

## REGISTRATION Process



- 1) Apply in the *application form* on the website by clicking “Join Us”: <http://www.orion-va.com/>  
A staff member will receive an email notification about your application.
- 2) Join us on *our discord*, you can find the *link on the website* just by clicking *Discord Logo*.
- 3) Once on discord, you will be attributed as a “Guest”. You should *contact an admin* online to proceed with your application.
- 4) You will fix a date for *an interview in the Voice Channel > Interview section*.
- 5) Admin will be *approved* or *decline* your application.
- 6) If approve you will have a specific *Orion Virtual callsign that will be unique*. On ivao or Vatsim connect with the *callsign OROXXX and callsign is ARCHERxxx*.
- 7) In order to be “Active Pilot” you must *Sign Up* in the member section. Wait for admin to approve your request. Once you are sign up, *Log In* on the website with your account and go in your profile and *put your profile “Public”*
- 8) First Flight must be completed within 14 days – After first flight Inactivity period maximum allowed 1 month.



## Getting Started – FS Airlines

- 1) Our Virtual Airline operates on the FSAirlines network. FSAirlines is a full-service VA Management website and client software package that allows us to operate our VA like a real airline; buying planes, leasing them, maintaining their integrity, keeping them filled up with fuel and moving passengers and cargo!

This is a requirement to join our VA. You need to create an account on FSAIRLINES.NET. Please use your real name if possible (per FSAIRLINES.NET privacy policy) but if you absolutely refuse to do so please use a realistic name at least. No names of famous people should be used. Failure to follow this naming scheme will get your application to be a pilot rejected!

### XPUIPC/FSUIPC

In order for FSAirlines to track your aircraft's position and fuel burn you must be using the XPUIPC (if on XPlane) or FSUIPC (if on FSX/P3D) plugins. These plugins link the simulator to FSAirlines so it can read your aircraft's data in real time and give

you credit for the flight. Below are the links to the software. Be sure you get the correct version for your simulator.

XPUIPC vers 2.0.4.8

[http://fsacars.com/downloads/xpuipc/XPUIPC\\_2.0.4.8.zip](http://fsacars.com/downloads/xpuipc/XPUIPC_2.0.4.8.zip)

(Note: The newest version of XPUIPC is 2.0.5.9 but it has been known to cause problems with other plugins and aircraft so we recommend 2.0.4.8 instead.)

FSUIPC version 5.0

<https://www.schiratti.com/dowson.html>

2) You also need to *download FS Airlines plugin*

(<https://www.fsairlines.net/en/downloads>) and install it on your pc.

Please check how to install it properly in [www.fsairlines.net](http://www.fsairlines.net) .

3) Apply to Orion Virtual Airlines on FS Airlines. Once you have set up your own account, go to <https://www.fsairlines.net/crewcenter/> and on the left side look up under “Virtual Airline” > Orion VA and “Apply”.

4) Check on discord under documents for om-a for standard procedures and om-b related to the type of plane you will flynd mark the relative thick box when downloaded



## Your First Flight – FS Airlines

So you have signed up, been approved and had your Type Ratings set. You can now fly your first flight but where to begin? This section will take you through the basics of getting a flight prepared, started and finished for Orion Virtual Airlines.

### 1) BOOKING A FLIGHT

Your first step is to find a flight from the thousands that are available. Keep in mind that FSAirlines is a persistent world simulation. This means that the planes we own are where they are and you cannot simply take that 747 from LIMC to fly a route that starts at LIMJ! Every plane you fly stays where you land it until someone else takes it for the next flight or you book it again for a second leg. FSAirlines takes it a step further and simulates where YOU are in the world. Your Pilot Persona must be at an airport that has company planes available. If you need to move from one airport to another you simply need to buy a plane ticket and move your Pilot Persona there. This will take money out of your personal account. Once you are at an airport with planes you can now click on the Book Flight option and select the airport you wish to go to. After you pick the route a list of planes available at the airport will appear. Select one and you are ready. The booked flight page will turn into a flight briefing page showing you how much cargo and passengers your flight is going to have. Suggested fuel is listed

also but this is not necessarily the fuel load you want. Be aware that once you book a flight if you have to cancel it you will be charged a penalty. DO NOT cancel a flight unless you have no other choice. If you experience technical problems with your simulator such as a crash you do have up to 72 hours to complete the flight before it will autocancel. We encourage you to start the flight again and finish it rather than cancelling. If you cancel flights a lot you will find your bank account in the negatives real quick.

## 2) PACKAGES

The latest version of FSAirlines has implemented the package system for cargo. Prior to departure you should check the cargo package area for any high priority packages that can be loaded on the flight you are about to make. They are worth a lot of money and replace your standard cargo in the cargo bay of your aircraft. Here's how it works. Book your flight. Once you are ready to begin the flight go to the booking page and click on the Select Packages button. If there are packages that need to go to your destination airport they should be at the top of the list.

