

SQUAWKBOX TUTORIAL

Welcome to the Squawkbox Tutorial. In this tutorial we will show you how to setup and use Squawkbox so you can enjoy the world of on-line flying and experience the realism of talking to real life Air Traffic Control, not a simulated controller. In this tutorial, we have included different screen shots of what you will see when you run Squawkbox and give you detailed information about what to do.

The first thing you will need to do is download the Squawkbox software and you can find the link to download it on the Squawkbox web page where you will have found this tutorial. The download is only small and shouldn't take too long. After you have downloaded it, you will see a program icon that look like this:



You will need to install this program and it will add the directory in the start menu under programs. This will install the Squawkbox client for both FS9 and FSX so you will have to make sure you run the correct client for your version of flight simulator.

The next thing you need to do is register a free account with Vatsim so you can login to the Vatsim server using Squawkbox. This is free and will only take a few minutes and they will email your ID and password to you. There is a link to the Vatsim registration page on the webpage where you found this tutorial.

Once you have been given your ID and password, you must keep this information where you will remember it as you will need it to login to Squawkbox and it is not an easy process to get your ID and password

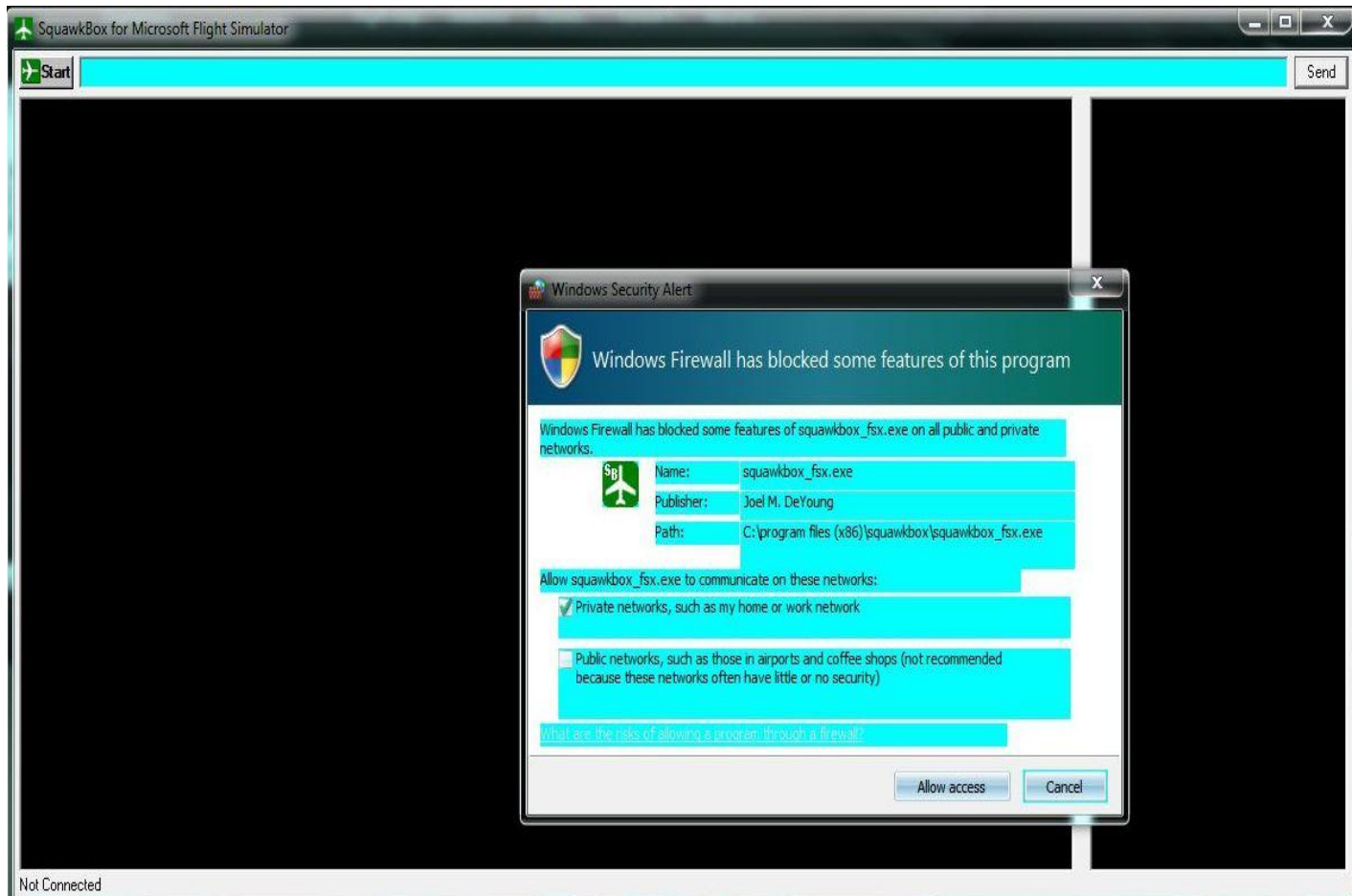
sent to you again and you can only have 1 Vatsim account in your name and it also registers your IP address so it knows if you already have a Vatsim account.

The next step is to run and setup Squawkbox. You have to locate the Squawkbox client through the Start/Programs menu and to make it easier for future use, I would recommend putting a shortcut to your desktop or pin the program to your taskbar if you are running Windows 7. Make sure you use the correct client for your flight simulator as there are 2 clients, 1 for FS9 and 1 for FSX.

Every time you run Squawkbox, you will see this screen:



When you run Squawkbox for the very first time you will see this screen when it has loaded and you must click Allow Access:



Once you click Allow Access, you will never see that message again and every time you run Squawkbox, after it has loaded you will see this screen:



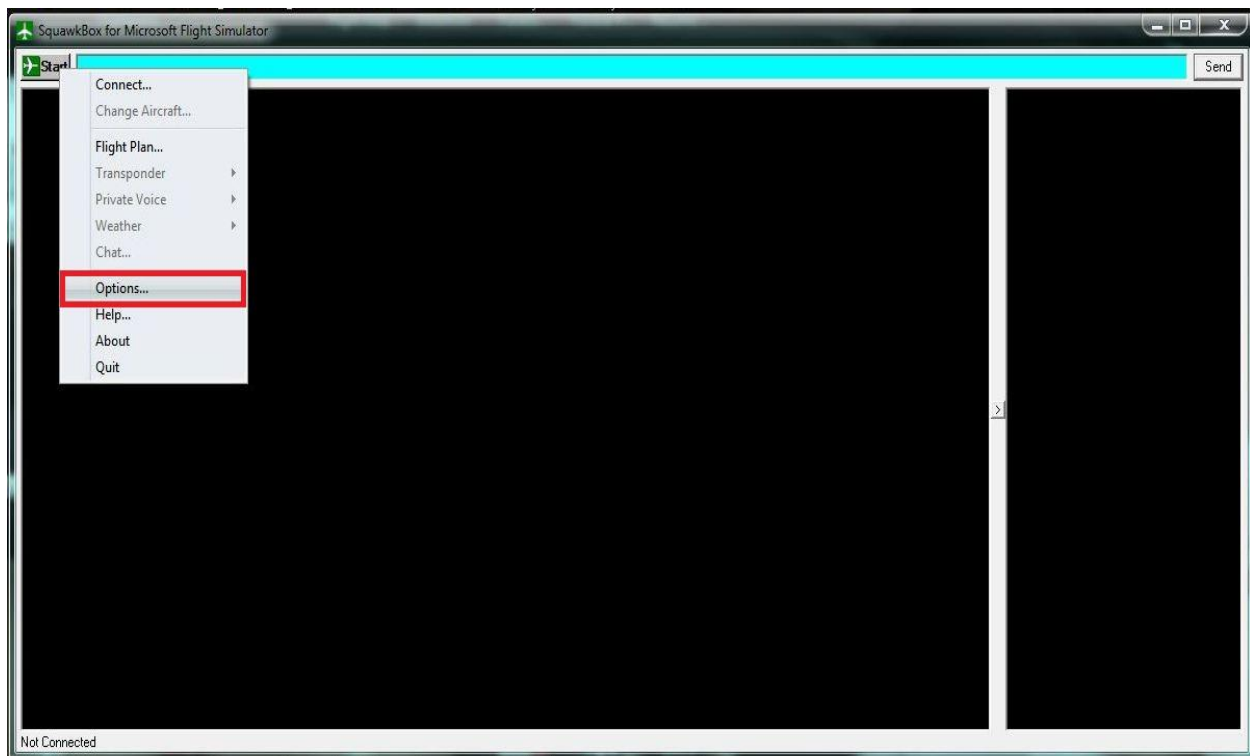
The next thing you do is click on the Start tab in the top left hand corner:



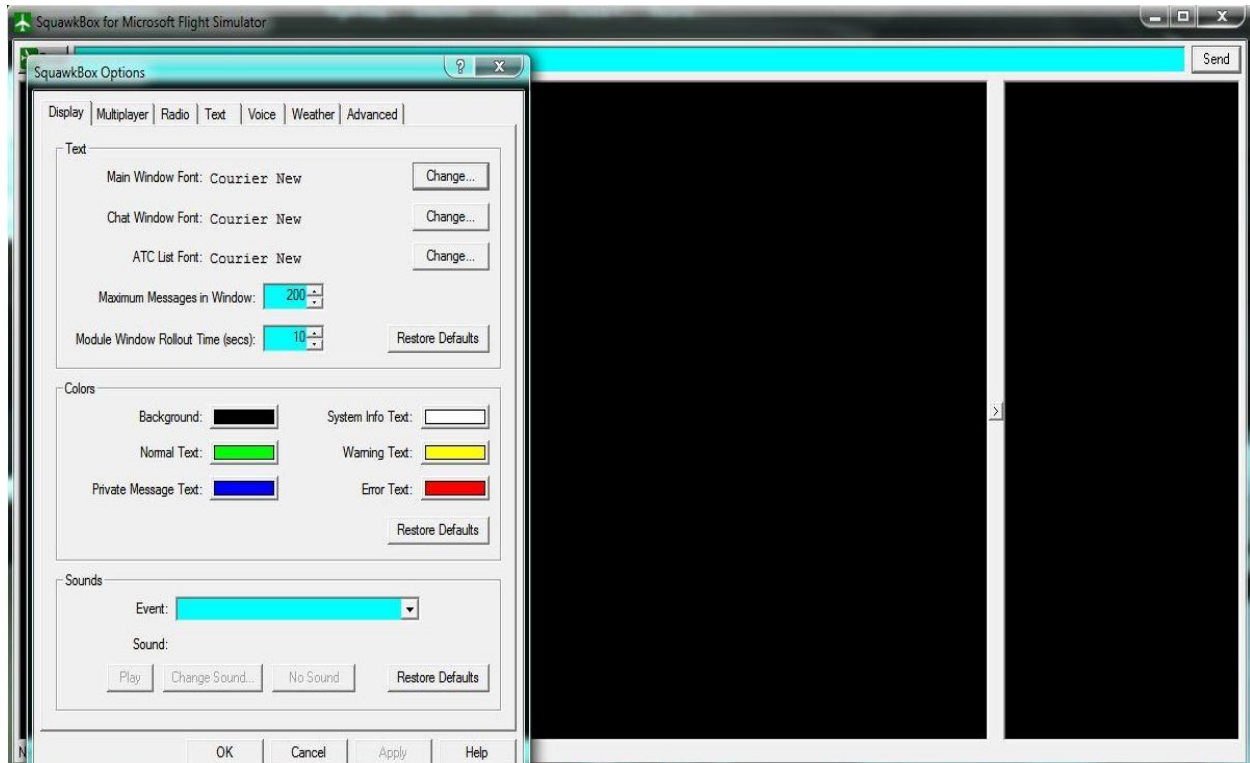
You will then see a drop down menu appear that looks like this:



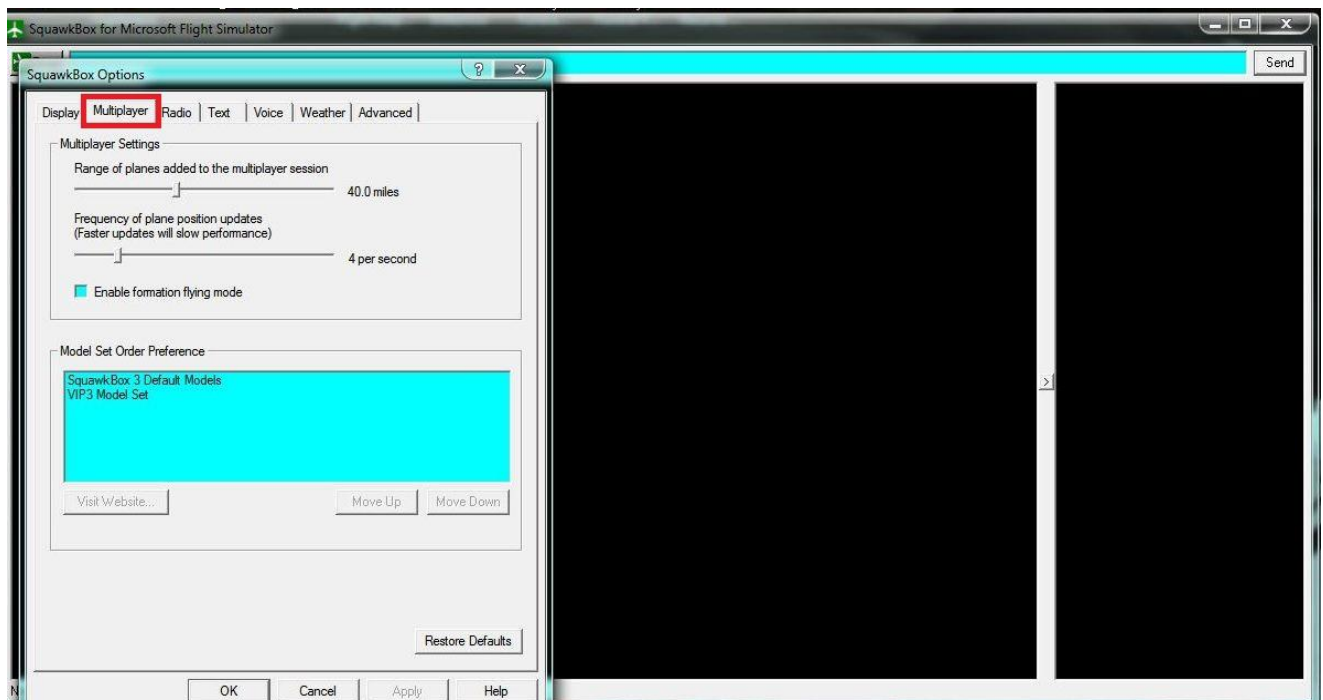
You have to setup Squawkbox the first time you run it so click on the Options tab:



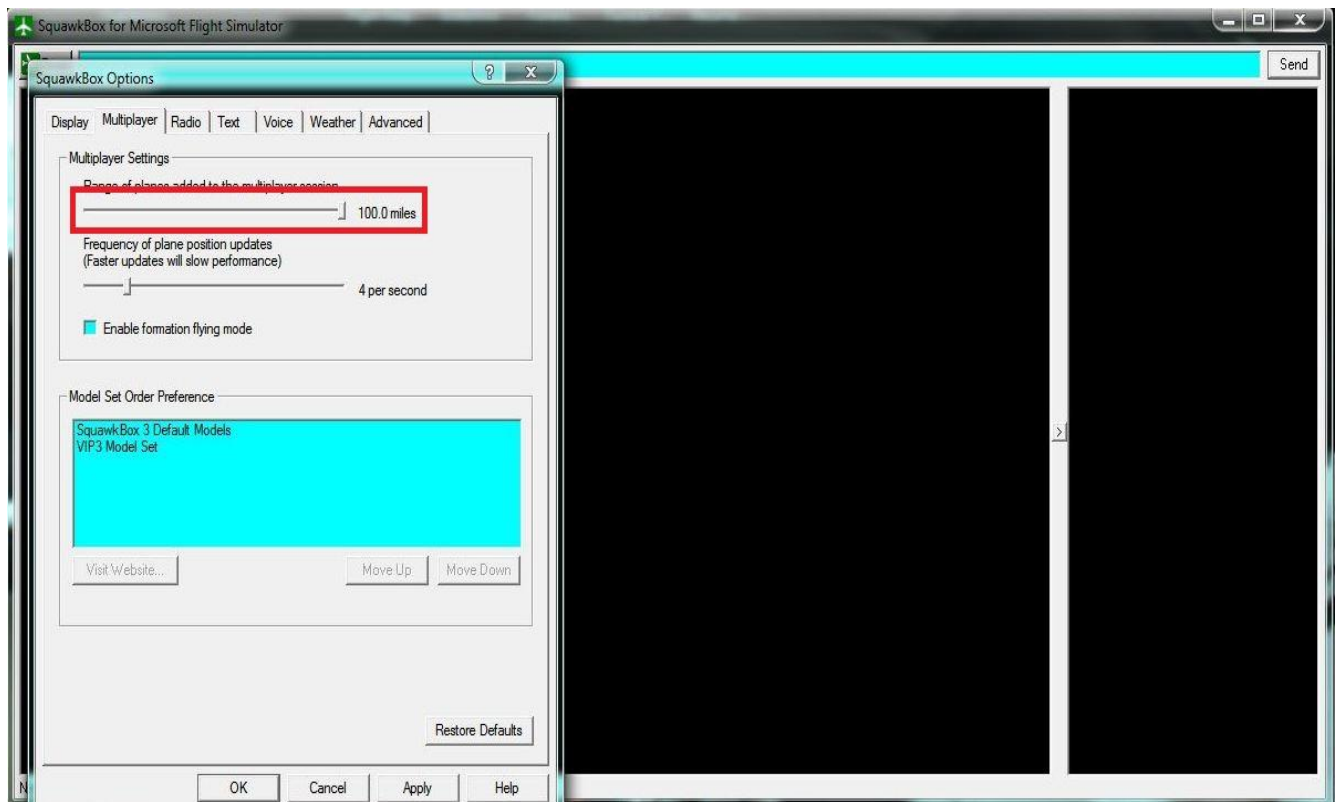
You will then see another window open up that looks like this:



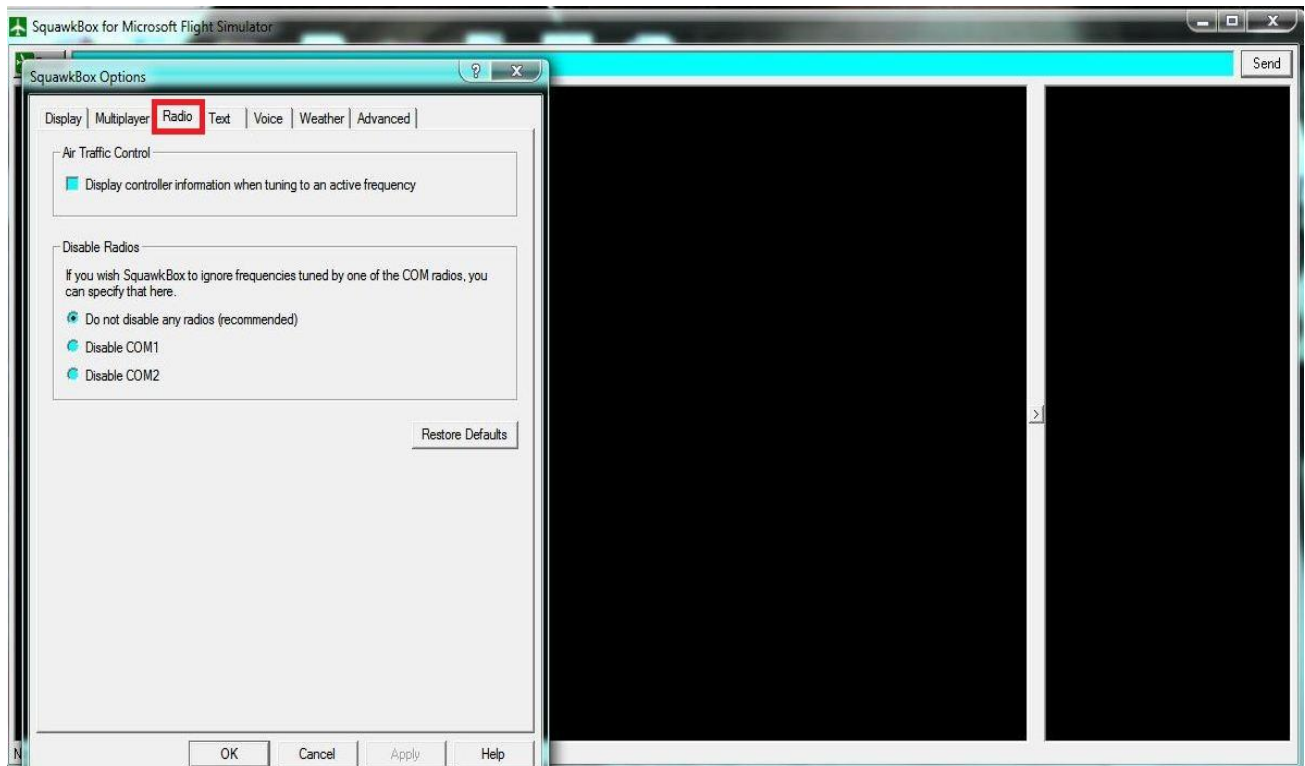
You don't need to change anything on this page so click on the Multiplayer tab:



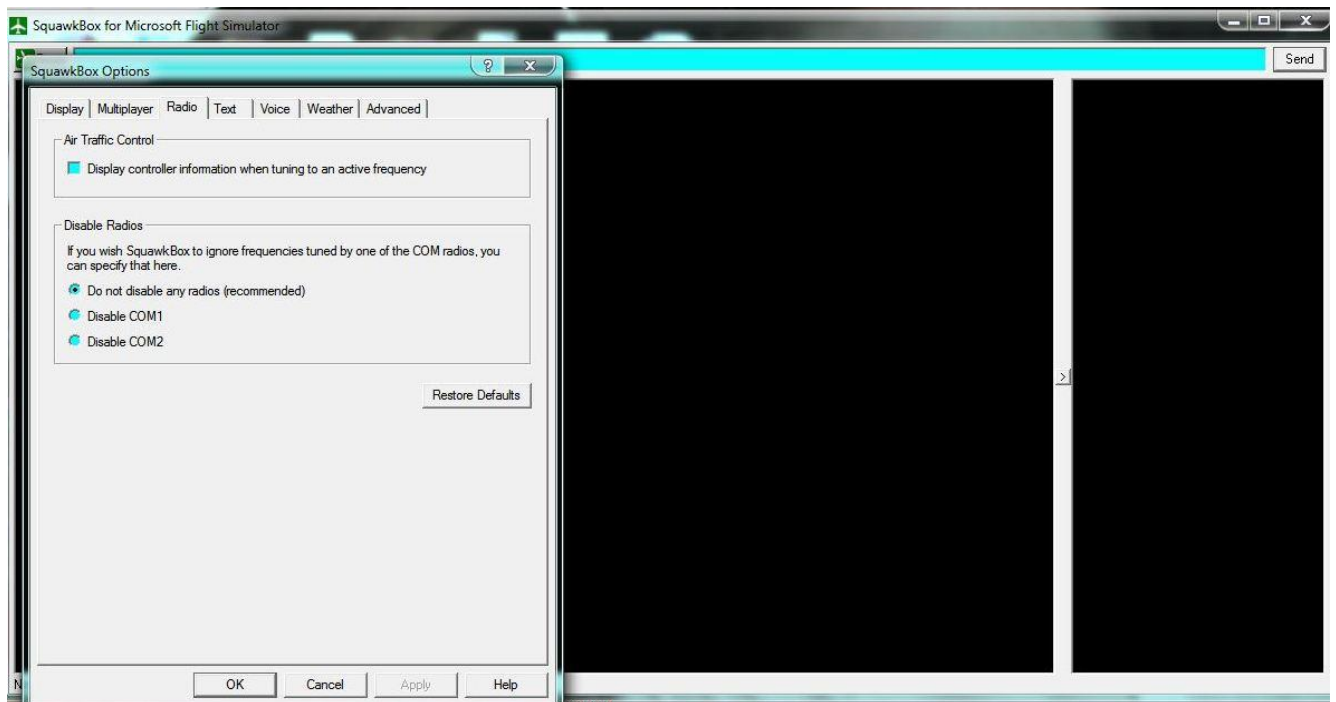
You will now see 2 sliders that can be moved, only move the top slider all the way to the far right so it says 100.0 miles like this:



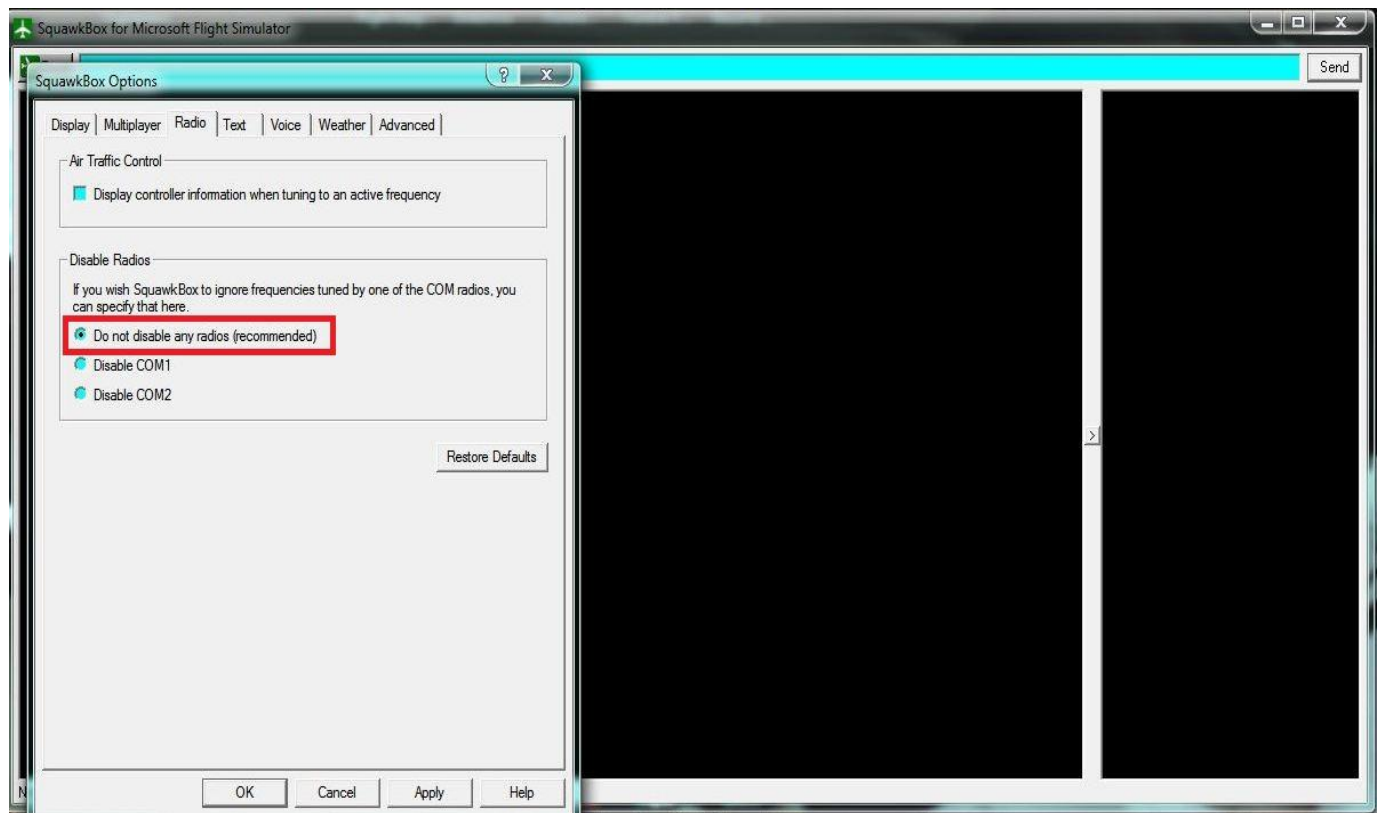
You don't need to change anything else on this page so now click on the Radio Tab:



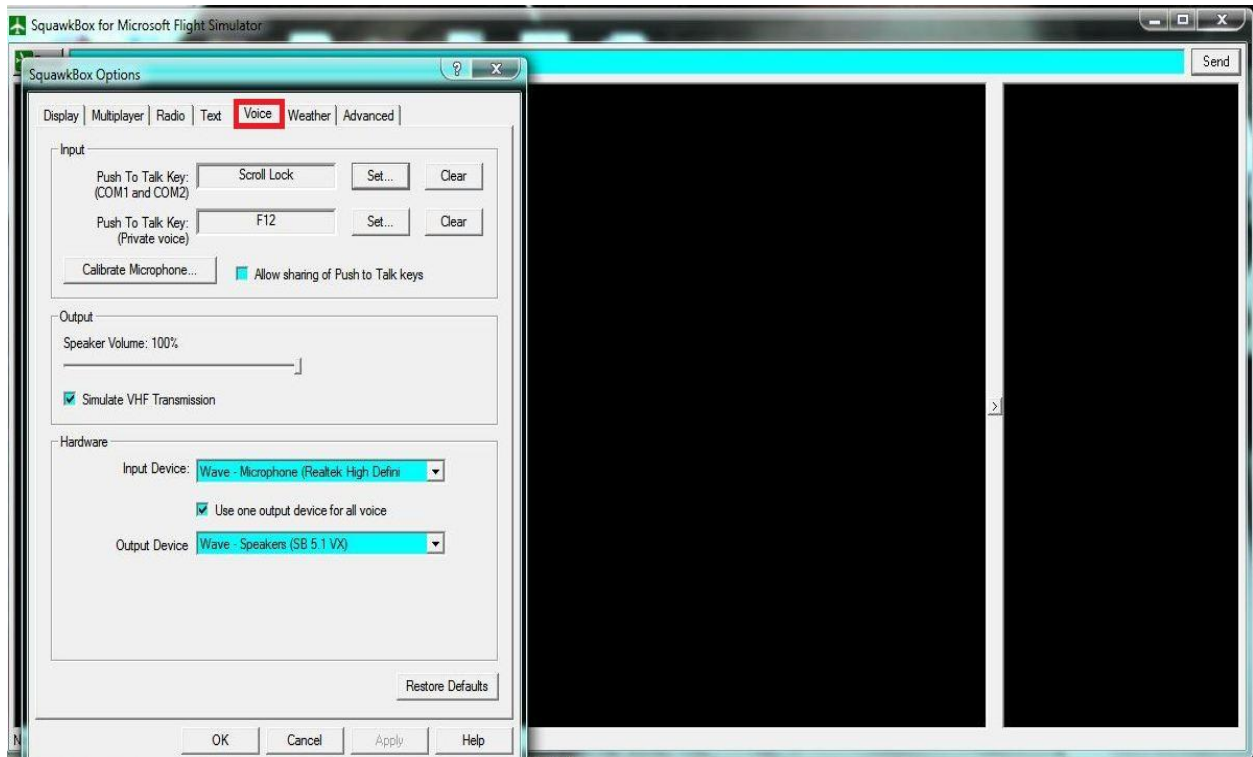
You will then see this screen:



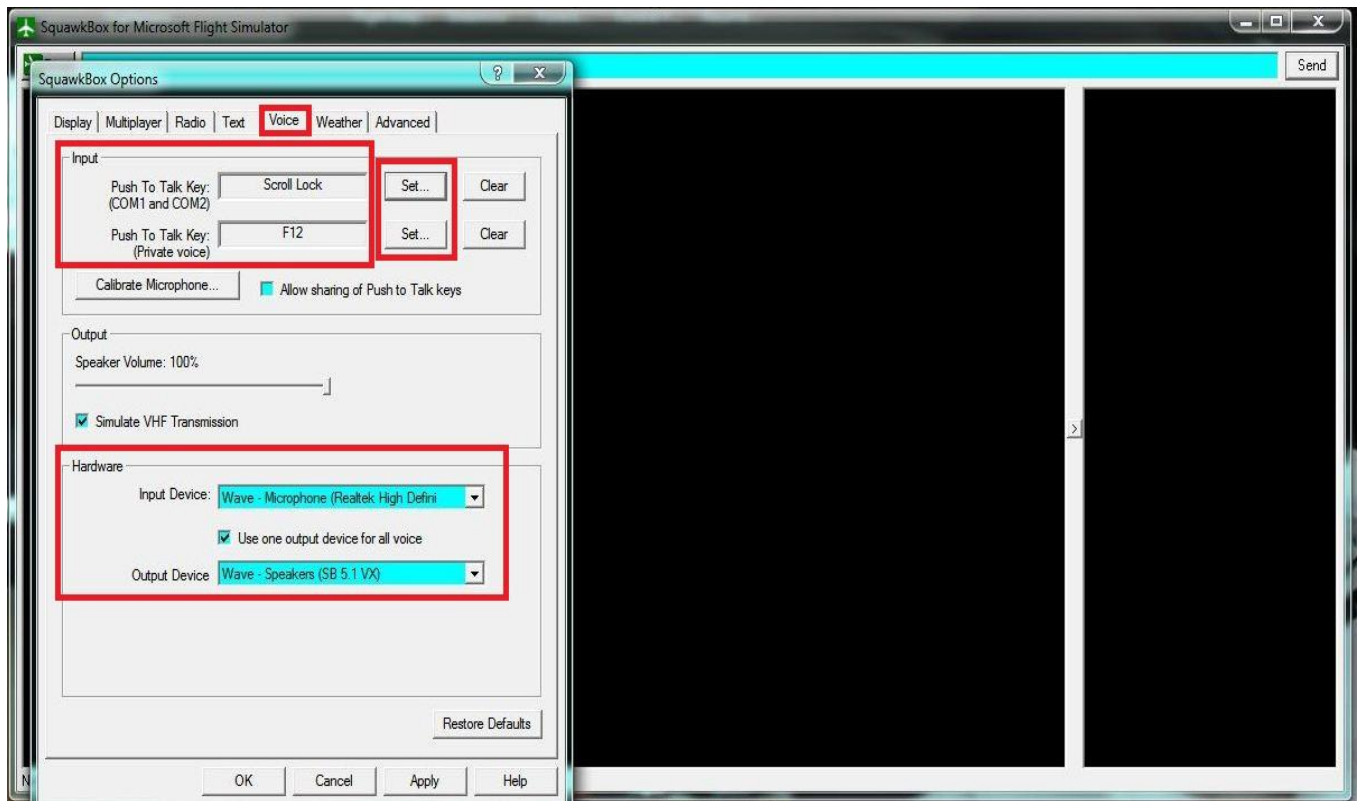
You shouldn't need to change anything on this screen but make sure you have a dot in the Do Not Disable Any Radios option:



Next, click on the Voice screen as you don't need to make any changes in the Text tab:

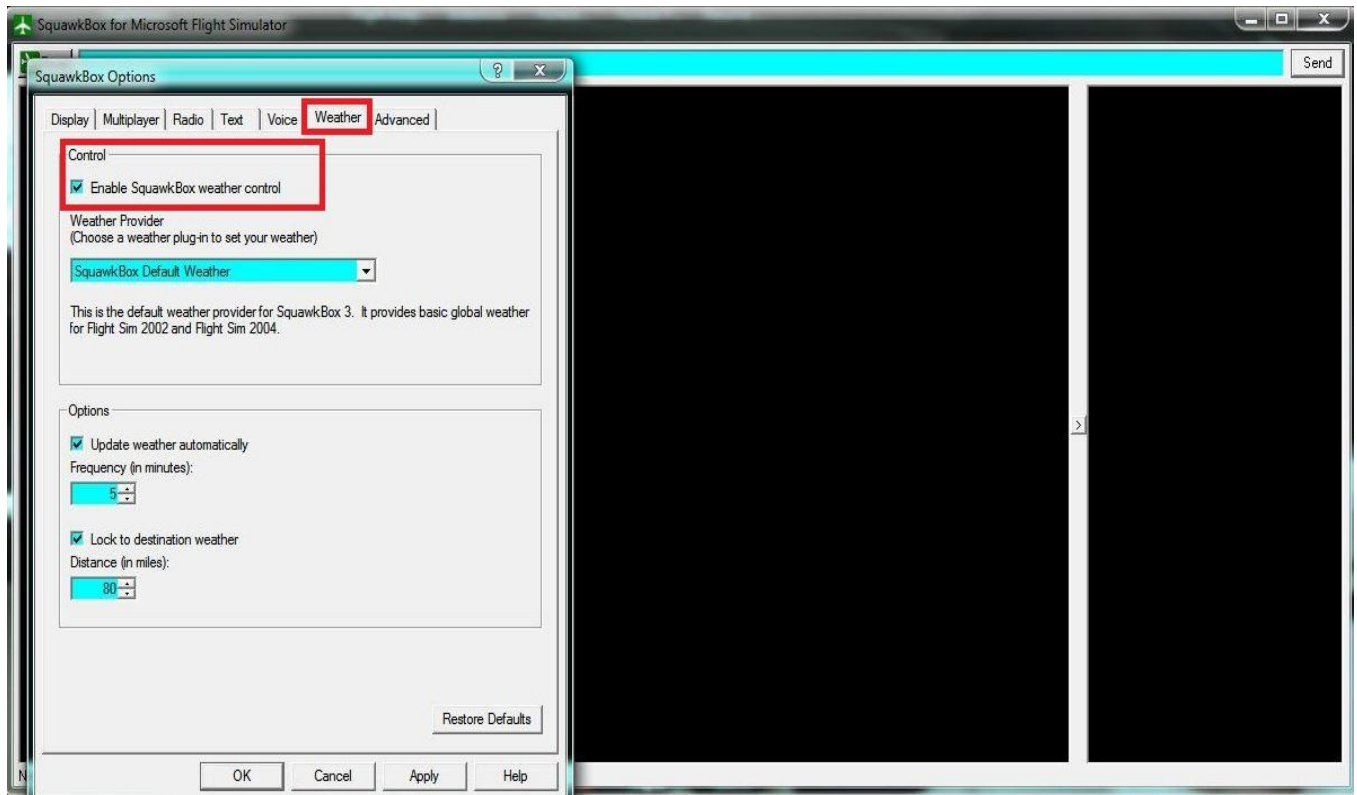


This page is very important to get the settings correct otherwise you will have communication issues when talking to ATC. The first thing you need to do is set your Push To Talk keys for both Com 1, which is used to talk on an active ATC channel and Com 2, which is used for talking on a Private Voice channel, which at this point in time you don't need to worry too much about but you do need to set a Push To Talk key. You set the Push To Talk Keys by clicking on the Set button:



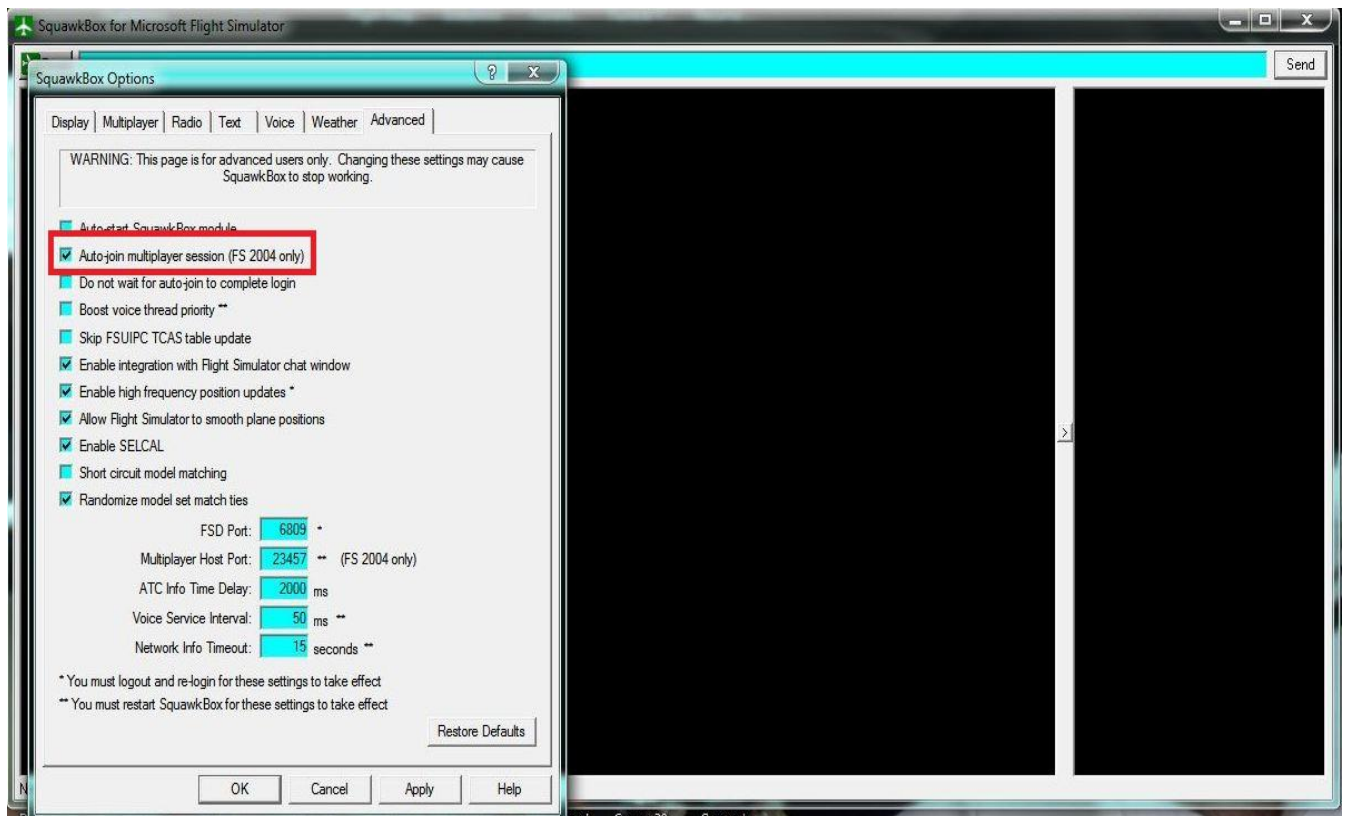
The next thing that you need to check is that the Input and Output devices are set to the same as your computer's default Input and Output devices. These can vary from computer to computer and will depend on what Input and Output devices you are using. For example: Desktop speakers with Desktop Microphone or Wireless Headphones with Microphone Input. Make sure you leave the box ticked for Simulate VHF Transmission and the box ticked for Use One Output Device For All Voice.

You now click on the Weather tab and you will see this page:

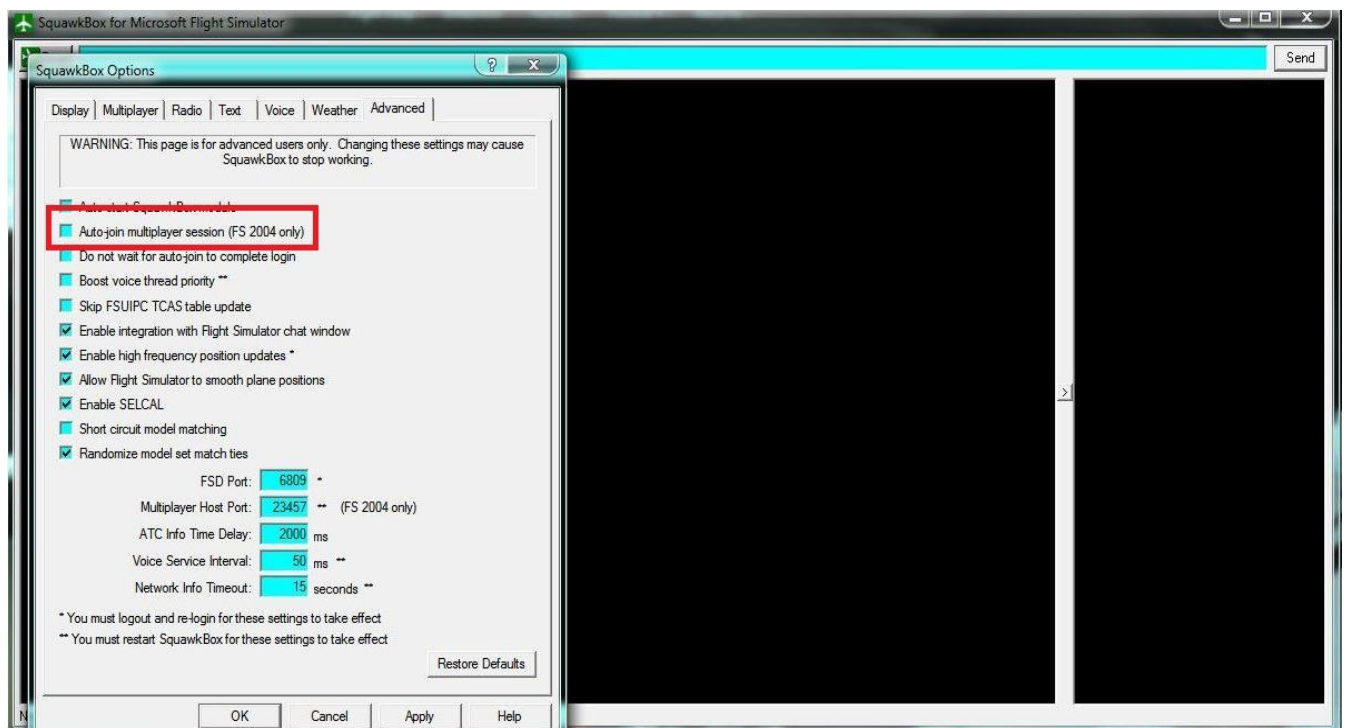


All you need to check here is that the box is ticked that says: Enable Squawkbox Weather Control. What this does is ensures that you have the exact same weather information in FSX as what ATC have. This is important as many different weather programs can have a vast difference in weather readings. There is no explanation as to why this is; it is simply an issue among different weather programs. The reason it is so important to ensure you have the same weather information as the controller, is simply due to which runway you will take-off or land on. For example: If your weather says that the wind is 200/10 and ATC have wind that reads 080/10 then this will have a huge impact on which runway you will be instructed to use.

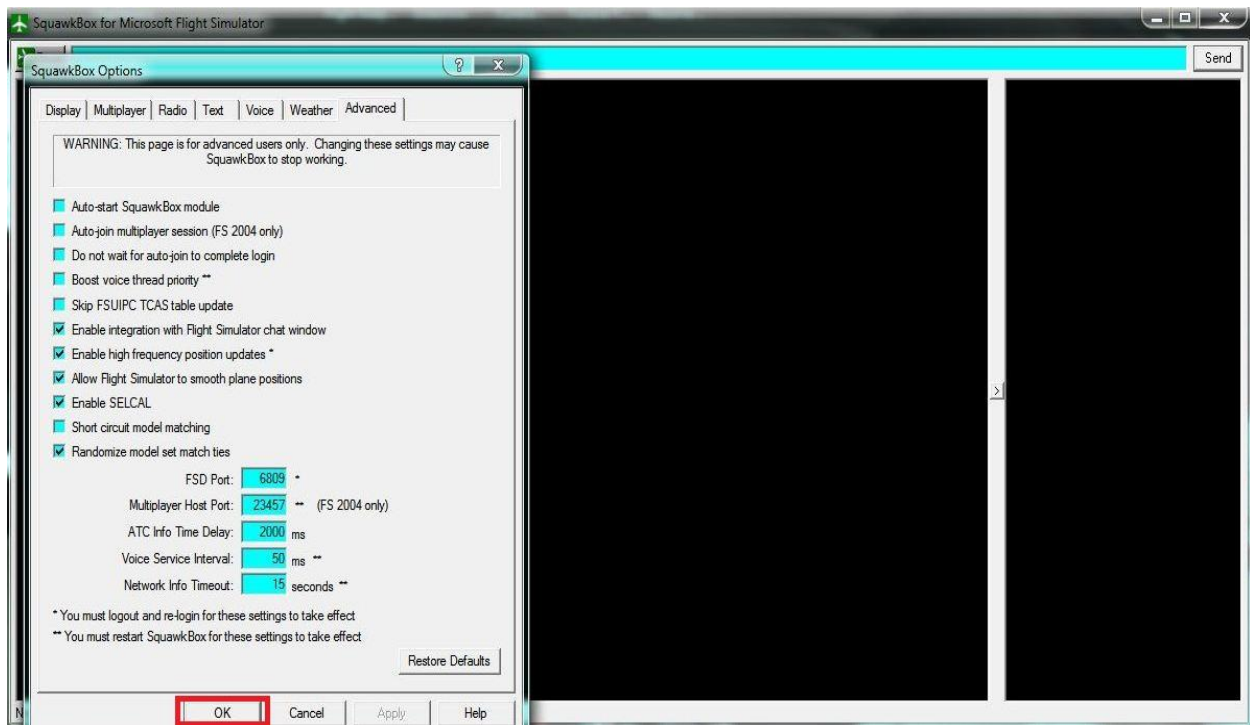
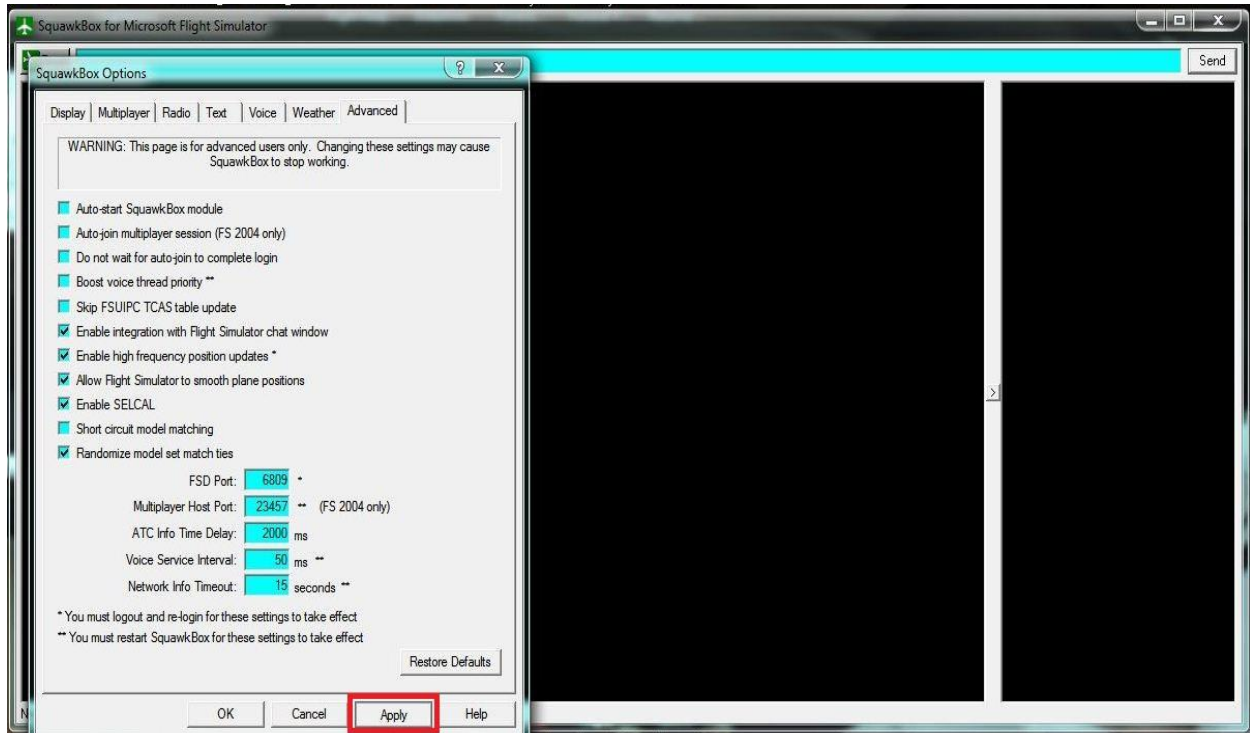
The last tab is the Advanced tab and there is only 1 thing you have to change here:



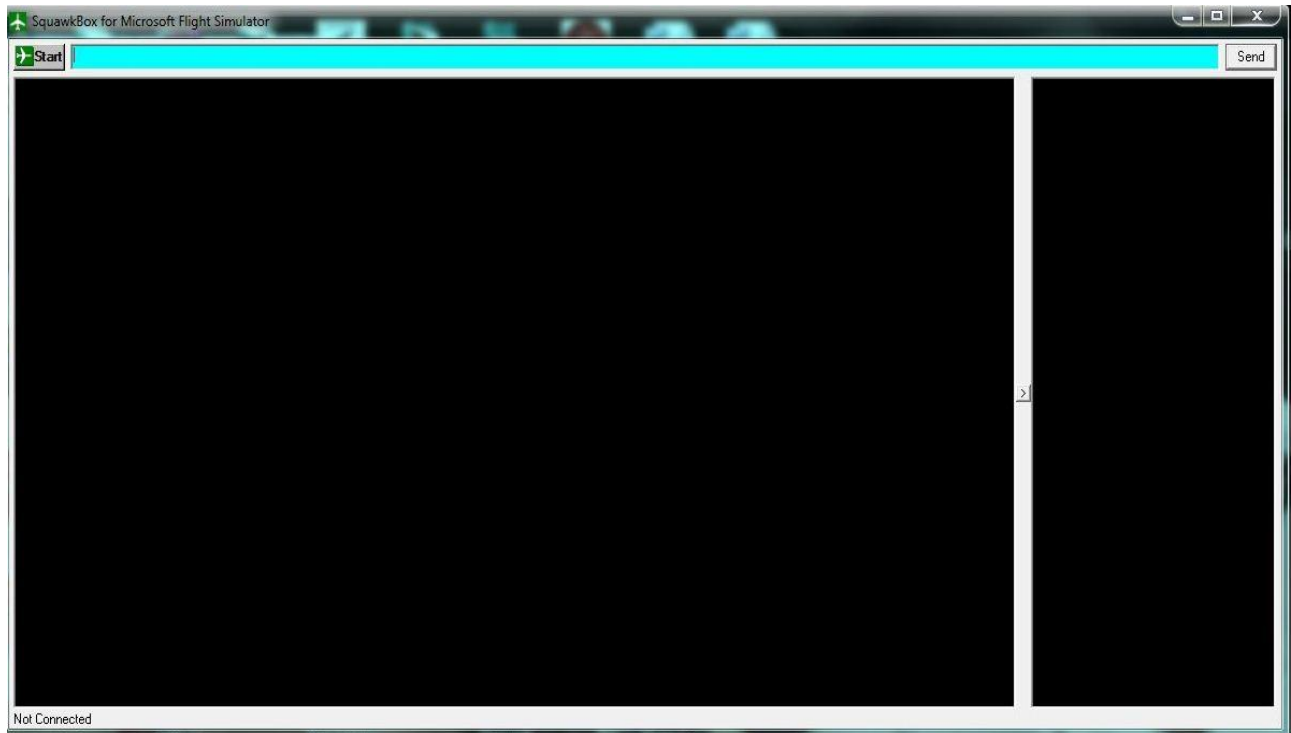
Make sure that the box is Un-ticked that says: Auto-Join Multiplayer Session (FS 2004 Only).



All you need to do now is click Apply and then click OK:



This will bring you back to the main Squawkbox screen:



You then click on the Start tab again:



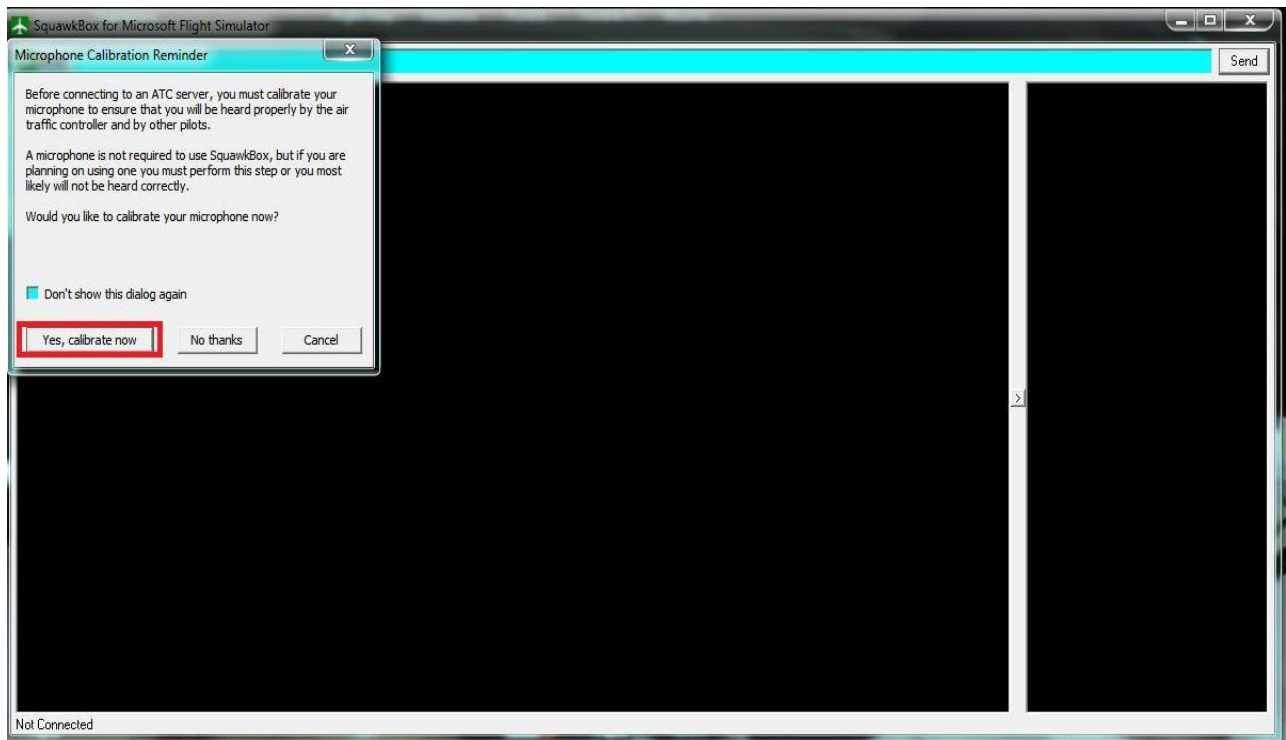
This will then open up the Menu window like before:



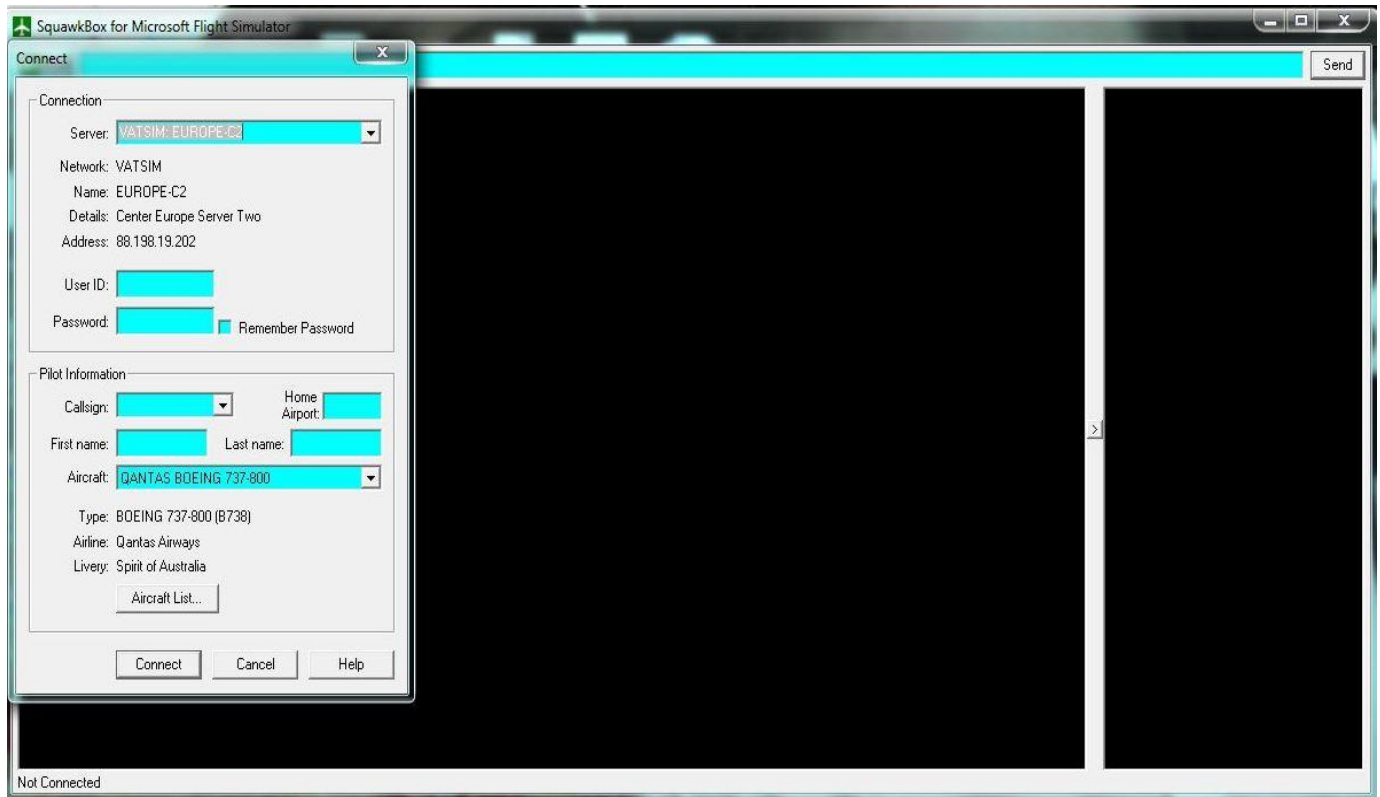
This time you click on Connect:



You will then see this screen:

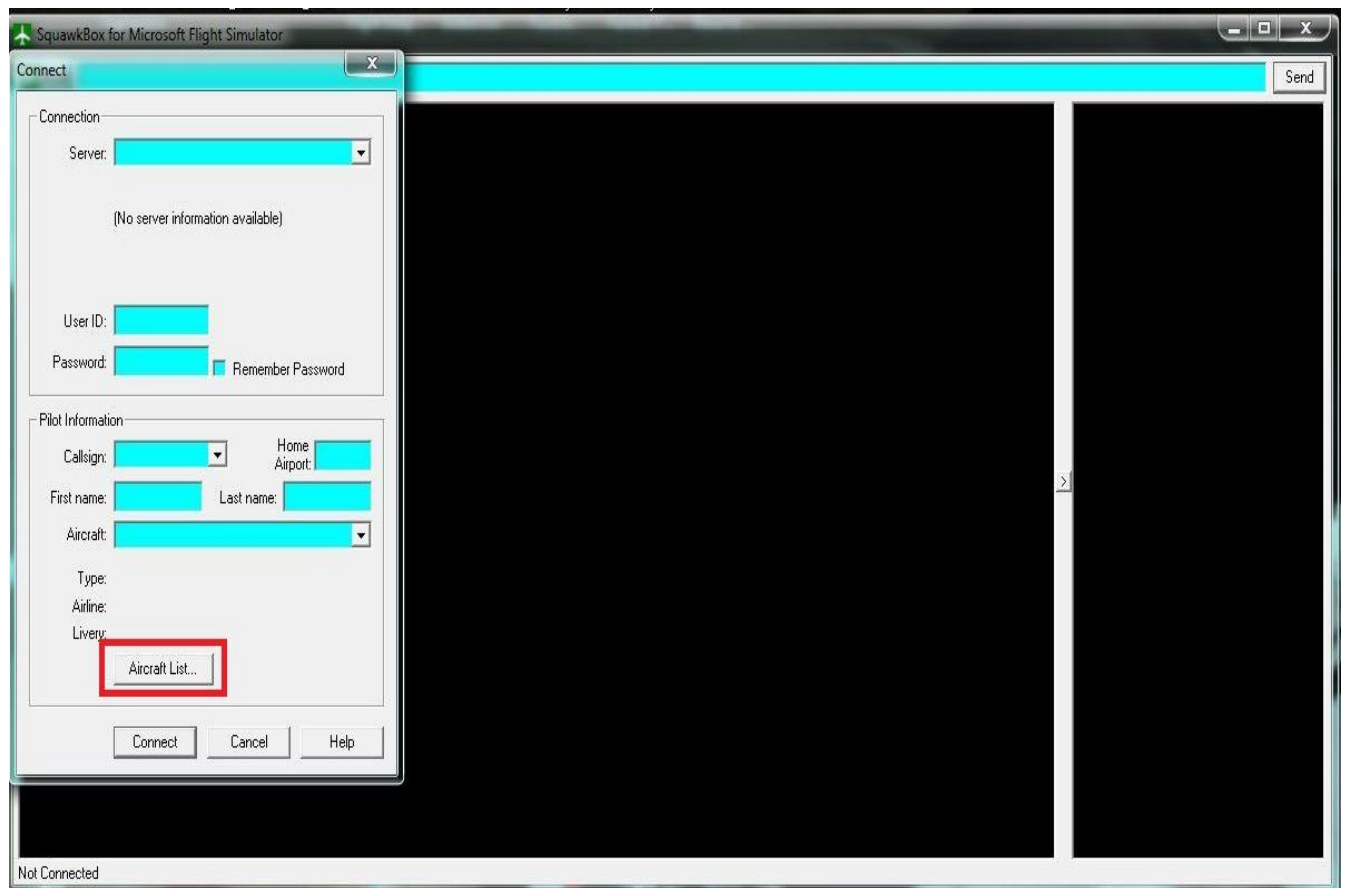


You tick the box that Says Don't Show This Dialog Again and you must click Yes, Calibrate Now. This will take you through setting up your speakers and microphone and if it is all setup correctly, you will see a message saying: All tests are complete. Click finish to save the settings. You will then push Start and then Connect and you will see this:

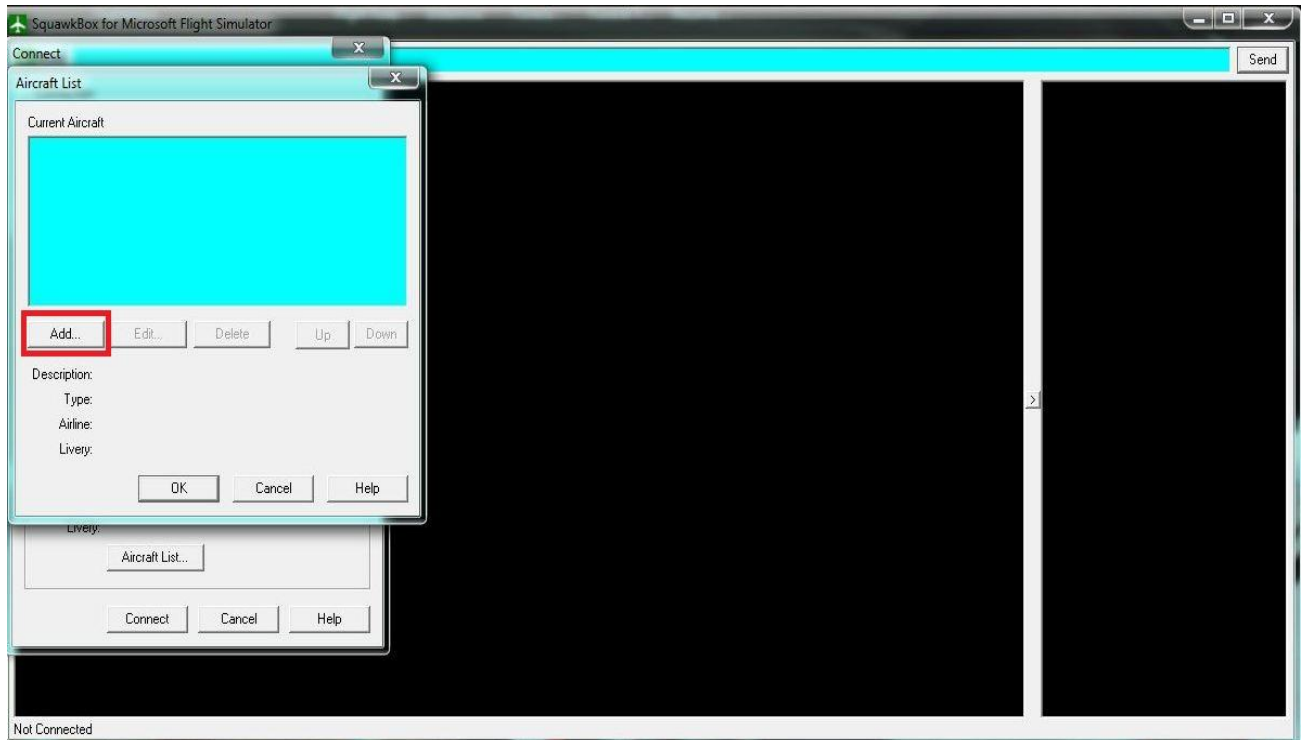


This is where you will need to select the Vatsim server, enter your Vatsim ID, password, Callsign, full name, home airport and select your aircraft. You will need to select the Vatsim server for which part of the world you live in. For example: If you are living in Europe, select a Europe server, if you are living in Australia, select the Oceania server. You will need to enter your Vatsim ID and password and tick the box: Remember Password. Your Callsign is your airline flight number, for example: Virgin flight number 345 will be typed as VOZ345. Qantas flight number 590 will be typed as QFA590. Your home airport would be the 4 letter airport code of your nearest airport. For example: If you live near Brisbane then you would type YBBN. If you live near Mackay, you would type YBMK. All the airport codes can be found through the Airport Codes link on the Flight Planning page on the website. You then have to add the aircraft you will be flying. For the purpose of this

