

FSX@MAR

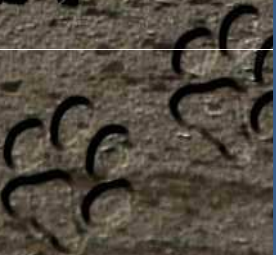
CARRIER

CONFIDENTIAL

AND CONVOY

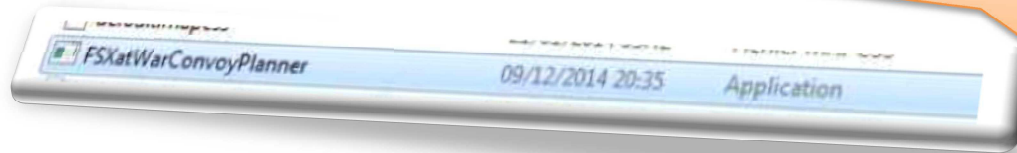
PLANNER

Stand-alone tool - powered by Motus

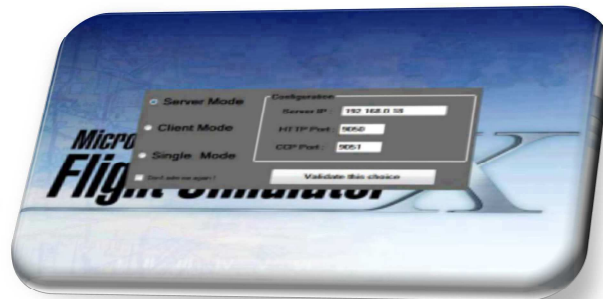
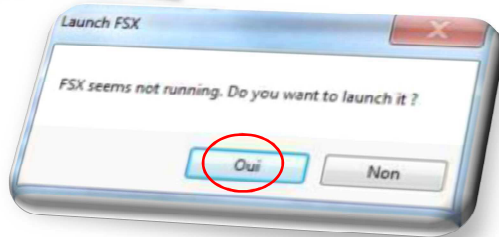


Welcome in Carrier & Convoy Planner's world

You can either launch CCP by going in Program files (x86)/CCP and launching the EXE OR using the shortcut placed on your Desktop



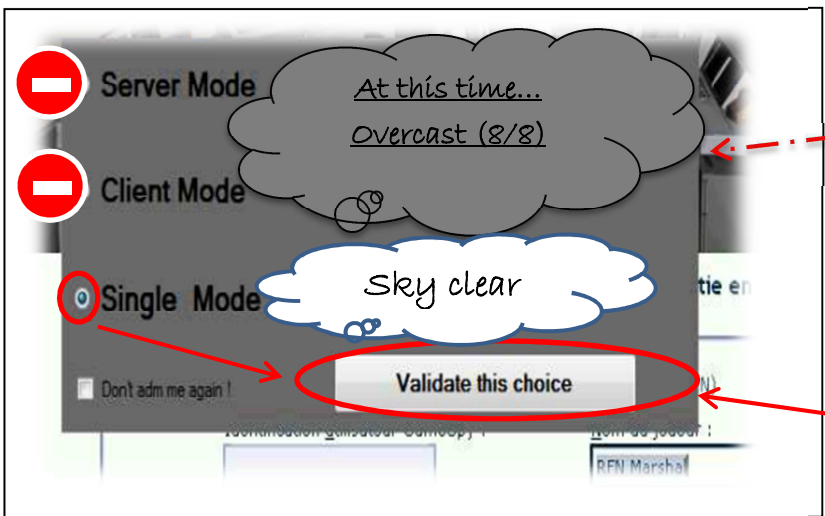
You will get this window that asks you if you want to launch FSX



