

PilotLog Offline for iPhone

Version 2.0.0

User Guide

PilotLog Offline is a companion flight editor for the online PilotLog system. Provisional flight and simulator detail information is downloaded to your iPhone, where the details can be updated then re-synchronised with your online log. It is also possible to add new flights and simulator details directly on the iPhone if they were not previously entered online.

Note : Your entire log is not synchronised with the iPhone; most data is kept on the online server, and only flights and sim details marked as provisional (or newly entered offline) are stored on the iPhone. This minimises memory and processing requirements on your iPhone, while allowing you to keep your log up to date without an internet connection.

Important : Data entered offline is not backed up until you synchronise with the PilotLog server, or with iTunes. It is advisable to synchronise regularly to safeguard against data loss in the event of a failure of your iPhone. In addition, storing excessive amounts of data on your iPhone will adversely affect the speed of the program.

Contents

Section		Page
1.0	Getting Started	2
2.0	Running PilotLog Offline for the First Time	2
3.0	Using PilotLog Offline	3
3.1	Adding Flights	4
3.2	Editing Flights	5
3.3	Deleting Flights	5
3.4	Adding Sims	6
3.5	Editing Sims	6
3.6	Deleting Sims	6
4.0	Synchronising With Your Online Log	7
5.0	Troubleshooting	8

1.0 Getting Started

Download and Install the Program

1. On your iPhone, open the App Store and tap the 'search' tab. Enter 'pilotlog' in the search box, then tap 'search'. Select PilotLog Offline from the search results, then tap the word 'FREE' on the right. The word 'FREE' will change to 'INSTALL'. Tap 'INSTALL' and PilotLog Offline will be downloaded and installed on your iPhone. You may need to enter your iTunes password to confirm the download. You will not be charged.
2. PilotLog will appear on the home screen with it's icon. Simply tap the icon to launch the program.



2.0 Running PilotLog Offline for the First Time

The following steps are *not* necessary if you have upgraded from a previous version of PilotLog Offline, and kept your existing data.

1. To run PilotLog Offline, tap the PilotLog icon.
2. The first task should be to enter your PilotLog user name and password to enable synchronisation. From the menu, select 'Settings'.
3. Enter your user name and password by tapping on each in turn, and entering the information.
4. Set the hours display format to suit your personal preference. As in the online log, this affects all hours totals, and the display of simulator detail durations. Flight times are always entered as hh:mm, but durations are displayed in the selected format.
5. Time rounding allows you to enter times to the nearest 5 or 10 minutes. The default is 'off', and times are entered to the nearest minute.
6. Synchronise with your online log ('Synchronise' in the menu). Even if you have no provisional flights stored online, this will download your hours totals to the iPhone. For additional help on synchronising, see [Section 4](#).



3.0 Using PilotLog Offline

Depending on your circumstances, there are several ways to use PilotLog Offline:

If your company produces planned rosters in a form that can be downloaded to PilotLog, import your planned roster online*. Synchronise with PilotLog Offline and all the planned flights will be copied to your iPhone. Enter actual flight times and other information on the flight deck as you complete each flight, then synchronise with your online log at a convenient time.

If you have a planned roster but no import facility, you can enter your planned roster manually online or offline as provisional flights. Then simply synchronise as above. Only flights marked as provisional will be downloaded, so you must select the 'provisional' option when entering planned flights. These flights will be highlighted in grey.

If you have no planned roster, or operate unplanned flights (e.g. from standby), you can add the flight(s) using PilotLog Offline on the flight deck. The new flights will be inserted into your online log book when you synchronise.

The 'statistics' menu option shows summary information:

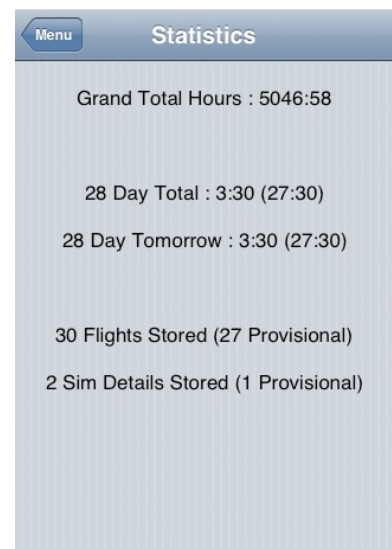
Total hours in your log book.

