

CHALK RIVER GRAPHICS

CrgSim CDU and FMC

Installation and User's Guide

Chalk River Graphics

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Contents

Forward.....	4
The CrgSim CDU.....	6
CDU Keyboard.....	8
CDU 777 Style.....	9
CrgSim CDU Installation.....	10
Flight Plans.....	11
Flight Plan Names in CrgSim.....	11
SIDs and STARs.....	12
Example KCLT to KDFW.....	13
Enhancing the Basic SID/STAR.....	17
Extract an Airport's SIDs/STARs.....	18
Edit the SID/STAR.....	19
Selecting a Runway (Optional).....	19
Upload Your SID/STAR.....	21
The PROGRESS Screen.....	21
The NAV DATA Screen.....	22
The Airport Info Screen.....	23
Runways Screen.....	24
Alternate Airports Screen.....	25
COMS Screen.....	27
Set Radios Screen.....	28
NAV Controller Screen.....	29
N1 Limits Screen.....	30
Takeoff Ref.....	31
Available CDU Actions.....	32
Save A Flight Plan.....	32
Start A New Flight Plan.....	32

Add Waypoints to a Fight Plan.....	33
Add Speed and Altitude to Waypoints.....	33
Adding a Flight Number.....	34
Clearing a Flight Plan.....	34
Delete a Flight Plan File From Disk.....	35
Loading a Flight Plan.....	36
Activating a Flight Plan.....	36
Adding Radio Frequencies to Waypoints.....	37
Adding OBS Settings to the Waypoints.....	39
Reviewing the Flight Plan on the Nav Display.....	39
Change the Next Waypoint While Flying.....	40
Divert to a new Airport.....	40
Importing FSX Flight Plans.....	41
Exporting Flight Plans to FSX.....	41
Adding a Custom Waypoint.....	42
Command the Aircraft to Automatically Follow the Flight Plan.....	45
Config File.....	46
Contact.....	46

Forward

CrgSim provides the ability to display two “real life” sized Primary Flight Displays (PFD), two Nav Displays (ND), one EICAS Display and one CDU for users of Flight Simulator X. One set of a PFD and Nav for the Captain, one set of a PFD and Nav for the First Officer, and one shared EICAS. The instruments may be run on a different computer (or computers) than the one the simulator is executing on.

The **Control Display Unit (CDU)** is the interface device used by the Pilot and First Officer to communicate with the Flight Management Computer (FMC). The following pages describe how to use the CDU to build flight plans and to monitor the progress of the flight.

So for step number ONE if you have not already done so download the CrgSim distribution zip file. Read the included documentation and install the components from that package that you want to run.

Please read all the documentation from the main instrument distribution package.

If you find a problem with the software please let us know. The web site is at www.crgsim.com. It is read-only since we ran out of time trying to clear the spam from the site. We can be reached at sim30@crgsim.com

Thanks and enjoy.

Note: this software is not to be used in anyway associated with flying a real aircraft.



The CrgSim CDU

The CDU on the previous page consists of:

- a display screen in the upper center part of the unit
- a set of numeric keys on the lower left
- a set of alphabetic keys on the lower right
- and a set of selector keys on each side of the display.

As an example on how to use the keys lets start a flight plan that goes from Colorado Springs (KCOS) to Denver, Colorado (KDEN).

- Press the RTE function key. This will cause the unit to display a screen similar to one on the previous page.
- Use the alpha keys to enter KCOS. The letters will appear on the lowest part of the screen in an area called the scratchpad.
- After you have entered KCOS press the selector key on the left beside the text “ORIGIN”. This action copies the text KCOS into the ORIGIN field and clears the scratchpad.
- Now enter KDEN on the scratchpad and press the selector key besides the text “DEST. This action copies the KDEN text into the DEST field and clears the scratch pad.

You have just created a simple flight plan for a Colorado Springs, Colorado to Denver, Colorado flight.

Since we may want to have more than one flight plan between these two cities we can give this flight plan a short descriptive word.

Key in TEST, or any other ID (up to 5 letters) you wish to use, and then press the selector key on the right by the text DESC. This word will be used in the name of the flight plan when it is saved.

You can also add a flight number to the flight plan. For this example we will call it CS001. So enter CS001 on the scratchpad and then press the selector button next to the word FLT NO. The Flight No. will also be saved with the flight plan.

This is a good time to save the flight plan. Just press the selector on the left side of the screen next to the word "<SAVE. The flight plan will be saved with a file name of KCOS KDEN TEST.fpf.

CDU Keyboard

There are selector buttons on each side of the screen. The purpose of the selector buttons is determined by the text, if any, appearing on the screen adjacent to the selector button.

Below the screen are buttons that perform additional screen navigation. For example, when a screen has more than one page the “PREV PAGE” and “NEXT PAGE” buttons are used to switch between the pages.

The following keys are inactive at this time: CLB, CRZ, DES, DEP-ARR, and HOLD. Pressing them has no effect. A few screens can be displayed but are not interactive. The data on the screen is fixed and cannot be changed.

At the bottom of the screen is the scratchpad. When the numeric or alpha keys are pressed the key pressed is displayed on the scratchpad line.

When it is necessary to enter text into a field on the screen the data are first entered on the scratchpad and then transferred to the screen field by pressing the selector button next to the screen data field.

