FS2Crew: QW 787 Edition

MAIN OPS MANUAL

REQUIREMENTS:

- ✓ QualityWings 787 with latest Service Packs:
  http://www.qualitywingssim.com/v.2.0.1.8/index.php
- ✓ FS2Crew QW 787 Edition. Available at: www.fs2crew.com
- ✓ If using Voice Control: A Microphone
- ✓ P3D V4, P3D V5 or FSX

RECOMMENDED:

- ✓ Windows 10 – 64 Bits
- ✓ If using Voice Control: USB Headset. A generic no-name headset is usually enough

SUPPORT FORUM:

Need help? The FS2Crew Support Forum at Avsim.com is the place to go.

Read the "FAQS" Thread first!

If you can't find an answer to your question in the forum or in the manuals, we can also be reached via Facebook and Support Tickets.

Support Forum link:

https://www.avsim.com/forums/forum/212-fs2crew-support-forum/

INTRODUCTION:

The Quality Wings 787 is an awesome rendition of the Boeing 787. But it's not realistic to fly a 787 single handedly. It needs two pilots. That said, FS2Crew stepped up to the challenge to create an FS2Crew for this aircraft.

The FS2Crew team would especially like to thank the developers of the QW 787 as they went above and beyond to help us integrate FS2Crew with their aircraft. The level of integration with the 787 is very high and seamless, in fact, we can even directly control the ECL to some degree.

We hope you enjoy the product. A huge amount of work went into creating it!

This a very complex product, and if you require assistance please feel to reach out to us on the FS2Crew support forum.

DISCLAIMER: This tutorial is made for flight simulation purposes only and does not necessary reflect real world procedures to their fullest. FS2Crew for the QW 787 is an entertainment product. It is not meant for real-world flying or training. It is not affiliated or associated with any specific airline or company.

SPEECH RECONGITION SETUP:

WINDOWS 7, 8 AND 10

Step 1:

Open the 'Windows Speech Recognition' panel via the Windows Control Panel. You can locate this panel easily by typing "speech recognition" in the Search Box on the Windows Control page as shown below.
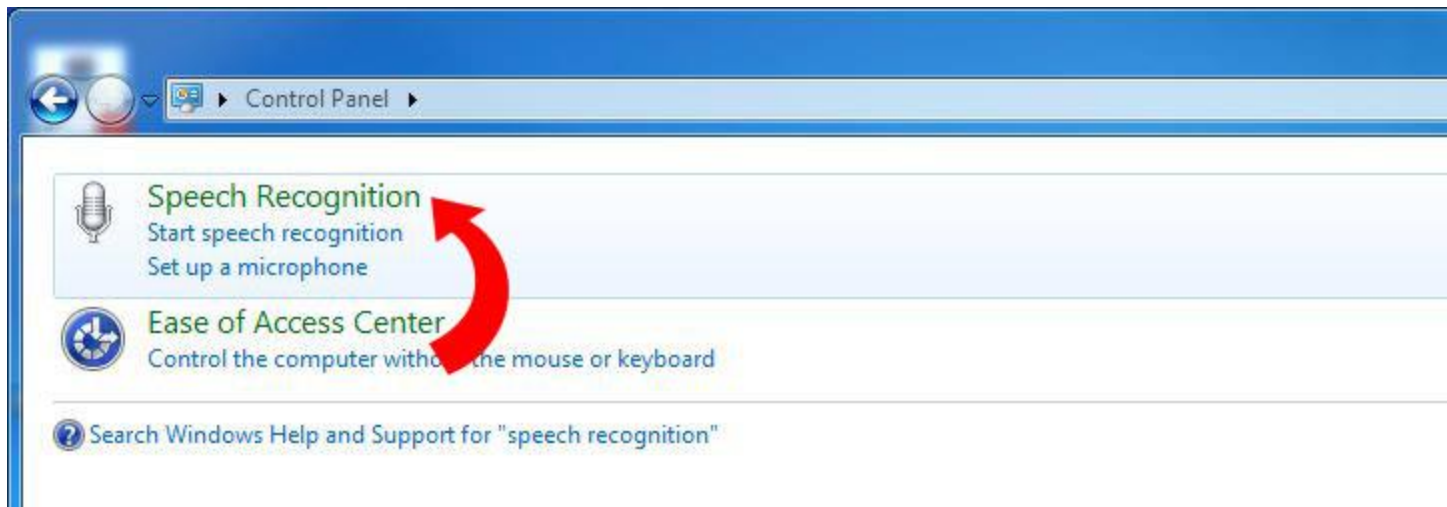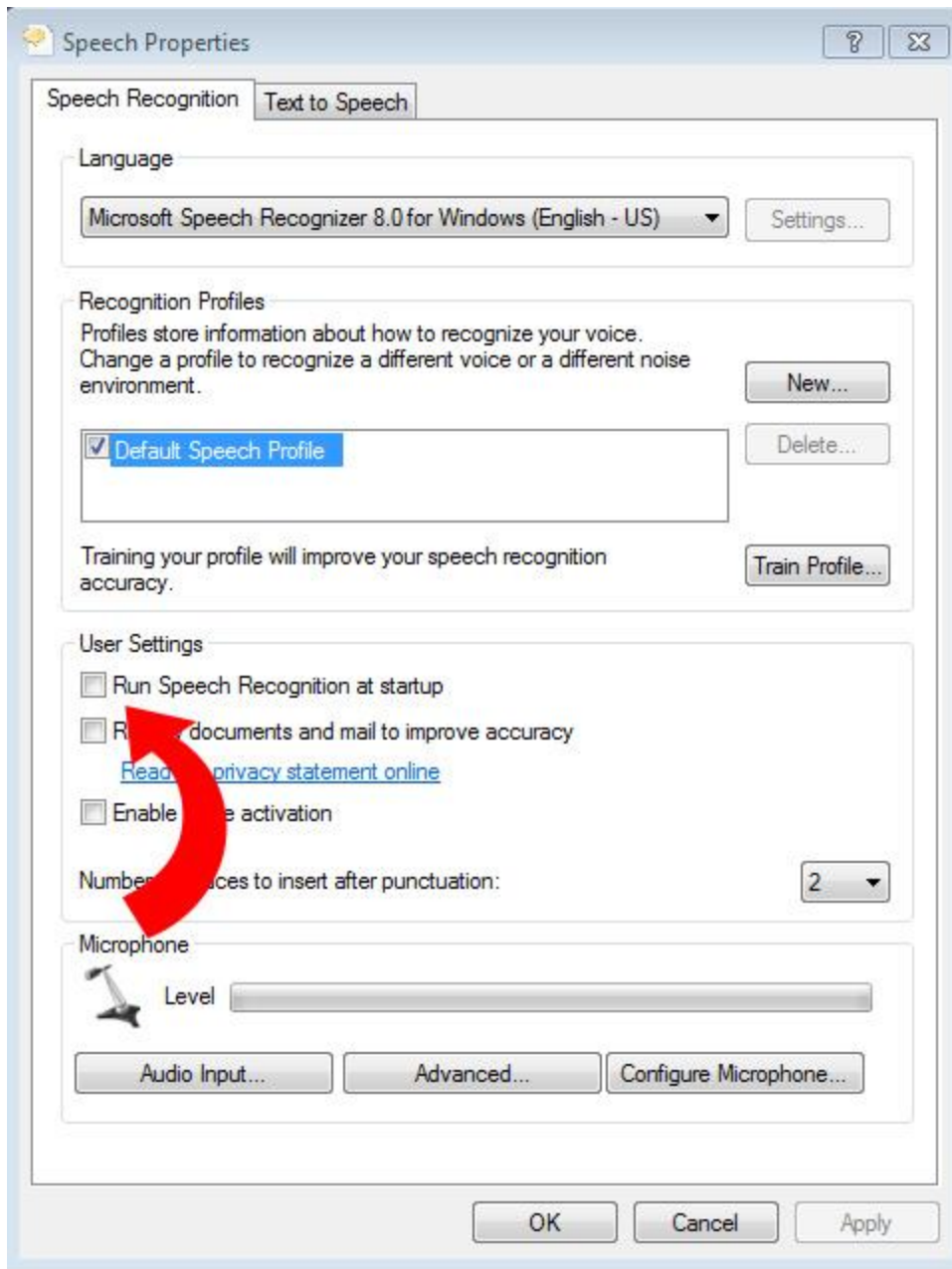
Step 2:

Microsoft's 'Windows Speech Recognition' system must be **OFF** prior to loading Flight Simulator.

To ensure Windows Speech Recognition does not load on Windows Startup, make sure '**Run Speech Recognition at Start-up**' is underlined:unchecked on the **Speech Properties -> Speech Recognition** page, which is located in the Windows Control Panel.

**Make Sure 'Run Speech Recognition at start-up' is <u>UNCHECKED</u>!**

Step 3:

The '**Language**' setting on the Speech Properties -> Speech Recognition page must be set to **ENGLISH – US** or **ENGLISH – UK or ENGLISH – CA** or **ENGLISH – AU** or **ENGLISH – IN.**

To install **ENGLISH – US / UK/ AU/ IN/ CA** in Windows 10:

1. Go to SETTINGS -> TIME & LANGUAGE > REGION & LANGUAGE.
2. Select "ADD A LANGUAGE TO THIS DEVICE".
3. Choose ENGLISH – US.
4. Left click the ENGLISH US language set, and a new menu should appear. You must then click OPTIONS and then DOWNLOAD under SPEECH category.
5. Reboot your computer.
6. Go to the ADVANCED SPEECH OPTIONS in the Control Panel.
7. ENGLISH – US should now be available in the Language drop down menu.
8. Don't forget to train your voice!

