding the consequences of this mode, because there are two operating modes,(NORMAL LAW & DIRECT LAW) and manual drive of the aircraft is greatly changed in NORMAL LAW.
- The speed management of the aircraft is linked to a **“transition altitude” of 25,000 feet**. Below this altitude, the autopilot can operates in IAS or MACH mode. Above this altitude, the display mode switches in MACH. From this moment, the aircraft's climb will be at constant MACH , because autopilot automatically recalibrates the speed according to the altitude. By default Refer to **Chapter 5.4**, regarding the operation of the autopilot
- The **vertical speed** of the autopilot is **set to 0**, which means that if you change altitude, You will must set the VS (vertical speed) at every change of altitude, unless you use the VNAV function. This is in order to be as faithful as possible to the real control of the aircraft and also to avoid any malfunction with the vertical navigation gauge that I made for this aircraft.
- The **TOGA** mode (TakeOff & Go Around) is available on this aircraft. In case of use of TOGA, the vertical speed does not come into play; The aircraft will climb at a fixed incidence (Pitch) of 12 degrees.
- The automatic management of Airbus flaps & slats , called **"SFCC"** is supported on this aircraft (and extended to flaps positions 2 and 3 on this version); Please refer to **Chapter 5.5** to be aware of how works this system.
- I have added to this aircraft a **"day lighting"** of the **Virtual Cockpit**, for some reasons. This function requires special handling in some cases, please refer to **Chapter 6** for more information about the use of this day lighting.
- The aircraft is equipped with an **Autoland system** (Autoflare) It cannot do miracles and it has limitations; Please refer to **Chapter 5.7** for the operation of the Autoland.
- The aircraft is set to be susceptible to be subject to **icing problems** of engines, wings and pitot probes, following weather forecasts conditions; So make sure to enable the right heating systems if these conditions arise.
- Except for the VNAV mode, You must have a vertical speed appropriate to the aircraft's weight, its altitude and its speed. At takeoff, you must not exceed a vertical speed of 2000ft/mn as the aircraft as not reached a speed of 220/230 IAS (adjust the trim). While you climb, you must decrease vertical speed (engines lost power with altitude). By cons, in descent, if you are at high altitude, you can start by a high descent rate, but the closer you are the ground, more you decrease you descent's rate to avoid overspeed.(see **chapter 7** or Reference file in the aircraft folder or you can read it with the FSX Kneeboard).

4 Instrument panel & new functions

In VC (Virtual Cockpit), each panel can be a popup window by click mouse

4.1 Overview of the dashboard



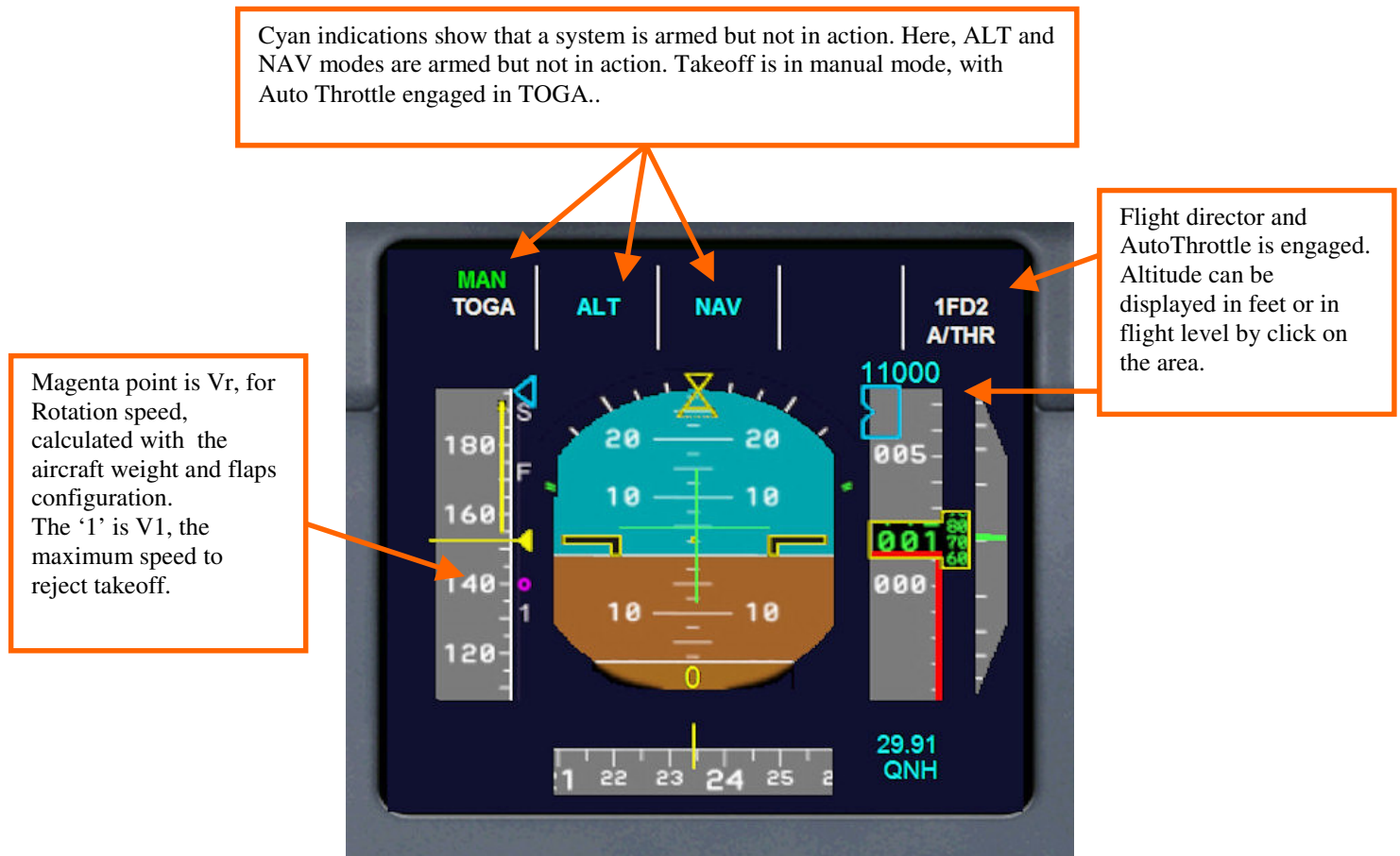
Picture 0 –Virtual Cockpit view

- 1 PFD (Primary Flight Display) : Main screen of the attitude aircraft, flight parameters(speed, altitude, attitude etc ...)
- 2 ND (Navigation Display) : Radar screen with all navigation informations . There are 5 display modes
- 3 Backup speed indicator
- 4 Backup altitude indicator
- 5 Backup attitude indicator
- 6 Primary ECAM : Engines parameters, flaps position and messages areas
- 7 Secondary ECAM : Multipages information screen about all the aircraft systems.
- 8 Main control of the landing gear
- 9 Landing gear indicator and Autobrake selector
- 10 Autopilot selector button : select if follow GPS or Radio NAV1
- 11 Master warning and Master Caution indicator with reset button
- 12 Stopwatch button
- 13 stopwatch
- 14 Flight director switch
- 15 ILS mode switch
- 16 VOR – ADF selector for NAV1
- 17 VOR – ADF selector for NAV2
- 18 MACH/IAS selector switch
- 19 Approach switch for ILS mode (slope)
- 20 Localizer switch (engage the autopilot to follow GPS or NAV 1 according the position of the button #10)
- 21 Autothrottle switch (A/THR mode)
- 22 Rotary selector for the ND : ILS , VOR, NAV , ARC ,PLN mode
- 23 Rotary selector for the display scale on the the ND
- 24 Display the target speed of the autopilot (IAS or Mach)
- 25 Autopilot speed selector (-/+ by left click / wheel mouse) and engage or disengage the Speed mode **by right click mouse.**
- 26 Heading autopilot selector (-/+ by left click / wheel mouse) and engage or disengage the HDG mode **by right click mouse**
- 27 Course selector for the runway heading.
- 28 Main switch for the Autopilot (on/off)
- 29 Autopilot target altitude selector (-/+ by left click / wheel mouse) and engage or disengage the ALT mode **by right click mouse,** with a scale selector (100 or 1000ft step).
- 30 Autopilot target vertical speed selector (-/+)
- 31 display option switches for the ND and VNAV switch (see picture 6, page 13).

4.2 Primary Flight Display or PFD

I have added new features indications on the PFD, as the gauge which manages vertical navigation (the aircraft climb on autopilot mode).

Here is the display of the PFD, taking off, after arming the NAV and ALT modes, with engines thrust in TOGA mode.

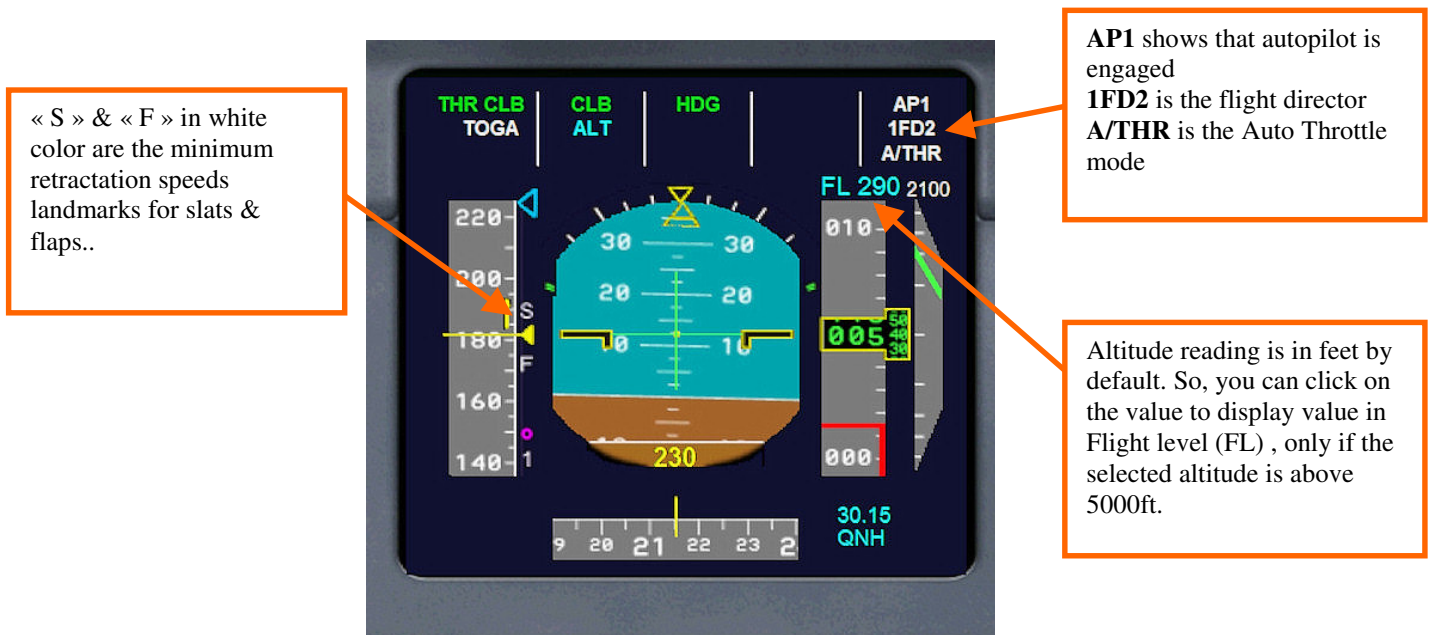


Picture 1- PFD - manual takeoff

PFD new features

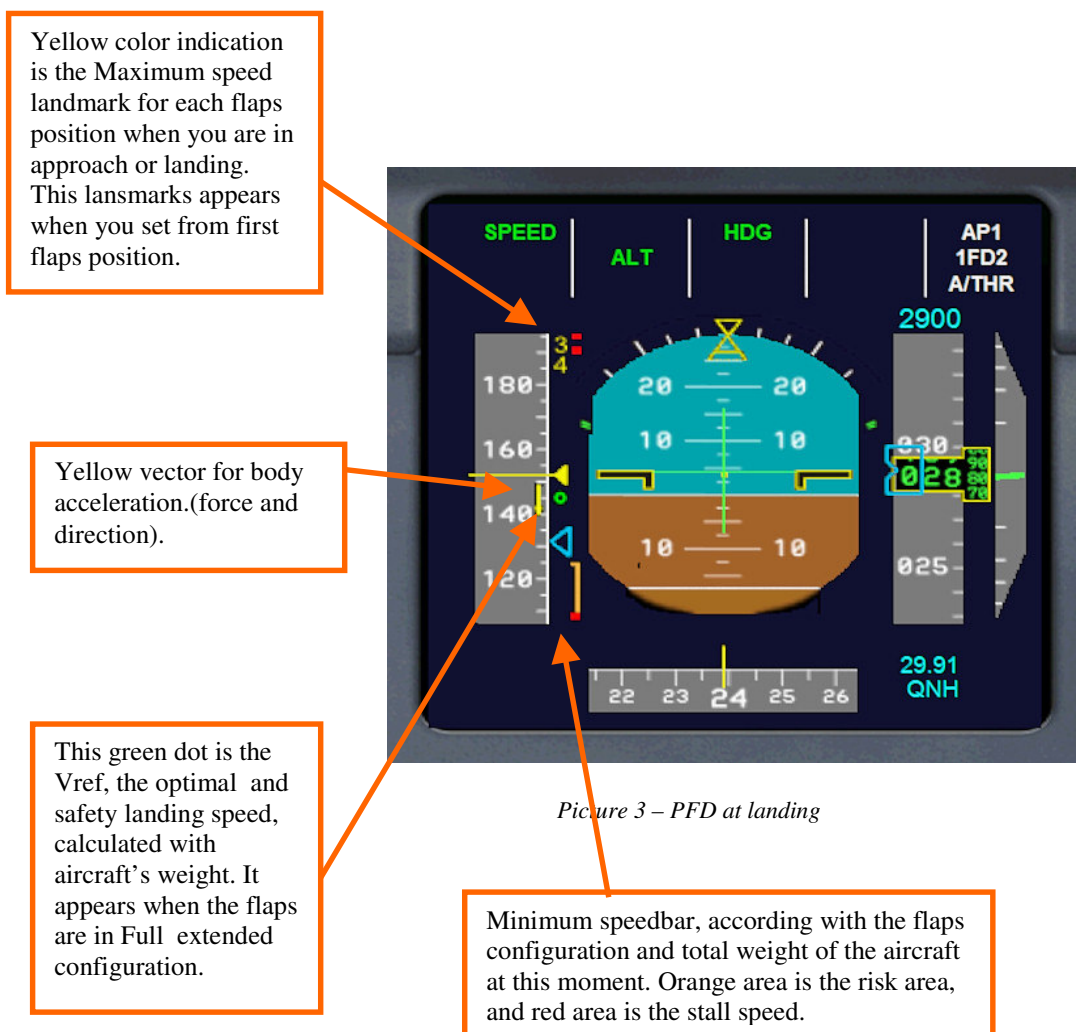
- Now shows max and min speed on ASI (according flaps configuration and weight for min speed and altitude for max speed)
- Shows min & max speed for each flaps position
- Shows V1 et Vr information for Take Off ('1' is V1 Magenta dot is Vr).
- Shows Vref for landing in Full Flaps configuration (green dot)
- Shows the management state of my vertical navigation gauge (THR /CLB)
- Shows Cat, frequency et DME of ILS
- Shows « Decision Height », set by default at 200ft, with adjust value by mouse clicks
- Shows when TOGA mode is engaged (TOGA button in popup throttle panel or programming key)
- AP target Altitude can be display in feet (default) or Flight Level if the aircraft is above 5000ft by click on the area..
- Shows yellow vector acceleration on ASI

Green indications show that systems are activated. In this screenshot, aircraft has just taken off in TOGA mode and VNAV mode (THR CLB indication, see **chapter 5.3** for informations about VNAV mode), with Autopilot activated in HDG mode ..



Picture 2 PFD at takeoff with VNAV mode and AutoThrottle

You can display PFD, ND and ECAMs screens in popup window by clicking on it in the virtual cockpit e.



Picture 3 – PFD at landing

You'll find out more about the new features of the PFD to reading the chapters 5.3 (VNAV) and 5.7 (Autoflare)

4.3 ND (Navigation Display)

ND displays navigation informations. It has multiple display modes (ILS, VOR, NAV, ARC, PLN). Distance scale can be adjusted by the scale map selector.
For example, here is the ARC mode, with a GPS flightplan.

Ground speed and True Air Speed indications

Wind direction & speed

In GPS mode, this is the next waypoint with its ID, and the remaining distance to be traveled to this waypoint. If you click here, you will **activate Flight Plan information page** (see page 16 of the **chapter 4.3** for more information).
If you are in NAV mode, this is the VOR 1 or ADF information will be displayed.



Ai aircraft representation with a scale of 40Nm and more.

Flight plan trace. magenta line is the active leg. Each flight plan waypoint is named on the route.

In GPS drive, this is the last waypoint, your airport destination (with ICAO ID), with the remaining distance. If you click on this area, you will display a **page about Airport destination informations** (Elevation, runways, frequencies...). see page 16 of the **chapter 4.3** for more information).
If you are in NAV mode, this is the VOR 2 or ADF information will be

Picture 4 ND in ARC mode - 40 Nm scale

Airport (Name and ICAO code, elevation, and runways)

Runways ILS Flags.

