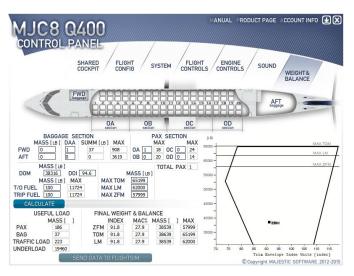
WARNING – MAKE A BACKUP OF ALL FILES PRIOR EDITING SO YOU CAN UNDO CHANGES IF NEEDED

MJQ400 Weight Management with FSCaptain and PFPX

Setup

The MJQ400 weight issue with FSCaptain results when multiple programs are used and each of those are using different values for passenger and cargo weights. Sometimes the empty weight of the aircraft has different values compounding the issue. This tutorial is specifically for operating Majestic's Q400 with PFPX for flight planning along with FSCaptain. I would urge anyone to rename any file being modified by adding the extension ".original". Example is "aircraft.cfg" would be renamed to "aircraft.cfg.original".

MJC8-Q400 Changes



Unfortunately the MJC8-Q400 Control panel has hardcoded weights and does not factor in the Pilot Flying, First Officer (PF_FO) or Flight Attendants (FA). PAX weight is set at 186 per. DAA weight is set at 37 per. These weights are not exact so the more PAX and DAA you add the larger the discrepancy. You cannot modify these values so weights have to be configured in PFPX and FSCaptain. Baggage we can compensate for during planning.

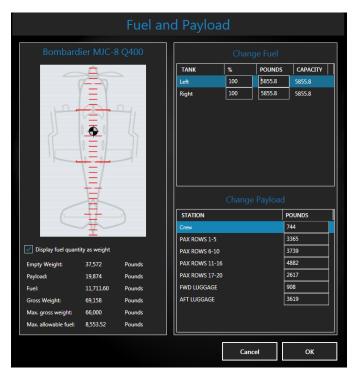
Only the DOM weight has to be modified. This value is arrived from the empty weight that is listed in the aircraft.cfg file which was 37572lbs, and then adding 744lbs, to account for the combined weight of the flight crew. New value is now 38316lbs. I decided to make the PF/FO and 2 the Flight Attendants match the adult weight at 186lbs (x4). This crew weight will come up over and over.

Aircraft.cfg Changes

These should match your load map in FSCaptain. If PAX and Baggage weights are less then what FSCaptain has in the load map, then FSCaptain may not show a load plan on the manifest within the administrator.

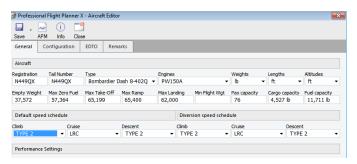
```
[WEIGHT_AND_BALANCE]
max_gross_weight = 66000.0
empty_weight = 37572.48
                                               // This is in fact DOM
max_number_of_stations = 20
//Weight (lbs), longitudinal, lateral, vertical
station_load.0 = 744.0, -29.0, 0.0, 0.0
station load.1 = 3365.0, -29.0, 0.0.
station_load.2 = 3739.0, -29.0, 0.0, 0.0
station load.3 = 4882.0, -29.0, 0.0, 0.0
station_load.4 = 2617.0, -29.0, 0.0, 0.0
station_load.5 = 908.0, -29.0, 0.0,
station load.6 = 3619.0, -29.0, 0.0, 0.0
station_name.0 = "Crew"
station name.1 = "PAX ROWS 1-5"
station_name.2 = "PAX ROWS 6-10"
station name.3 = "PAX ROWS 11-16"
station_name.4 = "PAX ROWS 17-20"
station name.5 = "FWD LUGGAGE"
station_name.6 = "AFT LUGGAGE"
```

If everything is set up properly in the aircraft.cfg file your fuel and payload in the sim should show your station names and weights.

