

Charter

Leveraging a list of all airports around the world, the **Charter** system allows a pilot to create a flight schedule without the constraints of having to adhere to the company's route map. The only limitation is selecting an aircraft with the range to complete the flight, and that will fit in the airports.

If you find an airport missing from the list, please send in a [ticket](#).

Creating & Bidding a Charter Flight

In the *Navigation Bar* in our *Crew Ops* website, select **Flights > Charter**.

The screenshot displays the 'Charter Flights' interface. On the left, there are two main sections: 'Create a Flight' and 'Find a Flight'. The 'Create a Flight' section includes search fields for ICAO or Name, a dropdown for 'Awaiting Departure and Arrival...', a time selector (21:34), and a 'Create Charter' button. The 'Find a Flight' section includes search fields for ICAO or Name, filters for 'Min NM' and 'Max NM', a 'Any Region' dropdown, and various airport type checkboxes (Asphalt, Concrete, Dirt, Grass, Gravel, Sand, Snow, Water, ILS, RNAV, Small, Medium, Large, Heliport, Seaplane). On the right, a world map shows numerous airport locations marked with icons. The map includes labels for 'Pacific Ocean', 'Indian Ocean', 'Southern Ocean', and 'ANTARCTICA'. Navigation controls like zoom in (+), zoom out (-), and a full-screen icon are visible on the map.

On the **Charter Page**, there are (2) ways you can create a flight. You can choose to use the *Create a Flight* option listed below -- or -- read below that and you can use the *Interactive Map*.

Using the *Create-a-Flight*, there are seven (7) steps you must complete in order to create and bid a **Charter** flight.

1.	Departure - Enter the Name or ICAO Code of any airport from which you wish to <i>depart</i> .
2.	Arrival - Enter the Name or ICAO Code of any airport to which you wish to <i>arrive</i> .
3.	<p>Aircraft - Click the drop-down and select an aircraft from our Cargo, Charter, or Scheduled fleet.</p> <p><i>If you wish to return and pick another fleet, click on the 'Reset Aircraft' to the right of the drop down box.</i></p> <div style="border: 1px solid #ccc; padding: 5px; display: flex; align-items: center;"> <div style="flex-grow: 1;">Beechcraft King Air 350</div> <div style="margin-left: 10px;"> ▼ ↻ </div> </div> <div style="background-color: #e0f2f7; padding: 10px; margin-top: 10px; text-align: center;"> <p><i>You can view our entire fleet by operation by visiting CrewOps > Company > Fleet.</i></p> </div>
4.	Departure Time - Select a departure time - and remember this is UTC time, not local time. You can just leave this as-is, as you do not need to set this time in your flight sim for your flight to count for Walker.
5.	Passengers or Cargo - Choose who or what will be accompanying you on your flight - passengers or cargo.
6.	<p>Worldwide Persistence - Toggle On or Off</p> <div style="background-color: #e0f2f7; padding: 10px; margin-top: 10px; text-align: center;"> <p><i>To learn more about Worldwide Persistence, click here.</i></p> </div>
7.	Click the Create Charter button.

Using the *Interactive Map*, please note the following details.

- The map automatically displays airports by type, based on your zoom level and panning.
 - Further out you are: large airports
 - Closer you are: large, and medium airports
 - Closer closer you are: large, medium, and small airports
 - CLOSE you are: large, medium, small, seaplane, and heliport
- The map now includes icons and ICAO labels.
 - = Airport
 - = Heliport
 - = Seaplane

It will automatically update the *Create-a-Flight* section, and then simply pick your aircraft and finish out the rest of the flight information. Lastly, click 'Create Charter' and you are done.

The screenshot shows a flight creation form with the following elements:

- Origin field: KHUL
- Destination field: CYSL
- Fleet selection dropdown: Please choose a fleet... with a refresh icon
- Time selection buttons: 21:34, -30m, -15m, now, +15m, +30m
- Additional fields: 00:00, 63 nm

You'll be directed to **Flights > My Bids** where the newly-created flight appears.

The screenshot shows a flight bid card with the following information:

- Flight ID: WAX9821
- Route: KTIW → KTTD
- Times: 14:20 UTC → 15:10 UTC
- Flight Type: CHARTER FLIGHT
- Distance: 104 nm
- Aircraft: DA50
- Buttons: A yellow button with a clipboard icon (Pilot Briefing) and a red button with a trash icon (Delete Bid).

To view the **Pilot Briefing** for this flight, click the *yellow* button. Use this information to assist you in planning your flight and its flight route.

To delete this **Bid**, click the *red* button.

Pilot Briefing

WAX9821
BILL HARRIS
KTIW

KTIW
TACOMA NARROWS AIRPORT
14:20 UTC

METAR TAF RUNWAYS

KTIW 171353Z AUTO 0000KT 10SM CLR 03/01 A3027 RMK AO2 SLP255 T00280011

KTTD
PORTLAND TROUTDALE AIRPORT
15:40 UTC

METAR TAF RUNWAYS

KTTD 171353Z 12003KT 6SM BR OVC005 03/01 A3028 RMK AO2 SLP255 T00330011

simBrief Not Available
Import Latest simBrief OFP

Flight has not been started in your ACARS application

Find a Flight - Random Flight Generator

The **Random Generator** is an easy way to address the 'Where am I going to fly today?' question... Input a few items and generate a random flight.

Find a Flight

MIN LENGTH 'FT

Asphalt

Concrete

Dirt

Grass

Gravel

Sand

Snow

Water

Small

Medium

Large

Heliport

Seaplane

Find a Flight

If you're using **Worldwide Persistence**, your departure airport will be filled in automatically. Otherwise you can fill as many or as little of the following boxes and the system will generate a flight that fits within the constraints you have selected.

Note that if you do not tick any boxes for the runway surface selection and the airport size selection, the system will take this input as allowing all of the options.

You can click on the **Find a Flight** button as many times as you like until you get a satisfactory result, then you can proceed to hit **Transfer Flight** to send the airport information to the charter module on the top of the screen.

Any Region

Asphalt
 Concrete
 Dirt
 Grass
 Gravel
 Sand
 Snow
 Water

Small
 Medium
 Large
 Heliport
 Seaplane

MIN LENGTH 'FT

0

Find a Flight

 **KJAX**
Jacksonville International Airport

Runway	Surface	Length
8/26	Concrete	10,000ft
14/32	Concrete	7,701ft

 **KCFD**
Coulter Field

Runway	Surface	Length
15/33	Asphalt	4,000ft
17/35	Grass	1,330ft

 757 nm

To clear all entries, click the **Clear Generator** button **or** simply refresh the page.

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