



FS2Crew: FSLabs Airbus Edition

MAIN OPS MANUAL

REQUIREMENTS:

- ✓ Flight Sim Labs Airbus A320-X available at: flightsimlabs.com
- ✓ FS2Crew FSLabs Airbus Edition. Available at: www.fs2crew.com
- ✓ If using Voice Control: A Microphone
- ✓ P3D V4

RECOMMENDED:

- ✓ Windows 10 – 64 Bits
- ✓ 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:

FS2Crew for the FSLabs Airbus A320-X is one of FS2Crew's most realistic and feature rich products ever. This product allows you to fly the FSLabs Airbus in accordance with real-world Airbus SOPs using Voice or Button Control.

We did our best to follow stock Airbus SOPs "to the letter". However, we added numerous customization options to help match your specific requirements.

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 FS Labs 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

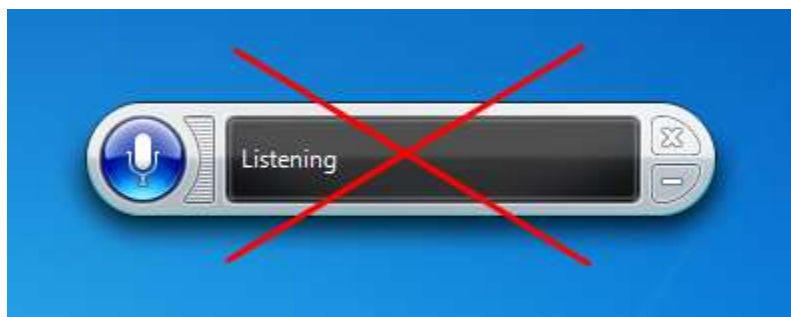
Step 1:

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.

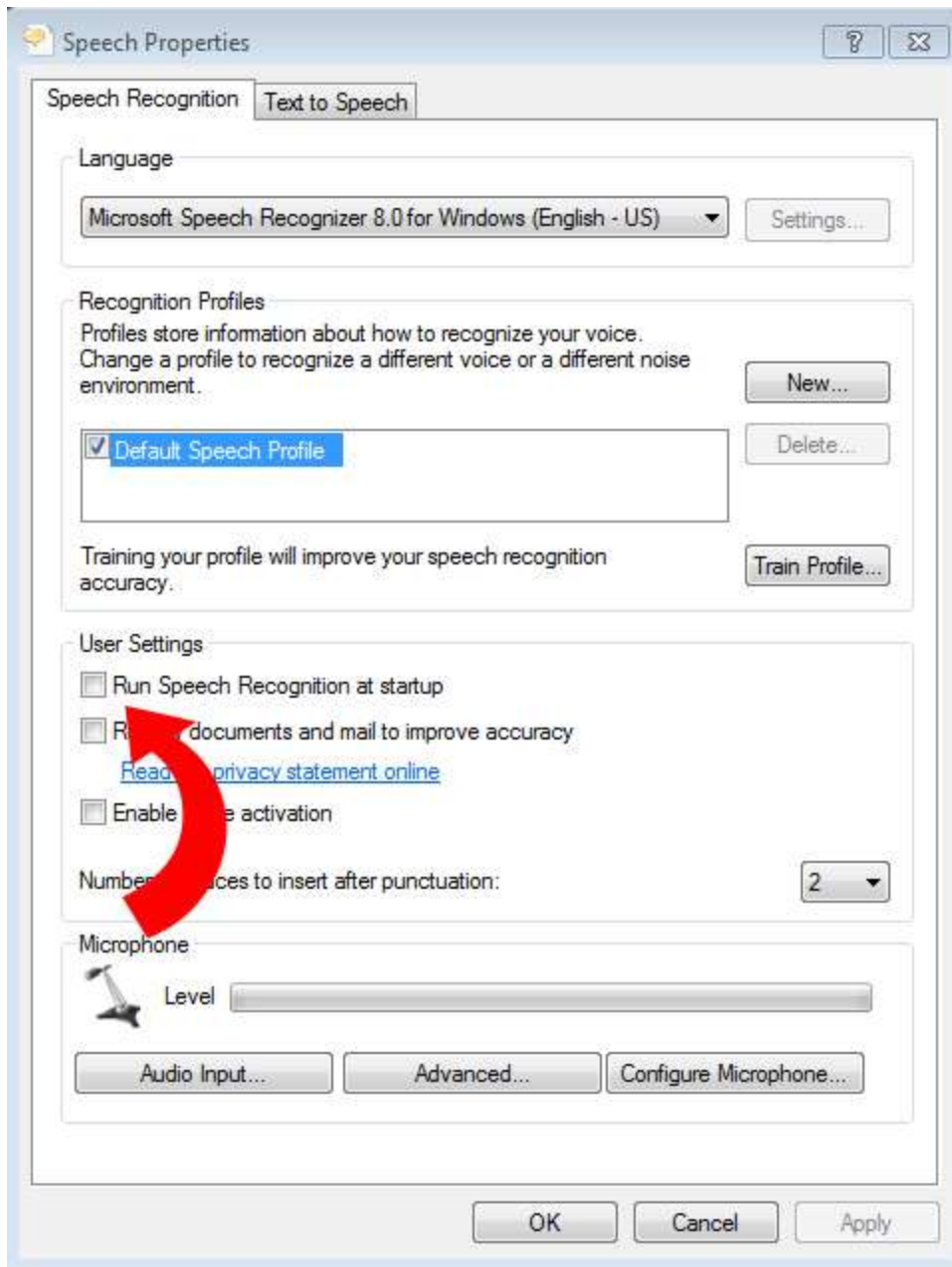


Step 2:

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 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 UNCHECKED!

Step 3:

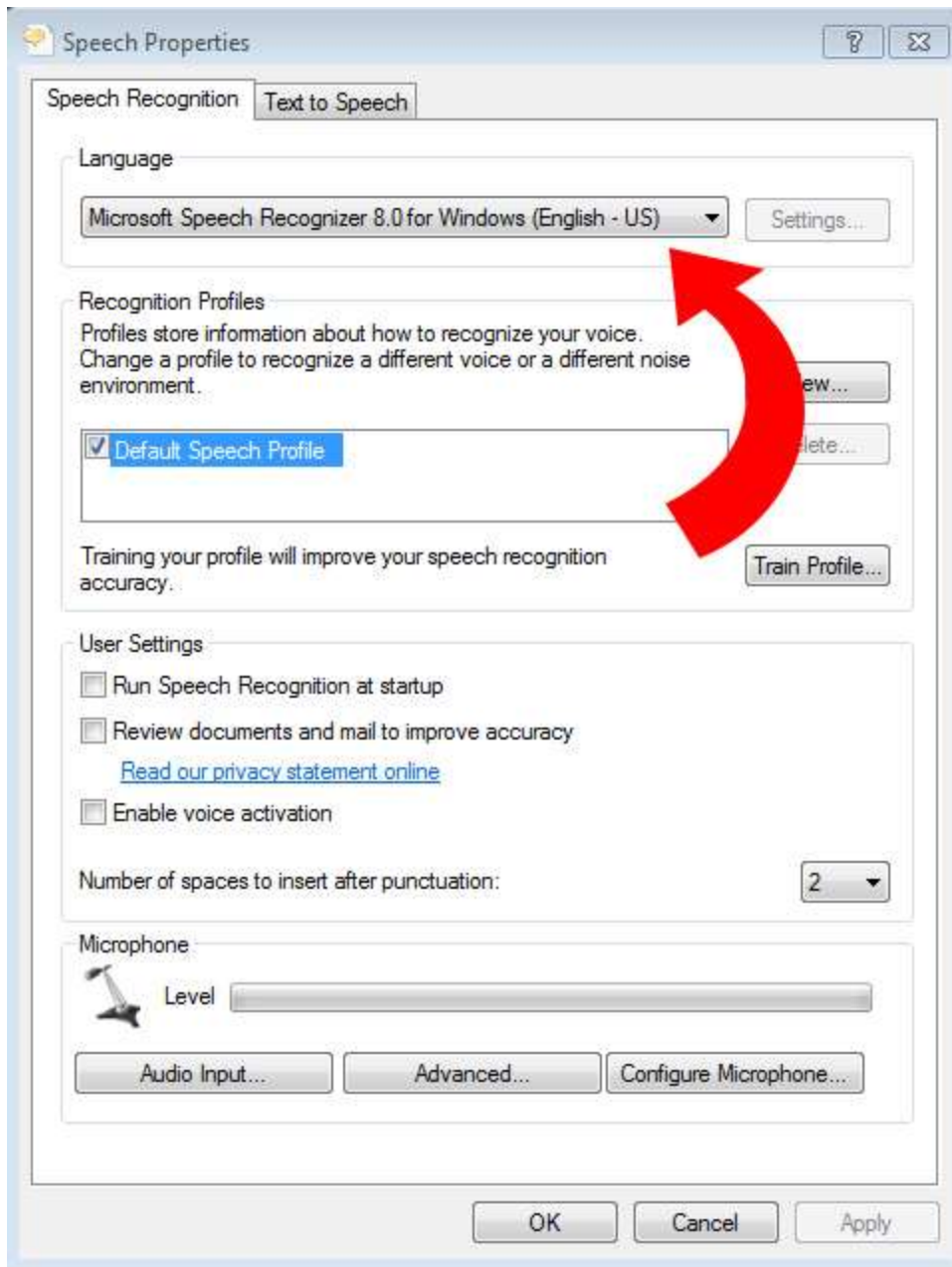
The 'Language' setting on the Speech Properties -> Speech Recognition page must be set to **ENGLISH – US** or **ENGLISH – UK** or **ENGLISH – CA** or **ENGLISH – AU** or **ENGLISH – IN**.

±

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**, your best option is to install Windows 10. If you require additional help, please check the FS2Crew Support forum at Avsim.com.

