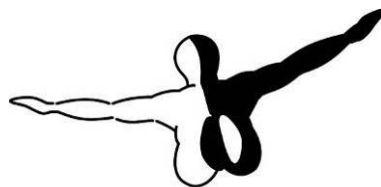


***Airport
Enhancement
Services
2.00***



aerOSOFT^{GMBH}

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Introduction

The basic idea for AES (Airport Enhancement Services) is several years old by now. While every new version added more features to the flying objects of the simulator and the looks of the world, the actual functionality of the superb looking airports was never seriously changed. With FSX this changed a bit but the way it is implemented is just not very realistic or extensive (push back by some invisible tractor etc). AES fills this gap and will make your airports more lifelike and far more interactive. You will see most of the functions of AES when you start your flight at a gate and not on the runway. Not only will the whole procedure be far more realistic, it will also look far better.

AES aims directly at passenger aircraft, i.e. airliners in any form and format. Smaller aircraft (general aviation) and cargo aircraft will also be able to use some of the features and might be better served in future versions.

Basically AES is a freeware product, which means you can download and use it without having to pay anything. However, in this form it will only assist you at a few airports. To use AES at other airports that are covered you will need to use 'credits' that can be bought online. This ensures you never pay for any coverage you don't need. The credits can be bought at several online stores that cater for flight simmers. When you buy a credit pack you get a serial code that will add 10 credits to your collection. The size of the airport determines how many credits are needed to unlock the AES features for that airport.

All supported airports can be used in a demo mode for 5 minutes so before using credits you can be sure the product is working the way you think it should.

AES is not a finished project. It is worked on continuously and more airports and features will be added where and when needed. You can follow all news on AES on the websites of Aerosoft.com

Happy flights,
Oliver Pabst

Credits

Concept:	Oliver Pabst
Development	Oliver Pabst
Modules	Maurizio Gavioli
Project Management	Oliver Pabst / Mathijs Kok
Manual	Oliver Pabst / Mathijs Kok / Christoph Beck
Testing:	Several good folks who will all be getting a free copy

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Copyrights are serious stuff. If you find any pirated copies of this software please notify us at info@aerosoft-shop. We will make sure reports of copyrights violation are rewarded.

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Contact support

Support for this product is offered by Aerosoft. We prefer to have a support forum for the simple reason that it is fast and efficient because customers help customers when we are sleeping.

Aerosoft forums can be found here: <http://forum.aerosoft-shop.com>. There are AES support forums in English and German.

We feel strongly about support. Buying one of our products gives you the right to waste our time with questions you feel might be silly. They are not.

Pirated files

In all honesty we would like to warn users not to accept complete installation files, that have not been not downloaded from any of the officially supported shops. Most of these illegal files are not correct and might corrupt your FS installation. Similarly the use of shared credit codes is something we disapprove of. When such credits are detected they will immediately be blocked and the users will be asked to replace them with legal copies before AES will function again.

Functionality

AES will add these features to the simulator:

- Pushback with sound, animated objects and automatic perfect alignment
- Animated gates that link up perfectly to the doors of the aircraft
- Follow-me car showing the way to the parking position
- Sound effects while rolling over the centreline lights on the runway
- Simulation of water or snow on the runway
- High detail (3d) marshaller at all parking positions that do not have docking assistance systems
- Realistic docking systems and marshalls
- When your aircraft is parked buses will arrive to transport the passengers. Service vehicles will appear (fuel, cleaning etc.) and luggage is unloaded as well.

Based on the limitations of the scenery engine, AES has no access to any AI-Traffic data yet. So all features (animated gates, pushback etc.) are only supported for the users' aircraft, but not for any AI-Traffic. We worked hard on this, but we did not find a practical solution and that's why all features of AES are only available for the most important aircraft in the simulation, i.e. your own.

System requirements

- Pentium 1.5 GHz
- 512 Mb RAM
- 20 Mb of free available SPACE on the hard disk
- Sound card
- Microsoft Flight Simulator 2004 or FSX (SP2 or Acceleration)
- Windows XP, Windows Vista, Windows 7 (all fully updated)
- Adobe Acrobat® Reader 5.8 minimal to read and print the manual (1)

(1) Available for free, download at: <http://www.adobe.com/prodindex/acrobat/readstep.html>

Please note that the DX10 preview mode is not fully supported; night textures e.g. are partly missing.

Installation

The installation files are freely available from the product pages at the Aerosoft (and other) websites. After the file has been downloaded it should be unpacked to a temporary folder. The actual installer will be in that temporary folder. If you have an older version installed, do NOT remove it as the installer will handle all that is needed. If both FS2004 and FSX are installed the installer will notice this and ask you which version of AES should be installed. If you want both simulators to be supported you will have to run the installer twice.

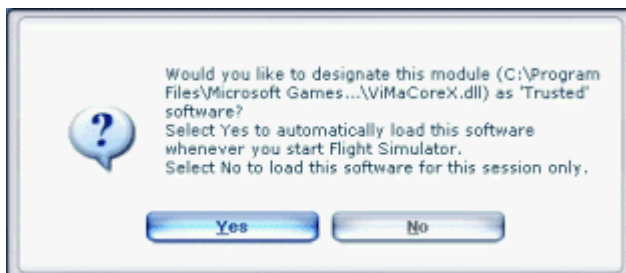
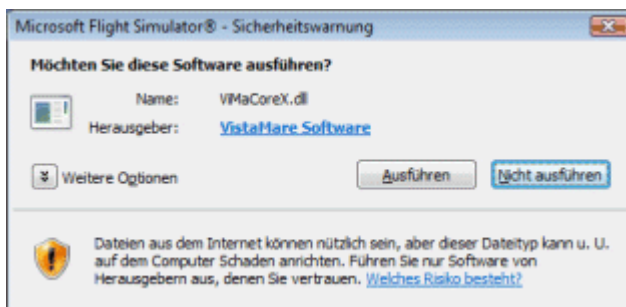
Please note that there are two versions of the AES Tools, one for each simulator. They can both be found via the Windows Start Menu:

- For FS2004: Start -> Programs -> Aerosoft -> AES Basepack
- For FSX: Start -> Programs -> Aerosoft -> AES Basepack for FSX

Two icons that are linked to the main configuration utility AESHelp will be displayed on the desktop. During the installation the scenery.cfg will be adapted to add the scenery files used by AES.

