

MISSION STATEMENT

Our mission is to operate a reliable, profitable and professional virtual airline which stands up to the expectations of our passengers and meets the highest online virtual airline standards.

INTRODUCTION

As you may well be aware SAA Virtual has decided to discontinue the use of FSACARS in favour of the FlyNET system for its operations. FlyNET is not only a hosting service for VA's but it also simulates a financial operations model. Aircraft are bought, sold and leased, pilots are paid virtual salaries and VA's earn virtual incomes from successful passenger and cargo flights. Aircraft serviceability depends on the way pilots handle aircraft and the VA is charged for maintenance based on number of flights and hours flown.

FlyNET's goal of realism regarding fuel consumption, ticket prices and how the pilot flies determines how much income is received from that flight and if there is an emergency landing or damage to the aircraft this does not go unnoticed with SAA Virtual having to fork out for damages. This coupled with a realistic management system provides SAA Virtual pilots with a highly realistic flying experience.

APPLICATION

All pilots wishing to fly for the airline need to complete the online application. Once accepted a pilot ID will be allocated and you will be able to complete the check rides as described below. Our only condition of employment at the airline is that an applicant must be fourteen years or older.

FLYING ONLINE

There is no requirement to fly online. You only need to be connected to the internet to start and conclude your flight. Detailed instructions are given below. Should you choose to fly online our airline supports the [VATSIM](#) network and more specifically the South African division called [VATSAF](#). Flying online will greatly enhance your Flight Simulator experience with live ATC and the ability to chat to other pilots.

FlyNET CLIENT

In order to successfully complete a flight pilots need to download the flight tracking client from the link on our website. Pilots will be informed whenever a new version of the client is released.

If an upgrade is available you can do this from within the FlyNET client, the software will ask your permission to upgrade, on a window message. Just click on "Yes" and the rest will be done automatically provided you are connected to the internet.

Pilots are expected to fly with the latest version of the software installed.

There is no cost involved and the software is free of charge. The client can be downloaded [here](#).

PRIOR EXPERIENCE

At this stage we are unable to recognize any prior virtual airline experience that a pilot may have. This issue may be addressed in future administration upgrades.

CHECK RIDES

All new pilots must successfully complete the initial check ride before receiving additional aircraft type ratings. Type ratings are detailed in greater detail below. The check ride involves a flight from Johannesburg International to Bloemfontein in a Beechcraft King Air 200. On receiving a flight rating of 90% or more pilots will be allocated additional aircraft type ratings. The flight numbers for the training flights are SA001T and SA002T.

To avoid disappointment and termination of services pilots are required to complete the check rides within fifteen days of joining the airline.

TYPE RATINGS

First 2 flights	Beechcraft King Air 350
Next 15 flights	5 Dash 8, 5 ERJ135, 5 CRJ200
Next 10 flights	Airbus A319
Next 10 flights	Boeing 737-800
Thereafter	Boeing 747-400, Airbus 340-200, 340-300, 340-600

The above type ratings will be granted once all required flights have been logged using FlyNET client.

MINIMUM FLIGHT ACTIVITY

Pilots are required to fly at least one flight every 30 days, failing which they will be suspended and ultimately retired from the airline.

AIRLINE'S REPUTATION

This feature simulates the opinion our passengers have about our airline. It is increased as we complete safe flights. It remains the same or is decreased if our flights were not satisfactory in terms of whatever would frighten a passenger. It would decrease dramatically after a crash so the most important thing you should keep in mind is "**do not crash**" as this has also a huge impact to the airline's budget.

PILOT AND AIRLINE REPUTATIONAL FACTORS

The following factors will affect your and the airline's reputation and should be prevented at all costs:

- Maintain a taxi speed of less than 20 knots.
- Landing lights must be on below 10,000ft and off above 10,000ft. To be safe they should be switched on just before entering the runway for takeoff and switched off passing through 10,000ft.
- Landing at an airport other than the designated arrival airport. Diversions are only permitted if instructed to do so by the FlyNET client.
- Flying with insufficient fuel on board to successfully complete the flight.