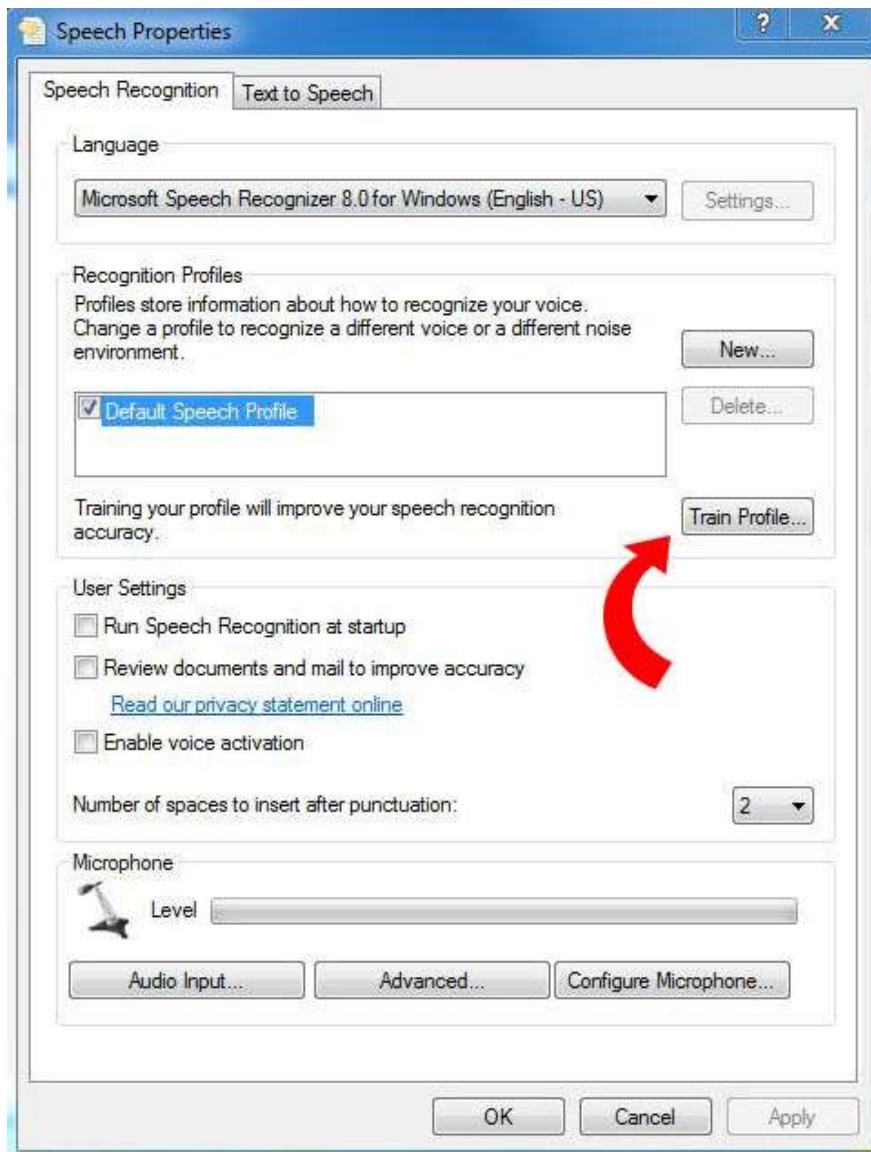
Step 4:

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:

- The first thing we need to do is run the FS2Crew FS Labs Airbus Configuration Manager. There should be an icon on your desktop that looks like this if using P3D V4.



- You can also access the FS2Crew FS Labs Airbus Configuration manager via **START – ALL PROGRAMS – FS2CREW2019**.
- The Config Manager should say “Prepar3D”. If it says FSX, you have a problem. You probably put the **FSX.exe** in your P3D folder! That would confuse our config manager.
- Click **“ENABLE”** FS2Crew. This process adds the FS2Crew gauges to the FS Lab’s panel.cfg file. Note that the A319 and A321 boxes will only be visible if the A319 or A321 are installed.

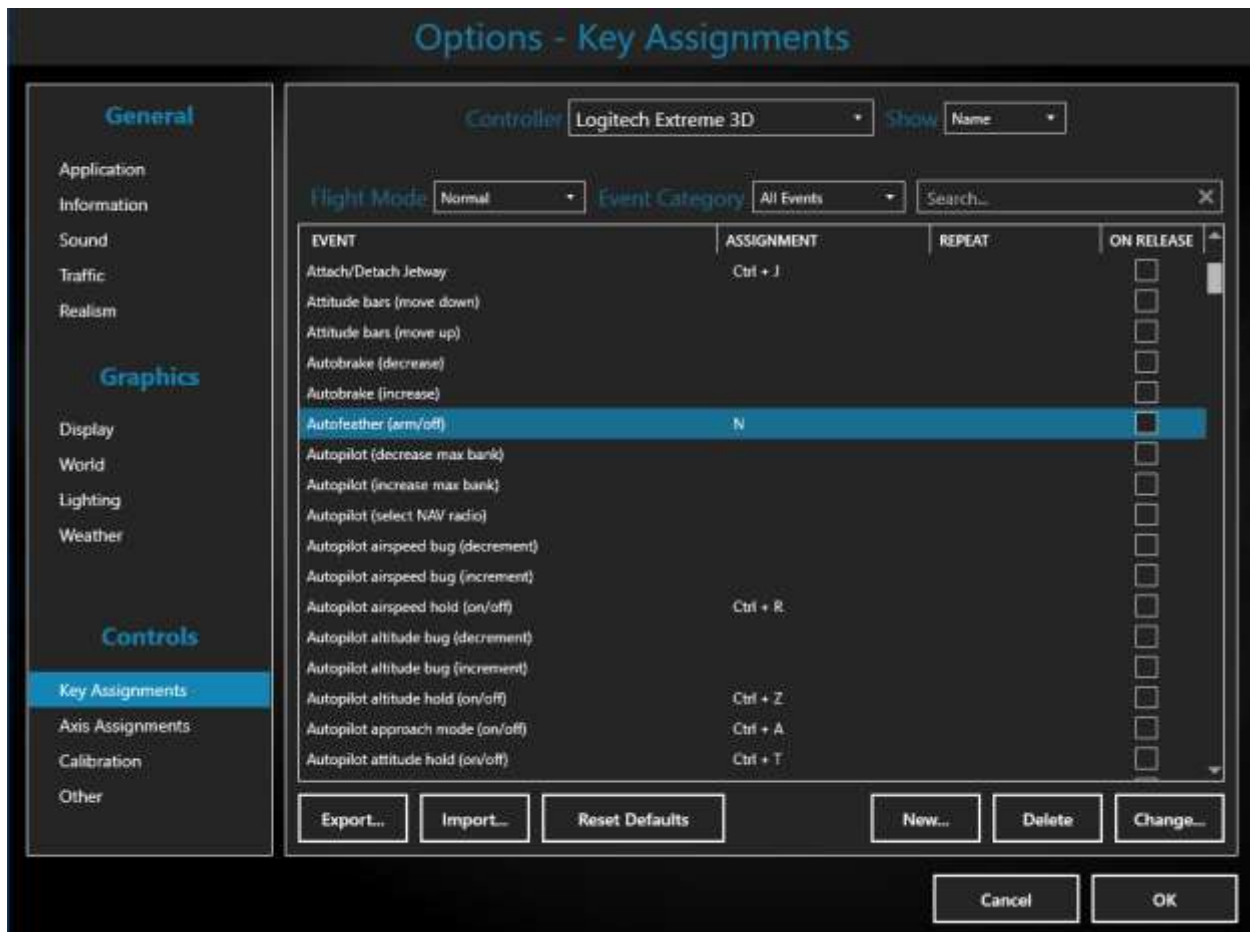


KEYBOARD/JOYSTICK ASSIGNMENTS:

OPENING AND CLOSING THE MAIN PANEL

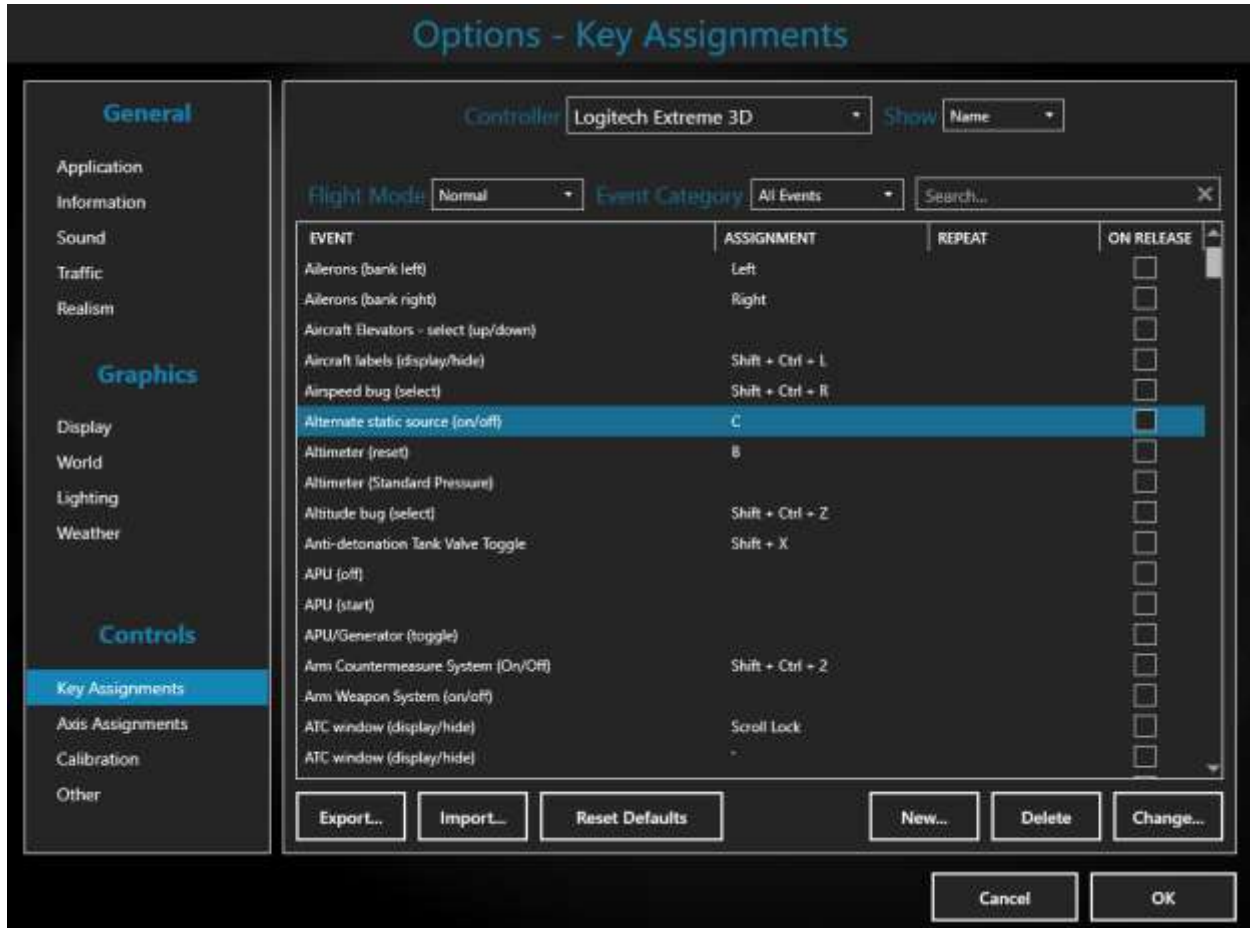
The best way to open the Main Panel is by creating a keyboard/joystick assignment as shown below:

- Create a joystick or keyboard button assignment for '**AUTOFEATHER (ARM/OFF)**' as shown below in the P3D **OPTIONS – KEY ASSIGNMENTS** menu.
- 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.



