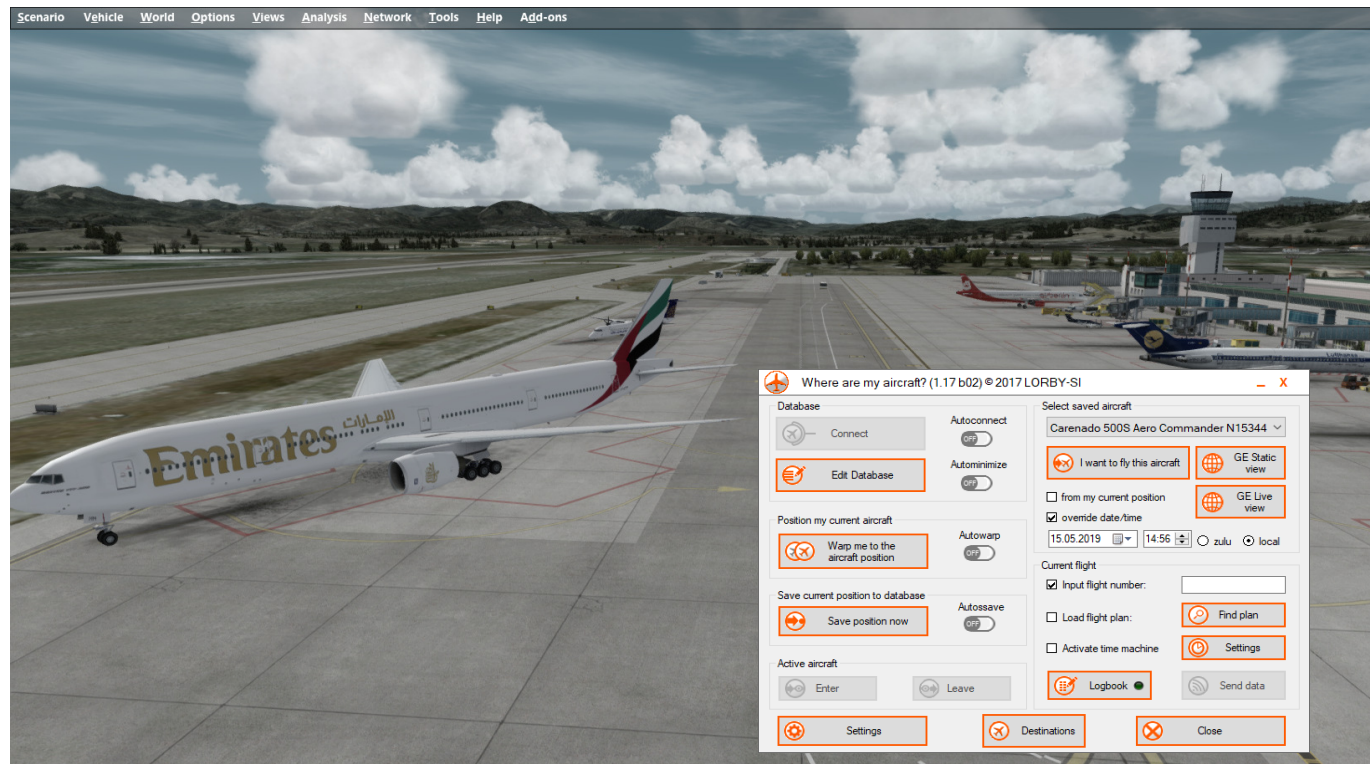


Where are my aircraft? Documentation



Version 1.17 - 15.05.2019

© 2017 Lorby-SI <http://www.lorby-si.com>

Table of contents

1. Overview

2. Installation

- 2.1. Distribution
- 2.2. Installation
- 2.3. Prerequisite installation of .Net and VC 2012
- 2.4. Google Earth
- 2.5. SimConnect
- 2.6. Pause on task switch

3. Operations

- 3.1. Introduction
- 3.2. Main Window
- 3.3. Starting up the application
- 3.4. Saving a position

- 3.5. Choosing an aircraft
- 3.6. Finding a destination
- 3.7. Setting flight number and flight plan
- 3.8. Time machine
- 3.9. The WAMA flight and route logbook
- 3.10. Moving your aircraft
- 3.11. Using a default vehicle
- 3.12. Edit database
 - Your parked aircraft
 - Scenes built with static objects
 - Animating static objects
 - Importing additional gate information
- 3.13. Google Earth export
- 3.14. In-Sim Menu
- 3.15. Settings

4. Disclaimer

1. Overview

The “WhereAreMyAircraft” application (WAMA for short) is a simple app that remembers where you left all your aircraft in the simulator world. When connected, it will display all your parked aircraft in the simulator where you left them when you get within 10 miles of their position.

Feature list:

- WAMA keeps a database of all the places and aircraft types where you have parked them
- WAMA can place any SimObject into the running simulator that you want.
- All these aircraft and objects are displayed in the simulator while WAMA is connected to it.
- You can view all your aircraft parking positions in Google Earth
- You can choose to fly an aircraft through the WAMA dialog or directly in the simulator by walking or driving up to the plane
- To save memory, you can exchange the parked aircraft models for different ones, for example light-weight AI models
- Simple destination finder based on flight time and/or distance
- Flight plan based automatic simulation rate acceleration
- Autosaving of flights
- Automated logbook with several different export features – for example, view the route you have flown in GoogleEarth, including the screenshots that you took.

2. Installation

2.1 Distribution

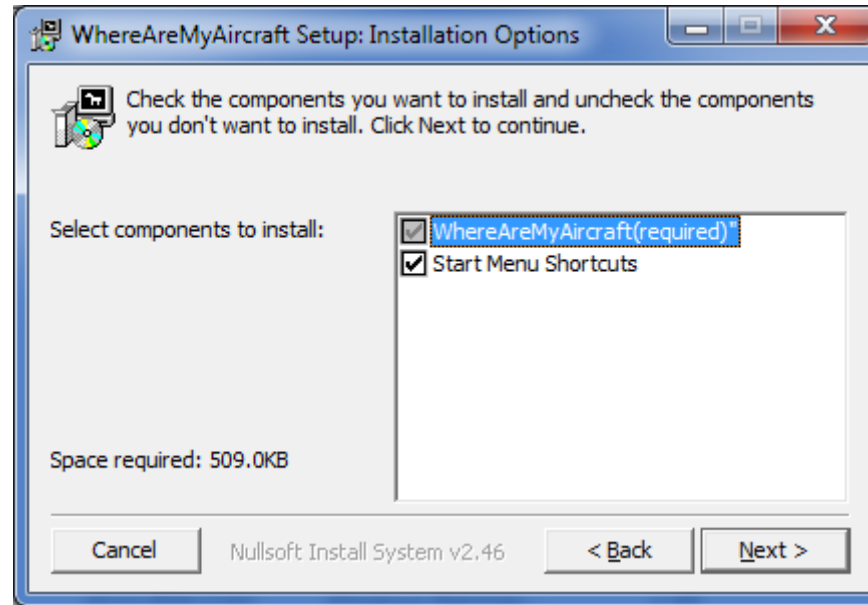
WhereAreMyAircraft is distributed as self-extracting installer packages.

2.2 Installation

Please use the installer intended for your sim:

- FSX Acceleration boxed or dual install with SE: *WhereAreMyAircraft_Install.exe*
- FSX SE stand alone: *WhereAreMyAircraft_SE_Install.exe*
- Prepar3D V2.5: *WhereAreMyAircraft_P3D_Install.exe*
- Prepar3D V3.x: *WhereAreMyAircraft_P3D_V3_Install.exe*
- Prepar3D V4.0-4.3: *WhereAreMyAircraft_P3D_V4_Install.exe*
- Prepar3D V4.4: *WhereAreMyAircraft_P3D_V44_Install.exe*

Running the installer:

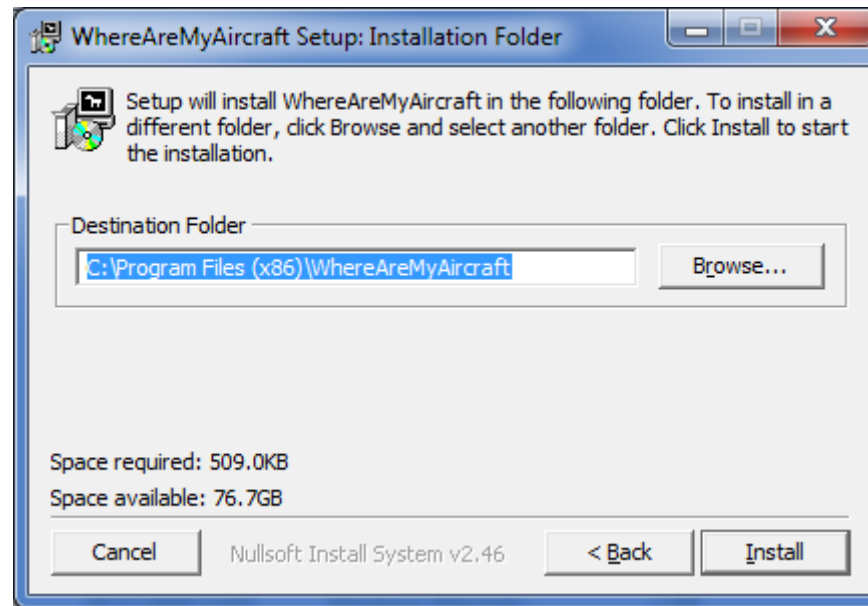


On the first page you may select optional installation targets:

- “Start Menu Shortcuts”: WAMA will be added to your Start Menu (recommended)

On the next page you choose the installation path for WAMA.

THIS IS NOT THE PATH TO YOUR SIMULATOR DIRECTORY, IT IS USED EXCLUSIVELY FOR WAMA!



Selecting “Install” will begin the installation

2.3 Prerequisite installation of .Net 4.5 and Visual C++ 2012 update 4

WAMA requires that the .Net (“dot Net”) library version 4.5 is installed and current on your PC. This will most likely be the case if you are running a modern PC with Windows 7 through 10.

If this library is missing you will have to download and install Microsoft .Net 4.5. The download can be obtained here: <https://www.microsoft.com/en-us/download/details.aspx?id=30653>

Furthermore, the Visual C++ runtime library 2012 update 4 is required. If it is not already installed, you can use the “vcredist_x86.exe” and “vcredist_x64.exe” installers provided in the WAMA ZIP package or [download](#) them from Microsoft.

2.4 Google Earth

In order to make use of the Google Earth export functionality, this application has to be installed on your computer first.

<https://www.google.com/earth/>

2.5 SimConnect

WAMA relies on SimConnect being installed correctly on your computer. SimConnect is a part of FSX/P3D and it is set up automatically when you first install the simulator. To save you the trouble of installing the SDK, the necessary SimConnect DLL for each sim is shipped inside WAMA and gets deployed in your Temp folder when WAMA is run.

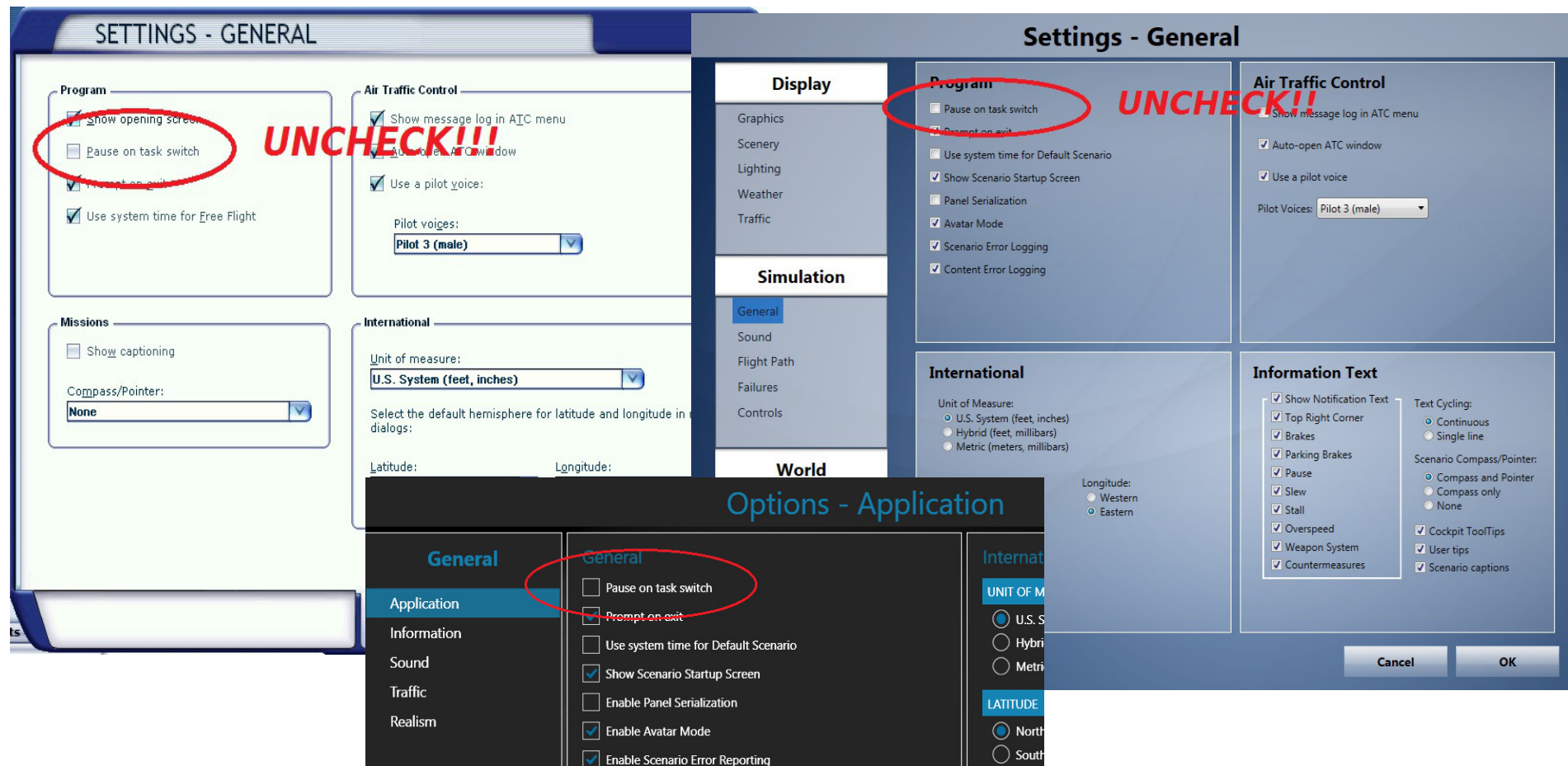
FSX only: In case SimConnect is not installed, and WAMA does not start up, giving you an error message instead, you will have to install SimConnect manually:

- FSX boxed users can find the “SimConnect.msi” installation file either online or in the FSX SDK folder “..\Microsoft Flight Simulator X SDK\SDK\Core Utilities Kit\SimConnect SDK\lib”
- FSX SE users find it here: “..\Steam\steamapps\common\FSX\SDK\Core Utilities Kit\SimConnect SDK\LegacyInterfaces\FSX-SP1\SimConnect.msi “

2.6 Pause on task switch

WAMA is a separate application, a task independent from your simulator.

