# New Pilot Orientation

Welcome to New Pilot Orientation! Your success in our Airline is based solely upon how well you grasp and understand the features and functionality of our customized, proprietary Flight Data System and how well you're able to use it and an ACARS data exchange application. If you can master the sections that follow, you'll be ready to take to the virtual skies confidently in your new career and have fun doing so!


- Welcome
- Downloading & Installing Liveries
- Downloading & Installing ACARS
- Flying Your First Flight
- Reviewing Your PIREP
- Completing Your Flight
- Conclusion

# Welcome

> *Before you proceed with this part of your Orientation, you must complete reading through the **The Crew Operations Website** module. It'll make what follows much less frustrating and more easily understandable and enjoyable.*
>
> *Link:* ***The Crew Operations Website***

Once again, welcome to *Walker Air Transport*! We're very pleased to have you with us. It's our intent to get you into the air as soon as possible. Experience, though, has taught us that following a formal process to bring new Pilots onboard is best for everyone.

That being said, let's get going...

Our Pilots are expected to know how to fly before they arrive. For that reason, we don't have nor do we offer a *Flight Training Program* – formal flight training is well beyond the scope of what we do here. Instead, advancing our belief the more one knows about something, the more fun they're likely to have doing it, we've worked very hard to create a safe and fun environment where continual learning is strongly encouraged *and* practiced.

And what might that include?

For us, it's about creating and having experiences to develop new piloting skills – or enhance existing ones – and practicing them often to improve proficiency. It's also about enjoying the time spent flying to its fullest. That means using automation to its maximum potential and using it to make flying with us as user-friendly... painless... frustration free... and painless as possible.

Our **Flight Operations Process** is streamlined and fully-automated so our Pilots can focus on what's truly important to them – flying! For a first-timer, though, all of this might seem intimidating at first, so the Onboarding | Orientation Process we've detailed in the following pages will help you get acquainted with:

- how we do things here; and,
- how **you** can be a success – and have fun – as a *Walker Air Transport* Pilot.

Well, enough talking... It's time for us to go exploring!

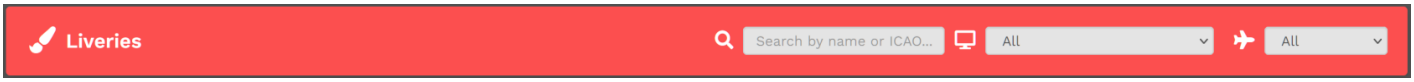
# Downloading & Installing Liveries

*Whenever you fly using our Flight Data System, your aircraft must be 'wearing our colors'. In other words, your flight must be flown in an aircraft using our livery. This section addresses how to locate the livery you need and how to install it.*

## Downloading Liveries

Download | install a livery for each aircraft you intend to fly.
*Location:* **Downloads** > **Liveries** > **Active**

This is the top section of the *Liveries* page.




**Let's use the Airbus A320 as an example for this process.**

To make it easy to find a livery for the A320, there are a number of sorting/filtering options that can be used in the top section of the **Liveries** Page. You may search by any of these categories:

| Aircraft Type | Flight Simulator | Fleet Assignment |
|---|---|---|
| All Aircraft Types currently available for Flight Operations in our three (3) Fleets. | All<br>Lockheed Martin Prepar3D®<br>Microsoft® Flight Simulator 2020<br>X-Plane | All<br>Cargo<br>Charter<br>Scheduled |

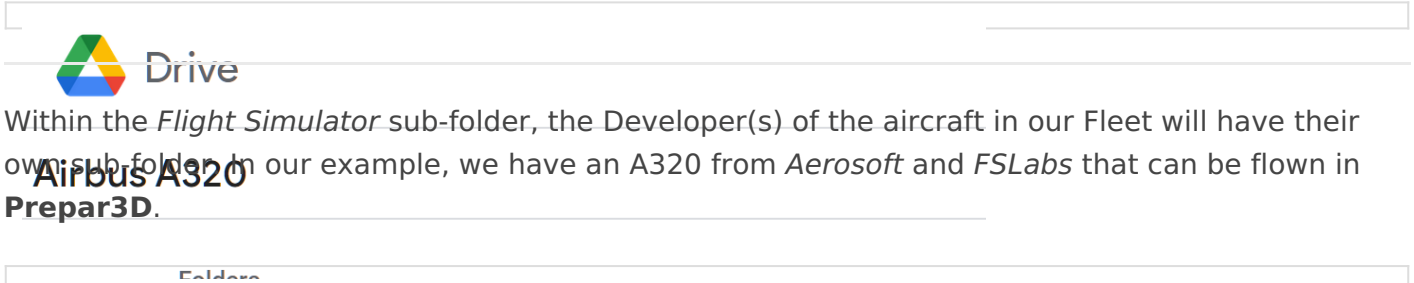
We'll scroll through the offerings to find our aircraft by entering **A320** in the **Aircraft Type** *Search Box*. This is what you'll see:

In a format we've standardized across our Fleets, this is what we see for the A320:

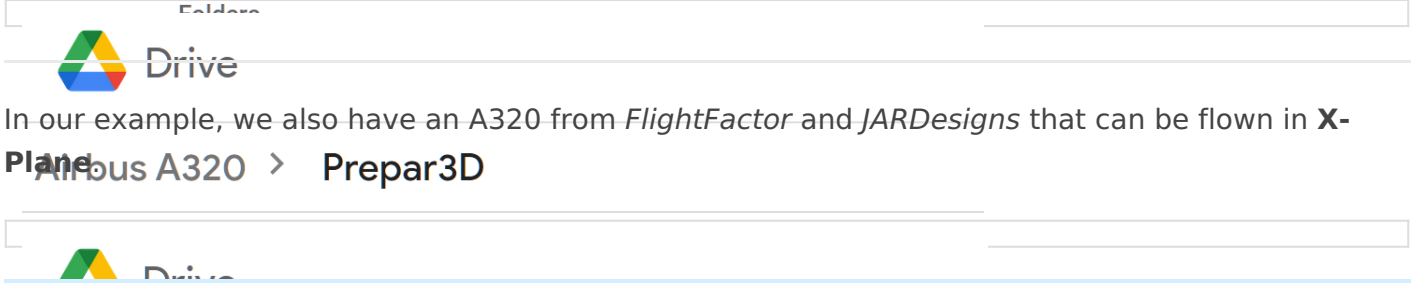
- A screen shot of the aircraft.
- The Flight Simulators where this aircraft can be flown are noted.
- In some instances, multiple *Walker Air Transport* liveries may be available. Here, there happen to be two [2] available – Modern and Vintage. This will **not**, however, be the case for all Fleet aircraft.
- The Developers whose aircraft we support are noted.

Click the **Download** button. That will enable us to determine the Flight Simulator in which this aircraft can be flown.

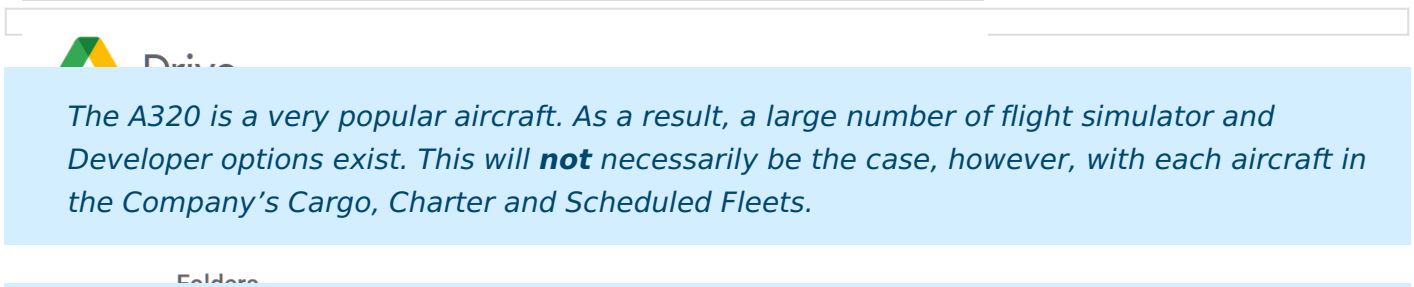
In the company's *Google Drive,* each Flight Simulator for which we have a livery will have its own sub-folder. In our example, we can see the A320 can be flown in **Prepar3D** *and* **X-Plane**.




Within the *Flight Simulator* sub-folder, the Developer(s) of the aircraft in our Fleet will have their own sub-folder. In our example, we have an A320 from *Aerosoft* and *FSLabs* that can be flown in **Prepar3D**.