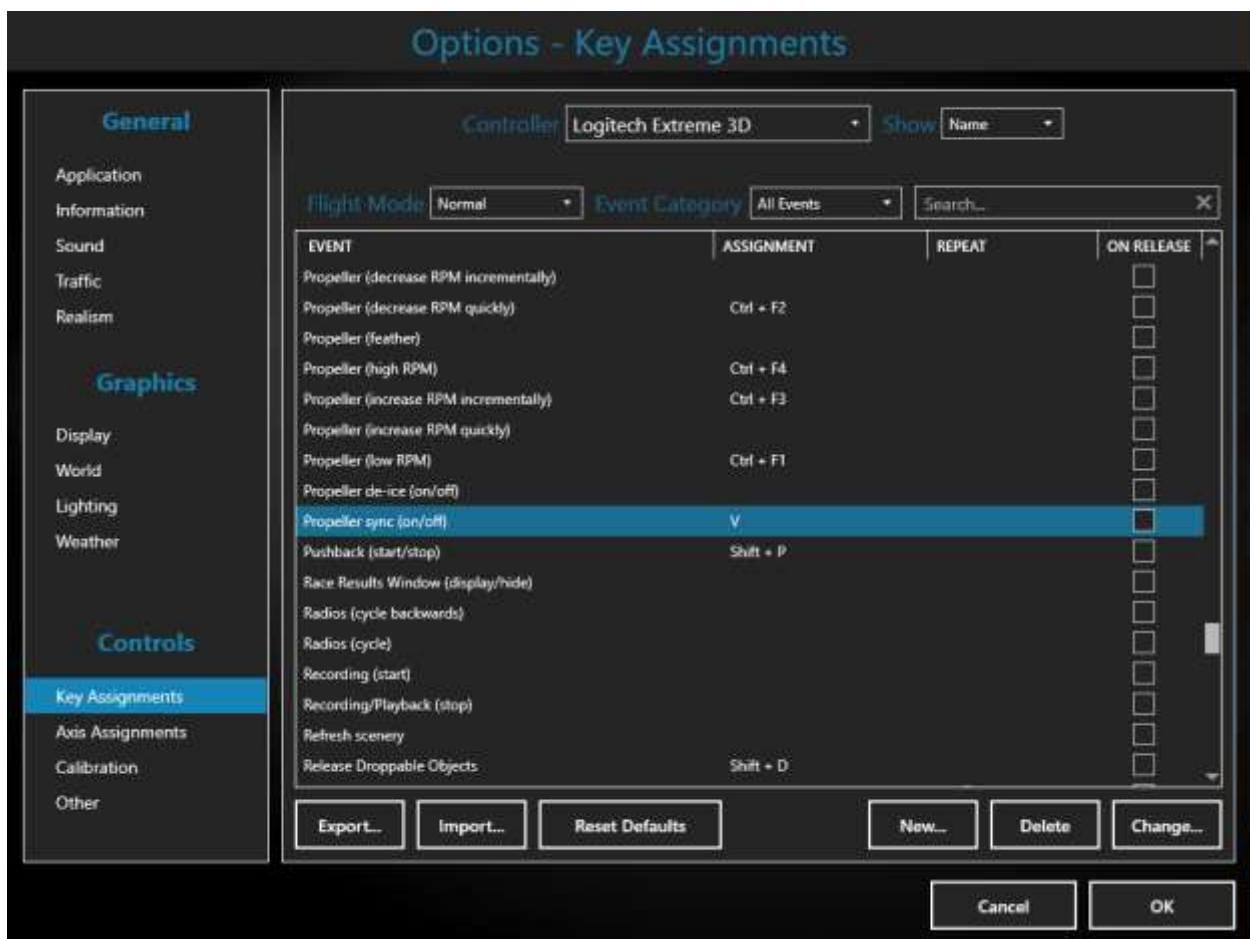
HARD MUTE (VOICE CONTROL)

- 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.



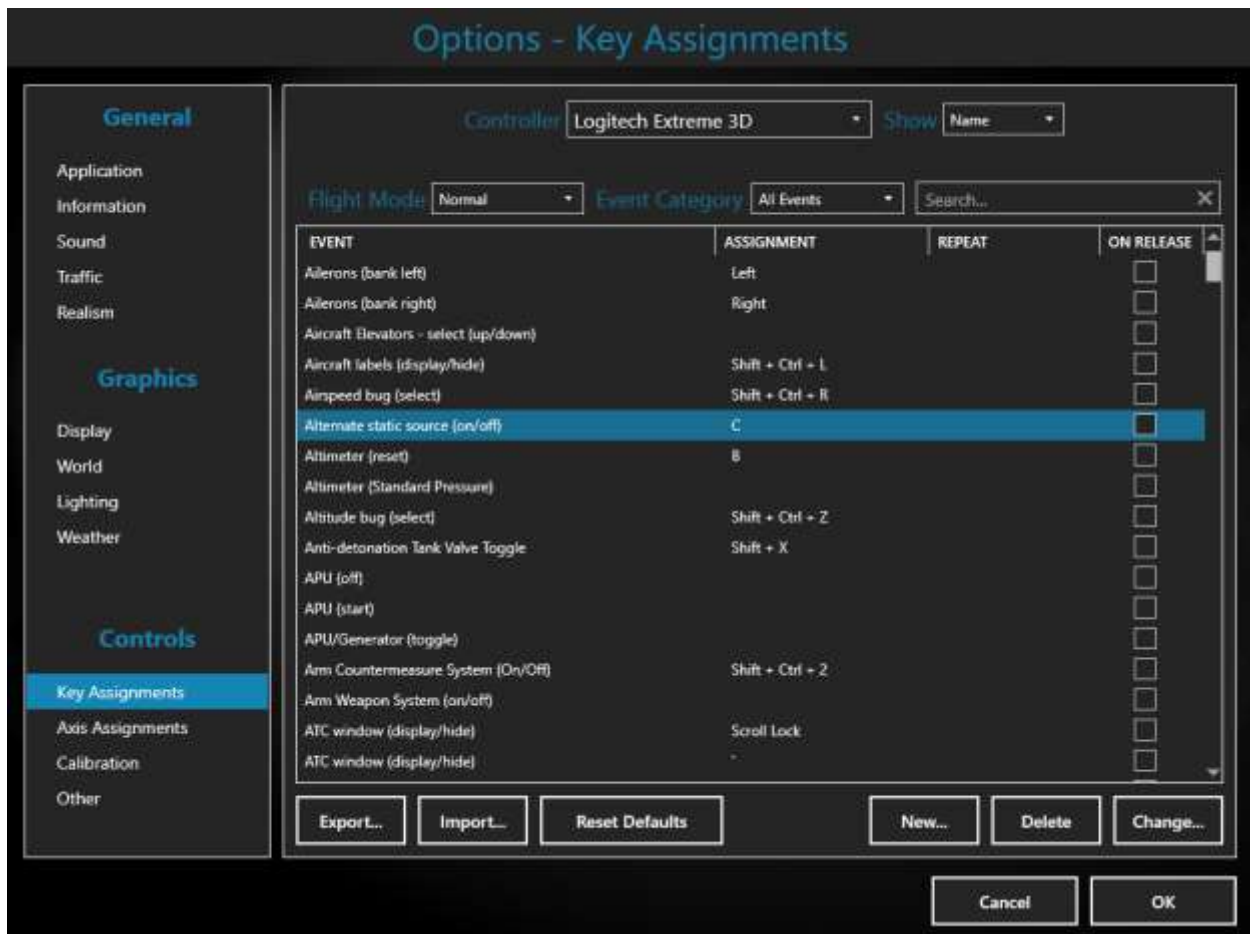
SOFT MUTE (VOICE CONTROL)

- 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.



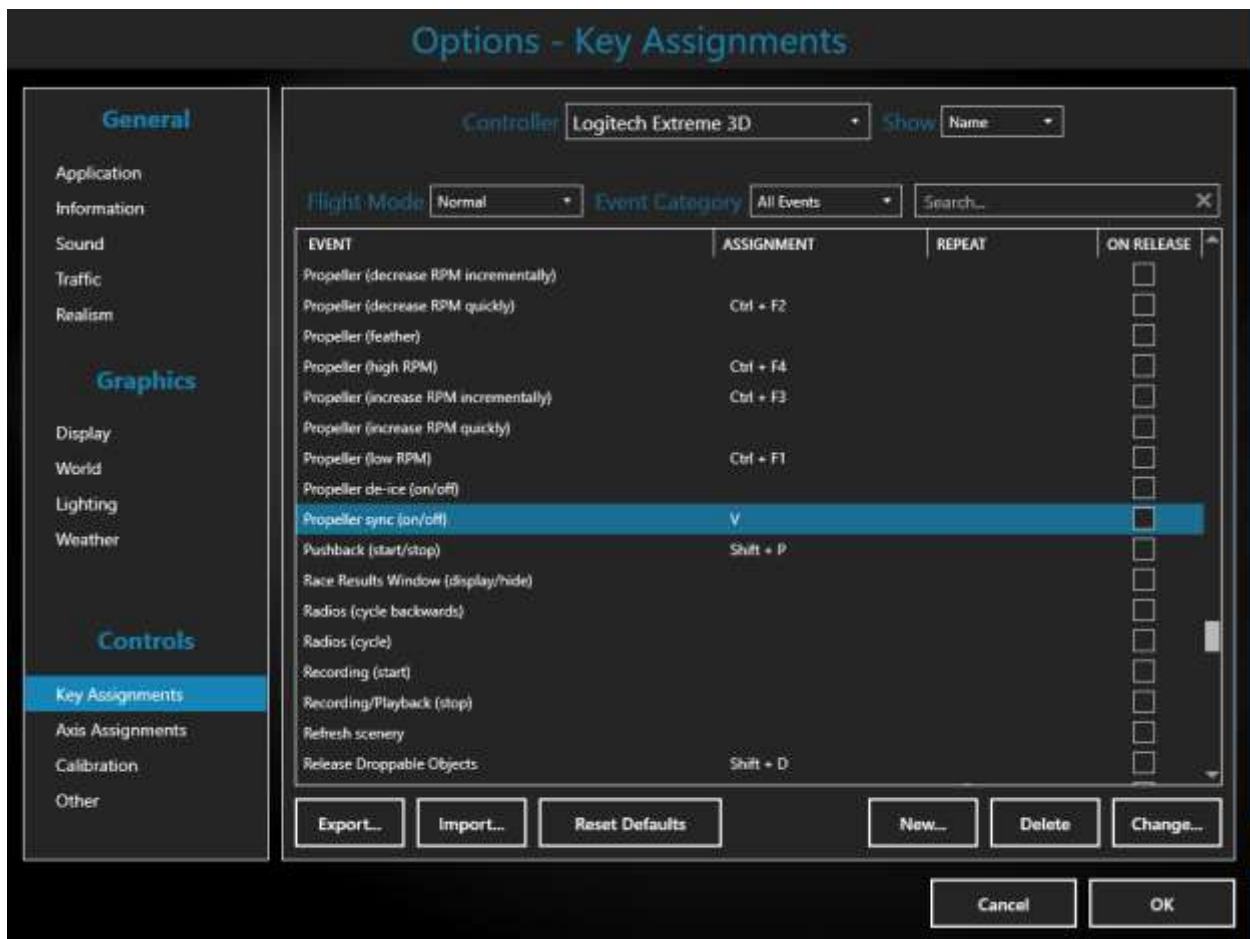
MAIN BUTTON (BUTTON CONTROL)

- 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, turn on the FS2Crew Panel Night Lighting by turning the INTEG LT on the Captain’s Panel to a position greater than halfway.



MAIN PANEL FUNCTIONS:

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

“PF / PM” / “CM1 / CM2”: Current role and seat position.

PF = Pilot Flying

PM = Pilot Monitoring

CM1 = Crew Member 1 (Left Seat)

CM2 = Crew Member 2 (Right Seat)

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 acting on 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: Right Clicking 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 VC camera.

FO = FO VC camera.

MCDU = MCDU VC camera.

PED = Pedestal VC camera.

ECAM = ECAM 2D pop up.

OVH3D = Overhead VC camera.

