

## CONNECTION TO OUR DEDICATED SERVER

Our Flight Academy has a own dedicated flight server where you have you will receive your personal training. There are some rules what you need to follow so that our server is used in the correct matter.

- Our dedicated server is open from **24 hours a day**. You need to connect to our server with the correct FAE number (example FAE965).
- You are fully allowed to make a connection to our server only when you have at a specific our training. If you do not have training to follow with your personal trainer, you are NOT allowed to make a connection. This is needed to be not overcrowded so that the server that we have can take the load.
- All passwords should be remain on your computer only and it is not allowed to give it to anyone others than you.

## HOW TO MAKE A CONNECTION

Behind a router:

First check if you are behind a NAT router. If you do, you have to check if all ports are open. Mostly it works fine behind a router, but sometimes you need to make a proper setup for port 23456 the Microsoft Flight Simulation port.

First ping our server **fs.faserver.nl** before you change your router settings.

Check your router settings and make the following NAT config.



The ports that should be open and correctly directed to your FlightSim computer are:

*Do not forget to change all mentioned ports to the router and config to the FS computer's IP address*

- 23456 UDP
- 6073 UDP
- 2300 till 2400 UPD

Start ~ End Port	Protocol	To IP Address	Enabled
6810 to 6810	Both	192.168.1.100	<input checked="" type="checkbox"/>
23456 to 23456	Both	192.168.1.100	<input checked="" type="checkbox"/>
1080 to 1080	Both	192.168.1.100	<input checked="" type="checkbox"/>
8767 to 8767	Both	192.168.1.102	<input checked="" type="checkbox"/>
51234 to 51234	Both	192.168.1.102	<input checked="" type="checkbox"/>
14534 to 14534	Both	192.168.1.102	<input checked="" type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>
0 to 0	Both	192.168.1.0	<input type="checkbox"/>

- Open flight simulation after you are sure that the NAT configuration in your router is fully set correctly.
- Check then if you can ping our server. Go the start and type at the bottom CMD and a DOS window will be opened. Type then PING **fs.faserver.nl** and check if you have a reply. If you have then



everything is working fine, if you don't have a reply then your internal firewall has to be setup in the correct matter. You test this section then again by closing first your internal firewall and check the ping again. Contact your local firewall sales department if you have problems to get the ports right for your firewall.

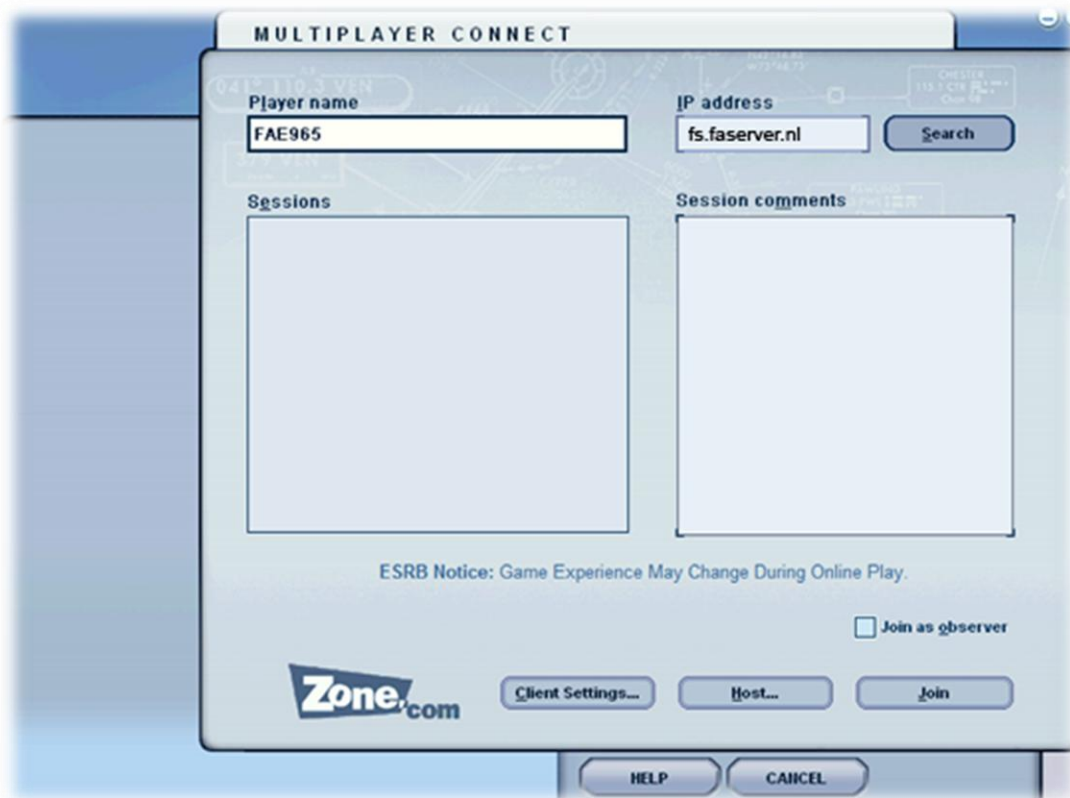
If everything is pinged and working fine you have to do the following to get connected:

- Go to MULTIPLAYER and you will see the multiplayer connection.
- Hit the Open Multiplayer Session



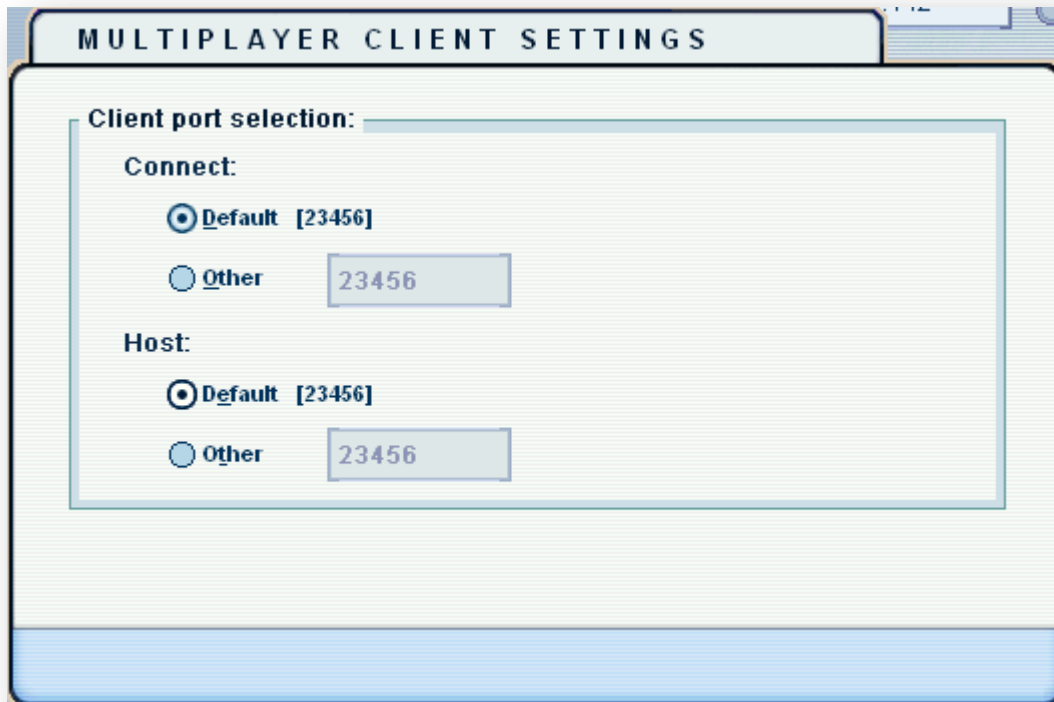
When open you will see the following screen.