It is therefore extremely important, that you switch the “Pause On Task Switch” option OFF in your simulator.



3. Operations

3.1 Introduction

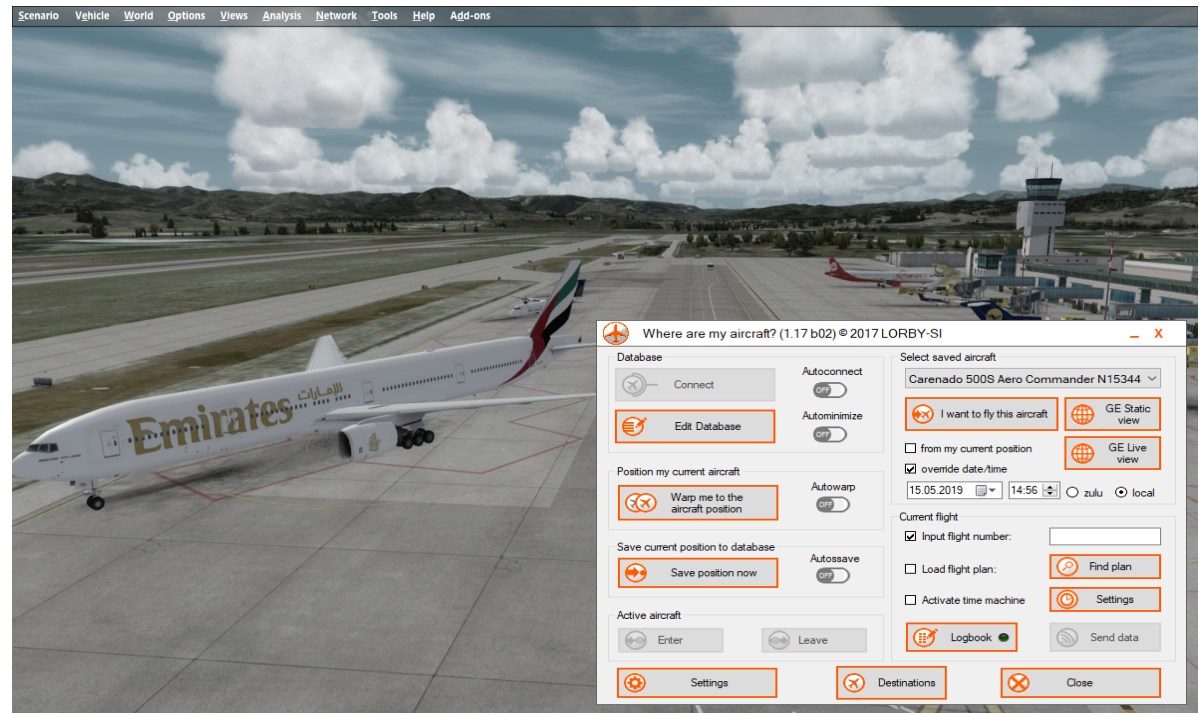
If you ever left the simulator thinking that you want to pick up your aircraft where you left it, then WAMA may be the app for you. Not only will it keep track of all your different aircraft, it will display their external models in the simulator world where you left them too.

Imagine arriving at your home base and all your preferred aircraft are there, waiting for you since you parked them. Walk up to one of them, and the doors will open invitingly. Take your pick and start flying that aircraft by the press of a button:

In this scene I parked a few of my aircraft at LIEO:

- the PMDG 777
- Majestic Dash8
- Aerosoft Airbus
- RealAir Duke
- CaptainSim 727

and WAMA has loaded them all for me.



3.2 Starting the application

- Start your simulator
- Start your flight, wait until the simulator has finished loading
- Start the WhereAreMyAircraft app
- Click on “Connect”
- If you want to initially import your saved flights, use the “Edit Database” dialog and press the button, “Import Saved Flights” in the lower right corner. You only have to do this once after you have installed the app!
- To save a position, press “Save position now”

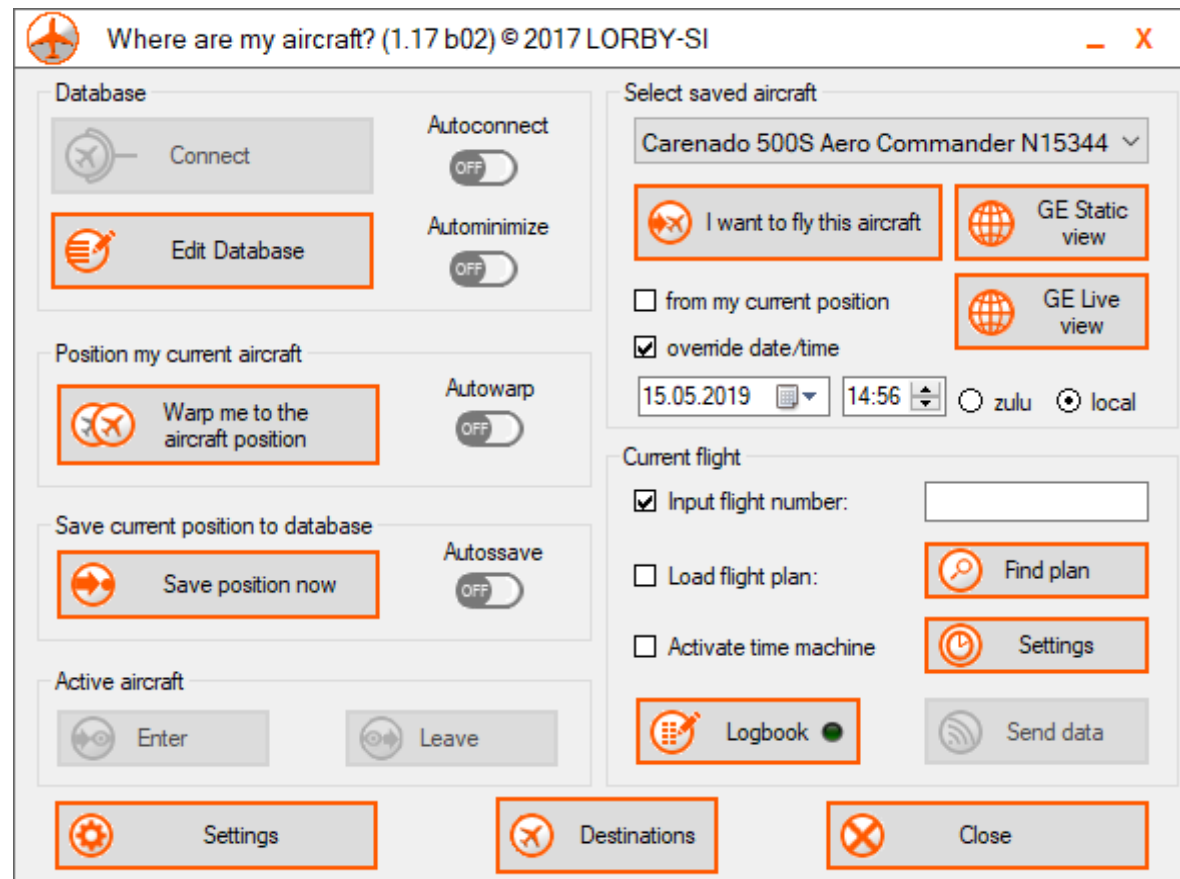
The app will connect to your sim, and then start to inject the aircraft models from the database. If you imported your saved flights, these models will already be in the database and populate your simulator.

The models are only visible when you are closer than 10 miles to them. Every model beyond that range is deleted from the sim to save memory.

Note: To be able to save a position or to switch between your aircraft and the default vehicle, your aircraft has to be stationary. You cannot save positions in flight!

Through the “Autoconnect”, “Autowarp” and “Autosave” features, you can use WAMA as a background app too. You could add it to the EXE.XML of your simulator, so it will be started and shut down automatically, or you could use a tool like SimStarter to start and stop it.

3.3 Main Window



Elements of the Main Window explained:

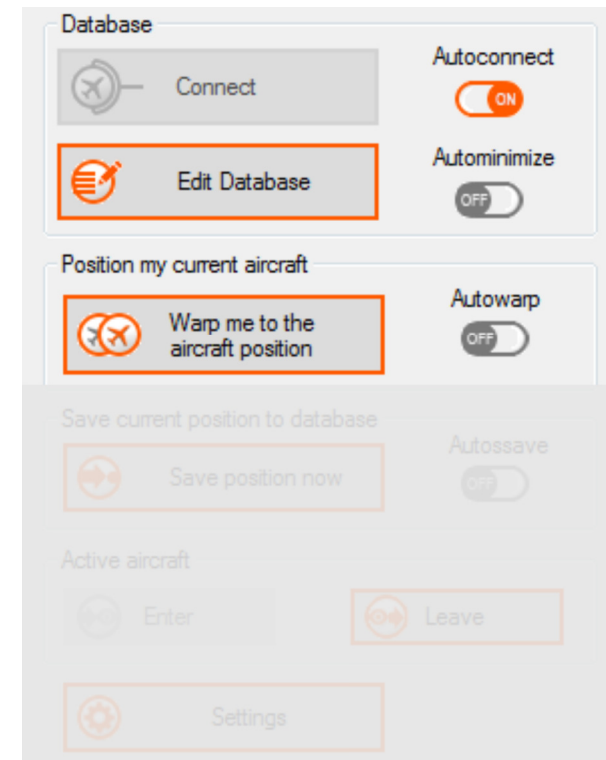
- **Section “Database”:**

- **Button “Connect”:** connect the app to your simulator.
- **Button “Edit Database”:** opens the editor dialog.
- **Selector “Autoconnect”:** use this if you are starting the app automatically (through the exe.xml or a tool like SimStarter) and want it to connect on its own.
- **Selector “Autominimize”:** if this is switched on, then the WAMA window will minimize after 30 seconds if left alone.

- **Section “Position my current aircraft”:**

These features are useful if you always load your aircraft through the same situation, but want to return to the last position where you parked the aircraft:

- **Button “Warp me to the aircraft position”:** If you are sitting in an aircraft where there already is a saved position for, the app will warp you to that position. If your own vehicle is not in the database, then you will be warped close to the aircraft that is selected in the drop-down menu.
- **Selector “Autowarp”:** will do this automatically.



- **Section “Save current position to database”:**

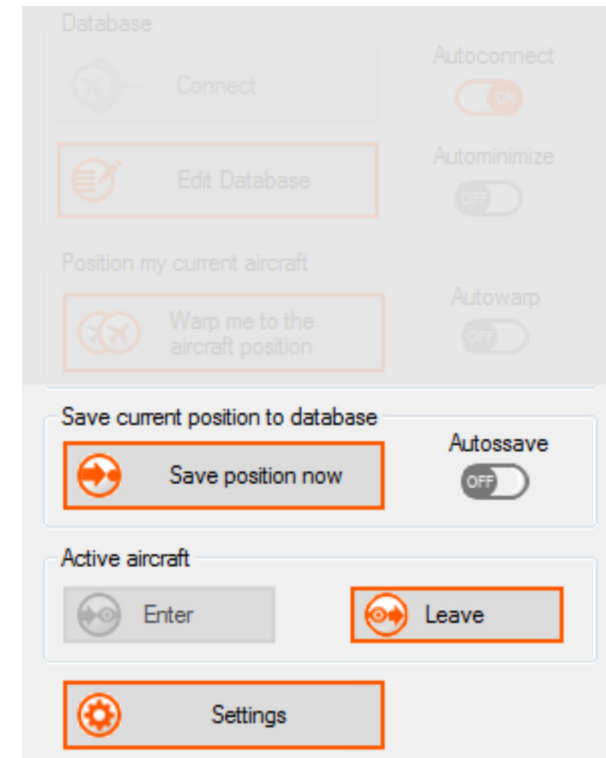
- **Button “Save position now”:** will add your current aircraft and its position to the database. Your aircraft will have to be stationary or parked.
- **Selector “Autosave”:** use this if you are starting the app automatically (through the exe.xml or a tool like SimStarter) and want it to take care of saving your position for you. When active, WAMA will save your position every time that you put the parking brake on.

- **Section “Active aircraft”**

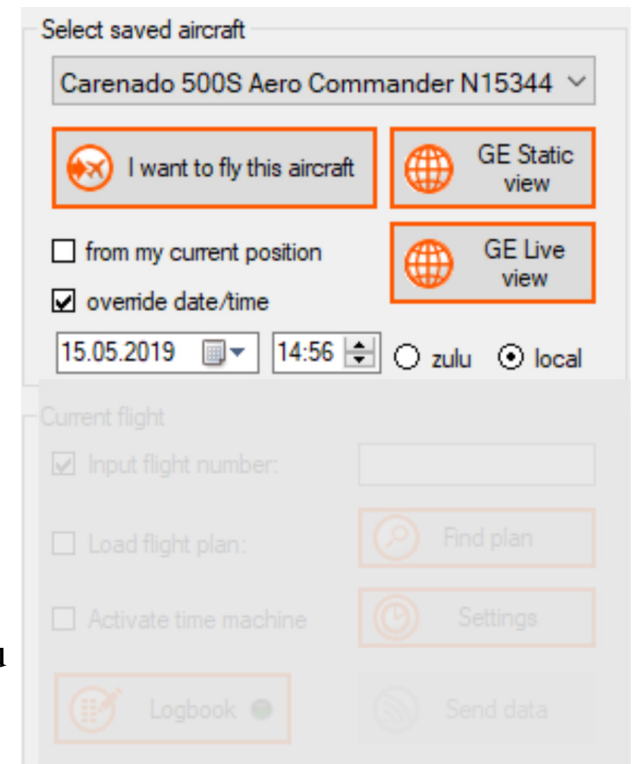
The “active aircraft” is the one that you are currently in or looking at from the outside.

- **Button “Enter”:** This button will become active if you are walking/driving close to one of your parked aircraft in the simulator, and it will load that aircraft.
- **Button “Leave”:** This button will become active if you have set up a default vehicle. It will load that default vehicle to the left of your current aircraft, looking at it. If “Autosave” is active, then your current position is saved before the default is loaded.

- **Button “Settings”:** will open the settings dialog.