Your total flying hours in the past 28 days up to today. The figure in brackets includes provisional (planned) flights, if there are any in the period.

Projected flying hours for the 28 days up to tomorrow, again with a provisional figure in brackets if there are any planned flights affecting this period.

The number of flights & sims stored on your iPhone, and the number of these which are provisional, as opposed to confirmed data.

Note that hours totals will only be correct after you have synchronised for the first time.



The 'About' menu option displays software version information which you should quote in any support queries.

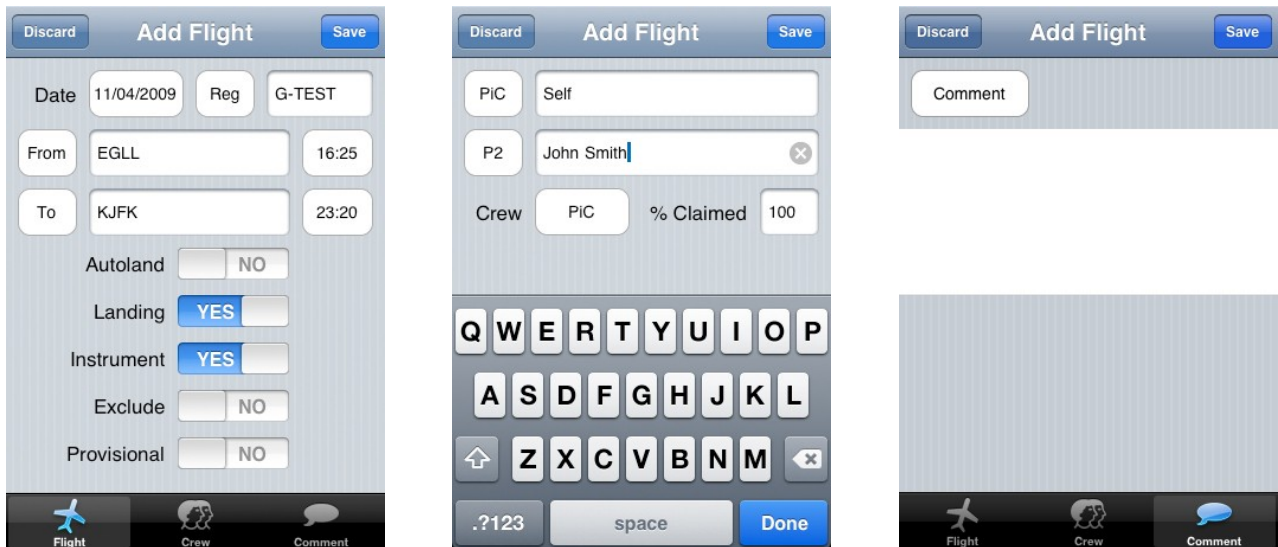
To close the PilotLog program and return to normal iPhone functions, press the 'home' button. If you are part-way through adding or editing data, this will be stored so that you can return to it next time you open the PilotLog program.

* **Note** : Not all roster formats have been submitted to PilotLog for configuration. If you would like to use this feature but find that it is not available, please e-mail us at development@pilotlog.co.uk, attaching sample rosters.

3.1 Adding Flights

Select 'Add Flight' from the main menu.

Flight details are spread over three tabs: basic flight details, crew details and comment. To switch between the tabs, use the icons across the bottom of the screen. If the tab bar is not visible, as in the second picture, tap 'Done' to make the keyboard disappear.



Tap the date to change it. You will be presented with a date picker to choose the correct date. Departure and arrival times, and crew capacity can be similarly set by tapping on them first. To make the pickers disappear, click again on the item you have been changing.