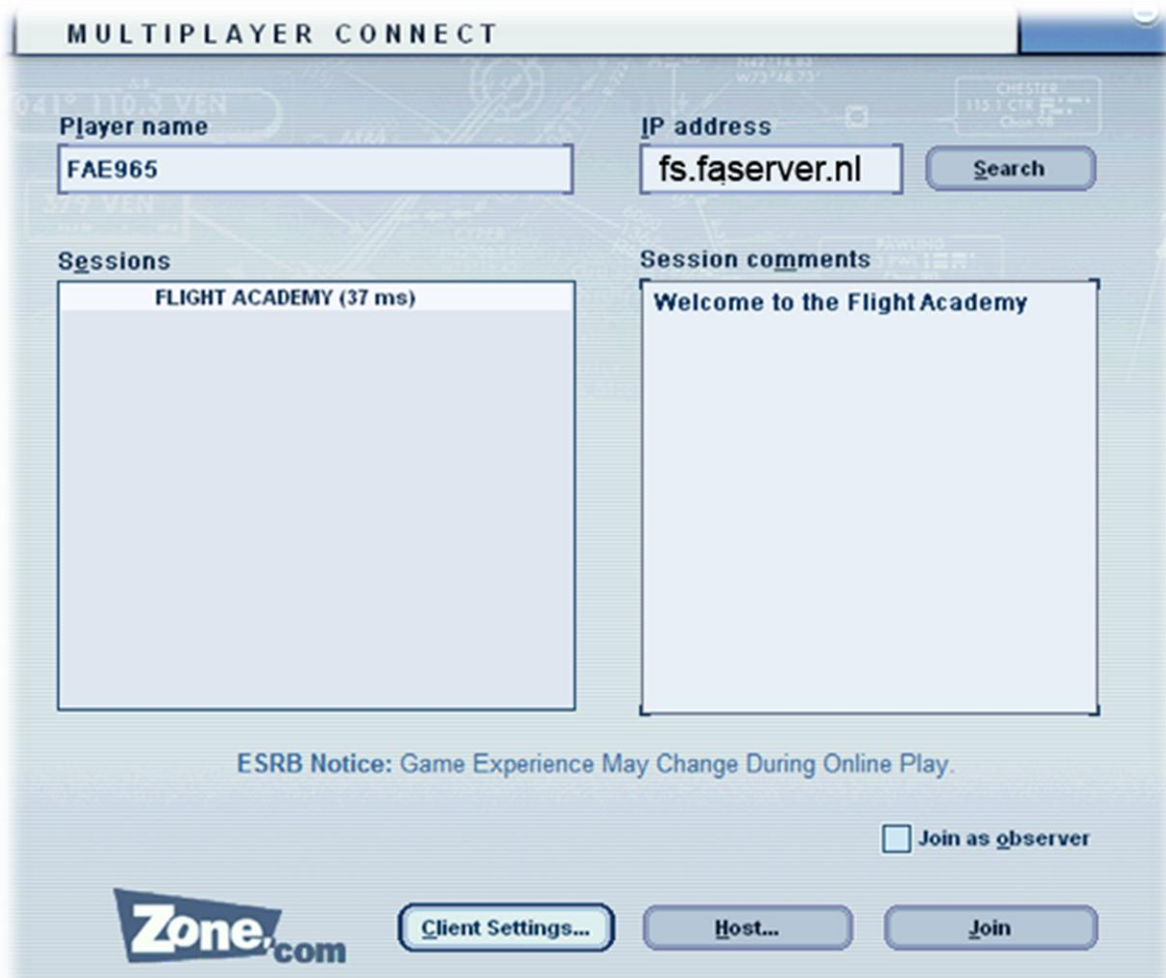
- Fill-in in the Player name your correct FAE number like we have done here (FAE965)
- Fill-in in the IP address section the following IP address **fs.faserver.nl**





- Check in the client section, if the Microsoft Flight Simulation ports are correct. If you see in the "Default" a other figure then 23456, you need to change it by going to the "Other" section by selecting this and fill the correct number sequence 23456. Keep in mind that if you have a other sequence then 23456 you are not able to make a connection to our dedicated server.





- When the IP address is properly filled in, you may hit the "Search" button. Shortly you should see in the "Sessions" section our FLIGHT ACADEMY server.
- Hit Join when you see our Flight Academy server.

You should now be connected to our server.

Connection with FSX

Download the link at

<http://www.chocolatesoftware.com/fshost/FSHostClient1.1.zip>

And install this.

If you have questions regarding this manual or, if you cannot make a connection at all please contact your personal trainer or our Student Control by mail and we will try to help you out.

FLIGHT ACADEMY TEAM