The buttons on the left of the screen are numbered from the top as 1 to 6. The top left button is called LSK1 (left selector key 1) and the bottom left button is called LSK6.

The same numbering system is used for the right buttons. The top right button is RSK1 (right selector key 1) and the lower right button is RSK6.

As a convenience, for many of the screens the computer keyboard may be used to enter values into the scratchpad.

CDU 777 Style

A 777 style CDU may be displayed instead of the default 737 style.



To enable the CrgSim 777 CDU add the following line to the CDU Right or Left configuration file:

```
cdutype 777
```

Both CrgSim CDU styles have the same functionality. The main difference is in the navigation due to the keyboard layout. The CrgSim 777 CDU has an ALTN key that is used to display alternate landing sites. The same functionality with the default CDU is invoked by going to the MENU page and selecting the ALTN selector button.

CrgSim CDU Installation

The CrgSim directory is created when you unzip the distribution file. Within this new directory is a folder called “CDULeft” that will contain the executable “CDULeft.exe”.

Like the rest of the CrgSim instruments the CDU will run on other computers on your network depending on the version of the OS. and the type of display card in the computer. Just copy the CDU folder to another computer and start the program CDU.exe that is located inside the folder. It should automatically find and connect with the Communications Manager.

The First Officer CDU is the directory called “CDURight”. As above if you want to install the First Officer CDU copy the directory to the computer and directory location that you want it to execute from.

Flight Plans

The flight plans created with the CrgSim CDU consist of a sequence of waypoints. The first waypoint is the origination airport. The last waypoint is the destination airport. Additional waypoints between the source and destination airports are optional. They define the path the aircraft is to fly between the origination and destination airport.

The entry of the origination and destination airports is described below in the **“Start A New Flight Plan”** section.

Flight plans may be saved and/or exported to FSX.

Flight Plan Names in CrgSim

A CrgSim flight plan file name consists of 3 parts each separated by a space. The first part of the name is the ICAO designation of the originating airport. The second part of the name is the destination airport ICAO designation. The third part of the name is an optional 5 characters to help describe the purpose of the flight plan (for example: IFR, VFR, or any other 5 chars.)

SIDs and STARs

In simple terms a SID is a collection of waypoints that lead an aircraft safely away from an airport over a predetermined path and a STAR is a collection of waypoints that lead an aircraft into the airport area over a predetermined path. The tower controller is able to specify the flight path with just the name of the SID/STAR instead of naming each of the waypoints. Easier to use and less chance of mistake.

A collection of SIDs/STARs is included with the CrgSim distribution. Unfortunately this collection covers just the U.S. They were adapted from files available on government web sites. The SIDs/STARs are basic, they do not include altitudes and speeds for each waypoint. You can, however, modify the SIDs/STARs that you use to include the extra information by extracting the SIDs/STARs for an airport to a local directory. This process is explained below.

All of the SID/STAR information distributed with CrgSim is included in one file that includes SIDs/STARs for each airport and is ordered by airport. To create a human readable SID/STAR suitable for editing it is necessary to extract the airport information from the SID/STAR file into the “Procedures” directory. This is easily done with the CDU.

Example KCLT to KDFW

Note that the process below is simplified. There will be no “Route Discontinuities” and additional waypoints can be added only on the RTE page. Altitudes, speeds, and frequencies are added or modified on the LEGS page. There are excellent packages available (for a fee) that are much closer to the real CDU process (if not spot on).

As an example on how this all works in CrgSim lets plan on flying from Charlotte, NC (KCLT) to the Dallas Fort Worth airport (KDFW) in Texas.

- Start a new flight plan by selecting the RTE screen.
- Enter KCLT and select ORIGIN
- Enter KDFW and select DEST
- Give it a flight number of KF550 by entering KF550 on the scratch pad and selecting the button next to “FLT NO”.
- Give the flight plan a description by entering “DEMO” on the scratch pad and selecting the button next to “DESC”,



- Now refer to the KCTL airport charts available on the web and review the various instrument departures.
- For this example the SID BEAVY1.GANDT was selected.
- Select the DEP/ARR page
- Press <DEP
- Look for BEAVY1.GANDT. Select it and then press the key on the lower right of the screen next to SELECT>
- Now we need to select a STAR so on the net find the charts for KDFW. From the list of STARs we selected YUYUN.BEREE.
- Back to the CDU and select DEP/ARR and then ARR.

