


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**.




Charter Flights


Create a Flight




Search by ICAO or Name...




Search by ICAO or Name...





Awaiting Departure and Arrival...








21:34







































00:00



0 nm









Create Charter


Find a Flight




Search by ICAO or Name




Search by ICAO or Name...




Min NM




Max NM



Any Region





0

☐ Asphalt

☐ Concrete

☐ Dirt


☐ Grass

☐ Gravel

☐ Sand


☐ Snow

☐ Water



☐ ILS

☐ RNAV



☐ Small


☐ Medium


☐ Large


☐ Heliport

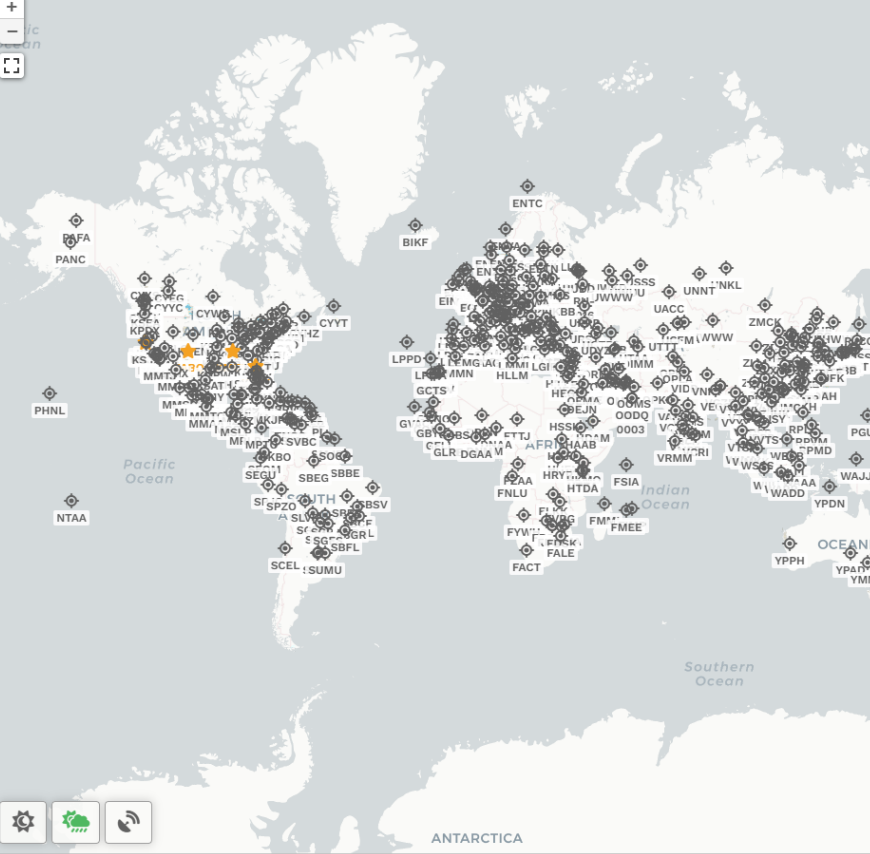
☐ Seaplane


Find a Flight





















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*.

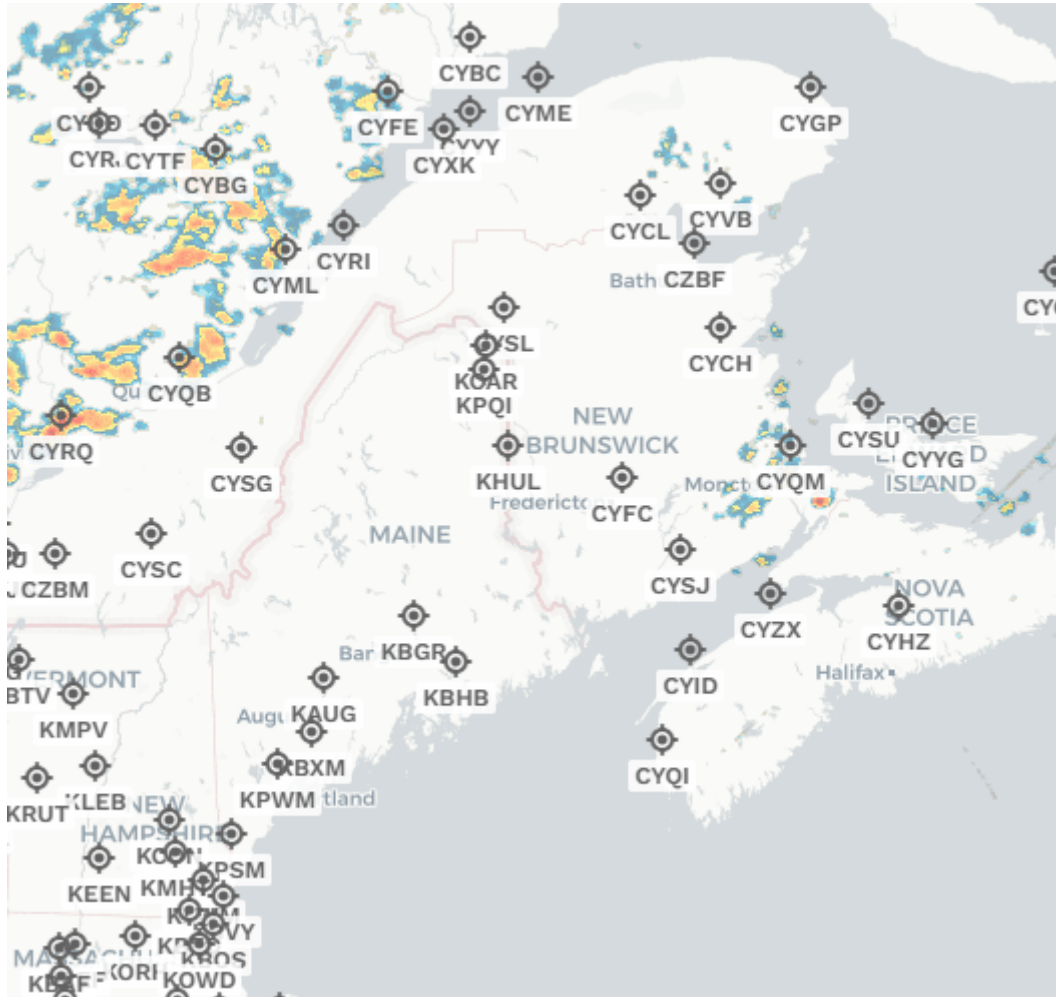
Using the *Create-a-Flight*, there are seven (7) steps you must complete in order to create and bid a **Charter** flight.

