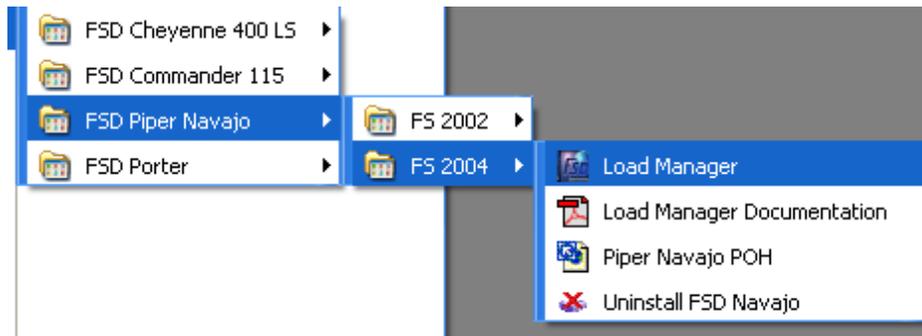# Finding the Load Manager

> **Note**
> **The Load Manager is only available for FS 2004 installations.**

The Load Manager can be accessed from the Start\Programs\FSD Navajo menu, or directly from the Aircraft\FSD Piper Navajo folder in FS 2004.

Purpose of the Load manager

The Load Manager will configure your add-on paint schemes, allow you to adjust the weight and balance of the aircraft, and many other things. It automatically formats your Aircraft.cfg and Panel.cfg files. The advanced systems incorporated into all FSD aircraft can also be configured with the Load Manager. An example of this would be the damage and failure systems modeling.

Any selection made in the Load Manager will be stored and set automatically the next time you execute it.
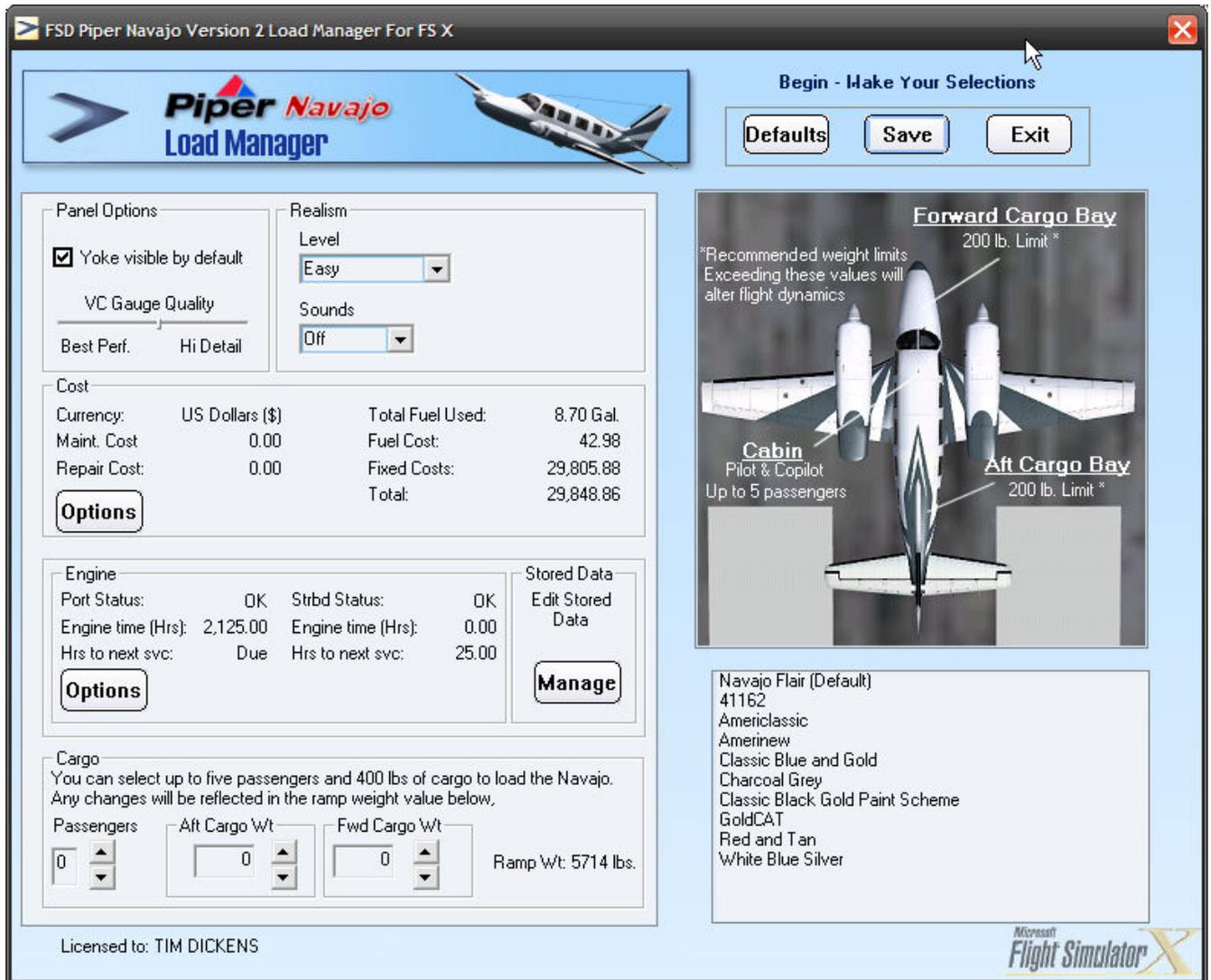
Add-on Paint Schemes