For FSX only

When FSX is started the first time after installing AES there will be a warning. This is done by MS to ensure that only correctly signed addons are installed. Just answer YES to both questions. In FS2004 this question will not be shown.



For Vista users

When FS is installed in the default location it is under control of Vista UAC (User Access Control). Especially for FS2004 users this can cause some problems as files are not installed when FS or its add-ons expect them to be. AES tries to sort these problems out when it finds them.

Installing FS in a non-default location (like c:\FS) will prevent all these problems.

AESHHELP

AESHhelp is the main configuration tool of AES. Not only does it allow you to add credits to airports but it also starts AESConfig that lets the user configure aircraft door locations and other settings of AES. As stated above, when both versions for FS2004 and FSX are installed it is important to select the right version.

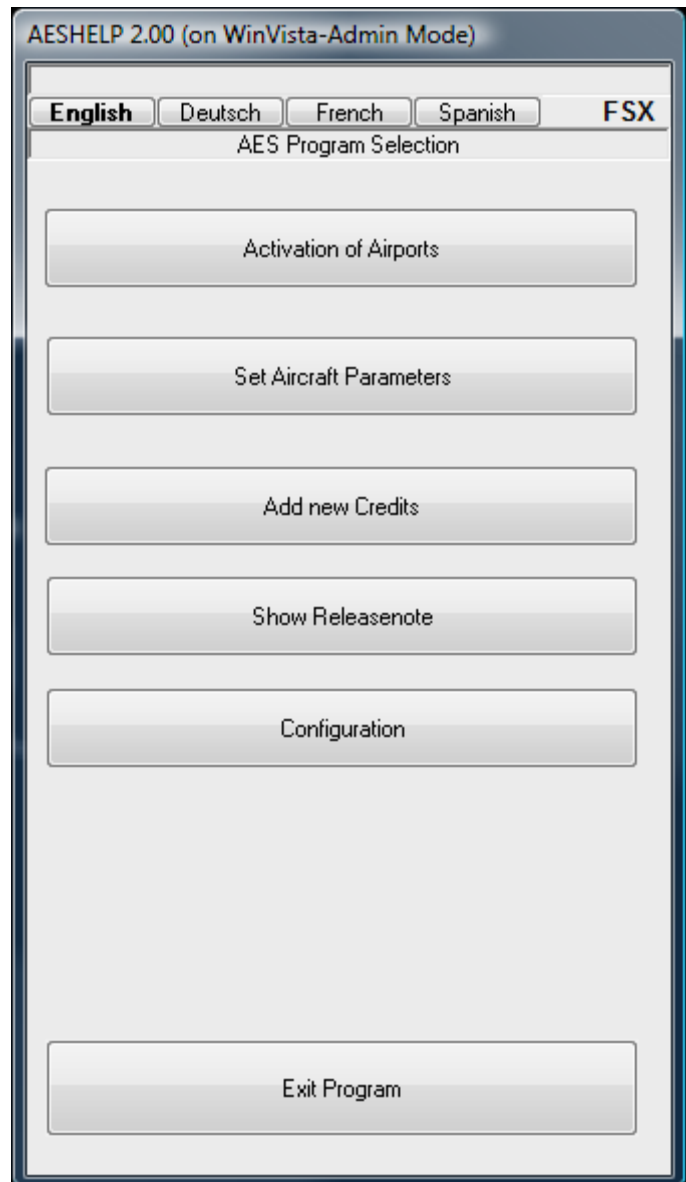
When AESHelp is loaded it starts with a check of the module version (and the way it is installed) and the scenery.cfg file to make sure

- the scenery files are still available
- there are no double entries in the scenery.cfg
- there are no other errors
- that AES still is on top of all other scenery

AESHHELP – Main menu

After AES has performed all the checks, the main menu will be shown. In the right top corner you can check if the correct version is started. The main functions of AESHelp can be selected via the following buttons:

- **Activation of Airports:** Allows the user to assign credits to airports and to see-which airports are supported by AES.
- **Set Aircraft Parameters:** Allows the user to define the location of the nosewheel and the door for add-on aircraft.
- **Add new Credits:** Allows the user to insert a new serial code that will add new credits and will show used and unused credits.
- **Show Release Notes:** As AES is updated very regularly the manual could be slightly outdated. The release document that will be shown as a PDF document will contain all information that have not yet been put into the manual.
- **Configuration:** Allows the setting of timer-related functions and the volume of the included sounds.
- **Exit program:** Closes the application.



AESHHELP - Activation of airports

In this screen you can see how your credits are used.

- The first column will show OFF, FS9 or FSX to indicate if credits have been assigned to the respective airport (and for which version of the simulator).
- The second column shows the ICAO code of the airport
- The third column shows the name of the airport with the company that is responsible for its development or distribution
- The last column shows the amount of credits that is needed to move the airport from the default DEMO state to a FULLY activated state.