- **Section “Select saved aircraft”:**
 - **The dropdown list contains all saved positions.**
 - **Button “I want to fly this aircraft”:** loads the selected aircraft and its last position in the simulator.
 - **Button “GE static view”:** will open a static view of your aircraft positions in **Google Earth**.
 - **Button “GE live view”:** will open a view of your current location including all AI aircraft in **Google Earth** and update it continuously
 - **“from my current position”:** activating this checkbox before you click “I want to fly...” will load the aircraft in the position where you currently are in the sim, and not where you parked it.
Note: when the aircraft is loaded, its saved parking position is not changed. That will only happen if/when you save it again.
- **Date-Time selector:** displays the current simulator time. WAMA will load the aircraft that you have selected and set the simulator time to this value – regardless where on the planet the aircraft was parked.
 - You can select Zulu/GMT or local time.
 - You can override the values in the controls when you activate the checkbox “override date/time”. You have to select the digits with the mouse for the up/down arrows to work
 - Example: you start your simulator with your default vehicle on KJFK, the local time is 16:30. Now you decide that you want to fly your Alitalia Airbus out of Rome. So you select that parking position

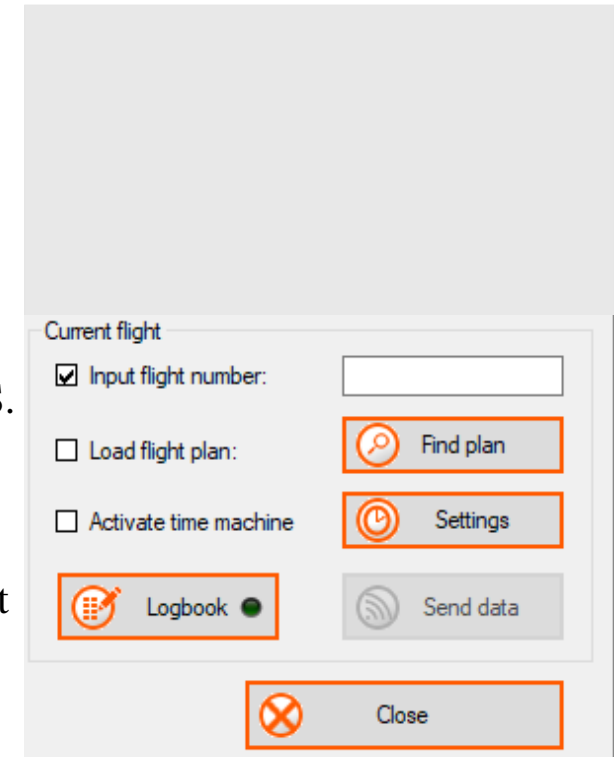


in WAMA, leave the current time at 16:30, select “local” time – and press the Button “I want to fly this aircraft”. When loading is completed, you will be in your Airbus at your gate in Rome – and it will still be 16:30 hours local time.

- **Section “Current flight”:**

Once you are sitting in your cockpit and before you contact ATC you can set some information about your intended flight:

- **“Input flight number”:** you can set the flight number used by ATC with this.
- **“Load flight plan”:** you can load a flight plan for ATC and the GPS.
- **“Activate time machine”:** when you have loaded a flight plan (either through WAMA or in the sim), this feature will accelerate the simulation rate automatically between the waypoints of the flight plan (and slow down near the waypoints to give the autopilot a chance to make the turn)
- **Button “Send data”:** sends this data to the simulator
- **Button “Logbook”:** opens the logbook editor dialog.
- **Button “Close”** will shut down WAMA.



3.4 Saving a position

When you are connected to the sim, WAMA will constantly monitor your position (once every second). If your aircraft is stationary, you can save its position to the database

- either by pressing the “Save position now” button
- or by triggering the “**TOGGLE_WATER_BALLAST_VALVE**” simulator event.
- When “Autosave” is active, this will happen automatically when you change the aircraft or shut down the application .

3.5 Choosing an aircraft

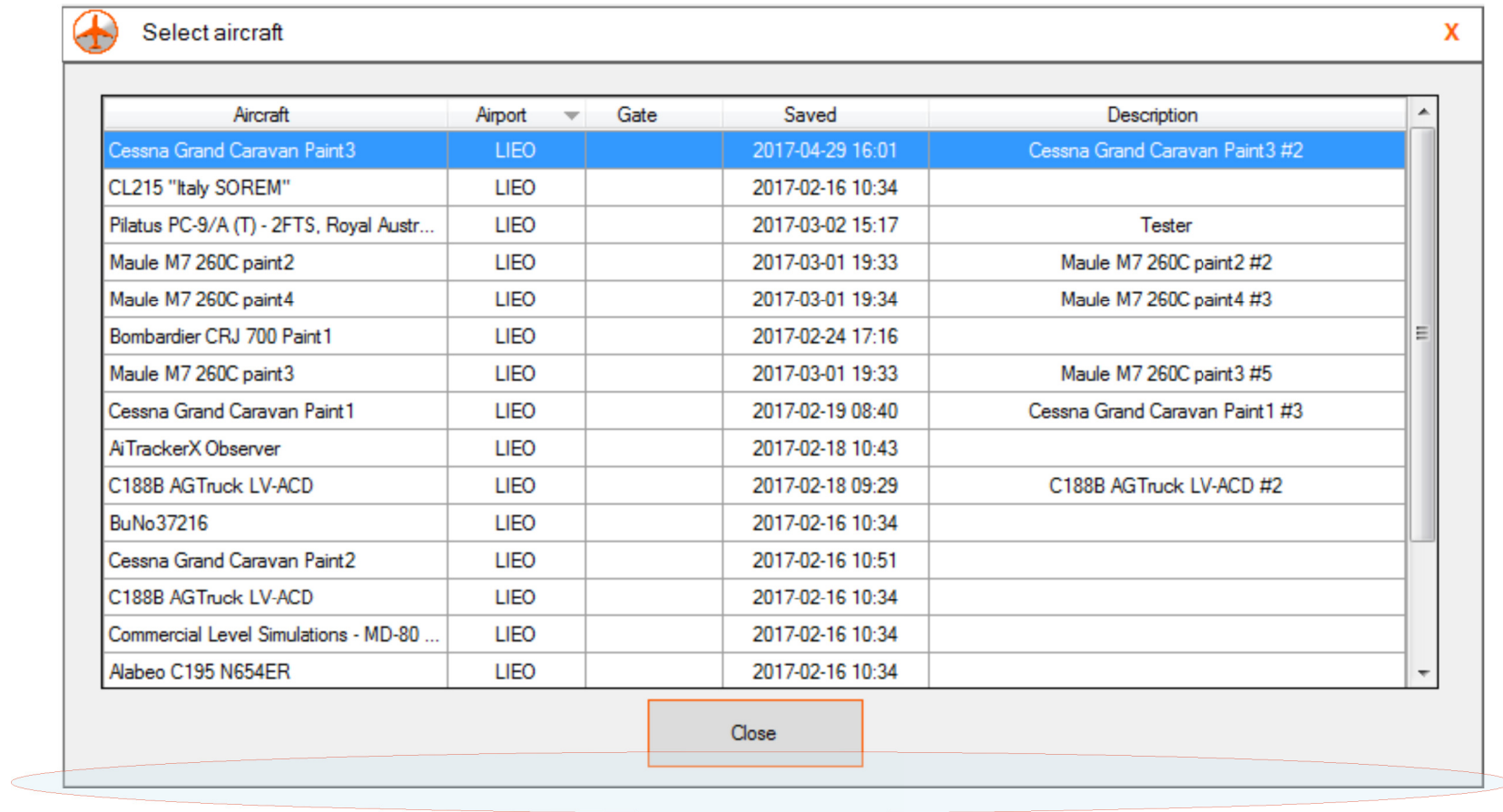
There are two different ways to select an aircraft that you want to fly from its saved position:

- Select an entry from the drop down list on the main dialog and press “I want to fly this aircraft”
- Walk or drive up to the aircraft model in the simulator until the button “Enter” becomes active, and then press it, or trigger the “**TOGGLE_LAUNCH_BAR_SWITCH**” simulator event.

WAMA will try to open the doors on the model in question as a visual cue, but this may not work on all models (sometimes complex aircraft don't react to these commands, and sometimes AI models don't have any doors modelled)

Right-Click on the drop down control to open a window with a comprehensive list of all aircraft positions:

Double-click on a row to choose a saved position – the window closes automatically.



The columns can be rearranged by “clicking&dragging” the headers, the window can be resized by grabbing it with the mouse on the lower border, holding down the left mouse button and dragging the border up or down. WAMA will remember these changes permanently.

A position from the list can be exported as a standard simulator flight file by right-clicking on a row:

Aircraft	Airport	Gate	Saved
Commercial Level Simulations - MD-80 ...	LIRF	Gate A 036	2017-04-17 16:05
Bombardier CRJ 700 Paint1	EDDM	Gate A 036	2017-04-16 17:40
Pilatus PC-9/A (T) - 2FTS, Royal Austr...	LIRF		2017-03-02 15:17
Maule M7 260C paint4	LIRF		2017-03-01 19:34

Export flight

3.6 Google Earth static view

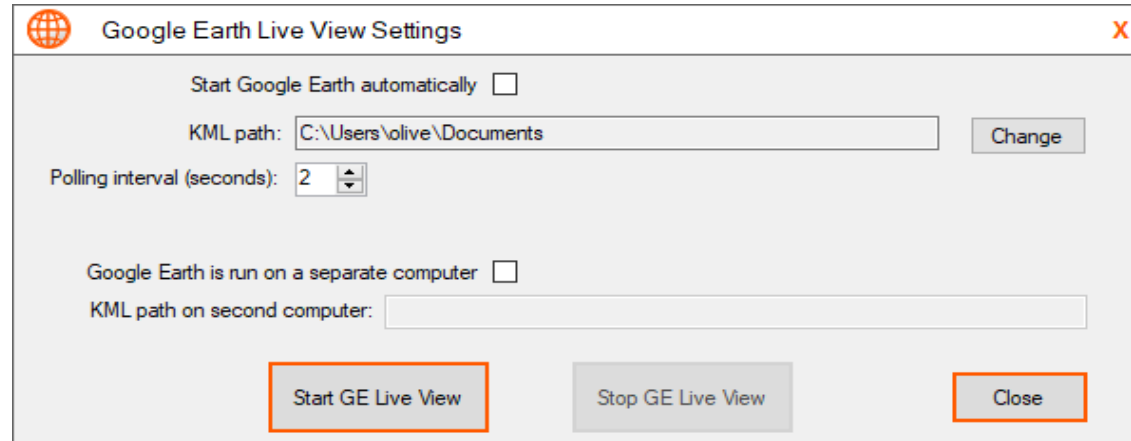
This feature will create a KMZ file for Google Earth, and open it. The file contains all locations of your parked aircraft.

3.7 Google Earth live view

With the button “Google Earth Live View” you can start a Google Earth based live view of various elements in the sim:

- Your own position
- The AI around you
- Your own flightplan

Please note that this feature not used for live tracking, the Google Earth view will not move with your aircraft (but all assets are animated). This is due to the usage restrictions in the Google Earth licensing.



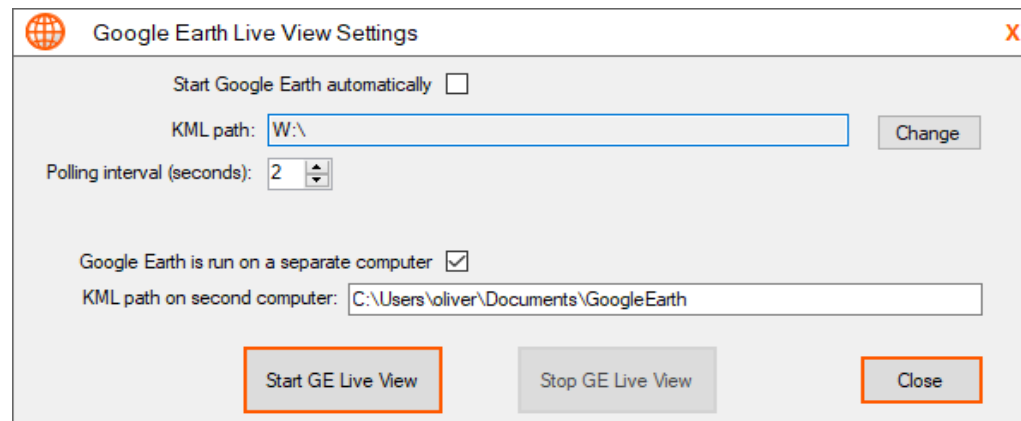
- Checkbox “Start Google Earth automatically”: will start the Google Earth application
- KML Path: is the path where you want WAMA to place the transfer files to Google Earth
- Polling interval: is the refresh rate of the live view
- “Start/Stop” GE Live View will direct WAMA to continuously create the necessary files for the live view

Running the Google Earth Live View on a separate computer

It is possible to stream the Live View files to a second computer running Google Earth.

- Create a folder on your secondary computer that shall contain the KML files
Example: **“C:\Users\<yourname>\Documents\GoogleEarth”**
- Share this folder on the network from your secondary computer. Make sure that your primary computer has full access privileges
- Map the folder as a network drive on your primary computer, for example as **“W:”**

- Now set the “**KML path**” to read “**W:**”
- **Deactivate the checkbox “Start Google Earth automatically”**
- **Activate the checkbox “Google Earth is run on a second computer”**
- Enter the path “**C:\Users\<yourname>\Documents\GoogleEarth**” into “**KML path on second computer**”



Once the GE Live View has been started, go to your other computer and open the file that is being created there called “C:\Users\oliver\Documents\GoogleEarth\WAMA_Google_Earth_Loop.kml” with Google Earth.

3.8 Finding a destination

Use the “Destinations” button on the main window to open the destination finder dialog:

- Select either a cruise time or a distance to fly using the mouse wheel or the little arrows
- Press “Find Destinations” to get a list of airports that fit the selected criteria
- Doubleclick on a destination to load a simple “Direct-GPS” flight plan into the simulator

Find destination

☒ Cruise time
between 30 and 90 minutes
cruising at 90 Knots True (KTAS)

☐ Distance
between 100 and 300 nm

☒ Addon airports only (107)
Scan library

Find Destinations

ICAO	Name	Distance	Direction
LIEA	FERTILIA	58 nm / 38 m	254°
LIET	TORTOLI - ARBATAX	59 nm / 39 m	172°
LFKJ	CAMPO DELL' ORO	70 nm / 46 m	333°
LIER	FENOSU	72 nm / 48 m	213°
LIRF	FIUMICINO	135 nm / 1h 30m	66°

Show results in Google Earth Close

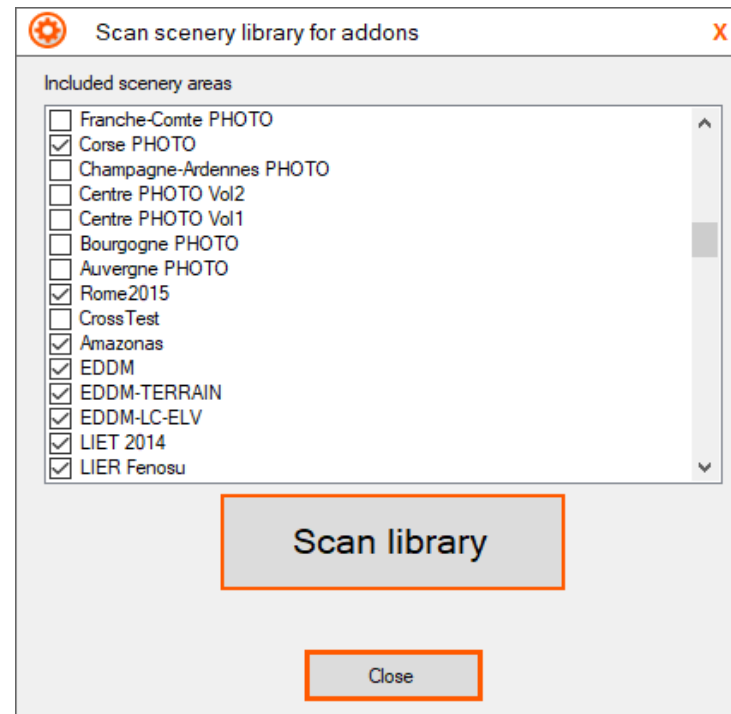
Limiting the selection to addon airports

You can instruct WAMA to only use your addon airports for determining possible destinations.