Note your aircraft's max cargo space (1). As you add packages by clicking the select buttons next to them (3) you will see the total weight of the packages you have selected (2) start to add up. Make sure this does not exceed your aircraft's cargo capacity or you will not be able to click the Load Selected button (4). If your weights are good the button will turn blue and you can click it to load the packages cargo. Once that is done the cargo will be transferred to your plane's cargo bay. Any left over space will be filled with standard cargo which the value is given by how many miles it is flown. This new system makes cargo packages overall much more desirable than standard cargo as it is more valuable overall, especially cargo that has been marked as High Priority. Try to get those loaded in your plane first if there any available. Once you have done all this you can return to your Briefing Document page and go fly

## 3) PREPARING THE FLIGHT

Once you have your flight booked and you have loaded your packages you can start the simulator and the FSAirlines Client. It does not matter which order you start them in. All that matters is that you are spawned in at the gate and ready to begin in the simulator. Once your plane is loaded in and you have put in the proper amount of fuel you can log into your flight in the FSAirlines client. Log in if you are not already logged in on the client then click the Flight Information button. Verify that the flight you see is the flight you booked for. If it is you are cleared to proceed to refueling the aircraft.

## 4) REFUELING YOUR AIRCRAFT

We have discovered the best way to do fueling is to set your fuel based on your paperwork via the airplane's refueling interface and not the FSAirline client interface. Once you have set the fuel properly in the plane click the Fly! button in the FSAirlines client and you will be presented with the Refueling panel. It should show you the total fuel to be loaded in the plane. You will see the fuel that was already in the plane and the proposed fuel needed to reach the total you loaded via the airplane's insim fueling panel. If your Loaded fuel matches your airplane's fuel load you are golden. Just click

the Fuel Up! button and FSAirlines will now have the correct fuel load to calculate expenses at the end of the flight.

Now all you have to do is click the Fly! button and you should be good to go! FLY! When you click on the Fly! button if all has gone well you will be told you can start the flight now. That is all you need to do for now. Just finish programming your aircraft, pushback, taxi and go! You should now appear on the flight tracker map which you can access via the FSAirlines website on the right side menu bar (provided you are Gold+ member of FSAirlines).

As soon as your wheels touch down at the arrival airport the client will log the flight and await for you to type in any comments you want to about the flight. Write anything significant that happened during the flight you want to remember then click the Next button to see the results of your flight. When the flight is completely done you will be returned to the main menu in the FSAirlines client.

### 5) AIRCRAFT WALK AROUND

Keeping airplanes in good order both in maintenance and in cargo cleanliness is every pilots responsibility. Check the cargo bay. Does it still have cargo in it from a previous flight another pilot did? Deliver the packages for them if you still can using the Packages Management menu. If not offload the cargo into a warehouse if you can to keep the cargo bay clean for the next pilot who takes the airframe. Report all dirty cargo bays to the airplane logistic channel on Discord.

### 6) MAINTENANCE FLIGHTS

**All maintenance will be held in LIMC airport at company hangar**



### 7) SOFT LANDINGS

This should go without saying. When you land good you save the airline money on maintenance costs to replace worn parts. You also make the PAX happy and that increases the reputation of the VA in general which means we can charge more for our ticket prices without losing customers.

### 8) TO CRASH OR NOT TO CRASH

Crashing a plane is a bad thing. A very bad thing if you do it consistently. Consider pausing the sim before you hit the ground and cancelling the FSA client to save the plane. It means you will have to fly the flight over again or cancel it if you can't try it again but that is better than having a crash on your permanent record. Pilots who crash or land hard consistently will have a harder time getting promoted.

### 9) LOAD CARGO JUST BEFORE YOU FLY

Get in the practice of loading cargo into your plane just before you start the sim and do the flight. The second you load the cargo the clock starts ticking and our airline takes responsibility for its safe delivery to the required airport.

**10) STANDARD CARGO MILES**

Standard Cargo (not packages) is paid by the mile, unlike PAX who pay for the cost upfront. The longer the cargo flight, the more money is made.

**11) CAN I PAUSE THE SIMULATOR?**

Yes. If you have to step away from the PC you can pause and resume the flight later. Your flight stays active for 72 hours or until completion. You cannot refuel or slew the aircraft around once a flight has begun. The flight will be rejected.

**12) CAN I USE TIME ACCELERATION?**

No. We turned off time acceleration as it can be used as an exploit to gain pilot hours for ranking up. This forces all pilots, long haul or short haulers on to the same playing field. If you turn on time acceleration the flight will automatically be voided.