Depending on your version of AESHelp you will only see the airports that are supported by AES. Currently the list of FS2004 airports is longer than the list for FSX, because many airport sceneries are not yet available for FSX.

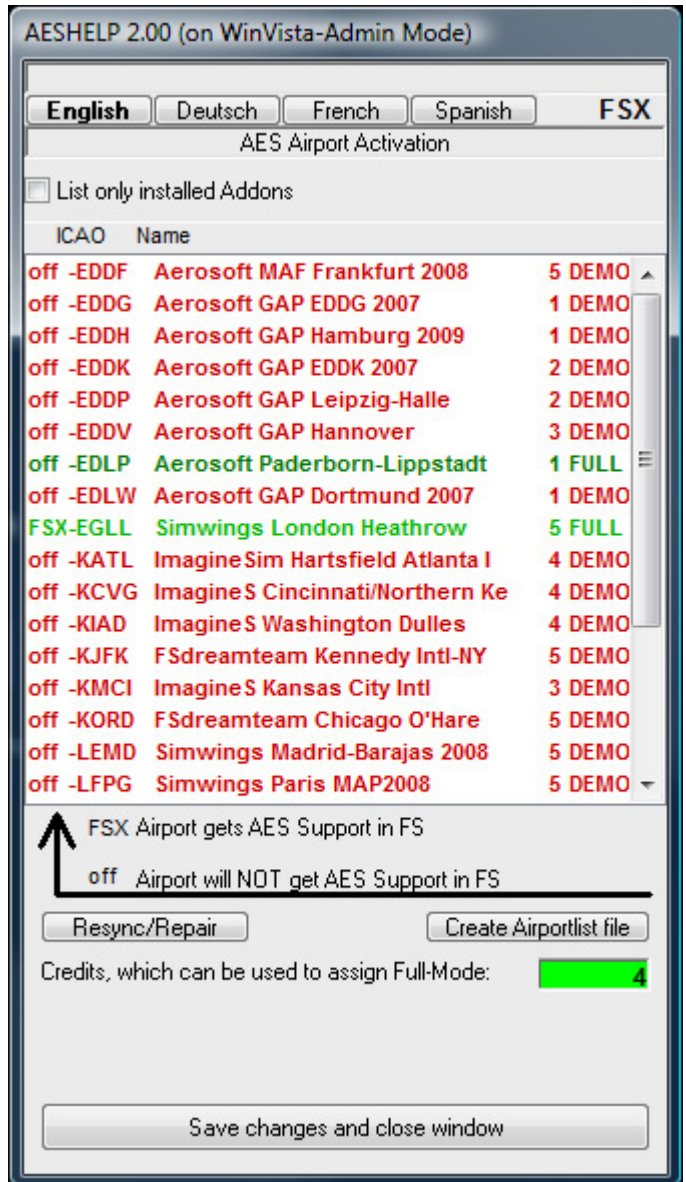
Airports shown in red text cannot be supported. You can hide these airports by clicking the [List only installed Addons] option. There are several reasons why an airport is shown in red:

- It is not (completely) installed
- It is not up to date and needs an update
- It is not activated in the FS scenery manager
- It is not installed correctly.
- Please note that FS2004 allows the use of cached scenery and that this option must be changed to "Use this scenery directly" in the scenery library.

Airports shown in yellow text indicates that the airport files were found, but the airport is still in DEMO mode, meaning no credits have been assigned to it.

Airports shown in dark green text indicates that the airport is in FULL mode (so credits have been assigned but it has not yet been assigned to a simulator). The first column will show OFF. When this OFF text is clicked you can assign it to a simulator.

Airports shown in bright green text are available in FULL mode without any limitation.



Airports can be in three different modes, DEMO, FULL or SPONSOR

- **Demo Mode:** To activate an airport that is shown in green for DEMO mode (meaning AES found the airport on your system) just click the first column of that airport listing until it shows the simulator you would like to use it for.
- **Full Mode:** To fully activate an airport you will need to assign credits. You will see how many credits are needed and how many credits are available (if there are not enough credits you will need to buy more). Simply click on the airport you wish to assign credits to. After two warnings the credits will be assigned and the airport will show the FULL mode indication and be bright green. **If the airport is available both in the FS2004 and FSX version on your system, both will be set to FULL mode.** You do not need to use additional credits.

Important: after you assigned credits to an airport this action can NOT be undone. When different versions of an airport are available or if there are very important additions or changes made by other developers, you will be presented with an additional menu showing these versions different to the assignment of credits this can be changed later.

- **Sponsor mode:** Some airports are shown with SPON in the last column. This indicates that you do not have to pay to set the airport to FULL mode. However, you will see some small advertisements for the sponsor on the jetways. If you do not like them you can just assign credits and the airport will be free of any advertisement.

off -LSGG	DFS Geneva Cointrin	2 DEMO
off -LSGG	FSDreamteam Geneva	2 DEMO
off -LSZH	FreeZ Zuerich Intl	3 SPON
off -LSZH	FSDreamteam Zuerich	3 DEMO

The sponsor mode allows us to include large and complex airports that are offered as freeware. We try to avoid asking for money to support freeware airports but when the airport is large the programming is very time-consuming and costly. The sponsor mode solves this problem.

AESHELP – Set aircraft parameters

For some functions AES needs to know something about the aircraft you are using. If for example you want to make the tractor link up with the nose wheel we need to know exactly where the nose wheel is located. For many important aircraft you might have bought or downloaded, these parameters have already been included but you can use AESConfig to tweak them or to set the parameters for aircraft not yet included.

