

# FSX@WAR

## CARRIER

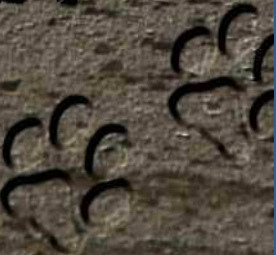
## AND CONVOY

## PLANNER

SERVER MODE & CLIENT MODE

ENGLISH

Stand-alone tool powered by Motus

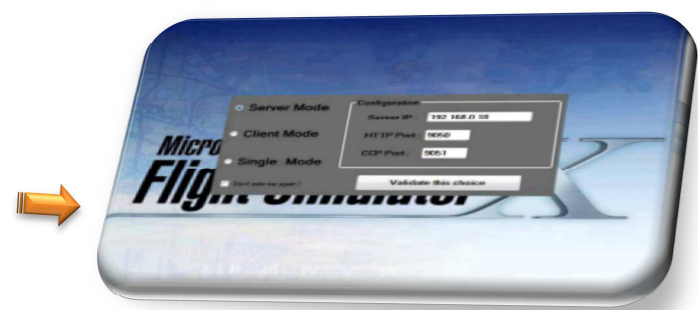
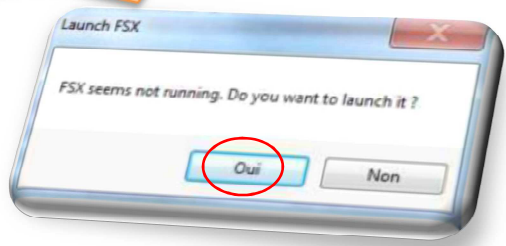


Welcome to the world of Carrier & Convoy Planner

You start CCP, either through Program Files (x86) and PPC and clicking on the line of the application or directly on the shortcut on your desktop



You get this window that asks you to run FSX



Depending on your level of participation in the game

You Choose one option among the 3 presented below

if you are hosting the session, enter 0.0.0.0 in the SERVER IP box

1  
In multiplayer (MP), you create road and / or sea convoys to add to those that your playing partners have created. All existing convoys on the area are accessible to all players playing in the Session or area and with the CCP of course

2  
in the Server IP box: you enter the IP address provided by the host of the Session and fill the Port Cases as in the example

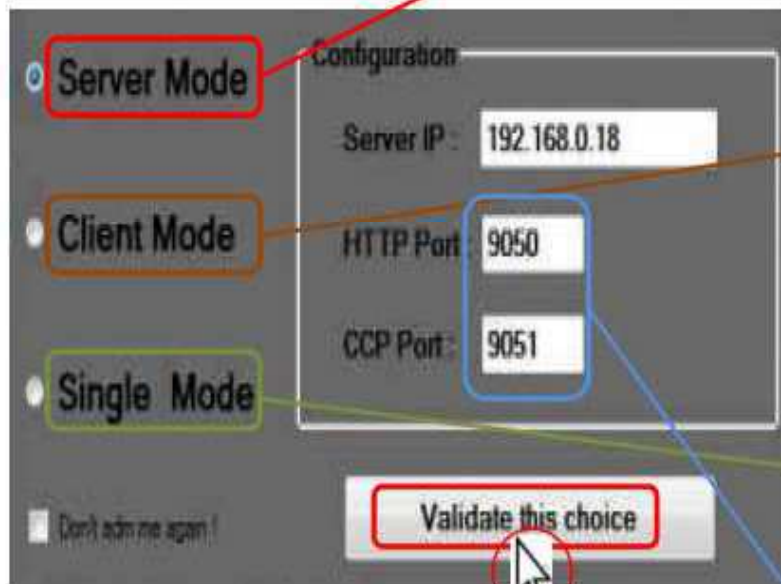
You access the Multiplayer Session (MP). All existing convoys in the geographic area you have chosen, are accessible to you.

