



# ***FSFlyingSchool PRO*** ***Voice Command Pack***

## **Manual**

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**Note** - The FSFlyingSchool PRO Voice Command Pack requires Windows Speech Recognition functioning at an accurate rate. Windows Speech Recognition must be installed and producing accurate results in order to enjoy this product.  
Windows Speech Recognition is included with Vista and Windows 7 and can be downloaded *free* to install with Windows XP (full instructions below).

**FSFlyingSchool's software is not to be considered,  
in any way, implied, certified, suitable or valid for the  
training of any person for the operation  
of any aircraft or vehicle of any kind.**

## Introduction

Welcome to the **FSFlyingSchool PRO Voice Command Pack!**

*To get the most out of this product, please read this manual.*

FSFlyingSchool uses sophisticated logic to analyze your flying technique, to help you refine and demonstrate your flying skills. Several of FSFlyingSchool's methods will be new, even to veteran simulation pilots, so please read about them in this manual, to discover how FSFlyingSchool works, what it is telling you, and why.

The FSFlyingSchool PRO Voice Command Pack adds a whole new level of realism, atmosphere and fun to your flights with FSFlyingSchool PRO.

**Not all pilots will want to use voice commands and this product is therefore offered as an optional add-on for FSFlyingSchool PRO.**

As with FSFlyingSchool PRO itself, **everyone can try out the Voice Command Pack for free** by downloading FSFlyingSchool PRO and flying with Flight Simulator in the FSFlyingSchool *demo area* near Chicago. If you like the experience, you may wish to purchase your own license key for the FSFlyingSchool PRO Voice Command Pack so that you can fly *anywhere* with a team of instructors ready to *listen* to your voice command requests.

## System Requirements

In order to use the FSFlyingSchool PRO Voice Command Pack *anywhere in the simulated world* you must own a **registered** version of FSFlyingSchool PRO (or a later version of FSFlyingSchool).

## Installation

For FSFlyingSchool to install and to run correctly, you must be a *Computer Administrator* user and not a *Limited Account* user.

To install, simply run the installation EXE program supplied by FSFlyingSchool. If installing from CD, follow the instructions on the inside of the product case.

The process of installing the FSFlyingSchool PRO Voice Command Pack is the same as installing FSFlyingSchool PRO itself. Just download, or launch from CD, and install into the same folder as your existing installation of FSFlyingSchool PRO. This will install a *new version* of FSFlyingSchool PRO which has a section at the *Credits screen* at which you can activate your FSFlyingSchool PRO Voice Command Pack.

Once you have installed the FSFlyingSchool PRO Voice Command Pack, the new features of the Voice Command Pack *will function in demo mode* until the Voice Command Pack itself is registered. You will still have all the full features of FSFlyingSchool PRO (if it is registered) and be able to fly anywhere you like with an instructor, but you will only get the special Voice Command Pack functions on flights within the FSFlyingSchool PRO demo area near KORD - Chicago O'Hare International Airport.

To *register* your FSFlyingSchool PRO Voice Command Pack, launch your newly installed FSFlyingSchool PRO and go to the Credits Page, where you will see a section for "Detail Packs". Enter the registration code for the Voice Command Pack you have purchased into the "Key" field and press the "Add" button. Once this is done correctly, the field will turn gray and the name of the Voice Command Pack thus enabled will be shown. At this point you will be able to fly with the special Voice Command Pack treatment of your flight *anywhere you fly*.

**FSFS-Tip** You will *always* get the Voice Command Pack experience if you fly within the free demo area near KORD - Chicago O'Hare International Airport.  
If you want it elsewhere, you must purchase a Voice Command Pack **key** from FSFlyingSchool.

## Windows Speech Recognition

In order to use the Voice Command Pack it is essential to understand that the speech technology itself is driven by **Windows** and can be set up and tested completely independent of FSFlyingSchool. Indeed - this is precisely the way Windows Speech Recognition needs to be installed, configured and tested - all before the **Voice Command Pack** can be expected to function.

**FSFS-Tip** If your PC is **Vista** or **Windows 7** you already have Windows Speech Recognition installed - you do not need to download and install it. However – you do need to *configure* it and *train* it (see below).