AESConfig is started when you select the [Set aircraft parameters] option. Please note that under Vista starting AESConfig does not always work automatically. It is possible that you see a text asking you to start it manually. You will find AESConfig in the FSMainDirectory\Aerosoft\AES folder.

AESHELP – Add new credits

To set commercial airports from DEMO to FULL mode you will need to assign credits. These credits can be bought in packs of 10 credits. When you buy a credit pack you will be sent a serial code by email. Copy this serial code to your clipboard and select the “Add new credits” option.

In the dialog you will see a field (marked red here) to paste the code in. If you don't do not feel comfortable with the copy and paste action you can also type the code in manually. Click the [Press to add new Credits to the list] option and the new credits will be shown in the list and the free credit indication will be updated.

Again note that the credits are available for both simulators if both FS2004 and FSX are installed.

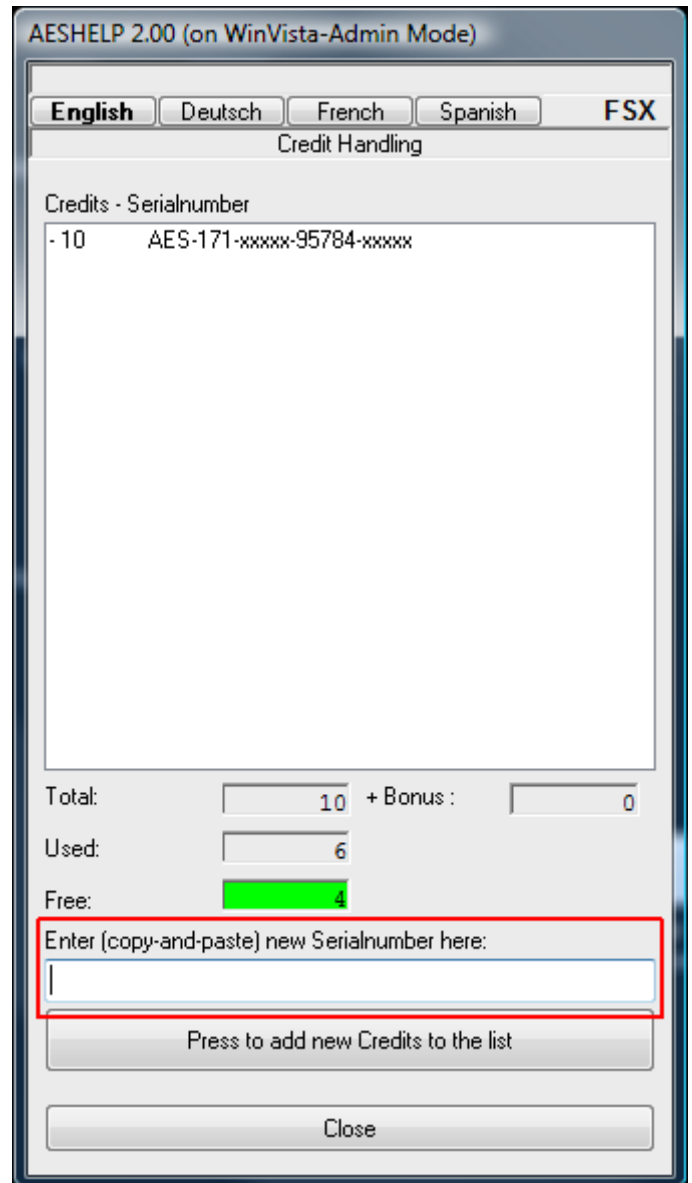
AESHELP - Bonus system

Because we understand the value of customers who are faithful there is a bonus system included that adds free credits. The system is simple: when you add more credit packs you get more free credits.

- 3 credit packs or more -> 1 additional credit per credit pack
- 6 credit packs or more -> 2 additional credits per credit pack
- 9 credit packs or more -> 3 additional credits per credit pack
- 15 credit packs or more -> 4 additional credits per credit pack

For example, if you bought 8 credit packs you will get 80 credits plus 16 bonus credits= 96 credits!

Again we would like to mention that using shared or illegal credits is not without risk. If they are known to us they will be flagged and AES will automatically deactivate them. If they have already been assigned to airports AES will insist that they are replaced with legally bought credits before the airports will function again. Please do not seek support on these issues because this will only force us to also take legal measures against the users.



AESHELP – Show release notes

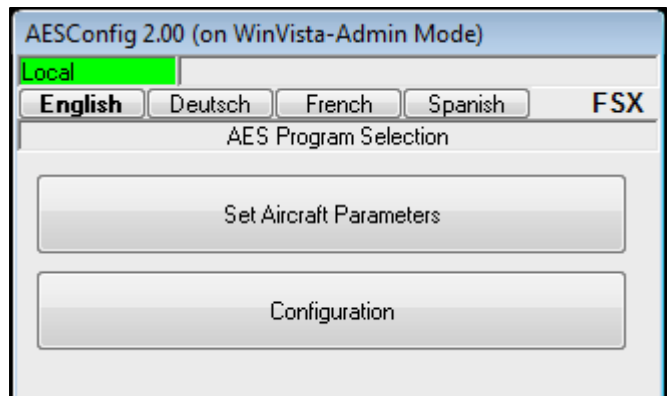
Using this function will open the PDF formatted Release Notes that contain the information that was gathered after the manual was completed. You can find this file on this location:
FsMainDir\Aerosoft\AES\relnote_ENG.PDF