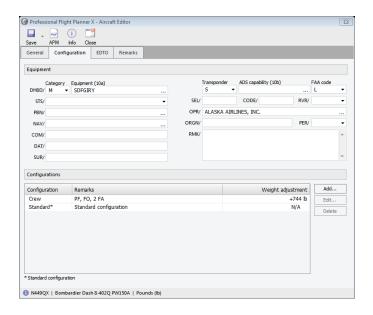


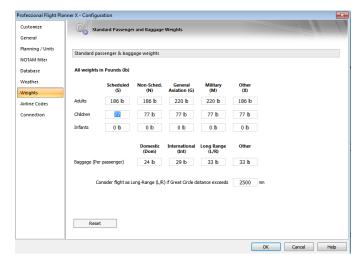
PFPX Changes

Set up your aircraft as you normally would and for the Empty Weight, enter the weight that was listed in the aircraft.cfg file. No need to add the crew weight as we will want to keep some flexibility for our aircraft.



In the Configuration tab click add and Crew weight here. Click add then create the additional weight profile.





PAX Weights need to be 186 lbs. We need to only to modify adults for the types of flights we are flying (S, N, G, M, or X)

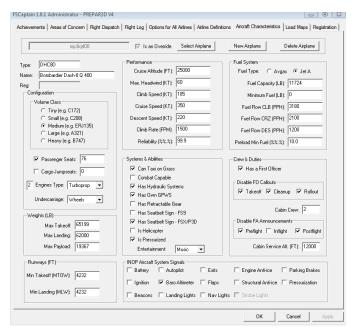
The baggage weights will be provided by FSCaptain later during actual planning so we don't need to adjust them.

FSCaptain Changes

PAX weight. In the \FSCaptain\Config directory you will need to edit the file "Items.cfg". The very first entry is the passenger weight. Change the first number to 186 to look like below.

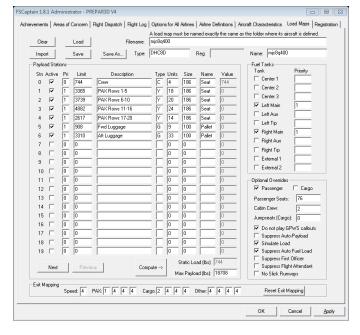
186,0,0-4,2,PAX,,Passenger,1000,0

Aircraft Characteristics



Nothing needs to be modified here but keep in mind your values for the Weights section should be the same if not very close.

Load Maps

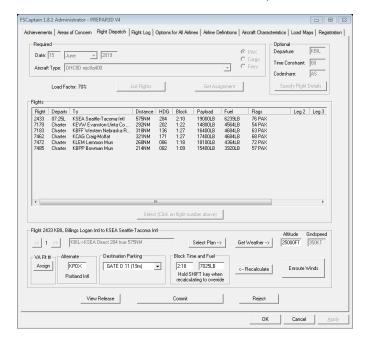


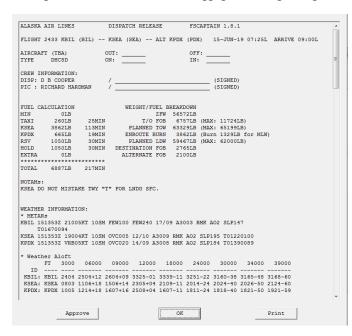
NOTE – LIMIT IS LARGER FOR UNIT*SIZE error is for the PAX to account for the MJC8-Q400 Control Panel discrepancy and to match the aircraft.cfg weights for PAX and baggage stations. You can ignore this error when saving and hitting compute.

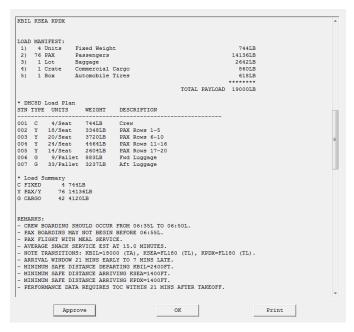
As for the baggage, I chose to make pallets.

Planning

Once all these values are in FSCaptain, PFPX and the MJQ400, we can now start planning. First run your external weather program. Once loaded and the weather is updated, run FSCaptain and then run PFPX. Once you selected your flight, in this case Flight 2433, the View Release is where all the information you need is located for the weights. You need PAX count, baggage and cargo weights.







The Load Manifest has your baggage and cargo weight for PFPX. Here the Baggage is 2642lbs. Total up the cargo items for your cargo weights. Here the two total up to 1478bs. As for the crew and passenger weight, it already matches now that we have the weights standardized. You just need the PAX Count which is 76.

