

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](#).

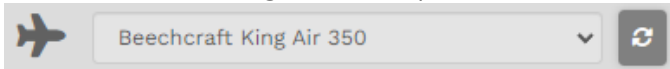
Creating & Bidding a Charter Flight

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




The image displays a web-based flight planning application. On the left, there are two main panels. The top panel, 'Create a Flight', features a search bar, a dropdown for 'Awaiting Departure and Arrival...', a time selector (21:34), and a 'Create Charter' button. The bottom panel, 'Find a Flight', includes a search bar, a region dropdown (Any Region), a terrain/length selector (0, Min Length: 1000 ft), and a 'Find a Flight' button. On the right, a world map shows numerous airport markers. A sidebar on the far right contains map controls: a zoom in (+) button, a zoom out (-) button, a full-screen button, and a settings gear icon. The map also shows labels for 'Pacific Ocean', 'Indian Ocean', 'Southern Ocean', and 'ANTARCTICA'.

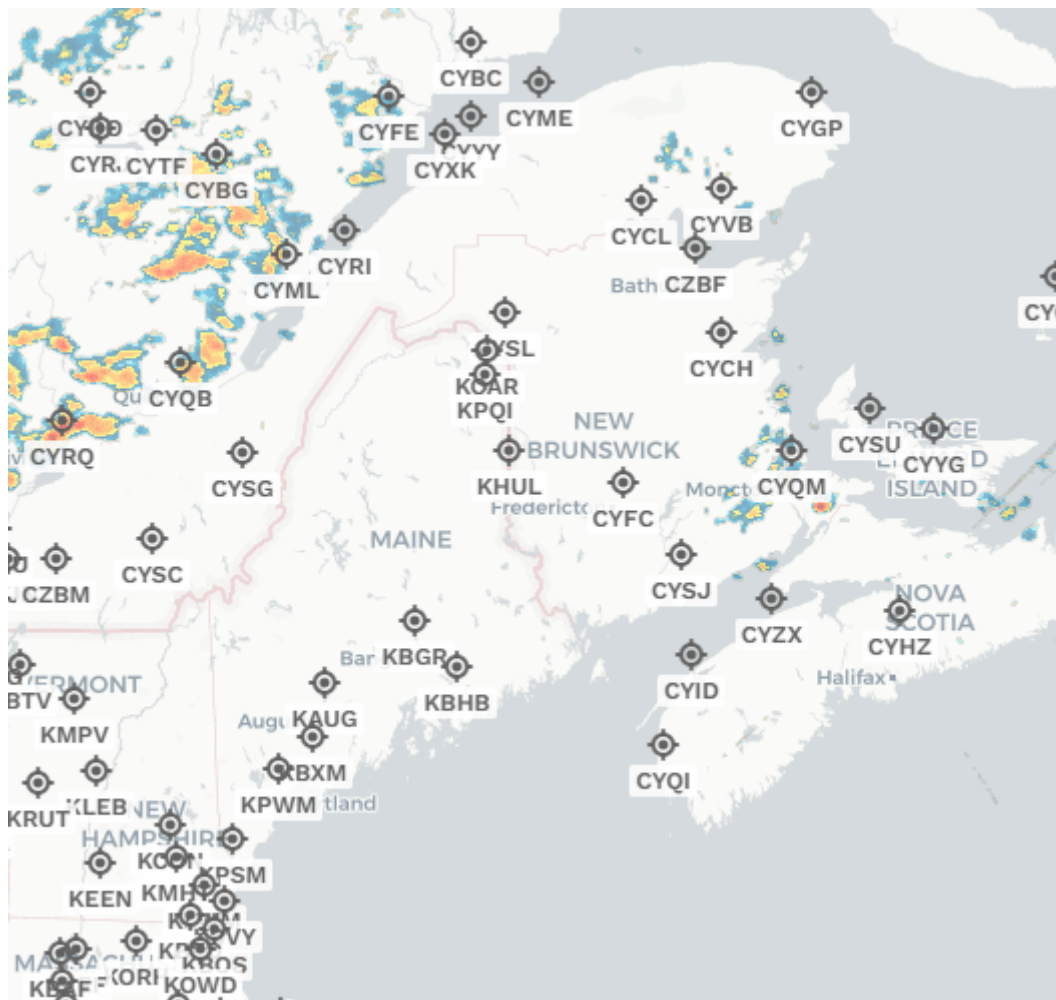
On the **Charter Page**, there are (2) ways you can create a flight. You can choose to use the *Create a Flight* option listed below -- or -- read below that and you can use the *Interactive Map*.

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>  <p><i>You can view our entire fleet by operation by visiting CrewOps > Company > Fleet.</i></p>
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> <p><i>To learn more about Worldwide Persistence, click here.</i></p>
7.	Click the Create Charter button.