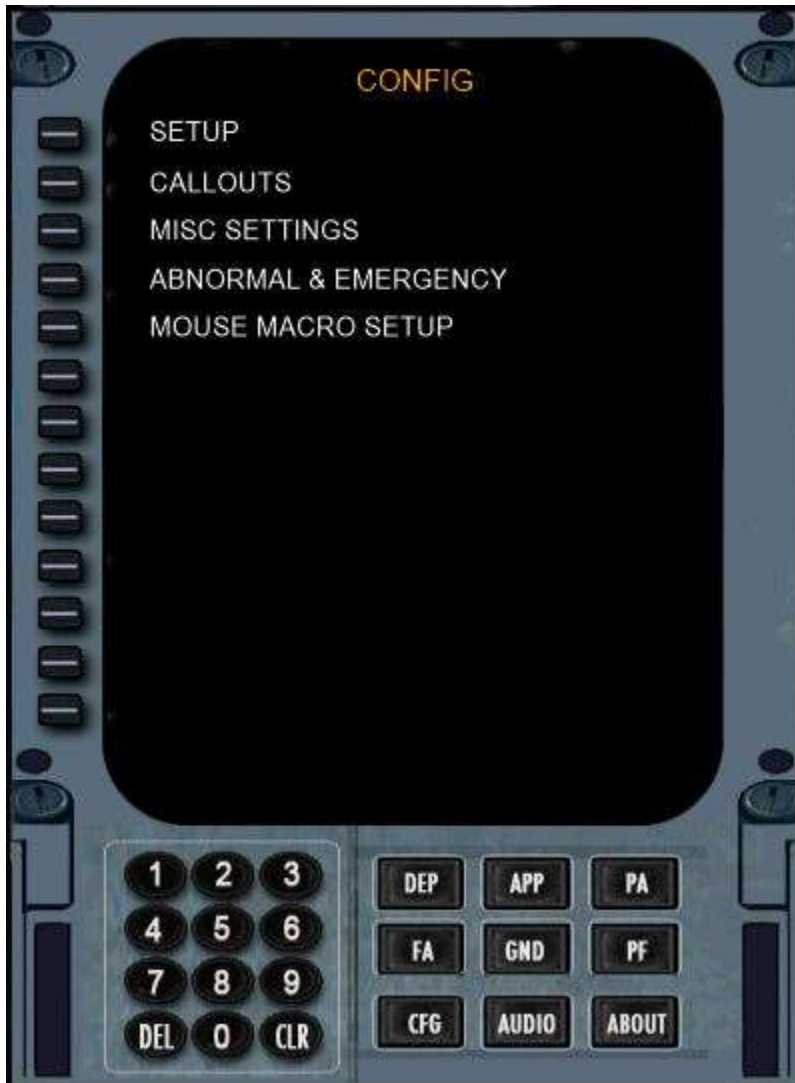
OVH2D = Overhead 2D view.

PED2D = Pedestal 2D view.

MCDU2D = MCDU 2D 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

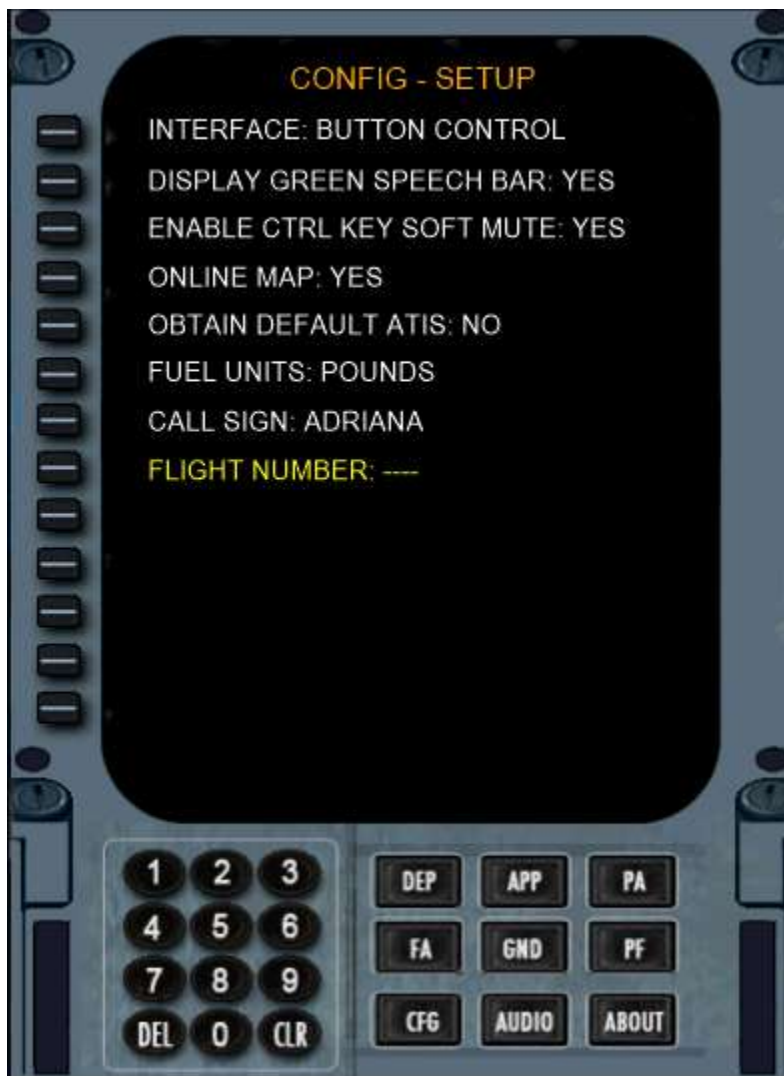
CALLOUTS = Callouts Page

MISC SETTINGS = Miscellaneous Page

ABNORMAL & EMERGENCY = Failures Page

MOUSE MACRO SETUP = Mouse Macro Setup

CONFIG - SETUP PAGE



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.

ON-LINE MAP: Displays your position on the FS2Crew on-line map.

OBTAIN DEFAULT ATIS: PM attempts to obtain the ATIS via the default ATC system. This is very experimental as FS2Crew cannot "read" what's on the ATC menu.

FUEL UNITS: Only needed for button control. Select if using Pounds or Kilograms.

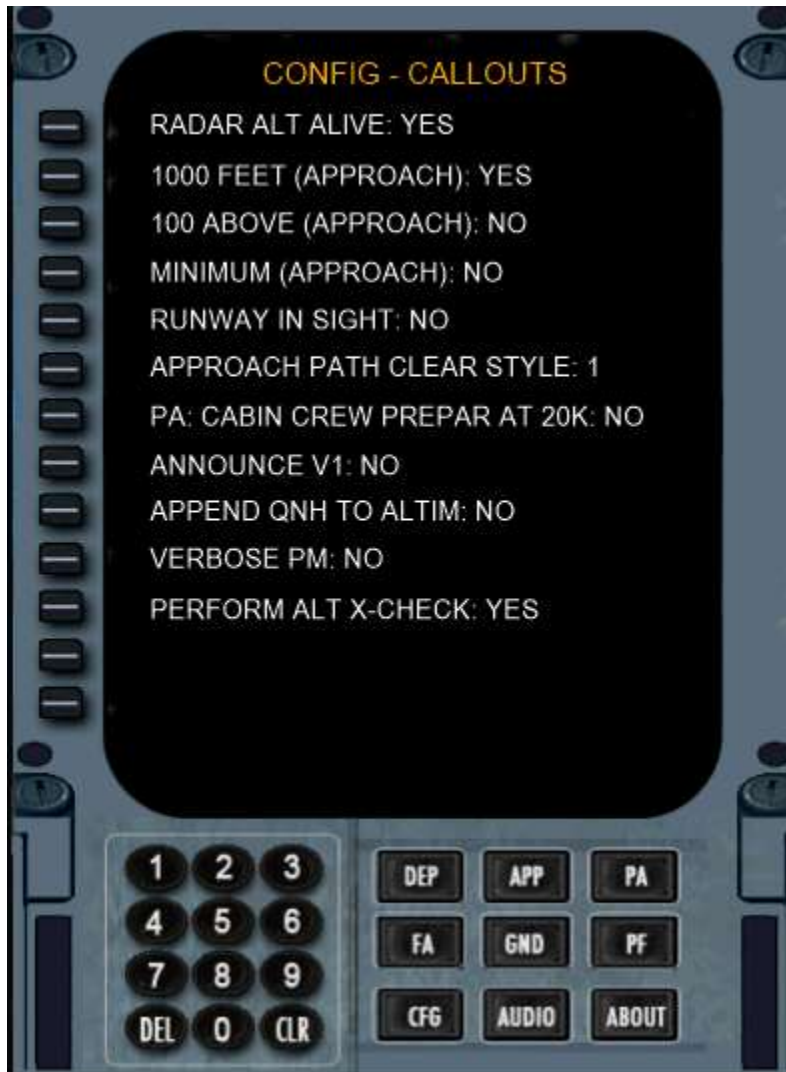
CALL SIGN: Used by the PM when requesting an Airways, Taxi or Takeoff Clearance WITHOUT using the default ATC system.

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.



RADAR ALT ALIVE: PM calls Radar Altimeter alive on approach.

1000 FEET (APPROACH): PM calls 1000 feet (AGL) on approach.

100 FEET (APPROACH): PM calls 100 feet (AGL) on approach.

MINIMUM (APPROACH): PM calls MINIMUM based on value user manually entered in the FS2CREW APPROACH BRIEF PAGE.

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.

APPROACH PATH CLEAR:

Option 1: *“APPROACH PATH CLEAR OF TRAFFIC”*.

Option 2: *“FINAL RUNWAY CLEARED”*.

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

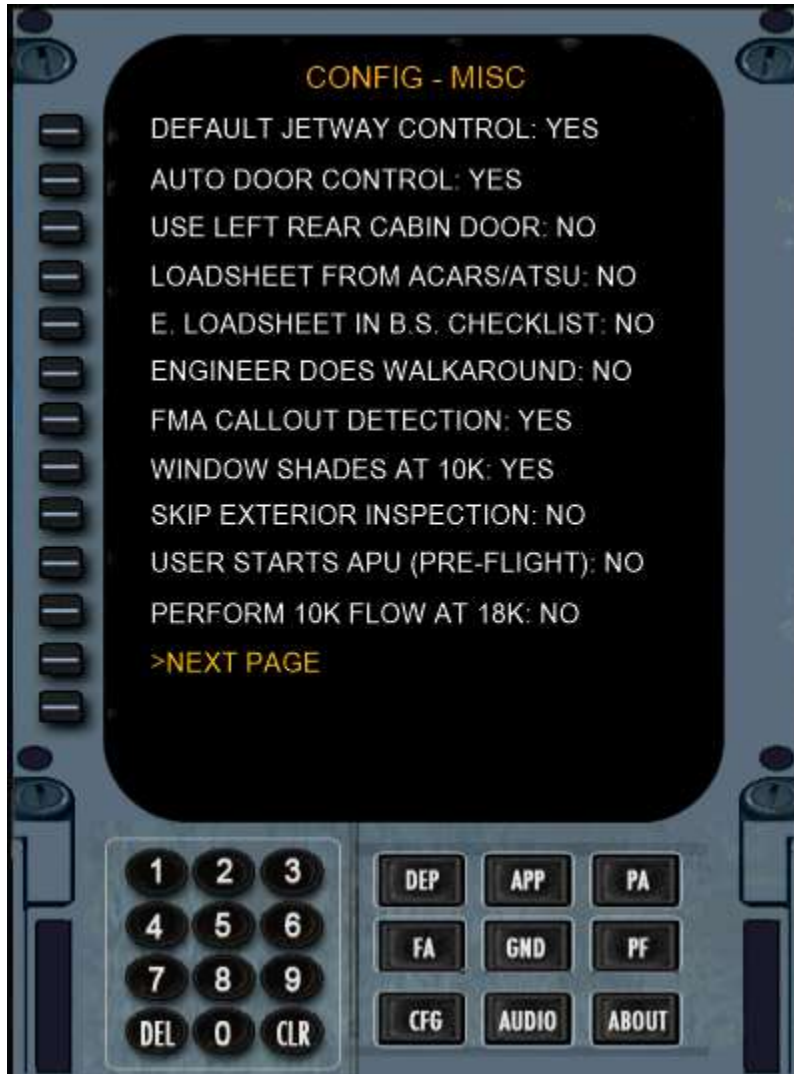
ANNOUNCE V1: Yes or No. You may have the FSLabs Airbus setup to call it automatically.

