



# Server

AivlaSoft EFBv2  
User Guide

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## Disclaimer

EFBv2 must **only** be used for flight **simulation**, not for real world aviation.  
Please also see the license agreement.

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# 1 First Start

After successful installation of EFBv2, the Server must be started before the Client. This is important as at first instance an EFBv2 Database must be created. The client will not start without Database. Once a Database is created, the order of start up (Server or Client) is not important anymore. Both components are handling their connection automatically, once both are running.

## Important

**Always start the server with full Administrator Rights.** This is valid all the time i.e. also for each consecutive start once a Database has been created.

This can be done manually by right clicking the program icon (e.g. on the Desktop) and selecting "Run as Administrator" from the menu. Alternatively you can right click the program icon and select "Properties". From there you select the "Compatibility" tab and you will be presented with a checkbox "run as Administrator" in the lower part of the Information Box. Mark the checkbox and quit the Information Box by clicking "OK". Thereafter a doubleclick on the Server Icon will start the Server with full Administrator Rights.

## 1.1 Starting Order

At **initial start** after a successful installation the following order must be maintained:

1. Start the EFBv2 Server
2. Install a "Demo License" or the License Key (if you have already purchased one)
3. The server will check the presence of a Database. As none is found it will shut down automatically and start the "Database Builder" to create a first Database
4. After successful Database creation the Server will be restarted and is ready for operation
5. Start the EFBv2 Client

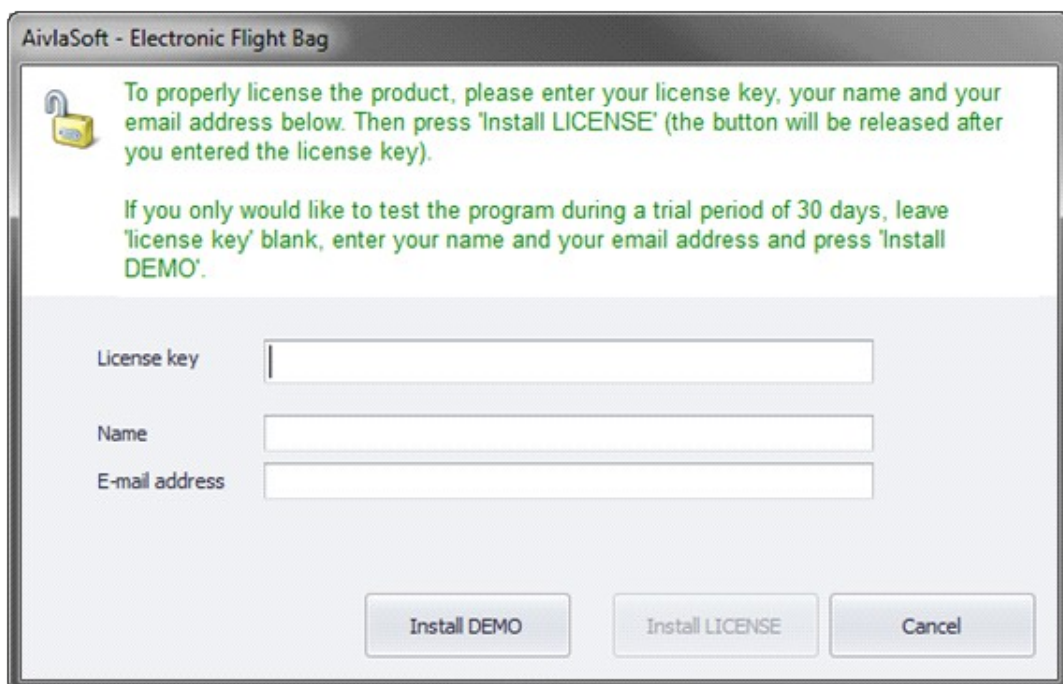
### 1.1.1 Firewall

Since the Server uses the TCP/IP communication infrastructure of your computer it might be blocked by the Windows Firewall by default. This is dependent of the settings of the UAC (user access control) of your computer.

Please press "Unblock" to allow the Server to communicate with the Client(s).

### 1.1.2 Check for a valid License

Immediately after starting up the EFBv2 Server will check the presence of a valid License. This may be a time limited "Demo License" or a purchased Personal License. If neither can be found the following dialogue window will be opened:



The dialog box is titled "AivlaSoft - Electronic Flight Bag". It contains the following text in green:

To properly license the product, please enter your license key, your name and your email address below. Then press 'Install LICENSE' (the button will be released after you entered the license key).

If you only would like to test the program during a trial period of 30 days, leave 'license key' blank, enter your name and your email address and press 'Install DEMO'.

Below the text are three input fields:

- License key
- Name
- E-mail address

At the bottom are three buttons: "Install DEMO", "Install LICENSE", and "Cancel".