- Activate the checkbox “Addons airports only”
- The number in brackets below it (107 in this example) is the total number of addon airports that WAMA has found. Use the button “Scan library” to include or exclude scenery areas for WAMA

Scanning the scenery library for destination airfields:

After pressing the button “Scan library”, the following dialog appears:

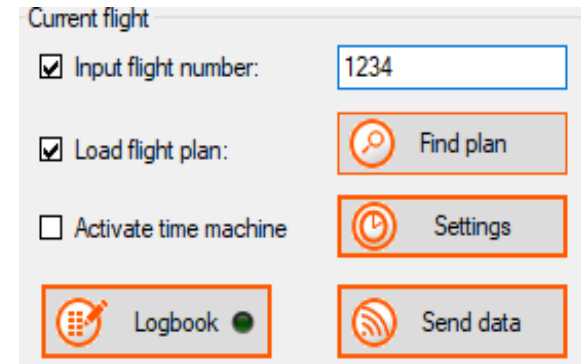


- Select the scenery areas that are to be included in the scan by activating/deactivating the checkboxes
Note: After a scan, WAMA will disable scenery areas that don't contain airports automatically.
- Press “Scan library” to start the scan.
- The dialog will close automatically once the scan is complete.

3.9 Setting flight number and flight plan

If you want a particular flight number and flight plan for your intended flight, use this section to set this information.

- Activate the desired field to be transmitted with the checkboxes
- Input your flight number and/or choose a flight plan file
- Use the button “Send data” to transmit the data to the simulator. The button is only activated if a flight number has been entered and/or a flight plan file has been selected.

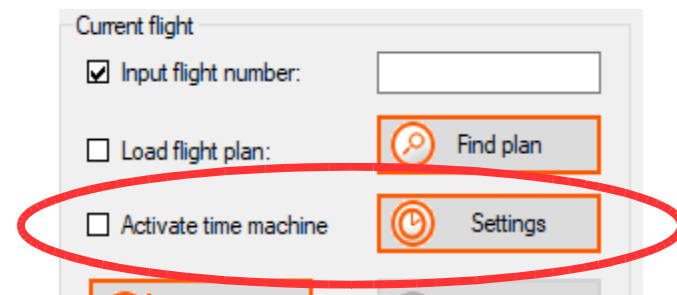


Note: this will only work when you haven't already contacted ATC for clearance.

3.10 The time machine

The WAMA time machine will accelerate the simulation rate automatically between the waypoints of the flight plan that is currently loaded in your simulator.

When your aircraft approaches a waypoint or if it deviates too far from your flight path, the simulation rate is reduced automatically, to give the autopilot a chance to catch up again.



This makes it possible to fly long haul routes on autopilot without having to sit through the whole experience in real time.

Clicking the “Settings” button will open the parameter dialog:

- **“Maximum acceleration”** is the maximum simulation rate that the time machine will target.
Note: any value above 4 will remove the AI, and when the rate drops back down below 8, the simulator will reload the situation
- **“Distances to/from waypoint”**:
“TO” is the threshold where the app starts slowing down the simulation
“FROM” is the distance when flying away from the waypoint where the time machine will speed up again

Time machine parameters

Maximum acceleration 4

Distances to/from waypoint

TO 5 nm FROM 5 nm

Acceleration...

starts when 20 nm from departure/destination

stops when 20 nm from departure/destination

☒ show text notice in the sim when time machine is active

Pause

☒ Pause at 90 nm from destination

Route deviation

☐ Monitor crosstrack distance and

slow down when more than 300 meters

accelerate when less than 50 meters from the intended route.

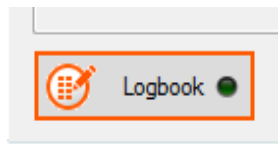
Save

- **Route deviation:** If desired, you can monitor the lateral deviation from your route and let the time machine slow down / speed up accordingly.
- **Pause:** When active, the simulation will be put in Pause mode when the selected distance from the destination is reached.
- **Activate acceleration:** The time machine will only be active when you are the assigned number of miles from the departure airport and it switches off when you are closer than that distance to your destination.

3.11 The WAMA flight and route logbook

WAMA can keep track of your flights and your routes. The status of the logbook recording is visualized with the small LED on the “Logbook” button of the main dialog:

Logbook inactive



Logbook active but minimum flight duration not yet passed



Flight will be saved when landing



Clicking on the “Logbook” button will open the Logbook Editor dialog:

Edit Logbook

Log my flights: YES

Filter

☐ Aircraft:

☐ From date: Dienstag, 29. Mai 2018

☐ To date: Dienstag, 29. Mai 2018

☐ Origin:

☐ Destination:

☐ Comment:

Load logs

Log flight now

Aircraft	Origin	Departure	Destination	Click to load the log entries!			Landing
Robinson R22 Paint1	LIEO	2018-04-23 19:33	LIEO	2018-04-23 19:35	0:01	1,7	Play back landing
Robinson R22 Paint1	LIEO	2018-04-23 20:08	LIEO	2018-04-23 20:09	0:01	1	Play back landing
Robinson R22 Paint1	LIEO	2018-04-23 20:10	LIEO	2018-04-23 20:11	0:01	1,1	Play back landing
Robinson R22 Paint1	LIEO	2018-04-23 20:12	LIEO	2018-04-23 20:14	0:01	1	
Beech Baron 58 Paint1	LIEO	2018-05-20 22:12	LIEO	2018-05-20 22:16	0:03	7,4	
Robinson R22 Paint1	LIEO	2018-05-20 22:36	LIEO	2018-05-20 22:38	0:01	3,4	
Robinson R22 Paint1	LIEO	2018-05-21 07:59		2018-05-21 08:06	0:05	9,1	
Robinson R22 Paint1	LIEO	2018-05-26 18:58	LIEO	2018-05-26 18:59	0:01	1,9	

Export selected rows

Delete selected rows

Delete landing from selected rows

Settings

Minimum duration of flight: 1 min

☒ Log route waypoints every 10 sec

☒ Crop screenshots to FullHD

Record landing (P3D only)

☐ Record video for 20 s

when below 500 ft

Aiming: ☐ manual ☒ automatic

Close

The window can be resized by grabbing it with the mouse on the lower border, holding down the left mouse button and dragging the border up or down. WAMA will remember the window size permanently.

“Log flight now” saves and closes the log that is currently being recorded. Use this for example when your simulator crashes and you want to preserve the log of your current flight.

3.11.1. Log settings

You can turn the flight logging on or off with the control at the top.



The “**Minimum duration of flight**” sets the time that has to pass between takeoff and landing to constitute a complete flight.

To log your routes, so you can view them in Google Earth, activate the “**Log route waypoints**” checkbox at the bottom, and set a suitable timeout for logging individual waypoints. WAMA will not simply log every waypoint, but it will reduce the list to those waypoints that denote a heading change.

P3D only: Record your landings

If you want WAMA to make a recording of your landing, **using P3Ds built-in recording feature**, please activate “**Record landing**”, and set an altitude below which the recording should start. The recording starts, when your aircraft descends below the altitude that you set on the logbook dialog, and it ends the selected number of seconds after touchdown. An active recording is shown in the sim and by the LED on the main window turning orange. You can stop the recording with the WAMA menu in the simulator.

To arm the recording feature so it starts as described you can either use the “manual” or the “automatic” mode.

- in “manual” mode, you must arm the recording feature in the WAMA menu in the sim, otherwise it won't start
- in “automatic” mode, the recording feature is armed as soon as you ascend above the selected altitude

All recorded landings will show up as buttons in the last column on the logbook dialog, labeled “Play back landing”. Clicking on these will play back the associated recording in the simulator.

3.11.2. Screenshots

If you take screenshots with the simulator while your route is logged, they will be added to the database too. You can view the screenshots later in the GoogleEarth and the HTML scrapbook exports. If you are using multiple displays in fullscreen mode (like Nvidia Surround or TripleHead2Go), you can crop the screenshots to the center 1920x1080 portion with the checkbox “Crop screenshots to FullHD”.

3.11.3. Filter and load the log

You can filter the logbook to only view entries that correspond to the following criteria:

- Aircraft: entering part of the aircraft model name in the combobox will display a selection list
- From date / To date: this will show only the flights where the departure was between these dates
- Comment: input a part of a string that should be contained in any comment that you saved with the log. Wildcards like “*” or “?” are NOT allowed.
- Origin/Destination: input/select the ICAO codes.

Note: this will only work, if you have the gate information set up as described in chapter 3.10.4

Pressing the button “Load logs” will load the logbook database and display your flights.

3.11.4. Deleting log entries

You can delete rows from the table by selecting them (selecting multiple rows is possible) and then pressing the button “**Delete selected rows**”.

To delete only the previously recorded landings, use the “**Delete landing from selected rows**” button.

3.11.5. Flight details

Right-Click an entry in the table to show additional details about the flight and your landing.

Please note that these values may be wrong when flying complex aircraft models, that are using their own external logic or flight dynamics, fuel or weight handling.

☐ To date: Sonntag , 25. März 2018

Aircraft	Origin	Departure	Destination	Arrival
Robinson R22	LIEO	2018-0		12
Robinson R22	LIEO	2018-0		12
Robinson R22	LIEO	2018-0		12
Robinson R22	LIEO	2018-0		15
Robinson R22	LIEO	2018-0		15

Export selected rows

Delete selected rows

Delete landing from selected rows

Payload: 320 lb

Fuel burn: 2 lb

Landing parameters:

- Vertical speed: -840 fpm

- Lateral speed: 5 kn

- Longitudinal speed: 7 kn

- Pitch: -11,46 deg

- Bank: -5,73 deg

- Heading: 281 deg

Weather:

- Wind: 0 °, 0 kn

- Temperature: 16 C

- Precipitation: None

- Visibility: 100 nm

- Pressure: 1012 Millibars

>Edit Comments<

>Resume this flight<

3.11.6. Resuming a log

If you select “>Resume this flight<”, WAMA will reactivate this logbook entry and continue the log from the position you are currently add.

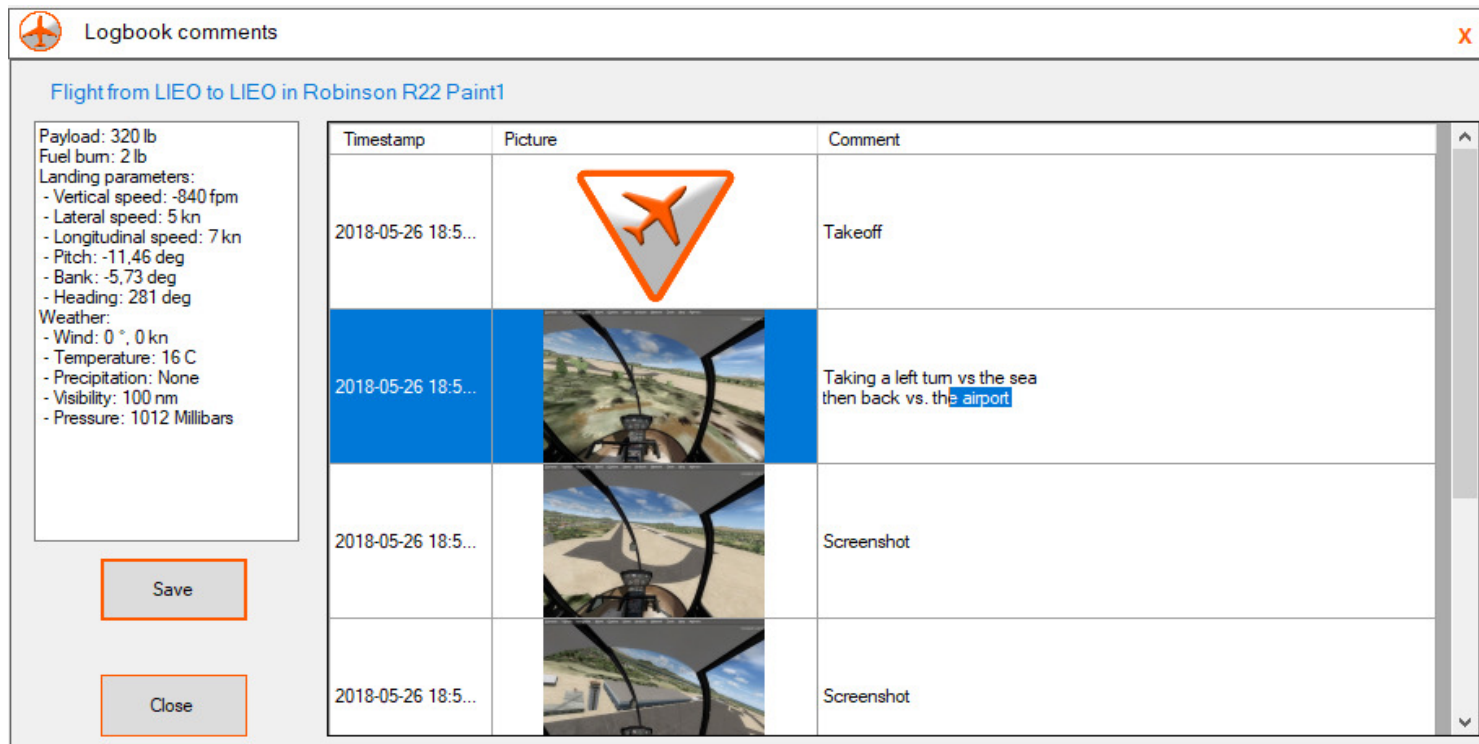
This will only work if you are flying the same aircraft that was used to create the log.