APPEND QNH TO ALTIM: Add “QNH” as a phrase to spoken altimeter values. This is common in Europe and Asia.

VERBOSE PM: Airbus employs a quiet cockpit concept. For example, based on the Airbus FCOMs, pilots rarely say “Checked” except for FMA callouts and the 100 knots speed cross check on takeoff. With VERBOSE PM set to YES, the PM will say “checked” much more often to various events, even though it’s not what Airbus intends you to do.

PERFORM ALT X-CHECK: Select Yes if you want to perform the Altimeter Cross check. For example: “Passing 4000... Now”.

CONFIG – MISC SETTINGS (1)



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: Current INOP due to technical issues.

USE LEFT REAR CABIN DOOR: Self Explanatory.

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

E. LOADSHEET IN B.S. CHECKLIST: This is an airline option. Adds “ELECTRONIC LOADSHEET” to the bottom of the BEFORE START CHECKLIST. The expected response is “SENT”.

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.

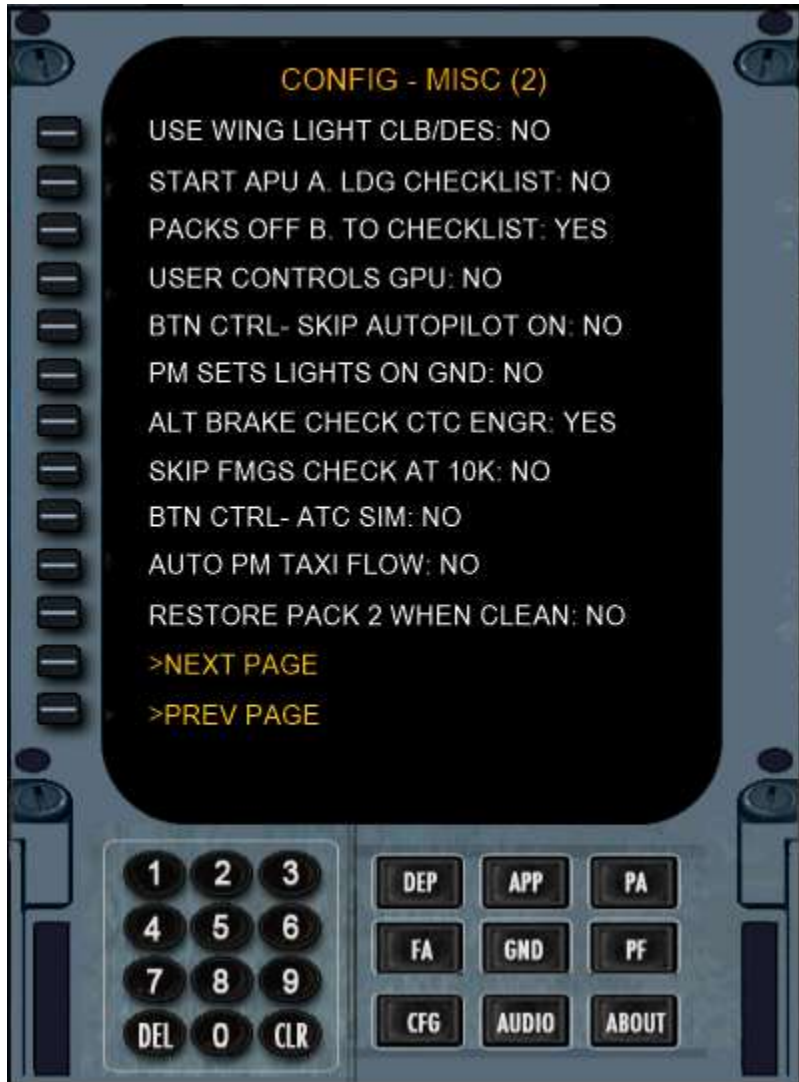
WINDOW SHADES AT 10K: PM will extend and retract window shades at 10,000 feet in the climb/descent.

SKIP EXTERIOR INSPECTION: This is done at the beginning of the flight on the first flight of the day or during a crew change. You cannot fast forward the time down while this action is taking place. To save time, you may want to set this option to YES.

USER STARTS APU (PRE-FLIGHT): If YES, starting the APU is the responsibility of the user. The PM will not start the APU during his PRELIMINARY COCKPIT PREPARATION flow.

PERFORM 10K FLOW AT 18K: This is mainly for American users. Many US airlines perform the 10,000-foot flow (namely setting the exterior lights) at 18,000 feet rather than 10,000 feet.

CONFIG – MISC SETTINGS (2)



USE WING LIGHT CLB/DES: Some American airlines like to the Wing Light for added visibility. This option allows you to do that.

START APU A. LANDING CHECKLIST. This is a pilot technique option. Rather than starting the APU during the After Landing flow, some pilots will start the APU during the After Landing Checklist during the APU – START challenge. This is to save fuel. You need to respond “START” to the APU challenge.

PACKS OFF B. TO CHECKLIST: On a hot day, the cockpit can heat up very quickly with the packs off. With this option set to YES, the PM will not turn off the packs during the before takeoff flow if you’ve briefed

for a Packs Off Takeoff. Rather, he'll set the packs off during the PACKS challenge in the BEFORE TAKEOFF CHECKLIST – BELOW THE LINE. You need to respond "OFF" to the packs challenge. This way you're keeping the packs on for the longest time possible to help keep the cockpit cool.

USER CONTROLS GPU: User controls the GPU directly, not the PM.

BTN CTRL-SKIP AUTOPILOT ON: If using Button Control, select this option if you want to turn on the Autopilot yourself during the initial climb.

PM SETS LIGHTS ON GND: Generally speaking, in an Airbus the PF will control the ground lights during takeoff and after landing. However, this can be awkward in Flight Simulator due to the nature of flying on a desktop computer where it's difficult to steer and move switches at the same time. With this option to set to YES, the PM will set the lights for you during takeoff and after landing.

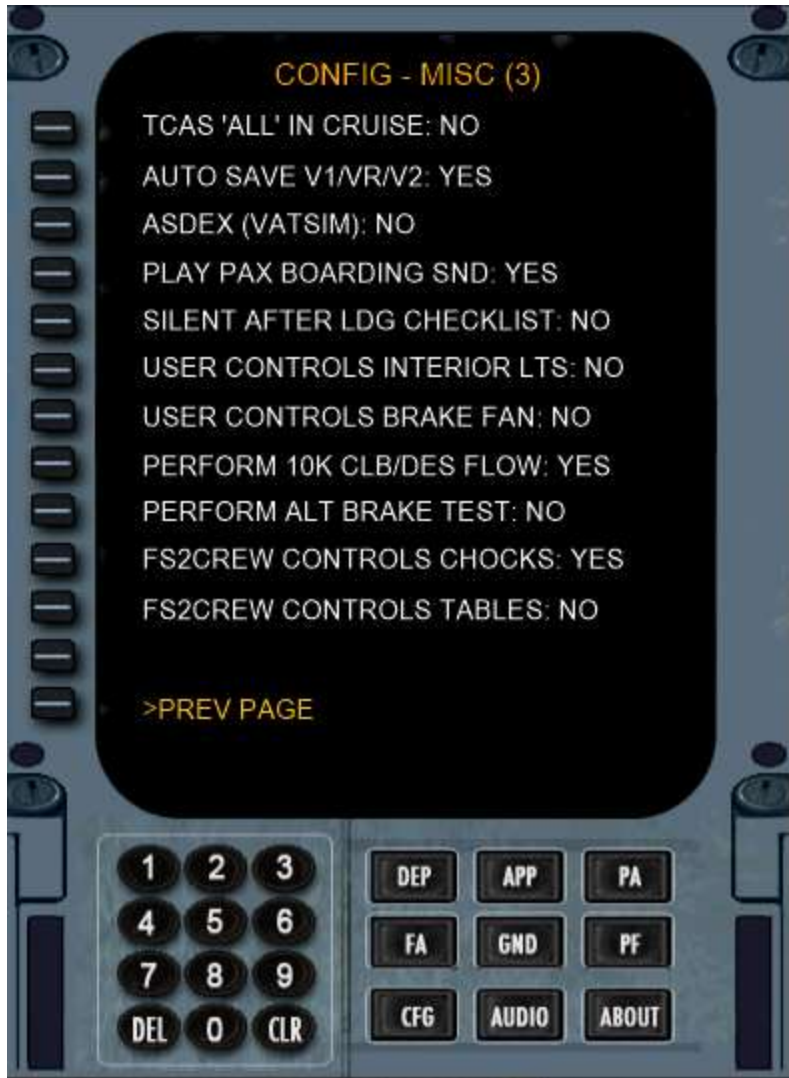
ALT BRAKE CHECK CTC ENGR: If you'd rather simulate using hand signals than using the intercom for the Alternate Brake Check in the Preliminary Cockpit Preparation flow, select this option to NO.

SKIP FMGS CHECK AT 10K: Select YES to skip the FMGS check during the 10,000 foot climb flow. The check refers to confirming Altitudes on the MCDU's Progress page. This applies to Voice Control only.

BTN CTRL- ATC SIM: Select YES if you want to simulate some basic ATC interaction with the PM.

AUTO PM TAXI FLOW: Used in Voice Control only. Do not select NO if using Button Control. Select NO and PM will not automatically perform his taxi flow after completing his flight control check. To have the PM perform his taxi flow, speak "**TAXI PROCEDURE PLEASE**"

RESTORE PACK 2 WHEN CLEAN: Select YES and if performing a Packs Off T/O the PM will restore pack 2 after the flaps are up instead of 10 seconds after Pack 1 is selected On.



TCAS 'ALL' IN CRUISE: Select YES and the PM will set the TCAS to ALL instead of BELOW in Cruise. The PM will set TCAS back to BELOW at 10,000 feet in the descent.

AUTO SAVE V1/VR/V2: Select YES to auto-save your V1/VR/V2 entries when flight simulator exits.

ASDEX (VATSIM): Select YES if using VATSIM. PM will not set the Xponder to Standby during the After Landing flow. He will, however, set it to Standby during his parking flow.

PLAY PAX BOARDING SOUND: Select YES to hear ambient passenger boarding background sounds if running the Pre Flight events.

SILENT AFTER LANDING CHECKLIST: Select YES and PM will perform the After Landing Checklist silently.

USER CONTROLS INTERIOR LTS: Select YES to manually control the cockpit lights during the Pre-Flight Events.

USER CONTROLS BRAKE FAN Select YES to manually control the brake fan during the Parking Flow.