You are now given the opportunity to install a Demo License which will allow testing EFBv2 freely in its full functionality for 30 consecutive days. In this case only your Email and Full Name is required. if you have already purchased a License Key, copy it into the first field labelled "License Key".

#### Important

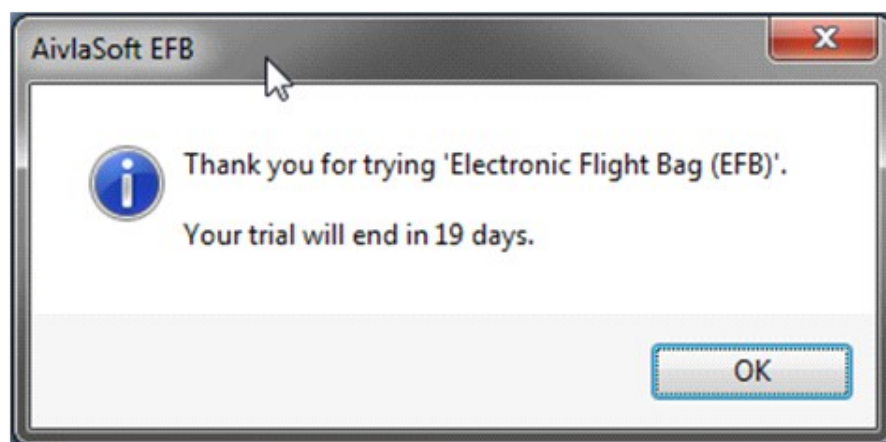
Whatever method you use to copy the License Key into the required Text Field, make sure that it is copied in exactly the same format as it has been sent to you, i.e. using exactly the same dashes between the alphanumeric groups.

Make sure that no additional (hidden) characters at the end of the License Key are transferred. The length of the License Key must be exactly 31 characters.

In both cases (Demo License or purchased License Key) you must enter your Full Name and your Email Address into the respective input fields. Those data will be stored together with the License key in the Activation Database. If required it allows quick retrieval of your unique personal License Key.

To install a Demo License press the "install DEMO" button. If you have entered a purchased License Key into the respective field, the button "install LICENSE" will be activated and upon pressing this button a permanent License will be installed. If you select the "Cancel" button, the program will be terminated immediately.

During the 30 days trial period you will be reminded to the remaining number of test days for your Demo License.



As soon as the 30 days trial period has ended the EFBv2 will be locked. You will need a valid, purchased License Key to unlock again. License Keys are available for purchase at AivlaSoft's website. Please open <http://www.aivlasoft.com> and then select "**Purchase**".

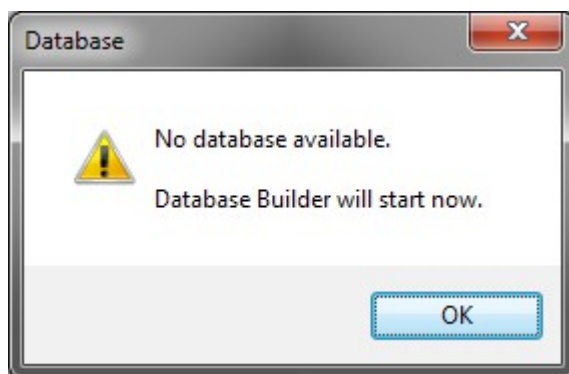
## 2 Normal start

### 2.1 Checking data integrity

The Server is checking the following items at every start of the program.

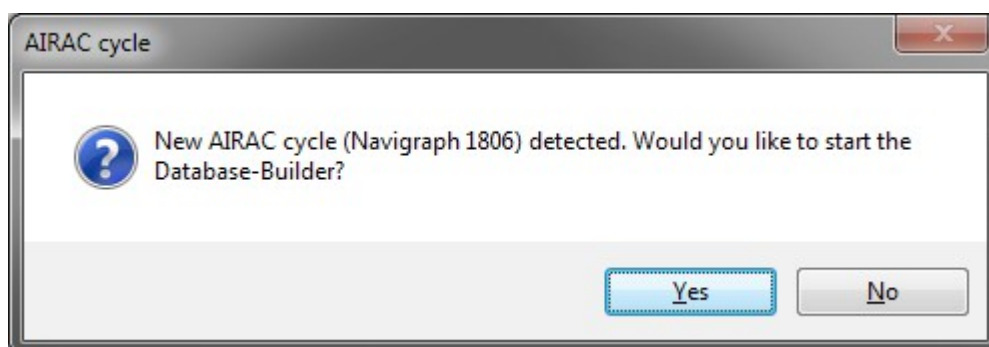
#### Is an EFB database available?