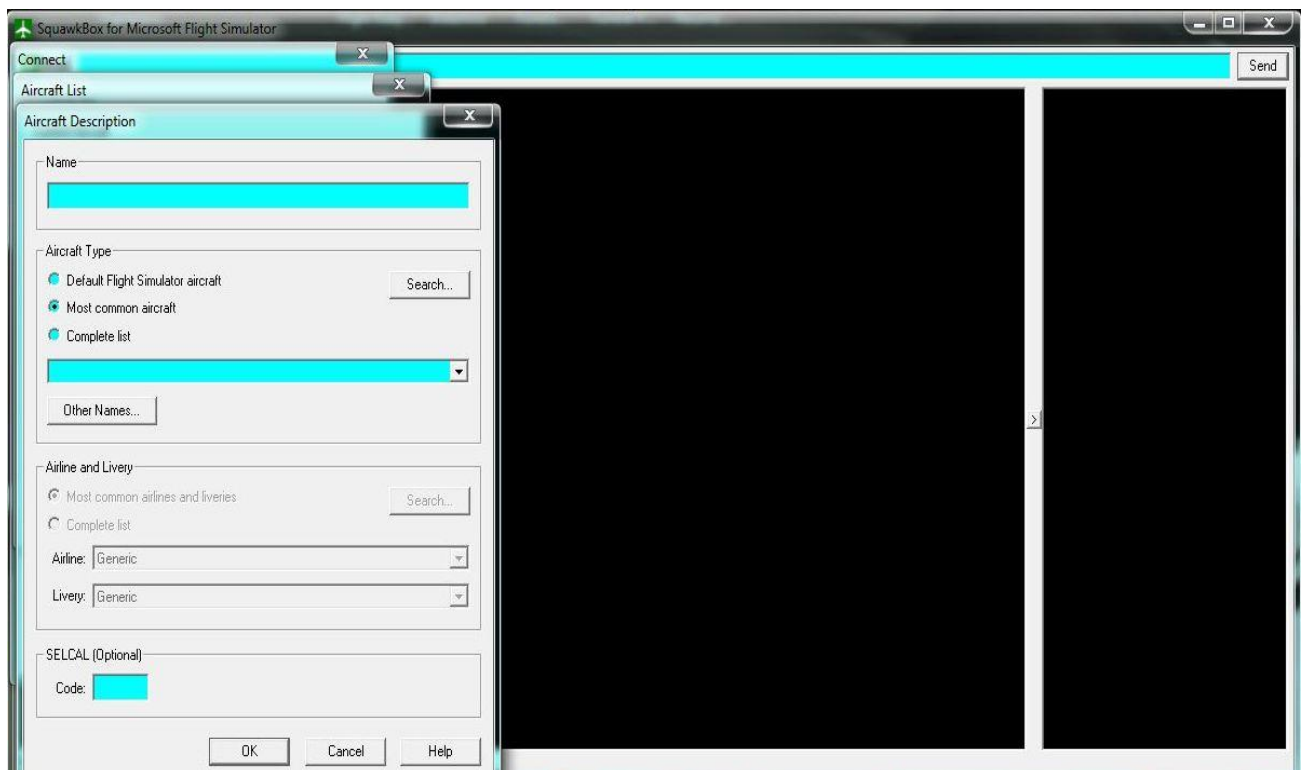
tutorial, we will use a Qantas Boeing 737-800. To add aircraft, click on the Aircraft List button:



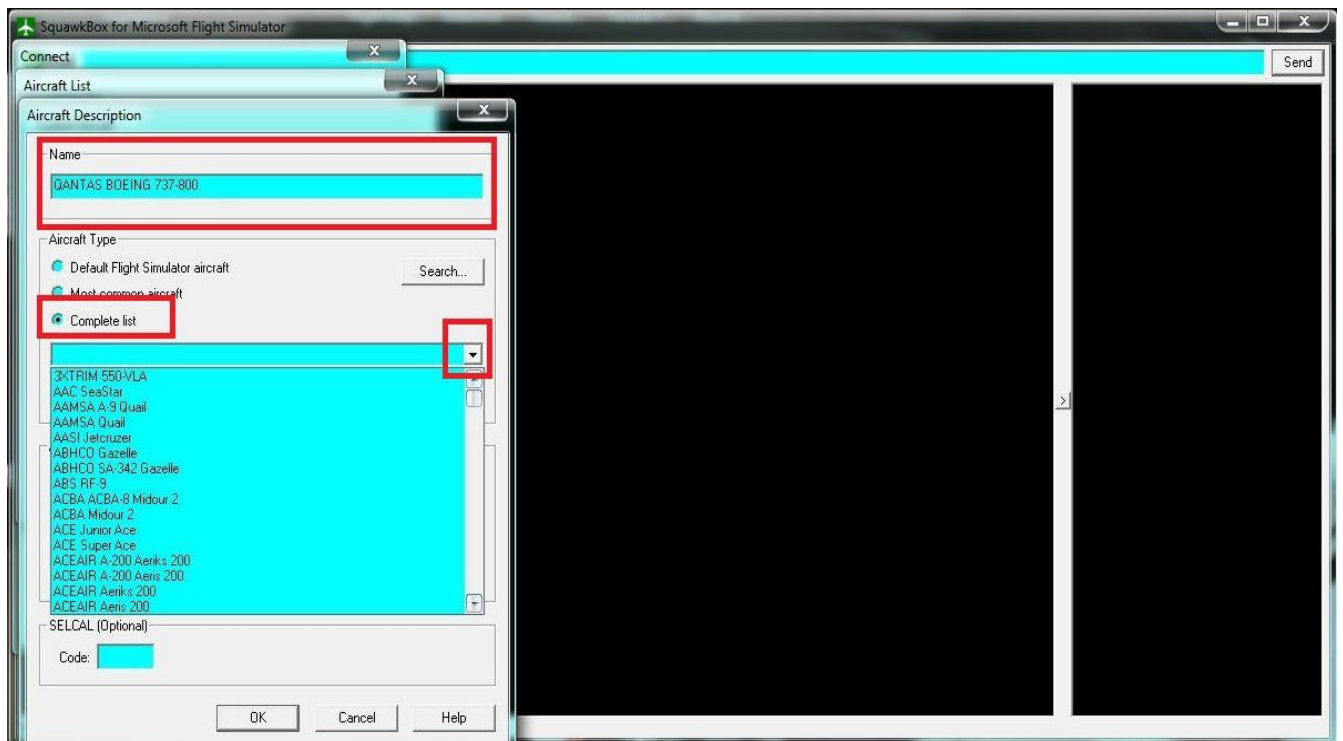
You will then see this screen:



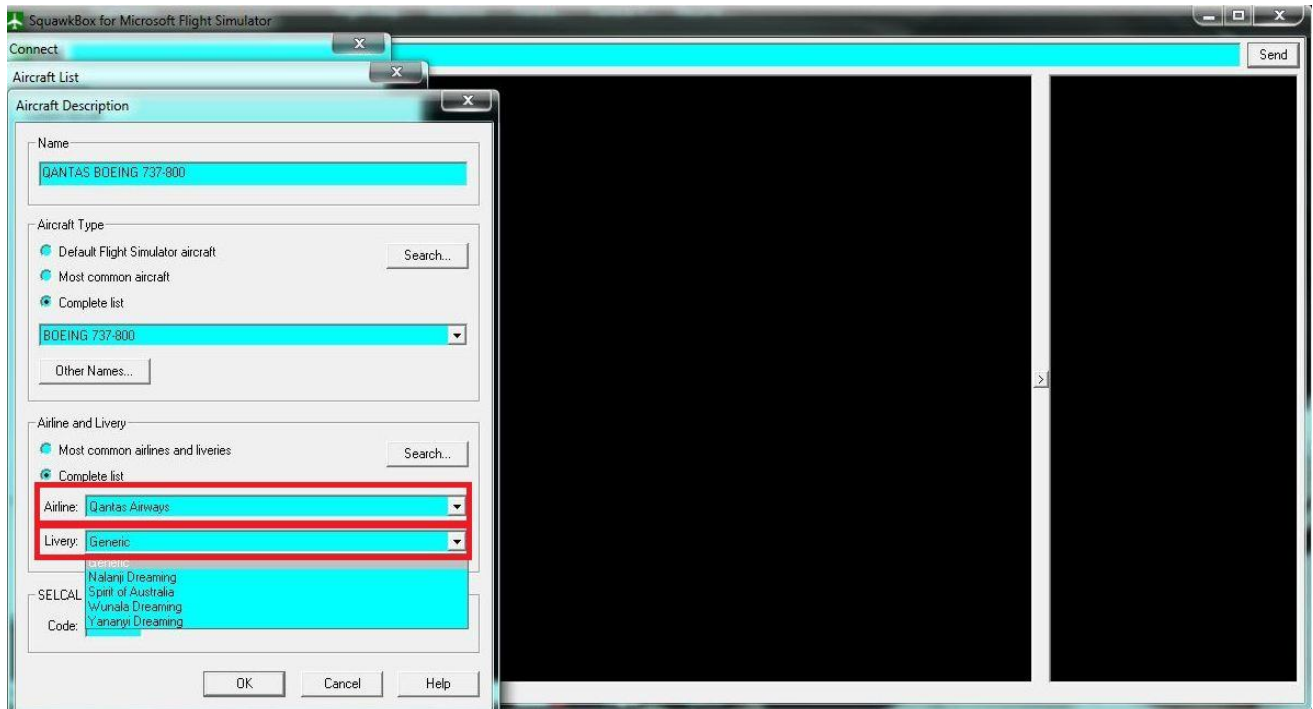
You then click the Add button and you will see this screen:



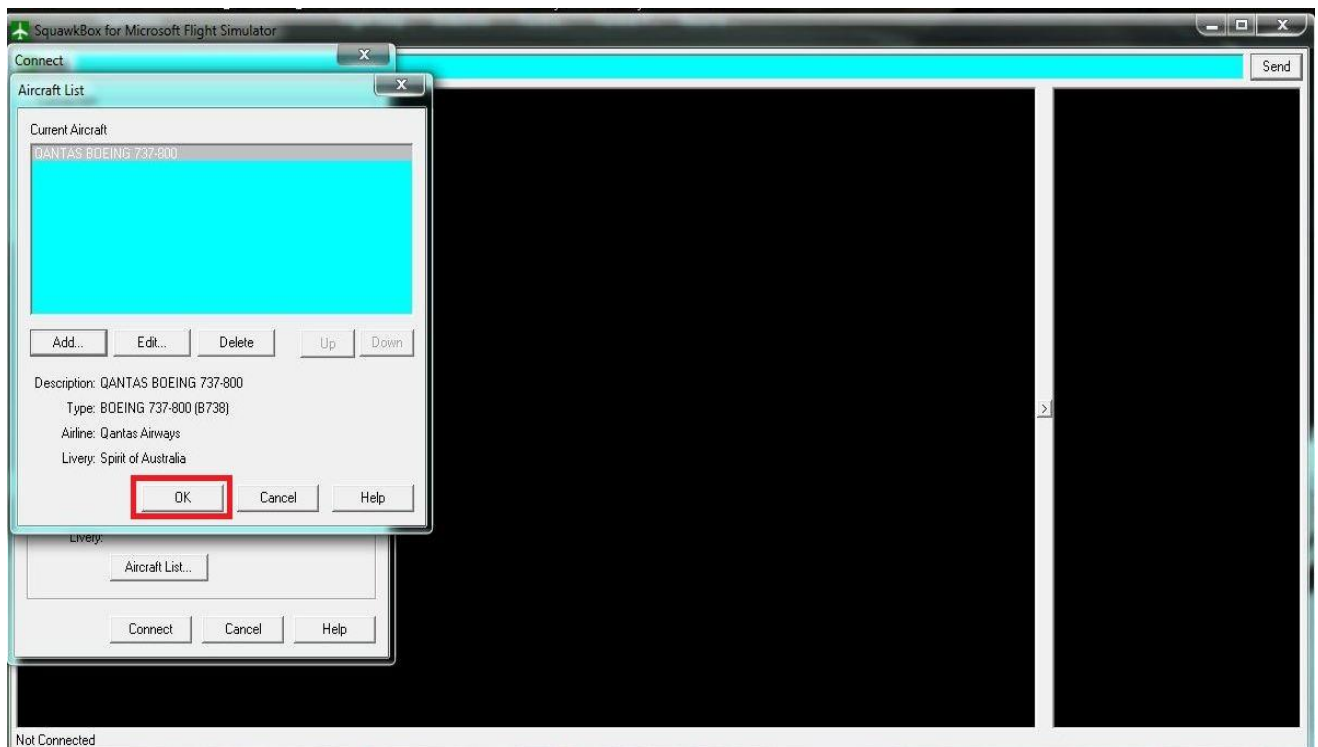
You then type in the name of the aircraft you want to add, for this example we will add QANTAS BOEING 737-800:



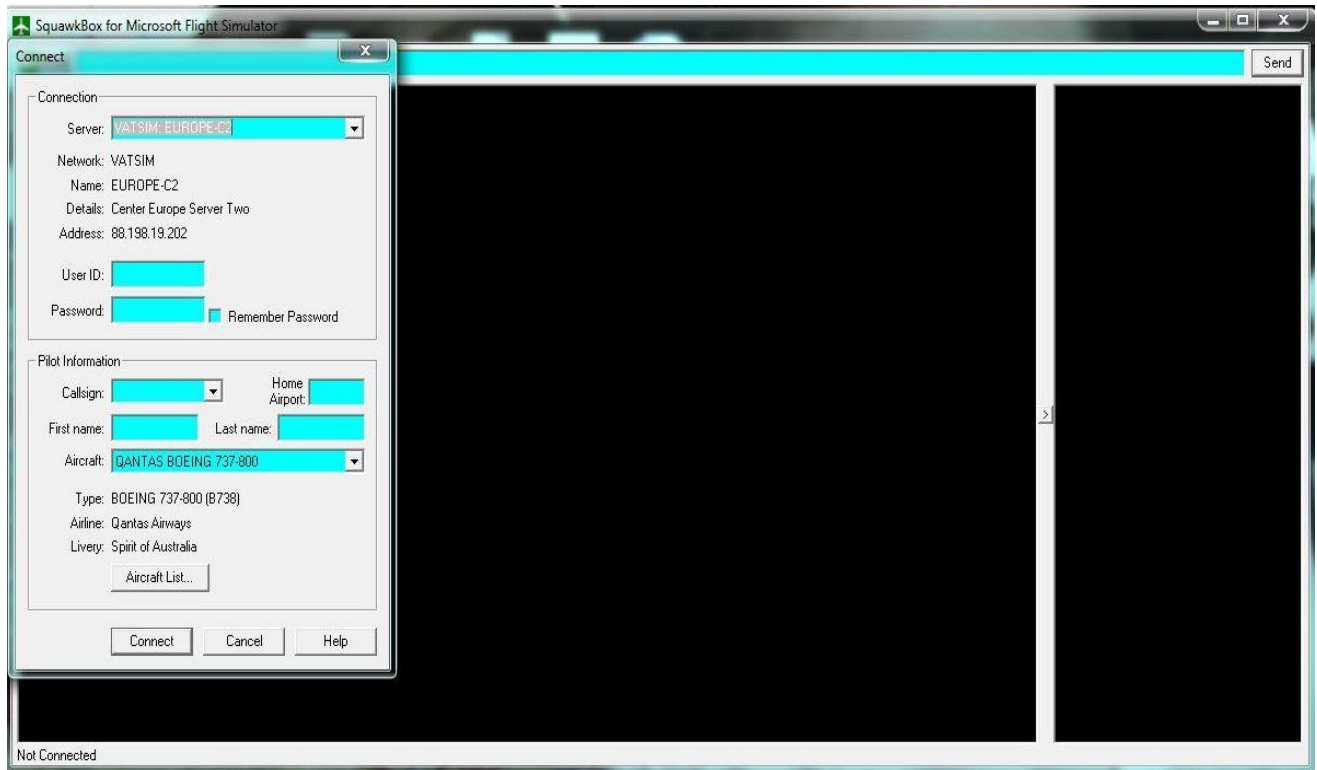
You then have to select the aircraft by putting a dot in the Complete List option and click on the drop down arrow to display the aircraft list. Scroll down until you find BOEING 737-800 and click on it and it will be added like this:



You then have to select the Airline and Livery by putting a dot in the Complete List option and click the drop down arrow to display all the airlines. Scroll down until you find Qantas and click on it to select it. You then select the livery by clicking on the drop down box on the Livery line and you will see there are a number of Liveries to choose from. We will just select Spirit Of Australia Livery then click Ok and you will see this screen:



You will now see that you have added an aircraft into the Aircraft list. Each time you add an aircraft it will be added to the Aircraft list so that you can select it from the main Connect page. If you want to add another aircraft, just click the Add button, otherwise, just click OK and you will be back on the Connect screen:



We are now ready to connect to the Vatsim server but there is one very important thing to know and to remember and that is this: Before you can connect, you must be loaded in the aircraft that you will be flying, parked at a gate at the departure airport (Never connect to Squawkbox on a taxiway, runway or in the air), and you must have your avionics in the aircraft turned on. Having the avionics turned on is absolutely vital when you connect to Squawkbox, otherwise you will get a connection error and Squawkbox will shut down and you will have to start all over again. Once you have successfully connected to Squawkbox you will see a message that says: Connected to Vatsim Server.

Once you have successfully connected to the Vatsim Server, you are now ready to file your flight plan with Air Traffic services. You click on the Start tab again:



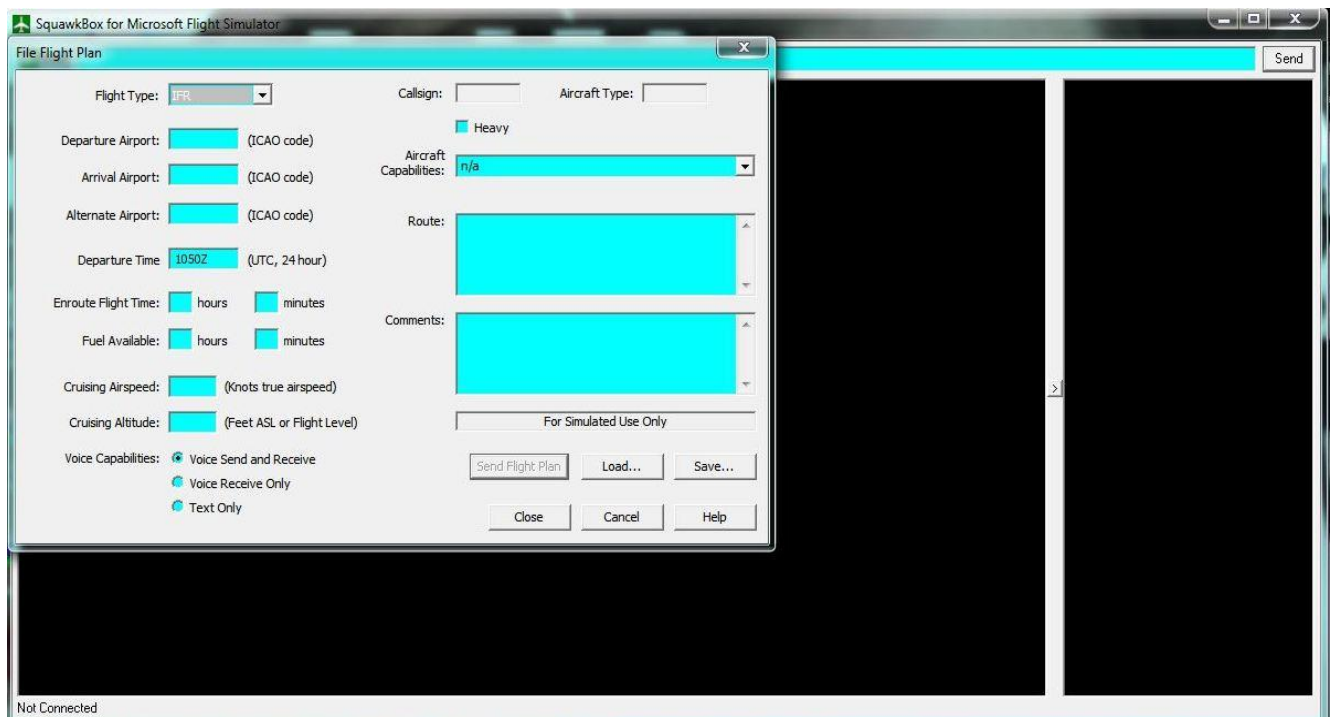
Then you will get the menu window open:



This time, click on the Flight Plan option:



Then you will see this screen:



This is where you fill out your flight plan with all the information for your flight, such as flight type (VFR or IFR), Departure Airport, Arrival Airport.....For every airline flight you do, you would always select the Flight Type as IFR which means Instrument Flight rules. You need to put the 4 letter code for the Departure Airport and the 4 letter code for the Arrival Airport which again can be found through the Airport Codes link on the Flight Planning page of the website. You then have to put a Departure Time in GMT and I always allow at least 30 minutes to setup the aircraft and load the passengers. For example: 0730. You then have to put in your Flight Time and the Fuel Available in time. You then have to type in your cruising airspeed which would be typed as 300 and type in your Cruising Altitude which would be typed as 34000. You can leave Voice send and receive with a dot in it. Your Callsign and Aircraft Type should already be there as you are now connected to the server. Don't worry about Aircraft Capabilities. Next we have to enter the route. All the IFR Routes can be found through the Flight Planning page of the website and for this tutorial we will depart from YSSY and arrive YMMML so the IFR Route would be typed exactly like this:

DCT SY H65 RAZZI Q29 ML DCT

This lets the controller know that you are departing from Sydney and arriving at Melbourne and what route you will be flying. The controller will then know what departure clearance to give you out of Sydney and what arrival clearance to give you into Melbourne. If you want to let the controller know that you are new to Squawkbox, you could type something in the Comments box like Newbie or new to Vatsim. That way the controller knows you are only learning and will help you where they can depending on their work load. All you have to do now is click Send Flight Plan and you will now be back on the main Squawkbox

screen and you will see a message displayed that says: Flight Plan Sent. You are now ready to go back into the flight and continue setting up your flight. If there is an active ATC channel at the airport you are departing from then you can contact them for an Airways Clearance.

That concludes our tutorial on Squawkbox and we hope that you will gain a lot of help from what we have presented and if you need any further help, please contact us through the Contact Us page on the website.



copyright
all rights reserved

Australasian Virtual Airlines