Multplayer functions are not operational at this time



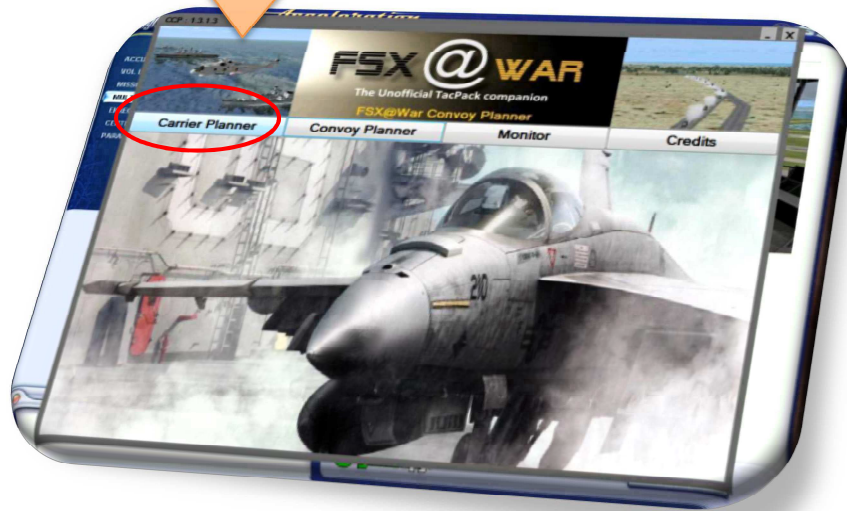
APPROVED



The configuration panel on the right will not appear

- 1/ You enter the "Free fly" world*
- 2/ You will fly alone with the ability to create Maritime and/or Ground Convoys*

After validating "Single Mode" player, you get this window which will hide the FSX window until you see the menu page. You will only see the top border of the FSX window behind.



Access the maritime convoy planner to plan a single or multiple ship's convoy.

Access the ground convoy planner to plan a single or multiple vehicles' convoy.

Activate, control and manage your convoys in FSX.

Silver star ☺ to those who "fought" and won the battle of this new simulation software.

Carrier Planner

Create Naval Task

To choose a single or more ships you will need depending on your strategic choices

Create Naval Path

Then you create a path that your convoy will follow from point A to B

Add Formation in FSX

You merge these two parameters to create a naval map to be transmitted to FSX at the start of the flight at the GO

Start on Carrier

You can program a mission start on a carrier. Choose to start mission directly from the carrier

Convoy Planner

Create New Convoy

To choose a single or more vehicles you will need depending on your strategic choices

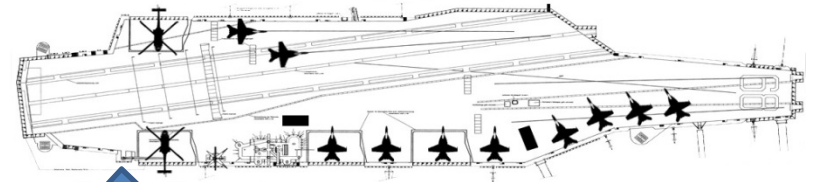
Create New Route

Then you create a ground path that your convoy will follow from point A to point B

Add Convoy in FSX

You merge these two parameters to create an itinerary to be transmitted to FSX at the start of the flight at the GO

On or off engines, the aircraft must be stopped when you start transfer to the aircraft carrier



You enter phase 1: "creating a naval convoy" "Carrier Planner"

Here, we create a 6 ships convoy: USS Nimitz/Repair ship/replenishment oiler/cruiser/destroyer and USNS Patuxent

Create Naval Task

Click here

2

Choose the 1st ship by clicking on the name of the ship

Its image will show up in the window 3
Click on select in window 3

The information line will show for the selected ship in the window 4

Repeat the operation as many times as you want ships

ID	Vehicle	Distance	Angle	Speed
1	CVN68_1	0	0	28
2	ship_cranes_sm	500	180	28
3	Super_tanker_sm	1000	180	28
4	VEH_cruiser01	1500	180	28
5	VEH_destroyer01	2000	180	28
6	USNS_PATUXENT	2500	180	28

6

Save your convoy by giving it a name. (details to follow)

1

Choose the cruising speed of the ships (max 35 kts)