There is no need to use capital letters for aircraft or airports, as these will be converted automatically when you synchronise with the server. The hyphen can be omitted from aircraft registrations (or a space used instead) if desired. This will save using the 'shift' key on the keyboard, and make typing faster.

Airports should be entered as ICAO codes, although IATA codes will also be recognised, as will full or part names. Note that airport names (and aircraft registrations) will not be checked until you synchronise your flights online. Errors may be difficult to spot, so it is better to stick to ICAO or IATA codes.

The options 'Autoland', 'Landing', etc. are the same as in your online log.

The labels 'Reg', 'From', 'To', 'PIC', 'P2' and 'Comment' are buttons. Tapping these will copy information from the previous flight. This means that, for example, if you operate a series of flights on the same aircraft, you can enter the registration once for the first flight, then use the 'Reg' button to copy that information into subsequent flights without any further typing. When copying airports, departure and arrival are automatically reversed. A copied comment will be added to any comment already entered, rather than overwriting it. If you tap a button unintentionally, tap it again to restore the previous text.

Select 'Save' to save the flight details. 'Cancel' will discard the current flight data and return to the main screen.

If you receive a phone call or text, or press the 'home' button while adding a flight, you will be able to continue where you left off when you next run PilotLog. You will not lose the data you were entering.

3.2 Editing Flights

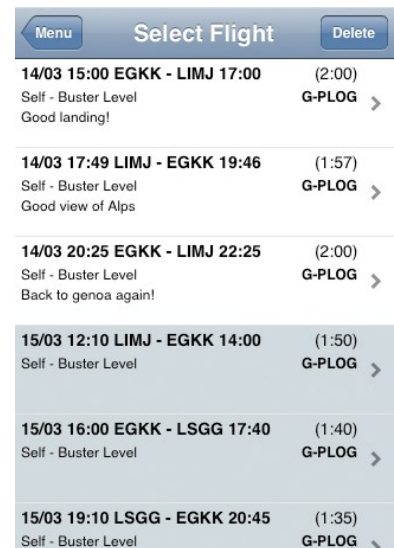
Select 'Edit / Delete' from the 'Flights' section of the main screen menu.

You will be presented with a list of stored flights. The information displayed is date (day/month only to save screen space), departure time and airport, arrival airport and time, duration (in brackets). This is followed by crew names, then any comments. The aircraft registration is on the right. A grey highlight signifies that the flight is provisional.

The list opens automatically at the position where you last closed it. You may need to scroll up or down the list to see and edit flights from other days.

Simply tap the entry you wish to edit.

The flight editing screen is exactly the same as for adding a flight.



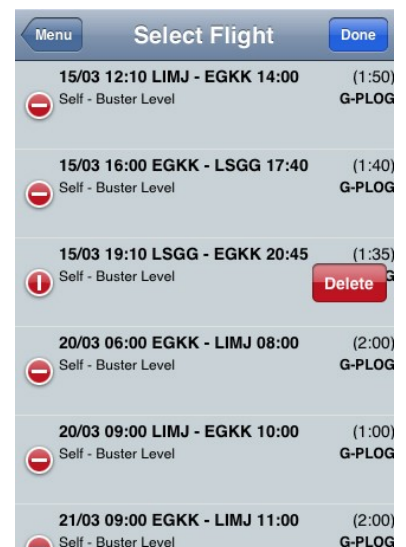
Note : Provisional flights are automatically marked as non-provisional when you edit them. If you wish to make changes to a provisional flight and have it remain provisional, you must manually re-set the 'Provisional' switch to 'Yes' before saving the flight. If you just wish to view a provisional flight without making any changes, you should select 'Discard' to avoid saving the flight as non-provisional.

3.3 Deleting Flights

Select 'Delete' from the flight list as seen in the picture above.

The list will change to show a series of red icons. Tap the red icon next to the flight you wish to delete, and a 'Delete' button will appear on the right. Tap 'Delete' to delete the flight. You can delete several flights this way. Tap 'Done' to return to editing mode, or 'Menu' to return to the menu.

