## p3dStarter



#### 1. Intro

Before loading a PMDG airplane flight in Prepar3D you normally start Prepar3D so it loads the Scenario Startup screen with a default Prepar3D airplane. You then select a PMDG airplane model and livery before selecting start position, weather and date and time. After Prepar3D has finished its loading of scenery and terrain data and PMDG has finished its initialization, you either keep the already loaded PMDG airplane Panel state or set up another Panel state (Default/Ready, Long, Short, Cold and Dark or customized panel state from the CDU).

This method of starting a flight always brings up the default screen/windows configuration of the PMDG airplanes, so you need to make a screens/windows configuration to match your preferred configuration every time. Quite boring if you have several monitors and a customized screens/windows configuration as you must rearrange screens/windows configuration every time if you want your customized screens/windows configuration.

Another alternative is to load a Scenario that you have saved with your preferred:

- Airplane model
- Airplane livery
- Airplane Panel State (Default/Ready, Short, Long, Cold & Dark or a customized panel state)
- Airplane default or customized cockpit screens/windows configuration
- Airplane start position (in Air, at Airport runway or gate)
- Date and Time
- Weather

## The limitation of this Prepar3D feature is that you will have the same airplane model and livery, start at the same

position with the same airplane Panel state configuration at the same Date and Time. After the airplane has loaded in Prepar3D and the airplane initializing is ready, which takes a long time even on a powerful PC, you can move your PMDG airplane to another start position together with another weather scheme and data and time. After a new "reload" of scenery and terrain data, a change to another airplane Panel state configuration can be done via the FMC. This will take another long waiting time before everything is ready and you can enter cockpit.

*But, the airplane model and livery cannot be changed*. To do that you would need to load another Scenario which has been pre-saved with the desired airplane model and livery. This means that you need to set up your specific screens/windows configuration for every Scenario you want to save. This will require a lot of pre-saved Scenarios to be made. IMHO a very time consuming and little flexible loading function.

# Another big issue is that the custom cockpit screens and windows configuration is only linked to the airplane you had active when you saved the scenario.

With p3dStarter you can avoid those limitations described in read text above and have a much more flexible and easy methods to load PMDG airplanes in Prepar3D.

p3dStarter lets you alter any or all the above parameters in a pre-defined Scenario file before it loads the Scenario with the selected airplane livery and the custom cockpit screen and window configuration.

With p3dStarter you select any airplane, livery, cockpit screens/windows configuration, panel state, start position, date and time and load it DIRECTLY.

In addition to the simplified loading of airplanes as described above, you can now use the new MapLog features that comes with p3dStarter. MapLog enables loading all types of flights from a MAP that support loading of csv files.

Any type of flight starts (on the ground or in the air with any panel state configuration and flight phases) from any positions or routes you have been flying and "maplogged" can be selected and loaded.

### 2. Installation

1. Verify that you have or add these 2 lines to 737NGX\_Options.ini, 747QOTSII\_Options.ini, 777X\_Options.ini files:

#### [SDK]

#### EnableDataBroadcast=1

#### EnableCDUBroadcast.1=1

You find the Option.ini files under respective airplane folder...\P3Dv4 main folder\PMDG\airplane

2. If you do not have any pre-defined Scenario files with your preferred cockpit screens/windows configuration for your airplanes, make these files now.

1. Start Prepar3D and select an airplane and arrange your screens/windows configuration and open the Scenario menu and set a name and Save. You can have several screens/windows configurations as long as you have different names for them.

2. Repeat for all airplanes and cockpit screens/windows configurations you are going to use.

3. Download and install the free program <u>MakeRwys</u> v.4.8.6 or later from the Internet before using p3dStarter.

- 4. Unzip the downloaded p3dStarter.zip to you preferred folder.
- 5. Start p3dStarter and click the Settings menu.
  - i. click "Create new databases" (repeat when new airplane liveries are added to Prepar3D)

p3DStarter will restart before you continue

- ii. click the Setting menu and click "Create image database" (repeat when new airplane liveries are added to Prepar3D)
- iii. select an Airplane model and select a Scenario with your preferred cockpit screens/windows configurations
  - repeat for all airplanes you want to use
  - you will now see a list of Airplanes linked with Scenarios
- 6. Copy your unique Google My Maps ID to ../p3dStarter/MapLog.ini (see Additional info below on how to find your Google My Maps ID)
- 7. Copy shortcut links for all your Prepar3D utility programs to the ../p3DStarter/Tools

Not a mandatory step, but you will find that having all your P3D utility programs accessible from one place is very, very convenient

That is all, installation is now ready 🚱



- 3. How to use p3dStarter and make you flight preparation easy and fast.
  - Start Prepar3D with the Prepar3D Scenario screen open with a default airplane.
  - After p3dStarter has open, click Tools and start up your flight planning and ATC utilities.
  - Select airplane type and livery, airplane panel state, start position, date and time.
  - Click "Set Flight" button.
  - Click Load on the Scenario screen in Prepar3D
  - Click Date/Time and double click the Scenario file on top of the Load Scenario screen.

To load a pre-made "maplogged" flight in P3D from p3dStarter, click the "MapLog flights" menu and double click a flight of choice. When the selected flight line goes red, you just make a "Paste" (Ctrl-V) in Prepar3D's Load Scenario search field and hit OK.

To delete a pre-make "maplogged" flight, make a right click on the flight.

Any airplane model and livery, position, panel state etc. etc. that has been "maplogged" can be loaded.

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KSEAKLAX_20180715_1407	KSEA	PMDG 777-223LR American Airlines (Fictional)	TAKEOFF	PMDG 777-223LR American Airlines (Fictional) - ready for TAKEOFF from KSEA to KLAX	KS							
KSEAKLAX_20180715_1407	KSEA	PMDG 777-223LR American Airlines (Fictional)	TAKEOFF	PMDG 777-223LR American Airlines (Fictional) - ready for TAKEOFF from KSEA to KLAX	KS							
KSEAKLAX_20180715_1408	KSEA	PMDG 777-223LR American Airlines (Fictional)	TAKEOFF	PMDG 777-223LR American Airlines (Fictional) - ready for TAKEOFF from KSEA to KLAX	KS							
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KMSPKIAD_20180717_1859	KMSP	Boeing 737-8CTNGX WestJet Winglets	CRUISE	Boeing 737-8CTNGX WestJet Winglets - in CRUISE from KMSP to KIAD	KM							
KMSPKIAD_20180717_1901	KMSP	Boeing 737-8CTNGX WestJet Winglets	CRUISE	Boeing 737-8CTNGX WestJet Winglets - in CRUISE from KMSP to KIAD	KM							
KMSPKIAD_20180717_1902	KMSP	Boeing 737-8CTNGX WestJet Winglets	CRUISE	Boeing 737-8CTNGX WestJet Winglets - in CRUISE from KMSP to KIAD	KM							
KMSPKIAD_20180717_1943	KMSP	Boeing 737-8CTNGX WestJet Winglets	CRUISE	Boeing 737-8CTNGX WestJet Winglets - in CRUISE from KMSP to KIAD	KM							
EKCHEKCH_20180719_1826	EKCH	Boeing 737-86NNGX Norwegian Air Shuttle Winglets	TAKEOFF	Boeing 737-86NNGX Norwegian Air Shuttle Winglets - ready for TAKEOFF from EKCH to EKCH	EK							
EKCHEKCH_20180719_1832	EKCH	Boeing 737-86NNGX Norwegian Air Shuttle Winglets	APPROACH	Boeing 737-86NNGX Norwegian Air Shuttle Winglets - in APPROACH to EKCH from EKCH	EK							

#### 4. MapLog

Saving flight markers that can be viewed and/or later be loaded to P3D from p3dStarter's MapLog flights, Little NavMap and Google's My Maps, Google Map and Google Earth.

As can be seen in the image below there are pre-defined save situations to select from. You must decide which situation should be saved in respect to your actual flight phase.

IMPORTANT : The First Officers FMC MUST display the RTE page 1 to save FMC data correctly.

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							Save Flight in LANDING mode		
							Close MapLog		

Saved flight markers to be used in p3dStarter and the MAPs are created by MapLog and stored in the MapLog\_csv, MapLog\_g.csv and MapLog\_s.csv files.

#### Using Little NavMap

a. You need to load the file MapLog.csv in ..\p3dStarter folder via Little NavMap's Userdata/ImportCSV menu



After that you can select any saved flight by clicking a Logbook Userpoint or via the Search screen in the MAP and double click the text in the Name: row of the Userpoint screen and copy it (CTRL-C).

To load this flight Prepar3D should be up and running with the Scenario screen active and you just paste (CTRL-V) in the search filed and click OK.

#### Using any of the Google maps

You need to load the file MapLog\_g.csv in ..\p3dStarter folder via Google map's load CSV menu

Prepar3D should be up and running with the Scenario screen active and you just paste (CTRL-V) in the search filed and click OK.

The searching and selecting functions are all done from within the MAP program you are using.

You can also have may My Maps defined, i.e. one for all your B737 flights, one for your B747 flight etc.

#### **ADDITIONAL INFO**

When user select an ICAO, p3dStarter will display info about the real weather at the airport

Users with Active Sky 2016 will get info about active runways in use if Active Sky 2016 is running when p3dStarter is stared

In order to use Google My Maps, you must have a Google ID and the Chrome web browser installed on your PC.

In Chrome, when you are logged on with your Google ID, go to

https://www.google.com/mymaps

Your My MAPS ID is the text between the 2 "=" in the search bar after you have created a map.

Paste this ID to MapLog.ini in the p3dStater folder.

Users can load an airplane that has been "maplogged" in different ways:

- 1. From p3dStarter/MapLog flights as described in chapter 3 above
- 2. From a map by clicking the leftmost or rightmost marker in the Google MyMap screen in p3dStarter.
  - a. Select a flight
  - b. Copy(Ctrl-C) text under Name and a Paste(Ctrl-V) in P3D's Load Scenario search field and hit OK.

There are many ways to set up your maps and, just try it out.

When using Little NavMap users can the airplane location on a moving Google Map.

When changing from a PMDG airplane to another PMDG airplane users should do this by restarting Prepar3D.

When changing to a default airplane or another airplane that does not require a restart of Prepar3D to function properly, users should close active Maplog in the Prepar3D Add-ons menu and activate again after the airplane has loaded.