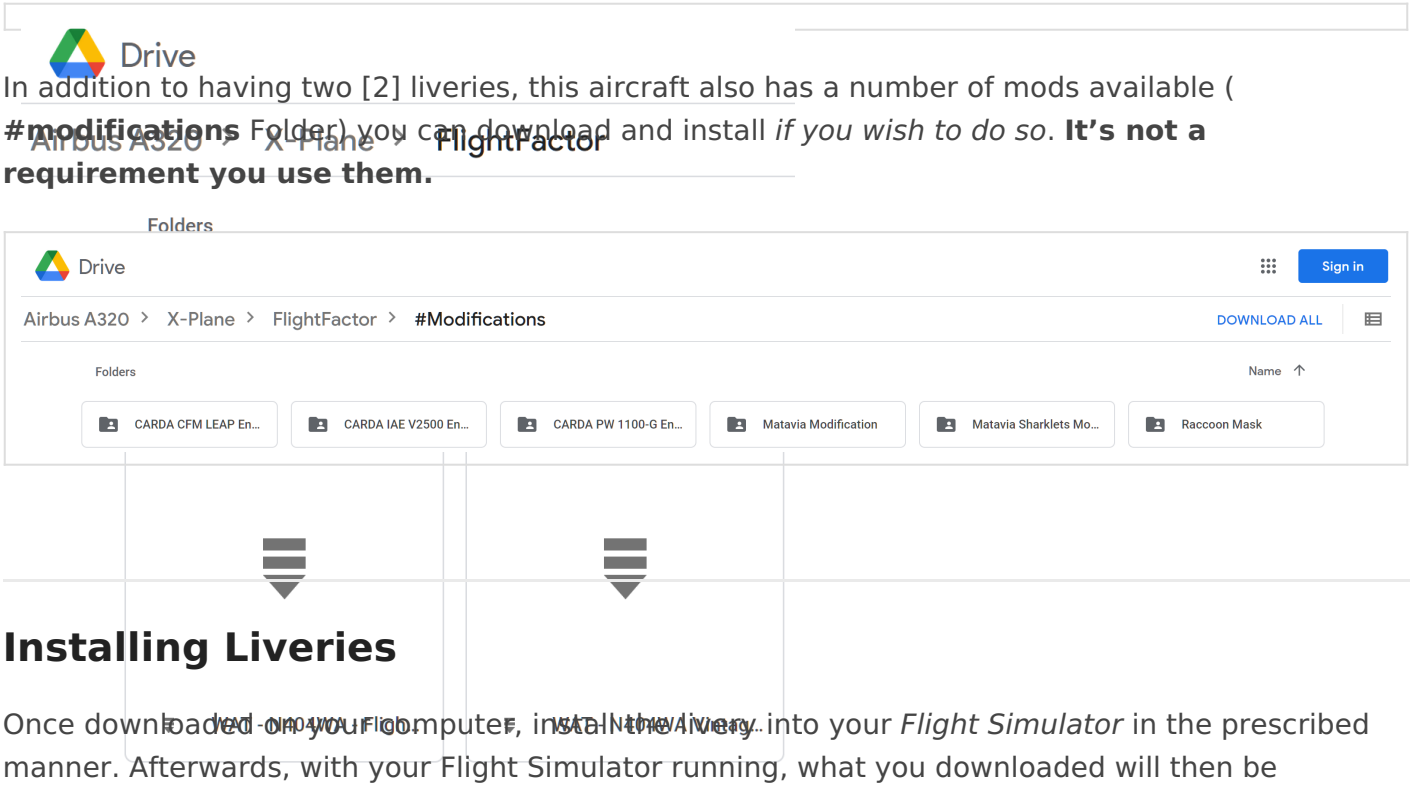

In our example, we also have an A320 from *FlightFactor* and *JARDesigns* that can be flown in **X-Plane**.




> *The A320 is a very popular aircraft. As a result, a large number of flight simulator and Developer options exist. This will **not** necessarily be the case, however, with each aircraft in the Company's Cargo, Charter and Scheduled Fleets.*

> *To be clear about aircraft and liveries... All liveries are Developer-specific **and** flight simulator-specific. If you have questions about compatibility, post them to the **#general** channel in Discord – **or** – submit a **Help Ticket**.*

Click on the livery you want to download. Follow the onscreen prompts.