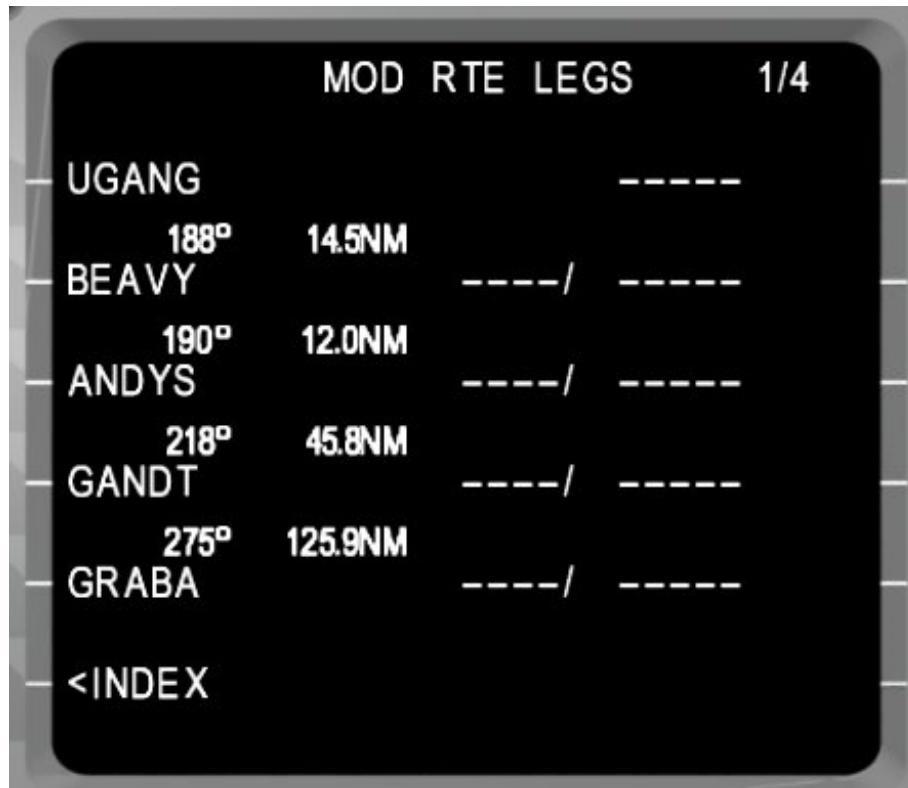
- Find YUYUN.BEREE in the STAR list and select it. This STAR will end with the aircraft heading north with DFW on the left. Presumably the air controllers will instruct the aircraft to turn left onto base leg and finally another turn left onto final for the selected runway.
- Now it is time to fill in some waypoints between these two procedures. For this example GRABA, ZINOG, JINED, and CAGYA were selected. GRABA, ZINOG, and CAGYA are not in the waypoint data base distributed with CrgSim so they will have to be added to your private waypoint list. For convenience these waypoints are already in the private waypoints list distributed with this release.
- Now on the RTE page (page two) add the 4 waypoints.



Page 2 of the RTE Screen

Add a waypoint by entering the waypoint name on the scratchpad and then selecting the screen waypoint that will follow the new waypoint.

To review the flight plan select RTE. Beginning with page 2 you will see the SID, the additional four waypoints, and finally the STAR. The LEGS page will show you all of the waypoints including those in the SID and STAR.

The image is a screenshot of a flight simulator's LEGS screen. It has a black background with white text. At the top, it says 'MOD RTE LEGS' and '1/4'. Below this, there is a list of waypoints: UGANG, BEAVY, ANDYS, GANDT, and GRABA. Each waypoint is followed by its heading and distance from the previous one. For example, UGANG is at 188° and 14.5NM. BEAVY is at 190° and 12.0NM. ANDYS is at 218° and 45.8NM. GANDT is at 275° and 125.9NM. GRABA is at the end of the list. At the bottom, there is a '<INDEX' button. The table below represents the data shown on the screen.

	MOD	RTE	LEGS	1/4
UGANG				-----
188°	14.5NM			
BEAVY			-----/	-----
190°	12.0NM			
ANDYS			-----/	-----
218°	45.8NM			
GANDT			-----/	-----
275°	125.9NM			
GRABA			-----/	-----
<INDEX				

Page 1 of the LEGS Screen

Now “ACTIVATE” the flight plan and you are ready to go.

Remember: add or delete waypoints on the RTE screens, add information (altitude, speed, frequencies) on the LEGS screens.

Enhancing the Basic SID/STAR

You have no doubt noticed that the SID and STAR selected above do not have altitudes, speeds, or com frequencies. There are two methods for adding this information.

1. Use the LEGS page to add the information to this specific flight plan and then save the flight plan. This does not change the original SID/STAR so the next time you use the SID/STAR the information will still be absent.
2. Modify the source SID/STAR. This method has the advantage that each time you reuse the SID/STAR the additional information will be included.

As an example, since we used the SID BEAVY1.GANDT above it will be modified to include altitudes.

All of the distributed SIDS/STARS are located in one master file. The file is compressed to save space and download time. It is necessary to extract the SIDS/STARS for the airport of interest from the master file.

Extract an Airport's SIDs/STARs

This is a simple process.

- Select MENU→CRGSIM→SIDS/STARS→EXTRACT
- Select the airport of interest.
- Press the EXTRACT> button.

This has caused a text file to be created in the “Procedures” directory with the name of KCLT.txt.



Edit the SID/STAR

- Open the airport file with a text editor and look for the SID BEAVY1.GANDT. For each waypoint there will be a line that reads “alt 0”. Replace the 0 with the altitude called out in the airport chart we used to select the SID in the first place. You can also at this time add Nav1 and Nav2 frequencies as well as speeds for each waypoint.
- Save the KCLT.txt file.
- Go back to the DEP/ARR page, select departures and reselect the BEAVY1.GANDT SID. The new altitude information will be included and visible on the LEGS page.

In the above example you can also add your own custom SID/STAR to the KCLT airport. Just follow the example of one of the existing procedures.

Selecting a Runway (Optional)

If you are just starting out with SIDS/STARS you may want to skip this step. It is optional for CrgSim.

In many cases there is a logical connection of a SID and STAR to one or more runways. If the aircraft is taking off to the north and the destination is west then a pilot would look for a SID that was north of the runway and eventually turned left.