ILS Ident, here is a DME (with distance remaining).



Ai aircraft symbol (TCAS) for the 10 & 20 Nm ND scale. Show information about the aircraft and the flight (out of screen here).

Picture 5 - ND in ARC mode in 10 Nm scale

You can adjust the density of displayed informations on the ND with ARP, NDB, VOR et WPT, switches and according the scale .

The ND different modes can be set with the 2 selectors and the 4 right switches.

VNAV button is no realistic. In reality, its name is CSTR, but the true function isn't managed by this aircraft. So, I have used this button for my Vnav Gauge (and I renamed it (go to **chapter 5.3**, page 38 for more information about VNAV function)).

- ARPT = For display airport
- NDB = For display NDB
- VOR = For display VOR
- WPT = For display waypoints



Scale map ND display selector.

Picture 6 - Scale map ND display selector

ND display selector. **Note :** This aircraft use the Virtual cockpit file of the Airbus A321 of FSX. In this version, I have edited and modified this file (*Airbus_A321_interior.mdl*) which is located in the models folders (IAE and CFM) and I have activated the 5th position of this selector (PLN position) which not in used by default aircraft. Now, with this position, you can display a radar map, with terrain and also airborne traffic in real time. **See page 17** for more information.

The 2 selectors for the radio NAV1 & NAV2, to follow a VOR or a ADF. The ident is displayed in the bottom left & right of the ND.

The information does not appear in the same way according to the scale chosen, for an obvious problem of space and readability. For example, ILS flags tracks are represented by green cones, scale 10 or 20 Nm and a dotted green line beyond. Preferably, Display only the information you need at this time.

ND in NAV mode, at airport departure, with ILS flags.



In GPS mode, this is the next waypoint with its ID, and the remaining distance to be traveled to this waypoint. If you click here, you will **activate Flight Plan information page** (see page 16 of the **chapter 4.3** for more information).

In GPS drive, this is the last waypoint, your airport destination (with ICAO ID), with the remaining distance. If you click on this area, you will display a **page about Airport destination informations** (Elevation, runways, frequencies...). see page 16 of the **chapter 4.3** for more information).

Picture 7 - ND in NAV mode



Picture 8 – ND in ILS mode

You can view now on the ND, all the information together (airports, beacons, waypoints etc ...).

The display in the lower right and left of the NA informs the navigation mode. There is mention GPS, when the autopilot is managed by the GPS or there is the entry VOR1 or VOR2 or ADF when the autopilot is driven by radio NAV1 and/or NAV2.

If you use the GPS approach procedures (refer to the FSX documentation included about GPS to know the use of these procedures), the plot of these procedures will be displayed on the ND..



Picture 10 – Approach runway 14L of KORD activated



Picture 11 – GPS Approach runway 14L activated



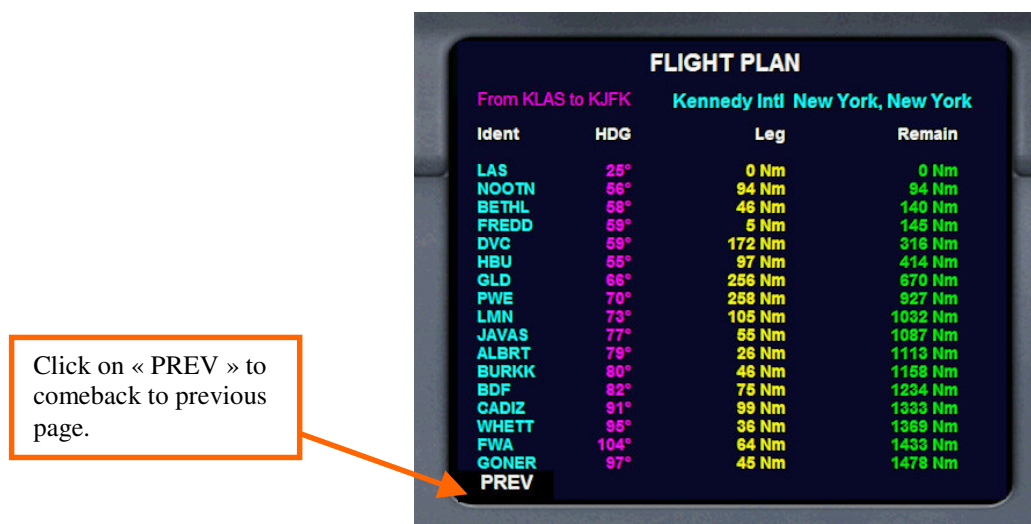
Picture 12 –...



Picture 13 – runway 14L final approach

We will now talk about two display mode of the ND that do not exist on a real Airbus, but I have implemented in order to access usefull informations during a flight, without using the FSX GPS whose operations are inconvenient.

If you click on the bottom left area of the ND display, on the next waypoint area (page 12, picture 4), an information page about the flight plan will be displayed on the ND.

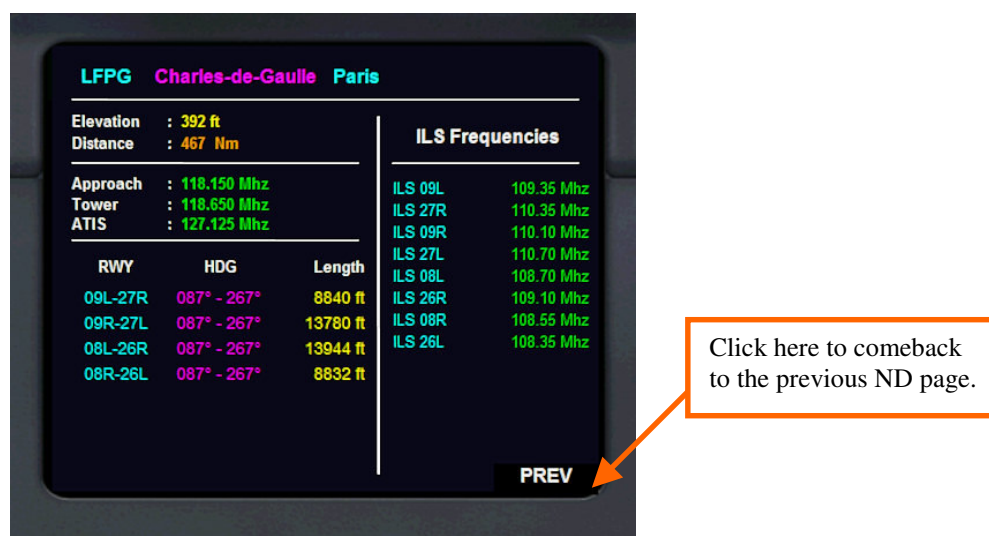


Picture 14 – Active flight plan view on the ND

It will then display the ICAO code for your departure and arrival airports, the name of the destination airport and the list of waypoints in your flight plan. If your flight plan waypoints behave over 17, they will not be displayed all at first. But as far as to flight as soon as a branch of the flight plan is completed, the corresponding line disappears and all lines are shifted upward; Thus, all the legs will emerge during the flight until final destination. You can view this Flight Plan Page at any time of your flight, because it is updated continuously. To return to previous page, click "PREV" on bottom left.

Once you reach the current waypoint (LEG and Remain = 0), the line disappears and the whole list back one step until the final destination as it is updated constantly. You can access this page at any time of your flight, and in any display mode of the ND. By clicking "PREV" in the bottom left will return to the previous display of ND.

By clicking on the display area of destination of ND (see bottom right picture 4, page 12), you access the information page of the destination airport and thus obtain essential informations about your destination airport as its elevation, its remaining distance, radio frequencies, runways and their lengths, ILS frequencies



Picture 15 – ND Destination airport Information page

By clicking on the bottom right area, you comeback to the ND previous page.

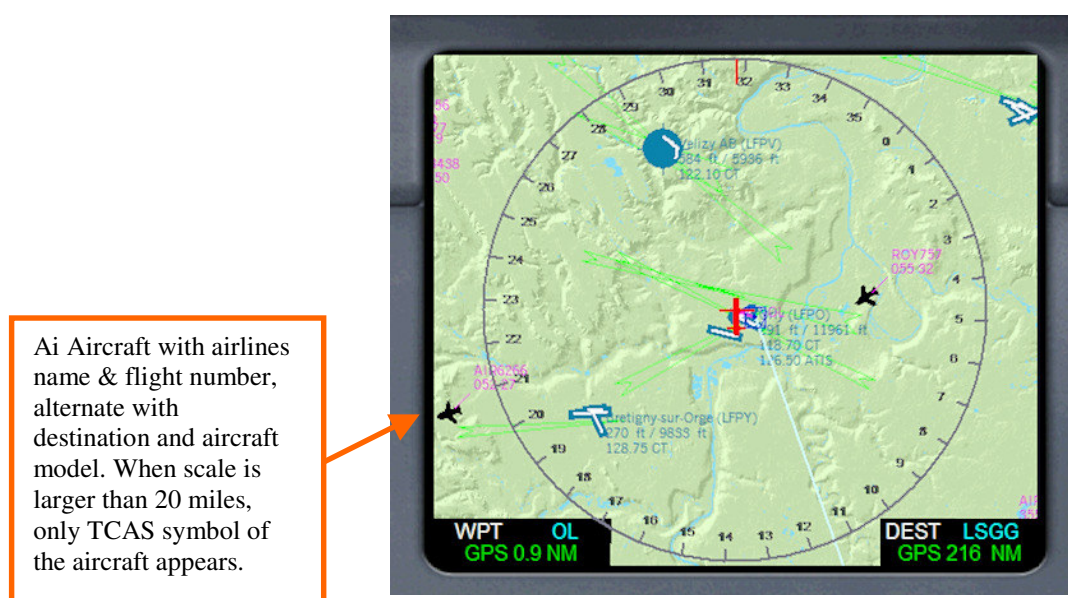
You can now display the radar map on ND, with the ND selector knob on **PLN** position, and select the information to display with the ARPT,VOR,NDB,WPT switches.

For this, I modified the file “interior.mdl”, to run the fifth position selector.



Picture 16 – ND Radar map terrain with the PLN position

You can select the scale with the selector knob. Detail of each information showed depend of the scale. You can see AI traffic in real time, but the map is refreshed only when your aircraft moves.



Picture 17 – Radar terrain in Popup window

Caution : The radar map may be a « FPS killer », according to the level of detail that you have choosen, the density of your scenery and the density of AI traffic

4.4 Primary upper ECAM

Primary ECAM shows engines datas, flaps configuration, fuel flows, and informations or warnings messages.

Engines Parameters :
N1 : Low Pressure compressor stage rotation
N2 : High Pressure compressor stage rotation
EGT : Turbines exhaust temperature
F.F : Fuel Flow



Throttle levers position:
-IDLE :
-CL : Middle thrust (climb and cruise)
-FLX : High thrust (climb and TO)
-TOGA : Full thrust

Percent value is the real throttle levers position.

Total Fuel Flow Total : can be display in Lbs or kg by mouse click on this area.
 FOB = Fuel On Board

Information message area.

Picture 18 – Primary upper ECAM

Area for caution messages (yellow) for spoilers, autobrake... and warnings messages (red) engines or system failure.

True position for slats and flaps



Warning message before start engines.

Picture 19 – Primary upper ECAM when avionics is powered

Flaps and slats display is the real position on this Airbus

- | | | | |
|---------------------------|-----------------|---------------------------|--------------------------------------|
| • 5 Flaps configuration : | 0 | Position | Use to... |
| | 1 | = (Slats 18°) | Approach |
| | 1+F | = (Slats 18° + flaps 10°) | Approach and Take Off |
| | 2 | = (Slats 22° + flaps 15°) | Approach and short or heavy Take Off |
| | 3 | = (Slats 22° + flaps 25°) | Approach and short or heavy Take Off |
| | F (full) | = (Slats 27° + flaps 40°) | Landing |

See chapter 5.5 about Airbus flaps & slats automatic management (SFCC)

4.5 Secondary lower ECAM

Secondary ECAM has multiple pages, to display the state of all the aircraft systems (hydraulics, pressurisation, fuel tanks levels, APU power, flight controls).

- ENG : Engines monitoring (Oil pressure, oil quantity, etc)
- BLEED : Bleed circuit is the air circuit that is under pressure, taken at the engines or APU and used for engines start, pressurization , de-ice wings and cabin temperature regulation.(see **chapter 4.7**)
- PRESS : This is the page for cabin pressurization. Only for information on this aircraft, because you have no possible action on this function.
- APU : Information page about APU
- HYD : Information page about hydraulics circuits, pumps and valves (engines and backup electric)
- FUEL : Information about fuel circuit (Tanks capacities, tank(s) in function or isolate, fuel engines pumps and valves status).
- FCTL : Information all flight controls (ailerons , elevators, spoilers, rudder)
- And to finish this presentation, Stefan Liebe has created a interactive Checklist function for each step of a flight. To access to this Checklist, you must click on the secondary ECAM to display it as a popup window, and you will see in the upper left corner, a button calls « Checklist » : Click on it.

4.5.1 Stefan Liebe's Checklist Page : The first page that appears gives all the checklist page for each flight step. Either you select a phase directly by clicking the SEL button or you can do in order with PREV and NEXT buttons.



Picture 20 – secondary ECAM Checklist main menu Page

Here is the *GATE DEPARTURE* page for example. Lines that contain the “SEL” button is a system not managed by the aircraft, so pressing the button will turn on the green light.



Picture 21 – Secondary ECAM - Gate Departure page

Click on PREV or NEXT to navigate page to page, or HOME to comeback to main menu.

4.5.2 ENG Page :

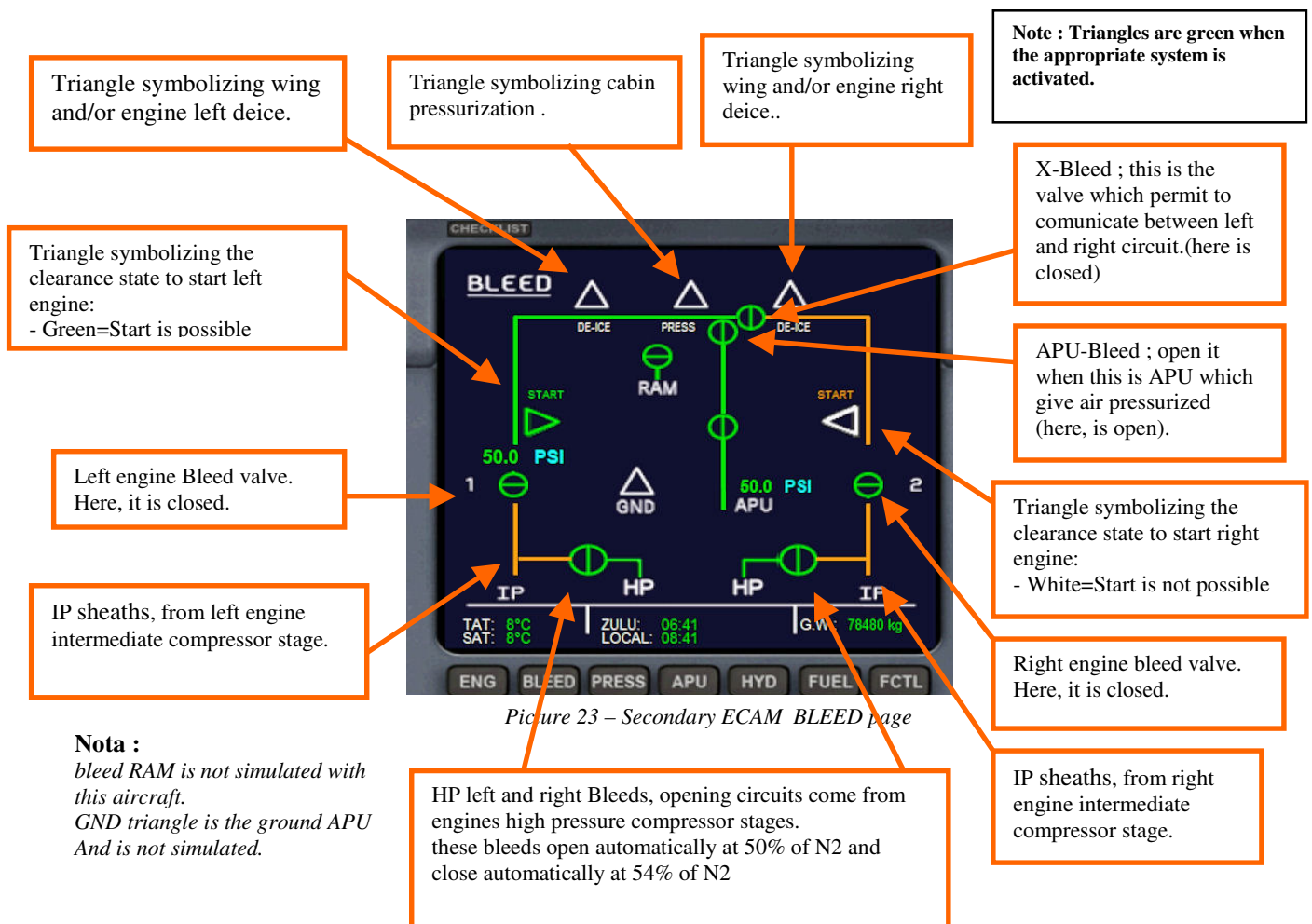


Picture 22 – Secondary ECAM - Engines page

4.5.3 BLEED Page : BLEED circuit is the more important new feature of this version 3. I have created all the bleed circuit function and representation, the most realistic with A318. Bleed circuit is the air pressurized net which comes from APU and engines. It has several functions : It used to start engines, to the cabin pressurization cabine, to de-ice wings, and cabin temperature regulation.