PERFORM 10K CLIMB FLOW: Select NO if you do not want the PM to perform the 10,000 foot climb flow.

PERFORM ALT BRAKE TEST: Select NO if you do not want the PM to perform the Alternate Brake test during his Preliminary Cockpit Setup flow.

FS2CREW CONTROLS CHOCKS: Select NO if you do not want FS2Crew to attempt to control the wheel chocks.

FS2CREW CONTROLS DOORS: Seles YES if you want FS2Crew to control the cockpit tables.

DEPARTURE BRIEF

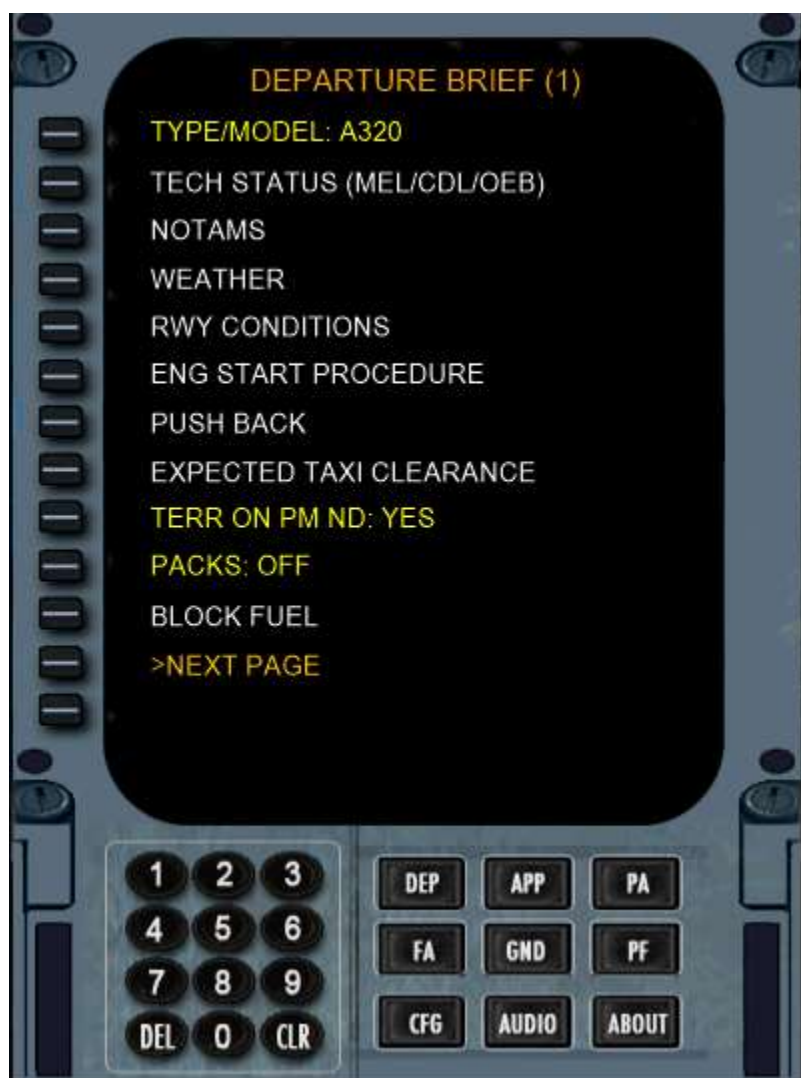
Filling out the departure brief for each flight is critical.

FS2Crew needs a lot of the information you manually enter in order to generate certain callouts in the simulation. Many of the fields built into the brief function as user options.

Items whose values can be modified by the user are in marked in yellow.

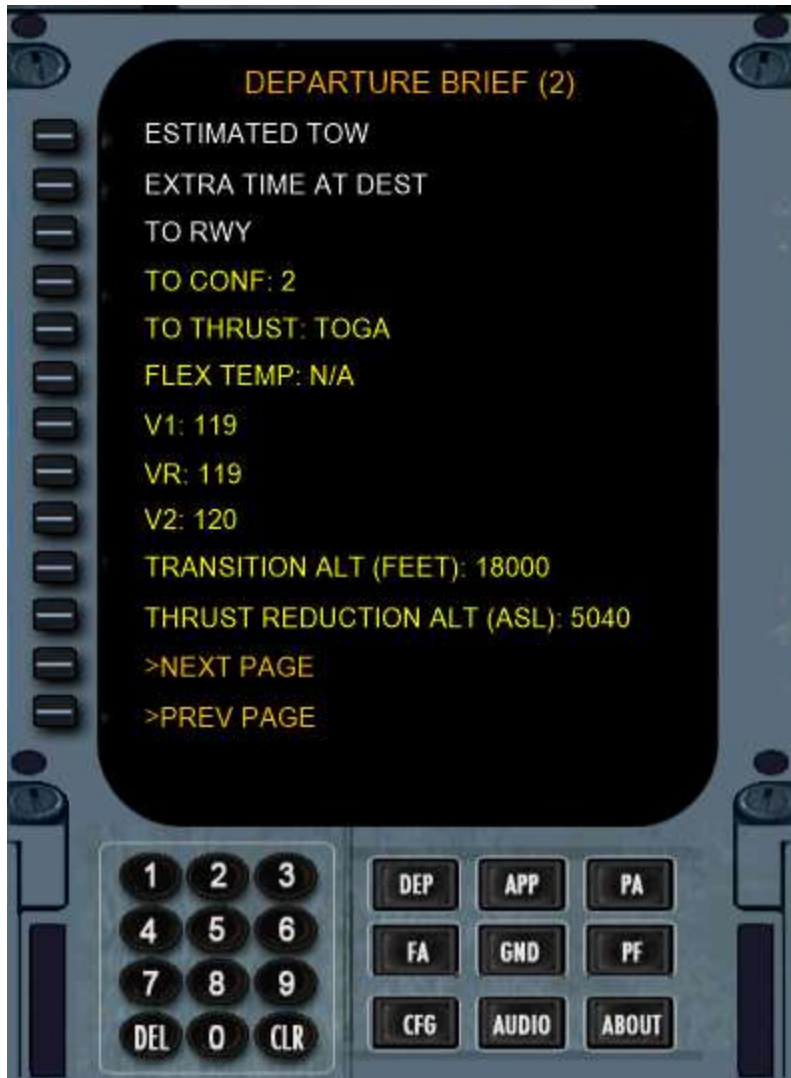
The Brief follow the structure of an Airbus standard departure briefing.

Press the LSK button for the associated field to cycle values.



TERR on PM ND: PM selects terrain on his/her ND during the taxi flow.

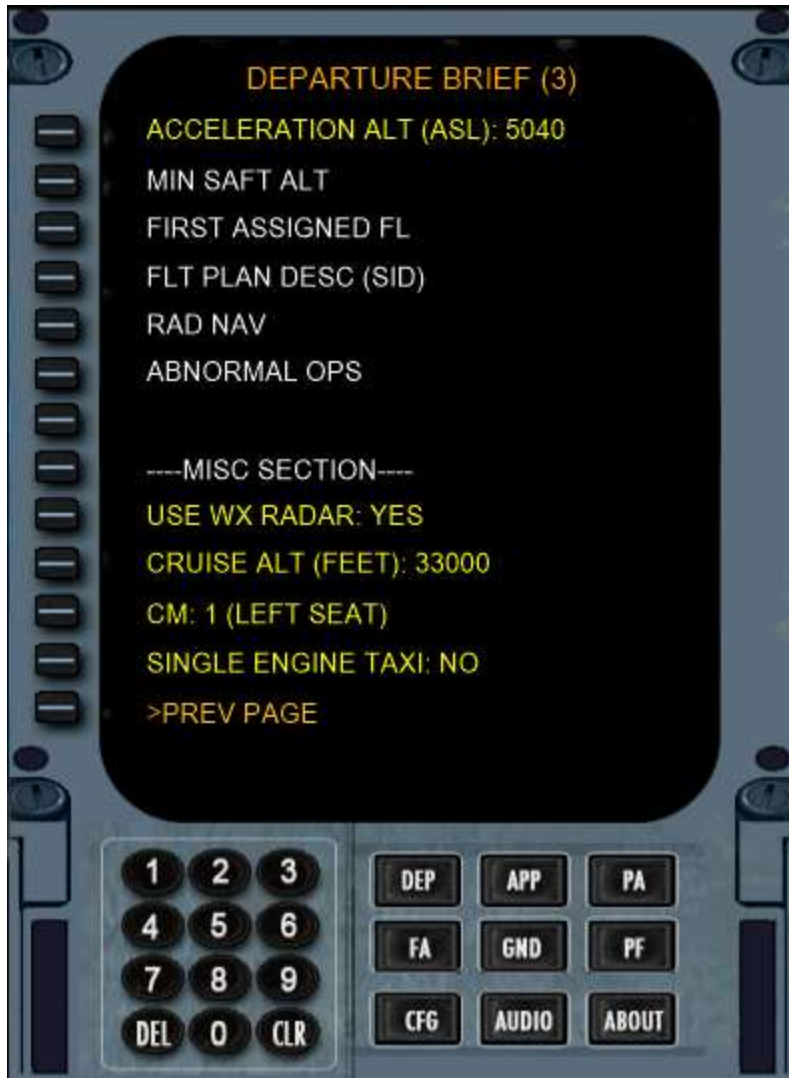
PACKS: Set to YES, PM will restore Pack 1 at the thrust reduction altitude and Pack 2 ten seconds later.



To transfer a numeric value, enter the number in the scratchpad then press the associated LSK to transfer the value.

FS2Crew cannot read any data out of the MCDU, so you need to transfer the values to FS2Crew. Note that these values are saved.

For **THRUST REDUCTION ALTITUDE** and **ACCELERATION ALTITUDE**, these values must be copied directly as they appear in the MCDU. Values must be entered as ASL, not AGL.



For **CRUISE ALT**, ensure you write the number in full. For example, for FL330, write 33000, not 330.

Note that unlike with previous FS2Crew's, there's no option to play an audio brief.

This is because there are too many numbers involved, and when joined together and played as strings the brief would detract more from the simulation than add to it.

CM: Allows you to select your seat. Multiple flow items and autopilot handling vary with your seat position.

CM 1 = Left Seat. CM 2 = Right seat.