Airline management reserves the right to terminate a pilots services should he not comply with the above.

AIRLINE SCHEDULES

Every effort is made to ensure that our airline operates flight schedules and routes that mirror our real world airline and should include something that caters for everyone's taste. The flight schedules include short haul as well as long haul flights covering various aircraft within the fleet. The only propeller driven aircraft in the fleet are the Beechcraft King Air, used for check rides, the Beechcraft 1900C and the Dash 8.

AIRLINE FLEET

In terms of our fleet our objective is to have a fleet consisting of the following aircraft:

- 11 Airbus 319-100
- 6 Airbus 340-200
- 3 Airbus 340-300e
- 9 Airbus 340-600
- 17 Boeing 737-800
- 6 Boeing 747-400
- 5 ERJ 135
- 5 CRJ 200
- 7 De Havilland Dash Series 300
- 3 Beechcraft 1900C
- 2 Beechcraft King Air 350

BOOKING A FLIGHT

The following procedure must be followed when booking a flight:

- Flights can only be booked from the airport where you last landed.
- Log in to the “Pilot Lobby” from our home page.
- Click on “Flight Booking”.
- Select a flight by clicking on the green arrow to the right of the flight details.
- Select an aircraft from the available list, noting departure and arrival times, flight levels and residual fuel in the aircraft.
- All departure and arrival times are UTC or GMT.
- Your flight is now booked, have a safe flight. Remember taxi speeds and landing lights.

Please note that flight bookings are only valid for twenty four hours. Booking of a flight simulates the responsible decision of a pilot to help passengers to get to their destination. If the pilot then changes his mind he accepts the responsibility for the inconvenience and the balance on his account will be reduced by a “No show” penalty.

If you can't book a flight it may be one of the following reasons or a combination of them:

- Your rank does not permit you to fly the specific aircraft available at the airport you're at.
- You are at airport A when the flight you try to find departs from airport B.
- You already have a booked flight that you haven't flown yet.

FlyNET CLIENT OPERATIONS

The following explanation details the proper and successful use of the FlyNET client:

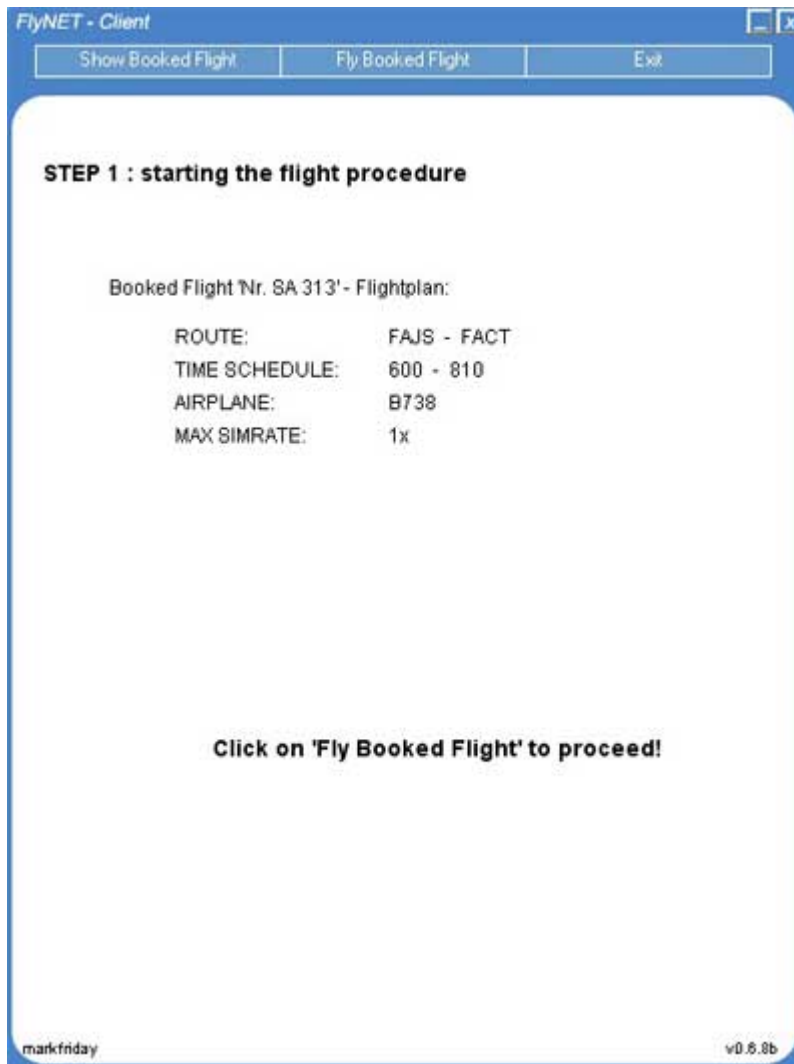
- Start Flight Simulator and go to an appropriate stand at your airport of planned departure.
- Complete your fuel planning and load your aircraft with the appropriate amount of fuel for the flight. Remember loading too much fuel will reduce your profit and salary for the flight, too little fuel will mean you don't reach your destination and the airline will be substantially penalized, which we don't take too lightly.
- Load your flight plan into Flight Simulator or the aircraft's FMC.
- Set your Flight Simulator time to correspond with the departure time as noted above when you booked the flight taking account of time to setup the flight ready for push back. Confirm the time by checking that your aircraft's on board clock shows UTC or GMT time.
- Make sure you are connected to the internet.
- You should now be ready for push and start clearance, at this point load the FlyNET client and log in with your assigned username and password.




The screenshot shows a Windows-style application window titled "FlyNET - Client". At the top, there are three buttons: "Show Booked Flight", "Fly Booked Flight", and "Exit". The main content area has a white background with a blue border. It starts with the text "Welcome to FlyNET" followed by "Please log in with your username and password in order to fly!". Below this, there are two input fields: "USER :" with the text "markfriday" and "PASSWORD :" with "*****". A "Log In" button is positioned below the password field. In the bottom right corner of the window, the version number "v0.6.8b" is displayed.



- Click the button "Show Booked Flight" in the FlyNet Client. The details of the booked flight are displayed.



- Information shown:
 - Route: Departure and arrival airports
 - Time schedule: Departure and arrival time ie 06H00Z and arriving 08H10Z.
 - Airplane: Equipment to be used.
 - Max Simrate: Maximum allowed simrate.
- Click the button "Fly Booked Flight" in the FlyNet Client.



The screenshot shows a software window titled "FlyNET - Client" with three buttons at the top: "Show Booked Flight", "Fly Booked Flight", and "Exit". The main content area is titled "STEP 2 : chose a fueling mode" and contains three radio button options:

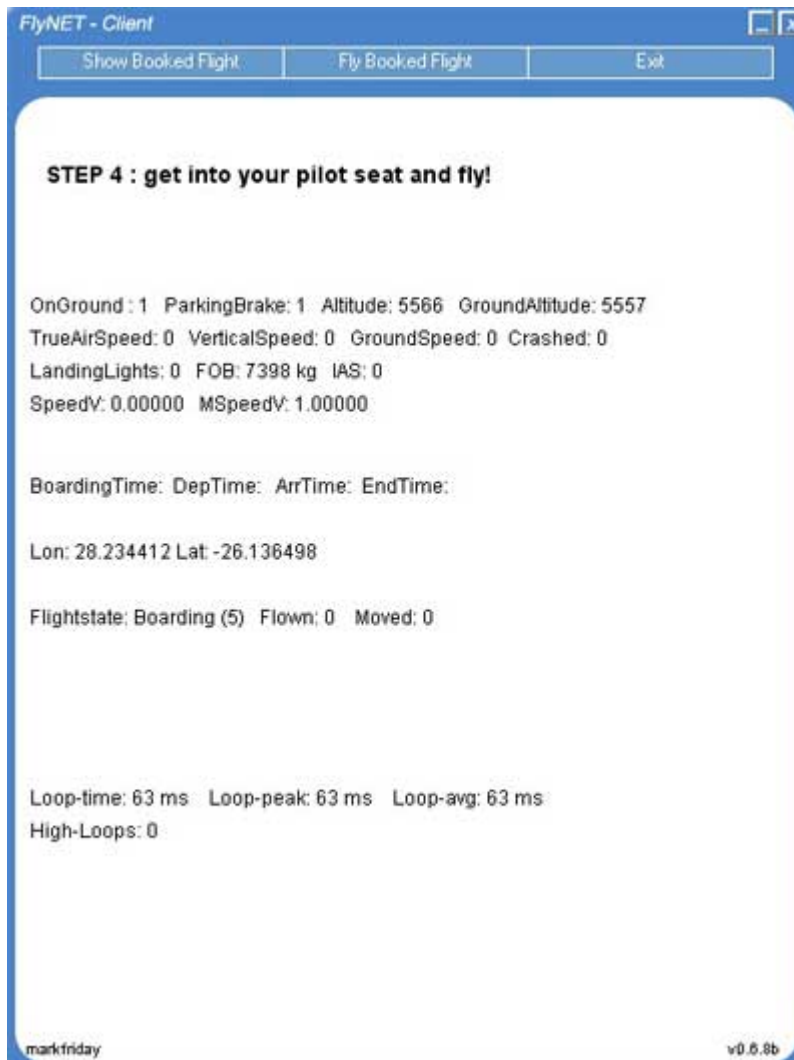
- STANDARD - like it has always been
- COMPARE - compares amount of fuel before and after flight
- DETAILED - refuel every tank seperately

Below the options, the following information is displayed:

Fuel already loaded : 2236 kg
Fuelprice : 1.29 v\$/liter

A "Select" button is located at the bottom center of the window. The bottom left corner shows "markfriday" and the bottom right corner shows "v0.6.8b".

- On the fuel page click the second option “COMPARE” and click select at the bottom.



- Once the status page displays you are ready to do the flight.
- After take-off you may disconnect from the internet.
- Once landed and you are at the gate reconnect to the internet if you had previously disconnected. **Do not apply the parking brakes unless you are connected to the internet.**
- Now apply the parking brakes and cut the fuel flow to the engines, you should then here a chime confirming the completion of your flight.

as a passenger and not as a pilot. However you should avoid using this feature in order to “fly” to another airport as this way you might leave an aircraft with no pilot to bring it back to the operations centre or even worse leave a pilot without an aircraft to return.

AIRLINE RELIABILITY

The FlyNET client has a built in reliability factoring system. The reliability factor is taken into account when your passenger count and cargo load is determined at the time of booking a flight. The higher the airline’s reputation the more passengers and cargo you get to carry.

On important factor to bare in mind here is your departure and arrival times as noted at the time of booking your flight, should your arrival time be more than 15 minutes later or earlier than the arrival time stipulated in the flight plan the airline will be penalized for your untimely arrival, which will affect airline profits and possibly your career at the airline.

TIME COMPRESSION

Our airline does not support time compressed flights and all flights must be flown at 1x simulation rate. The use of the FlyNET client disables this Flight Simulator feature once it has been loaded.

This is an “As real as it gets...” virtual airline and pilots are required to fly in this manner.

PILOTS VIRTUAL SALARY

Pilots are paid a virtual salary of 10% of the profit generated from a flight, should a pilot generate a loss no salary will be paid for the flight. Once you have earned sufficient salary you will be in a position to purchase your own private aircraft.

IN CONCLUSION

This is a game and the main objective is to enjoy our virtual flying experience while having fun and meeting interesting people from all corners of the globe.