WINDOWS 8 AND 10 USERS: You will need to download the **English - US** language pack from Microsoft if your OS is not currently set to English - US. The good news is that **anyone** can add the **English - US** language pack very easily. Click this link to learn how!
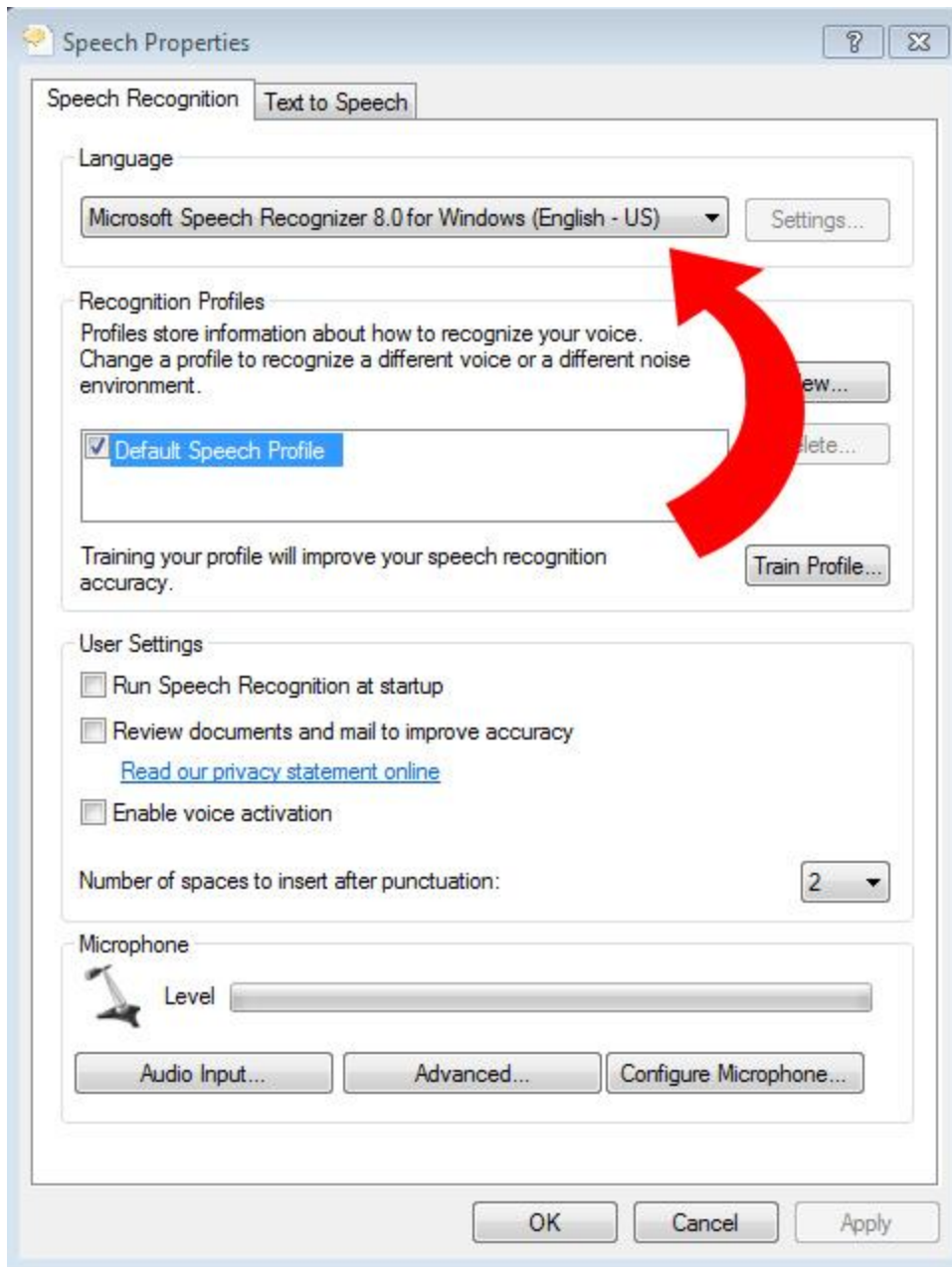
[Here's a great video showing you how to install language packs in Windows 10.](#)

If you are running a **non-English** 'Home' version of Windows 7 or Vista, and you cannot set your speech language setting to **English – US, UK, AU, CA** or **IN**, your best option is to install Windows 10. If you require additional help, please check the FS2Crew Support forum at Avsim.com.
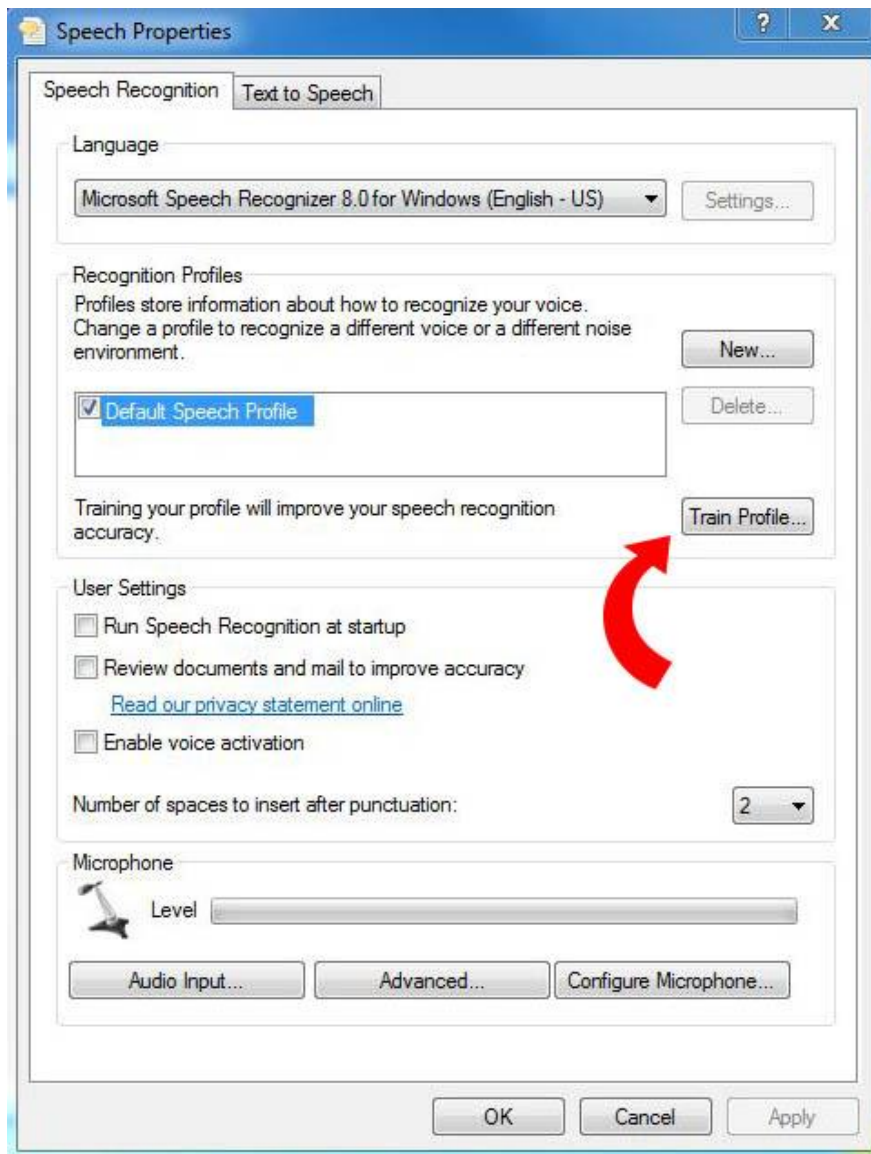
Step 4:

Run the Voice Training so the computer can learn your voice.

This is a **CRITICAL** step. If you don't run the voice training, your speech recognition accuracy rates will not be high.

You may even want to run the voice training more than once.

Any time you change ports or headsets, you will need to re-run the voice training.

LET'S BEGIN – HOW TO 'ENABLE' FS2CREW:

- Unlike previous version of FS2Crew, there is no stand-alone config manager for the QW 787 version. Instead, you can now enable and disable FS2Crew directly via the 787's Config Menu.
- If FS2Crew is detected, there will be two new buttons displayed on the **QW CONFIG** – **MISC** Page: **FS2CREW ENABLE** and **DISABLE**.
- To enable FS2Crew, simple press ENABLE. This will add the FS2Crew window entries to the 787's panel.cfg file. The Amber indication means that the function is armed and will be active the next time you load the aircraft.
- IMPORTANT: YOU MUST RESTART THE SIM FOR THE CHANGES TO TAKE EFFECT! If you have problems, please consult the FS2Crew Support Forum at Avsim.com and we can show you how to manually add the FS2Crew entries to the QW 787's panel.cfg file.

KEYBOARD/JOYSTICK ASSIGNMENTS:

OPENING AND CLOSING THE MAIN PANEL

The best way to open the Main Panel is by creating a keyboard/joystick assignment as shown below:

- Create a joystick or keyboard button assignment for '**AUTOFEATHER (ARM/OFF)**' as shown below in the P3D **OPTIONS – KEY ASSIGNMENTS** menu. **If using FSX, use the same assignments.**
- You can select any Joystick or Keyboard assignment (or both).
- If using a keyboard assignment, we recommend using a single key, like the letter "**N**", instead of a complex combination.
- You may need to over-write an existing FS key assignment. Most of the FS key assignments you'll never use, so it's rarely a problem.
- If the button assignment doesn't seem to work, try using a different assignment or use the **FSUIPC "CONTROL SENT WHEN BUTTON PUSHED**" option. You may have a conflict with another add-on's key assignment.
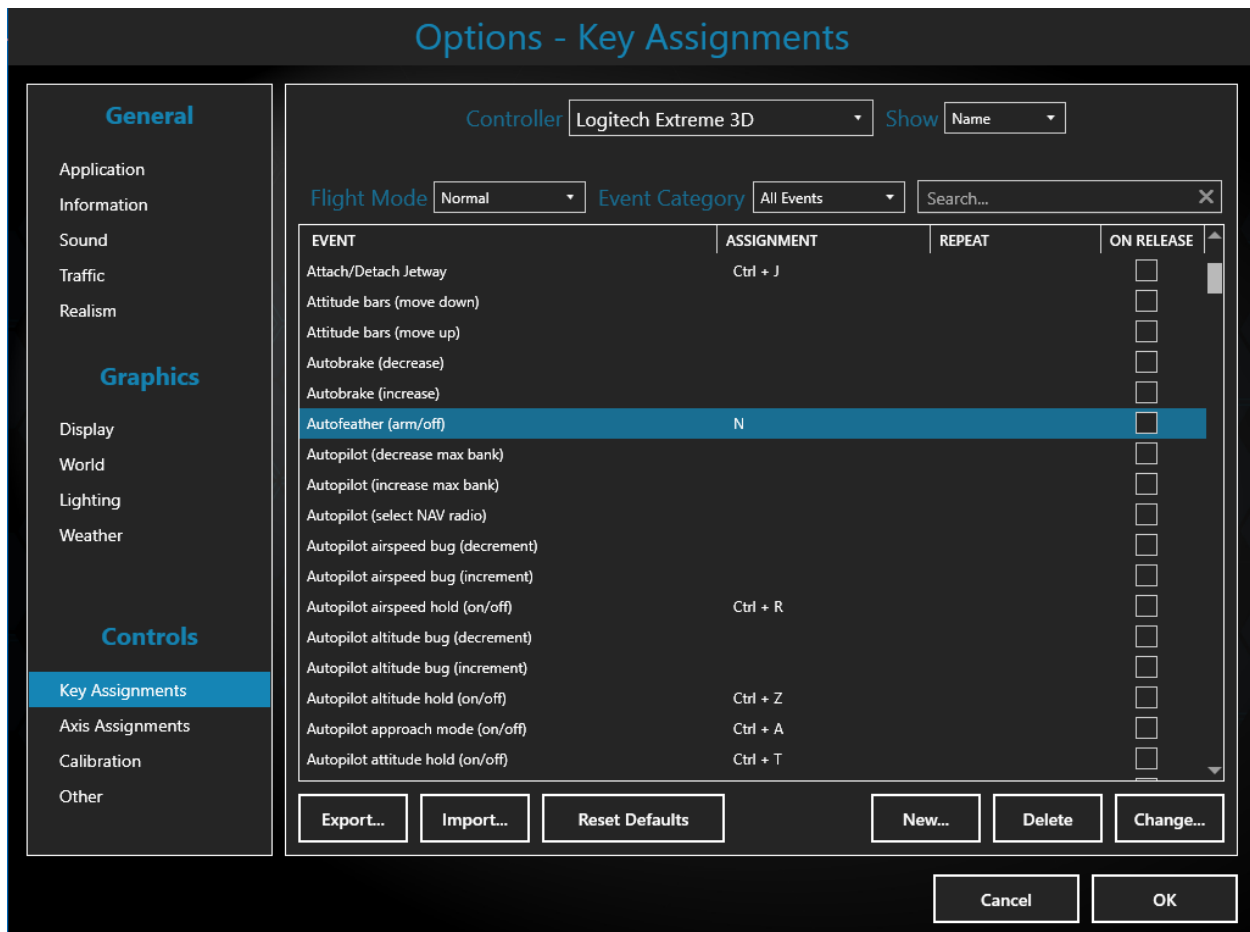
HARD MUTE (VOICE CONTROL)

- Used when you want to employ Mute for extended periods of time.