Usage scenario:

Assuming that you have to interrupt a flight but don't want to leave your simulator running in paused state. Then you can use the “Log flight now” button to close the current log and then save your flight in the simulator. When you are back at your computer, reload the flight, put the simulator in “Pause”, then use “>Resume this flight<” to reactivate the log, unpause the sim.

3.11.7. Adding or editing comments to a log

Clicking on “>Edit Comments<”, will open a dialog to add or edit comments to your departure, arrival or to any screenshot that you took along the way.



To edit a comment, doubleclick into the third column and just edit/overwrite the text. The button “Save” will persist your comments to the logbook. **To add a new line inside a comment use “Shift & Enter”.**

Comments will be **exported** in the GoogleEarth and Scrapbook formats. CSV and HTML exports contain only the Departure and Arrival comments, not those added to a screenshot.

3.11.8. Exporting the logbook

The WAMA logbook can be exported in three different formats:

- Google Earth
- CSV
- HTML table
- HTML scrapbook

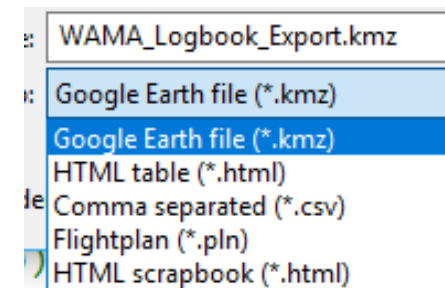
CSV and HTML table are simple table based files, containing the same list that you can see on the WAMA logbook dialog.

The HTML scrapbook lists the flight as a sequence of the screenshots that you have taken.

The Google Earth export includes a graphical representation of your route – if it has been logged (see 3.7.1)

To export a logbook

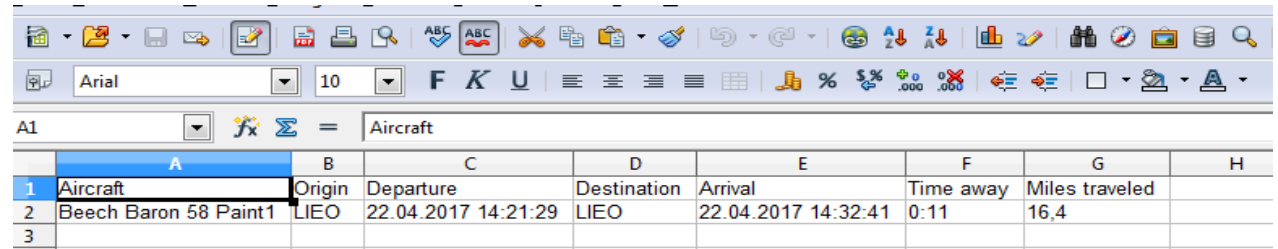
- Select the rows that you want to export
- Press the button “Export selected Rows”
- A standard Windows explorer window will open
- Select the desired file format with the file type dropdown on the explorer window
- As soon as you press “Save” on the explorer window, WAMA will export the selected data.



3.11.9. Export file formats

1.) CSV

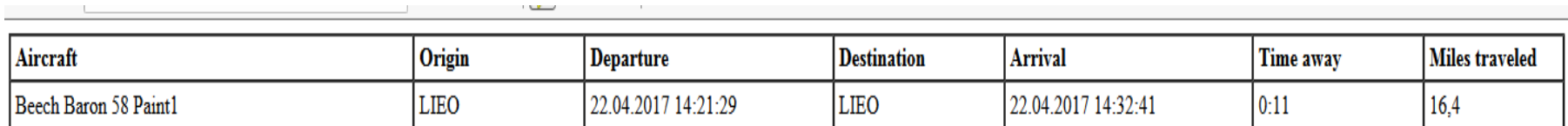
(opened with OpenOffice Calc)



The screenshot shows the OpenOffice Calc interface with a CSV file named 'Aircraft' open. The data is organized into columns: A (Aircraft), B (Origin), C (Departure), D (Destination), E (Arrival), F (Time away), and G (Miles traveled). The first row of data shows a Beech Baron 58 Paint1 departing from LIEO on 22.04.2017 at 14:21:29, arriving at LIEO at 14:32:41, with a time away of 0:11 and 16.4 miles traveled.

	A	B	C	D	E	F	G	H
1	Aircraft	Origin	Departure	Destination	Arrival	Time away	Miles traveled	
2	Beech Baron 58 Paint1	LIEO	22.04.2017 14:21:29	LIEO	22.04.2017 14:32:41	0:11	16,4	
3								

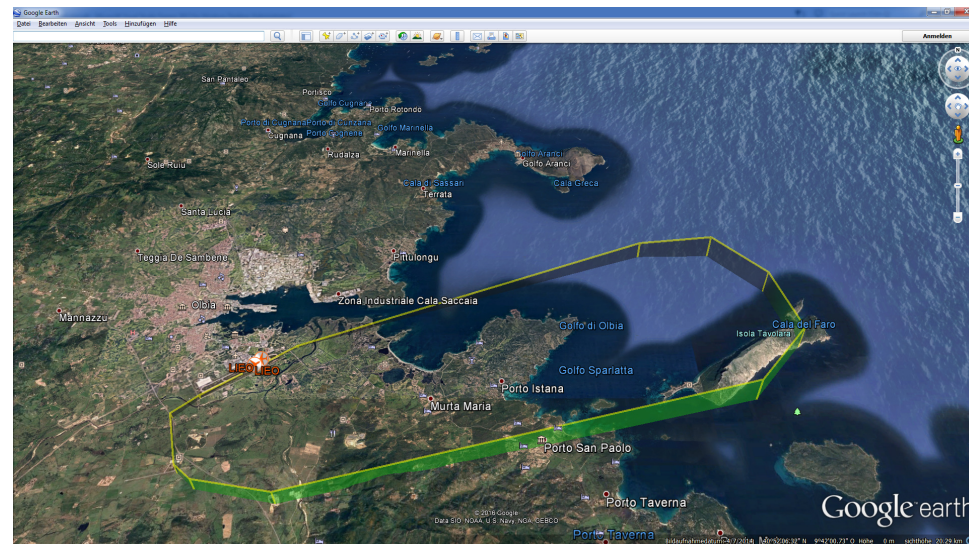
2.) HTML table (opens in your Internet browser)



The screenshot shows an HTML table with the same flight data as the CSV file. The table has columns for Aircraft, Origin, Departure, Destination, Arrival, Time away, and Miles traveled. The data row shows a Beech Baron 58 Paint1 departing from LIEO on 22.04.2017 at 14:21:29, arriving at LIEO at 14:32:41, with a time away of 0:11 and 16.4 miles traveled.

Aircraft	Origin	Departure	Destination	Arrival	Time away	Miles traveled
Beech Baron 58 Paint1	LIEO	22.04.2017 14:21:29	LIEO	22.04.2017 14:32:41	0:11	16,4




3.) Google Earth:



4.) Flight simulator flight plan (.PLN)

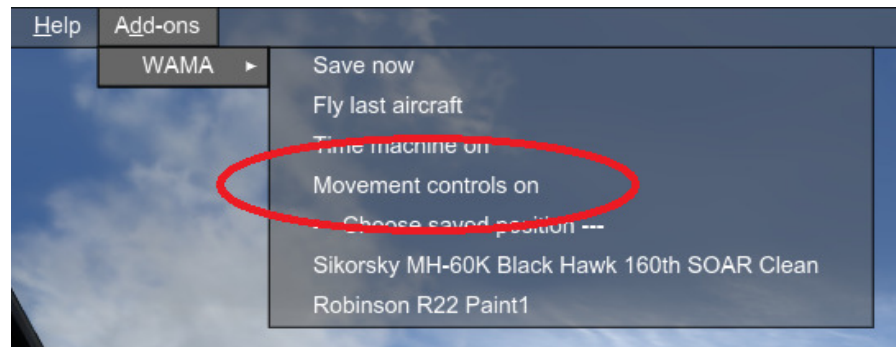
A .pln file contains the waypoints of the log. It can be loaded into your simulator in case you want fly the exact same route again.

5.) HTML scrapbook

Flight with Robinson R22 Paint1 from LIEO to LIEO Miles travelled 1,9 Payload 320 lb Fuel burn 2 lb Time away 0:01 Time in sim 0:01 Landing vertical speed -840 fpm	
Timestamp	Screenshot
26.05.2018 18:58:07	Taking off in nice weather
Photo taken at: 26.05.2018 18:58:10 Time passed: 0:0:3 Latitude: 40.8933012004 Longitude: 9.5022969487 Altitude: 120 ft 0.00 nm from departure LIEO 1.93 nm from arrival LIEO	Taking a left turn vs the sea then back vs. the airport 
Photo taken at: 26.05.2018 18:58:17 Time passed: 0:0:10 Latitude: 40.8934000608 Longitude: 9.5033230562 Altitude: 238 ft 0.05 nm from departure LIEO 1.91 nm from arrival LIEO	
Photo taken at: 26.05.2018 18:58:47 Time passed: 0:0:40 Latitude: 40.9013781309 Longitude: 9.5143485329 Altitude: 206 ft 0.73 nm from departure LIEO 1.32 nm from arrival LIEO	

3.12 Moving your aircraft

Using the WAMA in-sim menu, you can activate keyboard controls to move your own aircraft in the simulator:



- Shift & Ctrl & NumPad 4 = move left
- Shift & Ctrl & NumPad 6 = move right
- Shift & Ctrl & NumPad 8 = move forward
- Shift & Ctrl & NumPad 2 = move back
- Shift & Ctrl & NumPad 7 = turn left
- Shift & Ctrl & NumPad 9 = turn right

This is useful for example if you missed your exact parking position and would like to correct the aircraft position.

Unfortunately this type of movement is not very smooth. This is due to the limitations inside the simulator when it processes the keypress while maintaining the dataloop connection with WAMA (the sim will continue sending the keypress even if the positioning is not finished yet). Keeping the keys pressed will accelerate the movement.

3.13 Using a default vehicle

The idea of the “default vehicle” in WAMA is to give you the option to set up a specific aircraft, car or other simobject to move around among your aircraft or in the surrounding scenery.

- Imagine driving or walking up to your aircraft. When you get close enough, it will open the doors.
- By pushing a button, you jump into the cockpit, finding the aircraft in the exact same state that you left it in.
- Now you go flying
- After landing and taxiing to your parking position, you save that position (or let WAMA do it with Autosave)
- Now you can Leave your aircraft again simply by pushing a button, and you will find yourself back in your default vehicle – ready to explore that nice detailed airport scenery at a realistic pace.
- After spending some time on the airport, you drive/walk/float back to your aircraft, finding it parked where you left it – Click – and you are off again.

Best suited for this task would be

- The Lorby Camera Pod (free download from our website)
- Orbx/FTX “BOB” (which is freeware too)
- The Avatar, when using Lockheed Martin's Prepar3D

List of default vehicles (for Prepar3D only):

You can add you current vehicle (for example an Avatar) to this list and instantly switch to these vehicles from inside the sim by pressing “Shift & F11”, which will call up a selection menu in the sim.

Setting up a vehicle to be the default:

- Choose the desired vehicle as your own in the simulator
Note for P3D users: to use the Avatar, you have to select him as your own vehicle – do not simply switch to “Avatar mode”.
- Open the WAMA Database Editor
- Press the button “Set my current vehicle as default”

Using the default vehicle:

- You can switch to the default vehicle any time – as long as your own aircraft is stationary!
- When you walk/drive/move up to one of your parked aircraft
 - the button “Enter” will become active on the main dialog
 - the in-sim WAMA menu will have an additional entry “Enter the aircraft in front of me”
 - the simulator event “**TOGGLE_LAUNCH_BAR_SWITCH**” will become active
- Triggering any of these elements will load the aircraft that you are looking at as your own
- When you have finished flying
 - press the “Leave” button or
 - Select the menu entry “Leave my current aircraft” in the sim or
 - Trigger the “**TOW_PLANE_RELEASE**” simulator event
- You will be placed back into your default vehicle, looking back at your aircraft.

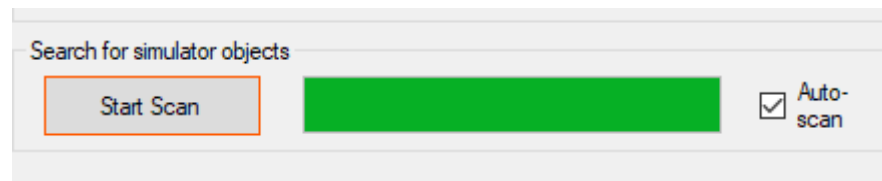
Note to P3D users:

Due to a bug in P3D SimConnect, you should not start the simulator using the Avatar as vehicle in your default scenario. If you do this, some features of WAMA will not work, most notably the opening/closing of doors on the parked aircraft.

3.14 Edit database

The Database Editor dialog will scan all simobjects folders that are visible to your simulator automatically when you open the window (this will usually take a few seconds).