3  
With this option, the configuration part on the right does not appear

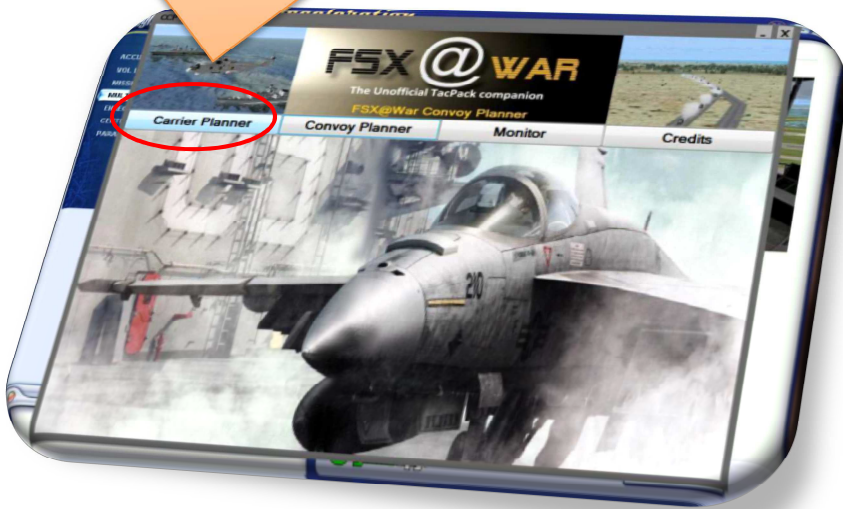
You choose the SP mode. You have alone, with all the ground / sea convoy options available

If you are hosting the Session ....

Check that these 2 ports (HTTP Port 9050 Port 9051 and CCP) are open and that they are not filtered by the firewall



Whichever option you enable, after confirmation, you will get this window which will hide the FSX window until the window become active with configuration tabs. You will then only see the borders of the FSX window



Go to this tab to plan a Single or Multiple ships convoy

Go to this tab to plan a Single or Multiple vehicles convoy

These 3 tabs are not activated when you enter the CCP Client Mode configuration (see below)

Enable, monitor and manage your creations in FSX

thanks to all those who contributed to this great project and have made this project a reality



## Carrier Planner



You will create one or more ships you will need to meet your strategic requirements

Then you will draw them a maritime route they should follow from point A to point B

You will gather these two parameters map transmitted to FSX with a starting signal

You can schedule a task starting from aircraft - carrier deck without landing

## Convoy Planner



You will create one or more vehicles you will need to meet your strategic requirements

Then you will draw them a land route they should follow from point A to point B

You will gather these two parameters a roadmap transmitted to FSX with a starting signal



In the 2 cases (Sea and Land), it is here and not before, that is the entry level in the CCP for Client Mode option

**NB :**

For those playing in MP, the convoys' creation sequence is detailed at the end of the document, in the annexes

You enter Phase 1: "Creating a Convoy Maritime" "Carrier Planner"



We will create a convoy of four ships: Nimitz / Patuxent / Fuel & Fuel / Ship workshop.  
You start by clicking this button

2

Enter the first ship selected by clicking on his name.

Its image will appear in box 3.

Click "Select" in Box 3.

The info line will appear in box 4.

Repeat input operation for each ship.

The screenshot shows the FSX@WAR Convoy Planner interface. At the top, there's a title bar with "FSX@WAR The Unofficial TacPack companion FSX@War Convoy Planner". Below that are four tabs: "Carrier Planner", "Convoy Planner", "Monitor", and "Credits". The "Carrier Planner" tab is active. On the left, there are four buttons: "Create Naval Task", "Create Naval Path", "Add Formation in FSX", and "Start on Carrier". The main area is divided into three sections: "Boats", "Formation", and a central 3D view. The "Boats" list includes "ship\_cranes\_sm", "Super\_tanker\_sm", "USNS\_PATUXENT", "USS\_NIMITZ", "Veh\_Airboat\_Sm", "VEH\_Alouette\_Pedro", "VEH\_carrier01", and "veh\_carrier01\_high\_detail\_sm". The "Formation" table is as follows:

ID	Vehicle	Distance	Angle	Speed
1	CVN68_1	0	0	20
2	USNS_PATUXENT	500	180	20
3	Super_tanker_sm	1000	180	20
4	ship_cranes_sm	1500	180	20

The 3D view shows a carrier ship with a "Select" button below it. On the right, there are buttons for "Load Boats Pattern", "Save Boats Pattern", "Define Position", "Default Speed" (set to 20), and "Quit".