In addition to having two [2] liveries, this aircraft also has a number of mods available ( **#modifications** Folder) you can download and install *if you wish to do so*. **It's not a requirement you use them.**

## Installing Liveries

Once downloaded on your computer, install the livery into your *Flight Simulator* in the prescribed manner. Afterwards, with your Flight Simulator running, what you downloaded will then be available for you to see.

Repeat this process as many times as necessary to obtain the liveries and mods [as available] you want.

If you need assistance installing a livery in your Sim, go **here**.

# Downloading & Installing ACARS

In order for our customized, proprietary *Flight Data System* to function properly, it must be connected to your Sim so the data your flight generates can be transmitted to it. That transmission of data is facilitated by ACARS software.

> *The term ACARS is intended to cover all Fight Tracking Software.*

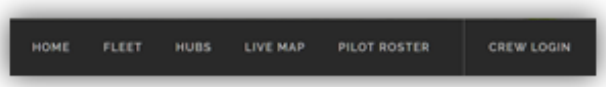
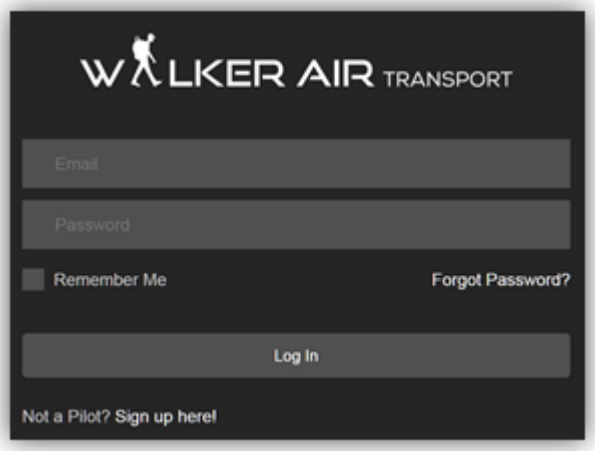
| Windows \| PC | MacOS (X-Plane Only) |
| --- | --- |
| **smartCARS 3**<br>*click here to download and view instructions* | **FlightTrackerXP**<br>*click here to download and view instructions* |

Depending on your computer's *Operating System* and the Sim you use, one of these *Flight Tracking Software* programs must be installed in order for you to fly with us.

# Flying Your First Flight

We've covered all of the supportive areas. Now, it's time to bid your first flight and actually fly it.

## Log In To The *Crew Ops* Website

| | |
|---|---|
| Go to **https://walkerair.us/**.<br><br>Click **Crew Login** in the *Navigation Bar*. After doing so, the login box will appear. |  |
| Enter your **Email** address and **Password** in the spaces provided.<br><br>> *If you wish to have the website remember you, click the box beside **Remember Me**.*<br><br>Click the **Log In** button. |  |

## Determine Your Flight Profile

Once logged in to the *Crew Ops* website, you need to determine what kind of a flight you want to make.

| | |
|---|---|
| **Cargo** | To plan and fly a **Cargo Flight**, click the link below and follow the instructions.<br>**LINK: Cargo Flights** |
| **Charter** | To plan and fly a **Charter Flight**, click the link below and follow the instructions.<br>**LINK: Charter Flights** |

| | |
|---|---|
| **Scheduled** | To plan and fly a **Scheduled Flight**, click the link below and follow the instructions.<br>**LINK: Scheduled Flights** |
| **Tour** | To plan and fly a **Tour Flight**, click the link below and follow the instructions.<br>**LINK: Tour Flights** |

## Determine Your Flight Route

While it's **not** required, most of our Pilots find it valuable *and* enjoyable to formally plan their *Flight Route*.

*simBrief* is a very popular flight planning tool. *SkyVector* is another popular alternative. There are, however, others – and they can be found using an Internet search.

| simBrief | SkyVector |
|---|---|
| To plan your flight using ***simBrief***, click the link and follow the instructions.<br>**LINK: simBrief**<br><br>*The Flight Plan simBrief generates is merely a suggestion. There's no requirement you actually fly it.* | To plan your flight using ***SkyVector***, click the link and follow the instructions.<br>**LINK: https://skyvector.com/** |

## Start Your Flight Simulator – Pre-Flight

Start your *Flight Simulator*. Load the aircraft you intend to fly at the departure airport in your Bid/Flight Plan.