- Works on a Toggle On/Off basis.

- An "**M+**" symbol will appear in the left-hand side of the FS2Crew Main Panel display when operating.

- Can be toggled On/Off by pressing the "**HM**" button on the FS2Crew Main Panel.

- Can also be toggled On/Off by creating a keyboard or joystick assignment for **ALTERNATE STATIC SOURCE (ON/OFF)** as shown below.

- Recommended key: The 'C' key.
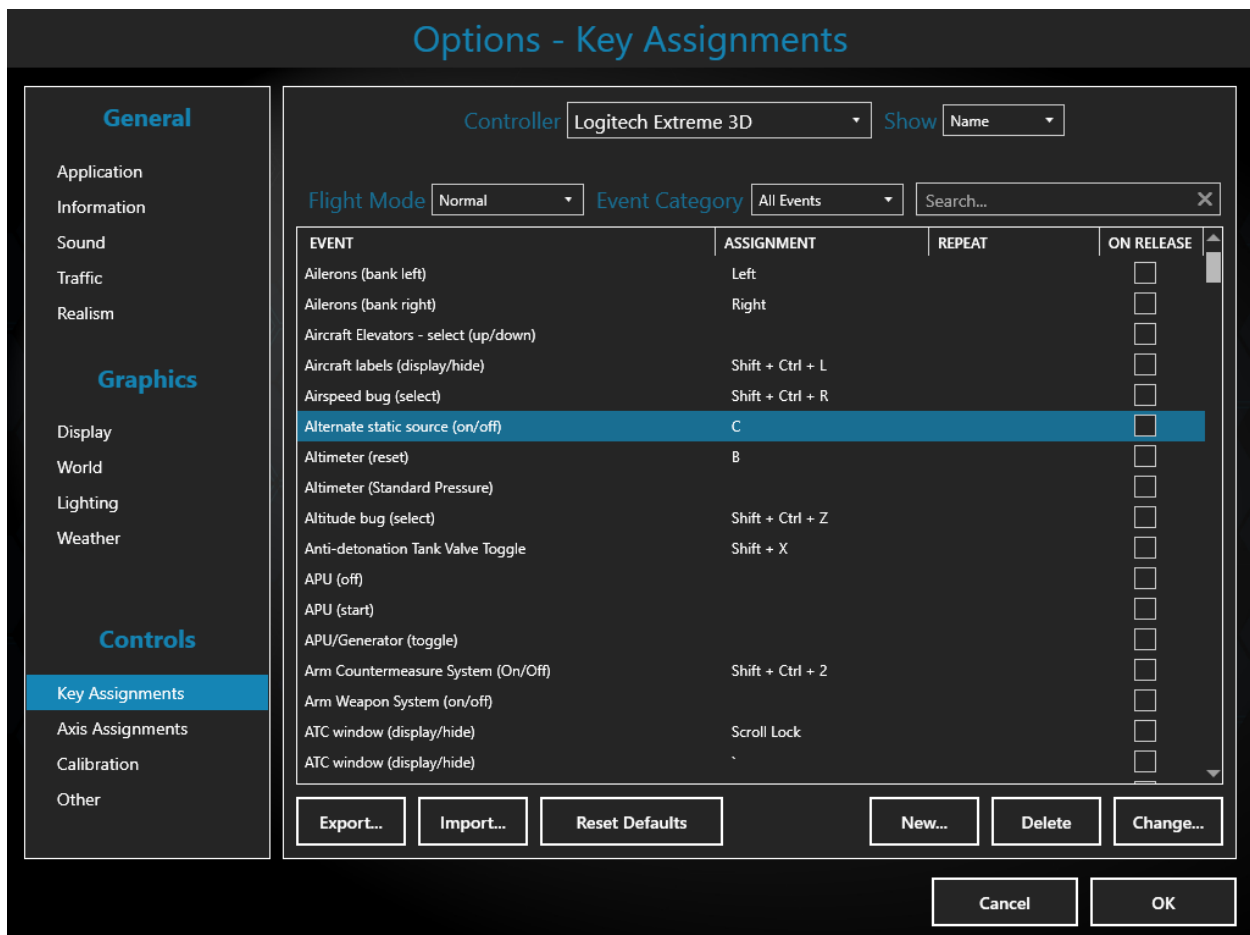
P3D V4 Menu Shown. If using FSX, the same control assignment is used in the equivalent FSX Menu.
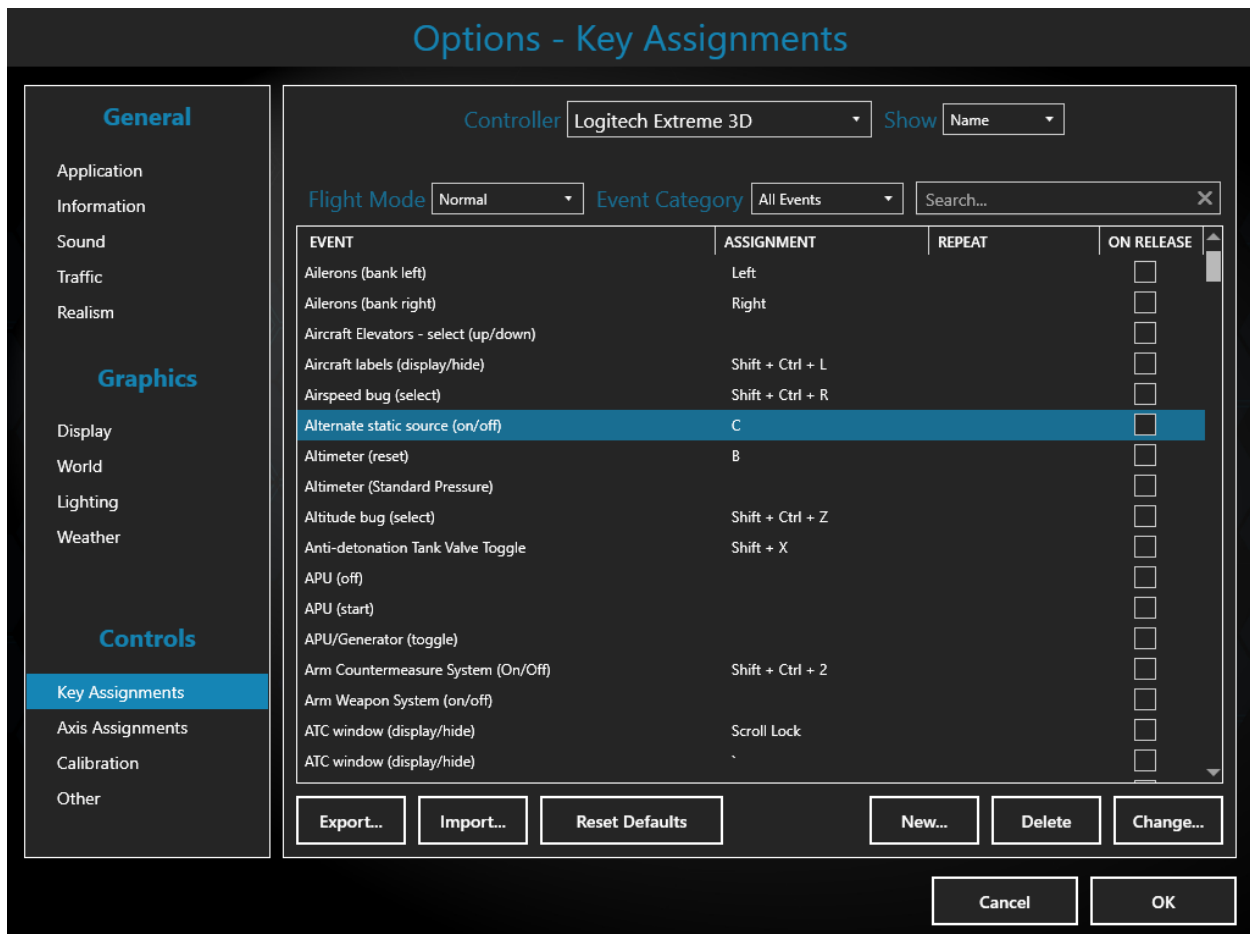
SOFT MUTE (VOICE CONTROL)

- Used when you only want to employ Mute *temporarily*, such as when communicating with on-line ATC.
- Works on a "Push-to-Hold" basis.
- If using on-line ATC, you would assign 'Soft Mute' to the same key used for your ATC 'Push-to-Talk (PTT) switch'.
- An "**M**" symbol will appear in the left-hand side of the FS2Crew Main Panel display area when operating.
- By default, the **LEFT** or **RIGHT CONTROL** key acts as the SOFT MUTE KEY (Note: There is a Config Option to disable this function).
- To create a Soft Mute key assignment in addition to the default LEFT and RIGHT CONTROL KEY, create a joystick or keyboard button assignment for '**PROPELLER SYNC (ON/OFF)**'.
- If using a joystick button, you must set the **REPEAT SLIDER TO FULL RIGHT!**
- Recommended key: The 'V' key.

MAIN BUTTON (BUTTON CONTROL)

- To create your "**Main Button**" assignment, create a joystick or keyboard button assignment for '**ALTERNATE STATIC SOURCE (ON/OFF).**
- You can select any Joystick or Keyboard assignment (or both).
- This button is also used for the MUTE key in Voice Control, but there's no conflict since Button Control is separate from Voice Control.
- Recommended key: The 'C' key.