### Installing Microsoft Speech Recognition

*(Skip this section if your PC is Vista or Windows 7)*

If you are using Windows XP and already have Windows Speech **Recognition** installed on your PC you will not need to install it again. You must check for this by going to the Windows Control Panel and looking for the **Speech** icon.

If it is there - open it and check to see if you have a section marked *Speech Recognition*. If it is not there - you need to install it.

If it is already there - make sure that the version is *Microsoft English Recognizer v5.1 (or above)*

If it is not version 5.1 or above you need to install it.

If you need to install it, we have created a special installation program to help you.

You can get it from here. (It is free).

<http://www.fsinventions.com/MicrosoftSpeechForFSFlyingSchoolSetup.exe>

### Microphone Configuration

Once you are certain you have Windows speech recognition on your PC you must configure your microphone for optimum speech recognition.

In the Windows Control Panel, open the **Speech** icon. In the Microphone section you can adjust its configuration and most importantly change its **input volume** to a suitable level.

### Speech Recognition Profiles

With speech recognition installed and your microphone configured for it, you are ready to create a speech recognition profile. If you already have one you are happy with, which recognizes almost everything you say, then you have nothing more to do.

If you do not, then you need to create a *new* speech recognition profile.

You can do this at the Recognition Profiles section located by opening the Windows Control Panel **Speech** icon.

The key thing you will do, either by using its 'new user wizard' (which guides you through the process), or by hand, is **train** the profile to understand *your voice*.

You can spend as long as you like with this, but we recommend that you do at least 10 minutes speech recognition training to get the most out of Windows Speech Recognition.

**Make certain that Windows Speech Recognition training recognizes almost everything you say *before* trying the FSFS PRO Voice Command Pack.**

## Potential issues with Speech Recognition

### - Background noise

It is obvious that the quieter your background is, the better chance your PC has to understand what is being said to it.

### - Microphone position

Be sure to position your microphone with the help of the Windows speech software. It should not be picking up excessive noise from your breathing or 'pop' and 'hiss' from your speech. A little off to the side of your mouth is the usual position.

### - Microphone volume

This must be set correctly using the Windows speech software. It may need to be considerably different to where it was set before you used Windows Speech Recognition.

### - Microphone quality

The better the microphone the better the results. However, we get very satisfactory results with very *inexpensive* microphone/headsets.

### - Insufficient training for the Speech Recognition Profile

This is a hugely important area. If you have a broad accent or 'unique' speech, you may need to spend rather more time on this. Every little helps.

### - Feedback from PC speakers

If your PC speakers are on, these are creating background noise. If speech recognition is suffering, turn them down or turn them off.

### - Feedback from headset speakers

If on, these may be creating background noise. If speech recognition is suffering, turn them down and make sure that they are covering your ears so that the least amount of sound escapes from them into the microphone.

### - Command recognition failure and false command recognition

Triggered by imprecise speech or background noise. Remember that the volume of ATC, lessons, engines, environment, etc can be controlled *individually* in Flight Simulator. Try fine-tuning the volume levels so that they do not interfere with speech recognition.

You may also wish to select the mode at the Settings Screen of FSFlyingSchool which allows you to control speech input with the *FSFS Mic Key* (a special key which turns the microphone on and off) in order to reduce unwanted speech input.

## **Using Speech Recognition in FSFlyingSchool PRO**

There are 3 modes within FSFS which can be used to control speech recognition.

These are controlled at the FSFS *Settings* screen, *Voice Commands* section, *Status* drop-down list control.

- Off    No voice commands
- Key    Controlled by FSFS Mic Key **[5]**
- On    Listen at all times

If the second option is chosen, the user will control speech with the *FSFS Mic Key* - the **5** key on the main keyboard (*not* on the numeric keypad).

When the key is pressed, the Mic is toggled ON.  
When pressed again, the Mic is toggled OFF.

The change in status is shown briefly on the screen in Flight Simulator when the key is pressed.

**FSFS Mic:ON**                    FSFlyingSchool PRO will listen to your commands.

**FSFS Mic:OFF**                 FSFlyingSchool PRO will not listen to your commands.

When a command is *recognized*, the screen in FS briefly displays the confirmation: **Roger**

If commands are being recognized when the pilot is not speaking commands, this is because the microphone is picking up background noise.