Note : Deleting a flight in PilotLog Offline will remove it from your online log next time you synchronise. The delete function should be used with caution for this reason, as deleted flights cannot be recovered.



3.4 Adding Sims

Select 'Add Sim' from the main menu. This screen works in much the same way as adding a flight.



Duration must be entered in hours and minutes, but will be displayed in the format chosen in the Settings screen.

'Title' is a short description of the detail.

The 'Sim' box is for the simulator name. This could be the aircraft type, and/or the full approved simulator registration code. There are options to specify the type of detail (LPC/OPC, OPC, etc.) and type of simulator (FlightSim, FNPT II, etc.). Tap these to change the option.

Select 'Save' to save the sim details. Tapping 'Discard' will discard the current sim data and return to the main menu.

3.5 Editing Sims

Tap 'Edit / Delete' in the 'Sim Details' section of the main menu. The process is the same as described in ['3.2 Editing Flights'](#), including the notes on provisional sim details being automatically marked as non-provisional and the copy buttons ('Title', 'Sim', etc.) copying from the previous detail.

3.6 Deleting Sims

Tap 'Delete' in the list of sim details. The process is the same as described in ['3.3 Deleting Flights'](#). You will be asked to confirm before any sim detail is deleted. Details deleted offline will be removed from your online log next time you synchronise.

4.0 Synchronising With Your Online Log

PilotLog Offline synchronises by connecting directly to the PilotLog server. To do this, you need an internet connection from your iPhone. Note that the online menu option 'Tools -> Synchronise with PilotLog Offline' does not apply to the iPhone program; it is provided for PocketPC and Symbian users only.

Select 'Synchronise' from the main menu. You must have entered your user name and password, or the synchronisation will fail with a login error. See [Section 2](#) for how to enter your details.

Select 'Start' to begin the synchronisation process.

As the synchronisation progresses, progress will be shown. This may take several minutes if you have a large number of flights to synchronise, and a slow network connection. Over wireless or 3G the process is reasonably quick.

We recommend synchronising regularly. This will reduce the amount of data sent and received each time, making the synchronisation process faster. It also ensures that your data is backed up on our server.

You can cancel the synchronisation at any time by selecting 'Cancel'. Any flights and sims that were uploaded to the server will be changed online, but data on the iPhone will be unchanged. The iPhone and server are only properly synchronised when the message 'Sync Complete' appears.



If the synchronisation fails or is cancelled, you should synchronise again to ensure that all information is up to date.

If your synchronisation stops part-way through, the reason could be a weak mobile data signal. Try again in a different location with a known strong signal.

If your iPhone repeatedly fails to synchronise, please contact us at development@pilotlog.co.uk, quoting the exact error message(s) displayed, and how far through the synchronisation process the program gets. We will also need to know what model of iPhone you are using, and which mobile network (home or roaming), in order to provide assistance.

Synchronising requires a data connection, for which your network operator may charge. Many contracts include a certain amount of data each month free of charge. Data charges when roaming (outside your home country) may be higher than your standard rate. Check with your network provider for exact rates.

5.0 Troubleshooting

No flights or sim details have been downloaded to my iPhone

Only provisional flights and sims are downloaded. If you have no provisional data online, then nothing will be downloaded. You should still see hours totals information on the PilotLog Offline main screen, and you can add flights and sim details offline. These will be added to your online log when you synchronise.

All the flights I added offline disappeared when I synchronised my log

See above. If the flights were added as non-provisional data, they are copied to your online log during synchronisation. As only provisional flights are downloaded, you will not see the flights you added in PilotLog Offline after synchronisation.

This is to save space and processing power on your iPhone. If you require a copy of your historic log to carry with you, consider downloading a backup log file (online, 'Tools -> Download Backup Log File'). See the online help file for further information.

You can also view your log online from the iPhone at any time. Go to www.pilotlog.co.uk/mini.php