If no EFB database is available the following message box appears and the Database-BUILDER will be started thereafter:



#### Has a new AIRAC cycle been installed?

If a new AIRAC cycle has been installed by an external installer (Aerosoft „NavDataPro“, or Navigraph „FMS Data Manager“) since the last start of the Server, this will be detected and you will see the following message box:

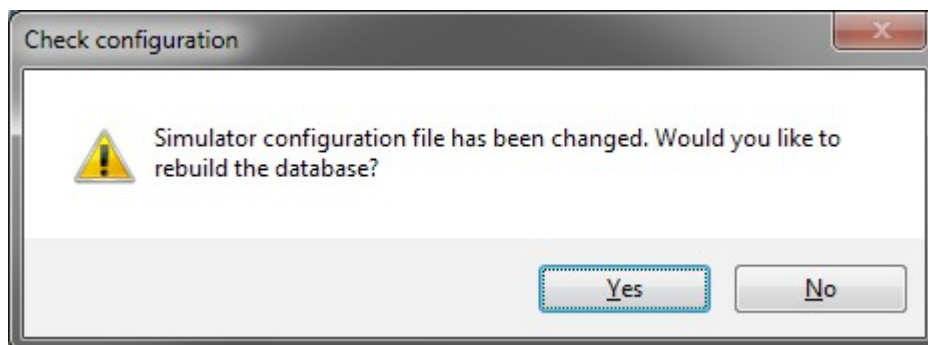


Please confirm this by pressing “Yes” and the Database-BUILDER will be started. Then run the “Update Navdata” function. Further information about the functions of the Database Builder can be obtained in the document “Database”.

## Has the simulator data been changed?

At every start of the Server it is checking for any changes in the simulator data (e.g. installing or uninstalling any add-on scenery).

Because a real data integrity check would take a lot of time, the check does only verify whether the content of the scenery configuration files (e.g. "scenery.cfg") has been changed since the last start of the EFB Server. This integrity check also supports the newly introduced "Package System" by Prepar3D v3 and v4. If any change is detected, the following message box appears:



### Important to know

Not every change of the configuration files requires an update of the EFB database.

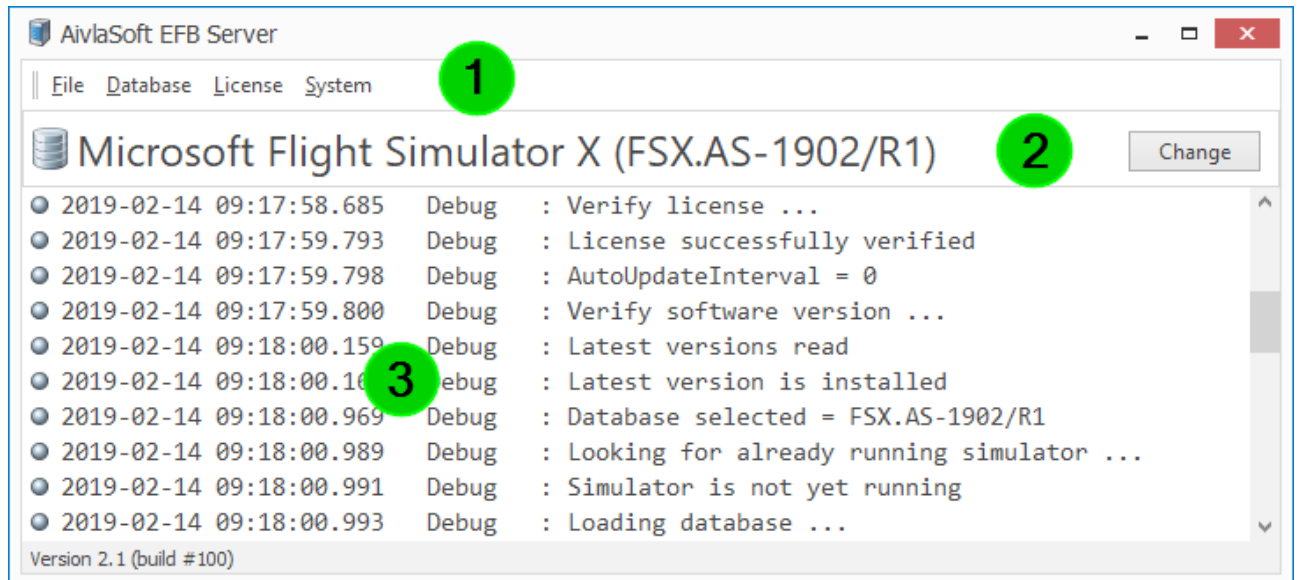
Scenery configuration management tools like "Scenery Config Editor", or "Lorby Addon Organizer" will change the scenery configuration files although nothing has changed in the simulator data files. Such changes will also be detected by the Server and it will also show you the above mentioned message box. In such a situation you obviously don't have to rebuild the EFB database. Just press the "No" button.

