ColterCraft Aviation

BOEING

717-200

Operating Manual

Table of Contents

Introduction

Congratulations on your purchase of the Boeing 717-200, by Coltercraft! This plane has been quite the learning experience for me, and the product shows it! Reviews are already saying that this beats the competition, in both quality and price!

This manual covers all of the details required for operation of the Boeing 717-200. Feel free to discover where this plane will bring you next!

Howdy Colter
Developer, Coltercraft

Flight Characteristics

Flight characteristics of this aircraft are affected by flaps and landing gear. Stall speed with flaps down is 13kts, and with flaps up it is 20kts. Turn performance is also affected. We recommend that you test it out and get used to how your new Coltercraft aircraft handles.

STALL SPEED: 13kts (flaps down) / 20kts (flaps up)

LANDING THROTTLE: 35% approach, 30% landing with flaps down

CRUISE SPEED: 60% throttle

Commands

Below are an all-inclusive list of commands, grouped by category. At the end is a quick reference sheet of commands you will use during flight.

Engine

S / START
When the engines are shut down, this command will start the engines. Engines 1 and 2 each start individually, and take about 32 seconds until they are fully operational. In this time, no other commands may be given. Once "Brakes On" is seen in chat, the aircraft is ready to go!

S / STOP
When the engines are fully running on the ground, this command will shut them down. Takes roughly 15 seconds for the engines to stop spinning entirely, but the aircraft can be manipulated in this time.

Lighting

L / LIGHT ON / LIGHT OFF
At any point, the aircraft lighting may be turned on or off by any one of these commands *(Note: "Light On" and "Light Off" work just like "L" - it will trigger the lights in the same manner).* Beacon, Navigation and Strobe lights all turn on and off with this command.

LL / LL ON / LL OFF
At any point, this command may be used to trigger the Landing Lights on and off. However, they will only actually turn on when the Landing Gear is **DOWN**. Per Standard Operating Procedures, it is recommended to leave this triggered ON during flight.

Control

B
Triggers the brakes on/off during taxi operations. Engines must be running.

COPILOT
When the pilot has controls, and the engines are shut down, this command will transfer control to the copilot, if there is one seated.

F / FLAPS
This command will raise or lower the flaps immediately. Flaps affect the flight behavior, as seen in Introduction > Flight Characteristics.

G / GEAR
This command will raise or lower the landing gear while in flight. *(Note: If you attempt to land with the landing gear up, the aircraft will crash.)*

PILOT
When the copilot has the controls, and the engines are shut down, this command will transfer control to the pilot. This is not needed if the copilot stands up.

Miscellaneous

AFA / SFA / Start FA
This command will start the built-in flight attendant (see: Features > Built-In Flight Attendant) when the engines are shut down.

C / C0 / C1 / C2 / C3
Changes the camera of the user to one of four defined camera angles.

DELETE
Deletes the plane. Must be the owner.

DFA / Stop FA
This command will stop the built-in flight attendant (see: Features > Built-in Flight Attendant) at any point. This can be useful to save script time.

EJECT [name/all]
Saying "eject", followed by the user name of the passenger you wish to eject, will eject that specific passenger from your plane. Saying "eject all" will eject all of the passengers on your plane. Only works for the owner.

HELP
This command gives the person the in-world quick reference sheet, with a reference to this manual.

MENU
Triggers a dialog menu with all available commands. Equivalent of saying what the button says.

TEXTURE
Brings up a text box to customize the livery texture. See Customization > Applying the Included Liveries.

Quick Reference Sheet

BOEING 717-200 COMMANDS

AFA	Activate Flight Attendant
B	Brakes On/Off
Copilot	Copilot Control
DFA	Delete Flight Attendant
Eject [name/all]	Eject Pax
F	Flaps Up/Down
G	Landing Gear Up/Down
Help	Help Notecard
L	Lights On/Off
LL	Landing Lights On/Off
Menu	Menu Dialog
Pilot	Pilot Control
Texture	Texture Dialog