AESHELP - Configuration

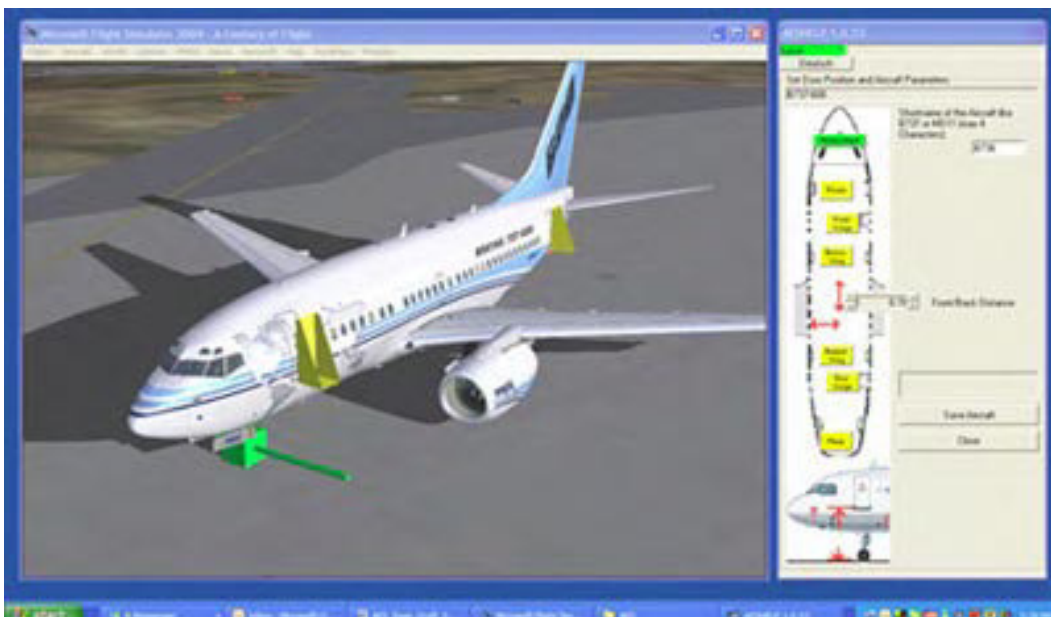
Using this option will start the AESConfig tool and allows you to configure several options of AES. Please note that under Vista starting the AESConfig tool does not always work automatically. It is possible that you see a text asking you to start it manually. You will find the AESConfig tool in the FSMainDirectory\Aerosoft\AES folder.

AESConfig

AESConfig is used to configure AES parameters. It can only be started when FS is running and the user aircraft located at one of the supported airports. This is necessary because this tool interacts with FS in many ways. You will see [Local] in a green field when AESConfig is connected or [Disconnected] in a red field when AESconfig is not yet connected to FS. Depending on whether you started AESConfig directly or from AESHELP you can see a menu with two items as shown here or you could already be in one of these options.



Please note that in Vista both the simulator and AESConfig must be started from the same account. Normally this would always be standard, but it could be that you started FSX with administrator rights. You are unlikely to experience this problem, however.

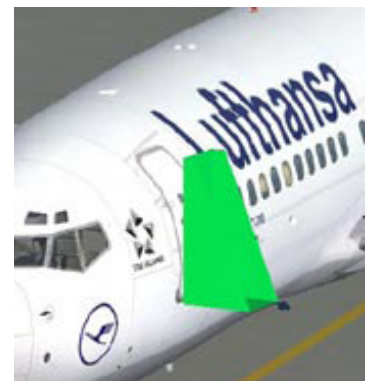
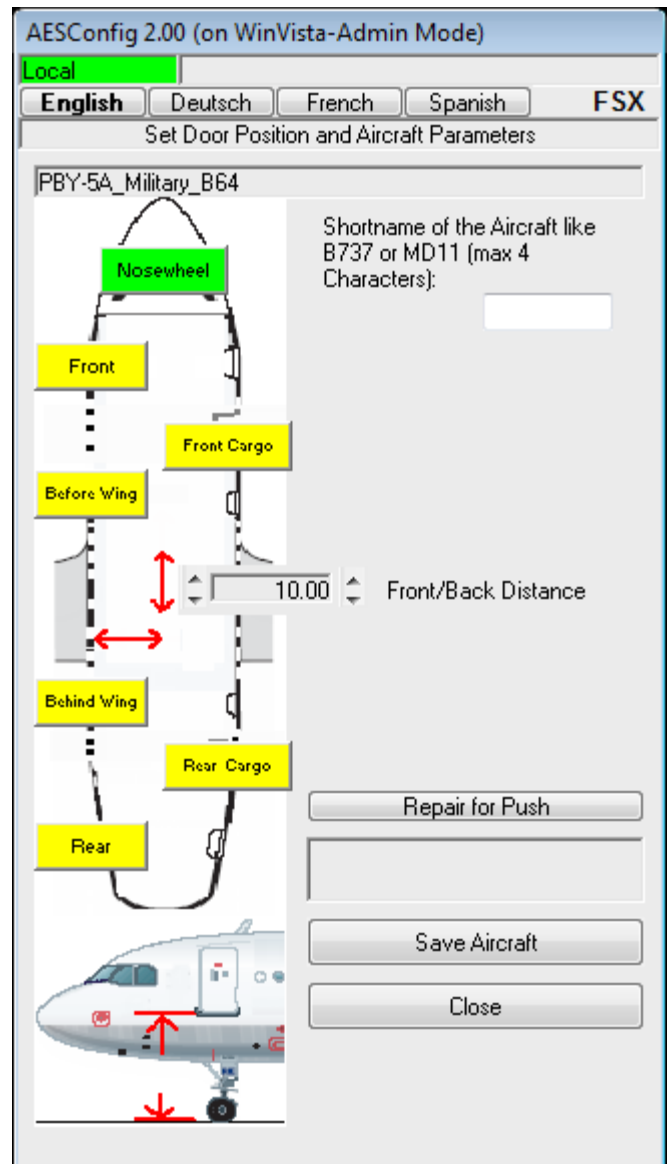


AESConfig - Set Aircraft Parameters

The service vehicles and push back tractor of AES look best when they are perfectly aligned and connected with your aircraft, but as the location of the (visual) nose wheel and the doors and hatches are only defined in the visual model AES needs to be taught their location. Please note that for many default and add-on aircraft this has already been done and AES will recognize them automatically.