### X-Plane

For X-Plane a similar integrity check is not possible because the „scenery\_packs.ini“ file will be written upon each termination of X-Plane and therefore EFB would always detect a „data change“.



### 3 User Interface



The user interface has the following three areas:

1. Main menu
2. Name of the currently selected database and simulator to which the EFB Server will connect. The button „Change“ will immediately start the Database-Builder.
3. Log file (live view)

#### Important

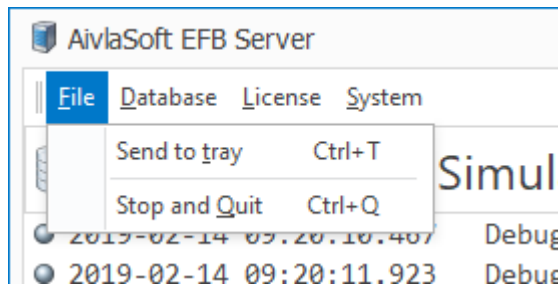
The name of the currently selected database (in brackets) and the name of the simulator is **only displayed** if there are **multiple** (more than one) databases created. The currently selected database **determines** to **which** simulator the EFB Server is trying to connect. If the EFB Server is not connecting with the running simulator then it might be that the wrong database has been selected.

If the name of the database and the simulator is displayed, the function „Send to tray“ (see „File“ menu) is **deactivated**.

## 3.1 Main menu

All functions and options are accessed through common pull-down menus.

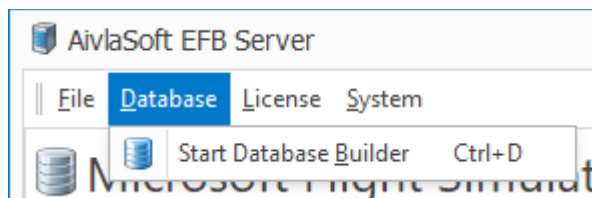
### 3.1.1 File



Here you find the option to send the Server to the tray or to shut it down completely.

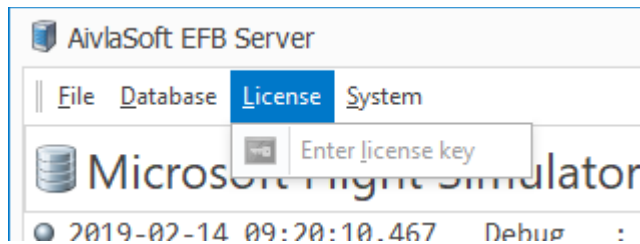
If the server is sent to the tray, you won't find an entry in the Windows Quick Start Bar. The only trace for a running Server is a small Server Symbol in the so-called System Tray in the right lower corner. Clicking on this symbol opens a small menu that allows you to bring the Server back into "normal mode" i.e. a visible Windows Application in the Windows Quick Start Bar.

### 3.1.2 Database



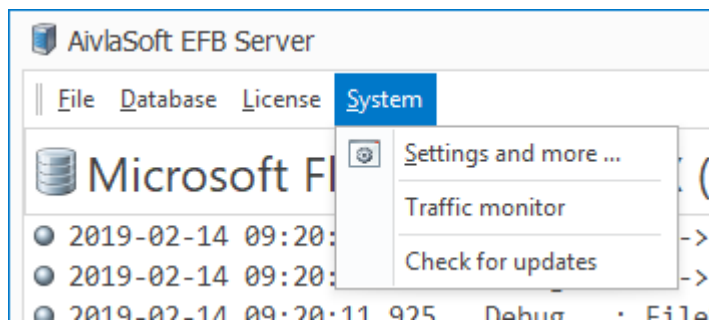
This menu entry allows you to start the Database Builder. the Server will automatically shut down upon start of the Database Builder. More about the Database Builder is explained in the document "Database".