FSFlyingSchool PRO has a feature to takes you directly to Windows Speech Settings.

Just press the

*View Windows Speech Settings*

button at the Settings screen of FSFlyingSchool PRO.

Note – *this button* may not function on PCs running a *non-English version of Windows XP*, in which case you should just access the Windows Speech Settings via the Windows Control Panel.

## Quick Start

Please read this manual if you want to get the most out of flying with the FSFlyingSchool PRO Voice Command Pack.

If you would prefer to do this later and want to jump right into the cockpit, here's what you should do next:

- Launch Flight Simulator.
- Create or select a flight in Flight Simulator.
- Get that plane ready to fly, either in mid-air or on the ground. Get yourself at the controls of the plane.
- Launch the FSFlyingSchool program.
- Press the *Connect Button* in FSFlyingSchool.
- Switch back to Flight Simulator and enjoy your flight with FSFlyingSchool by your side!
- **But – you really should read this too...**  
There are several new features you will want to understand, including a special new key. Read more about these features in detail in this manual.

## Voice Commands

With the addition of the FSFlyingSchool PRO Voice Command Pack, your instructors will be *listening* as well as talking!

The Voice Command Pack will make your whole experience more realistic and fun by giving you an entire set of voice commands designed to get lots of valuable new information from your instructor, and control your interaction with FSFlyingSchool without using the keyboard.

**FSFS-Tip** When a command is recognized, the screen in FS briefly displays the confirmation: **Roger**. If commands are being recognized when the pilot is not speaking commands, this is because the microphone is picking up background noise, very likely from PC or headset speakers..

The following is a list of Voice Commands your team of instructors will now understand.

### Flight Mode Control

- **[Next flight mode]**  
Advances to next FSFlyingSchool flight mode (Ctrl Shift Z).
- **[Previous flight mode]**  
Backs up to previous FSFlyingSchool flight mode (Ctrl Shift X).
- **[Ready for take off]**  
Advances from taxi to take off mode.
- **[We are cruising]**  
Moves from take off or from landing to cruise mode.
- **[Prepare for landing]**  
Advances from cruise to landing mode.
- **[Taxiing Out]**  
Moves from take off to taxi mode.
- **[Executing go around]**  
Moves from landing to cruise mode.

## Flight Plan Information *(Requires a Flight Plan to be loaded into FSFlyingSchool)*

- **[ILS]**  
Reports ILS frequency at destination runway. You should set this frequency on your NAV1 radio when you are performing an ILS approach. *See also FSFlyingSchool PRO manual for tips on how this can be automated if you wish*
- **[Next waypoint]**  
Reports distance in NM to the next waypoint in the flight plan. Helps you make sure you are ready for the waypoint so you can cross it accurately.
- **[Destination runway]**  
Reports details of the flight plan destination runway. Runway ID, elevation, length, surface type. This is useful in preparing your landing and making sure the runway is suited to your aircraft's requirements..
- **[Flight plan remaining]**  
Reports remaining distance in NM based on flight plan. Note that if you miss a waypoint in the flight plan, the distance reported will still include that waypoint. Make sure you pass waypoints correctly.
- **[Runway heading]**  
Reports exact heading of the flight plan destination runway. This needs to be set on the NAV1 OBS or your autopilot's *course* setting before your approach. *See also FSFlyingSchool PRO manual for tips on how this can be automated if you wish.*
- **[Flight time remaining]**  
Reports remaining flight time based on flight plan and *current* ground speed. As this is based on the current ground speed, this is of course a general estimate of the remaining flight time and will be effected by changes in wind direction and speed, climbs and descents, speed regulations, etc.
- **[Destination airport data]**  
Opens a web browser for AirNav.com and shows the data for the destination airport (USA only at present). Note – Flight Simulator will still be running in the background so don't forget to fly your aircraft!