The Load Plan is what you will need for entering into the MJC8-Q400 Control Panel. I would save this info somehow for later. If this does not show up, go back to the setup section of this tutorial. You might have missed some key weights.

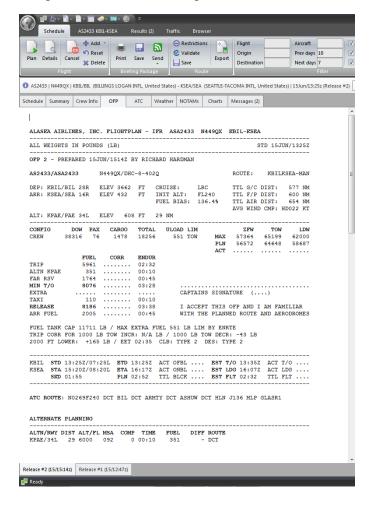
Close the release by hitting OK – Do not hit Approve yet.

Once back in PFPX, on your planning page you enter for payload the PAX Count, baggage weight and the cargo weight found from FSCaptain into PFPX. Notice the configuration is "Crew" under aircraft which added our crew weight of 744lbs.

Once you're done planning, Compute flight and release.

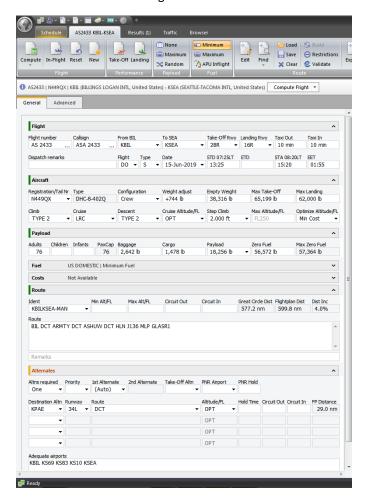
Export the flight plan route.

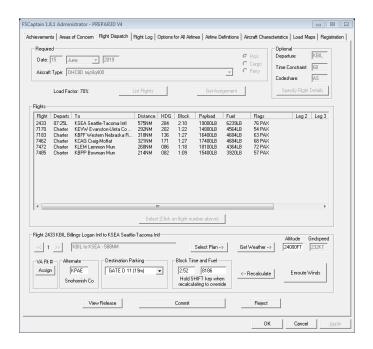
The OFP of the computed flight. All we need from this page for FSCaptain is Release fuel and a Block time. In this plan we have 8186lbs of fuel and a planned block time of 2:52. Also we had to change our Alternate due to weight and fuel. It is now KPAE.

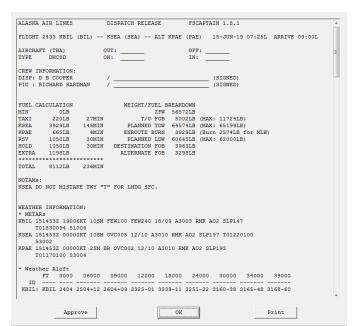


Once back in FSCaptain click on "Select Plan", select it, the click recalculate. Take the release fuel and block time value from PFPX and override the values calculated by holding the shift key and click recalculate.

View the release now.

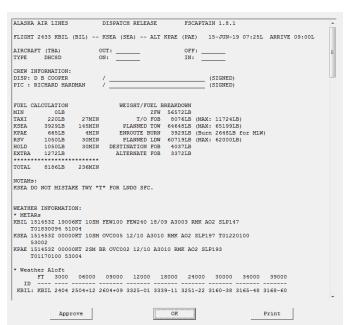






All this is starting to pay off. The ZFW matches the ZFW of the PFPX data but the fuel is way off. Hit Ok to exit the release. Do not approve yet!!!

Hold the shift key and click recalculate again and view the release again.



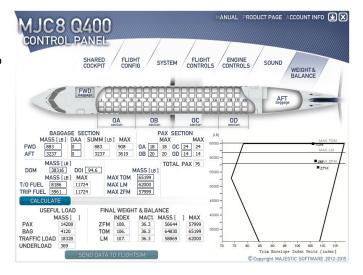
Now the fuel matches also with the planned takeoff weight of 64648lbs matching the PFPX value of 64648lbs. Now APPROVE the release!! COMMIT to the flight!!

Enter the values from the Load Plan for PAX and luggage into the MJC8-Q400 Control Panel. Did you save them?

