

OAKLAND ARTCC

# **vZOA Controller AFV Guide**

*Launching October 14, 2019*

## Introduction

The new voice codec for Vatsim, called Audio For Vatsim, or AFV for short, is finally here. We want to ensure that controllers know what to expect and how to connect to the network and control. This guide covers connecting to the network using VRC/vSTARS/vERAM and the AFV standalone client.

**Be advised**, at 2000z on October 13, 2019 all Vatsim servers will be taken offline and will remain down for 24 hours until 2000z on October 14, 2019. After 2000z on October 14, 2019 you will be required to connect using the methods found in this guide. Please check out the [FAQ for ATC on AFV](#). The AFV Manual is located [here](#).

## Configuring Audio

First thing is first, you will need to download the standalone client for AFV by visiting the AFV website located [here](#). Install the program and launch it. Make sure you enter your CID and password, as well as select and configure your audio device(s) and set a PTT button.

AFV Settings

User Details

VATSIM CID:  VATSIM Password:

Audio Settings

Microphone Device:  ▾

Output Device:  ▾

Output Volume:  0

Mic Volume:  0

**Important: Adjust the mic volume slider so that the peak level indicator remains in the green band while speaking normally.**

Disable Realistic ATC Audio Effects (Not Recommended)

PTT Settings

Current PTT Assignment: **Keyboard: RControlKey**

Simulator Settings

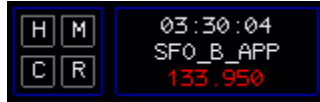
X-Plane IP Address:    Use FSUIPC With FS9/FSX/P3D

If you are using the standalone client for x-plane enter your IP here, or use 127.0.0.1 for Single PC

