

Start Guide

GOKTURK VIRTUAL AIRLINES · NEW PILOT GUIDE · VERSION 1.0

You have just joined Gokturk Virtual. This guide takes you from an empty simulator to a logged, approved first flight, step by step.

01 · Your account and callsign

- 1 Register through Join the Crew. You receive a pilot ID such as GKT0019 and a callsign like GKT1MD.
- 2 Sign in to the Crew Center — this is your home: bookings, logbook, licence, badges and checkrides.
- 3 Read the VA Rules once. Twenty flight rules decide whether a flight is approved; knowing them saves you a rejected PIREP.

02 · Install GokturkACARS

- 1 Go to Downloads and get GokturkACARS v4.5 (around 75 MB, Windows 10/11). The download is members only.
- 2 Extract the RAR with WinRAR or 7-Zip, then run GokturkACARS-Setup.exe.
- 3 Right-click the shortcut and choose Run as administrator. Without admin rights the program cannot read some simulators.
- 4 Sign in with your Pilot ID (GKT0019) and your crew password — the same one you use on the website.
- 5 In Settings pick your language (TR/EN) and a theme. In Route, enter your SimBrief username once.

Install location warning

Do not install into Program Files. Windows blocks writing to that folder, so auto-update and saving settings will fail. Install to your desktop or a folder such as C:\GokturkACARS instead.

03 · Get an aircraft you can fly properly

- 1 Install the aircraft into your simulator (Community folder for MSFS, Aircraft folder for X-Plane, or the installer for P3D/FSX).
- 2 Load it once at a gate and let it fully initialise before you start ACARS — half-loaded aircraft cause connection problems.
- 3 Check the tail-strike limit of your type on the Fleet page before your first rotation.

04 · The bridge: SimConnect, UDP or FSUIPC

- 1 Install the bridge for your platform (the free version of FSUIPC is enough for ACARS).
- 2 Start the simulator first, load your aircraft at a gate, then open ACARS and press Connect.

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- 3 The SIM indicator must turn green. If it does not: run ACARS as administrator, check your firewall, and make sure the aircraft is fully loaded.

05 · Plan your first flight

- 1 Build the plan in SimBrief: departure LTFM, arrival LTAI, alternate LTBS, your aircraft type, then Auto-Generate the route.
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- 2 In ACARS go to Route and press Fetch OFP — flight number, route, fuel and passengers fill in automatically.
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- 3 Load the route into the aircraft: CO ROUTE on a Boeing FMC, INIT REQUEST* on an Airbus MCDU.
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- 4 Select your aircraft in ACARS (required) and press START at the gate with engines off and the parking brake set.

06 · Fly it by the book

ACARS records the whole flight. A few things decide your score:

- 1 Do not exceed 250 knots below 10,000 ft.
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- 2 Aim for around -150 fpm on touchdown. Below -1000 fpm counts as a hard landing.
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- 3 Keep ACARS running for the whole flight — closing it corrupts the flight record.
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- 4 After landing, taxi to the gate, set the parking brake and shut down the engines; ACARS files the PIREP automatically.

Getting your first flight approved

Once the PIREP is filed, the staff team reviews it. After approval your hours, distance and landing score are written to your profile. You are expected to fly at least one flight in your first week.