The sheme is simple. Orange sheaths are isolate, without pressure ; Green sheaths are under pressure (from APU or engines).

The picture below show an example of the circuit ; You will find all the explanations about the Bleed circuit at chapter 5.1 « Engines startup procedure & Bleed circuit». Read it, please.



Picture 23 – Secondary ECAM BLEED page

Nota :
bleed RAM is not simulated with this aircraft.
GND triangle is the ground APU And is not simulated.

All the controls of the bleed circuit is on the Overhead. See chapter 4.5

4.5.4 PRESS Page :

Pressurization page works only for information You have no controls for the cabin pressurization management.



Picture 24 – Secondary ECAM Pressurization page

You can see at the bottom of each page of the secondary Ecam some general informations :

- TAT is temp of aircraft body
- SAT is outdoor temp
- ZULU is GMT time
- LOCAL is local time
- G.W is the total weight of the aircraft at this moment. It can be displayed in kg or Lbs by clicking on the Fuel flow area of the primary ECAM (see picture 18, page 18)

4.5.5 APU Page :

APU run with its alternator in function.

APU bleed air pressure, used for start left engine in the normal procedure, and for temperature regulation on ground.

Amperage load information. Here, « Battery Amperage load » is to 0 because this is the APU generator which gives electric power. In flight, this is the engines generator which provides electric power.



Picture 25 – APU page

4.5.6 HYD Page :

HYD page show the status of the 3 hydraulics circuits of the A318. :

- Green circuit, activated by left engine
- Blue circuit : this is a backup electric pump
- Yellow circuit, activated by right engine.

All the hydraulics controls are on the Overhead. Orange color show that there is no pressure in the circuit. If the 3 circuits are stopped, all the flights controls will do not work.



Picture 26 – Secondary ECAM - HYD page

4.5.7 FUEL Page :

- FUEL page display the aircraft fuel system (pumps, valves and tanks). Values can be displayed in Kg or Lbs, by clicking on the Fuel flow area of the primary ECAM (see picture 18, page 18)



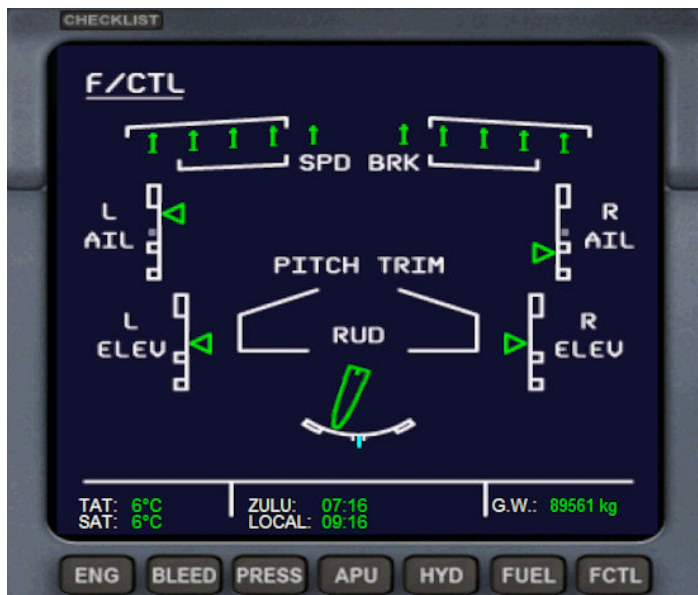
Picture 27 – Secondary ECAM FUEL page

I have created for this aircraft a gauge which manage all the fuel system : See the **chapitre 4.7** for all informations about the fuel system.

4.5.8 FCTL Page:

the FCTL page monitor the flight controls of the aircraft :

- Spoilers (Speed brakes)
- Ailerons
- Elevons
- Rudder
- trim



Picture 28 – Secondary ECAM - FCTL page

About flight controls, Airbus are special : They are equipped with the famous Fly By Wire function. Fly By wire , is a flight control system, where several computers are placed between the pilot and the controls surfaces. This is a « drive assisted by computer ».

All the pilot's action are interpreted and controlled by the computer with different « LAWS » that guarantee that the pilot's actions do not come out of the flight envelope.

Fly By Wire (FBW) controls are on each side of the overhead.



Picture 29 – Left FBW controls



Picture 30 – right FBW controls

The Fly By Wire function is described with precision at the chapter 5.6.

4.6 Overhead

Overhead includes the main aircraft system controls. Here is the 2 view of the Overhead : In 2D cockpit and the virtual cockpit (VC) 3D view .

The 2 overhead representation are different, so I will go to show you the 2 views.

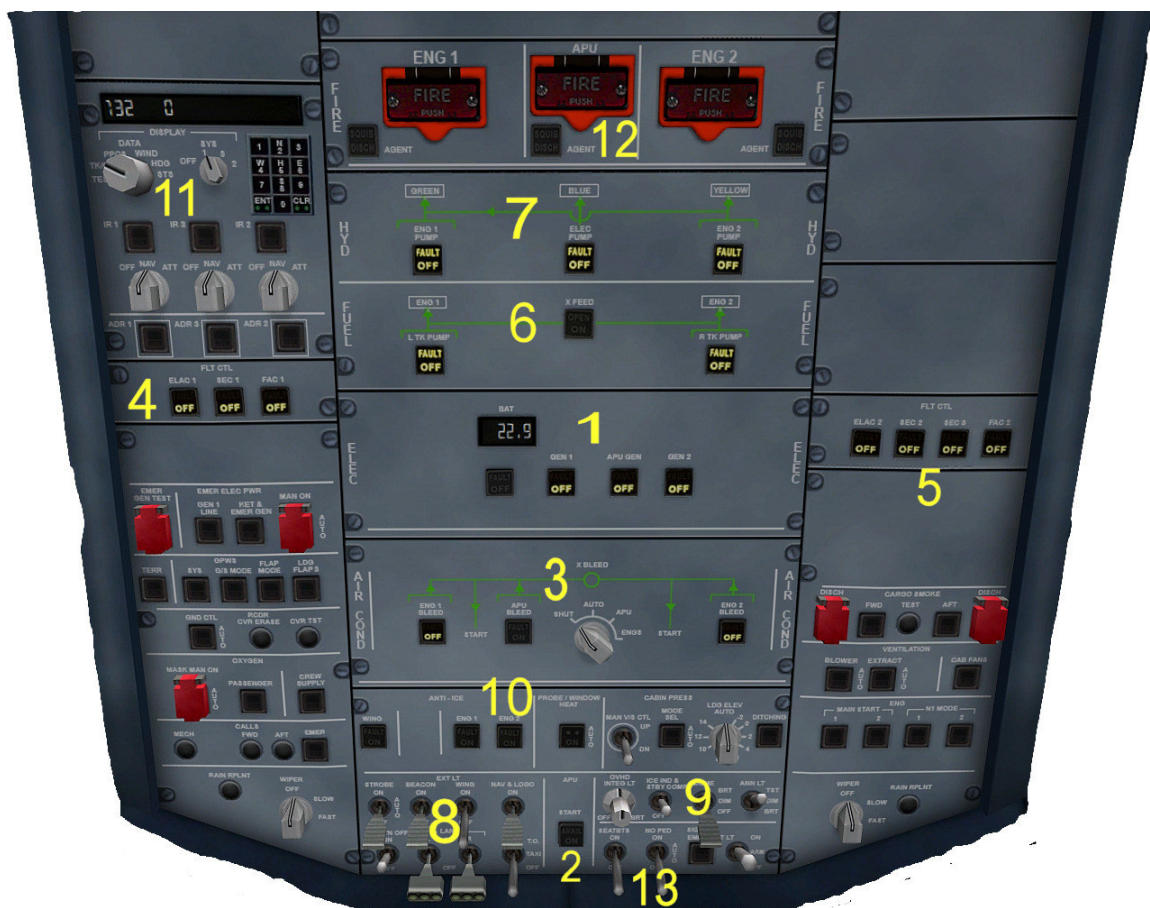
Here is the 2D panel view that you activate by key Shift+5 .



Picture 31 – Overhead 2D

- 1 Electrical area : you have the main battery switch and the 3 generators switches (engine left, APU, engine right).
- 2 APU ON/OFF switch
- 3 BLEED control panel, with engines left and right bleed switches, APU Bleed, X-Bleed selector(select the source of the pressurized air).
- 4 Set of 3 Switches for the Fly By Wire main level computer
- 5 Set of 4 Switches for the Fly By Wire secondary level computer.
- 6 Engines fuel pumps switches, and « Crossfeed » switch, that permit to connect the left and the right fuel circuit
- 7 Engines hydraulic pumps switches, and electric backup pump switch.
- 8 Set of the navigation lighting switches ; Note : The « Recog » switch is used for the VC day lighting and works only in this 2D panel, not in the VC.
- 9 Night panel and cockpit lighting switch
- 10 Set of De-ice switches, for engines, wings and pitot probes.
- 11 Inertial navigation system.
- 12 Fire luminous warning and extinguishers switches for engines and APU.
- 13 « Fasten your seatbelt » and « No smoking » switches.

And now, the 3D VC view of the Overhead :



Picture 32 – Overhead VC view

- 1 Electrical area : you have the main battery switch and the 3 generators switches (engine left, APU, engine right).
- 2 APU ON/OFF switch
- 3 BLEED control panel, with engines left and right bleed switches, APU Bleed, X-Bleed selector(select the source of the pressurized air). **Please note that in the VC, the X-BLEED rotative selector must be set with the wheel mouse only**
- 4 Set of 3 Switches for the Fly By Wire main level computer
- 5 Set of 4 Switches for the Fly By Wire secondary level computer.
- 6 Engines fuel pumps switches, and « Crossfeed » switch, that permit to connect the left and the right fuel circuit
- 7 Engines hydraulic pumps switches, and electric backup pump switch.
- 8 Set of the navigation lighting switches.
- 9 Night panel and cockpit lighting switch
- 10 Set of De-ice switches, for engines, wings and pitot tubes.
- 11 Inertial navigation system.
- 12 Fire luminous warning and extinguishers switches for engines and APU.
- 13 « Fasten your seatbelt » and « No smoking » switches.

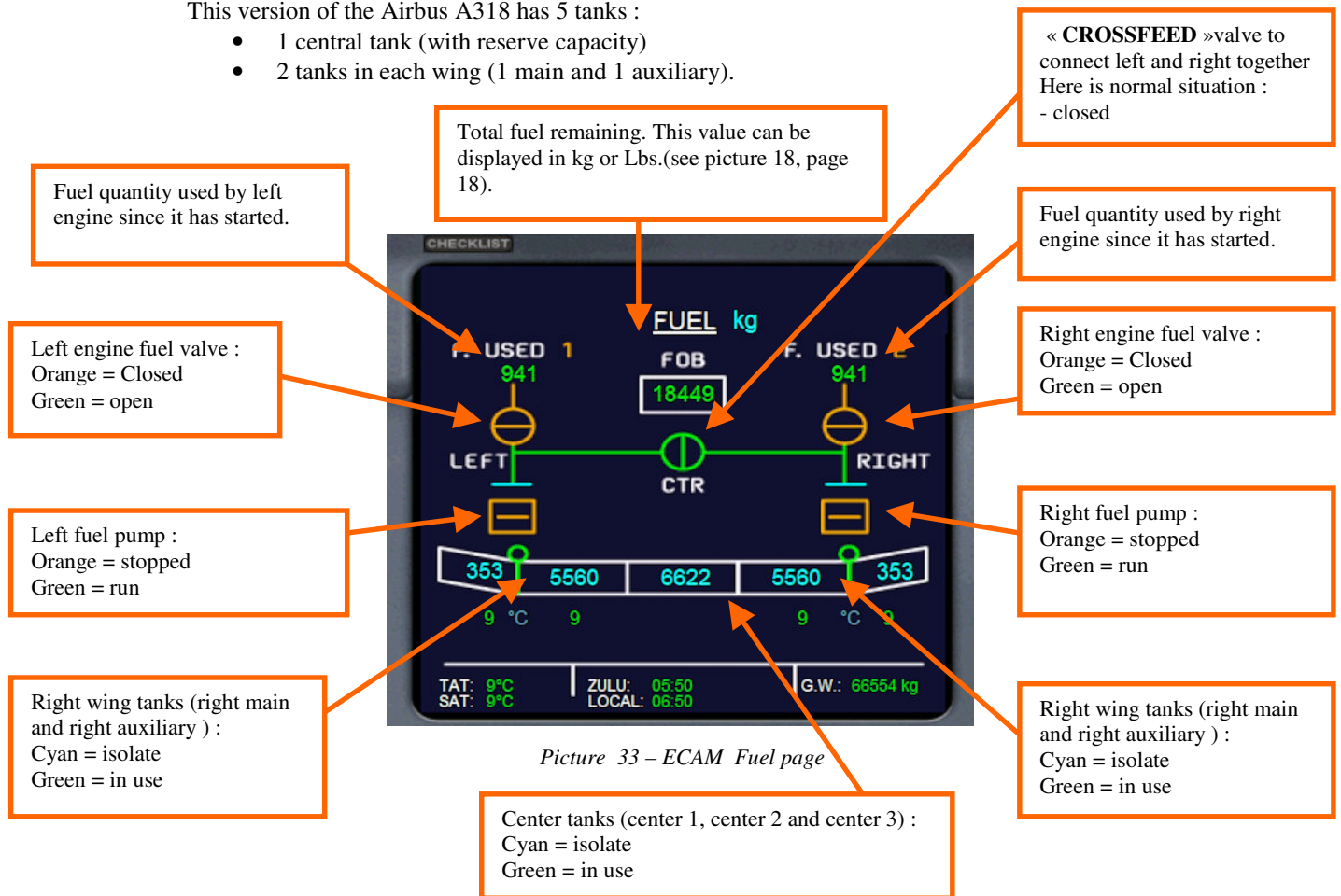
4.7 Fuel management

4.7.1 General case

The default FSX aircraft have a fuel tank management to reverse the reality, and that was the case of this Project Airbus. Indeed, in FSX, motors feed in first on the wing tanks and after, on the central tanks, whereas in reality, the opposite is true. I have decided to create a gauge for manage the fuel like the reality.

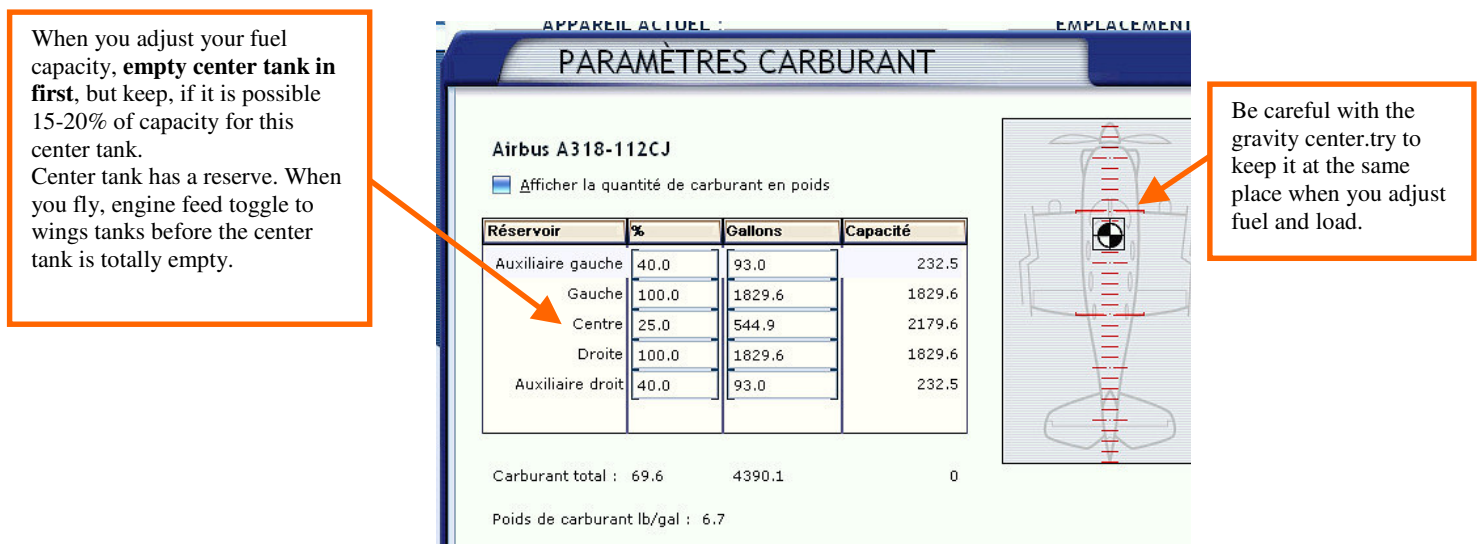
This version of the Airbus A318 has 5 tanks :

- 1 central tank (with reserve capacity)
- 2 tanks in each wing (1 main and 1 auxiliary).