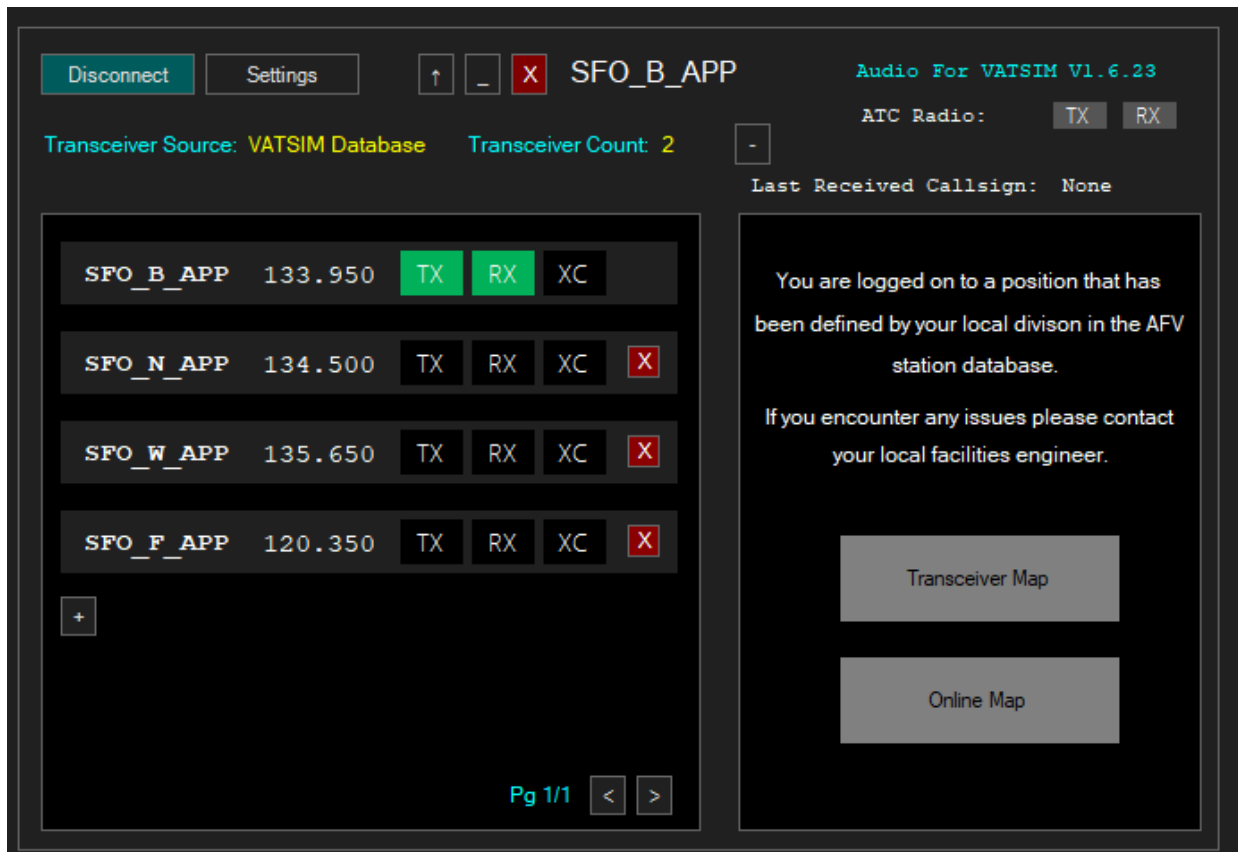
Leave Blank for ATC Only

## Connecting to Vatsim

In order to connect to Vatsim you'll first want to make sure you've downloaded the AFV compatible VRC/vSTARS/vERAM client. Once installed, connect to Vatsim as you normally would using SOP approved text callsigns and frequencies, then prime your frequency.

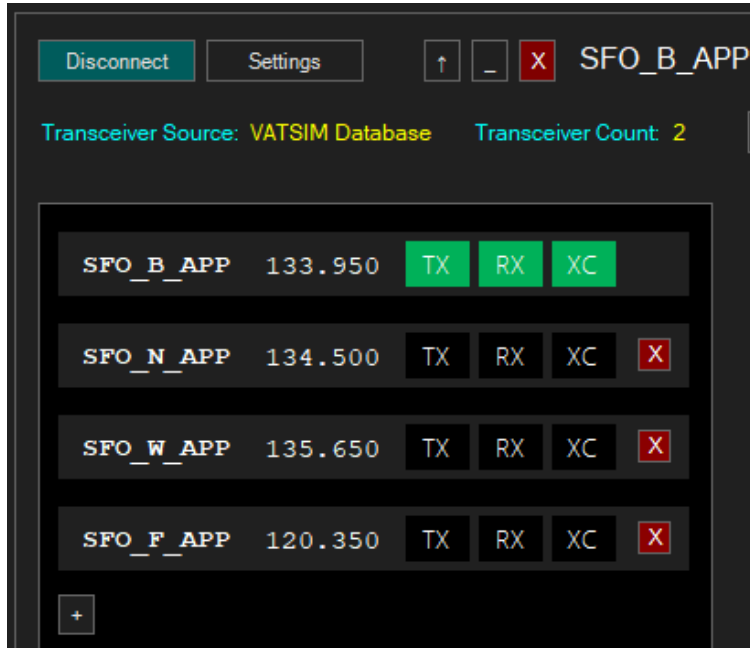


Once connected and primed, open the AFV standalone client. You may notice multiple sectors listed as shown below, or none listed depending on your position. This allows you to cross couple/ bandbox frequencies. For now, make sure you select TX/RX/CX on your frequency at the top making them green and activating the frequency.



## Cross Coupling/ Bandbox

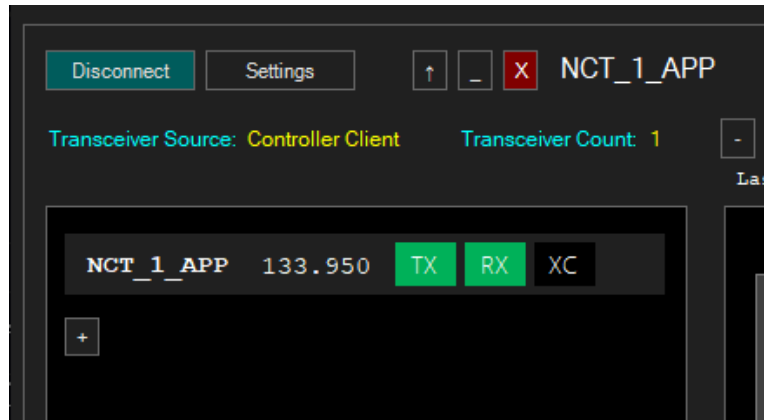
We have configured some positions to allow cross coupling, this is primarily only done with ZOA and NCT positions. By hitting the XC button on your sector you're getting the listed sectors transceivers allowing all aircraft on your frequency to hear one another, even on the ground far away.