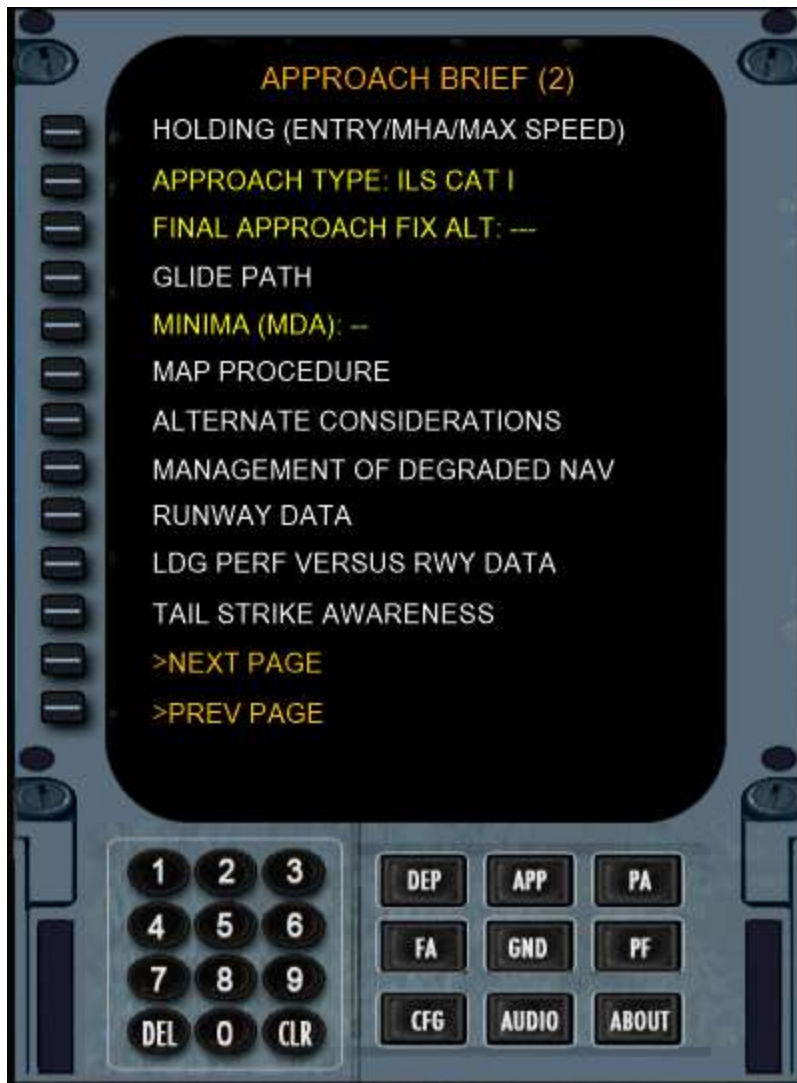
APPROACH BRIEF

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

It is important that during the Cruise phase you review and update each page on the Approach Brief.



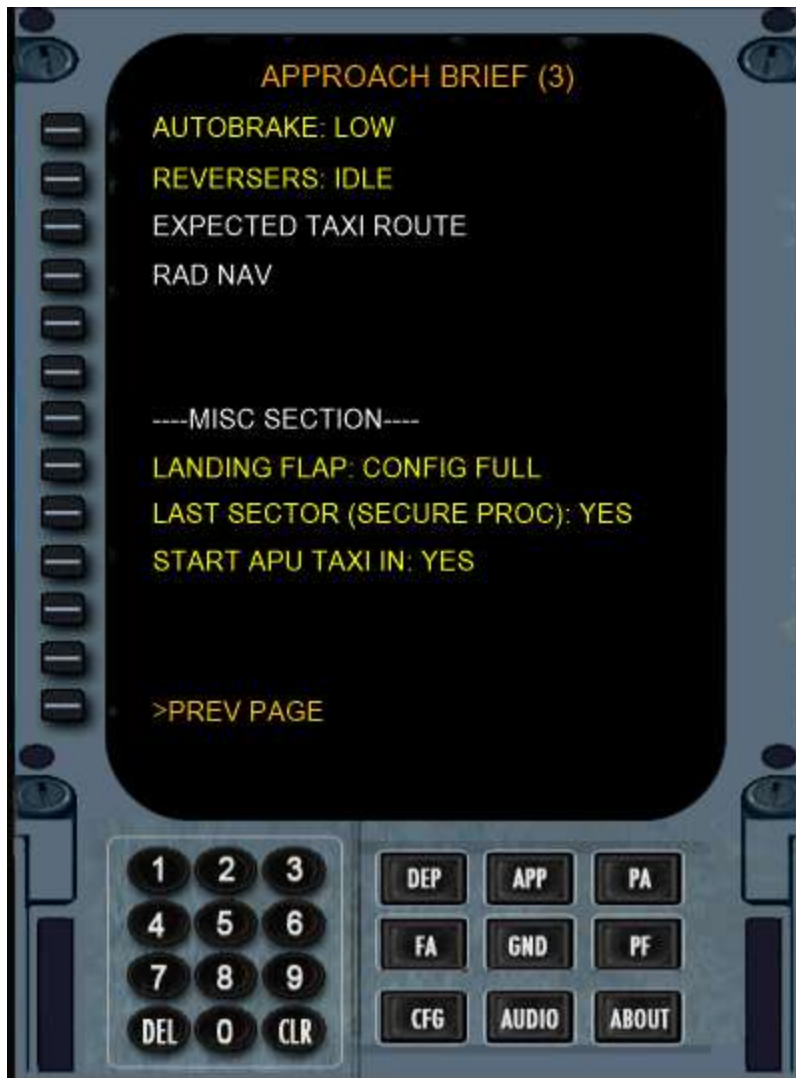
TRANSITION ALTITUDE (FEET): Enter the transition altitude in feet via the scratchpad. FL330 would be entered as 33000. FL100 would be entered as 10000.



APPROACH TYPE: ILS CAT I, ILS CAT II/III, NON PRECISION, VISUAL and VISUAL PATTERN. VISUAL PATTERN is for touch and go training.

FINAL APPROACH FIX ALT: FAF altitude. This value can be found on your approach charts. It's usually the altitude at which the glideslope is intercepted.

MINIMA (MDA): Transfer this value from the MCDU.



LANDING FLAP: Config 3 or Config Full.

LAST SECTOR (SECURE PROC): If last flight of the day, select YES to run the Securing Aircraft procedure and checklist

START APU TAXI IN: If you intended to start the APU during the taxi in, select this option to YES. If NO, FS2Crew will attempt to connect the GPU at the gate right after you shut down the left engine.

GROUND CONNECTIONS (GND)



REMOVE/CONNECT EXTERNAL POWER: Self-explanatory.

PUBLIC ADDRESS (PA)





Notes:

1. Items are self-explanatory.

FLIGHT ATTENDANT PAGE (FA)

To call the FA, press the FWD or AFT FA Call button on the overhead.





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.

TRANS STOP-NO CREW CHANGE: Certain items in the PRELIMINARY COCKPIT PREPARATION flow will be skipped if this option is set to YES. In the Airbus FCOM, it would be items marked with a *.

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, but not all sounds, will be routed through your headset.
3. RESET AUDIO SYSTEM is used if the FO's audio drops out. Do not touch your computer during the audio reset. This is a last resort option, and it may result in stability. If you have audio problems, please consult the FS2Crew Support Forum. Usually audio drops out due to an audio driver issue or because your USB port goes to sleep.

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, always check the [FS2Crew Support Forum at Avsim.com](#). 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:

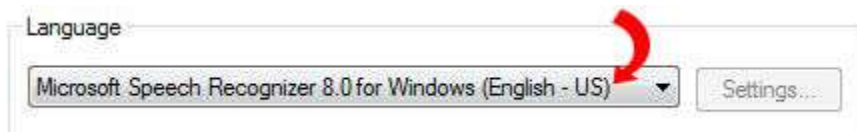
1. If you have two sound cards running in parallel, disable one of them.
2. If you are running any program in the background that attempts to strip **Digital Music Rights (DRM)** from music, such as **Tune Bite**, **Sound Taxi**, **Audials** or **Sound Bite**, please disable them. They interfere with 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:\UsersYOUR 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 Airbus is not acting properly.

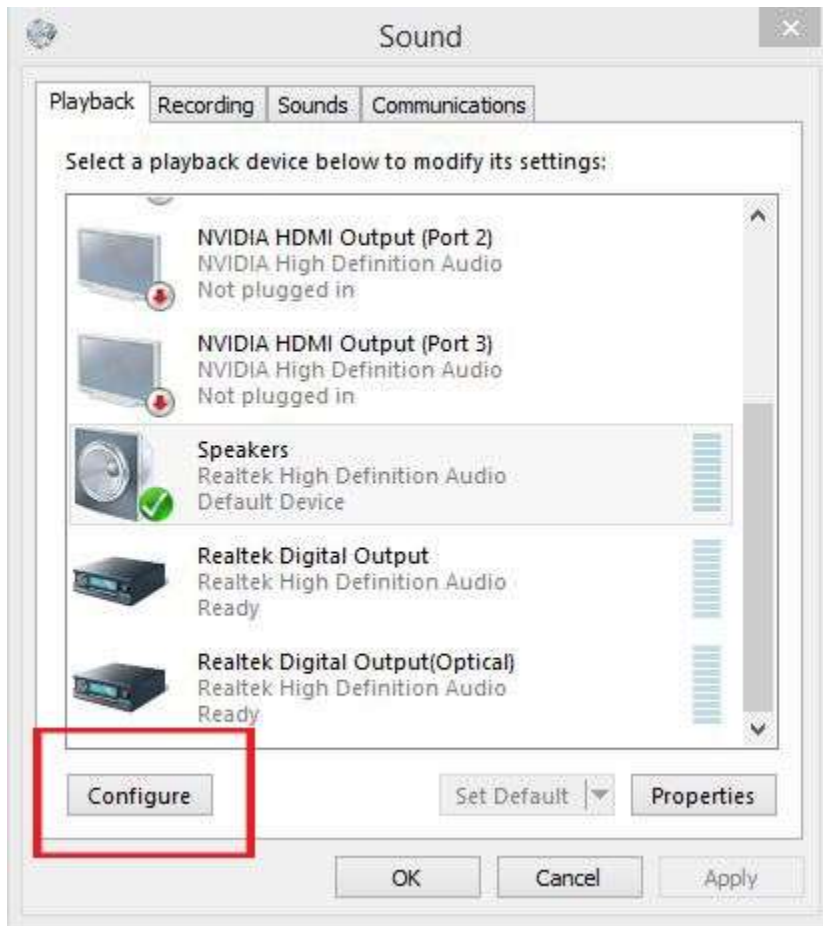
Solution:

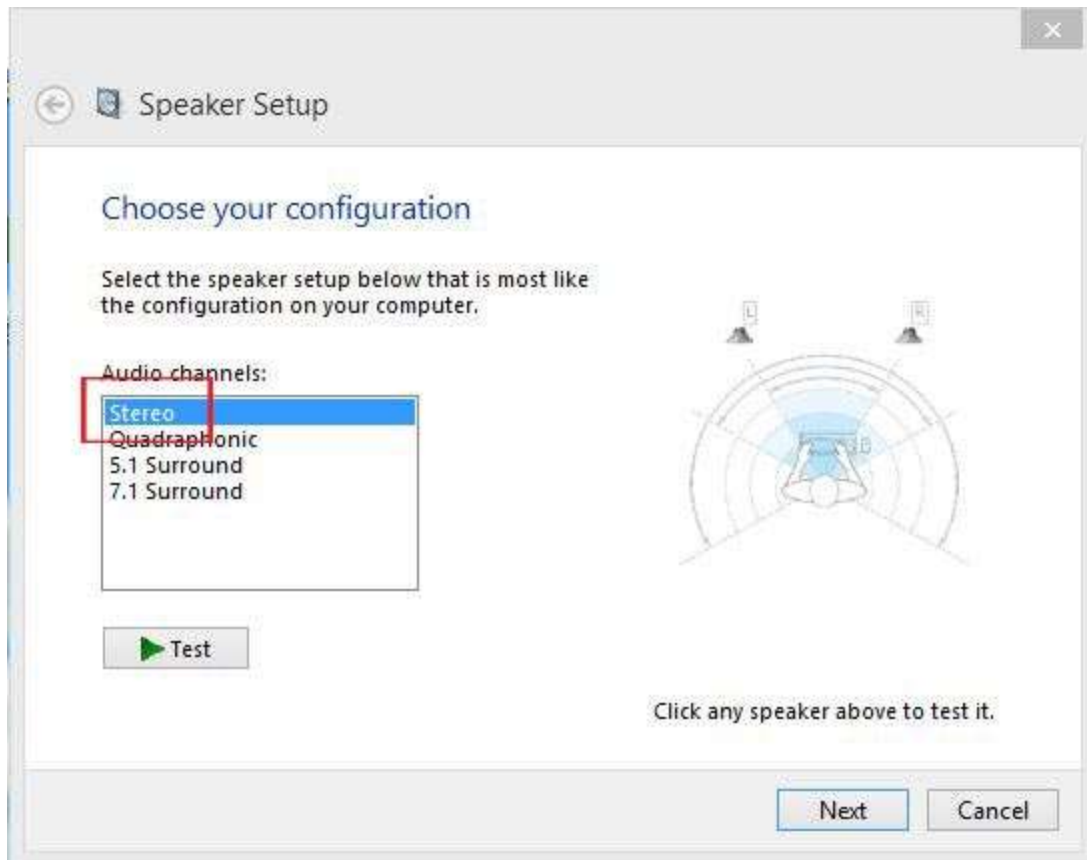
1. Do NOT use saved situation files. A default aircraft should always load first on the Free Flight screen in P3D. Saved flight can introduce problems into the simulation.
-

