



Desk Pilot v1.4.2

Shared Cockpit Crew Manual

This manual was compiled for use only with **Desk Pilot** for Microsoft Flight Simulator™ X and PMDG Simulations 737NGX.

This manual is not to be used for training or familiarity with any aircraft.

This manual is not assumed to provide operating procedures for use on any aircraft and is written for entertainment purposes.

The following switches & dials are for captain use only:

MCP

- 1: Left FD switch
- 2: AT/ARM switch
- 3: Left CRS dial
- 4: Speed switch
- 5: IAS/Mach dial
- 6: VNAV switch

OVER HEAD & AFT OVER HEAD

- 1: Landing light Switches
- 2: Runway turn off light Switches L/R
- 3: Taxi light switch
- 4: Apu start switch
- 5: All the fuel pump switches including cross feed.
- 6: Yaw damper switch
- 7: Battery switch
- 8: Ground power switch(Desk Pilot Captain OVH Controls Menu Only) Within the Addon menu.
- 9: Apu & Engine generator switches(Desk Pilot Captain OVH Controls Menu Only) Within the Addon menu.
- 10: IRS L/R switches
- 11: Speed Brake(Arm Only)

If a switch or dial is not on the list, It won't be synced until a later version of Desk Pilot.

The following must be controlled via the Captains Desk Pilot Menu's and not within the actual aircraft!

- 1: Parking brake on/off toggle(Captains Desk Pilot Misc Menu)
- 2: Engine Start Levers on/off(Desk Pilot Captain: ENG Controls) Lever 1 = Left, Lever 2 = Right
- 3: Ground Power switch on/off toggle(Captains Desk Pilot Misc Menu)
- 4: Engine Generator switches on/off(Desk Pilot Captain: OVH Controls) This will turn on both left & right gens.
- 5: Apu Generators(Desk Pilot Captain: OVH Controls) This will turn on both left & right gens.

The following switches & dials are for first officer use only:

MCP

- 1: Right FD switch
- 2: Right CRS dial
- 3: AP CMD-A & CMD-B switches
- 4: AP Disengage bar
- 5: Altitude dial
- 6: Heading dial
- 7: LNAV switch

OVER HEAD

- 1: Engine start ignitions L/R
- 2: Logo light switch
- 3: Anti col light switch
- 4: Wing light switch
- 5: Wheel well light switch
- 6: Emergency exit lights switch
- 7: All window heat switches
- 8: Pilot probe switches(Desk Pilot Misc Menu Only)
- 9: Wing & Engine anti ice switches
- 10: Engine & Electric hydraulic switches
- 11: Recirc fan switches
- 12: Packs L/R switches
- 13: Engine L/R bleed switches
- 14: Apu bleed switch

If a switch or dial is not on the list, It won't be synced until a later version of Desk Pilot.

Flaps and landing gear are controlled by the first officer only. Although the captain can use them its best to leave it to the FO. **Note: Flaps are synced via the flap position indicator and not the flap lever. Flap position data is not sent until the flaps are set. There is a big delay while using this method but its the only way provided by the sdk.**

The following controls can be transfered to the other user by using the Desk Pilot Overrides Menu located within the Addon Menu.

- 1: Altitude dial
- 2: Ias/Mach dial
- 3: Heading dial

Other items within this list maybe removed in a later version.

The following must be controlled via the First officers Desk Pilot Menu's and not in the aircraft!

- 1: Pilot Probe Heat switches

FMC Information

The fmc is not synced between pilots there are many reasons to why but thats not to be covered here.

Any changes the captain makes to the fmc must be also done by the first officer as well.

When it comes to inputting the route it's best to setup a premade co route file that you can send to each other.

Initial panel states must also be the same or major problems will arise. Set your panel state to pmdg's cold and dark before attempting to share your cockpit!

More Information

Aircraft load/weight and fuel must be exactly the same!

Before the captain engages the ground power both pilots must connect ground power via the fmc(FS Actions-Ground Connections-Ground Power)

Pressurization Flt Altitude & Land Altitude must be set by both pilots!

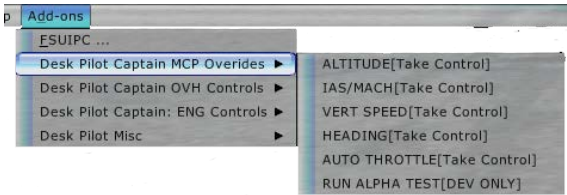
Internal testing shows that while sharing cockpit's the aircraft's fuel becomes unsynchronized by about +-200Lbs, to be safe add an extra 1000Lbs of fuel to your plan. It might be related to having a gremlin messing around with your fuel lines.. (^_^)

The following are synced and working by the default fsx shared cockpit:

- 1: Yoke(Including Pmdg's show/hide yoke feature) :-)
- 2: Throttles
- 3: Com and Nav shacks
- 4: Transponder(Only the actual dials)

Menu Information

Captains(Server)



1: Desk Pilot Captain MCP Overrides. This allows the captain to take control over certain systems related to the mcp, this can be done at any time during the flight.

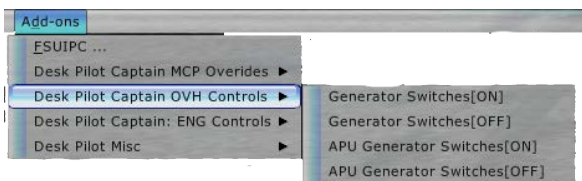
The following are completed in version 1.4.2:

- 1: Altitude
- 2: IAS
- 3: Heading

The following will be removed or added in a later version:

- 1: Vert speed
- 2: Auto Throttle
- 3: Run alpha test (This was just a quick way to run some code tests while inside the sim, not to be used. Will be removed later)

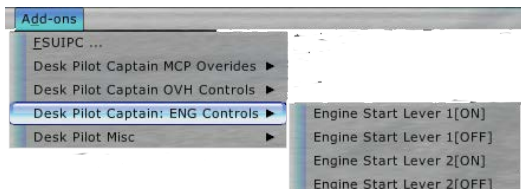
2: Desk Pilot Captain OVH Controls. These must be used via this menu and not within the aircraft!



The following are completed in version 1.4.2:

- 1: Generator Switches[ON] & [OFF]
- 2: Apu Generator Switches[ON] & [OFF]

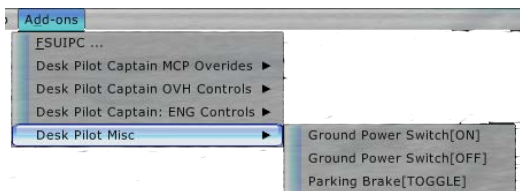
3: Desk Pilot Captain ENG Controls. These must be used via this menu and not within the aircraft!



The following are completed in version 1.4.2:

- 1: Engine Start Lever 1[ON] & [OFF]
- 2: Engine Start Lever 2[ON] & [OFF]

4: Desk Pilot Misc. These must be used via this menu and not within the aircraft!



The following are completed in version 1.4.2:

- 1: Ground Power Switch[ON] & [OFF]
- 2: Parking Brake[Toggle]

Author/Developer: Michael Harders

Alpha Tester/Copilot: Shane Russell

Updated: 18/09/2013

Release Date: --/--/2013