2

3

4

5

If you select this option, you can graphically position each ship as you like, with time all positioning information (details to follow)

6

You will save your creation by giving it a name (details to follow)

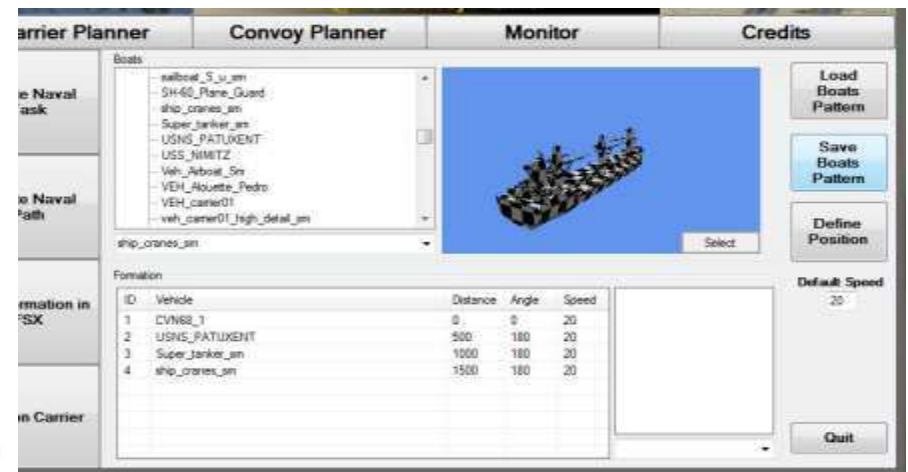
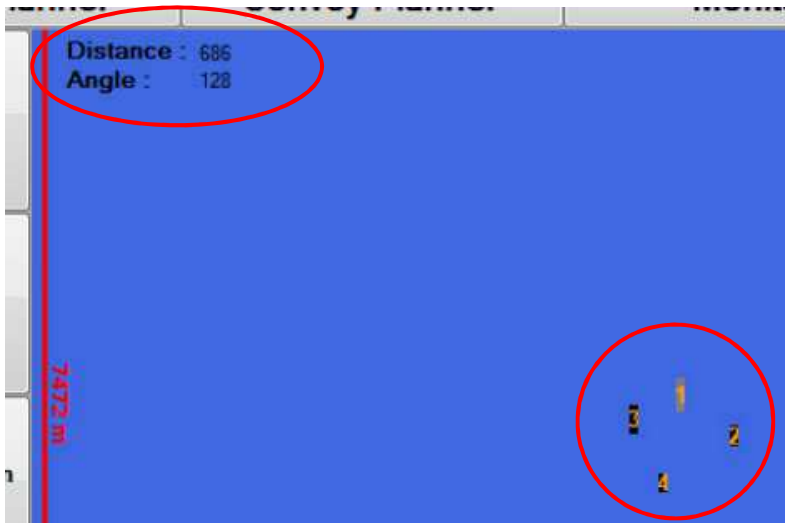
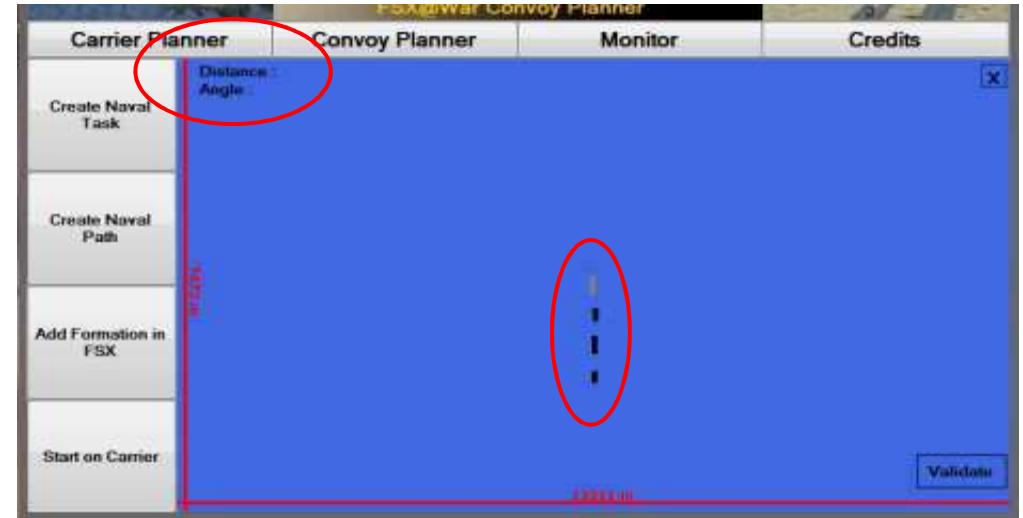
1