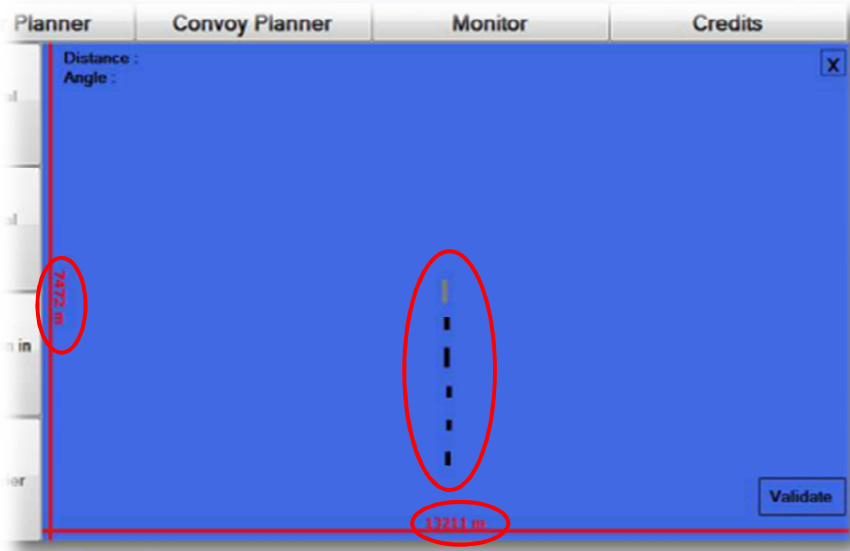
5

If you choose this option, you can geographically position each ship as you want, with a real time geographical position of each ship (details to follow)

5

Define Position

you have clicked this button and the convoy appears in single file, in the order of your initial choice. The length and width dimensions of your maritime theater positioning are listed in red. With the mouse, you can move each ship to put it anywhere you like. Its graphical representation dash will turn into a representation dash / number that corresponds to the ID number of the line in box 4 of the above table. At the top left you direct reading of distances and angles inter ship



Boats

- saalboat_bip_d_sm
- saalboat_bip_u_sm
- saalboat_S_d_sm
- saalboat_S_u_sm
- SH-60_Flane_Guard
- ship_crane_sm
- Super_tanker_sm
- USNS_PATUXENT
- USS_NIMITZ
- Veh_Airboat_Sm

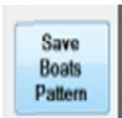
USNS_PATUXENT

Formation

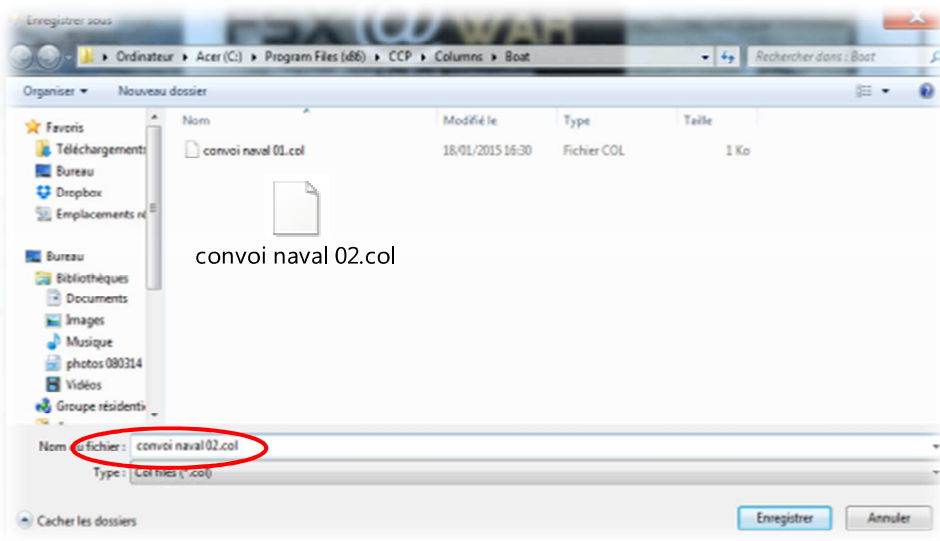
ID	Vehicle	Distance	Angle	Speed
1	CVN68_1	0	0	28
2	ship_crane_sm	500	180	28
3	Super_tanker_sm	1000	180	28
4	VEH_cruiser01	1500	180	28
5	VEH_destroyer01	2000	180	28
6	USNS_PATUXENT	2500	180	28

Default Speed: 28

Buttons: Load Boats Pattern, Save Boats Pattern (circled in red), Define Position, Quit