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

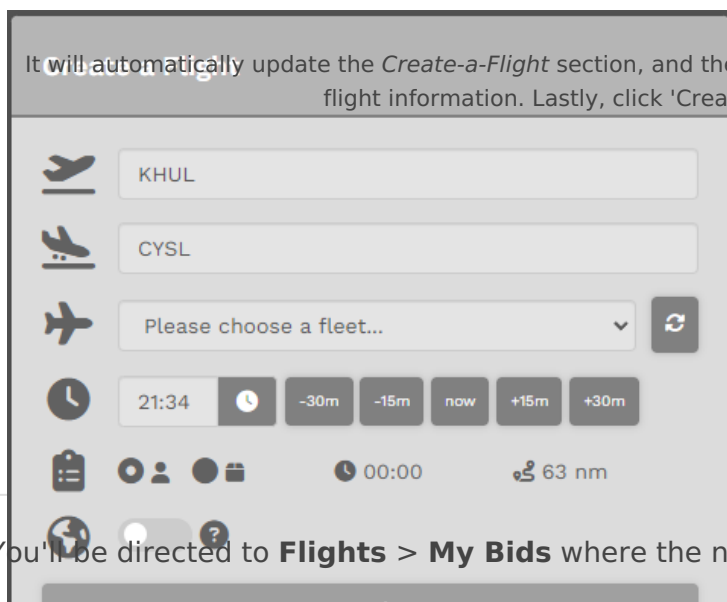
- The map automatically displays airports by type, based on your zoom level and panning.
 - Further out you are: large airports
 - Closer you are: large, and medium airports
 - Closer closer you are: large, medium, and small airports
 - CLOSE you are: large, medium, small, seaplane, and heliport
- The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



You can zoom in to any icon, hover over it, and then left mouse click. You will be presented with a box that will enable you to add that airport to either Departure or ICAO. Just click the button as you wish.

The airports can be replaced by simply clicking, and choose the right slot. Over and over.

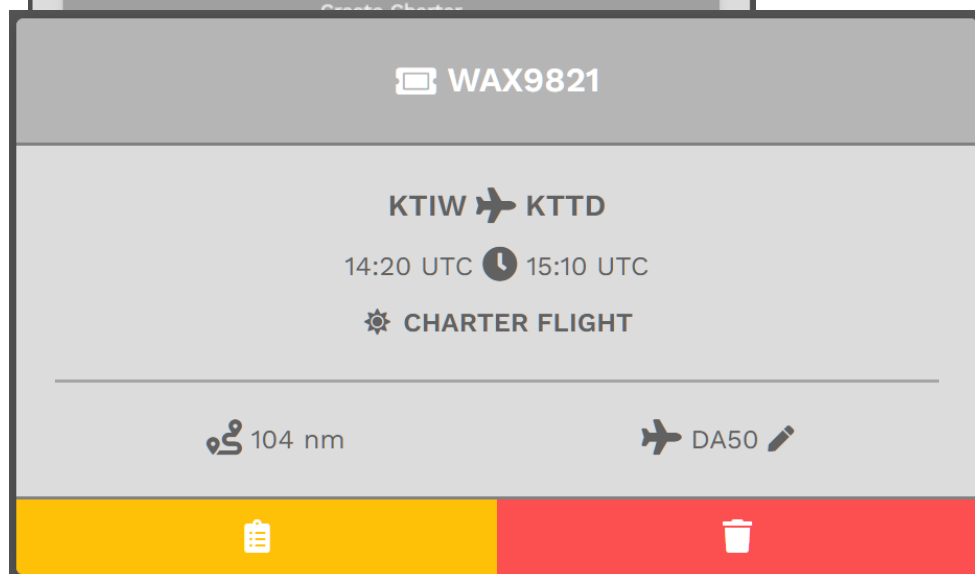
It will automatically update the *Create-a-Flight* section, and then simply pick your aircraft and finish out the rest of the flight information. Lastly, click 'Create Charter' and you are done.



The 'Create-a-Flight' form contains the following fields and controls:

- Origin: Text input with 'KHUL' and an airplane icon.
- Destination: Text input with 'CYSL' and an airplane icon.
- Fleet: Dropdown menu with 'Please choose a fleet...' and a refresh button.
- Time: Text input with '21:34' and buttons for '-30m', '-15m', 'now', '+15m', and '+30m'.
- Duration: Text input with '00:00' and a clock icon.
- Altitude: Text input with '63 nm' and a location pin icon.
- Buttons: 'Create Charter' (bottom right) and a question mark icon (bottom left).

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




The 'My Bids' card displays the following information:


- Header: WAX9821 with a location pin icon.
- Route: KTIW → KTTD with an airplane icon.
- Times: 14:20 UTC and 15:10 UTC with a clock icon.
- Status: CHARTER FLIGHT with a gear icon.
- Altitude: 104 nm with a location pin icon.
- Aircraft: DA50 with an airplane icon and a pencil icon.
- Buttons: A yellow button with a clipboard icon and a red button with a trash can icon.


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.

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

0

MIN LENGTH 'FT

☐ Asphalt
☐ Concrete
☐ Dirt
☐ Grass
☐ Gravel
☐ Sand
☐ Snow
☐ Water

☐ Small
☐ Medium
☐ Large
☐ Heliport
☐ Seaplane

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

Transfer Flight

Clear Generator

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

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