When AESConfig is connected to FS and the aircraft is placed somewhere where you can see it from all angles (move to outside view) you will see the dialog screen shown here. We'll go through the functions on this screen:

- Shortname: you need to give the aircraft a 3 or 4 character code which will be shown on the Safegate docking displays. B747, A340 etc. are obvious choices.
- Nosewheel: In order to define the nose wheel location you click this field and it will be shown in green. In FS you will also see a green 'symbol' and in the centre of the AESConfig screen you will see a Front/Back selection. By clicking the small arrows the green symbol in FS will move. The left arrows move it in large 1 metre steps, the right arrows move it in steps of 5 centimetres. Move the green box exactly onto the nose wheel.
- Left doors: the four boxes on the left side of the aircraft indicate the passenger doors. You can not define more than 4 doors. Again a green icon will show up in FS to let you move the door position visually.
- Selected door...: click this to activate or deactivate this door
 - Front/Back Distance: positions the door on the nose - tail axis
 - Left/Right Distance: positions the door on the right wing – left wing axis
 - Up/Down Distance: moves the door up – down
 - Enter angle of door...: tilts the door to suit the curvature of the fuselage
- Right cargo doors: The two boxes on the right side of the fuselage symbolise the cargo doors. The parameters are identical to the ones for the left passenger doors, though the angle parameter is not used.



- **Save Aircraft:** This option saves the parameters for this aircraft in a file called „Intelliscene.cfg“ that will be located in the aircraft folder. They are saved for the whole aircraft, no matter which livery is loaded. You will find these cfg files for many aircraft if you for example search the AVSIM libraries using the AES search parameters. However, it is kind of fun to define these things yourself, so you should give it a try!
- **Repair for Push:** Some aircraft do not behave when they are pushed back and start to jump (or even crash). This happens if their "static_pitch" and "static_cg_height" values are not fully usable. Clicking this button recalculates these values and removes the problem. If for any reason you want the original parameters back the plane, it can be reset by clicking the same field (now showing "Reset Push to Default").

AESConfig - Use Aircraft Parameters to tweak animations

The distance between the ground and the doors is partly used to determine which service vehicles will be used. It is good to understand them.

- **Passenger doors**
 - 0 <> 100 cm: No passenger stairs of any type and no catering but buses and cleaning vehicles will be at these doors. This is for example useful to define the rear door of an MD80 when normally only the cleaning crew will arrive.
 - 0 <> 130 cm: No catering but the lower type of mobile stairs is used.
 - 0 <> 180 cm: Both catering and the lower type of mobile stairs are used.
 - >180 cm: Both catering and the high stairs are used.
- **Cargo doors**
 - 0 <> 100 cm: No cargo vehicles.
 - 0 <> 200 cm: Belt loader vehicles used.
 - > 200 cm: Container loaders used.

AESConfig – Configuration

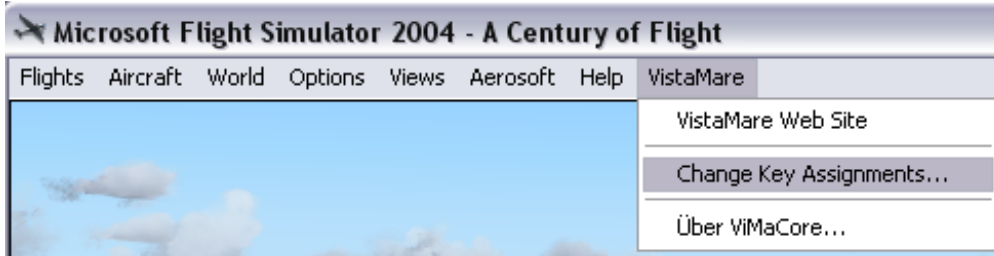
In this dialog you can set the volume of the sounds and the timing of the vehicles.

- **Timing:** All vehicles will arrive and depart using random timing. The timing however has minimum and maximum values for each procedure. If you use smaller aircraft you can set them to shorter timing; if you fly A380 or B747 a longer period would be more realistic.
- **Volume:** All sounds triggered by AES are controlled via the audio Wave channel. The way this is shown in your system depends largely on your OS and the drivers of the audio chipset. It could be called Wave or Application but it should be easy to find when you experiment a bit.
Furthermore, AESConfig allows some additional sound settings to make the sounds more realistic. Some sounds have settings for internal and external views.
- **Save:** Will save the settings.

Please note that all sounds are played with respect to the view position in FS. If the position changes the sounds could be too loud or too soft. Some problems have especially been reported with Active Camera but they can be avoided by deactivating Fly-By and Approach View in Active Camera.