SECONDARY BUTTON (BUTTON CONTROL)

- To create your "**Secondary Button**" assignment, create a joystick or keyboard button assignment for '**PROPELLER SYNC (ON/OFF)**' as shown below. This button is shared with the SOFT MUTE function in Voice Control, but there's no conflict.
- You can select any Joystick or Keyboard assignment (or both).
- Recommended key: The 'V' key.
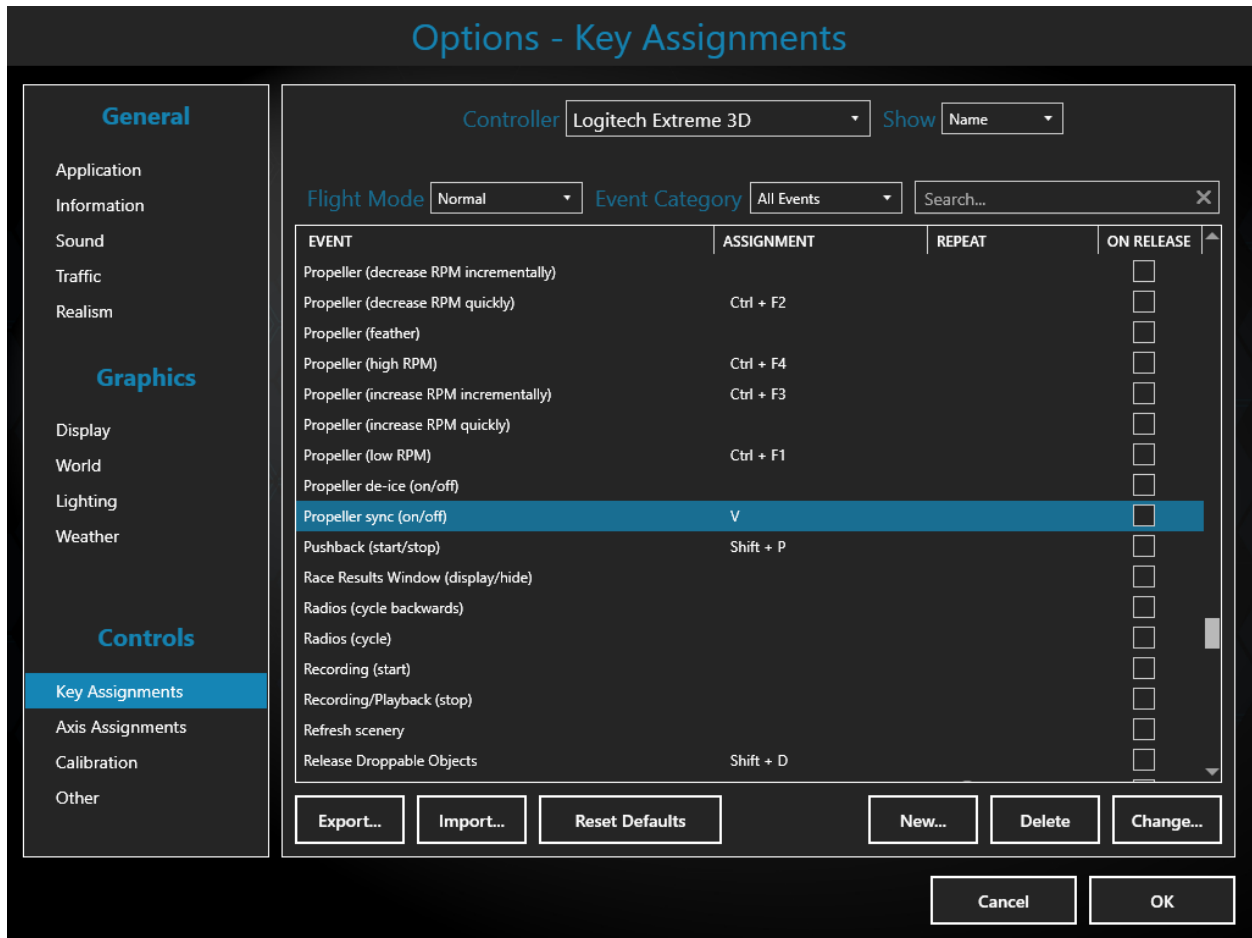
THE MAIN PANEL:

> If the Main Panel does not open, double check your keyboard assignment that you assigned to **AUTOFEATHER (ARM/OFF).** We recommend using the "**N**" key on your keyboard. If the MAIN PANEL still doesn't appear, try assigning a different key. Nine times out of ten assigning a different key solves the problem.
>
> Also check that your **2D Window Transparency slider** in P3D is not set to full transparent, or you will not be able to see the window!

- If it's dark, activate the FS2Crew Panel Night Lighting by turning the **OVHD PANEL** knob on the 787's overhead panel.

MAIN PANEL FUNCTIONS:

"VOICE/BUTTON" TEXT: Displays active Control Method (Voice or Button Control).

LEFT SCREW:

Button Control:

> Left Click: Trigger Main Button (this is a manual backup for the Main Button in Button Control).

> Right Click: Skip to "Takeoff"

Voice Control:

> Left Click: Skip to "Takeoff"

"(H)" TEXT: If headset is on, the (H) text will appear beside the active Control Method. Example: VOICE (H).

"MUTE" TEXT: Soft Mute is active. Soft Mute is used to prevent the First Officer from <u>acting on</u> speech commands detected by the speech recognition system as shown in the Green Bar. If using on-line ATC, it's recommended that you assign the Soft Mute keyboard button to the same button used with your Push-To-Talk (PTT) button.

"MUTE+" TEXT: Hard Mute is active. To prevent the FO from acting on any unintended speech commands detected by the speech recognition system, it's recommended that Hard Mute be activated during long stretches when voice commands would not be used (such as during cruise).

ACTIVE MODE TEXT: Displays the current FS2Crew Mode.

FLASHING SELECTED APPROACH TYPE TEXT: If FS2Crew is in DESCENT MODE, the active APPROACH TYPE selected on the Departure Briefing Page will flash. For most FS2Crew approach, landing and descent callouts to function, FS2Crew must be in DESCENT MODE.

ARROW BUTTONS (DOWN/UP): Cycles ACTIVE MODE forward and backward.

Special Note: <u>Right Clicking</u> the down arrow button can be used to fast forward the preflight events timer down.

HS = Routes most, but not all, of the First Officer audio to your headset. Your headset audio device must be selected on the Audio Page.

HM = Turns on **HARD MUTE**. Hard mute blocks the First Officer from acting on any speech detected by the speech recognition system. If you don't anticipate talking to the FO for a long stretch of time, we recommend activating Hard Mute.

SEC = Opens the **SECONDARY PANEL**.

PS = Opens the **PANEL SWITCHER PANEL**.   The Panel Switcher allows you to easily switch to different camera views.

RIGHT SCREW = Close Main Panel.

PANEL SWITCHER:

CPT = Captain's view.

OVH = Overhead Panel view.

THR = Throttle Quadrant view.

FO = FO's view.

CTL = Quality Wing 2D Control Panel pop-up

EFB = EFB pop-up.

TUN = Tuning panel pop-up.

THE SECONDARY PANEL:

- Press the **SEC** button on the MAIN PANEL. A new panel should open that looks like a MCDU. This panel is called the SECONDARY PANEL.

SETUP = Setup Page

CALLOUTS = Callouts Page

MISC SETTINGS = Miscellaneous Page

CONFIG – MAIN PAGE
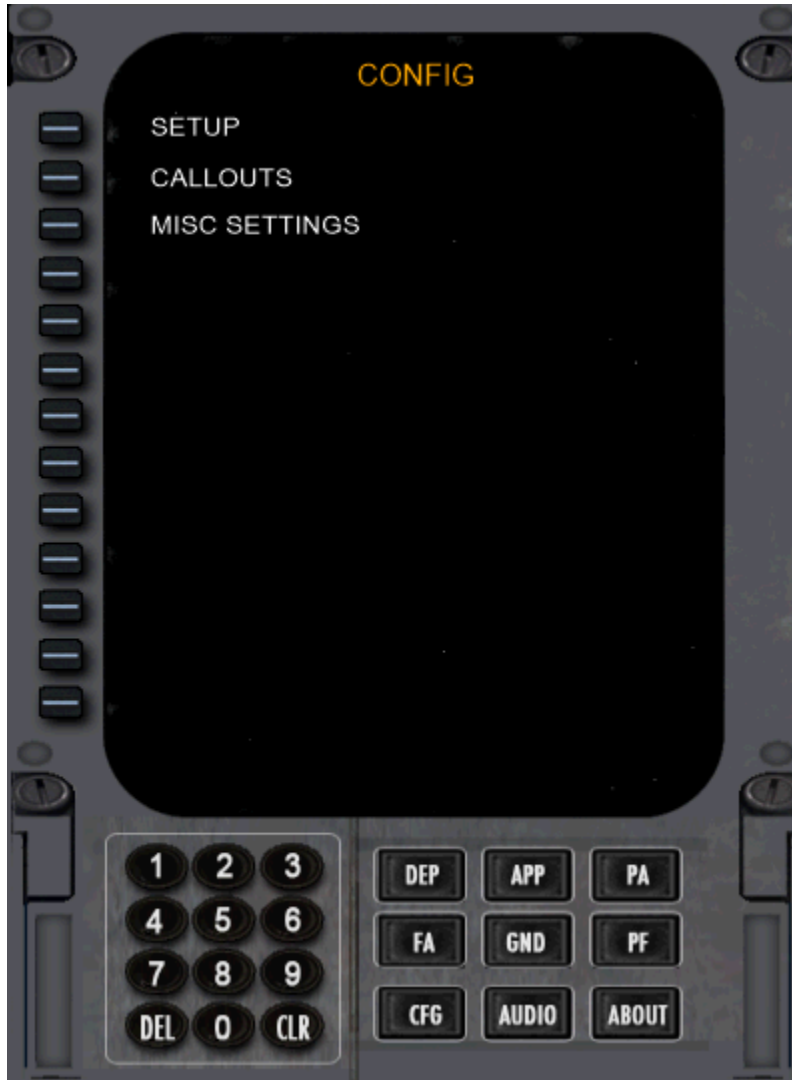
CONFIG – SETUP
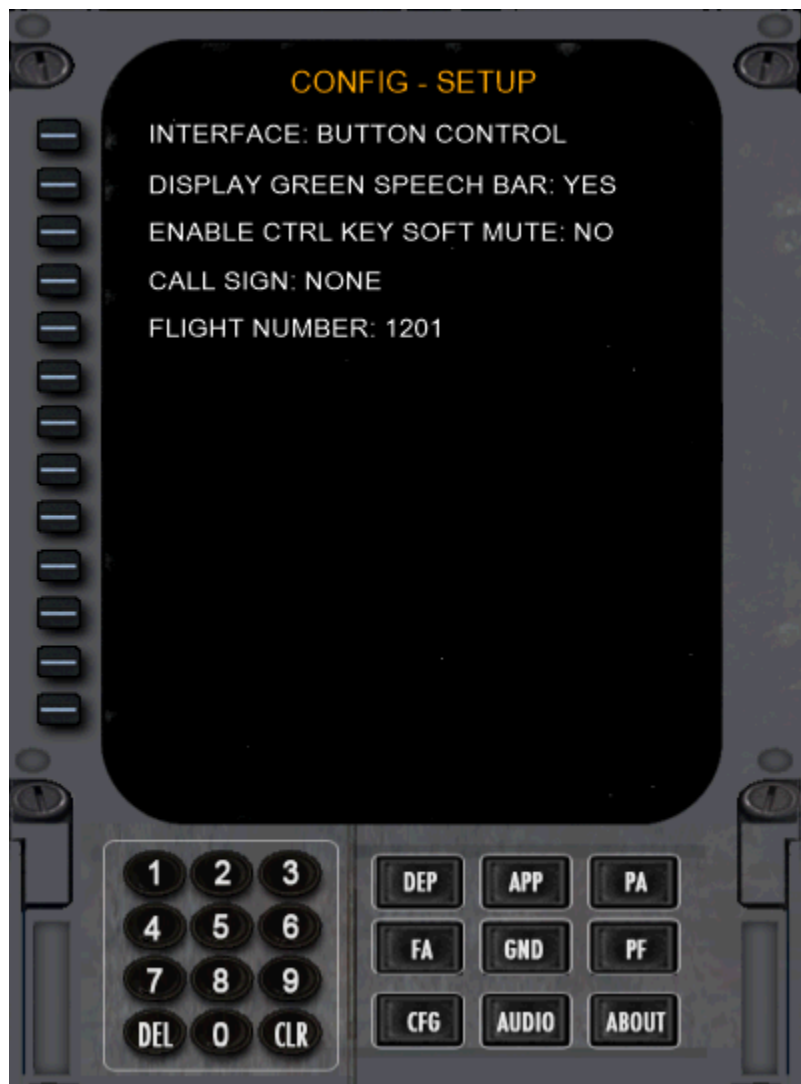
PRESS THE 'LEFT LINE SELECT' BUTTON TO CYCLE THE VARIOUS OPTIONS

INTERFACE: Button or Voice Control.