### 3.1.3 License

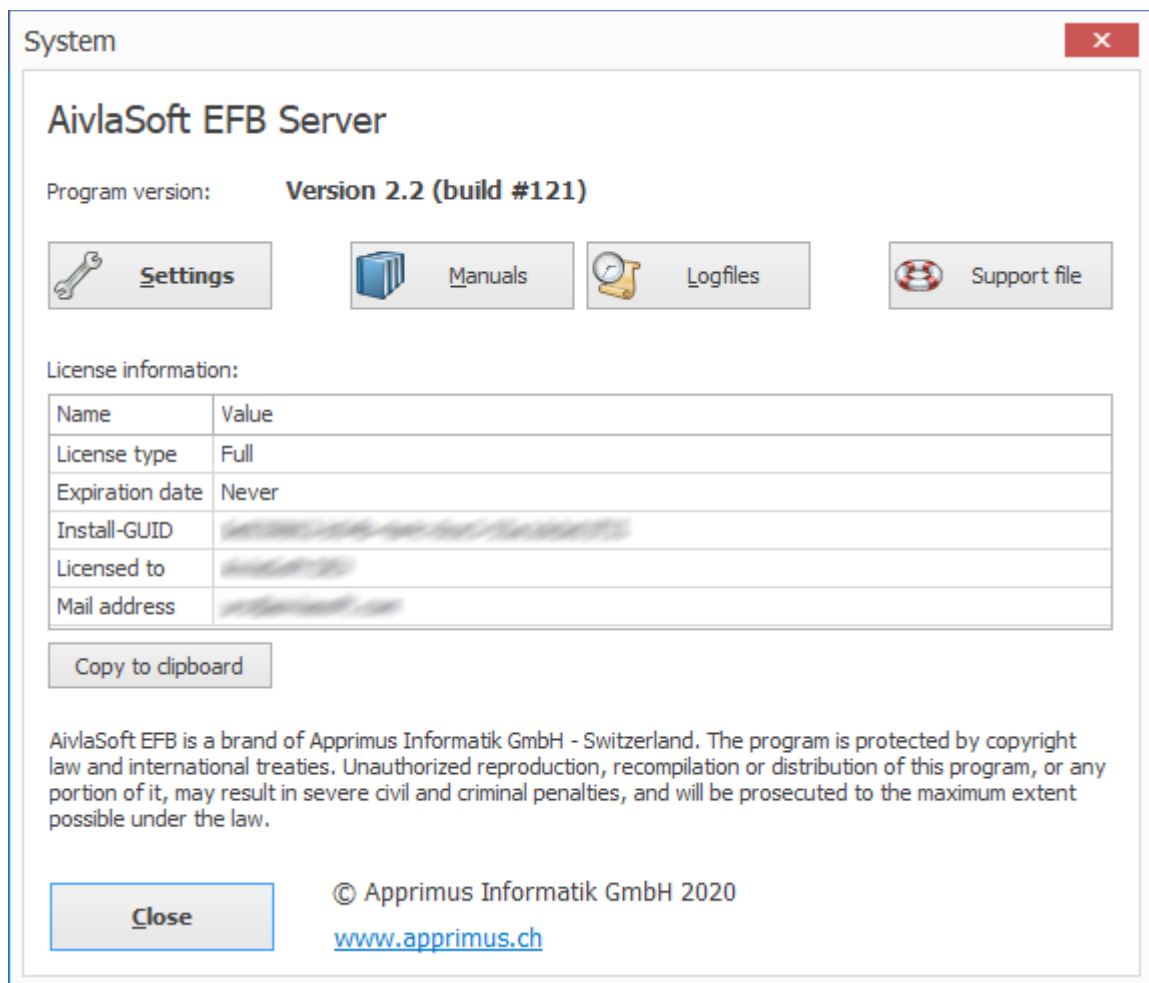


As long as you have a Demo License active, this menu entry allows you to activate EFBv2 with a purchased License Key. More about that in the section "Check for a valid License" of this document.