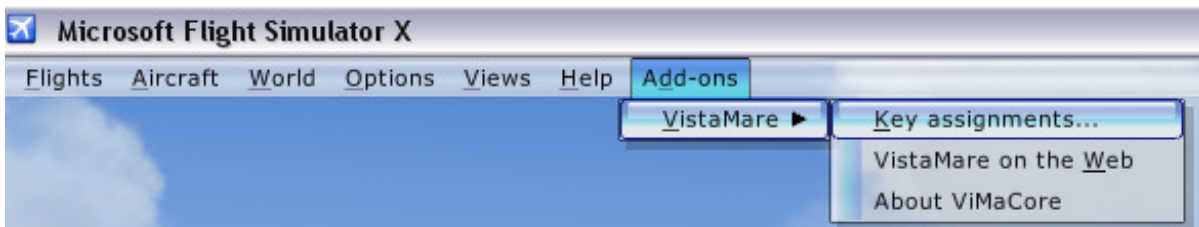
AES Key Commands inside FS

You use the key combination <CTRL>+<SHIFT>+<W> to call up the AES main menu in FS. If this causes a conflict with some other application it is possible to change this default combination by using the menu items shown below. In FS2004:



If LAGO products are installed it is possible that this menu is called LAGO and not VistaMare.

In FSX:



Using the [Edit] option that will be shown, it is possible to select a new key combination. The AES window can always be closed with the <F10> key or the selected key combination. Please note that possibly the key combination is only activated after restarting FS.

Functions of AES inside FS

Please note that these functions are ONLY available at airports that are activated in AES!

- **Snow and rain on runways:** When AES detects rain or snow the runways will get a new visual effect. When the rain or snowfall stops the effect will be removed after a certain time.



- **Runway centre lights sound:** As you take off your nose wheel might be hitting the centre runway lights. This can not be heard in the passenger cabin but as the nose wheel is often directly below the cockpit it can be heard and felt there. It is for this reason take-offs are often done slightly left or right of the centre line.
- **Follow-me vehicle:** Once you landed and left the runway a single <CTRL>+<SHIFT>+<W> key command will call up the Follow-me truck. Now you get to choose the gate you want to go to. It is best to contact FS or online ATC at this point and then select the assigned position (or gate) with the F1 and F2 keys. F3 will start the Follow me procedure. Following the car should be easy as it slows down when turning and you will see the car use its turn signals. When you get to your final position guidance will be taken over by a marshaller or the docking system. When you are in position, set the parking brakes and shut down the engines.



AES - Airport Enhancement Services -2.00 - LFPG-FULL - <Close window with F10>

```
Request Followme to Position: GATE_A 14
F1 - decrement Position
F2 - increment Position
F3 - Request Follow-Me to selected Position
F4 -
```

Please note the taxi route followed by the Follow-me truck might differ from the standard routes and that it might perhaps not be a good idea to use this feature during online flights where you are controlled by “real” ATC services. So even when you are following the truck you should make sure you are using the taxi route assigned to you by atc. If the truck uses a different route you can call the taxi-service again later. Also note that the Follow-me is not able to avoid AI traffic. If you see a conflict looming, just stop the aircraft for a moment, the Follow-me truck will wait for you to continue.

- **Push-In:** At some airports (for example GAP EDLW Dortmund there are stands you cannot drive into but will have to be pushed into backwards. AES knows about these locations and will offer two variations of this procedure. After you selected a gate with a push-in feature and started the Follow-me procedure (with the F3 command) you will see an additional dialog.

AES - Airport Enhancement Services -2.00 - LFPG-FULL - <Close window with F10>

Activate Push into Position
 F1 - Select Push into Position Feature
 F2 - Select normal Taxi into Position Feature

If your aircraft is small enough to turn into the stand you can use the F2 option and handle the procedure yourself. The F1 option will start with a normal follow-me procedure but when you are close to the location the Follow-me car will stop and a marshaller will be seen. At this moment you must set the parking brakes and shut down the engines.



If you are already close to such a location you can call up the AES dialog and select the parking location. A slightly different dialog will be shown, offering push-in beside all the standard options.

Note: You must be on parking brakes with engines off and close to a push-in location or otherwise this will fail.

AES - Airport Enhancement Services -2.00 - LFPG-FULL - <Close window with F10>

Request Followme to Position: DOCK 20 --Push-In possible--
 F1 - decrement Position
 F2 - increment Position
 F3 - Request Follow-Me to selected Position
 F4 - Request Push into selected Position

Using the F4 command will start the push-in procedure. Again note that you must have the parking brakes set and the engines stopped. The actual push-in procedure is the same as the push-back procedure. Just follow the instructions of the ground crew.

- **Marshaller:** When your final location does not have a docking system a marshaller will guide you. He will point left or right and will cross his arms when you should stop and set your parking brakes. Shut down your engines after that.



- Docking at gates:** After you are in the right location and have set the parking brakes and shut down the engines you will be greeted by the ground crew that will have set the blocks in front of the wheels. The passenger loading bridge will start to move and an alarm bell will sound while it moves. If your aircraft has two doors in front of the wing the second door will be used. If the animation is not at the perfect location you can tweak this by using the AESConfig module. Other doors on the left side will get stairs. Note for the A380 that some airports already have a third passenger loading bridge to handle the upper deck door. If the short name defined in the AESConfig starts with "A38" the third passenger loading bridge will dock to the upper deck. This location cannot yet be set in AESConfig.



If you change your aircraft while at a gate, AES will detect this and will move the vehicles and passenger loading bridges to the correct locations. It is possible that this does not work perfectly though and it might be necessary to restart the follow-me procedure.