The Navajo Load Manager also automatically configures all of your add-on paint schemes, so that the Aircraft.cfg can be formatted with them. As long as the following six aircraft textures reside within the add-on texture folder:

> geardoors_t.bmp
> panth_body1_t.bmp
> panth_int_t.bmp
> panth_lwing_t.bmp
> panth_nacel_t.bmp
> panth_rwing_t.bmp

The Load Manager will copy the rest of the necessary textures over from the main aircraft texture directory. If the add-on directory does not contain the Paint.cfg file that the Load Manager uses to format the Aircraft.cfg file, one will be created automatically.

User Interface

1. **Paint Schemes**	2. **Panel Options**	3. **Realism Options**
4. **Operating Costs**	5. **Engine Status and Repair**	6. **Cargo Weight Selection**
7. **Passenger Weight Sel.**	8. **Save Settings Button**	9. **Reset Defaults**

Paint Schemes

All paint schemes available within the aircraft's directory structure will be listed here. These paint schemes are formatted for you automatically, and no action on your part is required to activate them. When the **Save Settings** button is pressed, all of the paint schemes listed here will be formatted in the Aircraft.cfg file for you.
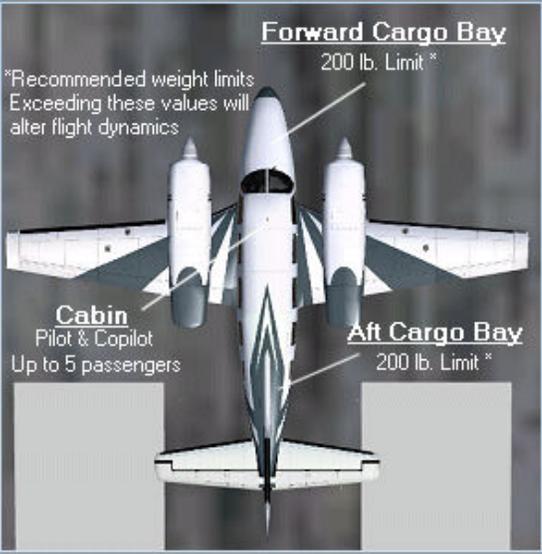
Panel Options

If you do not want the control yoke to be visible by default on the 2D panel, simply uncheck this option.