Determine the maximum cruising speed 35 kts

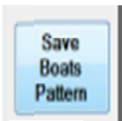
Define Position

5

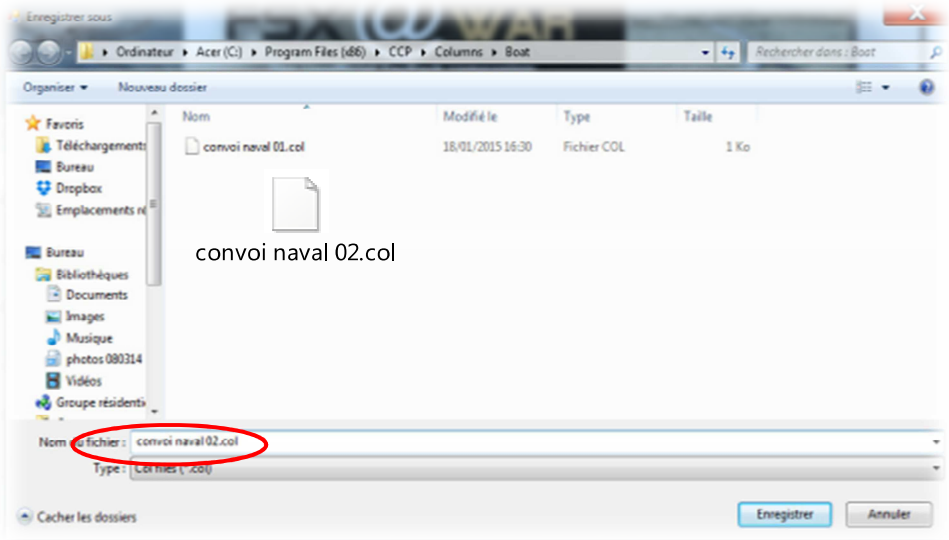
You have clicked this button and the convoy will appear, one ship following the other in order of selection of the previous page. Dimensions Length and width of your maritime theater positioning are listed in red. With the mouse, you can move each ship to put it anywhere you like. Its graphical representation in dashes will turn into a representation dash / number that corresponds to the ID number of the line in box 4 of the above table. Top left, you have the direct reading of Distances and Angles between ship.



7




You clicked on this button, you will save your creation in the library of ships convoy creations, giving it a name

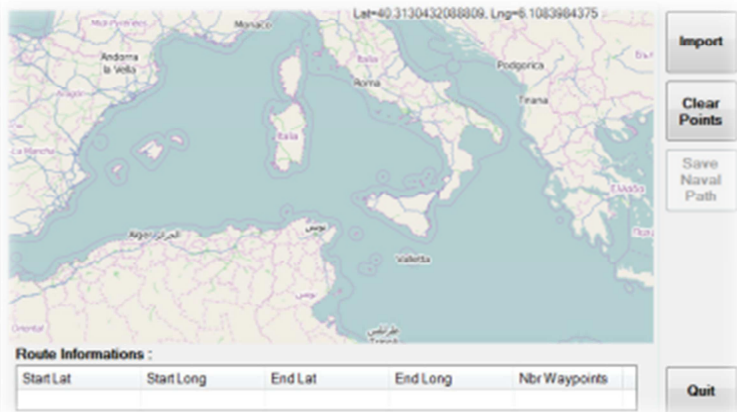


You save the file to your creation. If the procedure is correct, the next page appears. This is the Naval convoy's creation Main Menu page. You will now create the sea route to be followed by a Convoy

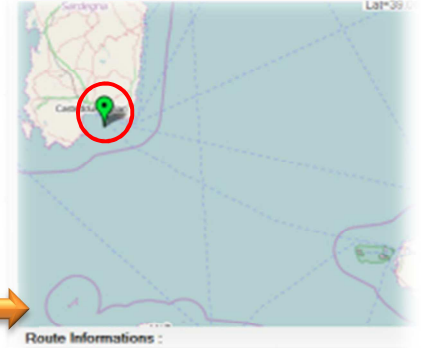




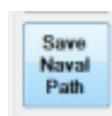
Clicking this button takes you to the next page that presents the map. You scroll horizontally or vertically by left clicking on it, you keep moving the mouse with the blocked symbol 



With the mouse wheel, you can zoom in or zoom the map to search the precise geographical starting point of your convoy. You designate with the arrow of your mouse and you right-click. The green symbol of this will materialize on the specific place you choose  
Faux ?