DISPLAY GREEN SPEECH BAR: Displays what the speech recognition system detects. If using Voice Control, it's highly recommended you can keep this bar visible.

ENABLE CTRL SOFT MUTE KEY: Allows the CTRL key to be used for Soft Mute.

CALL SIGN: Used by the PM when requesting an Airways, Taxi or Takeoff Clearance WITHOUT using the default ATC system. If **NONE** is selected, no ATC option will be available if using Button Control.

Special Note: "Right Click" the LSK to cycle the Call Sign list backward. "Left Click" to cycle the list forward.

FLIGHT NUMBER: Enter your flight number in the scratchpad and transfer it by pressing the LSK beside FLIGHT NUMBER.

CONFIG – CALLOUTS

The available callouts are self-explanatory. If you require clarification, please post a question on the FS2Crew Support Forum.
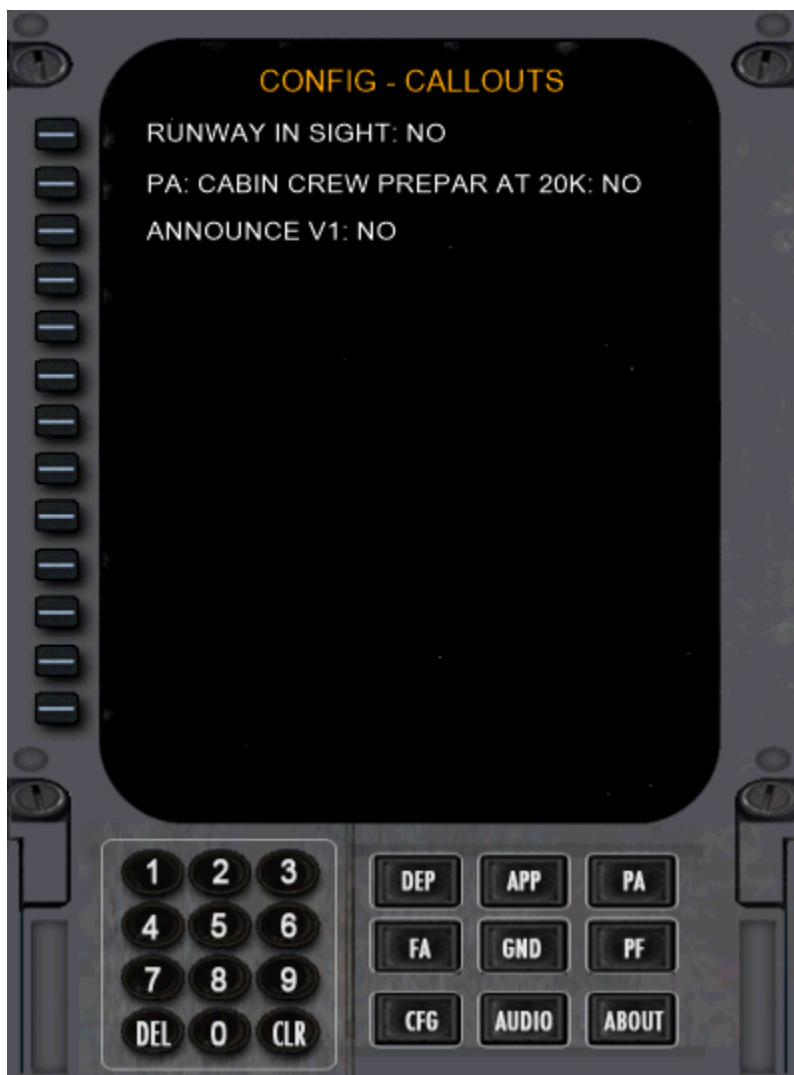
RUNWAY IN SIGHT: PM calls Runway in Sight. This is experimental. The virtual PM cannot truly "see" the world the way you can, so this callout can be a bit hit and miss.

PA: CABIN CREW PREPARE FOR LAND AT 20K: PM announce at 20,000 feet in descent: Cabin Crew Prepare for Landing.

ANNOUNCE V1: Yes or No.

CONFIG – MISC
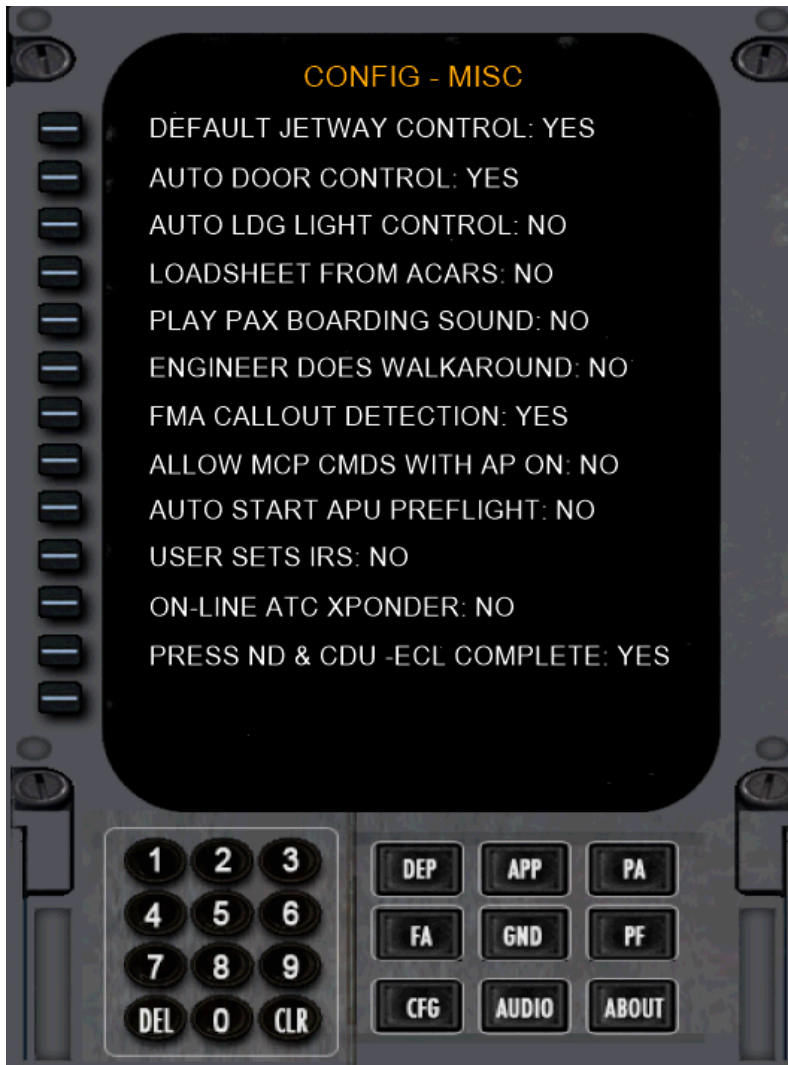
FS2CREW CONTROLS JETWAY: FS2Crew will attempt to control the default FS Jetway. Note: It may not be able to control some 3rd party scenery jetways that do not use the default FS command to toggle the jetway.

AUTO DOOR CONTROL: If YES, FS2Crew will attempt to control the passenger and cargo doors.

AUTO LDG LIGHT CONTROL: Option to have the FO set the exterior lights passing 10,000 or 18,000 in the climb or descent.

LOADSHEET FROM ACARS: If NO, the Load sheet will be delivered in person.

PLAY PAX BOARDING SOUND: Plays ambient pax boarding sound when Pre-Flight events run.

ENGINEER DOES WALKAROUND: If YES, engineer will do the walkaround rather than the PM.

FMA CALLOUT DETECTION: Voice control only. PM will respond "CHECKED" to your spoken FMA callouts. You may wish to disable this option if you are getting too many false FMA detections.

ALLOW MCP CMDS WITH AP ON: Allows you to make Autopilot commands even though the autopilot is on. Normally, as the Pilot Flying, the autopilot panel is your area responsibility while the autopilot is on.

AUTO START APU PREFLIGHT: If selected to YES, the FO will star the APU during his Pre-Flight procedure if the APU is not on.   If the APU is left off, the FO will remind you at the 6 minutes remaining to departure mark to start the APU.

USER SETS IRS: If selected to YES, the FO will not set the IRSs (OFF then ON) during his Preflight Procedure. The user retains manual control of the IRS knobs on the overhead panel.

ON-LINE ATC XPONDER: This option is for users flying on VATSIM. If selected to YES, the FO will set the Transponder to TA during his BEFORE START FLOW. After landing, the FO will not turn off the transponder, he will set the transponder to TA. This allows the ground controller to still see you.

PRESS ND & CDU- ECL COMPLETE: If selected to YES, the FO will press the ND (Nav Display) and both Left and Right FMC CDU buttons when the checklist is complete. This will clear the checklist.

DEPARTURE BRIEF

Press the LSK button for the associated field to cycle values.
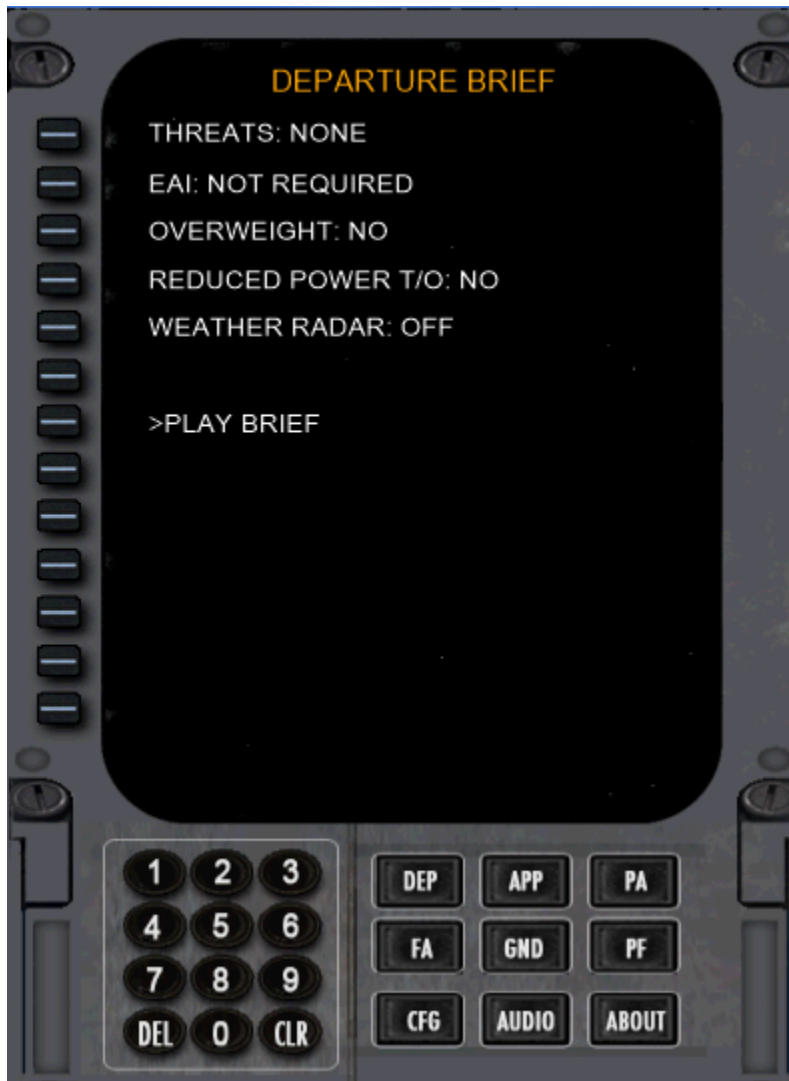
The options are self-explanatory. Much of the data used to create the brief is read directly from the FMC; therefore, there is no need to manually enter takeoff flap settings, etc.