Standard Operating Procedures

ENGINE START

GROUND CREW	………………	CLEAR
CABIN DOORS	………………	SHUT AND SECURE
CARGO DOORS	………………	SHUT AND SECURE
CABIN LIGHTS	………………	ON
FLIGHT ATTENDANTS	………………	ON DUTY ("AFA")
AIRCRAFT LIGHTS	………………	ON ("L")
START ENGINES	………………	TRIGGER ("S")
ENGINES	………………	1 & 2 RUNNING
BRAKES	………………	OFF ("B")

BEFORE TAKEOFF

LIGHTS	………………	ON ("L")
BRAKES	………………	ON ("B")
LANDING LIGHTS	………………	ON ("LL");
PASSENGERS	………………	NOTIFIED
TAKEOFF CLEARANCE	………………	RECEIVED
THROTTLE	………………	85.00%
BRAKES	………………	OFF ("B")

AFTER TAKEOFF

LANDING GEAR	………………	UP ("G")
FLAPS	………………	UP ("F")
PASSENGERS	………………	NOTIFIED
THROTTLE	………………	75.00%

CRUISE

THROTTLE	………………	60.00%

BEFORE LANDING

THROTTLE 50.00%
FLAPS .... DOWN ("F")
LANDING CLEARANCE .... RECEIVED
GEAR .... DOWN ("G")
PASSENGERS .... NOTIFIED
THROTTLE 35.00%

AFTER LANDING

LANDING LIGHTS .... OFF ("LL")
PASSENGERS .... NOTIFIED
FLAPS .... UP ("F")

ENGINE SHUTDOWN

THROTTLE 0.00%
BRAKES .... ON ("B")
GROUND CREW .... CLEAR
ENGINES .... OFF ("S")
PASSENGERS .... NOTIFIED
CABIN DOORS .... OPEN
CARGO DOORS .... OPEN
AIR STAIRS .... IF NEEDED
CARGO RAMPS .... PRESENT

Special Features

Below is an all-inclusive list of special features on this aircraft, as well as how to use them properly.

Built-In Flight Attendant

The Built-In Flight Attendant feature is like none other in Second Life. When triggered, it detects automatically informs the passengers of what is happening, by both sound and text. If the checklists are followed, it will inform the passengers at the appropriate time.

This feature is fully customizable, and information on customization is in the Customization > Built-In Flight Attendant section.

Air Stairs

There are two different air stair types on the Boeing 717-200. The red button triggers the built-in air stairs, while the green button triggers a ground-based stair. Both include the airport's logo (if you are at a supported airport).
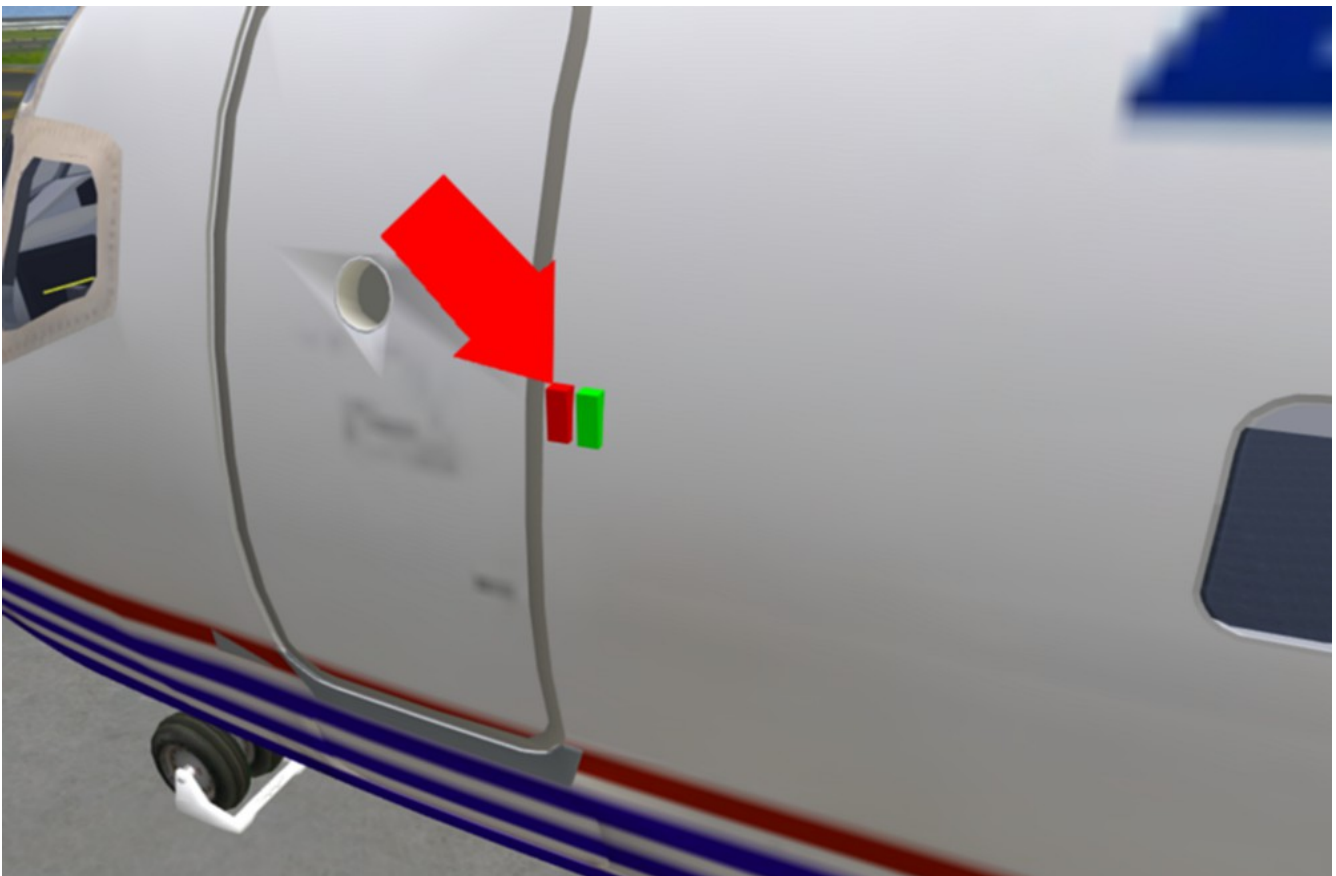
Baggage Carts & Refueling Truck