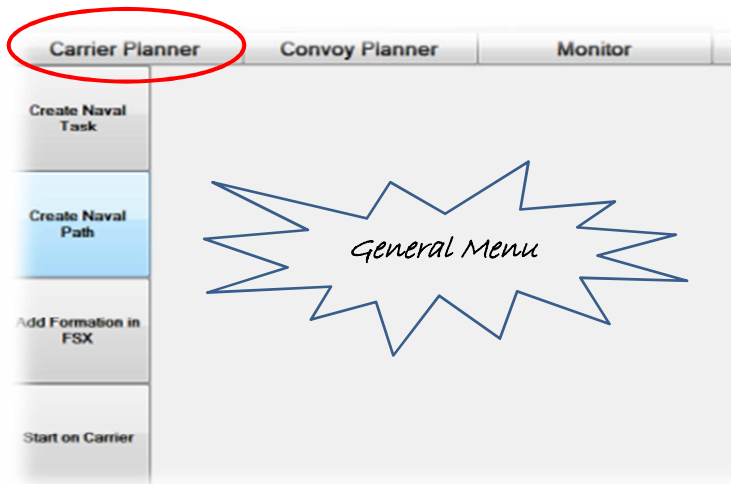


You pressed this button: you will save your convoy in a list of all your naval convoys by naming it



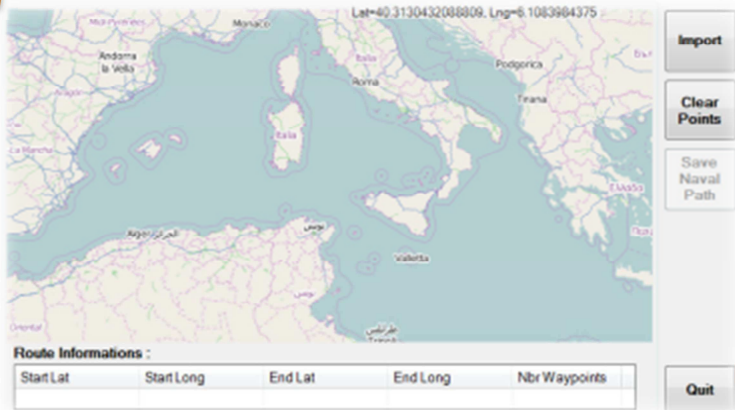
You save the file you have just created. If everything went well, you will see the next CCP page. It is the Naval Convoy "General Menu" window.

You will now create a maritime path that your convoy will follow.



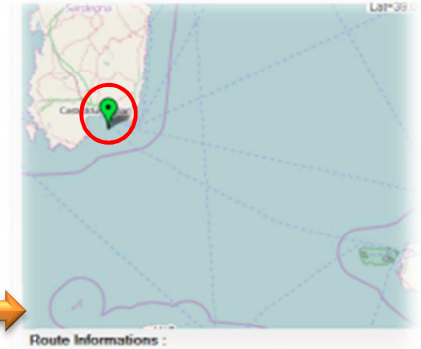


By clicking on this button, you will access the next page showing a world map. You can move it up and down and left and right by left clicking on the map, holding the click and moving the map around



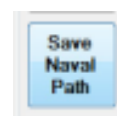
With the mouse's center wheel, you can zoom in and out on the map to get a precise location on the map to create the starting point of the convoy's path.

You choose this particular point with your mouse's arrow and then right click. The green symbol will appear on this precise location



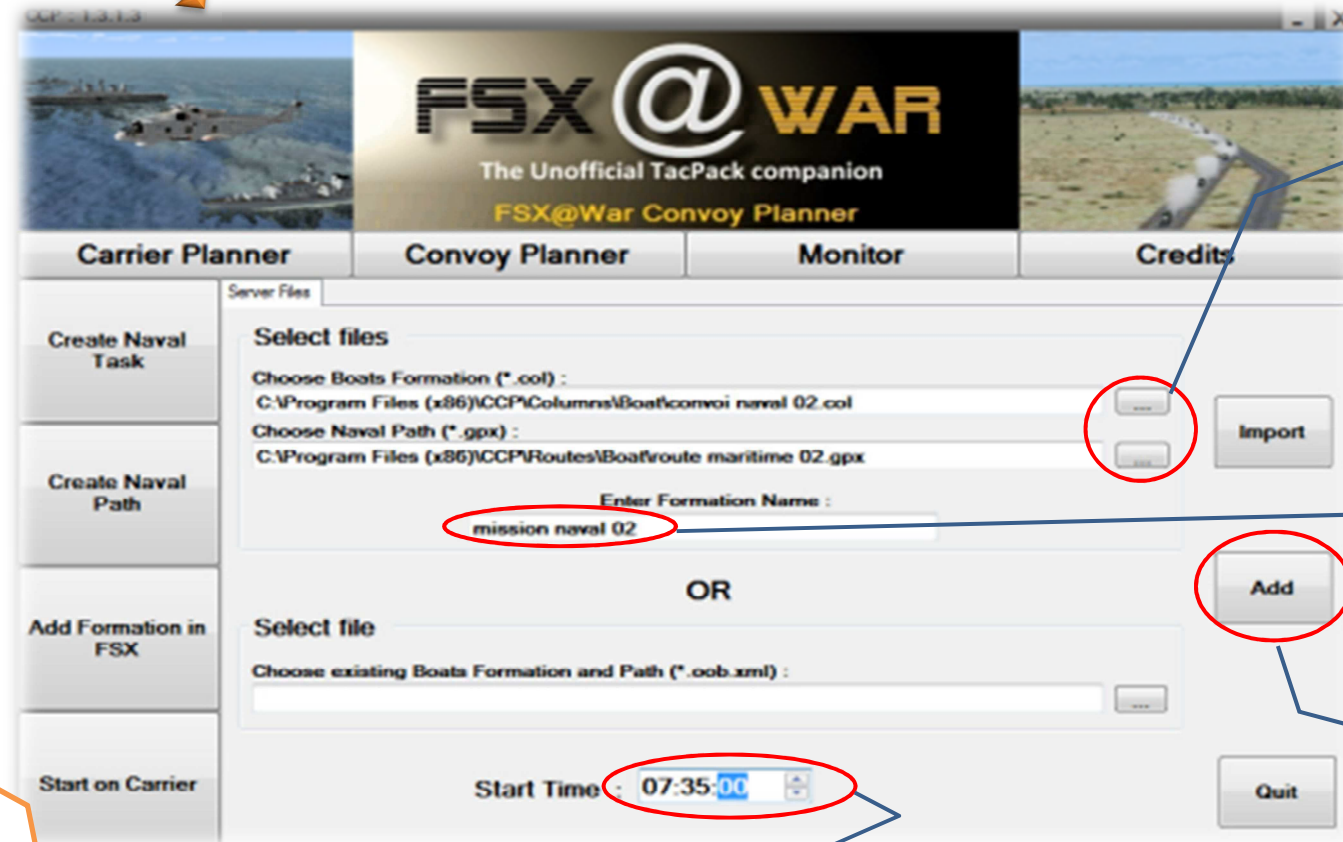
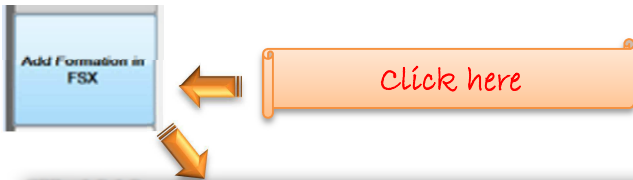
You continue creating waypoints of the naval path the same way, creating blue symbols. The last waypoint will be the destination waypoint.

All these waypoints (from first to last) will, of course, have to be on water and the path will have to respect a logical path



To save your naval path, you proceed the same way as before for the naval convoy after having clicked on this button.

After saving, you will be brought back to the General Menu window.



1
1st line: you choose your naval Convoy
2nd line: you choose the naval Path

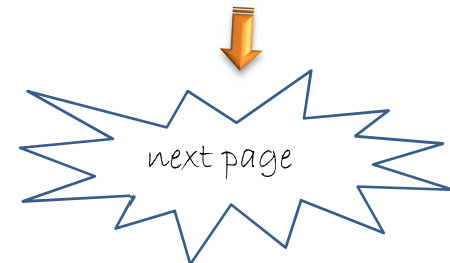
2
You give a name to your newly created Naval Convoy

4
By clicking on this button, you transfert the Mission Order to FSX.
CCP then displays the General Menu window

3
You select the starting time of your convoy. This time will have to be coherent FSX GMT (UTC or Zulu) time when you start FSX (in local time)

WARNING: If you choose the option "Start on Carrier", you will first appear on the chosen airport/runway from your FSX settings.

The time you enter the FSX world but NECESSARILY be at least greater than 5 minutes before the time programmed in CCP for the start of the convoy departure, by the click on the "connect to FSX" button.





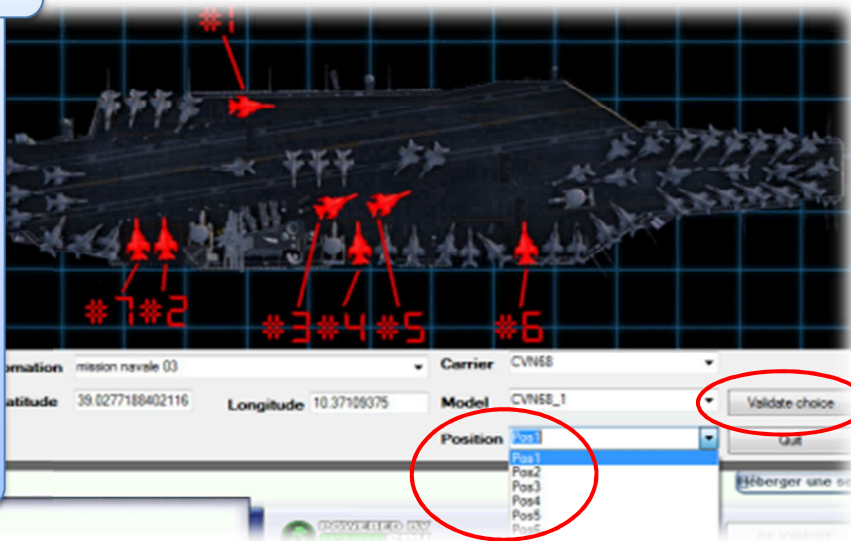
« Start on Carrier » is optional and offers the possibility to be « transported » on to the deck of the Aircraft carrier chosen in your convoy. You are placed on a spot on the deck you choose

It is mandatory to plan thoroughly the Start Time (#3 on the previous page) with the time you choose when planning your flight in FSX: *if you launch the connection in CCP while the naval convoy already started, you won't be able to be transferred on the deck of the carrier and you will appear in midair. And if the transfer is done while in Cold and Dark, you will be in*

On this new page, you will see the name of the naval formation (#2 on the previous page), the geographical position of the carrier, the carrier callsign, the model chosen and the parking spots that you can choose for your aircraft (in MP, think about tasking one spot per player different from the others)

By opening the Position menu, you will have the choice between spots numbered from 1 to 7 as well as an image showing the graphical location of each spot on the deck

If mission accomplished, you were to go back on the carrier, don't choose this particular model (aircrafts on the back of the carrier).



Highlight the spot you choose, you validate your choice and CCP will go back to the general menu

End of phase 1:

« Creating a Naval Convoy »

The No 1 spot (to port) is the only place for a direct approach on the Nimitz n°4 catapult.

You enter now in phase 2: « Creating a Ground Convoy »



The 3 steps to create a Ground Convoy are:

1/ Creating a Convoy

2/ Creating a Route for the Convoy

3/ Creating a name to merge these 2 parameters – the time programmed for the start of the convoy (be sure than the time you set is consistent with the time you choose for your flight in FSX)

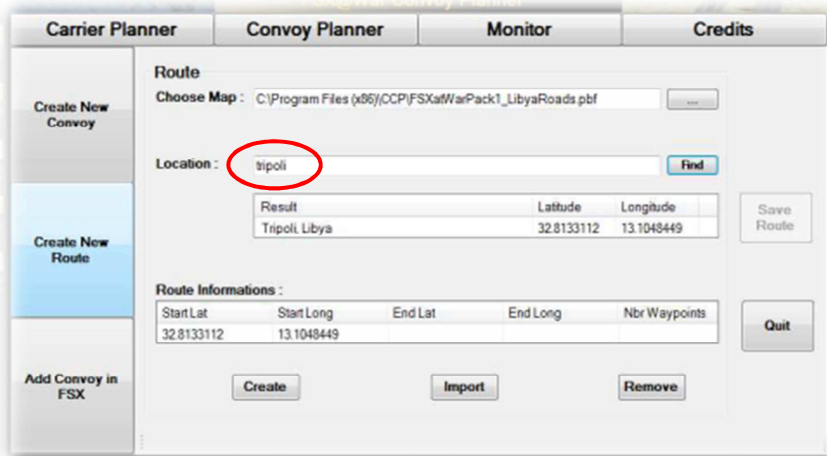


These steps for "phase 2" are identical to the ones in "phase 1"

for the 1st step "Create New Convoy"

and for the saving of the Convoy/Routes and its transfer in FSX after the 2nd step

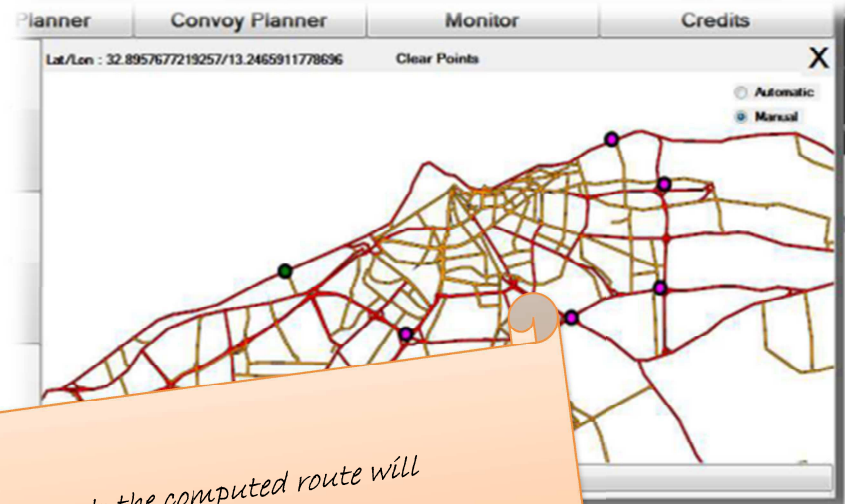
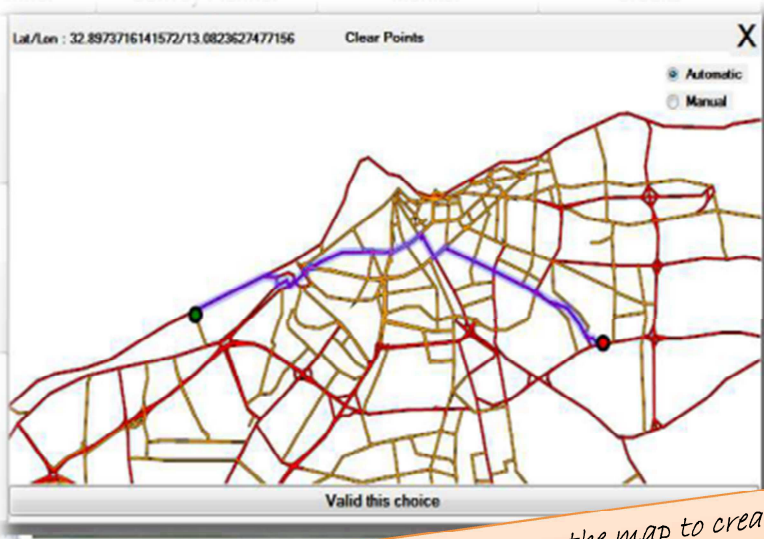
Only the 2nd step will be detailed step by step in the next page



1/ "Choose Map": in CCP database, you choose the country in which the operation theatre is set (Libya for now)

2/ "Location": you type the city around which you want to create a route. You will have a mapping of the roads that you can move around and zoom.

3/ You click on the "Create" button.



Two options are available: (right click on the map to create waypoints):

1/ Automatic: 1 point for the start and one for the end + intermediate points if you want: the computed route will display, you name this route and save it.

2/ Manual: you create the route point by point. The path will be created in the order you inserted the points. Name this route and save it.

End of phase 2:

"Creating a Ground Convoy"

Once the data for the creation of a Ground Convoy is sent to FSX, CCP will display the General Menu page - click on the Monitor tab...

..... And you enter phase 3: Your CCP creations in FSX management interface

The following page will show up (1). Your creations will appear in the form of a line (1 per creation): double check the data entered

1/ the option « Start on the Carrier » is checked. You can keep or unselect this option if you want.