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> . This may be the same airport as departures, if you wish to simulate circuit training, sightseeing tours, etc.
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>  <div>Beechcraft King Air 350</div>  </div> <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

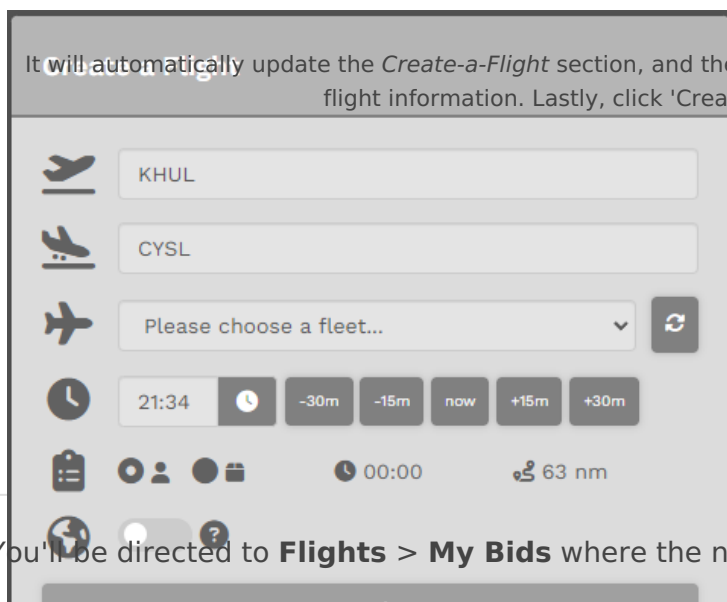
-



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.

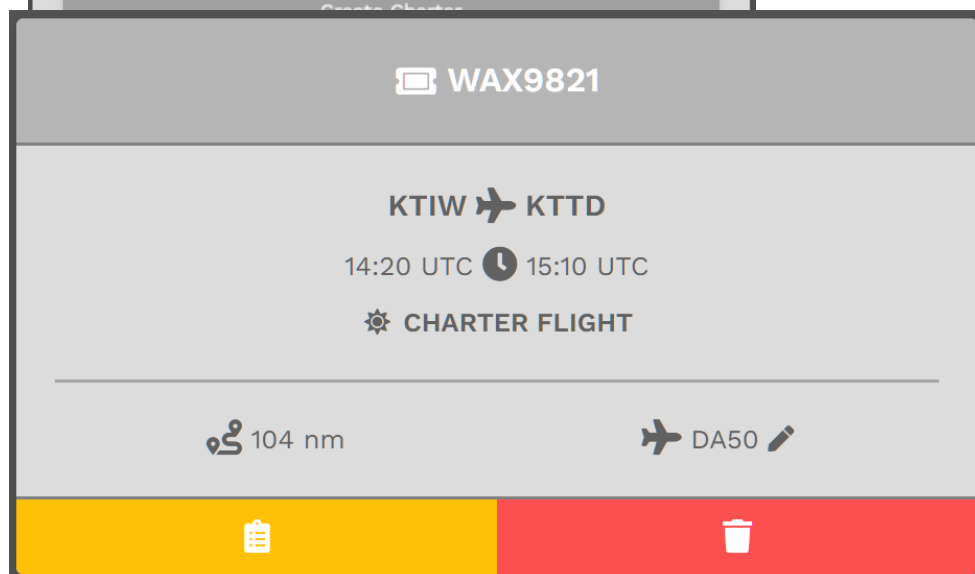
It will automatically update the *Create-a-Flight* section, and then simply pick your aircraft and finish out the rest of the flight information. Lastly, click 'Create Charter' and you are done.



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' flight card displays the following information:

- Header: WAX9821
- Route: KTIW → KTTD
- Times: 14:20 UTC → 15:10 UTC
- Type: CHARTER FLIGHT
- Altitude: 104 nm
- Aircraft: DA50
- Buttons: Yellow button with a clipboard icon (left) and a red button with a trash can icon (right).

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.

Revision #38

Created 18 November 2021 06:44:36 by WAT100 Storm W.

Updated 15 February 2025 19:12:59 by WAT1076 Cedric T.