Picture 33 – ECAM Fuel page

Cyan capacities numbers indicate that the tanks are isolates ; If a tank is in use, its capacity number is green ; Adjust your fuel capacity according your flight, because if you take too much fuel, you may exceed the maximum allowing landing weight (MLW) at destination. In first, reduce the amount of fuel of the center tank but try to keep 15-20% at least, because it will guarantee a fuel reserve. Center tank is isolate before there is empty. It keep 200 gallons. If at the end of your flight, you need fuel, you can toggle to this reserve. (see following pages)



Picture 34 – FSX fuel selection menu

In first, fuel is pumped from center tank in this sequence :

- Center tank (until a reserve level of 200 gallons)
- At this moment, fuel selector toggle to wings tanks and each engine is feed by its wing
- Left wing tanks to left engine
- Right wing tanks to right engine.

The tank selection is automatically when the reserve level is reached.

On the picture below, aircraft has just takeoff and the Center tank is in used in first until has been reach its reserve level and it will be isolated (cyan color) . engines feed on the center tank until its reserve level will be reached.



Picture 35 – Center tank in use (capacities displayed in Lbs)

When center tank reach its reserve level, the tank selector toggle automatically to wings tanks



picture 36 – Engines fed by wings tanks now

From this moment, Each engine is fed by its wing. This configuration can lead some problems if you have a failure engine. We'll see next page, by simulating an engine fire, forcing us to stop this engine.

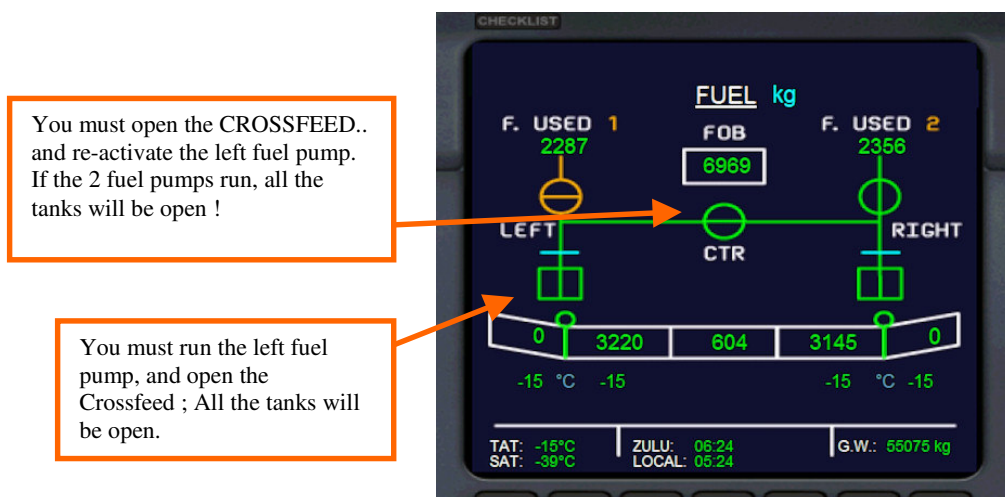
4.7.2 Engine failure and CROSSFEED use

If the aircraft is flying with wings tanks feed and an engine stop to run , an imbalance tanks will quickly appear and will increase.

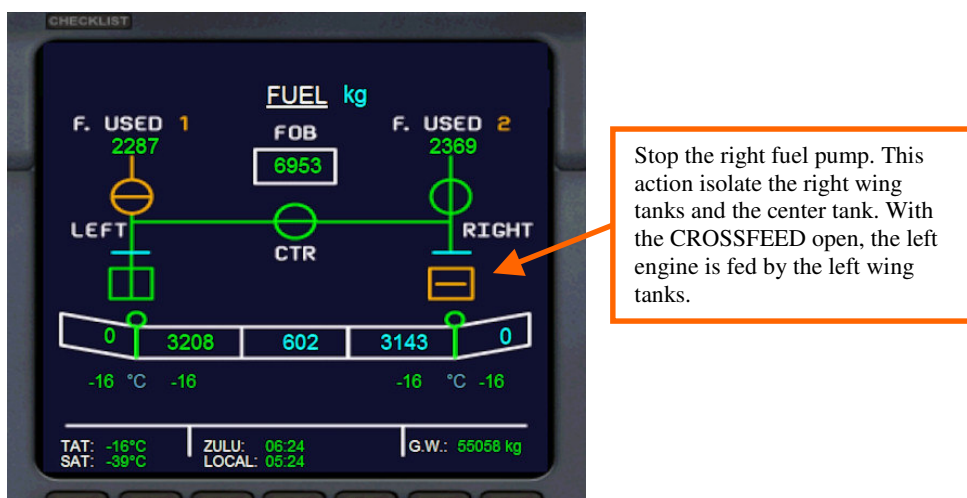


Picture 37 – wings tanks feed and engine damage

Fuel pumps switches and CROSSFEED switch (its name is X-FEED) are on the Overhead (area 6, picture 31 page 24, or picture 32 page 25).

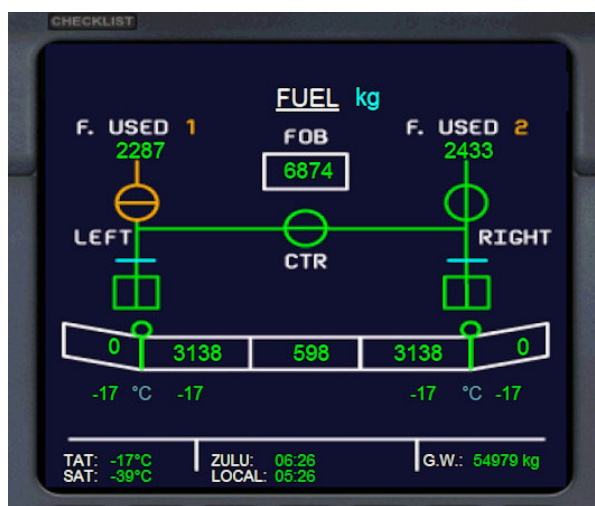


Picture 38 – Opening of the CROSSFEED and all fuel pumps activated.



Picture 39 – CROSSFEED left engine from right wing tanks

When the tanks balance is reached, you can run the right pump ; All the tanks are open now ; Keep the crossfeed open, the right engine is fed now by all the tanks.



Picture 40 – CROSSFEED open with the 2 fuel pumps

4.7.3 CROSSFEED use in the case of low level fuel

In normal operation (without engine damage), if your level of fuel become too low, sound alarm is activated to inform you about the situation. This alarm run when the level of the wings tanks is under 50 gallons :



Picture 41 – opening of the CROSSFEED in case of low fuel level

You must open the CROSSFEED (X-FEED) valve ; the sound alarm will be stopped, and this action will be open the center tanks with their fuel reserve. You must find an airport the nearest to land !

CROSSFEED valve can be opened while you start engines, if you go away with center tanks empty ; This will avoid to create a imbalance in the wings tanks at startup.

NOTA : in all cases, when you open the CROSSFEED valve, the Master Warning will appears. You will must clear this warnings by pressing the button.

The combination to open the CROSSFEED (X-FEED) and to activate the 2 fuel pumps open all the tanks

5 How to fly with this Airbus A318

I have programed on this aircraft 100% « Cold & Dark » situation. You must respect the engines startup procedure and the activation of all the aircraft systems. I thank **Jean-Louis Fonta** who has been my technical supervisor for the bleed procedure. For beginners, I kept the FSX automatic engine startup procedure by keys « CTRL + E », and I have added at this automatic procedure, the xml code to create the same animation on the screens and switches (especially on the « BLEED » page , to familiarize with the real procedure).

Here is the view of the cockpit when you load a flight :



Picture 42 – Cold & Dark situation at downloaded flight

Jean-Pierre Varnier has wrote a complete checklist for the procedure ; You can display it with the FSX kneeboard (Many thanks, Jean-Pierre !). So, you will find this checklist at the end of this manual and a PDF printable version in the aircraft folder.

5.1 Engines startup procedure & Bleed circuit

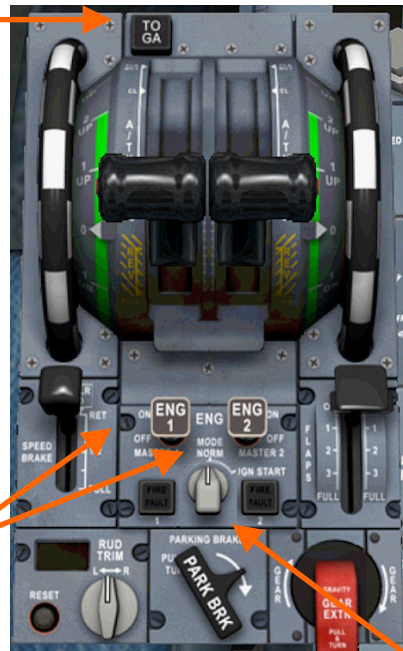
The first action that you must do is to switch the battery to powered the avionics. Here is the view of the cockpit when you have set the battery. By default the secondary lower ECAM will be on the bleed page, to help you for the engines start.



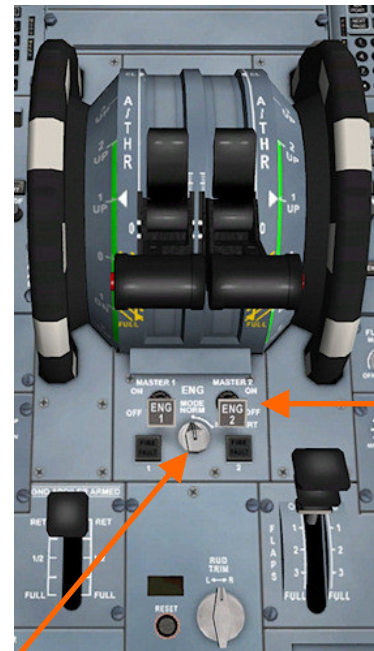
Picture 43 – master power battery is under tension

You have already seen the overhead view (picture 31, page 24 or picture 32, page 25), here, you have the views of the throttle panel (2D and VC mode view).

Switch for the TOGA mode, only present on the 2D panel; But, you can assign a key to activate this function.



Picture 44 – Throttle 2D panel



Picture 45 – Throttle panel in the VC

Master engines starters 1 et 2

Master engine starters 1 et 2

Master Ignition Switch.

Remainder of the meanings of the symbols BLEED's circuit

Triangle symbolizing wing and/or engine left deice.

Triangle symbolizing cabin pressurization .

Triangle symbolizing wing and/or engine right deice..

Note : Triangles are green when the appropriate system is activated.

Triangle symbolizing the clearance state to start left engine:
-Green=Start is possible

Left engine Bleed valve.

IP sheaths, from engine intermediate compressor stage.

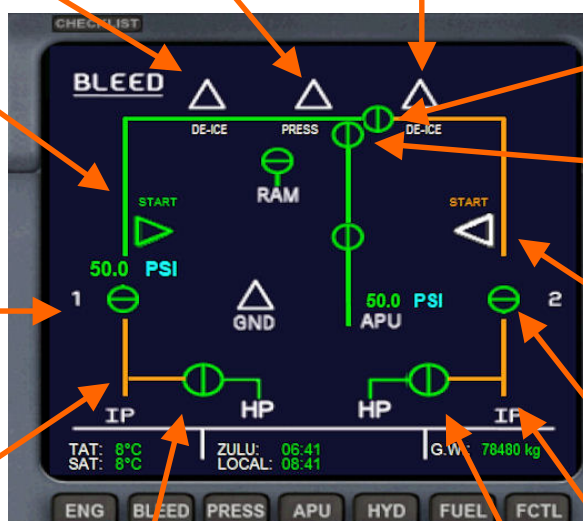
X-Bleed ; this is the valve which permit to communicate between left and right circuit.(here is closed)

APU-Bleed ; open it when this is APU which give air pressurized(here, is open).

Triangle symbolizing the clearance state to start right engine:
-White=Start is not possible

Right engine bleed valve.

IP sheaths, from right engine intermediate compressor stage.



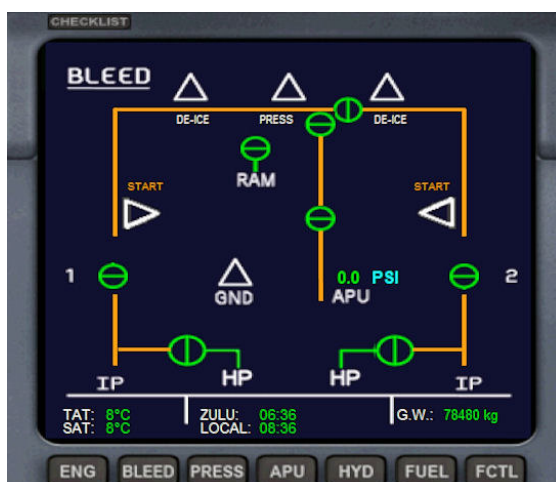
Picture 46 – Secondary ECAM BLEED page

Nota :
bleed RAM is not simulated with this aircraft.
GND triangle is the ground APU And is not simulated.

HP left and right Bleeds, opening circuits come from engines high pressure compressor stages. these bleeds open automatically at 50% of N1 and close automatically at 54% of N1

5.1.1 Startup porcedure

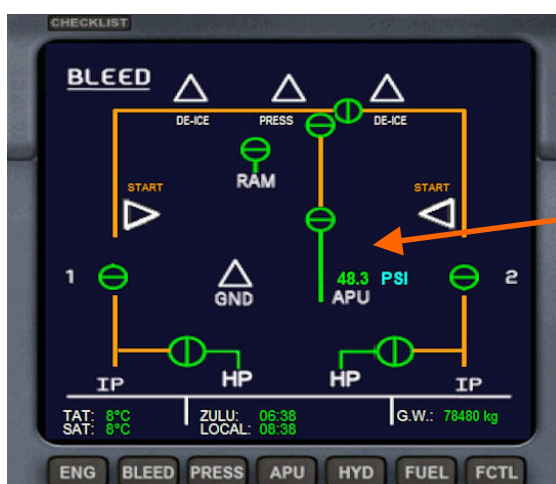
- Check the position to 0 of the throttle levers
- Check the parking brakes « ON »
- Turn on the battery switch



Picture 47 – Secondary ECAM BLEED page

When you turn on the battery switch, all the bleed sheaths are without pressure (orange color) and all the bleeds valves are closed.

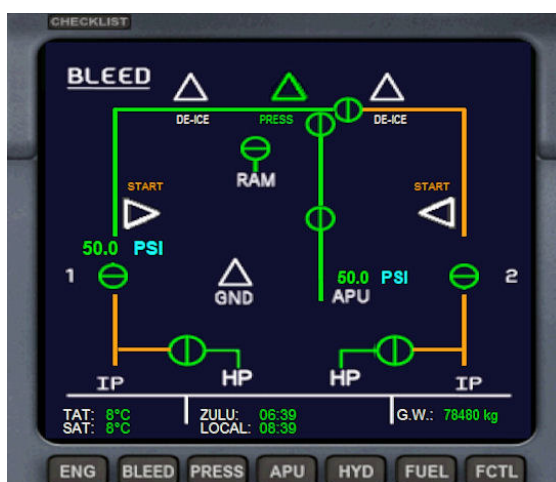
- Start the APU (label 2 on the Overhead picture)



Picture 48 – APU run

APU sheath turn green : it is under pressure(check PSI value).

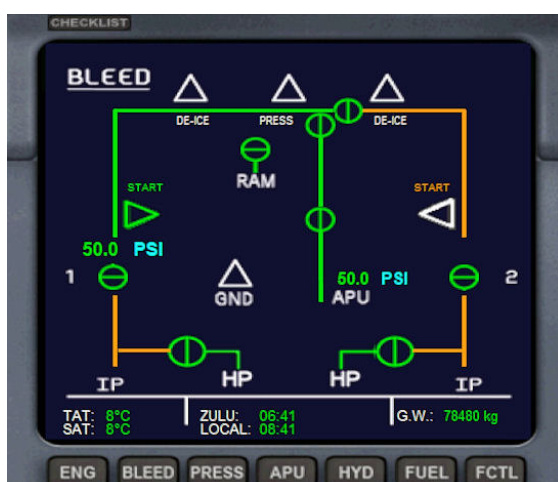
- Turn on APU's generator (label 1 on the Overhead picture)
- Turn the X-BLEED selector on APU position(label 3 on the Overhead picture), APU bleed will open



Picture 49 – APU Bleed open and pressurized

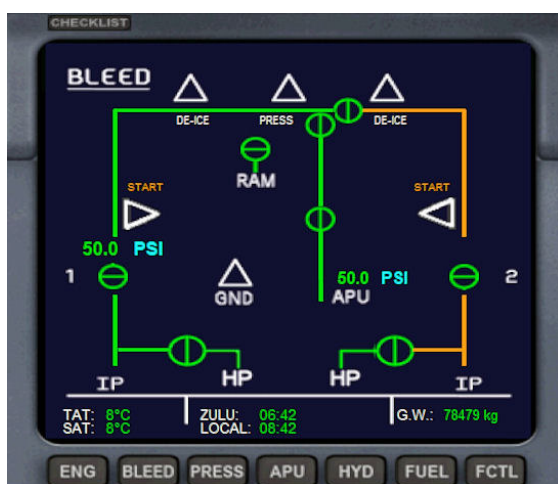
APU's Bleed is now open, and the APU sheath is under pressure to the left engine. Please, note that in the virtual cockpit overhead panel, the X-BLEED selector must be set with the wheel mouse only !