Similarly if landing on the destination runway to the North the appropriate STAR would probably lead the aircraft south of the airport with a final turn to the north.

In some cases the STAR may position the aircraft for final vectoring by the tower controllers. The connection between runway and SID/STAR is usually obvious from the charts available online.

If the connection between procedures and runways are added to the data base then the pilot can select a departure runway and the appropriate SIDs will be displayed on the left side of the DEP/ARR screen.

- To add runway-procedure associations select MENU→CRGSIM→SID/STAR→SEL APRT.
- Select the airport of interest from the list of extracted airports.
- Find and select the SID/STAR you are interested in.
- Referring to the nav chart for the airport select the runways associated with the selected SID/STAR.
- Select SAVE>

Now the next time you depart or arrive at the airport and select a runway only the SIDs and STARs associated above will be displayed.



Upload Your SID/STAR

If you add information such as altitudes, frequencies, or speeds to a SID or STAR or create a custom procedure consider making it available to other CrgSim users by uploading the airport text file to one of the flight sim web sites.

The PROGRESS Screen

The PROGRESS screen is used to keep track of the aircraft as it follows the flight plan. Press the PROG key to start the progress screen. It will look similar to the image below:



The NAV DATA Screen

The NAV DATA screen is used to review waypoints, nav aids, and airports that are in the database. To navigate to the NAV DATA screen:

- press the INIT REF key
- press the selection key next to NAV DATA>

To look at specific entries enter the ID and select the appropriate location type. If you do not know the type use the NAV POINT selection. The system will look up all entries with the name you entered.



The Airport Info Screen

To look at airport information, enter on the scratchpad the airport you are interested in. As an example lets use KDEN.

After entering the airport ICAO code press the selection key next to <AIRPORT ID.

The airport info screen for KDEN appears:



From this screen you can look at the runways and frequencies available at the airport.

Runways Screen

To view airport runways select <RWYS on the Airport Info screen above. This will display a list of runways, their length in feet and meters, and the ILS frequency for each runway (if one exists) at the airport.



The image shows a screen titled "KDEN RUNWAYS 1/3". It displays a list of five runways. Each entry includes the runway identifier (e.g., RWY 16R), its length in feet (FT) and meters (M), and the ILS frequency. At the bottom, there is a "<RETURN" option. The screen is framed by a grey border with several buttons visible on the sides.

KDEN RUNWAYS			1/3
RWY 16R	16019 FT	4882 M	ILS 111.900
RWY 34L	16019 FT	4882 M	ILS 111.900
RWY 16L	12013 FT	3661 M	ILS 111.100
RWY 34R	12013 FT	3661 M	ILS 111.100
RWY 17R	12013 FT	3661 M	ILS 108.500
<RETURN			

The page number 1/3 indicates that there are two more pages of runways. Use the **NEXT PAGE** and **PREV PAGE** to navigate to the other runway pages.

To go back to the Airport Info screen select <RETURN.

Alternate Airports Screen

The alternate airport screen provides a list of the 4 closest airports with a runway length capable of accommodating a 737 landing. To access the screen:

- On a 7&7 style CDU press the ALTN button
- On a 737 style CDU select MENU then select ALTN.



	ALTN	AIRPORTS	
	DIST	ETA	
KCOS	5.80	1	>
KPUB	36.03	10	>
KAPA	44.22	13	>
KBKF	52.21	15	>
<RETURN			DIVERT NOW>

The ETA column lists the estimated time in minutes to the airport assuming an airspeed of approximately 200 Kts.

To read more about the airport runways and com frequencies press the right selector button opposite the airport name.

To divert to an alternate airport:

- select the airport by pressing the selector button to the left of the airport.
- press the DIVERT NOW button.
- In the CrgSim system this will cause:
 - VNAV and LNAV to be turned off,
 - the current flight plan will be canceled,
 - the autopilot will be turned off,
 - the heading to the target airport will be sent to the autopilot heading of the MCP.

Then the system will await action by the pilot.

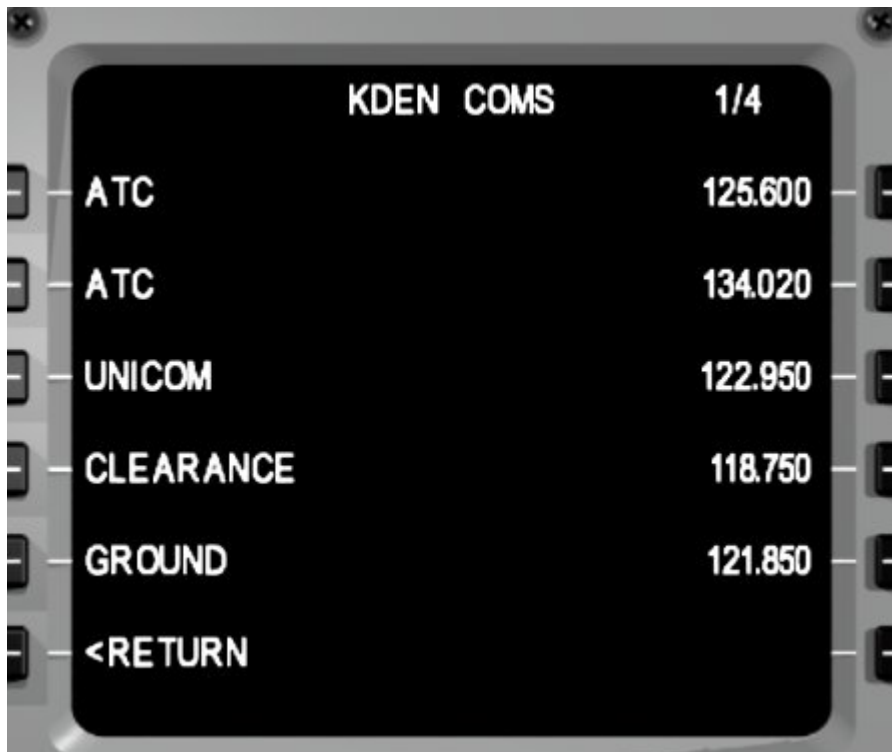
It is expected that the pilot will manage altitude, decent rates, flaps, and landing gear on the way to the target airport. It will also be necessary for the pilot to select a runway and to maneuver the aircraft for an approach to the runway.

