

Lorby Time Machine

I use Lorby Time Machine in conjunction with the following:

P3D v4

PMDG 737NGX 800 series

Pro ATC/X

Active Sky for P3D v4

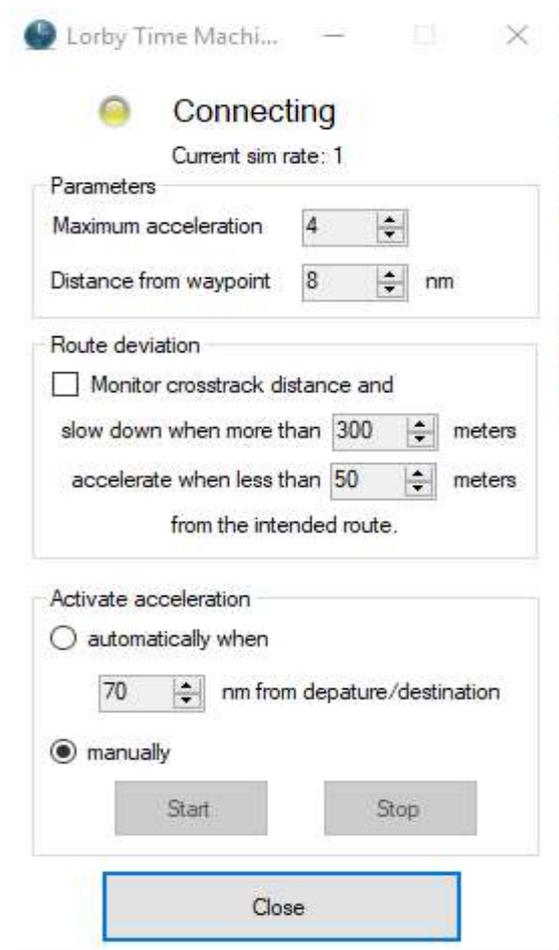
Orbx Global / Base / Vector and most of the available European regions

FSTramp

GSX

I'm also a member of a VA for which I'll be making this flight.

So for today's flight we're going from Madrid Barajas airport (LEMD) to Toulouse-Blagnac (LFBO). Having obtained the route through my VA's software I prepare a new flight plan in Pro ATC/X (PATC from here) incorporating that. Once I've got all the other programs I need open, I open Lorby Time Machine:



Quick explanation of my settings in Lorby Time Machine. I never use more than 4x time acceleration as I don't want other AI traffic to be removed from the sim. I find 8 miles short of a waypoint is enough that however steep the turn I'm down to normal time before the autopilot starts the turn, and I have manual start/stop of the app bound to a rocker switch on my HOTAS, though of course, key commands etc work fine too. As you can see, I experimented with having Lorby Time Machine start and stop automatically a set distance (70 NM) from each end of my flight but that distance varies so much depending on my cruising altitude I find it easier to turn on and off manually - I don't like using time acceleration during departure or descent as it can lead to strange results within PATC. I also don't mind if the plane wanders a little crosstrack, but the option to reduce time acceleration if it does is there if you find yourself needing it. Further, you need to have the flightplan loaded in your flight sim (not just in the aircraft's FMC, in the sim's flight planner). I have PATC do that automatically for me, but if you're not using that you'll need to make sure to load the flight plan into the sim manually so that Lorby Time Machine knows when you're getting near a waypoint etc.

So back to our flight: I setup P3D to start me at the appropriate gate at LEMD and setup my fuel and load in the PMDG FMC CDU. Next up is telling GSX to start getting everybody and their luggage onboard, whilst I do my initial setup of the cockpit - I like to start cold and dark, though I abbreviate all the checks before start engines - I'm always short on real life time! Once everybody is on board I call for Startup and Pushback permission and go through the flow with GSX of pushing back and starting engines. I use FSTRamp to help me navigate to the runway once I have taxi permission, then it's off and away down the runway (once ATC clears me!).

Once we're in flight I engage the autopilot and follow PATC's directions until I reach Top of Climb, at which point I then activate Lorby Time Machine. Once I'm more than 8 nm past a waypoint, and less than 8nm short of one, the sim is automatically moved to 4x acceleration, and I can be sure that I don't need to worry about reducing time acceleration before any turns. I then leave the sim to run and enjoy the view. I'm constantly listening out for PATC giving me instructions, and if I hear my callsign I immediately disengage Lorby Time Machine which drops me to 1x time acceleration. NOTE: Don't manually increase or decrease time acceleration whilst Lorby Time Machine is active as you may find you get a situation where the changes are doubled up - for instance, if you're running at 4x acceleration with Lorby Time Machine active, reduce time acceleration to 1x, then disengage Lorby Time Machine it'll reduce time by 2 more steps, i.e. to 1/4 time! The reverse applies too - if you accelerate time to 4x then engage Lorby Time Machine, you're liable to end up at 16x acceleration...

So our flight wends its way across Spain, crosses the Pyrenees (shame, the clouds too thick to see them today) and I come up on Top of Descent. At that point I disengage Lorby Time Machine, call for Initialise Descent to PATC and start my approach procedures. Now I've disengaged Lorby Time Machine, I can safely manually increase and reduce time acceleration if I need to.

And so the flight continues uneventfully down to the ground and unloading another group of happy passengers!