- Set the Master Ignition switch (between the master starters on IGN/START position (picture 44 or 45, page 31)
- Turn on the FUEL X-FEED switch (CROSSFEED) (area 6 of the Overhead)
- Turn on the left fuel pump (ENG1 , label 6 on the overhead)



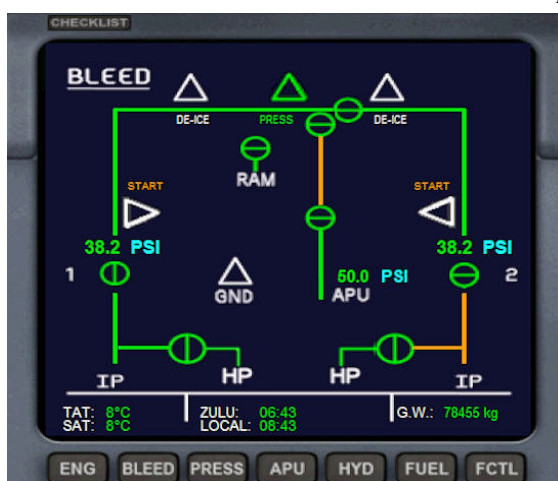
Picture 50 – Clear to start right engine

- Push the master starter 1 (picture 44/45, page 31)



Picture 51 – Left engine is started

- Turn on the engine 1 bleed (area 3 of the overhead)
- Turn the X-BLEED selector on the « ENGS » position (It will close automatically the APU Bleed).



Picture 52 – X-BLEED open, air pressure go to right engine

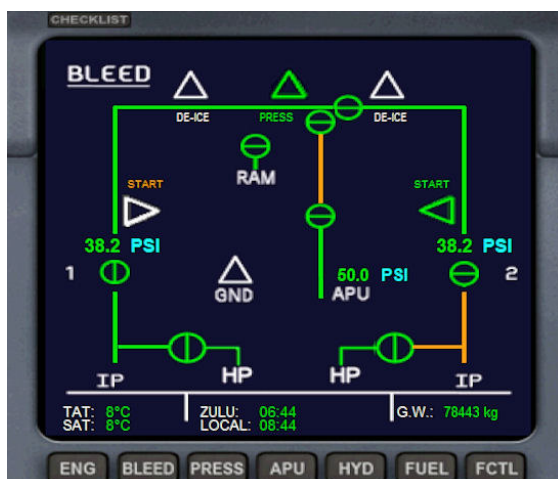
The triangle which symbolize the left engine starter turn on green. That's indicate that you have the clearance to start the left engine.

Note that at this step, the triangle which symbolize cabin pressurization turn to white ; This function is temporarily disabled until the engine completed its startup..

Left engine is started. HP valve is opened at 50% of N2 then is closed at 54% of N2. « START » triangle is turned to white. When N2 value is more than 20%, the hydraulic pump is automatically activated. When the engine is started, its electric generator is automatically engaged. It remains only to open the left engine Bleed and positioning the X-BLEED selector to "ENGS" position to send the air pressure from the left engine to the right engine.

When the left engine bleed is open (ENG1), and the X-BLEED selector on the « ENGS » position, That will close automatically the APU bleed . Air pressure produce by the left engine is sent to the right engine. At this moment, you can shutdown the APU.

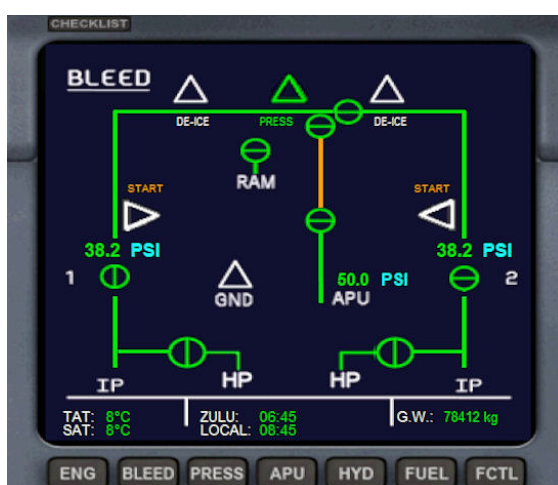
- Turn on the right engine fuel pump switch (ENG2 , area 6 of the overhead)



The triangle which symbolize the right engine starter turn on green. That's indicate that you have the clearance to start the left engine.

Picture 53 – You can toggle the master starter 2

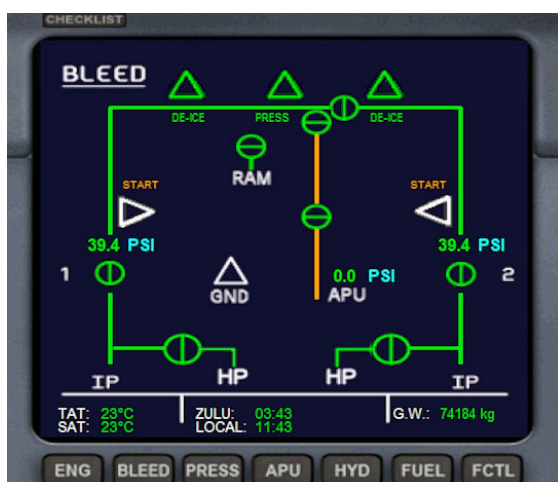
- Push the right master starter 2 (picture 44/45, page 31)



Right engine is started. HP valve is opened at 50% of N2 then is closed at 54% of N2. « START » triangle is turned to white.
When N2 value is more than 20%, the hydraulic pump is automatically activated. When the engine is started, its electric generator is automatically engaged. It remains only to open the right engine Bleed and positioning the X-BLEED selector to "AUTO" position.

Picture 54 – Right engine is started

- Open then engine 2 Bleed (area 3 of the overhead)
- Turn the X-BLEED selector on the « AUTO » .
- Check that the APU bleed is closed
- Close the X-FEED fuel valve (CROSSFEED , area 6 of the Overhead)
- Turn the Master Ignition switch on the « MODE NORM » position.



The startup procedure is now completed. The green triangle vert « DE-ICE » show that wings or engines deice has been activated. You can set the X-BLEED on « SHUT » or « AUTO » position.
If you select the « SHUT » position, in case of engine fire, you will must set yourself the engines bleed and the X-Bleed to maintain the air pressure in all the circuit.
If the X-Bleed selector is on « AUTO » position, the X-BLEED will open automatically to maintain air pressure in all circuit.

picture 55 – Right engine started, and APU shutdown.

NOTE : like the X-FEED fuel valve (CROSSFEED) has been openned while the startup procedure, You must clear the master warning alarm by click on the button.

You can access with the FSX Kneeboard, to an ultra detailed checklist about engines startup procedure systems initialization. You will find also, in each aircraft folder, file called « Printable A318 checklist.pdf » if you want to have it « in your hands »

5.1.2 Systems and avionics setup

At the beginning of a flight, the aircraft is in «Cold & Dark » situation . So, after engines startup You must activate all the necessary systems for your flight.

- In first, you must powered the Inertial navigation system (called ADIRS). See the area 11 of the picture 31 or 32 from the overhead, page 24 et 25.
Toggle the « SYS » switch on « ON » position in 2D panel overhead or « 1 » position in the overhead's VC. The inertial central run and display by default the heading and the speed of the aircraft (TAS). But, be careful, Data are not true until the aircraft moves ; By default, it display north heading (minus the local magnetic variation). The aircraft position will be updated when the aircraft will move
With the left rotative selector, You can display geographic aircraft position and also, direction and speed of the wind.
- You must activate the flight controls of the Fly By Wire. Without this action, all flight controls will do not work. See the **chapter 5.6** to know the different modes of the FBW.
- Toggle the NAV1 & NAV2 switches (label 16 et 17 of the picture 0, page 9) ; They will display the radionav information on the lower left and right of the ND. If you toggle to the right, you will be in VOR mode, if you toggle to the left, you will be in ADF mode. Center is the default « OFF » position.
- Set the navigation lights
- According to the weather conditions,,set the de-ice controls (Pitot, wings , engines).
- You must clear the « MAST WARN » by press the button
- And if you have forgotten to adjust your fuel and pax capacity, you can do it by the FSX menu. Think that by default, the aircraft is at its maximum load capacity and in the most cases, you will must adjust load.
If you adjust the fuel capacity, begin to empty the center tank while you keep 15-20% of its capacity at least to have a safety fuel reserve.(see **chapter 4.7** , page 26 about fuel management).
If you have still too fuel, you can begin after to empty the wings tanks.
It is very important to respect this order : first, empty center tank and after, if necessary, empty wings tanks !

Your are ready now to begin your flight !

5.2 TOGA & AUTOBRAKE modes

5.2.1 TOGA Mode

TOGA mode (Take Off and Go Around) is a way that works only **when the AutoThrottle is engaged**.

It helps to have 100% of engines power available, by a simple command on a button.

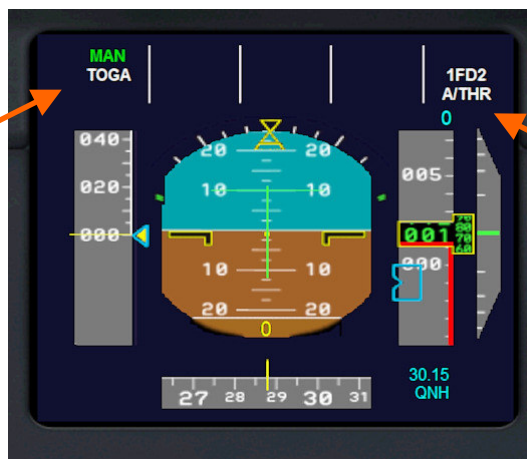
It is used for takeoff but also when landing, in final, if you are forced to cancel your intention to land at last moment, for any reasons.

To activate, you have either the FSX key command (CTRL+Shift+G), either the switch on the 2D throttle panel (picture 44 or picture 45, page 31).

When Toga is engaged, you have the word « Toga » displayed on the upper left of the PFD. Depending of the circumstances, the display may be different (while take off or landing or when VNAV is engaged) :

First case : manual Take off or Go around :

When a manual take off, the Toga text in green show that the mode is engaged .
To cancel TOGA, you must engage the autopilot in SPEED mode (SPD) or disengaged the Auto-Throttle.

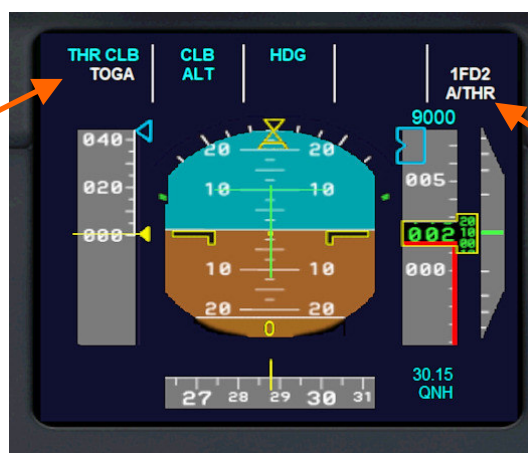


Auto-throttle must be engaged (A/THR switch) to allow TOGA function.

Picture 56 –TOGA when manual take Off.

Second Case : Take Off with VNAV armed (see next chapter, 5.3)

Take off with TOGA with VNAV armed. Cyan color for the text shows that VNAV is armed, but not yet active (see next chapter 5.3)



Auto-throttle must be activated (A/THR switch) to use TOGA mode

Picture 57 – TOGA at take off with VNAV Armed.

When you land, if you engage TOGA, your landing procedure (even if you are with the autopilot in ILS) will be cancelled, and aircraft will climb automatically with a 12° pitch, regardless the programmed vertical speed and altitude values of the autopilot until you cancel TOGA mode (by cancelling the auto-throttle).

Note : Do not confuse the Toga indication of the upper left of the PFD, that is the real indication of the TOGA mode, with the indication that is on the upper right of the primary ECAM. The ECAM indication shows only the position of the throttle levers !!



This TOGA indication shows only the position of the throttle levers. It not means that TOGA mode is armed or engaged !

Picture 58 – information about position of throttle levers

5.2.2 AUTOBRAKE

Stefan Liebe made functional in its Panel autobrake. It is controlled via switches located next to the landing gear lever. There are four positions :

- RTO (Reject Take OFF) is the higher position but only activable while takeoff.
- Low (Landing)
- Medium (landing)
- High (same high power brakes as RTO, but only for landing)
-

Nota : RTO and HIGH are activated by the same switch. This is the aircraft position which command function (RTO if aircraft is on ground, High if aircraft flies).

A yellow information message appears in the bottom right of primary ECAM to show the activated function (no message if autobrake is OFF) :



Picture 59 – Autobrake controls

If you use FSUIPC, and you have a free axis on your joystick, You can set to this axis the autobrake function. In this case, Values to be programmed are the followings :

- Off = 1
- RTO = 0
- Low = 2
- Med = 3
- High = 4

5.2.3 RTO Function :

The Autobrake position RTO (Reject Take Off) aborts a take off being provided that the aircraft is not already reached V1 speed (Symbolized on the ASI / PFD by a small white one number).

To do this, when you are ready for takeoff, we must arm Autobrake on the panel, by engaging the right switch (MAX). The message autobrake RTO appears in yellow on the bottom right of the ECAM.

Then there are two cases to abort the takeoff procedure, depending on whether one takes off with the controls of engine power driven by the auto A / THR) or you manually actuates the throttle levers.

A) TakeOff in A/THR mode :

Once the autothrottle armed, you can takeoff on TOGA mode or with a speed set on the AP and IAS mode. From 60kts, the Spoilers will arm themselves (if you put at least 1+F flap setting), and from that moment, if you want to give up your intention to takeoff, you must disarm the autothrottle, and to operate the throttle levers to 0; this action automatically engage the brakes at maximum power and speed brakes will expand; Generally, it is the moment to engage the reverse thrust to stop as short as possible. The brakes remain engaged until the complete stop of the aircraft.

• B) TakeOff with manual action on the throttle levers :

You push your throttles with enough power to take off. Once the aircraft has exceeded 60kts, the spoilers will arm (if you put at least one notch of flaps), and from that moment, if you want to give up your intention to takeoff, just bring the throttle levers to 0; This action automatically engage the brakes at maximum power and speed brakes will expand; It is the moment to engage the reverse thrust to stop as short as possible. The brakes remain engaged until the complete stop of the aircraft.

5.3 Verticale navigation gauge (VNAV)

I have created for those who like me, do not use FMC, a vertical navigation gauge that manage the climb.

This gauge, allows the autopilot to manage the process of aircraft climb during each step of the climb, taking into account the weight of the aircraft.

The rate of climb (vertical speed - VS) are determined by four different pre-programmed curves, and cut the rise in 11 steps.

This gauge works invisibly in the background. To use, you must complete a number of conditions, some of which are controlled by the gauge and the other not as uncontrollable (for the latter, it means that it is your responsibility to remember to required actions).

VNAV mode can be activated on the ground (before takeoff) or in the air (**if your are at least 2500 feet above the ground**), allowing in the latter case, turning it in succession, follow the different levels are given by FSX ATC or by an network ATC like VATSIM, Ivao

For VNAV works, you must create the following conditions :



Picture 60

5.3.1 Case #1 : Take Off (aircraft must be on the ground):

- The engines must be started (**checked condition**)
- Having armed the autothrottle (A / THR) (**checked condition**)
- It should have set the autopilot target altitude at least **3,000 feet** (**checked condition**)
- Having set the flaps at 1 + F position minimum (**checked condition**)
- Having set the barometer atmospheric pressure for the altimeter (**condition not verified**)
- You must set the heading of the runway in the HDG (**condition not verified**)
- From here you can harness the gauge by pressing the VNAV switch (see picture above)
- Please note, "THR CLB" then appear in cyan color on the PFD, indicating that the VNAV mode is armed and the display speed of the autopilot is set on 250 IAS by default.
- You can take off TOGA mode or manual throttle command. The VNAV will activated when the aircraft has left the ground and exceeded the speed of 175 knots.
- Please note, "THR CLB" now appears in green on the PFD, indicating that VNAV mode is activated, in HDG mode by default. You can switch to NAV mode (controlled by GPS or radio Nav1) whenever you want.

5.3.2 Case N°2 : In flight (aircraft must be 2500 ft above ground level):

- The autothrottle (A / THR) must be armed (**checked condition**)
- The autopilot must be hold on (ALT & SPD modes activated) (**checked condition**)
- The navigation mode (NAV GPS or radio NAV1) activated (**condition not verified**)
- It is necessary that the new altitude set on the AP is greater than the current altitude of the aircraft (yes!) and that **this elevation is at least greater than 2500 feet above ground level (AGL)** (**checked condition**).
- You can activate the gauge by pressing the VNAV button (see picture above)
- Please note, "THR CLB" now appear in green on the PFD, indicating that VNAV mode is enabled, the navigation mode in which you are at that point (either HDG or NAV mode (via the GPS or via radio Nav1)).

Whether during takeoff or upon activation in flight, the VNAV will turn off by itself when the target altitude is reached, and the autopilot mode automatically toggle in SPEED, NAV(or HDG) and ALT mode.

You can disable at any moment VNAV by pressing the button "VNAV".