If you don't want this automatic scan to happen, you can turn it off by disabling the checkbox “Autoscan”



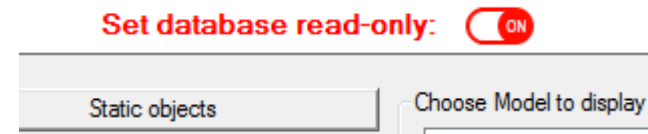
3.14.1. Set your database to be “read only”:

In normal operations, WAMA remembers everything that you do. But there may be situations when you just want to play around with static objects, or when you want to preserve your parking positions. In that case you can disable saving the database to disk:



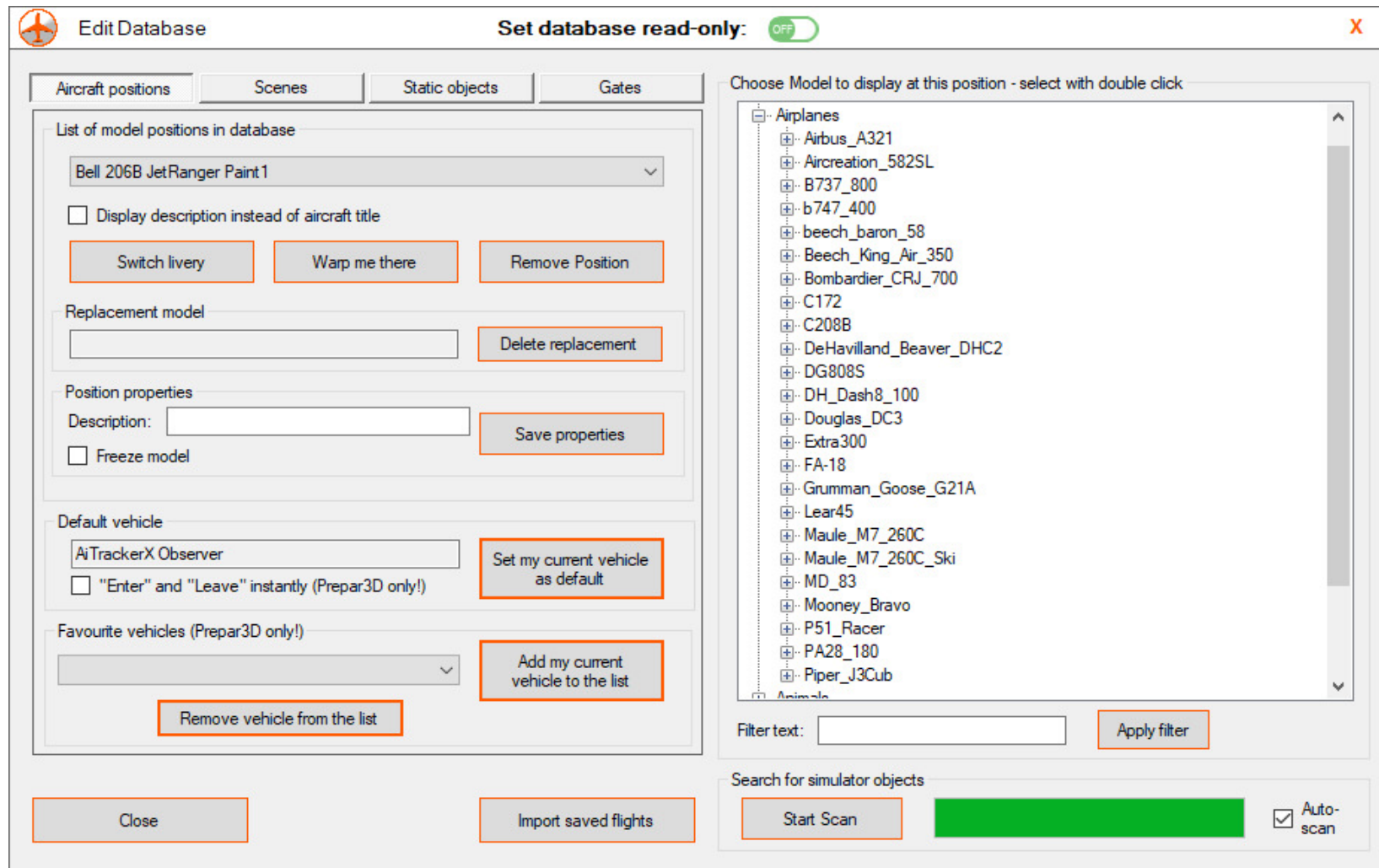
When the switch is set to off/green, then everything that you do will be remembered by WAMA and saved to a database file. This is the default setting for WAMA.

When the switch is set to on/red, then saving is disabled, and your database will not change. WAMA will function normally, but your actions are not saved and changes will not be available the next time you start WAMA.



When switching from red/read-only to green/writeable, you will be asked if you want to save your changes. This is just in case that you created a scene in read-only mode that you want to preserve after all.

3.14.2. Manage your parking positions by selecting “Aircraft positions”



Switch the livery of the parked aircraft:

- Make sure that the treelist to the right is populated
- Select the position where you wish to change the livery
- **Press the “Switch livery” button**
- WAMA will now cycle through the liveries for the aircraft model that was saved at this position.
- Note: In some instances, the aircraft livery is not shown in the simulator, but it is changed nevertheless, as you will see when you fly the aircraft. The reason is, that if you have flown that particular aircraft yourself, the simulator will draw the aircraft livery from its cache and not from the disk.

Warp your own vehicle to be placed near this position

- Select the position where you want to go
- **Click on the button “Warp me there”.**

Delete a position:

- Select the position that you want to delete
- **Click on the button “Remove Position”.**

Replace a model (to save memory/VAS and FPS):

- Select the position where you wish to replace the original model
- Select a new model from the treelist to the right
- **Double-clicking on the model will set it as a replacement into the position.**

Delete the replacement model:

- Select the position where you wish to delete the replacement model, switching back to the original one
- **Press the “Delete replacement” button**

Change the description of a model

- Enter the new description in the text box
- Press “Save properties”
- With the checkbox “Display description instead of aircraft title” you can choose what to display in the drop down selection boxes – the aircraft title or the position description.

If you have aircraft that start jumping after they were created with WAMA:

Freezing an aircraft to its parking position

- Activate the checkbox “Freeze model after creation”
- Press “Save properties”

Choosing the default model:

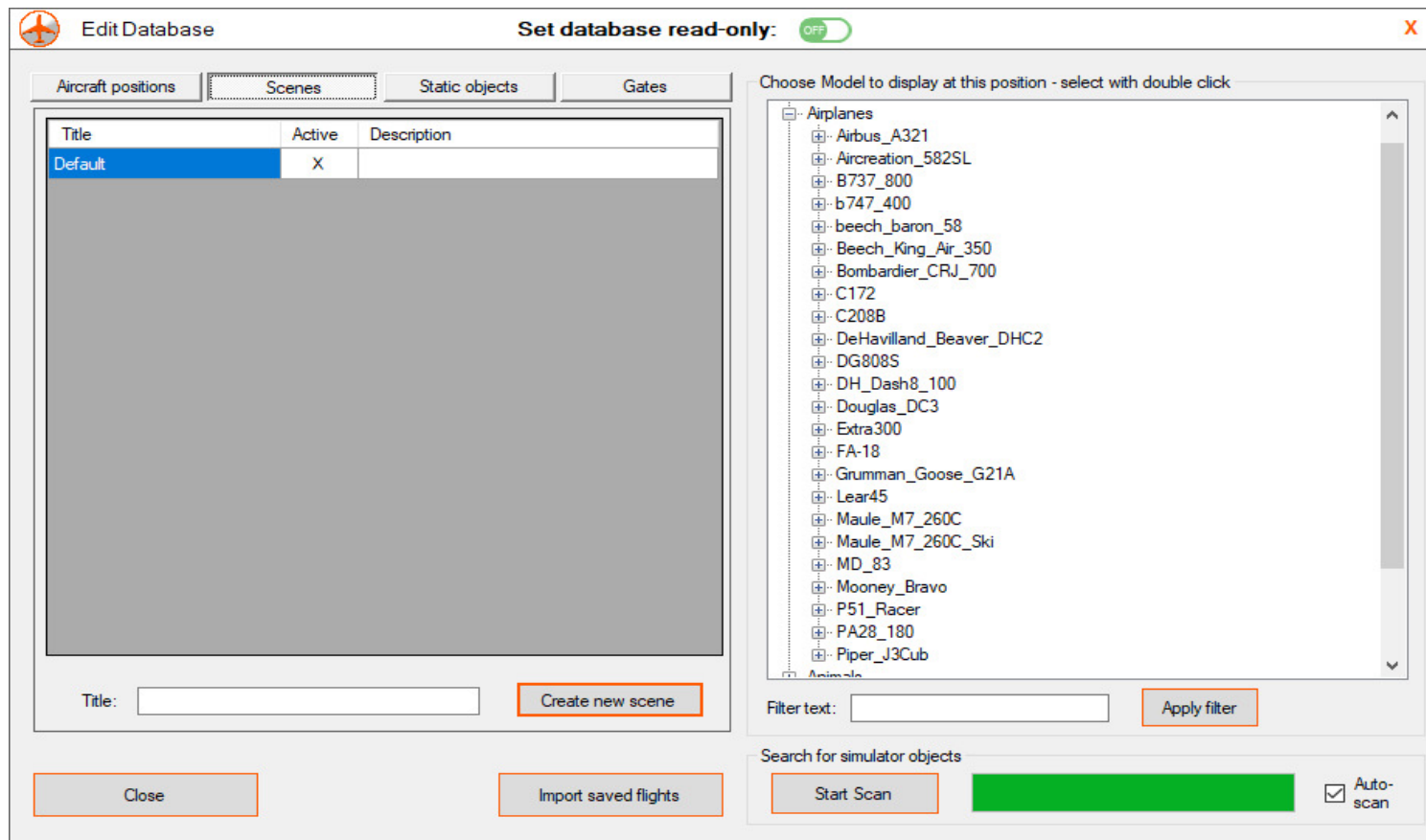
- If you have loaded an aircraft or other vehicle in the sim, then the button “Set my current vehicle as default” will be activated.
- By pressing that button you tell WAMA that you want this model to be your default vehicle
- **For Prepar3D only:** with the checkbox “Enter and Leave instantly” you can tell WAMA to switch between the vehicles quickly instead of reloading the saved flight. Please note that when using this the aircraft that you “Enter” will have its default state, and not the one that it had when you saved the position.
- Check out the chapter “Using the default vehicle” for more information

3.14.3. Place and manage simobjects in the running sim by selecting “Static objects”

With this feature you can create almost every SimObject that your simulator can access in the running sim.

1. Scenes

The static objects are grouped into “scenes” to make organizing them easier. Scenes can be individually activated or deactivated, so you can switch between different scenarios for the same location in the sim.



Creating a new scene

- Enter the title of the scene in the textbox “title” below the list
- Click on “Create new scene”
- A new entry will be added to the list.

Change title or description

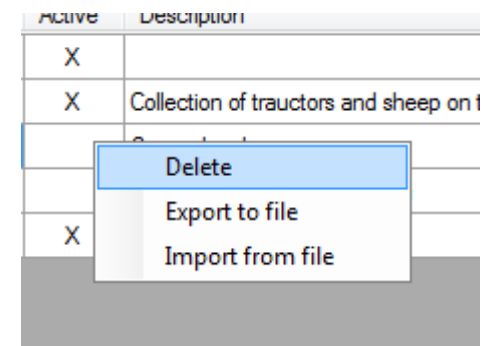
- Double-click in the cell that you want to edit or single click and press “F2”
- The cell will be activated for editing
- Note: you will only have mouse control inside the cell
- When you have finished editing, press your “Enter” key

Removing a scene

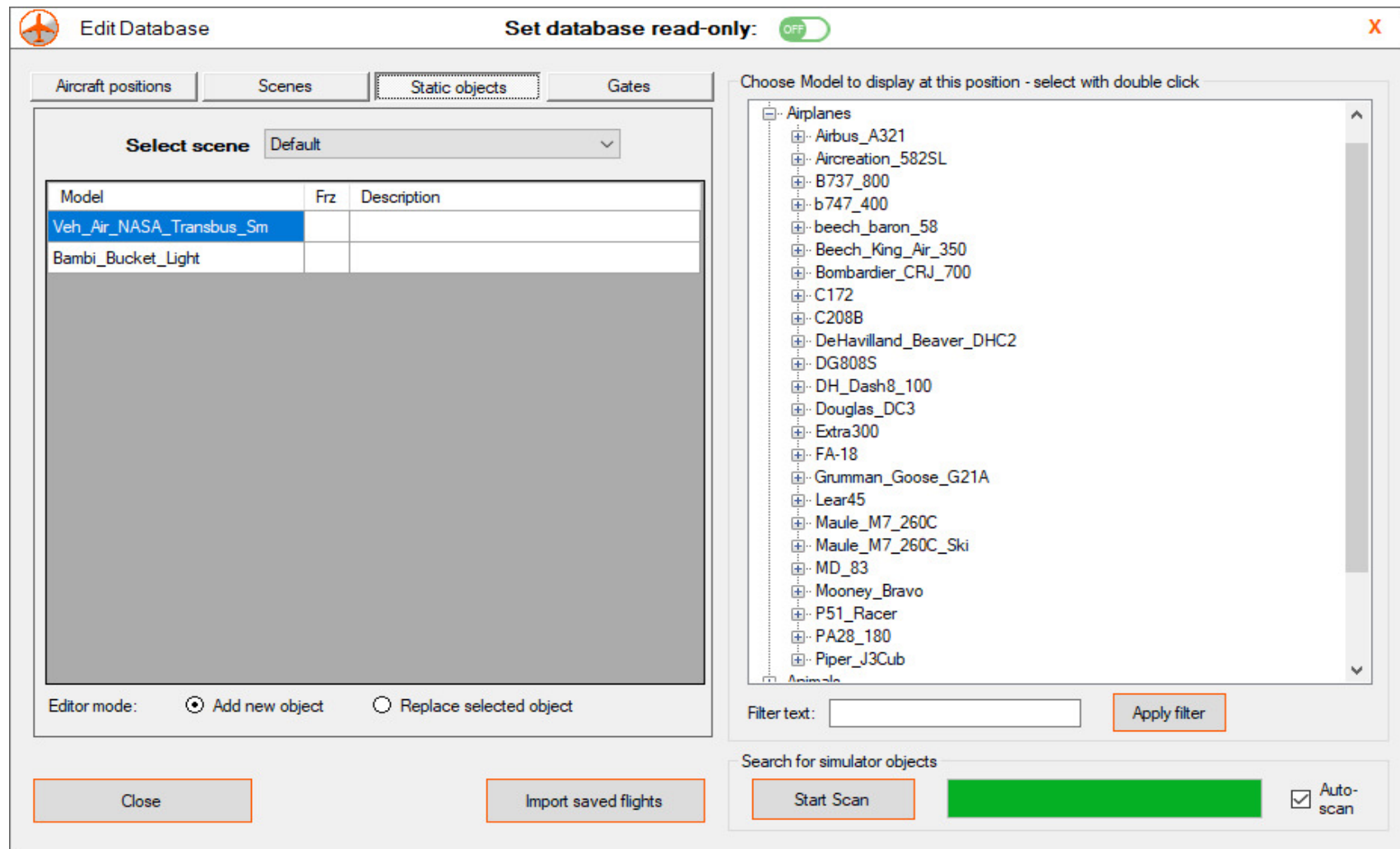
- Right-click on the entry that you want to delete
- Click on “Delete”

Exporting or importing a scene

- Scenes can be saved to disk as XML files using the “Export to file” entry in the context menu
- A standard file browser window will open and ask you to provide a name for the file
- Once saved, the file can be reloaded by using “Import from file”
- Note: importing a scene will not overwrite an existing one. Imported scenes are always created as new scenes



2. Static objects



Selecting a scene:

- Select the desired scene with the drop-down control at the top

Adding a static object

- Set the radio button below the table to “Add new object”
- When you double-click on an object in the treelist, it will be added to the object list, and it will instantly be placed into the simulator 20 feet in front of you
- Note 1: Not all SimObjects can be created like this. You may come across some that can be selected but then are invisible in the simulator.
- Note 2: some objects have a pretty high “static_cg_height” value in their sim.cfg / aircraft.cfg. This value dictates how far from the ground the 3D model will be placed when on the ground. If this value is too high, the object may end up floating in the air.