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 RIGHT CLICK 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:

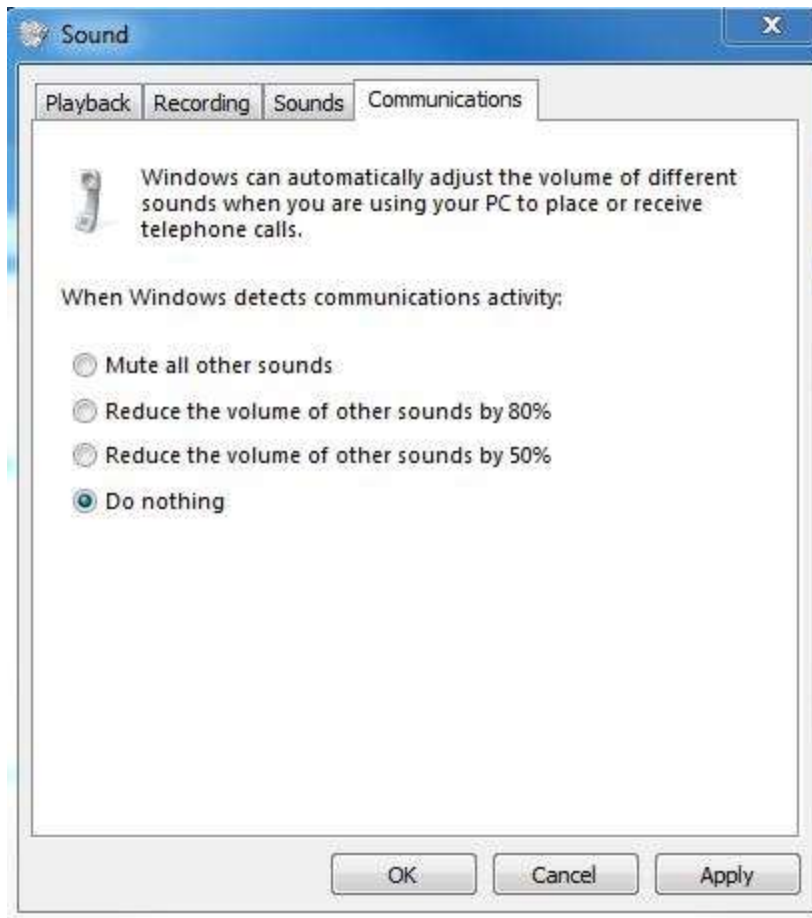
Ensure your FS units of measurement are set to **FEET** for altitude, not meters:



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

Solution:

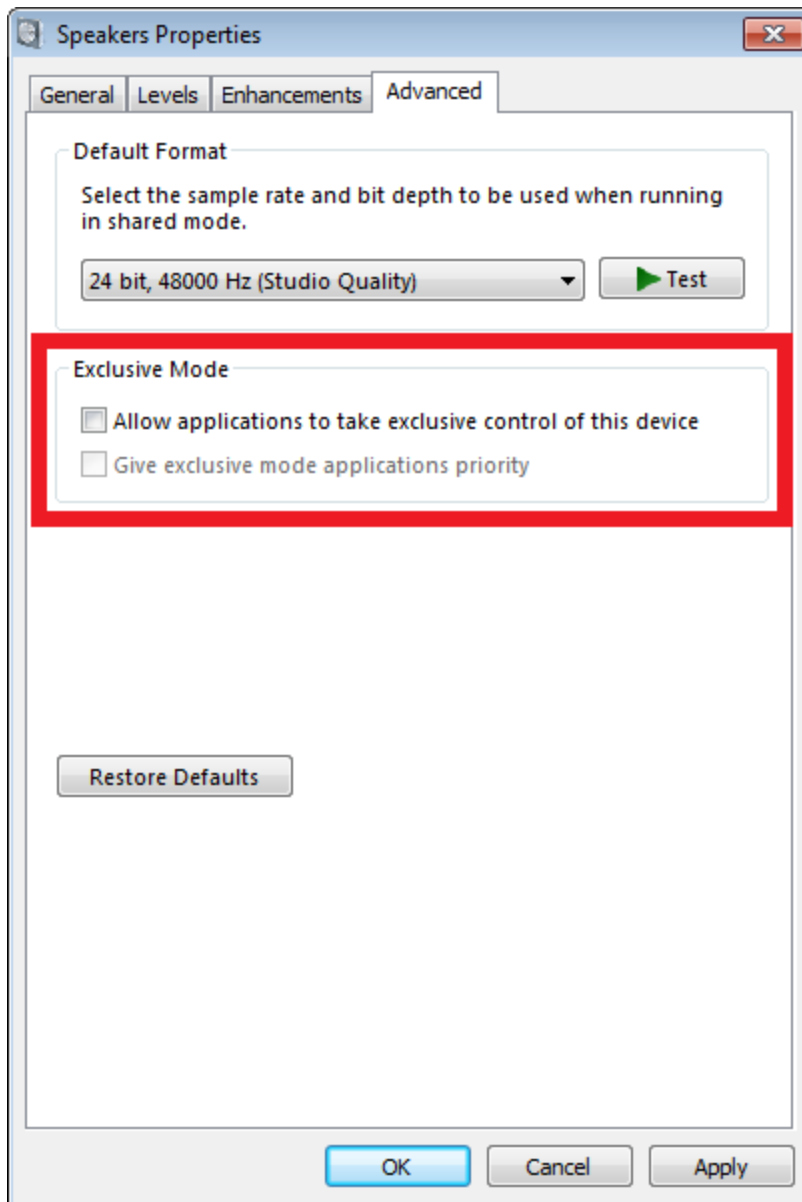
1. Go to **Control Panel -> Hardware and Sound -> Sound -> Communications**. Select "**Do Nothing**" when **Windows detects communications activity** and click apply.



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/utills/nircmd.html>

SUPPLEMENTARY VOICE COMMANDS

Important Note: FS2Crew is not meant to be a 'Voice Buddy' type program; rather, FS2Crew is meant to be an airline crew simulation. Accordingly, we don't tie every switch or button on the plane to a voice command. The reason is because in airliners, almost all switches are controlled via flows / ECAM procedures. Generally -but not always- you don't directly command the other pilot to action certain switches or buttons on the overhead panel.

GENERAL COMMANDS:

- RESTART THE CHECKLIST
- **SET AND CHECKED** (Used if you are unable to reply to a Checklist item using the expected syntax).
- I HAVE CONTROL
- YOU HAVE CONTROL
- TAXI PROCEDURE PLEASE (Used to manually trigger the PM's TAXI FLOW.)
- AFTER START PROCEDURE (Used to manually trigger the PM's AFTER START FLOW.)

FCU COMMANDS:

For many of the commands below to work, the autopilot must be OFF since the PM cannot touch the FCU while the autopilot is on! If the autopilot is ON, the FCU is the PF's area of responsibility.

- AUTOPILOT 1 ON
- AUTOPILOT 2 ON
- PULL SPEED
- PULL S SPEED
- MANAGE SPEED
- MANAGE NAV
- PULL HEADING
- FLIGHT LEVEL PULL
- FLIGHT LEVEL MANAGE
- ARM APPROACH
- ARM LOCALIZER
- PUSH TO LEVEL OFF
- FLIGHT DIRECTORS OFF BIRD ON SET RUNWAY TRACK

- FLIGHT DIRECTORS OFF BIRD ON
- SET DOWNWIND TRACK
- SET RUNWAY TRACK
- BIRD ON

*NOTE: FS2CREW CANNOT SET THE RUNWAY TRACK DUE TO TECHNICAL LIMITS.

*IF DOING TOUCH AND GO TRAINING, THE COMMAND 'SET DOWNWIND TRACK' AND 'SET RUNWAY TRACK' ARE AVAILABLE BUT NOTE THAT IT IS EXPERIMENTAL DUE TO TECHNICAL LIMITS. YOU MAY NOT GET AN ACCURATE RESULT BECAUSE FS2CREW CANNOT READ THE HEADING VALUE IN THE FCU DIRECTLY.

OVERHEAD / MAIN PANEL AND MCDU

- STROBES ON
- STROBES AUTO
- STROBES OFF

- TAKEOFF LIGHT ON
- TAXI LIGHT ON
- TAXI LIGHT OFF

- LANDING LIGHTS ON
- LANDING LIGHTS OFF

- RUNWAY TURN OFF LIGHTS OFF
- RUNWAY TURN OFF LIGHTS ON

- WIPERS ON
- WIPERS OFF

- BRAKE FAN OFF

- RESET THE TRIM

- MANUAL BRAKING

- ACTIVATE SECONDARY

- ACTIVATE APPROACH PHASE

- CONFIRM DIRECT XXX

- CHECK THE BOX

ATC COMMANDS:

- REQUEST ATC CLEARANCE
- REQUEST START CLEARANCE
- REQUEST PUSH AND START CLEARANCE

- REQUEST TAXI CLEARANCE
- REQUEST TAKEOFF CLEARANCE

GROUND CREW COMMANDS:

- GROUND FROM COCKPIT
- PLEASE CONNECT THE (GPU / EXTERNAL POWER)
- PLEASE REMOVE THE (GPU / EXTERNAL POWER)

FA IN FLIGHT CONVERSATIONS

- ONE COFFEE PLEASE
- ONE TEA PLEASE
- SOME LUNCH PLEASE
- SOME DINNER PLEASE
- SOME BREAKFAST PLEASE
- ONE JUICE PLEASE
- ONE WATER PLEASE
- I WILL KEEP YOU UPDATED
- I WILL KEEP YOU IN THE LOOP
- I WILL KEEP YOU INFORMED

MISC COMMANDS / CALLS:

- TAXI PROCEDURE PLEASE (USED IF PM NOT AUTO PERFORMING TAXI FLOW)
- CLEARED FOR TAKEOFF (CRM AWARENESS)
- CLEARED TO LAND (CRM AWARENESS)
- CLEARED FOR THE APPROACH (CRM AWARENESS)

-MANUAL END-