## General Information

- **[Sky condition]**  
Reports lowest cloud layer. Make sure you are rated to fly in the current conditions.
- **[Gear extension speed]**  
Reports maximum gear extension speed. You must not lower your gear when above this speed or it may be damaged.
- **[NAV1 information]**  
Reports on the NAVAID to which NAV1 radio is currently tuned, including NAVAID ID, DME, ILS/LOC, runway.
- **[Next flap speed]**  
Reports the next speed at which you can lower MORE flaps. If you are already at full flaps, this will repeat the full flaps speed. This can help keep you from lowering flaps when too fast and is very useful when flying an aircraft with a large number of flap settings.
- **[Ground Speed]**  
Reports ground speed. It is worth noting that this will often be very different to your IAS.
- **[Traffic]**  
Reports any nearby traffic on the ground or in the air. Note that your instructor will do this at twice the distance at which he/she would report traffic *without* being specifically asked. This gives the instructor more scope to show off hard earned aircraft recognition skills.
- **[Above ground level]**  
Reports above ground level (altitude above ground rather than above MSL).
- **[Visibility and wind]**  
Reports current visibility, wind direction and strength.
- **[Display data]**  
Displays FSFlyingSchool data in Flight Simulator (Ctrl Shift D).  
Displays the following: NAV1 OBS setting; Current Waypoint number and ID; Current Flight Mode; Type of Aircraft Data in use by FSFlyingSchool (FSR or FSU); Current Circuit Leg (if you are flying circuits)
- **[Airport ???? o'clock?] (*Recognizes "one" through to "twelve" o'clock*)**  
To be clear - the pilot will say "Airport one o'clock?" or "Airport twelve o'clock?" etc.  
Reports the nearest airport at that bearing. It is essential to say "uh clock" rather than "oh clock".  
The instructor will identify the airport, its distance, runway elevation, length, surface type.  
If the instructor detects no airport at that bearing, he/she will say "negative".  
This is an excellent, easy way to become familiar with your surroundings!
- **[Where's the airport?]**  
The pilot must say "**Where's** the airport?" and not "Where **is** the airport?".  
The instructor identifies the flight plan destination airport and its bearing in the "clock" format, e.g. "2 o'clock", and the distance.  
This is very handy when, for example, you are trying to find a grass strip with no lights even during the day, and equally when looking for a larger busy airport which is far away or just hard to see.

## Other Commands

- **[Be quiet please]**  
Interrupts the instructor with your request to stop talking. This can be very useful if the instructor is telling you something that you are already familiar with and don't need help with.  
Note that in the case of very long phrases from your instructors, you may nevertheless have to wait a few moments for them to finish.  
Remember – be sure to say "...please..."
- **[Can you hear me]**  
Your instructor will reply to confirm that you can be heard. If you cannot, you will need to check your configuration. Remember also that you may have turned off the *FSFS Mic Key* **[5]**
- **[Let me fly by myself]**  
Instructor will monitor flight but will say nothing. All your voice commands will be processed, but your instructor will keep quiet. This is an excellent idea if you want to see how well you can fly without any verbal help.
- **[I want your help]**  
Tells instructor that you want to hear his/her help. The instructor will reply to confirm that your command was understood.
- **[Next checklist] (Requires an FSFlyingSchool aircraft Detail Pack)**  
Instructor will read the next checklist from your Detail Pack. (Ctrl Shift N)
- **[Which checklist] (Requires an FSFlyingSchool aircraft Detail Pack)**  
Displays the type of Detail Pack checklist that would be read next in Flight Simulator. (Ctrl Shift B)
- **[Circuit mode]**  
Toggles FSFlyingSchool's Circuit Mode on or off.(Ctrl Shift Space)
- **[Airmanship test]**  
Toggles one of FSFlyingSchool's Airmanship Tests on or off.(Ctrl Shift C).
- **[Birds ahead of us]**  
Simulates a bird strike or similar dangerous object causing all kinds of problems with the aircraft. You can say this as many times as you like and each time new problems will occur! This is a great way to train for engine failures, fires (fires in FSX only), and other serious problems with gear, flaps, and almost all your instruments. Good luck!  
*NOTE - with the July 12 2012 release of FSFS PRO version 5.8, the bird strike can now only occur if the pilot has selected "Random Failures" at the Pilots Page of FSFS PRO. The bird strikes are still controlled by voice, but cannot occur at all unless the failures option is chosen. This is to exclude the possibility of unwanted bird strikes due to background noise.*

## **END-USER LICENSE AGREEMENT**

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