APPROACH BRIEF

The Approach Brief follows the same structure as the Departure Brief.

It is important that during the Cruise phase you review the Approach Brief.
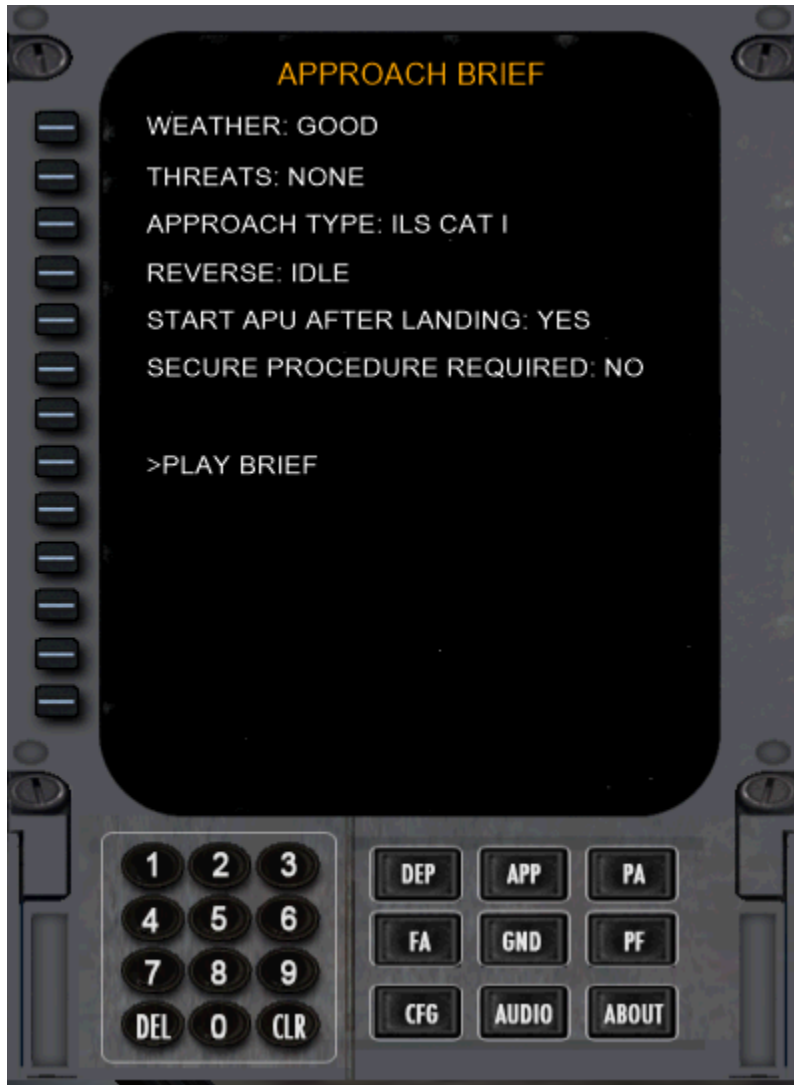
APPROACH TYPE: ILS CAT I, ILS CAT II/III, NON PRECISION, VISUAL.

START APU AFTER LANDING: If you intended to start the APU during the taxi in, select this option to YES. If NO, you must connect the GPU prior to shutting down all engines otherwise you will have no power.

SECURE: Select YES if it's the last flight of the day and you need to run the Secure procedure.

GROUND CONNECTIONS (GND)

To contact the ground crew, press **GND CREW** on the Cabin Interphone panel.

When done, you must select **END CALL**.

REMOVE/CONNECT EXTERNAL POWER: Self-explanatory. If using Button Control, press the LSK to make the command, otherwise use the associated Voice Commands to communicate with the ground crew.

PUBLIC ADDRESS (PA)
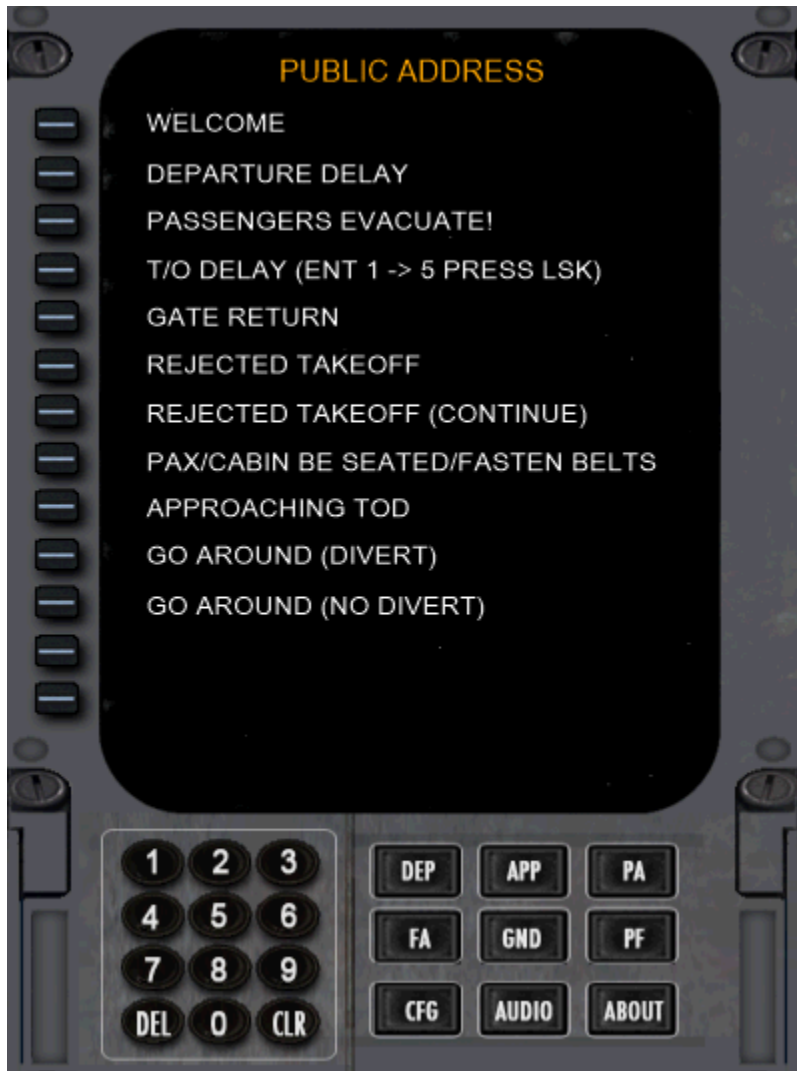
Notes:

1. Items are self-explanatory.

FLIGHT ATTENDANT PAGE (FA)

To call the FA, press **DOOR 1 /2** or **GALLEY FWD**

When done, you must select **END CALL**.

Notes:

1. Items are self-explanatory.

PREFLIGHT EVENTS

TURN AROUND TIME: Choose between International and Domestic turnaround times. Domestic turnaround times are shorter than international turnaround times.

AUDIO SETUP
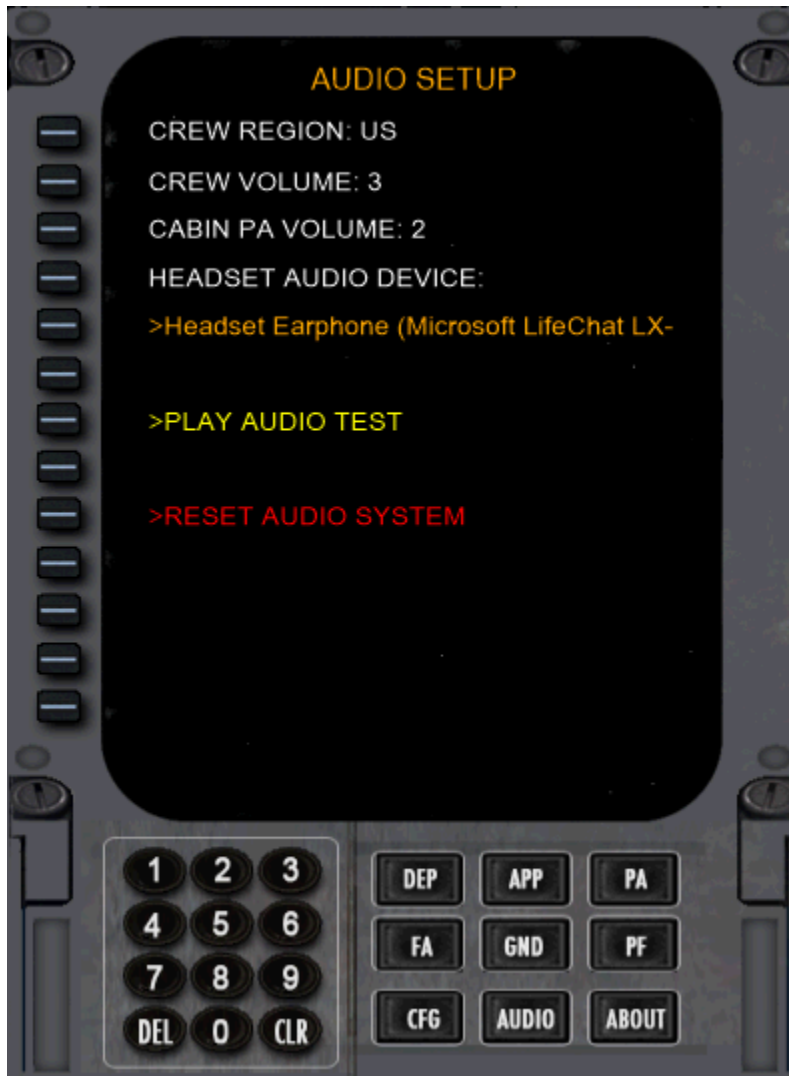
Notes:

1. Use the LSK's to change the values.
2. If using a Headset, select the headset audio device by pressing LSK 4. Then press the "**HS**" button on the MAIN PANEL. Most, <u>but not all sounds</u>, will be routed through your headset.
3. **RESET AUDIO SYSTEM** is used if the FO's audio drops out. This can sometimes happen if using a wireless headset. If you reset the audio system, you will need to manually press **HS** again on the Main Panel if you are using a headset.

TROUBLESHOOTING:

FS2Crew has years of experience developing flight simulation products. The following solutions can be used to solve problems you may experience.

NOTE: For the latest info, <u>always </u>check the <u>FS2Crew Support Forum at Avsim.com</u>. The "Search" function will turn-up almost any possible issue.

Problem: I assigned a button to **AUTOFEATHER ARM/OFF**. But when I press that button, nothing happens. The Main Panel doesn't open.