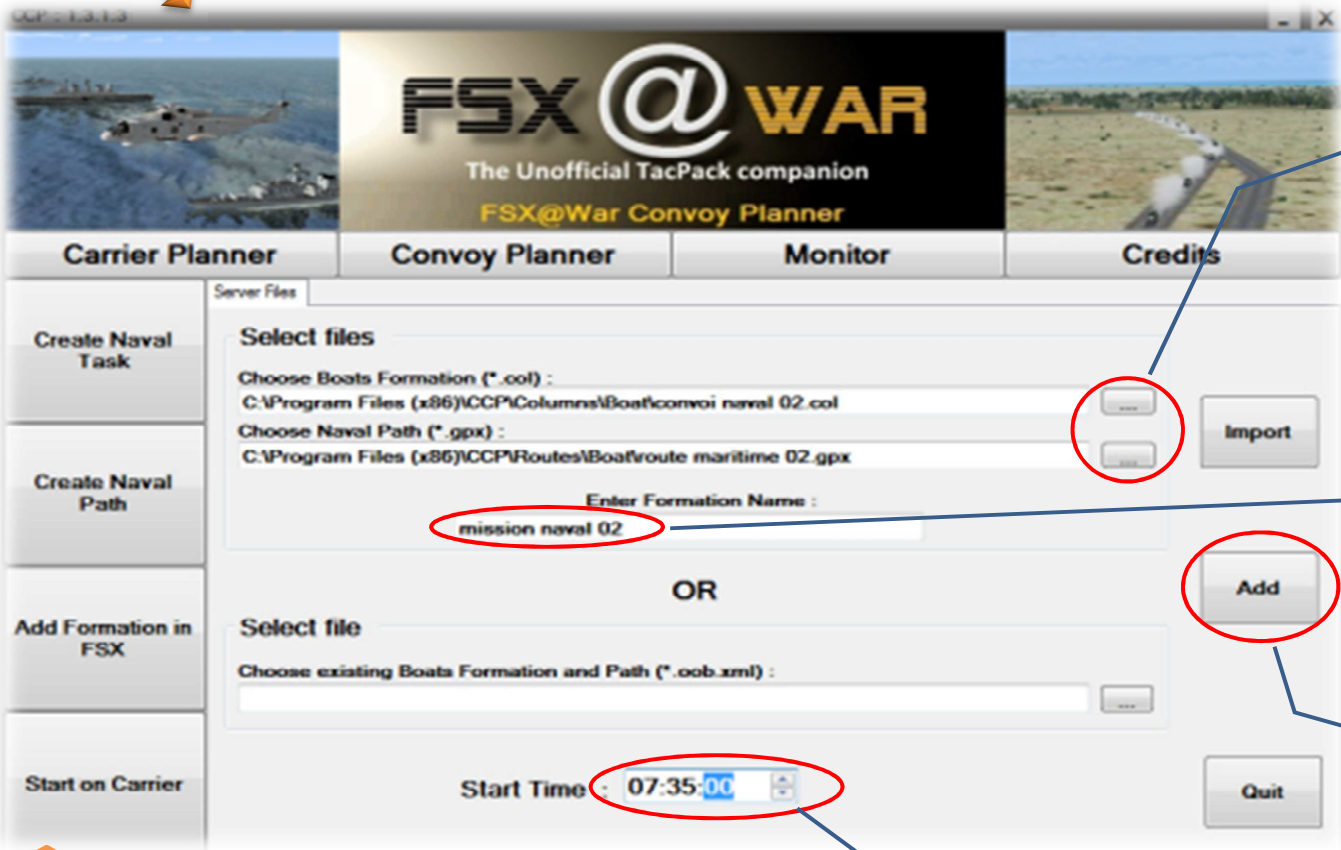
You continue the waypoints implementation proceeding of your convoy identically and symbols that will appear in blue. The last point entered will be the destination of your convoy. All these points (start and tracking) will be of course installed on the seas and oceans and mapped routes will have to respect a geographical logic path



For saving your shipping route, you proceed the same way as for the Naval Convoy, after clicking this button. After the save operation, you find the Main Menu page

Add Formation in FSX

Click this button



1

1st line: you choose the Naval Convoy  
2nd line: you choose the Naval path

2

You name this set Convoy /  
Naval path

Add

4

By clicking this button, you transfer the  
Order Mission in FSX.  
CCP displays the Main Menu page