### 3.1.4 System



## Settings and more



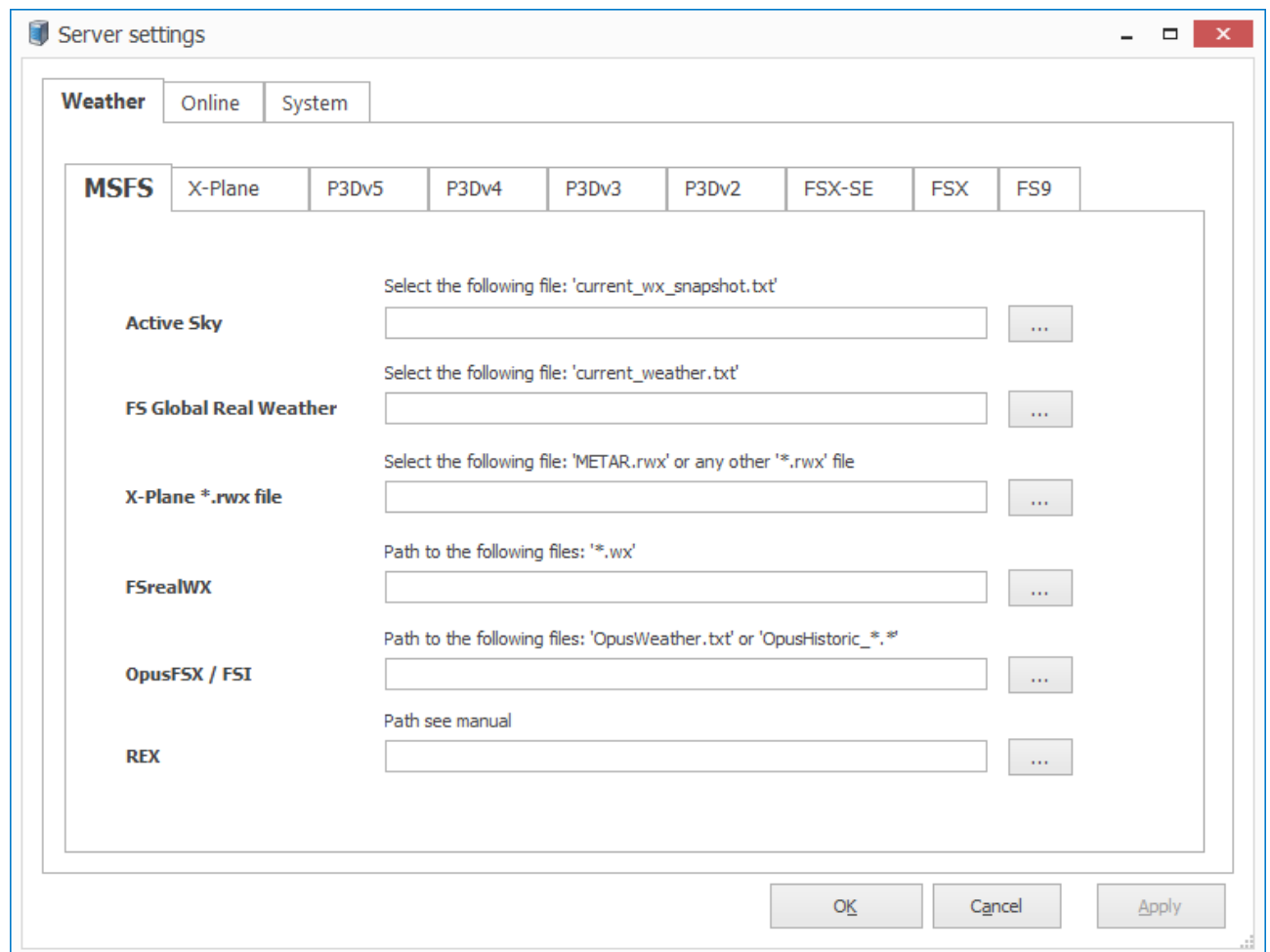
On this page you find all pertinent information about your License. It also allows access to the Program Settings.

The two Buttons labelled "Manuals" and "Logfiles" allow direct access to the respective directories in the Windows Explorer.

The function of the button "Support File" is described in detail further down in this document.