2/ once everything is checked, you are ready to go back to FSX

3/ don't close this page, but just hide it (Option A) or click on the button "Connect to FSX" (Option B)

4/ continue with setting up FSX until your aircraft show up on the Airport you selected -> you are "Ground cockpit"

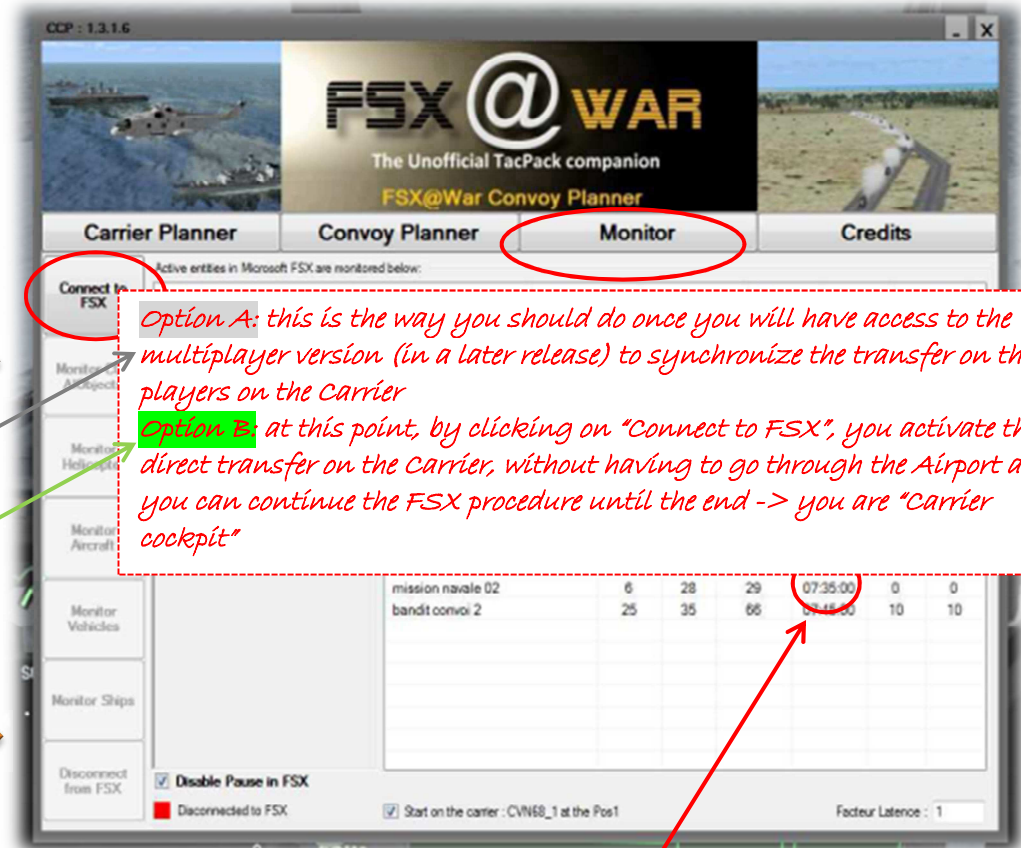
(Watch out for the CCP/FSX timing: CF. page 10)

5/ refer to the opposite CCP page

6/ Click on the « Connect to FSX » button if Option A

(Watch out for the CCP/FSX timing: CF. page 10)

On this example, there is a 10 minutes margin between the FSX time and the time the programed Convoy starting time



1/ the FSX connection indicator that was red displaying "Not connected" will change to green displaying "Connected to FSX"

2/ at the top left, the button "Connect to FSX" will be greyed out. The opposite button, at the bottom "Disconnect from FSX" will become available (to temporarily disconnect or to quit from FSX)

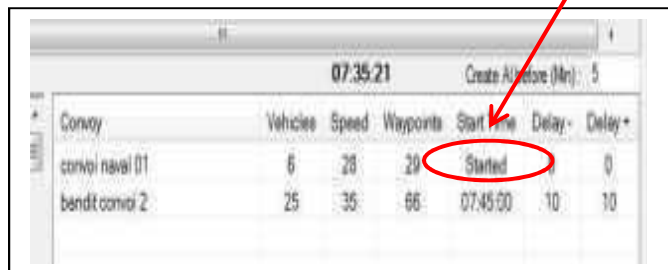
3/ if you activated the « Start on Carrier » option, you will find yourself on the spot you choose on the carrier, otherwise, you will stay at your FSX "Current Location"

4/ the convoys are created. They will start moving at the programmed time. In CCP, the column "Start Time", the time will change to "Started"

5/ click on the « Monitor CCP AIOObjects » button to see all your convoys' parameters on the CCP window



The line "Responses" display the actual FSX time, synchronized with the one displayed on your cockpit instruments



Hide the CCP window - You are in FSX - The convoys are now a reality - **TIME TO START THE MISSION!**