**Verify your aircraft is 'wearing' a *Walker Air Transport* livery *before* you start ACARS**.

*If you fail to use a Walker Air Transport livery and operate your flight using our ACARS-based Flight Data System, your flight will be rejected and, if this becomes a pattern, you risk being terminated.*

## Start ACARS

Open *ACARS.*

> ***Make this a habit**. If you fail to start ACARS **before** you pushback and begin your flight, none of its data can be transferred to our Flight Data System – and that means you will **not** receive credit for the flight.*

To start *ACARS*, click **here** and follow the instructions specific to your computer's *Operating System* and supported Flight Simulator.

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## Online Air Traffic Control

If you're using live Air Traffic Control for your flight – *IVAO*, *PilotEdge* or *VATSIM* – log in to their system and follow their instructions and/or prompts.

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## Fly Your Flight

Once you've reached this point, your aircraft is on the ramp at your departure airport – and your Pre-Flight is underway.

Complete your checks – and with your engine(s) running, you're ready for pushback. Enjoy!
**NOTE:** *Once your aircraft moves, the Pre-Flight segment of your flight is complete.*

# Reviewing Your PIREP

The data produced by your simulator during your flight was transmitted to our *Flight Data System (FDS)* by ACARS.

After receiving and processing it, our *FDS* was able to generate the reports and displays found in your **Logbook**.

To review the PIREP for the flight you just completed, click **here** and follow the instructions it contains.

And just a reminder... Manual PIREPS are **not** allowed.

# Completing Your Flight

After landing, taxi to your parking spot and stop. Once you do that, your flight officially ends.

Take a moment to review your ACARS **Flight Log** *before* filing it. Details about doing that can be found **here**.

File your **Flight Log**.

After doing so, a PIREP for your flight will be automatically completed and saved to your **Logbook**.

It'll be categorized as being **Approved**, **Rejected** or **Diverted** based on the criteria noted below.

> *If you did **not** land at your planned Arrival Airport, your flight will be categorized as being **Diverted**.*

| Approved | Rejected | Diverted |
|---|---|---|
| The criteria for an **Approved** flight are:<br>• You completed a flight from your planned *departure* airport to your planned *arrival* airport;<br>• The Company's *Landing Rate Standard* – a landing rate equal to or softer than -800 was **achieved**.<br><br>All Points, Flight Hours and Pay are awarded.<br><br>The PIREP is posted to your Logbook as being Completed \| **Approved**. | The criteria for a **Rejected** flight are:<br>• The Company's *Landing Rate Standard* – a landing rate was harder than -800fpm<br>• Your flight time was 00.00 hours (premature landing); and/or,<br>• You used more fuel than you left the airport with (in-flight refueling); and/or,<br>• You did **not** fly with a *Walker Air Transport* livery (except if part of the Patreon program).<br><br>No Points, Flight Hours or Pay are awarded.<br><br>The PIREP is posted to the your Logbook as being Completed \| **Rejected**. | The criteria for a **Diverted** flight are:<br>• You completed a flight from your planned *departure* airport to an *unplanned arrival* airport;<br>• The Company's *Landing Rate Standard* – a landing rate equal to or softer than -800fpm was **achieved**.<br><br>All Points, Flight Hours and Pay are awarded.<br><br>*If this occurs when flying a **Tour** leg, you will **not** be advanced to the next leg. The leg will have to be reflown.*<br><br>The PIREP is posted to your Logbook as being Completed \| **Diverted**. |

If you think your flight was categorized incorrectly or you'd like to ask a question about it, submit a **Help Ticket**

# Conclusion

Congratulations! You've now completed the first of what we hope will be many more flights with us.

As with anything new and unfamiliar, the more you fly, the more comfortable you'll become with how we do things, so we strongly and enthusiastically encourage you to do that. We also encourage you to tell us what could've made the orientation experience better... easier... and/or more clear. Let us know by submitting a **Help Ticket** or messaging us at **help@walker.us**.

You'll likely have questions along the way, too. Ask them by posting in the **#general** channel in our *Discord* – **or** – by messaging us at **help@walker.us**.