The takeoff and trip fuel values are from the PFPX release. Once done hit calculate. If you need to move some weight around to bring it into trim, easiest way is to take PAX from OD and move them into OA.

Final Planning numbers from each program.

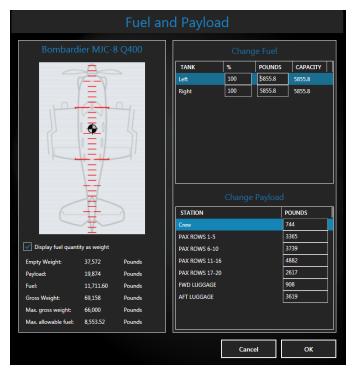
	ZFW	TOW	LDW
FSCAPTAIN	56572	64648	60719
PFPX	56572	64648	58687
MJC8-Q400	56644	64380	58869

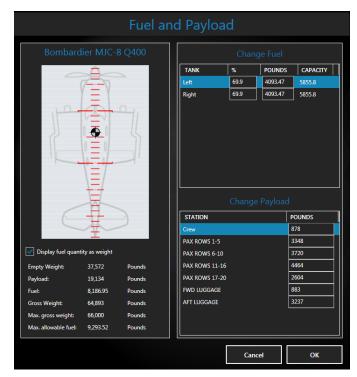


Noticed the difference between the MJC8-Q400 ZFW and the rest? It's an extra 72lbs in this case. If you add 1 PAX to the MJQ400 it shows 186lbs. Add 10 PAX and its not 1860lbs. At 70 PAX x 186lbs our weight should be 13020lbs but it shows 13086lbs. For some reason the control panel has PAX and baggage weight as 186 point something so more PAX the more additional difference. Unfortunately we cannot overcome this. The DAA Baggage is the same way at 37 point something. This however we can overcome by setting it to zero and just entering weight values for FWD and AFT. Overall between FSCaptain which we need for the FCDU in flight, and the MJC8-Q400 which will send the weight to the plane, 72 lbs is good enough. Besides, no commercial flight that I know of is going to be spot on.

Pre-Flight

Once inside P3DV4.5, setup your scenario and load. Once you in the sim, if you look at the Aircraft values all of them will be maxed out. No worries as we have not sent the data from the MJC8-Q400 Control Panel yet. Run the MJC8-Q400 Control Panel to send the weights to the sim. If you look now the weights have changed. Personally I never looks at these values at all.





(Before) (After)

One thing you should notice is the crew weight that we had set as 744lbs is now 878lbs while all the other weights match. A difference of 134lbs. Remember the 72lbs that came from the MJC8-Q400 PAX disparity? There is part of it along with another 62lbs that came from nowhere.

Start the FCDU for FSCaptain and take a look at the manifest. Should be the same as when we planned the flight.



LOAD MANIFEST:

1)	4 Units	Fixed Weight	744LB	
2)	76 PAX	Passengers	14136LB	
3)	1 Lot	Baggage	2642LB	
4)	1 Crate	Commercial Cargo	860LB	
5)	1 Box	Automobile Tires	618LB	

TOTAL PAYLOAD 19000LB

Before you allow passengers to board, you should enter the fuel data into the FMS/FMC from your OFP from PFPX. Ender the ZFW first. Enter ALT, FAR RSV (as Extra), then FUEL ONBOARD. TOTAL RESRVS will then calculate.





"Proceed" to use the FCDU to load the aircraft. Makes no difference if you select manual load or normal load. I prefer normal load. If you do reach the reconciliation screen after loading and it asks you to reconcile the load, select aircraft.

I was not prompted to reconcile and once the aircraft doors are closed you can start the flight and on the progress screen, more weight data is provided.



Final Numbers

	ZFW	TOW	LDW
FSCAPTAIN	56572	64648	60719
PFPX	56572	64648	58687
MJC8-Q400	56644	64380	58869
P3DV4	56706	64893	
FCDU	56706	64892	
FMS/FMC	56572	64758	

If you really wanted to get your weights exact in the sim, you could run the MJC8-Q400 once, figure out the difference, then subtract that from your AFT luggage weight, re-calculate and run it again. I'm OK with at most a few hundred pounds.