To trigger the baggage carts and refueling truck, click the right front flaps, as depicted below.
It will play two tones when they are rezzed, and one when they are deleted.

Baggage Ramps

Two baggage ramps are triggerable, one for each cargo door. Each ramp is triggered by the red button by its associated door. The logos on the ramp change depending on the airport you are at.

Catering Truck

The Catering truck can be triggered by hitting the red button by the right door. The catering truck's texture changes based on the manager's selection for the airport you are currently at.

Customizing Your Plane

Applying the Included Liveries

Follow the following instructions to apply the liveries to the plane:

1. Sit in the pilot's seat.
2. Say "menu"
3. Click "Texture"
4. Enter the UUID of the texture in the provided box.
5. Stand up, delete the shell, and take the base plane into your inventory.

No assistance will be provided for this feature beyond what is provided here.

Creating Your Own Livery

The blank texture is available for download at the following link.

https://dl.dropbox.com/s/wdcx8l9lfr310d1/Boeing%20717-200%20Blank%20Texture.bmp

No assistance will be provided for this feature, beyond what is provided in the above section.

Built In Flight Attendant

Get to the displayed image by following the directions in Customizing Your Plane > Editing Individual Parts. Click on the floor prim in the BASE PLANE (not the shell). In the contents tab, there are six notecards that can be edited to your whim.

Separate lines are five seconds apart. To make a sound, put the following line:

Sound;[UUID]

Where "[UUID]" is the key of the sound file.

Otherwise it will be sent in chat by the flight attendant at the stage of flight described. No assistance with this feature will be provided beyond what is described here.

