



Introduction

AivlaSoft EFBv2
User Guide

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1 Electronic Flight Bag

1.1 What is an Electronic Flight Bag?

Simply put an Electronic Flight Bag (in short EFB) is an electronic platform for administration and display of information relevant to a flight. This platform (usually a PC) helps an air crew to perform all tasks more simply and efficiently, but more important: paperless. All Navigational Charts, Flight Plans, Checklists, Documents etc. which were usually carried in the Pilot's Flight Bag, are presented in digital form, hence the term Electronic Flight Bag derived from the original Flight Bag.

The advantages of an EFB are obvious. All access to necessary information much quicker, which greatly reduces the Pilot's workload. Even more so updating of all Aeronautical Navigation Data (in the well known AIRAC data cycle of 28 days) is done much quicker, compared to the time-consuming updates on a page-by-page basis.

More information on EFBs are available e.g. on Wikipedia:

https://en.wikipedia.org/wiki/Electronic_flight_bag

1.2 The Electronic Flight Bag in Flight Simulation

In the field of Flight Simulation an EFB serves the user very well, as usually even complex aircraft are operated by a single pilot. Even more so when the simulation is conducted under IMC and possibly even 'online'. The workload put on a Simmer is often greatly underestimated, especially when it comes to complex tasks like Take-Off or Landing. In this environment an EFB can be of invaluable help to provide all relevant information timely and handy.

2 The EFB from AivlaSoft

2.1 Functionality

AivlaSoft's "Electronic Flight Bag" provides the following main functionality:

1. Area Navigational Charts
2. Ground Layout of Airports
3. Departure and Arrival Charts
4. Moving Map
5. Flight Planning
6. Flight Log
7. Performance Calculations *1
8. Meteorological Data
9. Radio Panel
10. Checklists
11. Document Administration

*1 requires a valid copy of TOPCAT to be installed

2.2 Architecture

AivlaSoft's EFBv2 represents a so-called „Client-Server Solution“, consisting of one “Server” and one or more “Clients”.

The “Server” acts as the background interface between the Flight Simulator and the “Client”. It keeps connection to the Simulator all the time and provides one or more “Clients” with all necessary data. The “Client” is the application accessed by the User, hence the interface between man and machine..

If required (e.g. In a Home Cockpit) more than one Client may be installed on a Local Area Network, allowing both Pilot and Copilot individual access to a Client, but still remain interconnected and synchronized.