Replacing an existing static object

- Set the radio button below the table to “Replace selected object”
- Select the object that you want to replace in the left table by left-clicking once on it
- Now when you double-click on an object in the treelist to the right, it will replace that object

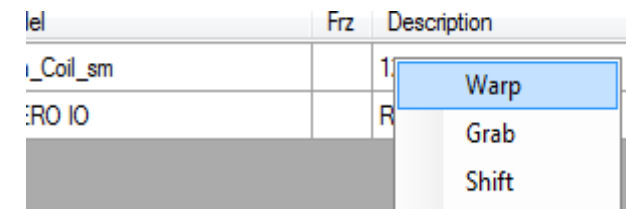
Freezing a static object

- Like with the parked aircraft, you can freeze the model into place when it is created.
- Clicking into the appropriate cell in the “Frz” column will activate or deactivate freezing

odel	Frz	Descripti
sla_Coil_sm	X	1234
JERO IO		Runway c

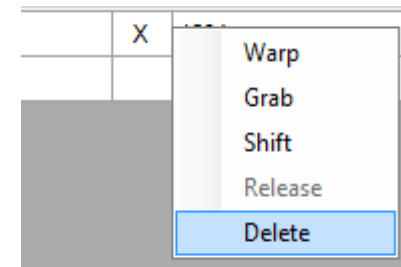
Warping to the position of a static object

- Right-click on a row to get the context menu and select “Warp”



Deleting a static object

- Right-click on a row to get the context menu and select “Delete”

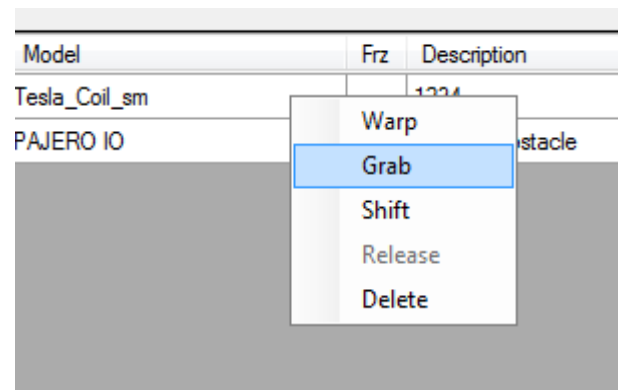


Moving a static object around

There are two options to move a static object:

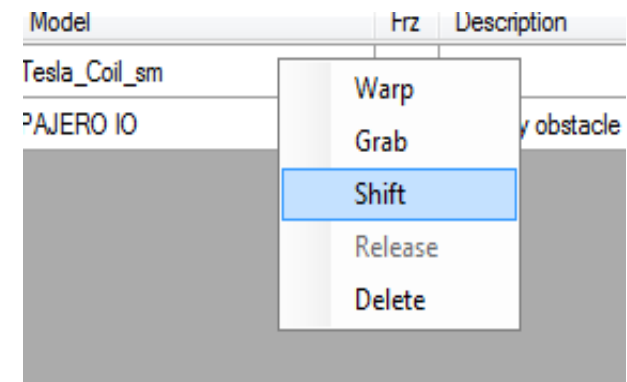
1) Like a forklift

- Right-click on a row to get the context menu and select “Grab”
- The object will appear in front of your vehicle
- Now either use the WAMA key controls or the normal simulator controls to move your vehicle – and the object will move with it
- Right-click again and select “Release” (on any row) to release the object currently being moved



2) *change object position directly*

- Right-click on a row to get the context menu and select “Shift”
- The object will not change position
- Now use the WAMA key controls to move and turn the object directly
- Right-click again and select “Release” (on any row) to release the object currently being moved



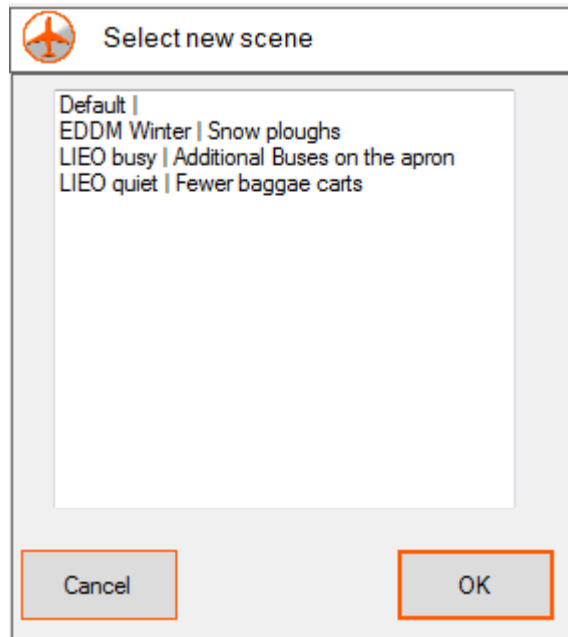
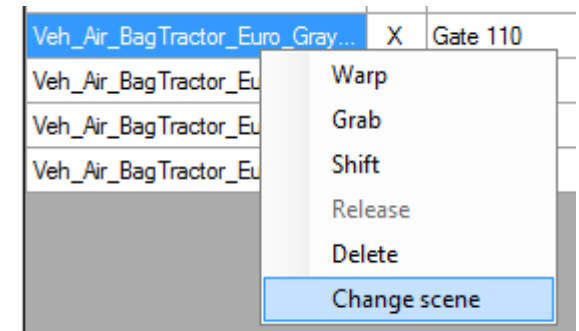
Changing the description of a static object

- Doubleclick in the cell that you want to edit or single click and press “F2”
- The cell will be activated for editing
- Note: you will only have mouse control inside the cell
- When you have finished editing, press your “Enter” key

Aircraft positions		Static objec
Model	Frz	Description
Tesla_Coil_sm		1234
PAJERO IO		Runway obstacle

Moving an object to a different scene

- Right-click on a row to get the context menu and select “Change scene”
- A new dialog will open, where you can select the scene that this object should be moved to:

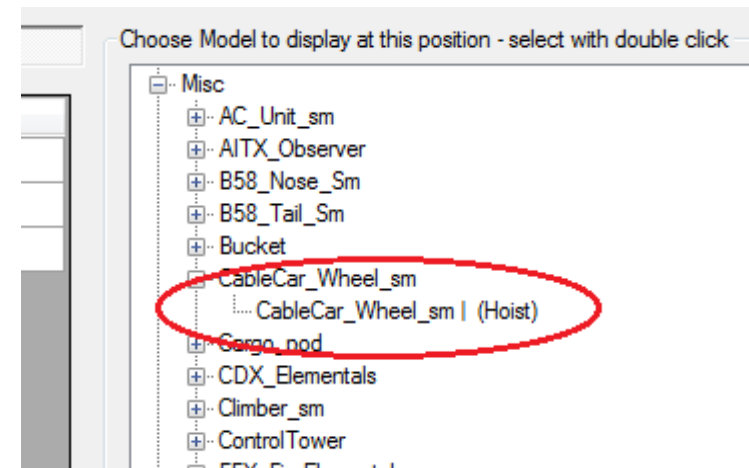


- Select the new scene for this object from the list and press “OK”

Hint for helicopter pilots:

You can use the static objects to place payload objects into the scenery that you want to pick up with a helicopter, like the “Tesla_Coil_sm” or the “pallet_of_Boxes_sm”. Just make sure that you don't “freeze” the object in WAMA and that it has at least one “[HoistPoint]” entry in the sim.cfg or aircraft.cfg - WAMA will tell you this by adding “(Hoist)” to the model description in the treelist:

Please note: unless you set the database to “read only”, objects that have been moved by helicopter will remember their last position too, and they will appear there the next time you start the sim (like everything in WAMA does).

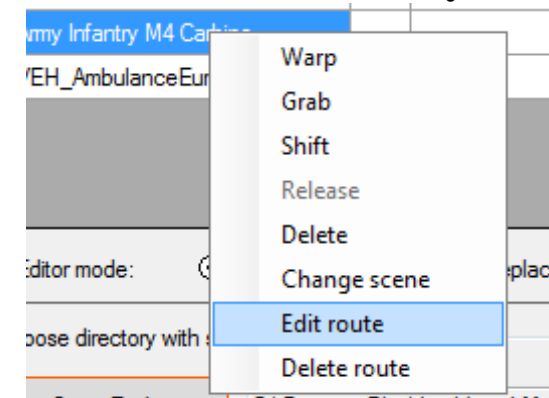


Animating static objects

Static objects can be sent a waypoint list, so they move around in the scenery. **Please note that this is only working with objects that the simulator recognizes as vehicles.**

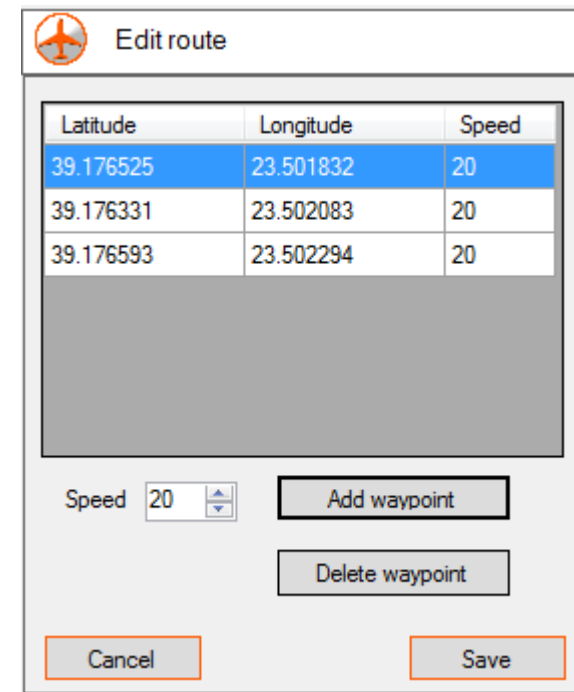
After having created a static object, right-click on it in the list to get the context menu:

- Choose “Edit route” to create a new waypoint list or to edit an existing one
- Choose “Delete route” to remove all waypoints from this object



Creating/Editing a route is handled on the Route Editor dialog:

- “Add waypoint” will add a waypoint at your own current position in the simulator. Slew or use the WAMA movements controls to move your vehicle from one waypoint to the next and add them to the list
- “Speed” changes the speed that the vehicle will try to achieve
- “Delete waypoint” removes the selected waypoint
- “Save” saves the route with the previously selected static object.



3.14.4. Importing additional gate information

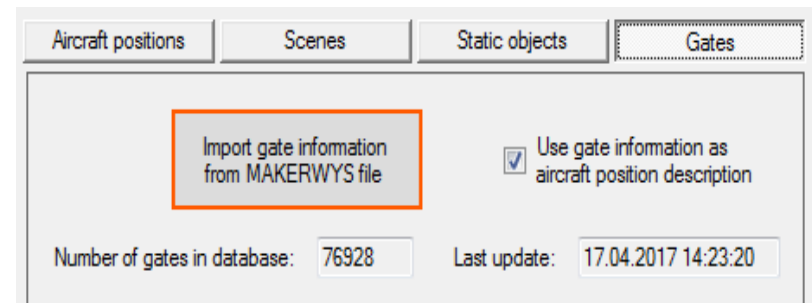
This feature requires the free tool “MakeRunways” from Peter Dowson. It is available for download here:

<http://www.schiratti.com/dowson.html>

Note to users of Prepar3D: while it doesn't say it on the download page, this tool is compatible with P3D too.

Once you have saved the “MakeRwys.exe” into your simulator directory and run it from there, it will create (among others) two files called “g5.csv” and “runways.csv” in the same folder. You will need these files for WAMA to import the gate information.

- Pressing the button “Import gate information from MAKERWYS file” will open a Windows file explorer that you use to navigate to and select the “g5.csv” file. (The explorer opens the folder where your simulator is running, so in most cases the “g5.csv” should be right there)



When the file has been selected, WAMA will import the gate information into its own database, so you only have to do this once every time you install new airport sceneries.

- If you activate the checkbox “Use gate information as aircraft position description”, WAMA will use this information as a description of each aircraft position that you save

Automatic database backup

Every time you shut down WAMA, it will create a copy of your database file. These copies will be kept in 4 “generations”, so you can go back to an earlier state of the database from the last 4 times you ran WAMA.

The backups are kept with the database itself in “\Documents\WhereAreMyAircraft... Files”.

WAMA_Google_Maps_Export.kmz	29.04.2017 14:21	KMZ-Datei	11 KB
WAMA_Position_DB.xml	29.04.2017 14:21	XML-Dokument	17 KB
WAMA_Database.sqlite	29.04.2017 14:20	SQLITE-Datei	7.120 KB
WAMA_Database.sqlite.bak_0	29.04.2017 14:20	BAK_0-Datei	7.120 KB
WAMA_Database.sqlite.bak_1	29.04.2017 14:20	BAK_1-Datei	7.120 KB
WAMA_Database.sqlite.bak_2	29.04.2017 14:20	BAK_2-Datei	7.120 KB
WAMA_Database.sqlite.bak_3	29.04.2017 14:20	BAK_3-Datei	7.120 KB
WhereAreMyAircraft_loq_20170429140451.txt	29.04.2017 14:04	Textdokument	1 KB

To go back to an earlier state, simply replace the current “WAMA_Database.sqlite” with the backup that you want. Don't forget to remove the “.bak_#” at the end.

Arrival and departure gate: if you set these gates, WAMA will keep them clear of simulator AI traffic.

Number of gates in database: 76928 Last update: 17.04.2017 14:23:20

Type or select airport ICAO: LIRF

Select gate: Gate A 007

Departure: LIRF Gate A 007 Arrival: EDDM Gate 110

Aircraft transfer: using the gate information, WAMA can relocate an aircraft to a different airport

- Select the desired airport and gate and press “Set as arrival”
- Now select the desired aircraft and activate one of the radio buttons:
- “*Immediately*”: the parked aircraft will be relocated instantly to the arrival gate.
- “*Fly there at FL*”: the parked will briefly vanish and the parking position is relocated as above. But it will respawn as a real AI aircraft, following a flight plan from its original position to the arrival airport cruising at the flight level that you specify.