You can use as many times as you want the VNAV when your are in flight

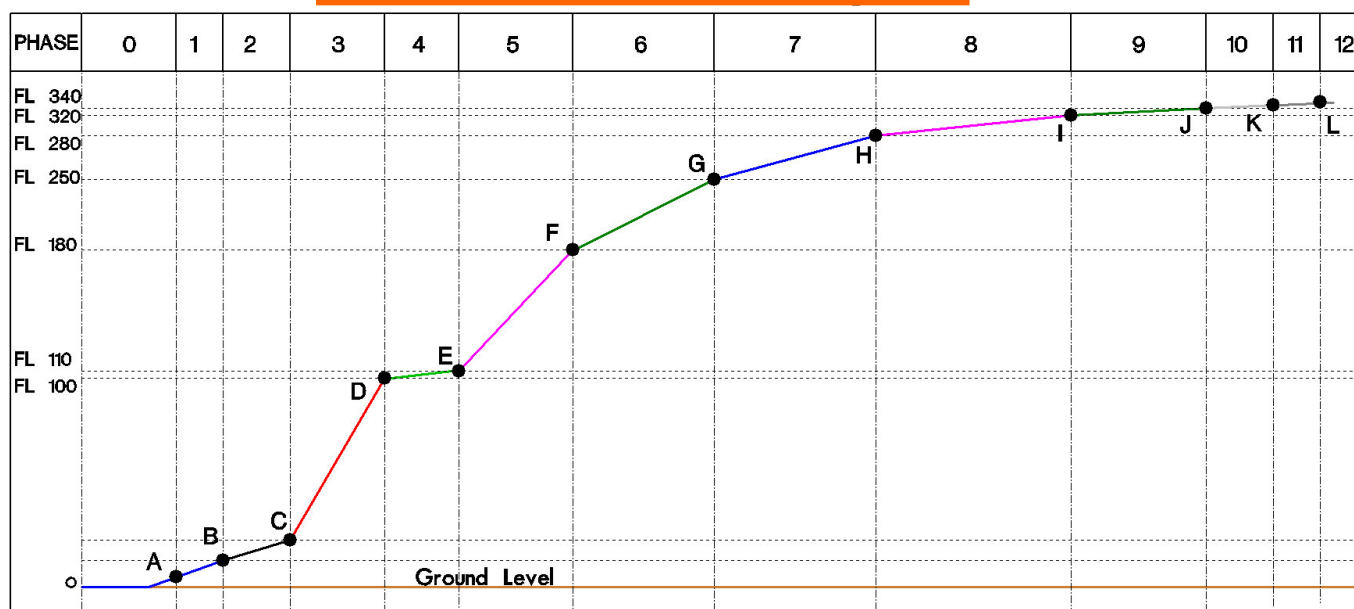
When the climb of the aircraft is under control of the VNAV, you can change the settings of speed, climb rate (VS) and the also the target altitude, so making sure to remain in the aircraft flight domain.

If you change any of the parameters of flight, be aware that when the aircraft crosses one of the highlights of its climb curve, pre-programmed data of the gauge corresponding to this key points will be activated again.

Note : VNAV works only if the aircraft is on the ground, or if the aircraft is 2500 feet above ground (AGL)

Next page you will find a sketch of explanation of these key points and all climb step managed by the VNAV.

VNAV data - AIRBUS A318 v3 June 2012



Picture 61 – VNAV gauge pre-programmed curves

- **Phase 0:** Take off. Point A is the time the plane reached 175 IAS, causing activation of the VNAV; At this point, the autopilot is on, HDG and ALT mode are activated
- **Phase 1:** From A point to B point, this is the initial acceleration during which the SFCC will automatically flaps up. B Point represents the moment when the aircraft reached 228 IAS; TOGA mode is deactivated (if it was) and autopilot engage SPEED mode (preset to 250 IAS). The vertical speed (VS) is set to 2000ft/mn
- **Phase 2:** The vertical speed is set to a value of 2400ft/mn. C Point represents the moment when the aircraft reaches 228 IAS
- **Phase 3:** The vertical speed is set to a value between 3500ft/mn to 3800ft/mn according to weight of the aircraft. The D point is reached when the aircraft arrives at an altitude of 10000ft.
- **Phase 4:** Second phase of acceleration; The VS is set to 2400ft/mn and speed of the AP is set to 285 IAS. As the airplane exceeds 270 IAS, the speed is again increased to 300 IAS. E Point is when the plane reached an altitude of 11000ft.
- **Phase 5:** VS is set to a value between 2500ft/mn to 3200ft/mn according to weight of the aircraft. F point is the moment when the aircraft reaches FL 180.
- **Phase 6:** The speed of the aircraft is increased to 310 IAS. The VS is set to a value between 2200ft/mn to 2800ft/mn according to the weight of the aircraft. The G point is the time the aircraft reached FL 250, transition altitude; A "ding" sound in the cockpit to warn of the change in speed mode. The display speed of the AP switches MACH exclusive. From this point, the speed of the aircraft will be constantly recalibrated from the altitude to get a true MACH speed if vertical speed is > 0.
- **Phase 7:** The speed of the aircraft is scheduled to Mach 0.74, and VS is set to a value between 1700ft/mn to 2300ft/mn according to aircraft weight. The H point is when the aircraft reaches FL 280.
- **Phase 8:** The speed of the aircraft is scheduled to Mach 0.77, and VS is set to a value between 1500ft/mn to 2200ft/mn according to aircraft weight. The I point is when the aircraft reaches FL 320.
- **Phase 9:** The aircraft speed is set at Mach 0.77, and VS is set to a fixed value of 1300ft/mn. J Point is when the aircraft reaches FL 340.
- **Phase 10:** The speed of the aircraft is scheduled to Mach 0.77, and VS is set to a fixed value of 1200ft/mn. From K point the maximum ceiling allowed for the aircraft is **FL390**.

So the complete curve of VNAV, when activated from the take off. But this happens if you turn in flight? It will simply adjust the parameters of the autopilot corresponding to the altitude where you activated the VNAV.

As a concrete example:

You fly to 14 000ft to 280 IAS **with autopilot**. Want to go up to your cruising altitude of 29 000ft using the VNAV. You just set the target altitude of the AP to 29 000ft and press the VNAV button. The autopilot will then receive the settings for your altitude 14-000ft (so you are in Phase 5), so the speed will be tuned to 300 IAS and VS will be settled at a value between 2500ft/mn to 3200ft/mn according to the weight of your plane at this time. And the climb will continue by executing phases 5, 6, 7 and 8 and your plane will return to "normal" mode at 29 000ft at a speed of Mach 0.77.

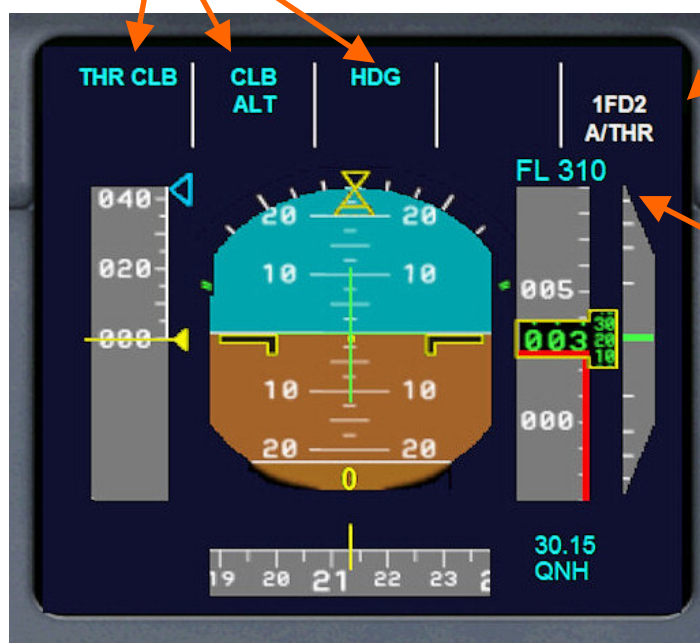
You can enable the VNAV as many times as you like. Simply ensure that when you engage it or you have a speed consistent with your altitude (if you fly too slowly, the VS of the VNAV may be too high and prevent your plane from accelerating, to see his speed drop. In this case, simply decrease the value of VS, the time the aircraft to accelerate.

If you have followed these instructions, the VNAV button should be on green and PFD must show the following informations :

THR CLB | CLB | ALT | HDG indications

In Cyan color, show that the VNAV is armed but not yet active. Activation will be automatically after take off, when the aircraft reaches a safety speed of 175 knots.

Auto-throttle and Flight Director armed



Target programmed altitude (It must be at least 3000ft). It can be modified after take off when the gauge will be activated and at any time.

Picture 62 – VNAV armed before take off

After takeoff, (generally in TOGA mode) When the aircraft reached 175 knots, the gauge automatically engages the autopilot and indications of the PFD turn green, indicating that the relevant functions are enabled. The climb begins in HDG mode (hence the usefulness of pre-set the HDG to the runway). From that moment, you can switch whenever you want NAV mode (LOC button on Airbus) for the aircraft starts to follow the route of your flight plan. Once the aircraft reaches the speed of 228 knots, TOGA mode will toggle to SPEED mode, and the aircraft started going to climb the curve calculated automatically by the gauge.



Picture 63- VNAV has engaged the autopilot in HDG mode

At any time of the climb, you have the freedom to modify the values of vertical velocity, target altitude or aircraft speed, or even to a level (by setting the vertical speed to 0) if instructed by ATC for example. But know that when the aircraft pass one of the 11 points of the climb curve, it will set the gauge programmed values of VS and speed at this point; But again, you can change these values

You can change their way up the value of the altitude of arrival, by increasing or reducing it. But if you set an altitude value lower than the actual altitude of the aircraft, it considers the gauge has reached the end of the climb and it will deactivate.

You can also disable at any time the gauge by pressing the VNAV button

You can use the VNAV under the ATC control, as climb per level, setting the altitude to the next level given by ATC and activating the VNAV for each of these levels. This method will guarantee an aircraft climb with optimal parameters.

Once at your cruising altitude, the gauge turns off by itself and the cruise continues under the control of the autopilot.

If you want activate VNAV in flight, the AP must be engaged before, in ALT, SPD mode and HDG or NAV mode

Automatic Vnav climb is completed ; Mach mode is engaged by the gauge



Picture 64 – MACH mode

Think to set baro altimeter to STD (29.92) when above 18 000ft .

You can set PFD altitude information in feet or FL (if selected altitude is at least 5000ft) by mouse click on it

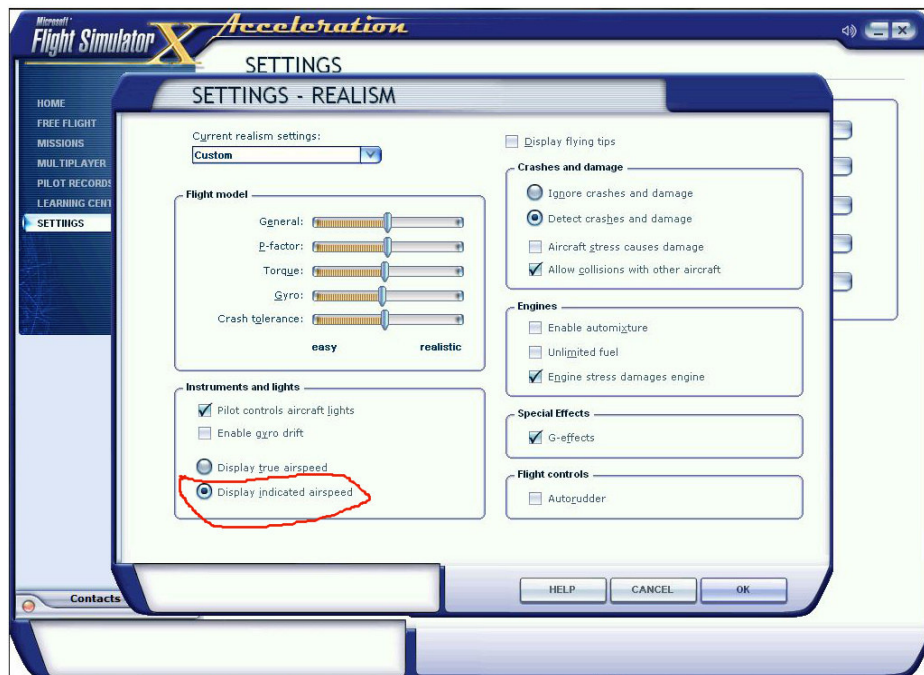
When the aircraft exceed FL 250, you will hear a « Ding » and the autopilot speed dial will show speed in MACH only. When the aircraft will be again below FL 250, it will show speed in IAS Knots.

Below FL 250, you can select IAS or Mach but when aircraft is **above FL 250, you will be only in Mach mode.**

Then it is time to address the chapter changes I made to the autopilot.

5.4 New Autopilot

Important ! : You must select in the FSX SETTINGS – REALISM : “Display indicated air speed”



Picture 65 –realism settings in FSX menu

The stock FSX autopilot appears to me a huge failure. Indeed, even if it displays the Mach speed in AP, the AP takes as reference IAS speed at this setting; The consequence is that we are convinced that the airplane will not exceed the Mach which was display, whereas in reality, if the aircraft climbs, as it remembered the equivalence IAS when setting the Mach, and it uses this value as IAS speed reference, the plane will go faster than the indicated speed in mach and we go to a risk of overspeed arrived at high altitude. This is explained (as we know) by the fact that with the rarefied air at high altitude, indicated airspeed IAS by pitot probes is distorted.

I'll take a concrete example:

- At 20 000ft, a speed of 300 IAS is Mach 0.46 whereas 30 000ft, 300 IAS is Mach 0.77
- Also at 20 000ft, Mach 0.77 is 365 IAS.

The consequence of this is that during the rise, if at 20 000ft, is set on the AP Mach 0.77, when the aircraft arrives at 30 000ft, You will be in overspeed (as it should reach 365 IAS).

To summarize, the default FSX AP does not recalibrate the speed with altitude during climb

To avoid this, I changed the gauge which manages the Autopilot of the plane, so that the speed continuously calibrates itself during the rise, from a determined altitude. I fixed arbitrarily (but not completely at random, don't worry) this altitude, I'll call in an abusive manner, **“Transition” altitude 25 000 ft.**

Concretely, here is the process during a manually climb or manage by VNAV:

As soon as the aircraft climbs beyond 25-000ft, the display speed of the AP automatically switches MACH; As long as one is above 25 000ft, we can not display the IAS speed on the dial. In order to have a warning at the crosswalks of this transition altitude, a signal will sound at 25 000ft for information.

From this point, the autopilot continuously monitors the actual speed of the aircraft in Mach (the one displayed under ASI of the PFD) not exceeding the speed MACH which was set to the AP dial. If ever this happens, the AP value internally recalibrates IAS versus altitude.

To summarize, from FL 250, climb is at constant MACH

So, no risk of overspeed, and the speed will be displayed on the AP will be the true aircraft's Mach speed.

By cons, during descent, as the operation is at the origin, the speed is not recalibrated, because otherwise there would be, there is a risk of overspeed.

During the descent, when the aircraft crosses the transition altitude of 25 000ft, the alarm will sound again, informing the user, and the AP dial will revert to IAS again.

This operating mode is active both during a climb managed manually using the AP, that when using VNAV mode.

These explanations may seem complex at first, but once you have tried the aircraft, you will quickly understand the operation and can not do without!

AP speed can be displayed in IAS or MACH under 25 000ft, But only on Mach Above 25 000ft.

5.4.1 Precautions when resuming a saved flight at high altitude (25000ft and above)

If you save a flight while the aircraft was at high altitude, FSX will record in its backup file the IAS of the aircraft at the time of backup.

But when reloading this flight, one of many bug of FSX will appear: in fact, end loading, the plane will have its AP value set to IAS, but there is an offset in calculating the altitude translation IAS / MACH, it's like during the first seconds of flight saved, the aircraft was at sea level, and secondly, engines start to slow down

To overcome this phenomenon, I had to introduce a delay in my gauge before it switches back to the IAS in MACH speed. So do not be surprised, it will take 5 to 10 seconds before the display of the autopilot shows the speed in MACH.

This is accentuated when using external weather software such as Active Sky or Rex (the time that the software re-injected into FSX weather data and barometric pressure).

On the other hand, walking off the engine slows down, it takes some time for their "stimulus".

All this to mean that the MACH speed at which the aircraft will be slightly delayed return of the MACH speed at which the aircraft was operating during the backup. The system minimizes the delay differential, but there may be a slight gap.

5.4.2 ..Precautions during the descent

Automatic recalibration of the MACH speed with altitude only works when climb or horizontal level flight.

When you begin your descent, the value displayed on the AP MACH is not going to recalibrate unless you change the setting (which is already the case in the stock FSX autopilot). So for downhill, your speed reference must be that given by the tape speed of the PFD.

Normally, this phenomenon has no effect, since falling for the same value IAS, your plane will actually slow down, so there is no risk, unless you have a descent rate too high.

See you at the end of the manual in terms of technical characteristics for the values to use during your descent.

5.5 Slats & Flaps Computer controller (SFCC)

Foreword :

This gauge, originally written by Stefan Liebe, sometimes showed incompatibility problems with some users. I rewrite the code from the xml gauge to correct these bugs and I added new code such as management of the 2nd and 3rd flaps position for takeoff.