## 4 Settings

### 4.1 Weather

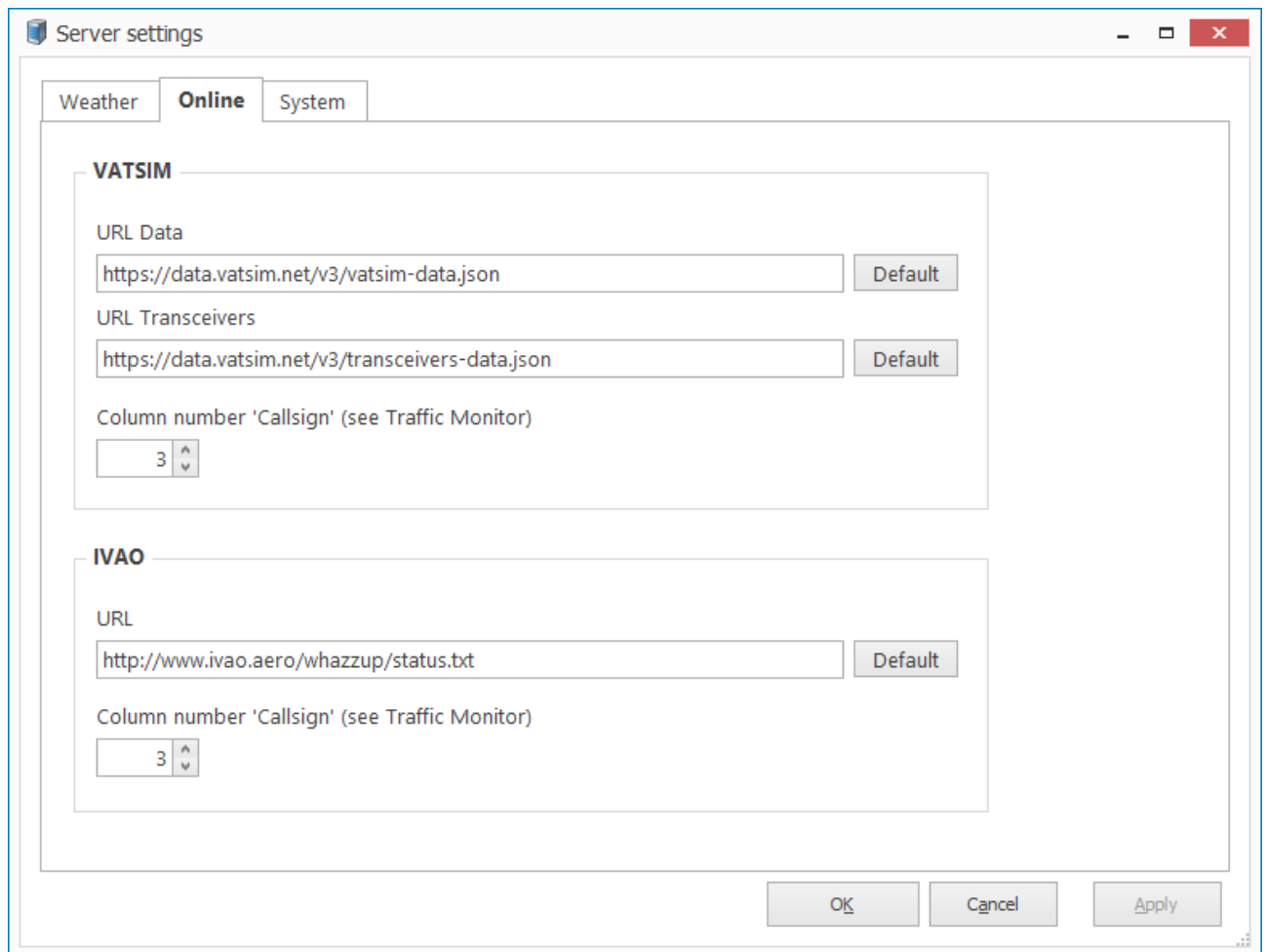


If you use one of the weather programs listed in the screenshot above, you have to specify the file, or the directory, from which weather data should be taken for weather depiction in EFB Client.

#### Important

Here you only specify the file or the directory from which the data will be taken. You select which weather program to use in the Client settings (Client > Settings > Global).