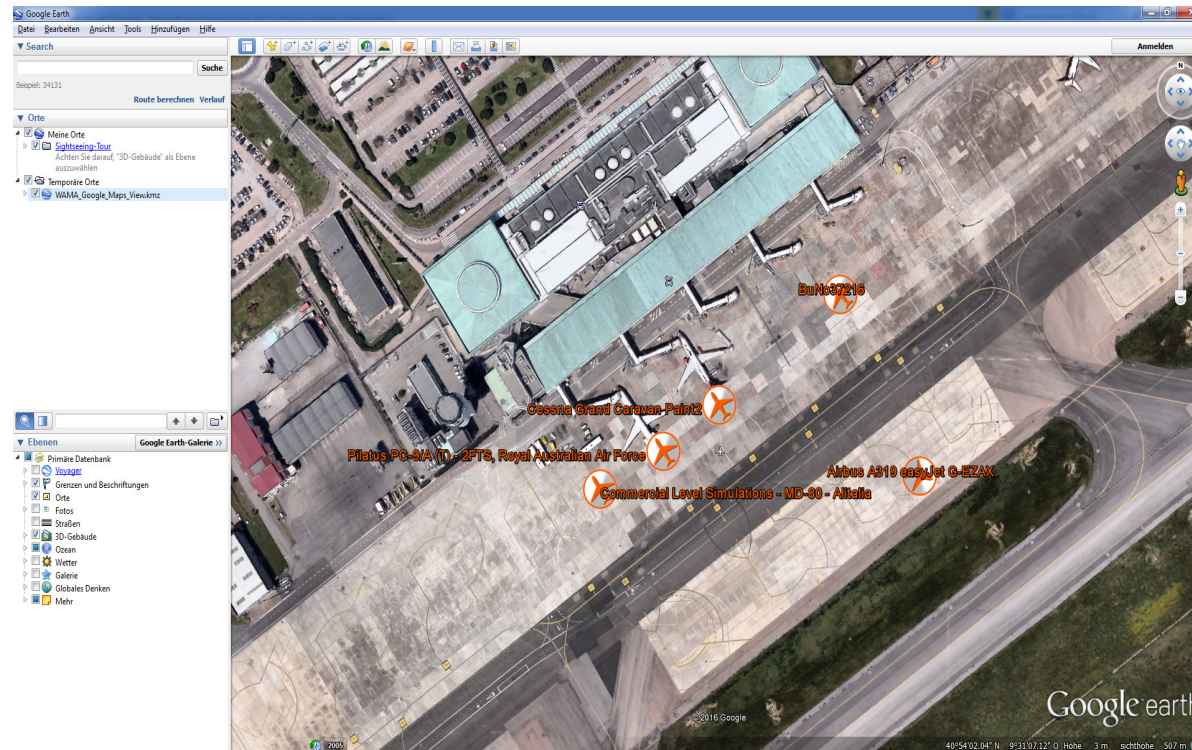
The screenshot shows a web-based interface for aircraft transfer. At the top, it displays 'Number of gates in database: 76698' and 'Last update: 18.04.2017 12:37:32'. Below this, there are two dropdown menus: 'Type or select airport ICAO:' with 'EDDM' selected, and 'Select gate:' with 'Gate 112' selected. There are two buttons, 'Set as departure' and 'Set as arrival', both highlighted with orange borders. Below these, there are two text boxes: 'Departure:' (empty) and 'Arrival:' containing 'EDDM Gate 112'. A section titled 'Relocate an aircraft to the arrival gate' contains a dropdown menu showing 'Airbus A321 Paint2 LIRF Gate A 033'. Below this, there are two radio buttons: 'Immediately' (selected) and 'Fly there at FL' (unselected). Next to the 'Fly there at FL' button is a small input field with the value '21'. To the right of these radio buttons is a button labeled 'Transfer now', also highlighted with an orange border.

Notes: If WAMA can't figure out the departure gate from the aircraft position, it will ask you to provide a gate with the selection above. At the destination, the AI will taxi in to a random gate, as this cannot be forced in the simulator. The correct model will already be in the correct spot nevertheless.

3.15 Google Earth export

When the entries in the position database change, WAMA will automatically create a “KMZ” file for Google Earth, containing all the saved aircraft positions (the static objects are not shown in GoogleEarth). If you have loaded a flight plan into the simulator, it will be shown as an extruded line in Google Earth too.

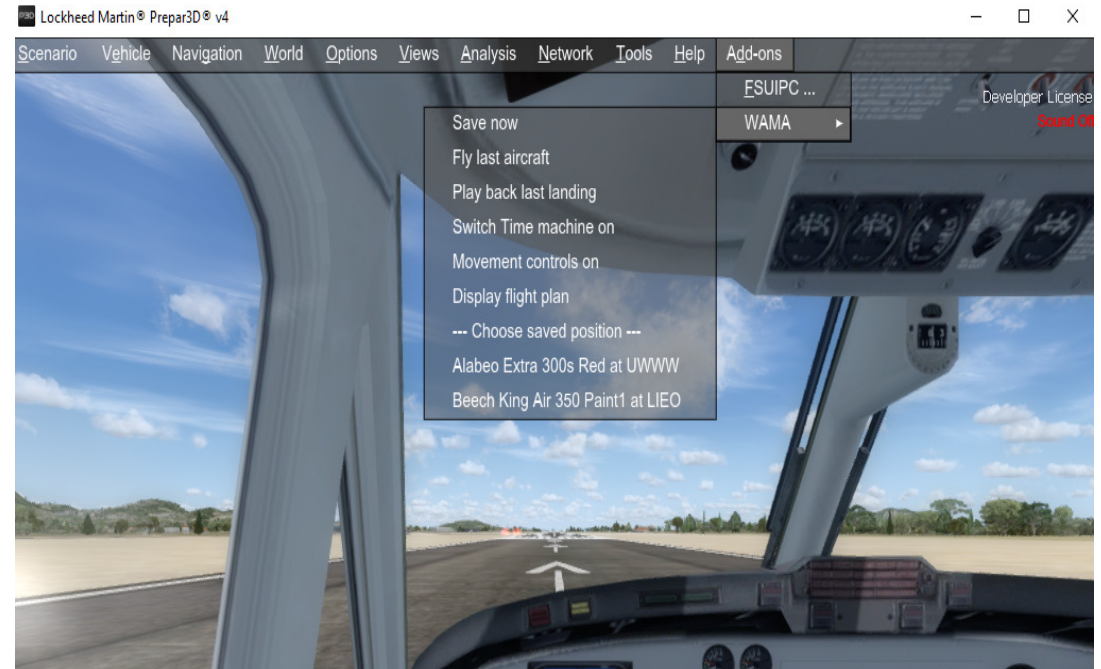
Initially this file is saved to your “Documents”, into a folder called “WhereAreMyAircraft_xy Files” (“_xy” meaning the simulator designator for FSX, SE, P3D, P3D_V3). You can change that location in the Settings dialog.



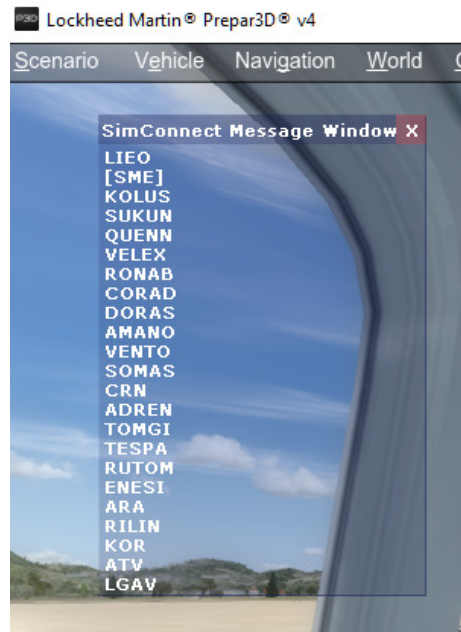
3.16 In-Sim Menu

When WAMA is running, you can call up the key features from inside the simulator too:

- “Save now” will save your current position to the WAMA database
- “Fly last aircraft” loads the last position that you saved
- In P3D, when the recording of landings is active, there will be another menu item “Play back last landing” which will replay the last recorded landing using the P3D Analysis features.
- “Switch time machine on/off”: controls the time machine checkbox
- “Movement controls on/off”: activates the keyboard shortcuts for moving your current aircraft



- “Display current flight plan”: Shows a message text containing the waypoints of your current flight plan. This can be useful if you want to program the FMC and don't want to toggle between the sim and the flight planning app.



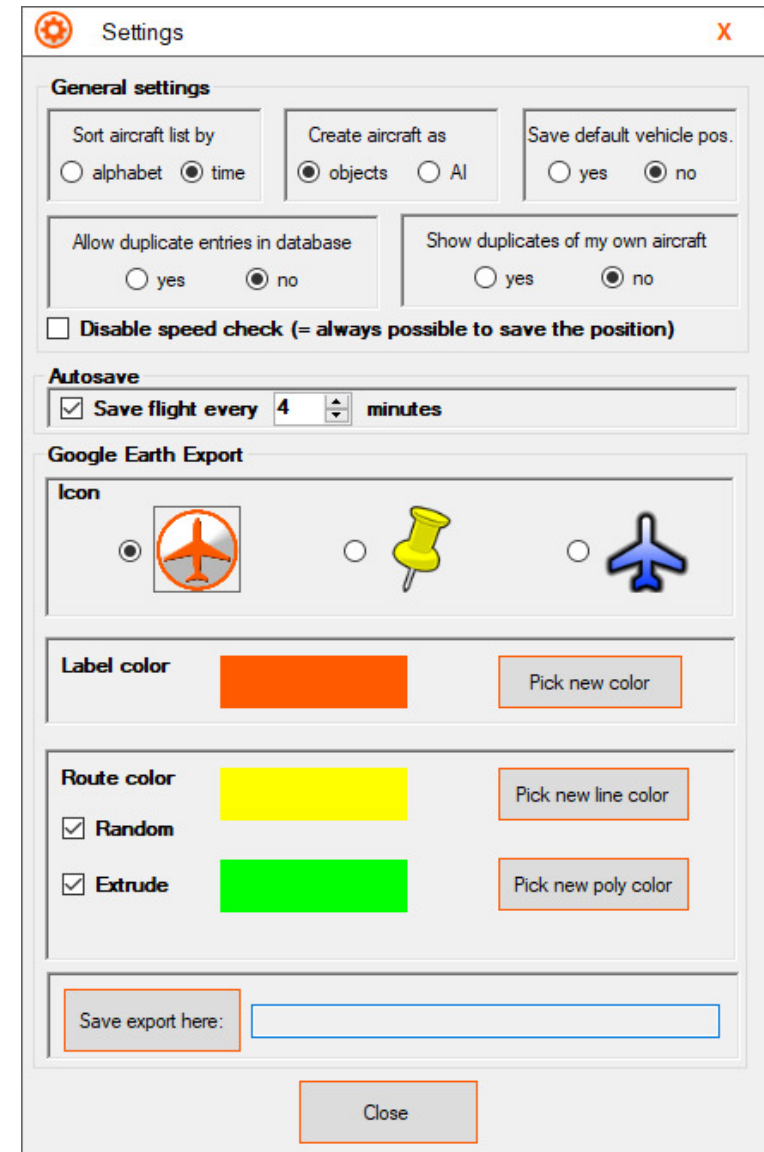
- Entries below “Choose saved position” selecting one of these will load that position from the WAMA database Note: the simulator can only display a limited number of entries in this menu.

Note: if you don't have any other addons installed, then the WAMA menu entry may not show up right away. In that case, please open another dialog, for example the map, and just close it again – then the “Add-ons” menu including WAMA should appear.

3.17 Settings

On this page you can adjust basic settings for WAMA:

- *Sort aircraft by*: this changes the order that the positions are shown in the drop down box on the main page
 - alphabet: sort all entries alphabetically
 - time: sort the entries so that the most recent entry is on top
- *Create aircraft as objects or AI*: this changes the way that the aircraft models are created in the sim
 - “objects” require less resources (VAS, FPS)
 - “AI” will be created just like any other AI aircraft and you can access them for example in the AI traffic view. Although they don't do anything, the simulator is aware of them.
- *Save default vehicle pos.*: You can disable the saving of your default vehicle with this checkbox. This is useful if you are using the default vehicle only to walk between your aircraft, but you don't want it to be added to the database (this could happen with Autosave active)



The screenshot shows the 'Settings' window for WAMA. It has a title bar with a gear icon and a close button. The settings are organized into several sections:

- General settings**:
 - Sort aircraft list by**: Radio buttons for 'alphabet' and 'time' (selected).
 - Create aircraft as**: Radio buttons for 'objects' (selected) and 'AI'.
 - Save default vehicle pos.**: Radio buttons for 'yes' and 'no' (selected).
 - Allow duplicate entries in database**: Radio buttons for 'yes' and 'no' (selected).
 - Show duplicates of my own aircraft**: Radio buttons for 'yes' and 'no' (selected).
 - ☐ **Disable speed check (= always possible to save the position)**
- Autosave**:
 - ☒ **Save flight every** 4 minutes
- Google Earth Export**:
 - Icon**: Three icons are shown: a red circle with a white airplane (selected), a yellow pushpin, and a blue airplane.
 - Label color**: A color picker showing orange, with a button 'Pick new color'.
 - Route color**: A color picker showing yellow, with a button 'Pick new line color'.
 - ☒ **Random**
 - ☒ **Extrude**: A color picker showing green, with a button 'Pick new poly color'.
 - Save export here:** A text input field.
- Close**: A button at the bottom right.

- *Allow duplicate entries in database:* When set to “yes”, you can save the same aircraft at different positions at the same time.

Note: Add a description to these database entries to identify them. Otherwise they are all named after the aircraft model.

- *Show duplicates of my own aircraft:* If you have duplicates of your own aircraft in the database, their visual depiction can be turned on or off with this option. This works in conjunction with “Allow duplicate entries”. In normal mode, this option controls the display of your own aircraft that you are currently flying (when this is set to “yes”, then you will see a duplicate of your aircraft when you taxi away from the selected parking)
- *Disable speed check:* When this is activated, you can save your position at any time – even in the air.
- *Autosave:* When this is selected, WAMA will save your flight automatically every 15 minutes in two generations (there will always be two autosaved flights)
- *Google Earth Export:*
 - choose an icon to represent your positions in Google Earth
 - change the color of the text labels for the aircraft positions in Google Earth
 - change the depiction of the route when exporting logbook entries:
 - Checkbox “Random”: will select a different color every time a route is drawn
 - Checkbox “Extrude”: if this is selected, the route will be displayed as a line with filled polygons – like a wall. Turn this off, if you want the routes to be displayed as simple lines only.

- Choose the colors for line and polygon as desired (“Random” must be turned off for this to have effect)
- select a different path for saving the KMZ file for the aircraft position database

4. Disclaimer

WhereAreMyAircraft (WAMA) is licensed for **private, non-commercial use only**. It is not sold, any property rights remain with the author. You may not distribute this package or parts of it. Disassembling, refactoring or changes of any kind to code and models are prohibited.

Disclaimer of Warranties. The author disclaims to the fullest extent authorized by law any and all other warranties, whether express or implied, including, without limitation, any implied warranties of title, non-infringement or fitness for a particular purpose. Without limitation of the foregoing, the author expressly does not warrant that:

- the software will meet your requirements or expectations
- the software or the software content will be free of bugs, errors, viruses or other defects;
- any results, output, or data provided through or generated by the software will be accurate, up-to-date, complete or reliable;
- the software will be compatible with third party software;
- any errors in the software will be corrected.
- the software will not cause errors or damage to the computer system it is installed on.

(c) 2017 Lorby-SI

Project Management - Development - Consulting

lorby-si@outlook.de

<http://www.lorby-si.com>