3

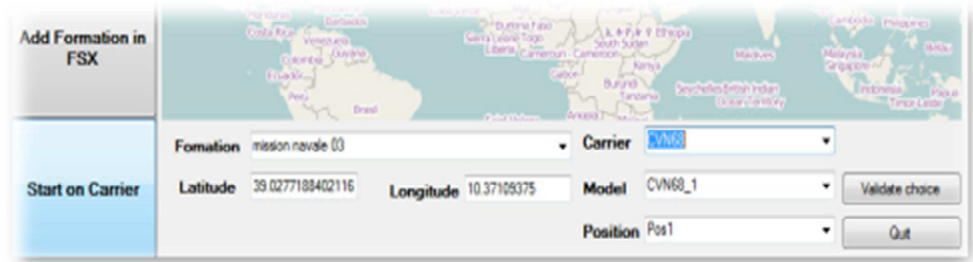
You enter the actual time of departure of your convoy. This  
time set must be consistent with the time when you launch  
FSX (zulu time)





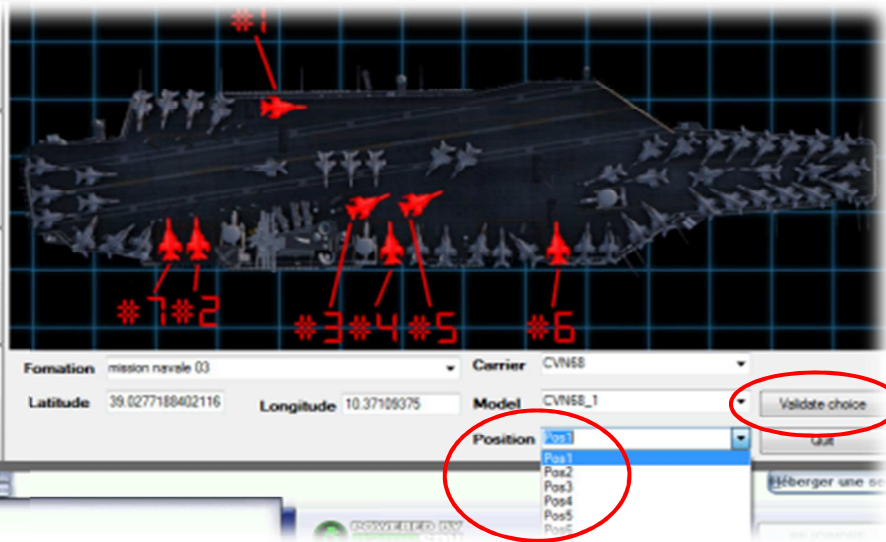
This choice, which is optional, gives you the option to transfer your plane on the aircraft carrier selected before takeoff, in a selected parking spot (on deck). It is VERY IMPORTANT to be consistent between the Start Time (see point 3 previous page) with the time which will be validated to launch FSX: *if you trigger the transfer of your plane while the naval convoy has already started, you will not end up on the bridge and you will appear in the air. If this transfer is in addition launched while the aircraft is in config Cold and Dark, you will have a serious problem*

Will appear on the new page: the name of the naval formation (see point 2 of the previous page) - the geographical position of the aircraft carrier callsign of the aircraft carrier - the selected model and deck spot position you'll now choose for your plane (in MP, think one spot per aircraft wisely)



Opening the Position menu you have a choice of slots numbered from 1 to 7, with graphical representation that allows you to view the config positions parking deck's position's configuration

If, mission accomplished, you must return to Mother, do not choose the model presented here



You highlight the chosen location - you validate your choice and CCP presents the new Main Menu page

End of phase 1:  
"Carrier Planner"

The Nb 1 spot position 1 (to port) is the only direct position (few meters to go) on the catapult No. 4 of an aircraft carrier type Nimitz

You are now in phase 2, "Creating a Land Convoy" "Convoy Planner"



3 levels to take to create a Convoy Terrestrial:

- 1 / the creation of Convoy
- 2 / the creation of the Land Route that the convoy will follow
- 3 / assigning a group name of these two parameters settings - the scheduled time of the convoy startup (ensure consistency between this entry and the one time you validate launching FSX)



