Fuel

für X-Plane ® 10.25

Version 2.0

by oe3gsu

Austrian X-Plane Design Group

Inhalt:

Austrian **X**-Plane **D**esign **G**roup

1. General

This LUA-Sript simulates the refueling of your aircraft. After choosing the desired amount of fuel and starting the procedure your aircraft will be re- or de-fuelled.

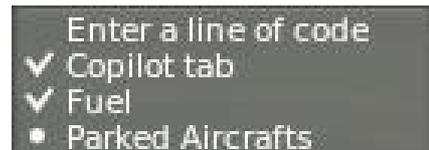## 2. Installation

To install, copy the content of the .zip-File into the "Scripts"-Folder of FlyWithLua, so that the file "FUEL.lua" sits in the folder "<X-Plane Folder> / Resources / plugins / FlyWithLua / Scripts".
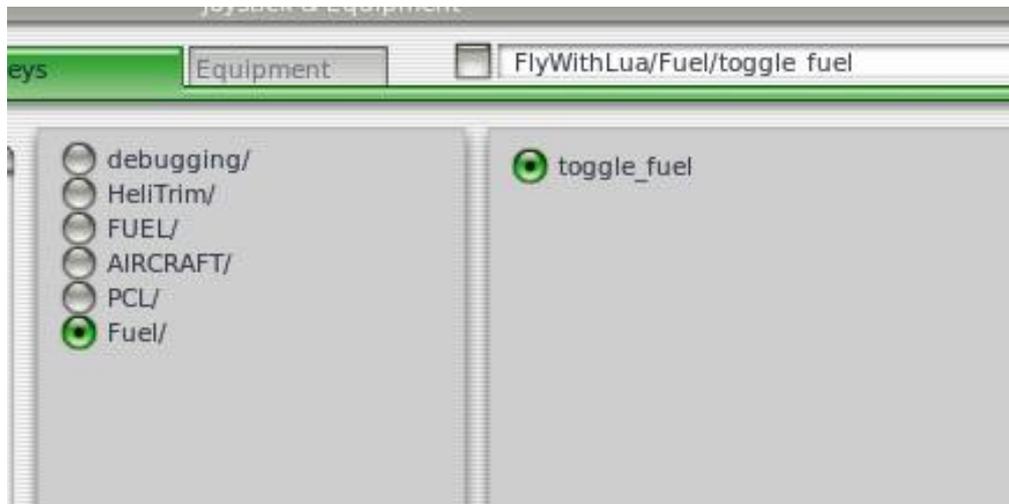
Comment: Needs FlyWithLua Version 2.3 or higher!
Download from: `https://github.com/X-Friese/FlyWithLua`

3. Display

To display the Tank-Panel, go to the X-Plane Menu "Plugins / FlyWithLua Macros" and activate the entry "Fuel".

Alternatively you can define a key in the X-Plane Menu "Settings / Joystick & Equipment" at the tab "Keys.

For this purpose, assign the wanted key to select "FlyWithLua / Fuel / toggle_fuel" from the field "custom commands from plugins".

With this button, the display can be enabled and disabled.

Austrian **X**-Plane **D**esign **G**roup

4. The Display

In the upper left corner there is a button [+] with which the display can be positioned on the screen.

Next to that, the fuel gauge is to see. The yellow pointer indicates the current contents of the tanks. The red pointer indicates the requested quantity (Fuel request).

The upper numeric display ("Fuel loaded") shows the amount of fuel contained in the tanks. Below is a numeric field ("Fuel request"), in which the desired amount of fuel to be entered.

With the buttons "Start" and "Stop" the refueling process is started or stopped.

The text field below the displays show error messages if any.

5. Functions

5.1. position display

When calling the script, the display shows in the center of the screen. If this interferes

with the flight preparations, it can be moved by clicking on the cross [+] in the upper left corner of the screen with the mouse. Another click fixes the display at the current position.

5.2. switch units

When you start the plugin, the tank contents will be displayed in kg, by clicking in the display field "Fuel loaded", the display is switched to "lb".

5.3. Refuel

The current contents of all tanks is displayed in the "Fuel loaded" display. When the mouse pointer is on the field "Fuel request", the desired amount of fuel can be adjusted. This is done in steps of 1000kg when the mouse pointer is on the left side of the input field. To the right, the amount of fuel can be adjusted in steps of 100kg.

If the maximum tank capacity is less than 1000 kg the desired quantity can be adjusted in 100 kg or 10 kg increments.

"Fuel request" amounts above the maximum tank capacity of the aircraft or below 0 are of course not possible.

Clicking on the "Start"-Button starts the tank operation. When the requested quantity is less than the current contents of the tanks, the fuel is removed, otherwise is refueled.

By clicking on "Stop" the tank or de-fueling process is terminated immediately.

To completely fill a completely empty tank, about 3 minutes are required.

Re-or De-Fueling is possible when:
- the aircraft don't move
- all engines are off
- the pilot sits in the cockpit (one of interiors views enabled)

In the external view, the display is disabled. In this case, or when the display is turned off via the menu or the button the filling process stops.

If the aircraft is moving or one engine is running, an error message is displayed and the refueling process can not be started.

6. Credits

LAMINAR RESEARCH®   X-Plane®
X-Friese   for FlyWithLua and the many example scripts
DanielMan   for his "Tank-Script"

Austrian **X**-Plane **D**esign **G**roup

7. Betatester-Team

DanielMan, greuff, PAA196, PetJedi, grissley, kalle
alle Mitglieder der AXDG.

8. License terms

This package is freeware and stays in the possession of the developer/s. Upon installation of the freeware the user accepts the terms of use. It is not allowed to upload the package or parts of it to other websites without the explicit permission in writing of the developer/s. Furthermore it is forbidden to use the package or parts of it on a commercial basis without the explicit permission in writing of the developer/s. Changes and modifications for the private use are allowed. But it is not allowed to share such changed or modified versions without the explicit written permission from the developer/s.

Apart from that the respective terms of copyright law are applicable.

The developer/s are not responsible for any malfunctions or possible failures of hard- or software in connection with this package. Under http://forum.aerosoft.com/index.php?/forum/621-x-plane-10-freeware-airports-beitraege-und-diskussionen/ the developer/s are available for questions or remarks regarding this scenery but cannot give the guarantee that this scenery will work on all computer systems.

Have fun refuel your aircraft!

oe3gsu, Gerhard