Solutions:

1. Assign **AUTOFEATHER ARM/OFF** to a different button, like "**N**". You may have a conflict with another add-on.
2. Try opening the Main Panel via the **VEHICLES – INSTRUMENT PANEL**. If the FS2Crew Main Panel is not visible in the drop-down list, then FS2Crew was not added to your panel.cfg properly.
3. Try assigning the button via a registered version of **FSUIPC**. Some users, due to their joystick and hardware setup, can only assign buttons via FSUIPC.
4. You may have a Windows write permission issue. Ensure the P3D.exe file is using Admin Rights.

Problem: I installed FS2Crew with Admin rights, but I am using Flight Simulator in a **NON-ADMIN** account. I am not able to select a Headset device. FS2Crew says "**No Such Device**"

Solution:

Copy the FS2Crew2010 folder below from the AppData folder in your Admin account to the same AppData folder in your non-admin account.

C:\Users*YOUR USERNAME***\AppData\Roaming\FS2Crew2010**

Problem: I'm getting a Crash to Desktop (CTD) when I load the host Aircraft, and the error message refers to **'FS2AUDIO.DLL'**.

Solutions:

1. If you have two sound cards running in parallel, disable one of them.
2. If you are running any program in the background that attempts to strip **Digital Music Rights (DRM)** from music, such as **Tune Bite**, **Sound Taxi, Audials** or **Sound Bite**, please disable them. They interfere with FS2Crew's Audio Engine. Some of these types of programs are legal in parts of Europe, but they are not legal in the United States.
3. Re-install FS2Crew again, but do not click 'cancel' during the install. Wait for the install to finish.
4. If using a **Creative Labs X-Fi Extreme Audio Sound Card**, uninstall the latest driver and re-install the original driver off the CD that came with your Sound Card. The latest driver conflicts with the FS2Crew Audio engine. (If you no longer have your original driver disk, click here to download the original driver).
5. Sometimes users have corrupt system files/data on their Operating System. They solved their problem by doing a clean re-install of their OS or by repairing their OS. Follow this link to learn how to repair a corrupt Windows 7 installation. You will need to go to the Windows Download Center and Download Windows 7, for example, with SP1 and install using the Update option. You will need to re-activate Windows 7.
7. Ensure a default aircraft is the initial aircraft on the Free Flight Screen.
   NEVER USE SAVED SITUATION FILES!

Problem: The '**VOICE**' button on the FS2Crew Main Panel will not stay on.

Solution:

If using Vista or Windows 7, 8 or 10, ensure your Microsoft Speech Recognizer is set to **English - US**.   This is something users from the UK or Australia often miss. If using XP, ensure you installed SAPI.
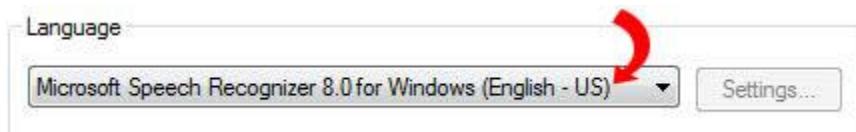
Check for error messages in the '**Speech Recognition Init Log**', which will be available via:

C:\Users**YOUR USERNAME **\AppData\Roaming\FS2Crew2010\Speech Engine Log.

Open the Log with Notepad.

In 99 percent of all cases the problem is because you forget to set your Speech Recognition Language Setting to **English - US** if using Vista or Windows 7, but sometimes the problem is associated with having a corrupt system that prevents the Speech Recognition engine from loading properly, particularly if the Speech Recognition Init log shows this error:

Creating the ISpRecoContext object... Error Code: 0x80045003

We're finding that some 3rd party programs that perform Systems Repair/Mechanic type functions may be damaging the user's Registry, which in turn damages the speech recognition system that comes with Windows.

In these cases you'll find that all 3rd party programs on your computer that use Microsoft's Speech Recognition API will be non-functional, not just FS2Crew.

Vista / Windows 7 users have resolved this problem by re-installing Windows. We also suggest trying a [Systems Restore](#).

If you get this error:

Creating the ISpAudio object... Error Code: 0x8004503a

Check your USB headset. It may be faulty. Exit Flight Simulator and try loading FS2Crew again but with your USB headset unplugged.

Problem: I'm using Windows 10. How do I add **English – US**.

Solution:

1. Go to Settings > Time & language > Region & language.
2. Select Add a language.
3. Select the language you want to use from the list (**ENGLISH**).
4. Choose which region's version you want to use (**ENGLISH - US**)
5. Then you must click 'options' and then click 'download' under the 'speech' category.
6. Go to the speech recognition settings page in the Control panel.
7. English - US should now be visible in the Language drop down menu.
8. Don't forget to train your voice!
9. You may also need to set your display language to English US as well. But you should be able to set it back to your local language after setting your speech recognizer to ENGLISH – US.

Problem: During flight, I get random crashes.

Solution:

Recommended Sites to help Troubleshoot Random Crashes:

Avsim CTD Forum

Problem: I'm experiencing a frame rate drop.

Solution:

1. Ensure your speech recognition language is set up properly. If it's not, your system will grind to a halt.

2. Double check your Sound Card settings. One beta tester cranked his sound card's settings up to 24 bit (192,000) and had some frame rate loss. When he returned his sound card settings to their default settings - 16 bit (44,000) - his frame rates returned to normal.


Problem: The 787 is not acting properly.
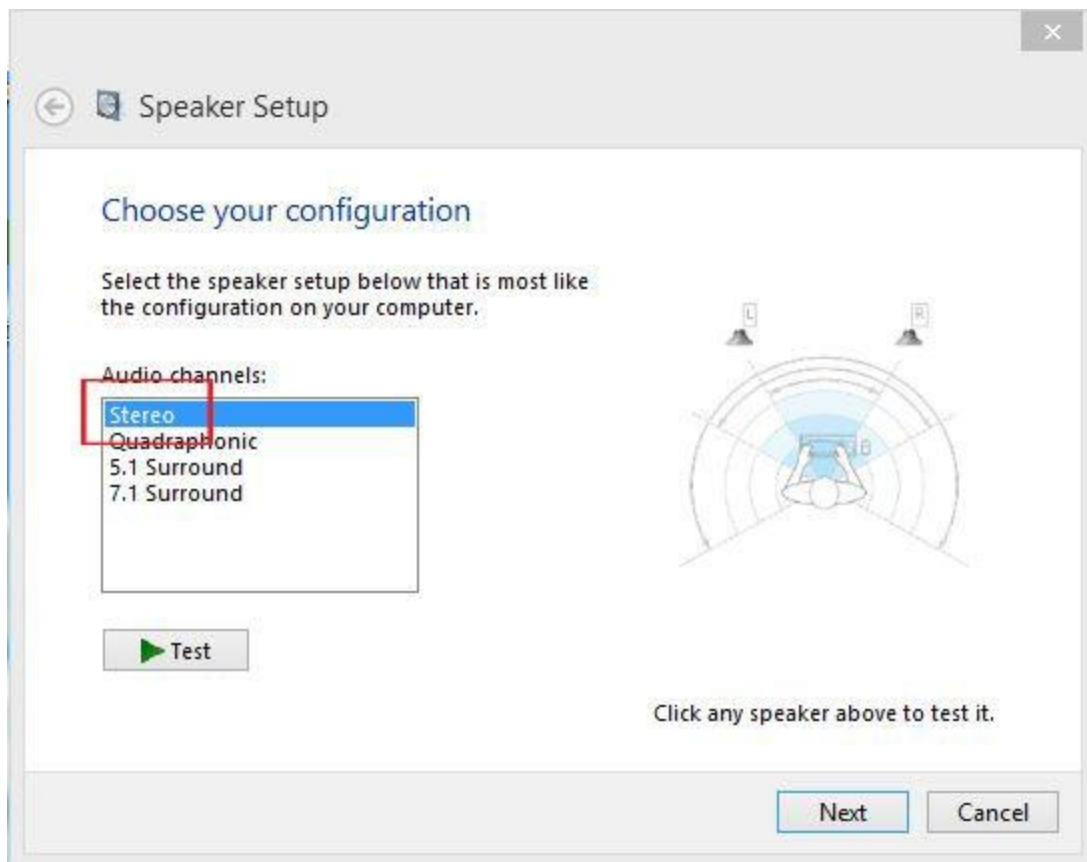
Solution:

1. Do NOT used saved situation files. A default aircraft should always load first on the Free Flight screen in P3D. Saved flight can introduce problems into the simulation.

Problem: I cannot hear the FO's voice, or other voices.

Solution:

1. Check your audio setup. If using a headset, ensure you've selected the associated Audio Device on the FS2Crew Configuration Panel. As a test, make sure HS (Headset) is unchecked on the FS2Crew Main Panel. This way all sound should be routed through your main speakers. Sometimes users just have complex audio hardware setups, and they just need to experiment with their audio hardware settings. Also consider getting a USB headset: USB headsets can resolve a lot of problems due to their simplicity.

2. FS2Crew uses the right and left speaker channels. If using surround sound, ensure you have right and left speakers assigned and available. One user mistakenly had his rear speakers setup as his side speakers with no side speakers physically present.

3. Shutdown any other programs running in the background that may use audio, such as Skype.

4. If you have a **5.1 speaker sound system**, try setting your speaker configuration to "**Stereo**" via Windows Control Panel - Sound Options section.

5. If using a headset, ensure your headset's audio device is selected on the CFG screen and press HS on the Main Panel. Remember that only the FO's checklists and callouts will be routed through your headset, not all FS2Crew sounds.

6. Uninstall **ASUS Sonic Studio**. Another user has **NAHIMIC** running on this laptop. Exiting that software prior to loading FS solved the issue for him.
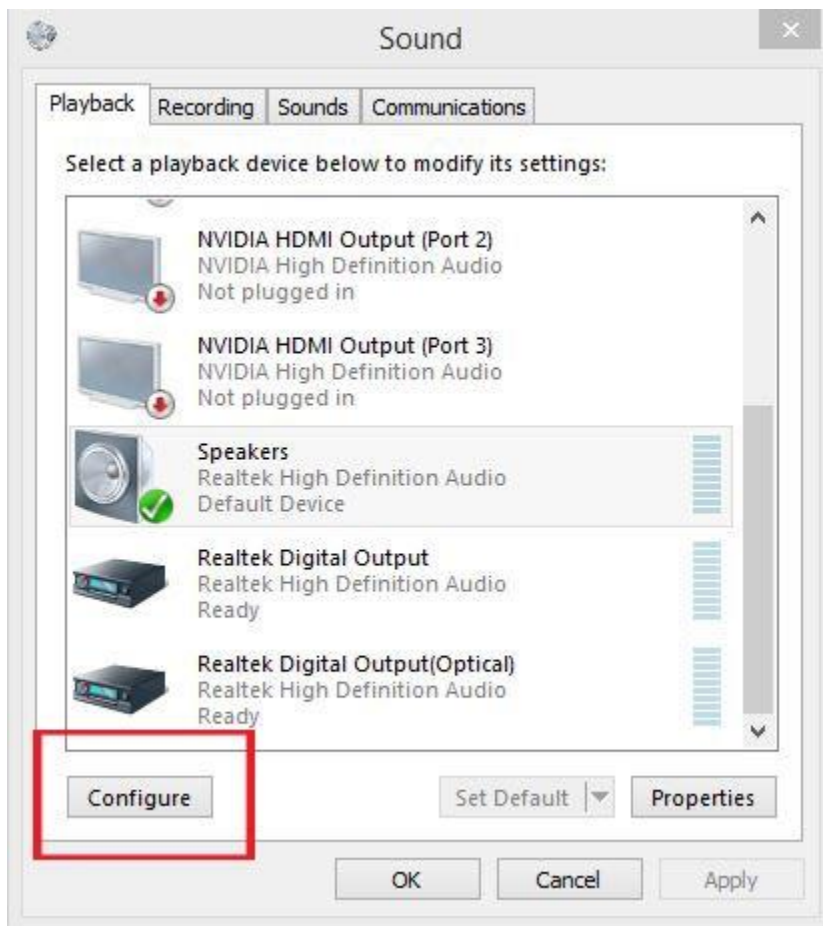
Problem: My voice recognition results are not very good.