The A318 shares with his little brothers of the same family (A319/A320/A321) the same wings. Off, the A318 is the more lighter of the family, so you will use rarely the position flaps position 2 or 3 because it has a low takeoff speed and no needs longer runways.

The SFCC is a partially automated management system components that are found on Airbus.

It provides the following functions :

- Flaps Automatic retraction after takeoff (with configuration 1+F , 2 or 3 for this A318)
- When aircraft is on the ground, first position (Slats only) is not enable, your will be in 1+F position directly when you press the first flaps control
- Position 1 (Slats only) is enable in flight only (beginning of the approach phase)
- The fact of flap ensures automatic arming of the spoilers
- During takeoff, If flaps are at least at the first position (position 1+F) spoilers will be armed automatically when the aircraft reach 60 knots (this function is in case of RTO)
- In flight, right out of the first notch of flap, the spoilers are armed automatically, in preparation for landing
- On landing, as soon as the wheels touch the runway, the spoilers are expanded, and as soon as the aircraft slows below 55 knots, and the spoilers are retracted automatically and disarmed.

Remember, the possible configurations of the slats & flaps on the A318 are as follows:

Maximum speed and slats & flaps positions

Position	Slats	Flaps	Vitesse maxi	Remarque
1	18°	0	230 kts	Approach(only selectable in flight)
1+F	18°	10°	215 kts	Take off / approach
2	22°	15°	200 kts	Short or middle heavy take off / approach
3	22°	25°	185 kts	Short or heavy take off / final
Full	27°	40°	177 kts	Landing (gear must be extended, otherwise warning)

Pins shutter speeds on the PFD strip speed appear white during takeoff, and yellow on landing.

5.6 Fly By Wire (FBW) and flight controls

I activated in the aircraft.cfg file the "Fly By Wire" function on this aircraft, to be in the spirit of the real Airbus. While this feature is not very well simulated by FSX, I preferred to do so to leave everyone free to use or not (since you can enable or disable it from the overhead).

What is the Fly By Wire ?

The flight controls of modern aircraft are electrical and Airbus are now introduced a manual steering "guided" by on-board computers. That's mean that there are computers between the flight controls (the famous Joystick) and the control surfaces (ailerons, elevons, rudder, trim). These computers are supposed to refine the manual control, preventing and prohibiting all maneuvers that could also make out the aircraft's flight envelope, thus endangering the (limiting angles of maneuver that could cause stress).

Summarizing coarsely (I hope the purists do not want me), the FBW has three operating modes:

IMPORTANT ! Loading a flight, all flight controls **are disabled** Fly By Wire; This means that all flight controls are ineffective and that the aircraft can not fly in this state !

You will necessarily choose a mode by pressing the corresponding buttons.



Picture 66 – FBW status when loading flight

You must choose one of the FBW mode before to fly :

these 3 modes are the following :

- NORMAL LAW
- ALTERNATE LAW
- DIRECT LAW

We will not talk LAW ALTERNATE mode, because it is not simulated in Flight Simulator

Note : If automatic start with CTRL + E, DIRECT LAW mode is automatically activated so that the beginner is not disturbed..

5.6.1 Fly By Wire : « NORMAL LAW »

This is the standard mode of operation of the flight controls of an Airbus. In this mode, all of the orders given by the pilot are "filtered" by the FBW computers.

On the ground, all the control function as a conventional aircraft, but once in the air, only the "Joystick" is operating; in fact, the rudder (the order of the drift direction by the feet, and trim are inoperative and are fully managed by computers. If the pilot gives an order of mounted on the joystick, the aircraft will begin to change its angle of ascent up time that the pilot returns the joystick to 0 point and from this time, the aircraft will maintain its angle of ascent, with all circumstances.

The computers run the elevator to the order given by the pilot is maintained.

Another example, if horizontal flight, on a conventional aircraft, if you increase the engines thrust, the aircraft will begin to rise and you should compensate with trim to keep the horizontal flight; With FBW In NORMAL LAW, the computers will automatically manage the trim and to raise the aircraft attitude is maintained, despite the change in thrust.

In turn, no need to control the rudder, simply maneuver the joystick to the desired turn angle, the FBW does the rest, while maintaining the attitude of the aircraft.

In summary, this is an extreme simplification of flight control and only the pilot drive only with the joystick. On the other hand, if the pilot gives an order that could endanger the aircraft, because out of its flight envelop, order will not be executed.

To summarize, the NORMAL LAW mode can be related to a computer-assisted steering. This mode of operation may be surprising, as it introduces some inertia in the aircraft control (probably because that function is poorly simulated in FSX).

To activate this mode, You must activate all the 7 switches of the FLT CTL :

- ELAC1 : no luminous
- SEC1 : no luminous
- FAC1 : no luminous
- ELAC2 : no luminous
- SEC2 : no luminous
- SEC3 : no luminous
- FAC2 : no luminous

All the switches must be no luminous :
FBW is in NORMAL LAW mode



Picture 67 – FBW in NORMAL LAW mode - 2D panel view

This message appears
when you are in FBW
NORMAL LAW mode.



Picture 68 – NORMAL LAW information message on upper primary ECAM

5.6.2 Fly By Wire : « DIRECT LAW »

DIRECT LAW mode allows for flight control "classic", like any other airliner. The spreader regains its function to the rudder and the trim is functional whether at ground or in flight. In this mode, there is no difference with this Airbus and a Boeing.

This is my personal choice to fly.



Picture 69 – FBW in DIRECT LAW mode view from VC



Picture 70 – FBW in DIRECT LAW mode – 2D overhead panel view with message on primary ECAM

This message appears when you are in FBW DIRECT LAW mode

5.7 Autoflare (Autoland) and Callout system © Doug Dawson

Stefan Liebe has made a gauge for the Autoflare (ILS autoland) and is completed by the Doug Dawson's gauge of Callout, who gives voice announcement of altitude when descending on the glide / slope.

I had to make many changes to his gauge so it works perfectly with the Project Airbus and I managed to incorporate a touch of flare before the final hit, in order to have landing a little less brutal.

I will not here give all the explanations regarding landing ILS, please look at the many tutorials that are found easily on the net about it.

but just remember the great lines :

- You must set the radio frequency NAV1 to the ILS frequency of the runway you want to land. You will find the ILS runways frequencies and heading (course) of your destination airport on the "DESTINATION" page of the ND (see page 16 of this manual)
- Press the button "Call 1" of the radio NAV1
- Press the ILS button
- Set the ND selector in ILS mode
- Enter the "COURSE" value (heading of the runway) in the autopilot
- Toggle button GPS / NAV to NAV mode if it is not already
- Adjust your heading in HDG mode, or follow the ATC instructions to approach (FSX ATC or network ATC) or whether you must drive your aircraft at a distance of approximately 25-30Nm of the runway and at an altitude of 2700ft above the airport elevation (you also find this information on the "DESTINATION" page of the ND)
- The angle of the axis of the "ILS flag" should be about 30 ° or less (the ILS flag is a green cone that you appear on the screen of the ND in NAV mode or ARC mode).
- You must have set the autopilot in HDG mode and arming the NAV mode by pressing the "LOC" switch. The button "HDG" and "LOC" must be turned on and you must have the display of the terms "HDG" and "NAV" on the PFD screen.
- If you are fairly close to the airport, you must begin to hear the Morse code signal from the ILS radio beacon.
- Your approach should be at moderate speed, less than 200 kts, with the flaps in position 2.
- As soon as the aircraft will intercept the "GLIDE" signal (lateral guidance), the HDG light will turn off, and only the NAV indicator is always on (the green HDG indication on the PFD must disappear). This is a sign that the aircraft is now guided by side in the ILS beacon.
- Watch the little magenta "diamond" on the vertical scale on the right of the PFD; For now, it should be located at the top of the ladder. As soon as you see it begin to descend, decrease your speed to 180 kts, and set your flaps to the third position; You can down gear
- Press the "APPR" button before the magenta diamond crosses the center line of the scale. The indication "G/S" must appear on the PFD, indicating that you have captured the "SLOPE" (vertical guidance).
- Decrease your speed to 170 kts and Extend your flaps in Full position
- Set the value Autobrake adequate according to the weight and the plane and the length of the runway.
- A small green circle appears to the right of the PFD vertical strip of speed and indicates the Vref (speed reference for landing)
- Adjust your speed on the green circle.
- When the magenta diamond passes the midline, the aircraft will begin its descent to the runway, automatically guided by the ILS.
- The Callout goes into action, with the voice announcement of the altitude
- Arrive at 55 feet above the runway threshold, the gauge of autoflare, will modify the rate of descent to start rounding
- At 20 feet, the throttles are set to 0
- As soon as the wheels touched down, the spoilers will automatically deployed; the autobrake into action; You just have to engage the reverse thrust.
- At 60kts, cancel reverses
- At 55 kts, Spoilers retract automatically
- At 20kts the autopilot disconnects.
- You have arrived

NOTA : If there is a sudden change of level ground (mound, ditch building) before the runway threshold, the gauge of autoflare can be disturbed because it is based on the final altitude radar, which can cause erratic operation of the autoflare.

On the other hand, the proper functioning of this system has its limits:

- Above all, do not land in overload ! (126 765 Lbs or 57 500kg max)
- Respect the reference speed shown on the ASI (green dot)
- May the wind be stable (no burst or change of direction) and is **very close to the axis of the runway**

Overspeed, overload, crosswind will finish by a crash !

The Doug dawson Callout system gives the following announcement :

- 2500
- 1000
- 500
- 200
- « minimum »
- 100
- 50
- 40
- 30
- 20
- 10

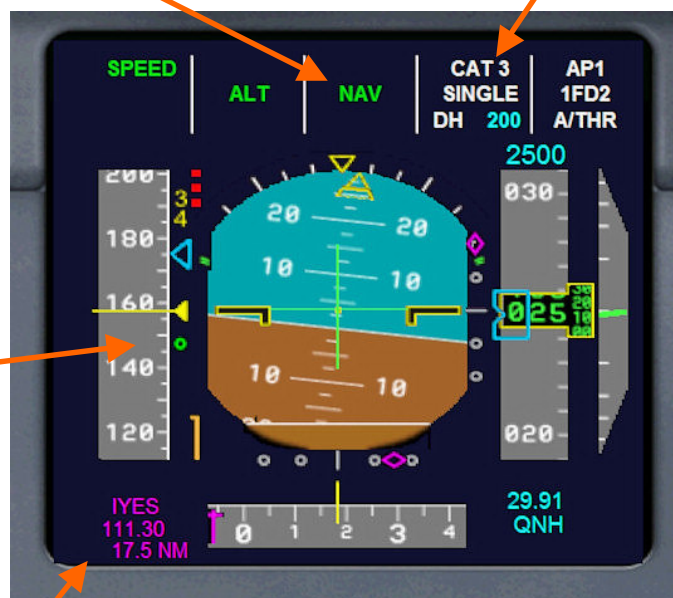
Now, almost until the last moment, you can change your mind, either by disengaging the autopilot, and by taking orders manually or by engaging the TOGA switch

The announcement "minimum" is the "Decision Height", an adjustable value (default to 200ft), which determines the ultimate point where you can change your mind, and start a Go-Around procedure. TOGA mode by switching the mode "GLIDE / SLOPE" is canceled, the incidence of the plane is set to 12 ° with the engines at full power.

ILS signal has been capted when HDG indication disappears et only NAV indication stays.

Show ILS Cat et type
DH = Decision height
DH is adjustable by click mouse on the area.

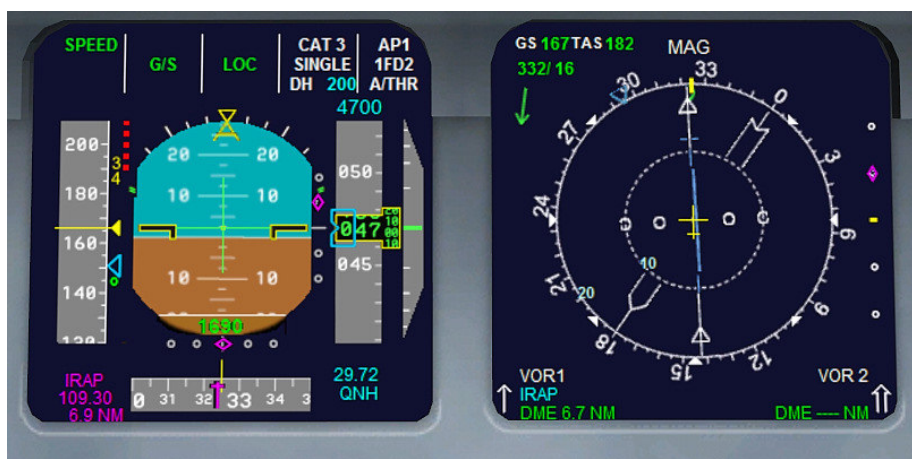
Green dot is the Vref, the safety landing speed. With autolanding, it is very important to not exceed this speed, see even a little below.



Picture 71 – PFD ILS mode

Display ILS ID, frequency and distance if it is a DME

Landing at Rapid City, LOC has intercepted the GLIDE SLOPE, the plane is about to embark on the glide slope, although it remains to match the pitch on the green mark to Vref. The conditions are excellent for a autolanding: The wind is in the line of the runway, and its strength, compensates for the fact that this airport is at high altitude (causing a real landing airspeed important, TAS).



Picture 72 – PFD & ND in ILS mode

Runway 32 Rapid City is seen, autobrake is set to medium (see next section), the full flaps (which cause the automatic arming of the spoilers) We are on the Glide slope;
We hear in the Cockpit voice announcement of the various steps of the descent.



Picture 73 – ILS landing - VC view

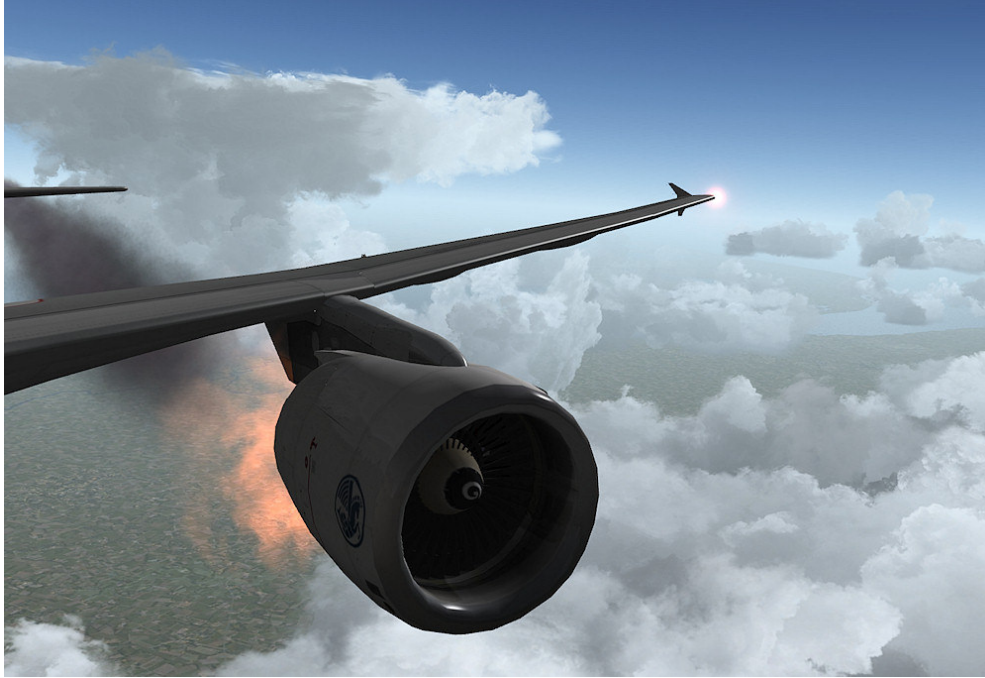
5.8 Engines failure management

I turned on the aircraft engine fault management and first and foremost, the possibility of a fire engine.

Imperative to minimize the engine failure, be sure to always set the X-BLEED on the "AUTO" position after starting the engines. (see area 3 of overhead picture, page 23 and 24).