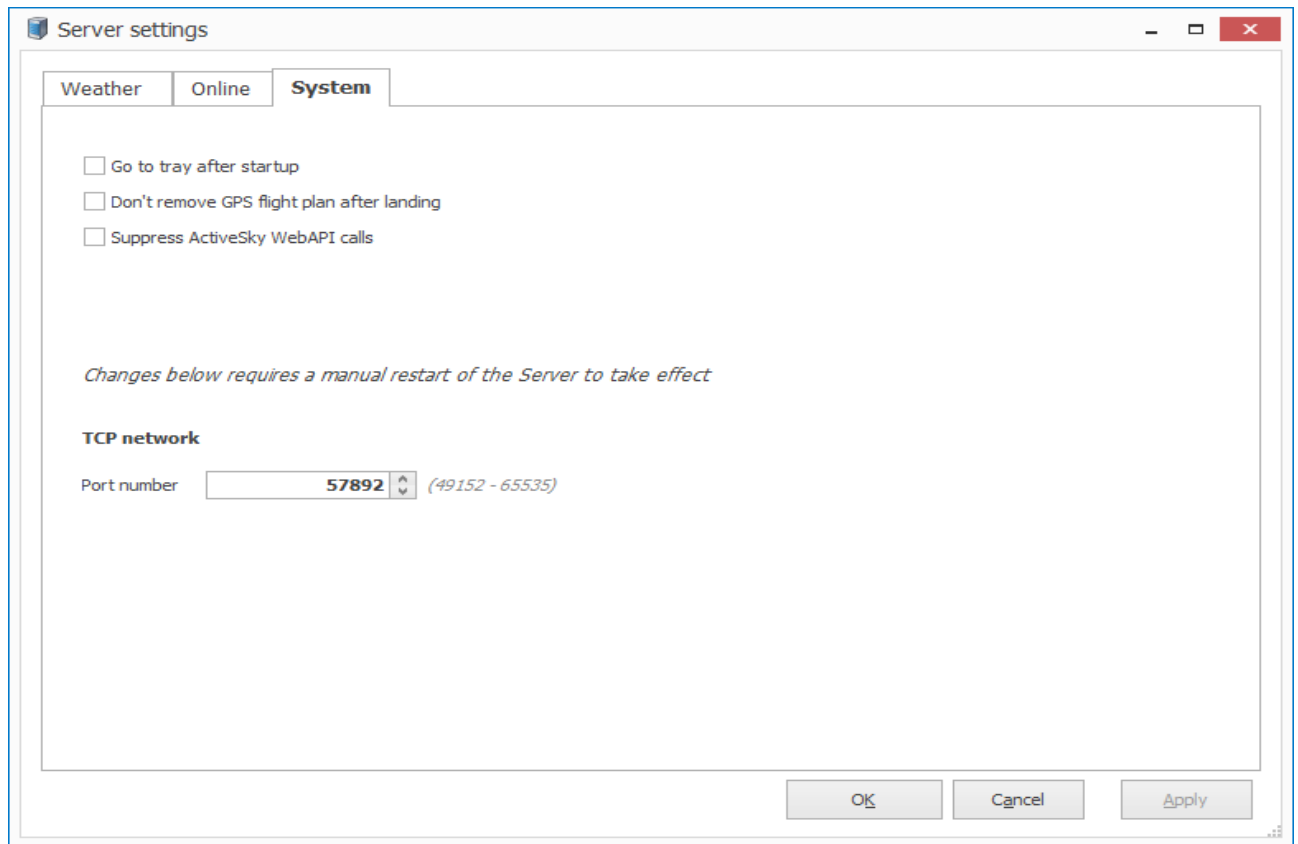
## 4.2 Online



For each of the providers (VATSIM and IVAO) you can define the web address for their status information. Normally you would not need to change anything here.

The information about the Callsign will be provided in different data fields, depending on the 'Pilot-Client-Program' of your provider. On this dialog you can specify in which column number of the Traffic Monitor dialog the callsign is displayed. The Traffic Monitor is a dialog which can be opened from the EFBv2 Server's „System“ menu. In the table on this dialog you can see all the AI-traffic data which is provided from the interface (FSUIPC, or X-Plane).

## 4.3 System



On this register tab you can choose whether the Server will be started minimized. If the respective box is ticked you will not see the Server running as a visible Windows Application.

The option "Don't remove GPS flight plan after landing" determines whether the flight plan in the default GPS system will be automatically removed or not after landing. If you are a user of the software "Super Traffic Board", it is recommended to select this option.

Newer versions of the Weather Engine „Active Sky“ like ASP4 and ASXP provide a so called WebAPI, which is a programming interface which can be used by EFB to request additional weather data. If you are running older versions of Active Sky, like „ASNext“ then please tick this option. It will prevent unnecessary calls to this interface and subsequent logfile entries.

In the lower part of this tab you find settings for the TCP-IP network. The Port Number can be freely selected between 49152 and 65535. Here you would not need to change anything under normal circumstances.

**Important**

Should you require to change this Port Number, make sure that you change the Port Number of all Clients to exactly the same number. Should a Client use a different Port Number than the Server, no connection to the Server will ever be possible.



## 5 Troubleshooting

### 5.1 Support file

The button "Support File" will create a zipped file on your computer's desktop which will be required for troubleshooting. It contains all pertinent data, such as Configuration Files and Log Files of your current EFBv2 installation.

#### **Important**

No personal data are stored in this zipped file.

There is no automatic forwarding of the file. Upon creation it will be placed on your computer's desktop where you can access it any time. The data must be manually forwarded to AivlaSoft's Support (support@aivlasoft.com).

Use this button only if requested by our Support people.

### 5.2 Automatic Backups

Should you use any programs that automatically create backups or even do automatic data restore, **make sure that the complete EFBv2 Server directories are excluded** from these operations! Be aware that automatic alteration of any data by external programs **can lead to severe problems!**

## 5.3 Folders and Files

Below the data folder, which has been selected at the installation of the Server, the following subfolders will be created and maintained by the EFB Server. If you didn't alter the default data folder, it is as follows: „C:\Users\<username>\Documents\AivlaSoft\EFB2\Server“

Folder name	Maintained by	Remarks
<b>AFCAD</b>	<b>User</b>	Folder for specific AFCAD files. For details about these files, please refer to "Specific AFCAD files" in the document "4 EN Database.pdf".
AIRAC	EFB	Navigation data
Backup	EFB	Flight plan and aircraft data
DbBuilder	EFB	Root folder of the Database-Builder
DbBuilder\ <b>Base</b>	EFB / <b>User</b>	Files: <ul style="list-style-type: none"> <li>- BglSceneryExclude.txt</li> <li>- IcaoCodeReplacements.txt</li> <li>- IcaoCodesClosed.txt</li> <li>- IcaoCodesPrivate.txt</li> <li>- magdec.bgl</li> </ul> For details about these files, please refer to "Data structure" in the document "Database".
DbBuilder\Changes	EFB	Runway enhancement data
DbBuilder\Ready	EFB	Ready to use EFB database(s)
Downloads	EFB	Weather data, Organized tracks
License	EFB	License key file Licence agreement
Logfiles	EFB	Log files
Manuals	EFB	EFB manuals as PDF files
Settings	EFB	User settings
Updates	EFB	Software updates
<b>Uplink</b>	EFB / <b>User</b>	Uplink of routings. For details please see the document „6 EN Flightplan.pdf“
<b>XPAPT</b>	EFB / <b>User</b>	Folder for specific APT.DAT files. For details about these files, please refer to "Specific APT.DAT files" in the document "4 EN Database.pdf".

**Important !!!**

Please alter **only** the above listed files in the folders where you can read "maintained by **user**".

Any other changes may result in severe problems which might lead to unhandled exceptions and program crashes.