Once it is finished, take the base plane back into your inventory, then rez it again. It will be ready.
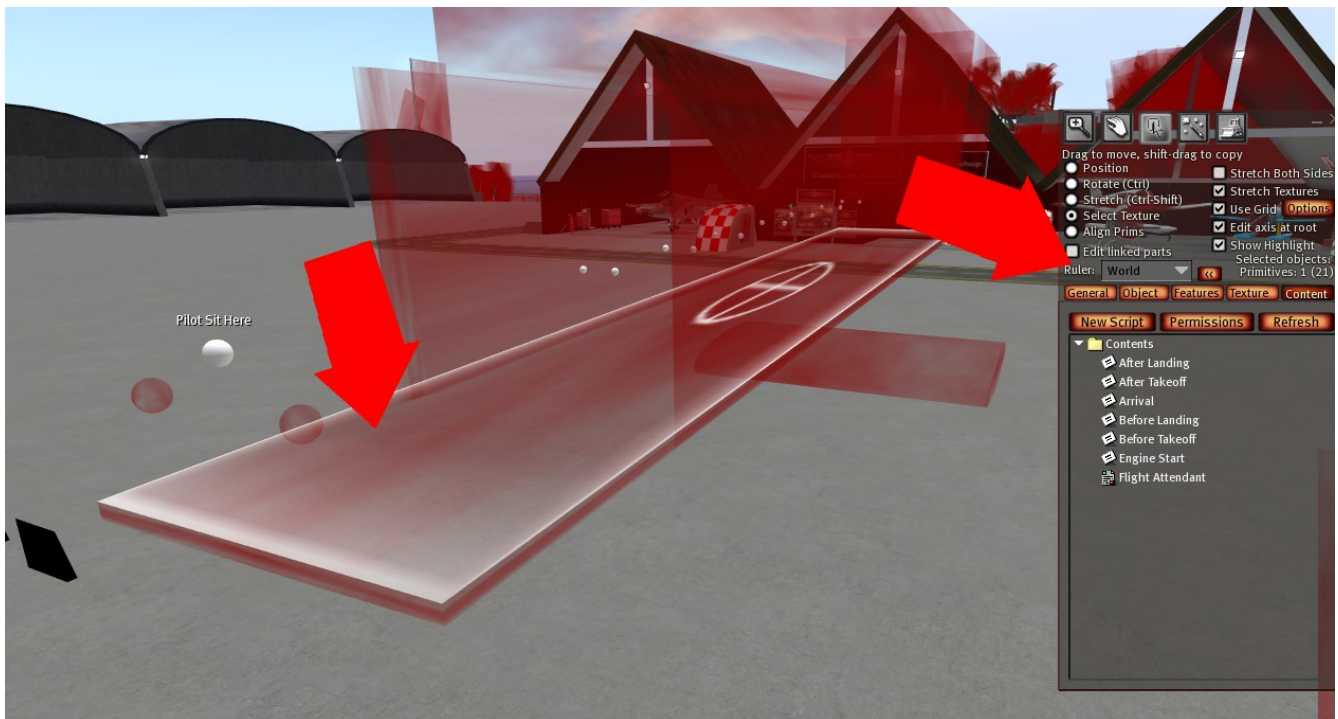
Customizing the Interior

The interior can be customized as much as you want! However this is an expert task, and **NO ASSISTANCE WILL BE PROVIDED** in using this feature. When you rez the plane with your livery applied, you can edit it using the instructions for Editing Individual Parts. When you are done, take the B712 Attachment (shell) into your inventory. Then edit the base plane's contents (main prim), and delete the object "B712 Attachment" before dragging the one from your inventory into its contents. Then take the base plane into your inventory, and rerez it. Be sure to keep a copy of the previous version before you do this.

Editing Individual Parts

To edit individual parts, whether texturing or customizing the flight attendant, follow the following steps:

1. Show invisible objects (CTRL+T)

2. Right click the object, then click edit

3. Click "Select Texture", "Select Face", or "Select Texture/Face" on the top left of the edit window.

4. Left click the part of the plane you wish to edit. It will show with crosshairs on that face of the object.

5. Edit the object in either the texture or contents tabs.

Pilot Sit Here

Drag to move, shift-drag to copy
○ Position
○ Rotate (Ctrl)
○ Stretch (Ctrl-Shift)
◉ Select Texture
○ Align Prims
☐ Edit linked parts

☐ Stretch Both Sides
☑ Stretch Textures
☑ Use Grid Options
☑ Edit axis at root
☑ Show Highlight
Selected objects:
Primitives: 1 (21)

Ruler: World ▼ «

General Object Features Texture Content

New Script   Permissions   Refresh

▼ 📁 Contents
  📄 After Landing
  📄 After Takeoff
  📄 Arrival
  📄 Before Landing
  📄 Before Takeoff
  📄 Engine Start
  📄 Flight Attendant