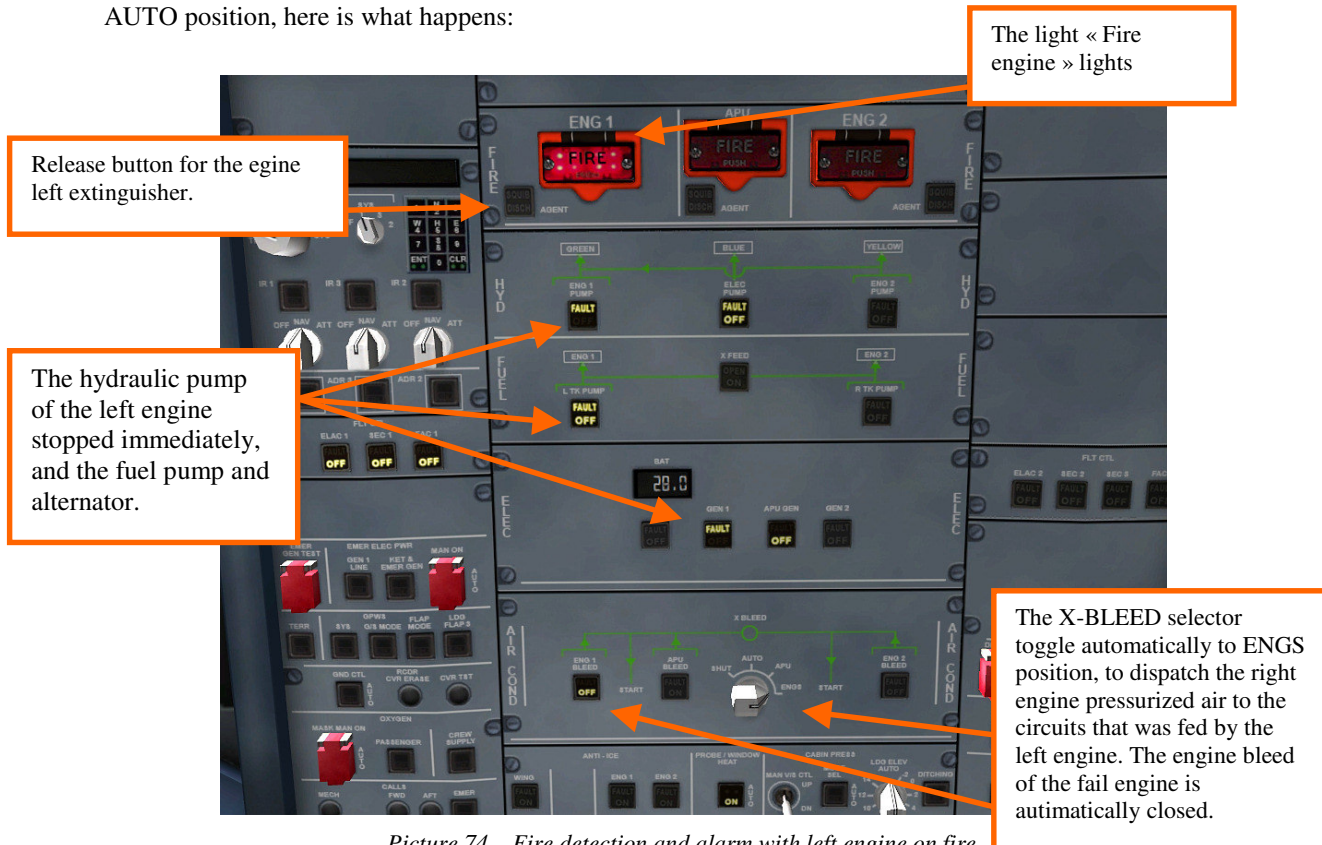
Indeed, if your X-BLEED selector is set to AUTO, the bleeds will be ordered automatically in case of fire detection to keep the pressurization system operational.

5.8.1 Fire engine



Picture 74 – Fire on left engine...

In case of fire engine, an audible alarm sounded immediately and continuously. If the X-BLEED selector was on AUTO position, here is what happens:



Picture 74 – Fire detection and alarm with left engine on fire..

Right engine stop instantly !!

It should operate the extinguisher at the earliest, to neutralize the fire. There is that once the fire is off the audible alarm stops



The fire extinguisher has been operated, the fire is out. The alarm is off.

As you noted, the left engine fuel supply valve is closed and the fuel pump is stopped: As a result, tanks are isolated from the left wing and the right engine is fed exclusively by the right wing tanks

Picture 76 – Fire is out. We'll have to manage the fuel system to prevent the plane imbalance

Because the left wing tanks are now isolated, the right engine pump its fuel only on the right wing, which will cause an imbalance of the aircraft. To remedy this, we will have to operate the fuel X-FEED valve (CROSSFEED), re-start the left fuel pump and turn off the right, to feed momentarily right engine with the left wing tanks, until return to equilibrium ;.

Once this equilibrium is reached, it will start again the left pump, without disconnecting the right pump and leaving open the Crossfeed, so that the right engine feeds on all tanks.

When the Crossfeed is open and the 2 fuel pumps run, all tanks are in use.

All the fuel system management in case of engine failure is described at chapter 4.7.2, page 28 / 29.

5.8.2 Other engine failures

In the case of other engine failures (oil leak, lack of lubrication, etc ...), an alarm will sound, but on an ad hoc basis, with the lighting of the master warning, before the engine fails permanently. For these failures, it will be yours to manage Bleeds before the engine failure (by opening the X-BLEED ENGS position and closing the engine bleed concerned, and manage the fuel system as described at **chapter 4.7.2, page 28 / 29.**

5.9 Tips for the best use of the A318 FD V3

- Select with care the amount of fuel needed for your flight. There is no point from overload, because you might be too heavy for landing at your destination. However, take a safety margin in case of contrary winds or diversion.
- Think that I have changed default FSX the fuel management, since it worked the opposite of reality .. On the A318 FD Special Version 3, the fuel is pumped first in the center tank, then in the wings; So before you start your flight when you choose the amount of fuel that you will prevail, empty primarily the center tanks (without going below the 15/20% threshold rate if you want to keep filling the reserve system security)
- If you change the payload (passengers or cargo) be sure to keep the center of gravity close to the original one.
- On takeoff, do not take too much slope, as the aircraft did not take a little speed; Do not exceed 2000 feet / min until the aircraft has not reached 220/230 kts.
- If the plane has an angle of climb too high from the takeoff, adjust quickly the trim (in DIRECT LAW mode only)
- At takeoff , select a flaps configuration adapted with the aircraft's weight, for reduce your takeoff speed or runway length required. Look at page 57, Vr speed data, or if you are already in the cockpit, you can access to the ref file via the kneeboard.
- When starting 100% manual, do not forget to switch on the flight controls of Fly By Wire in the configuration you want, otherwise the flight controls will not work !
- To restart an engine in the air, remember to reset the Master Ignition switch on IGN / START position and put on the X-BLEED ENGS if you reboot without APU.
- Use the interactive Checklist Stefan Lieb, it is very convenient
- Watch your landing weight (message "Check Weight" flashing red if exceeded).
- Be careful if you select the NORMAL LAW mode of Fly By Wire, your driving habits may be disturbed
- To open the aircraft's doors :

Main left door	= Shift + E
Cargo doors (2)	= Shift + E & 2
Rear left door	= Shift + E & 3
The 2 Right doors	= Shift + E & 4

CLIMB : (So bot exceed 10° of pitch !)

Altitude	Verticale speed	Maximum speed
0 à 10.000 ft	2000 then 3000 to 3800 ft/mn	250 KIAS
10.000 to 18.000 ft	2200 to 3000 ft/mn	290 KIAS
18.000 to 25.000 ft	1800 to 2600 ft/mn	310 KIAS
25.000 to 28.000 ft	1500 to 2200 ft/mn	Mach 0.74
Above 28.000 ft	1300 to 1500 ft/mn	Mach 0.77

Recommended cruise speed = Mach 0.77 / Mach 0.80 - Maximum ceiling= 39.000 ft

Descent :

Altitude	Verticale speed	Maximum speed
39.000 to 25.000	2500 à 3000 ft/mn	Mach 0.72 max
25.000 to 18.000 ft	2500 à 2000 ft/mn	290 KIAS
18.000 to 10.000 ft	1800 ft/mn	280 KIAS
10.000 ft to approach	1500 ft/mn	250 KIAS
Approach to ILS signal	1200 ft/mn maxi	225 KIAS – Flaps 1 (S)

Landing

- Set ILS frequency NAV1
- Turn on landing lights
- Flaps 1+F 200 KIAS
- Flaps 2 190 KIAS
- At LOC interception → 180 KIAS Flaps 3
- At Slope interception → Gear down, flaps Full : Decrease your speed to Vref (green dot)
- Set Autobrake
- At touchdown, set engines reverses
- Turn off reverses under 60kts.

6 VC Day lighting

FSX has a big flaw with some aircraft in VC mode (Virtual Cockpit). At dawn or late afternoon when the light outside is low, but it is not yet night, the dashboard of the plane can be very dark (especially if you're flying against the light), that renders it unreadable and FSX only allows night mode switching panel that when it gets dark. So during these phases of flight, it is extremely unpleasant to fly or must necessarily pass in 2D Cockpit.

This phenomenon also occurs in the daytime, when using software like "SHADE" which increases the contrast in FSX, and causing this situation even in daylight when flying in against the light.

To remedy this, I create a "day VC lighting." It can illuminate the dashboard under these conditions:

Picture example with software "Shade" against sunlight in days:



Picture 77 – default Virtual cockpit iew with « SHADE »

Like you see, it is very very darker !

In the same condition, with my day VC lighting :



Picture 78 – My daylighting for the VC

It's a better, isn't it !

Initially, on the Project Airbus V2 versions I have already made, this cockpit day light was controlled by the general lighting switch panel; On the V3 version, I decided to completely separate the control of the day lighting of the general light switch of the cockpit.

For this, I "recovered" a light switch that was unused on this aircraft: The "RECOG" switch (see picture below), located on the overhead (only the 2D panel). So if you want to turn on the day lighting for the virtual cockpit, you simply activate the "RECOG" switch.

I use the « RECOG » light switch for turn on/off the cockpit day lighting.



NOTE: This switch is actuated in the 2D window of the overhead panel (Shift + 5 keys) It is inactive in the virtual cockpit.

- If the day lighting is active, it may be that the light starts to flash in the VC when enabling all navigation lights with the landing lights and taxi lights simultaneously. To undo this mess, simply turn off taxi lights or landing lights.
- At night, if you enable the day lighting at the same time as the lighting standard of night VC, the two lights will superimposed, making the dashboard too bright; So disable one of two lighting .

Default Night lighting VC.
Label 9, picture 24 & 25,
page 31 & 32).



Picture 79 – Default night lighting VC of FSX

If you turn the daylighting's
VC at night, the virtual cockpit
will look like this.
(Switch "RECOG" Zone 8,
picture 24 and 25, page 31 and
32)



Picture 80 – My day lighting by night...

If you turn the night lighting
and day lighting of VC, the two
lights will be superimposed,
making the dashboard too
illuminous. The situation is not
irreversible, simply cancel one
of the two.



Picture 81 – If you set the day and night lighting at the same time, they will be surimposed VC

8 Airbus A318 features & data

Version of this package :

- **A318-100** Airbus Industrie code **WV004**
- Two classes cabin– 8 + 99 seats (total = 107)
- CFM Version : 2 **CFM56-5B9** 23,300 lbs (103.64 kN) thrust

Weights	Kilograms	Lbs
Empty weight (OEW) CFM engine	38 818	85 579
Empty weight (OEW) IAE engines	66 400	146 387
Maximum taxi weight (MRW)	66 000	145 505
Maximum Takeoff weight (MTOW)	57 500	126 766
Maximum Landing weight (MLW)	38 818	85 579

Dimensions	Meters	Feet
Lenght	31.45	103.18
Width	34.10	111.88

Capacités	Liters / Kg	US Gallons / Lbss
Maximum Fuel capacity	23 859 liters	6 303 Gallons
Maximum fuel Weight	18 729 kg	41 290 pounds
Pax Seats	107 to 132 (107 for this 2 classes version))	

Maximum operational speeds :

- Maximum tires landing speed : 195 kts
- Maximum operational speed (VMO) : 350 KIAS
- Maximum retractation landing gear (VLO) : 220 KIAS
- Maximum expand landing gear speed (VLE) : 250 KIAS
- Cruise speed (FL33) : Mach 0.77
- Maximum operational speed : Mach 0,825

Maximum turbulence penetration :

- bellow 20 000 feet : 270 KIAS
- above 20 000 pieds : 300 KIAS

Stall speed in charge :

- no flaps : 128 KIAS
- « Full Flaps » configuration : 100 KIAS

Maximum crosswind for takeoff and landing :

- For Takeoff and landing : 29 kts
- ILS CAT III Landing : 15 kts
- Maximum gust : 38 kts
- Maximum Tailwind takeoff : 15 kts
- Maximum tailwind landing : 10 kts

You can access to a Checklist and a reference file from the FSX kneeboard in the aircraft.

These 2 files have been released by **Jean-Pierre Varnier**. Many thanks to Jean-pierre

Take off Speeds Flaps : 1+F

Weight / Lbs	Weight / kg	V1	Vr	V2
145 505	66.000	127	145	148
141 100	64.000	124	142	145
136 700	62.000	122	140	143
132 300	60.000	120	138	141
127 900	58.000	117	135	138
123 500	56.000	116	133	136
119 000	54.000	116	131	134
114 600	52.000	116	126	131

Take off Speeds Flaps : 2

Weight / Lbs	Weight / kg	V1	Vr	V2
145 505	66.000	127	140	146
141 100	64.000	124	137	143
136 700	62.000	122	135	141
132 300	60.000	120	133	139
127 900	58.000	114	131	137
123 500	56.000	114	128	134
119 000	54.000	114	123	132

Take off Speeds Flaps : 3

Weight / Lbs	Weight / kg	V1	Vr	V2
145 505	66.000	121	140	145
141 100	64.000	118	137	142
136 700	62.000	116	135	140
132 300	60.000	114	132	138
127 900	58.000	113	130	135
123 500	56.000	113	128	133
119 000	54.000	113	126	131

Landing speeds flaps 4 (Full)

Weight / Lbs	Weight / kg	Vref / Kts
126 765	57.500	130
123 500	56.000	127
119 000	54.000	124
114 600	52.000	121
110 200	50.000	118
105 800	48.000	116
101 400	46.000	114
97 000	44.000	112

8 Troubleshootings

The speed goes crazy when climbing on autopilot

Either you forgot to activate the heaters pitot tubes (and they are frosted) or the parameters of realism of FSX are misconfigured: see chapter : 5.4, page 42

When I activate the landing lights, cockpit lighting flashes It may be that this bug is present on certain configuration when all the lights are turned on simultaneously; Unfortunately I have not yet found the solution to prevent it from happening, but it is easy to solve:

If the lighting of the dashboard will flash, then open the popup window of 2D Overhead (SHIFT + 5), and actuation of the switch "RECOG." The flashing is gone. (see chapter 6 page 54).

At night, the lighting of the dashboard of virtual cockpit is much too bright.

You have activated the day lighting with the night lighting. Turn off one of the 2 (the day lighting is operate by the « RECOG » switch of the Overhead.

VNAV mode will not be armed.

Forgot one step necessary for its implementation (adjustment of altitude or A/THR arm ...)

(cf chapitre 5.3, page 38).

After takeoff, the flaps do not want to retract all alone.

You have a rate of climb (vertical speed) inappropriate: It is either too low or it is too excessive.

The SFCC retract orders under conditions that the aircraft is between 200 and 2000ft feet above ground level (AGL), its speed at this time is at least 190kts and 210kts maximum, and that the rate of climb (VS) is at least 500ft/mn.

The speedometer of the PFD goes to 0 in flight.

The pitot tubes are frosted; You forgot to activate the heating of pitot tubes. The control is mounted on the overhead. The speed is not recalibrated uphill beyond FL 250..

Mach speed is not recalibrated while climb above FL 250.

You fly too slowly; the autopilot controls the speed beyond that of 25 000ft above it is greater than M 0,65: Increase your speed.

The plane is landing next to the runway during a Autoland (Autoflare).

There were probably too crosswind component. The autoland can only work if the wind is very close to the axis of the runway (less than 15 ° deviation and less if wind is strong)

The aircraft crashed during a Autoland (Autoflare).

Several possible reasons: either you pass the maximum allowed mass for landing (57 500kg) or your landing speed was too high (you have not respected the Vref symbolize by the green circle on the tape speed of the PFD).

All the flight controls don't work !!

You have forgotten to activate the Fly By Wire (or to choose the right mode)with the switches of the left and right FLT/CTL area of the de l'overhead.(See Chapter 5.6, page 44).

I cannot start engines or all displays are turn off.

If you have activated the battery switch, all avionics use power, so if you haven't start immediately APU or a Engine and don't set generator, voltage of the battery will be to low; Under 17 volts, System don't work; you must start APU and set APU generator to restore the battery. So, the manual engine startup is complex; see chapter 5.1, page 30)

My virtual cockpit is black (no texture) when I have installed a new Texture.

Missing file "Texture.cfg" in your new texture folder. This file points to the "Texture" folder which contain the VC's texture. You can copy the "texture.cfg" file that you will find in one of the texture.xxx come with my aircraft pack, and paste it in your new texture folder

NOTA : When you load a previously saved flight, some variables are reinitialized with defaults values, and I introduced a delay about ten seconds, so that the environment of FSX is stabilized and that I can restore the settings flight. In Mach mode (beyond 25 000 ft, it is possible that there is a slight difference in the speed of recovery of flight relative to the speed of the aircraft during the backup (this difference can be 2 or 3 tenth of mach). Check the different parameters that will not be found in the state where they were when the backup..

Aircraft 3D model creators

Base panel that has been used for this adaptation

Data search, panel adaptation, xml coding and new xml gauges

Kneeboard checklist and reference files

Technical supervision for the Bleed circuit and startup procedure

Test and Debug

: Project Airbus Team

: Stefan Liebe

: François Doré

: Jean-pierre Varnier

: Jean-louis Fonta

: Members of <http://www.pilote-virtuel.com/>

If you have some problem or question, you can go to :

Support forum in french with dedicated thread

: [Support Airbus FD Special version in french](#)

Support forum in english with dedicated thread

: [Support Airbus FD Special version in english](#)

GOOD FLIGHT !!

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