- Service operations:** When you are in the final location and the parking brakes are set you can call up the Service Operations menu (again with the default AES key command).

```
AES - Airport Enhancement Services -2.00 - LFPG-FULL - <Close window with F10>

Set Operation at Position C3 :
F1 - O - Request Deboarding
F2 - O - Request Catering Service Vehicles now
F3 - O - Request Cleaning Service Vehicles now
F4 - O - Request Fuel Truck - no filling at the moment!
F5 - O - Request Boarding now
F6 - Prepare Position now for Departure
F7 - Reset Position now - after Aircraftchange
F8 - Move Aircraft to exact Parkposition
```

Depending on your current situation (you just arrived here, or you positioned the aircraft here to start a new flight) you can select any service. When a service started the [O] shown in the dialog will change into an [X]. Just do not ask the cleaning service to start before deboarding the aircraft! The time it takes to do all the services is set at random within the AESConfig parameters.

- Deboarding in positions without passenger loading bridge:** Should you be in a position that does not have a passenger loading bridge starting the deboarding will call up buses that will carry the passengers to the terminal. Please note that you will NOT actually see passengers. For the time being this

is technically not possible.



- **Catering:** When deboarding has been completed you can call up the catering service. The correct trucks will appear at the right side of the aircraft and will start their work.



- **Cleaning:** After you called up the cleaning crew a small van will appear to bring the cleaners and a water truck will fill the fresh water tanks. Please note that these vehicles will not show until deboarding has been completed. At the end of this process you will be told that the cabin is ready for boarding.



- **Refuelling:** When this service is has been called a tanker will drive up to the left wing. Your tanks, however, will not be filled. Use the standard FS

functions for that.



- **Boarding:** Boarding cannot be started until all the other services have finished. At the end of boarding you will be notified with a "Boarding completed" call.
- **Prepare Position now for Departure:** Normally this is only used when all services have been completed but when you are in a hurry the use of this service will stop all other services. All vehicles will drive off and we assume you are in the cockpit and ready for push back at this moment.
- **Reset Position now:** Should it be necessary this command will reset the procedure to the moment you arrive at the gate.
- **Move Aircraft to exact Park position:** If you load an FS situation or use the GOTO menu in FS it is possible that the aircraft does not end up in the right position. This option corrects that. To use it set parking brakes and shut down the engines. You will get the standard "Blocks in position" from the ground crew. Now call up the AES menu and use the F8 command. You will now be asked to release the parking brakes. The aircraft will move and when you set the parking brakes the event will be completed.
- **Departing:** The order of the procedures following "Prepare Position now for Departure" in the services menu depends on which services you called up before.
- **De-icing:** When the temperature is below 3 degrees Celsius, when it is snowing or icing conditions must be expected AES will automatically offer de-icing.

```
AES - Airport Enhancement Services -2.00 - LFPG-FULL - <Close window with F10>
DeIcing Service Request
F1 - Request DeIcing
F2 - No DeIcing needed
```

Using the F1 option will call up the de-icing service vehicles. They will only start their job when all other vehicles have departed. Note that the de-icing does not follow the exact contours of the aircraft as AES does not know exactly what the aircraft looks like.



At the end of the de-icing procedure you can proceed with other departing options.

- **Drive through:** When the location allows a simple drive through the AES ground crew will let you know when all vehicles have left so you can start the engines. When they are running the ground crew will wish you a good flight and disconnect their headset. You are now clear to start your taxi.
- **Pushback:** When a pushback is needed to depart the location you will be offered a pushback. In the menu 'to left' means the aircraft will end up with the nose to the right. In many gates there is no direction option. In some locations where the size of the aircraft determines if a pushback is needed you will get the option to skip the pushback.

AES - Airport Enhancement Services -2.00 - LFPG-FULL - <Close window with F10>

Request Pushback
F1 - Start Pushback to Left
F2 - Start Pushback to Right
F3 - No Pushback, only clearance

When the pushback starts a push back tractor suitable for the size of the aircraft will show up near the nose wheel. Make sure the strobe lights are on at this moment.



From this moment on the control is in the hands of the ground crew and you just have to follow their commands. It is most attractive to watch this from external view. When it does not cause any security issues you might be allowed to start the engines during the push back. Please use the lowest possible power settings!

At the end of the push back you will be told to set the parking brakes. This will make the push back tractor drive off and you will hear the ground crew tell you they will disconnect and what direction they will move to. Keep an eye on them because they will give you a hand signal when you can start to taxi. You are NOT allowed to move before you have seen this signal as the ATC ground controller is not able to see the vehicles and people around the aircraft.



Note that you can always pause the pushback by setting the parking brakes. When other add-ons use the parking brakes to show blocks or vehicles you can also keep the brakes pushed until you get your clearance.

FAQs

Q: AESHelp does not see the add-on airport installed.

A: There are a few reasons for this;

The airport has to be set to 'Active' in the scenery library.

The airport has to be set to 'use Scenery direct' (only FS2004) in the scenery library.

The airport has to be complete and updated. Even small changes can cause AES not to recognize it.

Q: AES is not active in FS.

A: Make sure the right simulator is chosen in AESHelp.

Q: Vehicles or complete gates (passenger boarding bridges) suddenly disappear!

A: The airport is used in DEMO mode and after 5 minutes all AES functions are removed. Set it back to the OFF mode to see the original scenery.

Q: I see some scenery objects twice or objects are totally missing.

A: When the scenery is reinstalled this can happen. Use the repair option in the Airport list to solve this. Restart FS.

Q: Nothing happens when I arrive at the final location. The marshaller just stands there.

A: Make sure the parking brakes are set and the engines are off!

Q: The passenger loading bridge(s) do not appear while other vehicles do show.

A: This is most likely caused by an incorrect aircraft position. Use the [Reset position now] to correct this.

Q: During pushback the aircraft bounces or even crashes.

A: Use the [Repair for push] option in the AESConfig menu.