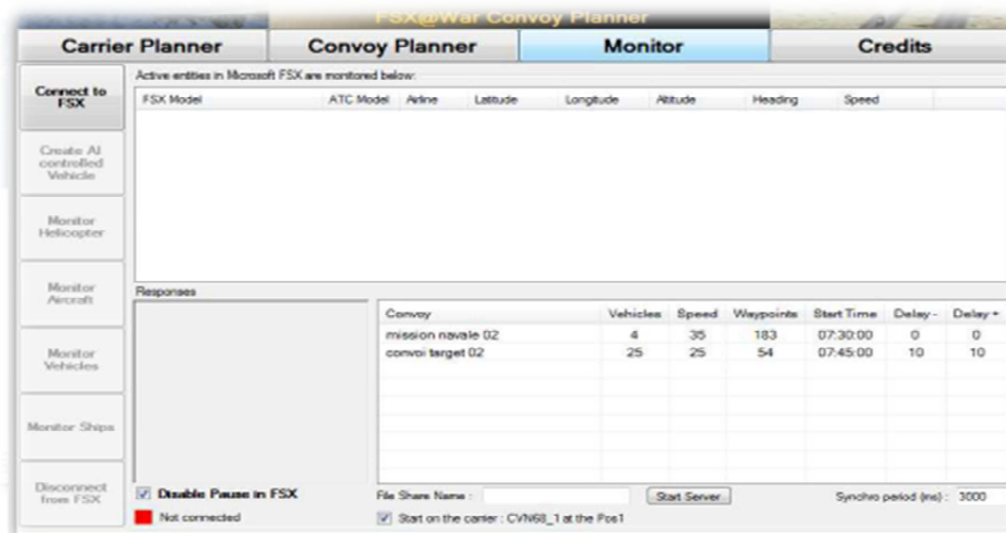
The principle of capturing and recording for this "Phase 2"  
That is identical to "Phase 1"

End of phase 2 :  
« Convoy Planner »

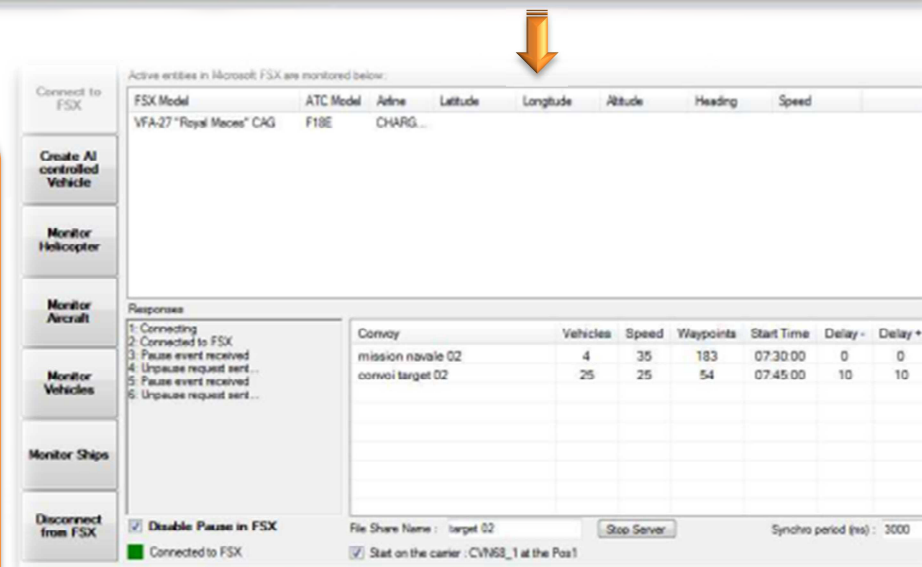
Once the data from the Land Convoy creation transmitted to FSX, CCP displayed its "Main Menu" page - click the Monitor tab ...

... .. And you enter phase 3: CCP Convoy's monitoring and management interface with the Server and FSX

The following page appears against. Your 2 creations are there as a line (1 per establishment) with the input data to check.  
1 / If they are consistent, you give a name to the whole Convoy  
2 / the carrier on the Start option is checked. But you can (or one of the participants in Session MP can ...) disable this option  
3 / you click the Start Server button  
4 / and click the Connect button to FSX