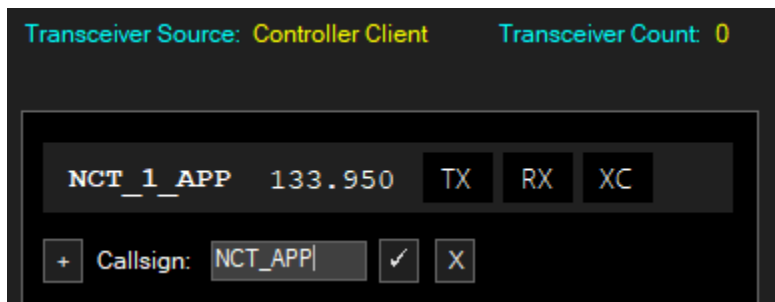
If you were to hit TX/RX/XC on another listed sector you would enable that sectors frequency, mean you're working multiple frequencies. This will be useful in the future, but for now **we ask that cross coupling to use multiple sectors/ frequencies NOT be used until further notice due to technical limitations. vZOA staff will advise when this practice may be used. XC should be used only on your position to ensure radio coverage.**

## Controller Relief

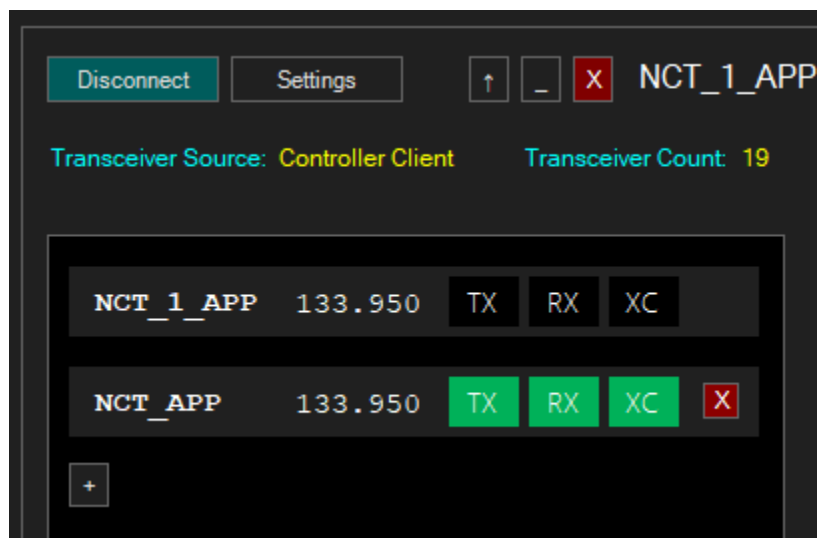
In order to relieve a controller (or monitor a student) on a position you will need to connect using a standard relief callsign, such as NCT\_1\_APP. Relief callsigns are not configured with transceivers, etc, so we will need to take another step before assuming the position.



Deselect your TX and RX buttons. At the bottom of the VCCS frequency panel there will be a small "+" button. Click this and enter the position you are relieving. For example, if you are online as NCT\_1\_APP relieving NCT\_APP, you would enter NCT\_APP.



Select TX RX and XC on the freq you added. This will give you everything that position has and you can take over the sector.

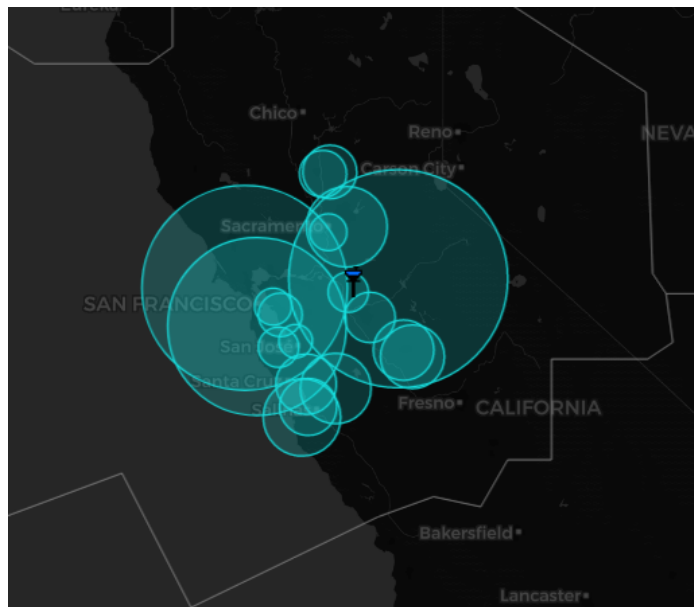


You may notice there is "Transceiver Count" and when we finished, we ended up with 19 transceivers. RADAR positions will require multiple transceivers, while ATCT positions will only have one. Ensure you have an appropriate amount of transceivers before you start to work traffic.

## Transceiver Location

Transceivers are located in their real world positions and assigned to each sector as applicable based on RW information. When you connect as a combined position you will inherit all of the relevant transceivers for your position, when you're on a individual sector you will only have the few assigned transceivers for the sector unless you cross couple a position. Refer to the examples below to see the difference.

NCT Combined Transceivers:



Only NCT Grove Transceivers:

