

Website -NG- User Guide

Pre-requisites (What you need)

The latest version of Flight Logger (see link on front page of the website)

Flight Loggers version 3 and 4.0 do not work with the new website and have now been retired.

Flash 10 or greater: [Get Flash Here](#)

A modern web browser: Internet Explorer 8+, Firefox 3.6.16 or 4, Opera, Safari etc.

Introduction

The previous website pushed many boundaries in its day, including leading the way with automatic systems to handle signups, flight hours and rosters. However, as technology has moved on, the level of complexity involved in our Virtual Airline has outgrown many of the design choices that the current site is locked into - simply put, the current website is not easily maintainable and as you'll have no doubt seen very difficult to secure.

In 2009 work started on the NG (Next Generation) Website with a target to switch over to this new platform for our 10 year anniversary (end of April 2011). The culmination of almost two years work by the whole of the Management Team is now ready to go.

In the last few months Andrei has worked very hard rewriting Flight Logger 4 to be compatible with the new site and its new features, Murray has been converting scripts and functionality over so we don't take a step backwards in any important area, and the ops team have been performing vital data entry for aircraft, missions, tours and events, as well as bug hunting with the closed beta team.

The NG website is pretty much feature complete for release; that is all the essential features are in, have been tested as working when they were written and then tested again, but may or may not be working properly now - the list of known issues is small, but we expect there are a number of as yet unknown bugs.

The site, as with all websites, does not represent a final state - websites evolve over time. We hope to build on the foundation we are launching now to keep our Virtual Airline at the leading edge.

We would like you to play hard with the new site, enjoy the new functionality and report any problems into the NG Website forum. Keep your ears about you for upcoming announcements regarding our anniversary events and celebrations.

Kind regards,

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EHM-1997 Alexander Worton
Euroharmony VA Management
Web Developer

Overview

1. Main Menu

2. Pilot Status and Menu

3. Rank

EUROHARMONY
Flight Simulator 2004, Flight Simulator X and X-Plane

Home | Airline | Careers | Operations | Community | Contact Us |

Monday 4th of April 2011 (8 : 53 Zulu)

Inactive
We notice that you haven't been active for a while, so we turned off the information feed to save bandwidth - refresh the page to reactivate it.

Airline Transport Pilot

Quick Links
Operations Manual
Online Flying Manual
Latest flights
EHM Forum

Software
Flight Logger 4.1
IVAP
Squawkbox:
FSUIPC
XPUIPC

Quick Stats
Total pilots: 895
Active pilots: 76

April
Flights: 3
Pax: 100
Cargo: 1 t

This week
Flights: 3
Pax: 100
Cargo: 1 t

Today
Flights: 0
Pax: 0
Cargo: 0 t

1. Main Menu

Most information that is also publically available is accessible from this menu including the fleet, tours, events, missions and divisions. Most information of interest to existing pilots is available under the operations menu.

2. Pilot status and Pilot Menu

This section details your rank, name, the logout button as well as a pilot menu. From here, visit your hub, profile or dispatch.

3. Rank

A quick and easy visual reminder of your current rank at Euroharmony.

Profile

On first accessing the NG Website, Check and update your profile - example: your preferred flight sim may be incorrect. Check all the data and set as appropriate.

Flights

Dispatch

When first visiting this section, you will see an empty page. From now on, you will assign flights to your dispatch log before flying them. This is an important difference between the NG website and its predecessor. You will need to select one of the flight dispatch options to assign yourself a flight.

You can assign a number of individual flights and routes, but are restricted to a single tour at any time.

Timetable - this is an old school style list of timetables. Select the restrictions, click the button next to the flight and pick your plane before hitting 'assign flight'. Only allowed aircraft appear as options as per the VA regulations (class 1-3 planes for 1-3 flights, 4-6 for 4-6 and class 7 on 7 flights only).

Map - This is the preferred visual method of picking timetabled flights. It has two modes, one for Propilot flights and the other for normal flights, you can switch modes using the tickbox, but it will default to the correct mode depending on where you visited the page from (Map or Propilot). Follow the screen instructions to make selections of class, division and ultimately aircraft. When airfields are displayed on the map, in order to make a selection, simply click on the airfield. Zoom in or out using the side control if need be.

Route - Select origin and destination hub (they can be the same), aircraft and maximum number of legs and click 'select'. If you don't like what you get, just click 'Select' again, repeating until you have a route you do like. When ready, hit 'Accept Route'.

Please note that aircraft hops are determined by the aircraft's range. You may get less than the maximum number of legs selected when using a long range aircraft or a short route.

Assignment - If you don't want to pick your own flight, this is the assigner for you. Hit Request Assignment. If you don't like it, just hit it again and again until you do. Click 'Accept Assignment' to assign to your dispatch log.

Charter - This allows you to enter any flight of your choosing by selecting the origin, destination and aircraft. This feature is currently available for the Aeroclub, Eurobusiness or Wild division aircraft on normal flights only - Propilot excluded.

Propilot - The serious side of Euroharmony. With the launch of Website NG, only Flogger 4.1 and higher are compatible. Flogger 3 and 4.0 are retired. We are using this transition point to use a new field to record flogger scores as we continue to overhaul the Propilot system.


Propilot flight critiquing is coming to flogger 4 over the following months in the replacement system which aims to reward pilots for operating aircraft correctly as opposed to the version 3 system which punished pilots for operational errors).

Your previous flogger score is fixed as a grandfather badge of honour and will be visible in your profile. The new system uses a rolling average, rolling frequency and will also include a rolling aggregate for ranking. This rewards long time Propilot pilots as well as reducing barrier for entry for newer pilots joining the VA.

Propilot movement - In the past we have used 'travel mode' to allow pilots to get out of situations where stuck at a dead end airfield with no available aircraft, or when needing to travel long distances without flying. This took a few days to unlock your travel mode, after which you could instantly move location.

In the new website, travel mode is gone. To replace it, we have dead-heading. Dead-heading allows you to flag yourself for travel by setting your destination. This publicises your intention to travel to other pilots. A pilot flying from your location will pick you up and transport you on their aircraft. This can be as quick as the flight itself, or maybe a little longer, but aims to improve community interaction.

Manual PIREP

Each of the pages should have a key to identify what the icons are for. To submit a manual pirep, please click the icon next to the flight you wish to report in your dispatch log: . This icon does not appear next to Propilot flights which can only be reported via the flight logger.

Flogger 4

Once installed correctly, launched and the databases rebuilt, Flogger 4.1 should be ready to go. Please note you cannot resume any saved flights from Flogger 4.0

On first launch Flogger will perform a complete rebuild of databases. Please be patient while this occurs.

Open Flogger and you'll see where you start flights that there is an additional option - there are Propilot, normal and the new "assigned" option.


Assigned - Selecting Assigned will grab a list of your assigned flights waiting in your dispatch log. This is how most of your flights will probably be flown with the exception of Propilot flights

Propilot - Operates as before - lock a flight on the NG website through dispatch->Propilot and it should appear here if active. When a tour is in progress, the current tour leg will display only if no locked flight exists. In this case, simply unlock any flights to get the tour leg to download to the client.

Normal - This has been modified to work with the assigned flights. Here you can select and fly a timetable or mission without having pre-assigned via the website. All other flights must be assigned/locked and accessed via the other two options.

Tours

Tours are now completely integrated into our database and are assigned to your flight log by visiting the tour page (operations->Tours), selecting the tour, then underneath the legs, selecting the aircraft (or main aircraft) and hitting the assign button. The whole tour is then assigned to your flight log to make tracking progress easier.

For tours that allow aircraft to be changed, select the alternate aircraft for each leg using the  icon in your dispatch log.

Please note if you were part way through a tour when we switched to the NG website, you will need

to contact the Management team to verify and remove the legs you have already flown from the assigned tour - please assign the whole tour to your flight log before contacting management.

Events

Propilot events now have automated signup. When an event is upcoming, it will be advertised on the front page of the website as well as being listed under Operations->events. Click on the event and hit the sign up button to register on the event. Once the event starts further signups cannot take place.

Fleet and divisions

The fleet pages have been overhauled to make it clearer which current and historical aircraft can be flown as well as the division aircraft.

Helicopters have been split out into their own division 'Hopper' which will be developed after the 10 Year anniversary events.

Wild is now a complete division and should work with Flogger as well as manual pirep reporting, please be patient while the timetable for this division is entered.