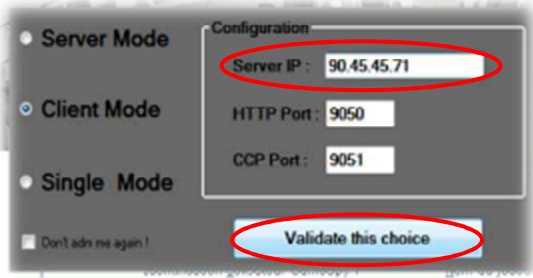
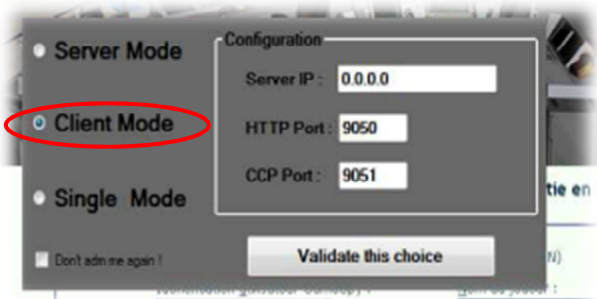


1 / witness Connecting to FSX which was **red** with the word Not connected and turned **green** with the word Connected to FSX  
2 / the Start Server becomes Stop Server button (the server is started)  
3 / top left, the Connect to FSX button is grayed out. Its counterpart, at the bottom the Disconnect button is activated from FSX - you turn  
These 3 points leaves the door open to a temporary or permanent disconnection between CCP and FSX

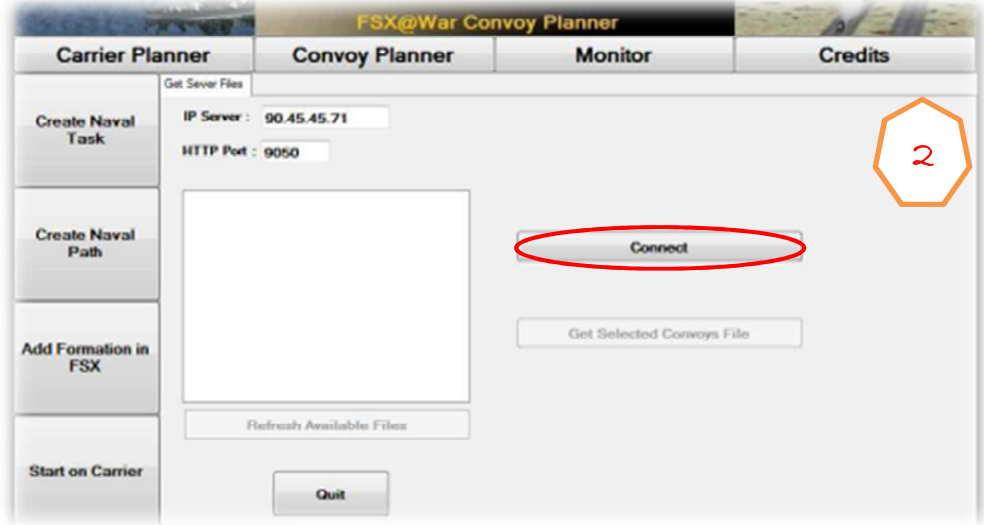


End of Phase 3:  
On the appearance of your aircraft on the selected Air Base, you follow the instructions of the Leader

Annex 1 « Client Mode »



1 / you enable the option "Client Mode"  
 2 / you enter the number of the Server Host IP  
 3 / you confirm your choice

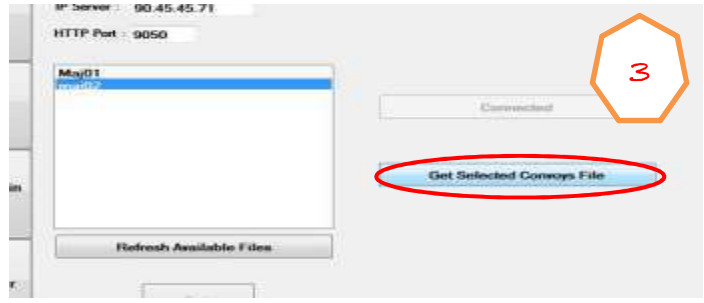


1 - you click "Add Formation in FSX." This is your gateway to CCP

2 - the window that opens, confirm the IP number - if OK, click "Connect"

3 - are displayed within the missions \*\*\* existing in the library of the Host (Leader). You choose the one you planned with the Leader by clicking it. When it is highlighted you click "Get Selected Convoys file". \*\*\* Mission together under the same name of the convoy (s) and their (s) route (s)

Failx



You continue the process at the beginning of page 13 ...