On the Nav Display the path to the target airport will be displayed. DVRT is the label assigned to the aircraft position when the DIVERT NOW key was pressed.

COMS Screen

To look at the communications frequencies available at the airport, from the runways screen press <RETURN and then select <COMS.

The COMS page displays the available frequencies at the selected airport and the function of each frequency. The screen for KDEN looks like:



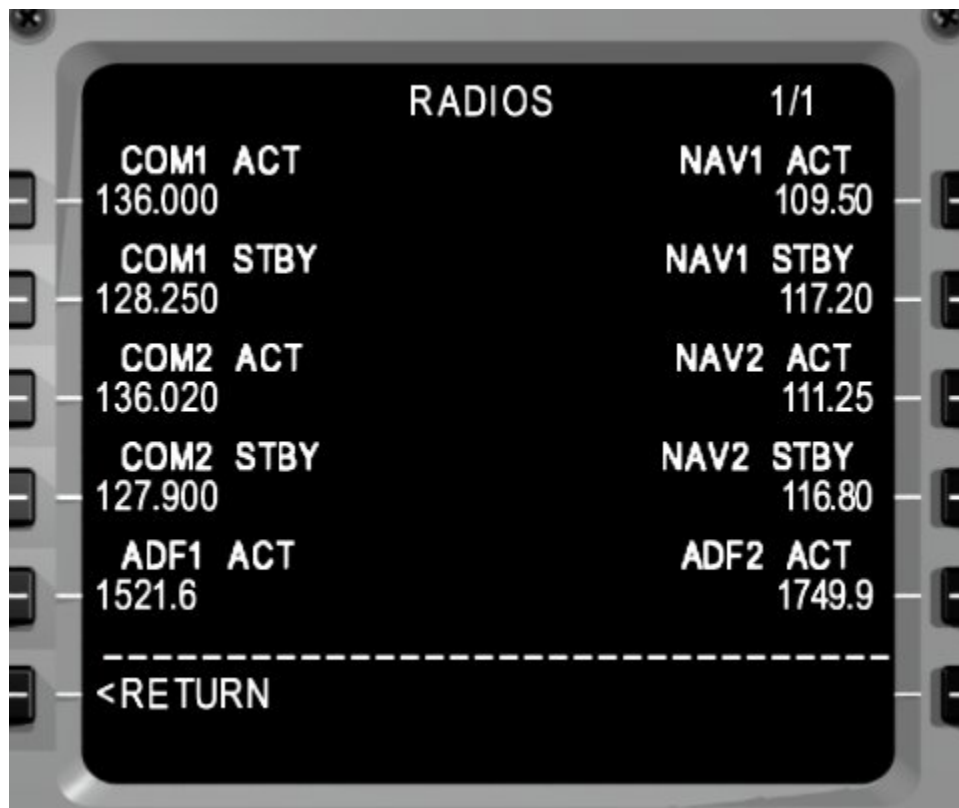
The page number 1/4 indicates that there are three more pages of communications frequencies for this airport. Use the **NEXT PAGE** and **PREV PAGE** to navigate to the other coms pages.

Set Radios Screen

As a convenience there is a non-prototypical screen available that you can use to set the Com, Nav and ADF frequencies. To navigate to the screen:

- Press the Menu button
- Press the CrgSim selection key.
- Press the <SET RADIOS key.

Now enter the frequency and press the selector key next to the radio that you wish to set. There are specific channel separations for each type of radio. If the frequency entered does not fall on a channel it will be rounded up or down to the nearest channel.



NAV Controller Screen

As a convenience there is a screen available that will allow you to set many values usually set by the EFIS panel.

To navigate to the screen:

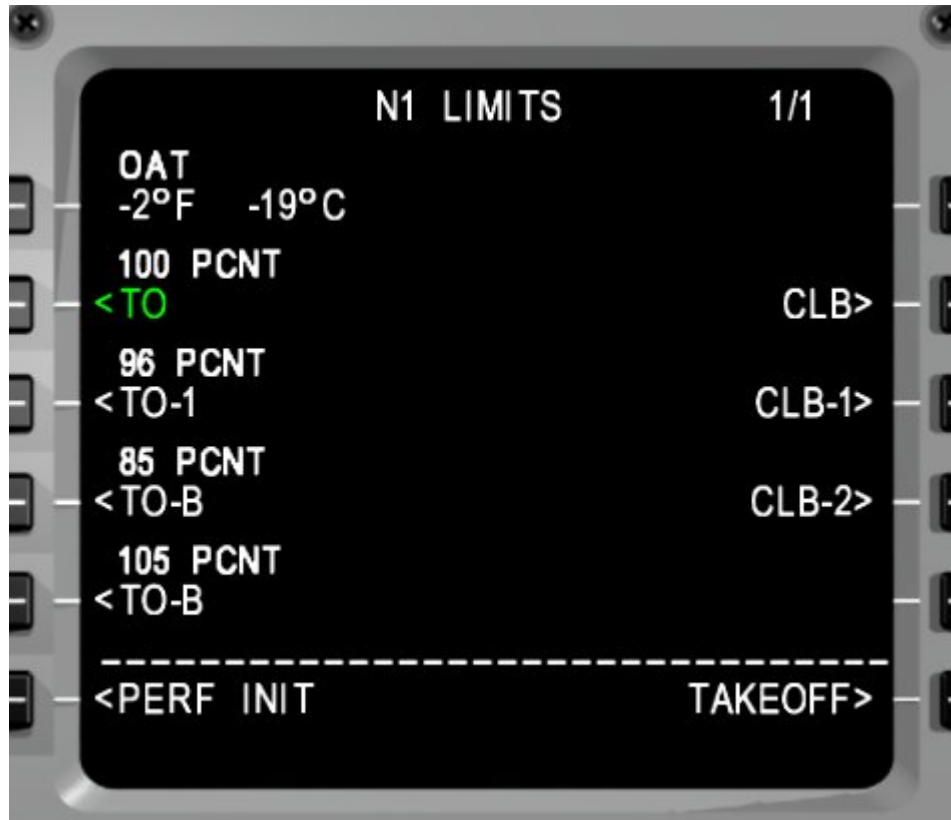
- Press the Menu button
- Press the CrgSim selector button
- Press the NAV CTLR> button.



There is a screen available for the Captain and for the First Officer. This is a non-prototypical screen.

N1 Limits Screen

The CrgSim N1 Limits screen is not functional. The only active field on the screen is the OAT. We use this screen to navigate to the Takeoff Ref display.



Selecting the various derates on the left side of the display will change the color of the selected derate but will have no other effect.

Correction: The name of the 85% derate should be TO-2.

Takeoff Ref

The Takeoff Ref screen is used to set V1, VR, and V2. To navigate to the screen:

- Press the N1 Limit button
- Press the TAKEOFF> selector at the bottom right.

Enter a speed in KTS on the scratchpad and then press the selector button next to the value you wish to set.



The FLAPS entry is not functional at this time.

Available CDU Actions

The next sections describe the actions available on the CrgSim CDU.

Save A Flight Plan

To save a flight plan:

- Press the RTE key.
- Select the “SAVE” selection key.

The flight plan is saved with a name described above.

Start A New Flight Plan

- Press the RTE key
- Enter the starting airport ICAO designation on the scratchpad
- Press LSK1 (Below “ORIGIN”) to transfer the airport name from the scratch pad to the ORIGIN field.

The entry of the ORIGIN airport will cause any current flight plan to be erased and a new one started with your origination airport.

Enter your destination airport ICAO code. And press RSK1 (below “DEST”).

You now have a valid flight plan consisting with a source and destination airport.

The SAVE option has been turned on in case you want to save your new flight plan.

Add Waypoints to a Flight Plan

Waypoints can be added between the origination airport and the destination airport. They cannot be added before the origination airport or after the destination airport. To add waypoints to a flight plan:

- Press the LEGS key
- enter the new waypoint on the scratch pad
- find the waypoint on the screen that you wish to add the new waypoint before. Press the selector button on this waypoint.
- The new waypoint will be added before the waypoint selected above.

Add Speed and Altitude to Waypoints

A speed and altitude can be associated with each waypoint. To add a speed enter the speed on the scratchpad followed by the letter S and then press the selector key next to the waypoint. The waypoint will now show the speed for the waypoint. The line below is an example of a speed of 250 kts as it appears on the scratchpad:

250S

Altitudes are entered the same way except that each altitude is followed by the letter A: The following line defines an altitude of 10,000 feet:

10000A

Waypoint speeds and altitudes are saved with the flight plan.

Adding a Flight Number

A Flight Number is optional but many will probably want to associate a flight number with the flight plan they have loaded. To add a flight number:

- click on **RTE**
- enter the flight number on the scratchpad
- click on RSK2 to enter the flight number

The flight number is save with the flight plan.

Clearing a Flight Plan

To remove a flight plan from the CrgSim system:

Select **MENU**

Select CrgSim Options.

Click on the selection key next to **<CLEAR**.

This will not delete the flight plan file from disk.

Delete a Flight Plan File From Disk

- Press the “INIT REF” key.
- Press the selection key next to NAV DATA>
- Press the selection key next to FLT PLANS> This will cause the available flight plan files to appear. If there are more than 1 page of them you can page through all of the flight plans with the PREV PAGE and NEXT PAGE keys.
- Press the DEL key on the bottom row of alpha keys. This will cause the word DELETE to appear on the scratchpad.
- Now press the selection key next to the flight plan file you wish to be deleted. Be sure you have selected the correct flight plan. This is a permanent delete.

Loading a Flight Plan

Flight Plans previously saved can be loaded by:

- pressing the **INIT REF** button
- click on the selector button by **NAV DATA>** (RSK1)
- click on **FLT PLANS>** (RSK3)

You will now see the flight plans you have saved. If there are more than 5 saved flight plans you can press **PREV PAGE** or **NEXT PAGE** to see other pages of flight plans. Find the flight plan you wish to load and:

- click on the selector button next to it. This will transfer the flight plan file name to the scratchpad.
- Click on the **RTE** button
- click on LSK2 to move the flight plan file name to the **CO ROUTE** field (Company route). The flight plan will then be automatically loaded.

Activating a Flight Plan

Once you have a flight plan complete and ready to fly it is necessary to activate it so it will display on the CrgSim Nav Display and be available if you want the aircraft to automatically follow the flight plan. To activate:

- click on the **RTE** key
- click on RSK5 (**ACTIVATE>**).

If you have the CrgSim Nav Display instrument turned on and are located somewhere near the flight plan path you will see the flight plan path in magenta on the Nav Display.

Adding Radio Frequencies to Waypoints

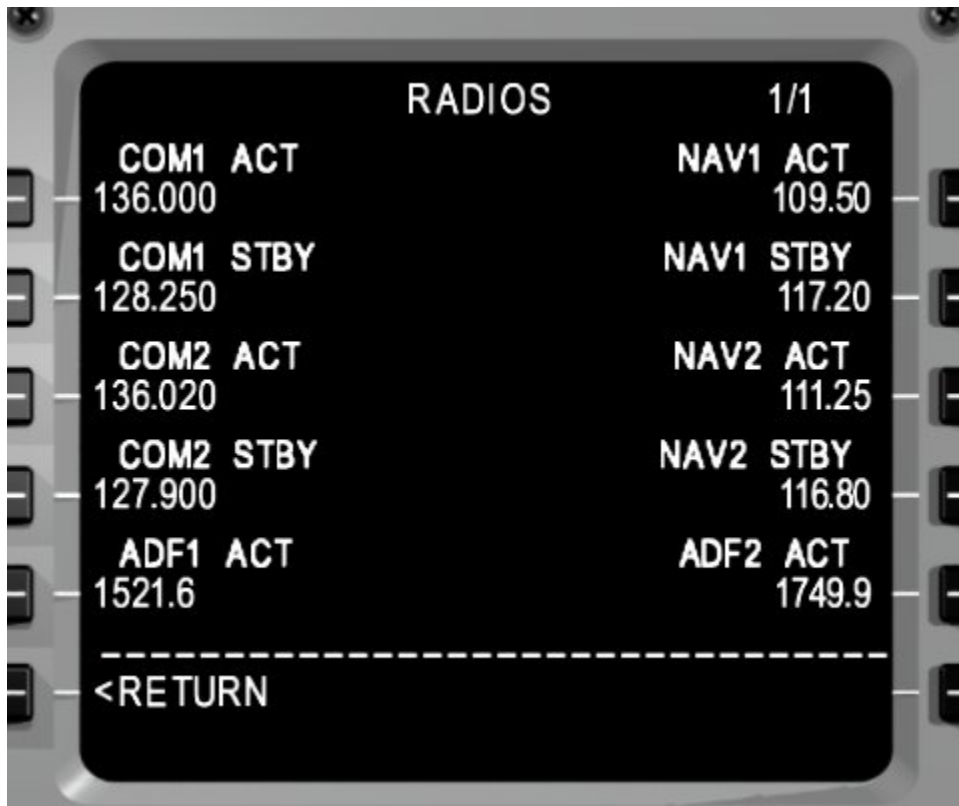
CrgSim has the ability to automatically tune your radios according to the frequencies associated with each waypoint. The waypoint frequency definitions are optional. To add a frequency:

- select LEGS (Example screen below)



Note: PYNON is displayed in magenta above because the screen was captured during a flight. The next waypoint is highlighted in magenta when the FMC is following a flight plan.

- Click on the selector button on the right side of the waypoint you wish to add one or more frequencies to. In this example clicking on the selector button across from PYNON causes the following screen to appear:



- enter the frequency on the scratchpad
- click on the selector key next to the radio you wish to tune

The Com and Nav frequency range is divided into channels. If the frequency you entered is not on an exact channel frequency the frequency will be moved to the closest channel.

Radio frequencies are saved with the flight plan.

In this example when the CrgSim FMC selects PYNON as the next waypoint the radios will be automatically tuned the frequencies specified for the waypoint.

Adding OBS Settings to the Waypoints

OBS settings can be added to waypoints in the same way as radio frequencies. Just navigate to the radio frequency page (see above) and enter the OBS setting on the scratchpad and then click on the selector button next to the OBS you wish to set.

Reviewing the Flight Plan on the Nav Display.

You can review the flight plan on the CrgSim Nav Display. To do so make sure that:

- Your flight simulator is running
- CrgSim.exe is started
- The CrgSim Communications Manager is running
- One or more of the Nav Displays are operating
- The Nav Display has the Plan Mode selected
- The flight plan has been activated

Then:

- click on MENU
- click on CrgSim **OPTIONS>**
- Click on **<FP REVIEW**

Now the waypoint you select on the CDU should appear at the center of the NAV Display. Adjust the range of the Nav Display to best display the flight plan path.

If you intend to fly the flight plan be sure to select the first waypoint before leaving the **<FP REVIEW** CDU page.

Change the Next Waypoint While Flying

To change the waypoint you are flying to or to change the waypoint that the aircraft is automatically flying to:

- click on MENU
- click on the selector by CRGSIM>
- click on the selector button by <FP REVIEW
- click on the desired waypoint. The waypoint name will appear on the right side of the screen in position 6.
- Press the selection key next to the waypoint in position 6. This will cause the waypoint to be selected as the target waypoint in the flight plan.

The aircraft will not fly directly to the waypoint. Instead it will attempt to fly to a point about 10 NM from the target waypoint in the direction of the previous waypoint. As the aircraft approaches the path it will gradually turn to point to the new target waypoint.

Divert to a new Airport

Select the ALTN screen (ALTN button on the 777 style CDU, MENU, then ALTN on the 737 CDU).

The ALTN screen lists the 4 closest airports. Select the target airport from the list and then press the DIVERT NOW button.

Importing FSX Flight Plans

Copy the FSX format flight plan you wish to import into CrgSim into the CDULeft\Flight Plans directory.

Press the MENU button.

Press the selection key on the left side of the screen next to <FP IMPORT. This will cause the display to show all of the files ending in .PLN.

Press the selection key next to the flight plan you wish to import.

Exporting Flight Plans to FSX

Flight Plans can be exported to FSX.

- Press the MENU key.
- Press the selection button on the right side of the screen next to CRGSIM>
- Press the selection key on the left of the screen next to <FP EXPORT. That is all you need to do. The exported flight plan will be in the CDULeft\Flight Plans directory.

Adding a Custom Waypoint

The FIX Function Key in the CrgSim CDU is used solely to maintain your custom waypoint inventory.

There are a huge number of waypoints in the world and the chances of wanting to use a waypoint that is not in the data base is high. The solution to that is simple, just add a waypoint to your personal collection of waypoints. Here is how to do that:

Press the FIX key

Enter the waypoint you wish to add on the scratchpad.

Press the selector button on the left side under the text WAYPOINT ID

Then enter the latitude of the waypoint.

The letters in the formats below are defined as:

- H = Hemisphere: S = Southern, N = Northern
- L = longitude direction: W = west of the prime meridian, E = East of the prime meridian.
- D = degrees
- M = Minutes
- S - seconds

Examples:

Degrees in decimal format (22.5 = 22 degrees and 30 minutes)

H d.dddd	N 2.35746
H dd.ddd	S 36.3625
H ddd.ddd	S 120.0

The space after the hemisphere designation is optional:

N34.5729 is a valid entry.

Entry with degrees, minutes, and seconds:

H D M S.SS	N 5 5 5
H DD M S.SSS	S 36 22 16.765
H DDD MMS	S 111 0 59.779

The space after the hemisphere designation is optional:

Formats for longitude are the same except the hemisphere designator is replaced by a W or E.

This is fussy work and mistakes are easy to make.

If you discover a mistake just reenter the value and press the appropriate selection key.

Each waypoint name may only exist once in your personal waypoint data base.

To correct or change a waypoint that is in your database just enter it on the scratchpad and press the WAYPOINT ID selection key. The waypoint and the latitude and longitude will be displayed. If needed, make a correction and press the <SAVE selection button.

If you want to keep the new or modified waypoint be sure to select <SAVE.

The waypoint latitude and longitudes are displayed on screen as degrees followed by decimal minutes from 0.0 to 59.99. The value is preceded by a N or S for latitudes and E or W for longitudes.

Command the Aircraft to Automatically Follow the Flight Plan

CrgSim has the ability to automatically follow the flight plan, set aircraft speeds to match each waypoint, climb or descend to the altitude associated with each waypoint, and to tune the radios according to the flight plan specification.

Make sure all systems are operational and running:

- Flight Simulator
- CrgSim sim interface
- CrgSim communications manager
- Selected CrgSim instruments.
- Aircraft is located at origination airport
- Flight plan has been activated
- Auto pilot is turned OFF

Then:

Select MENU on the CDU

If VNAV is OFF click on the selector key next to it to turn it ON

If LNAV is OFF click on the selector key next to it to turn it ON

Takeoff as you would normally do. When the aircraft reaches sufficient speed and height (about 500 feet) the **ALT HOLD** and **HDG SEL** buttons on the 737 MCP will illuminate. When this happens turn autopilot to ON and the aircraft should begin to follow the flight plan.

Config File

On startup `cdu.exe` looks for a configuration file in the same directory. If it finds a file named `cduleft.cfg` (or `cduright.cfg` for the first officer's CDU) it will open the file and read the contained parameter values.

Instrument size and location can be specified in the configuration file.

The CDU program uses `winx`, `winy`, `height`, and `width` - the same as the instruments in the main distribution.

You can configure the CDU by clicking on the CDU display and then pressing the F2 key. The setup display lets you set the CDU size and CDU location. To make the selections permanent press the F3 key.

When making large changes in the CDU size (after saving the selections with F3) it will be necessary to close and restart the CDU program to properly size the CDU, this is done automatically.

Contact

You can contact us at `sim30@crgsim.com`. We are especially interested in your comments, any problems you might have with the programs, and things that you like (or don't like) about them.

After spending a large amount of time removing non-flight sim posts (drugs, counterfeit boots, ... for sale) we reluctantly had to convert the web site to read only.