Solution:

1. Check your audio setup.
2. Use a USB headset. Never use built in microphones!
3. Be sure to run the Voice Training.
4. Try creating a new "**RECOGNITION PROFILE**" on the Windows Speech Recognition page.
5. Speak in a neutral mid-western American style accent in a clear and distinct way.
6. Reduce ambient background noise as much as possible.
7. Upgrade to the very latest version of Windows- 64 bit.

Problem: Speech recognition is having problems detecting certain words. Can I train the speech recognition system for "specific" words?

Solution:

1. Yes, you can use the dictation facility in Windows.
2. First, start 'Windows Speech Recognition' (this is not the FS2Crew Speech Recognition system, but rather the speech recognition system that comes with Windows).
3. Open a text document.
4. Next, dictate a list of words you are having trouble with.
5. Every time the speech recognizer makes a mistake, use the "**CORRECT THAT**" voice command. This effectively trains the speech recognition engine to recognize how you pronounce these words. You may need to dictate and correct the same words multiple times until the recognition rate improves.

There is another way (and better way) to train specific words as well for Vista and Win 7 users:

   1. Open the Microsoft Windows Speech Recognizer and <u>RIGHT CLICK</u> the microphone icon. You can open the Windows Speech Recognizer by typing "Speech Recognition" in the search for programs box in the start menu.

   2. Click "**ON: Listen to everything I say**". Next, select "**OPEN THE SPEECH DICTIONARY**" and select "**ADD A NEW WORD**".
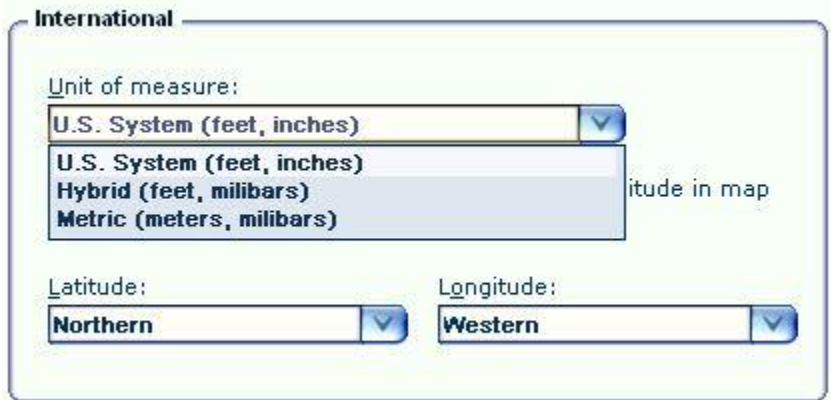
   3. When done, turn **off** Windows Speech Recognition. It CANNOT be running while using FS2Crew. It must be OFF!

Problem: The FO's altitude related callouts are totally off. For example, his 10,000 foot call-out occurred around 33,000 feet.
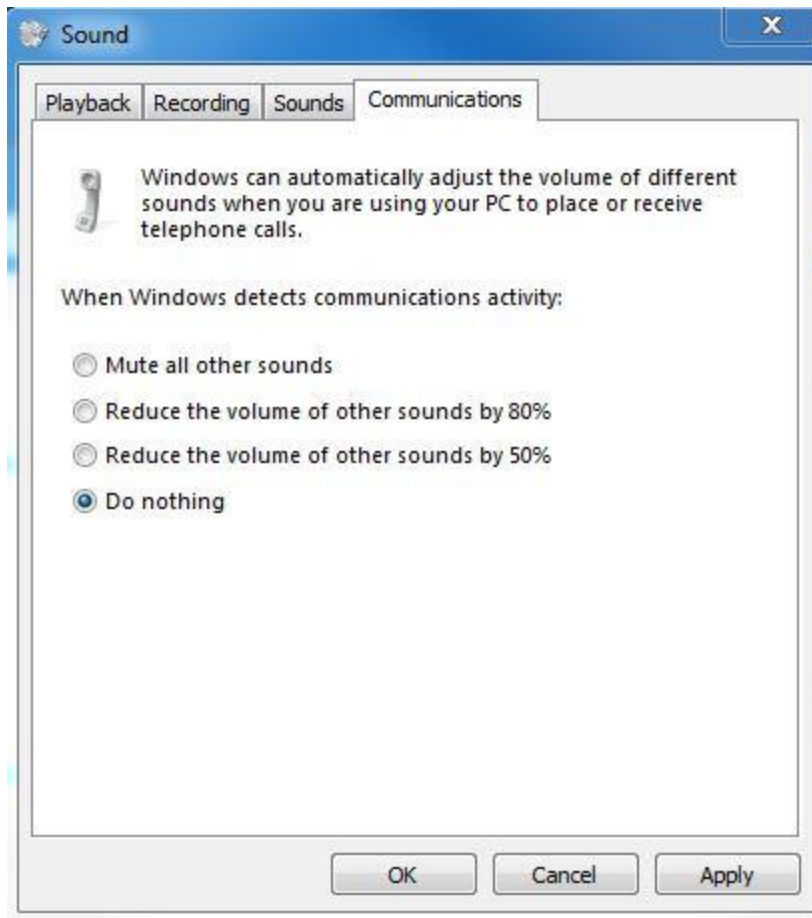
Solution:

Ensure your FS units of measurement are set to **FEET** for altitude, not meters:

**Problem:** The FO's volume is jumpy or I'm losing FO sound.

Solution:

1. Go to **Control Panel -> Hardware and Sound -> Sound -> Communications**. Select "**Do Nothing**" when **Windows detects communications activity** and click apply.

Problem: When I'm flying with FS2Crew running, if I change to the desktop and then change the task back to P3D I lose my FS2Crew sounds.

Solution (Based on Windows 7 / 8 / 10):

1. Right click on the speaker in the taskbar (lower right near the clock).
2. Go up to "Playback Devices".
3. Right click on the audio device that is in use for your FS2Crew and go to "Properties".
4. Now click on the "Advanced" tab at the top.
5. Now uncheck the two boxes as shown below.
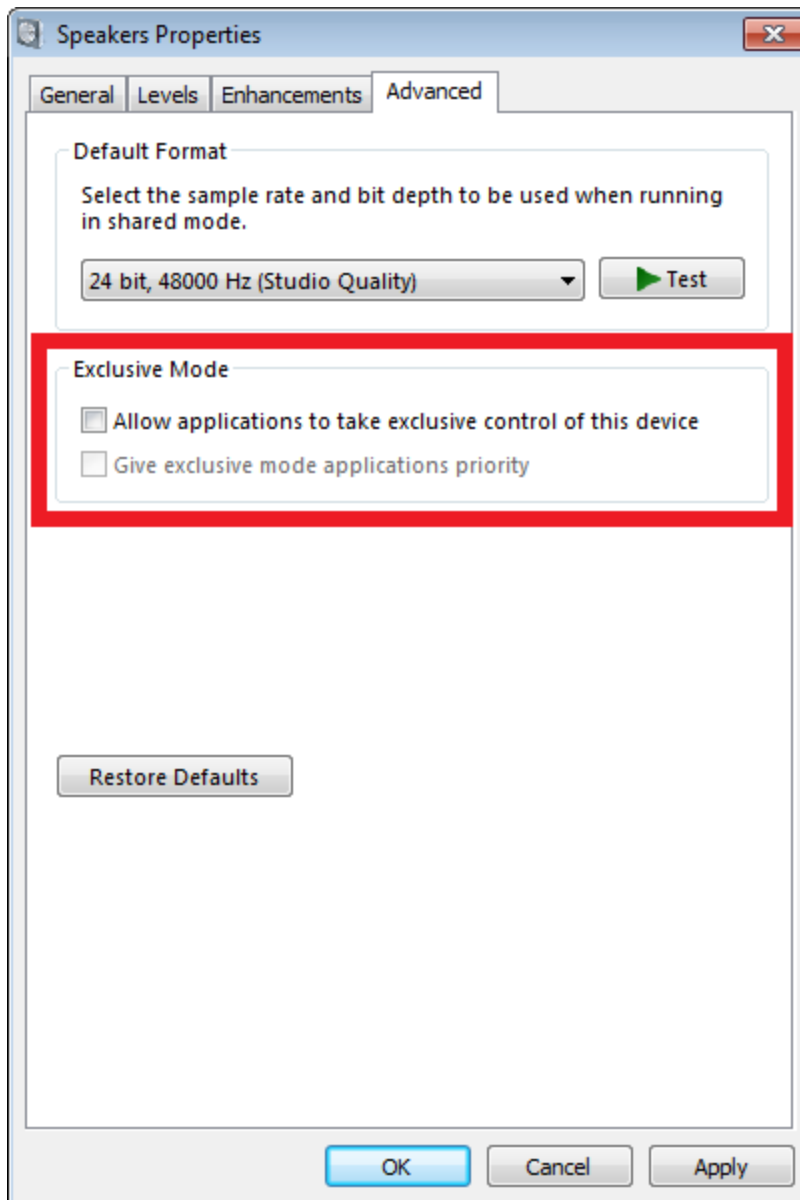
Problem: My Microphone volume resets itself to a value I did not select.

Solution from a user:

I noticed how my microphone volume every now and then resets itself to a value I didn't pick. Normally I have my microphone volume set to 75% but suddenly it may end up at let's say 32% without me doing anything or even being aware of this happening. This of course could result in the speech recognition engine and thus FS2Crew having problem recognizing what you say simply because the mic volume will be very low. I'm not sure if this is a Windows bug or if FS2Crew is to blame for doing this because I normally only see this when using FS2Crew and I've seen this not only in FS2Crew Reboot but also in previous versions of FS2Crew.

Anyway, I found a very easy solution to this problem I thought I would share with all of you. I'm using a great freeware command line utility called Nircmd and what I've done is to simply create a standard task using Windows Task Scheduler that will run this utility whenever I logon to Windows with a certain set of parameters. The command I use looks like this:

nircmd.exe loop 172800 500 setsysvolume 49500 default_record

The parameters in the example above will run the Nircmd utility and set the volume of the default recording device selected in Windows to 75% and this will happen 172800 times every 500 ms. This translates to twice every second for 24 hours. To adjust the volume that will be set by the utility you can change the 49500 value in the example above to anything between 0-65536 where 0 obviously will result in 0% volume and 65535 100% volume.

You can find the utility following the link below.

http://www.nirsoft.net/utils/nircmd.html

-MANUAL END-