You can also adjust the display resolution for the virtual cockpit to optimize performance
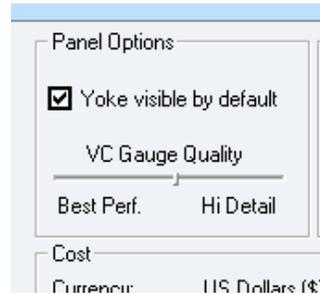
Realism Options

The persistent damage modeling and systems failures described in the POH can be turned on and off here. Use "None" if you wish to shut them off. Three levels of realism are available, with "Real World" being most challenging.

You can also elect to use these systems, but only shut off the audible alarm feature. If you uncheck the Use Alarms option you will silence the various cockpit warning alarms.
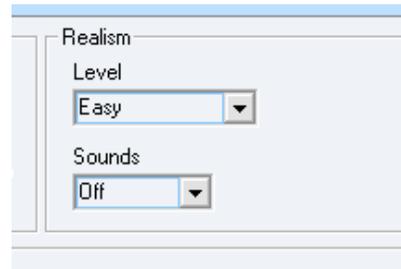
Maintenance and Operation

The Navajo keeps track of engine time and fuel usage as you fly. These costs are calculated and tallied here.

You can set your currency and price basis using the **Options** dialog.
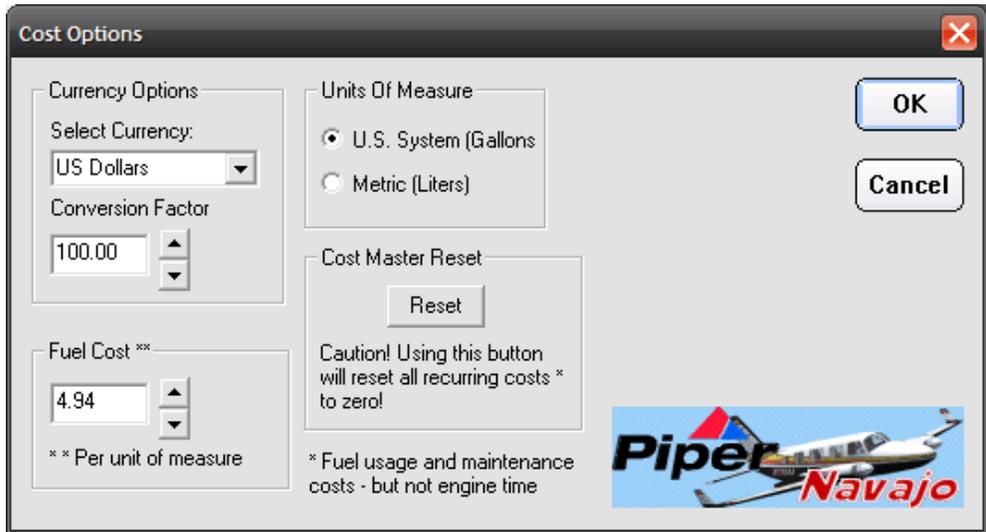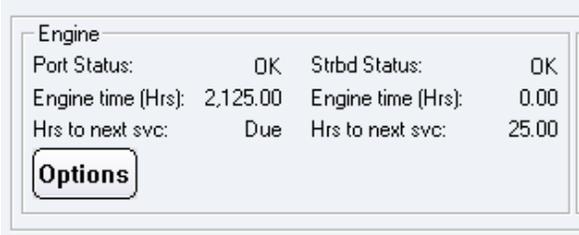
Currency of choice and fuel price can be set here. You can also change the system of measure from standard (US system) to metric.

The Reset button will allow you to reset all accumulated costs to zero, and let you start over. Note that only fuel, repair and maintenance costs are changed. Cost based on engine time can only be set to zero by setting the engine time to zero using the Status/Repair Options dialog.
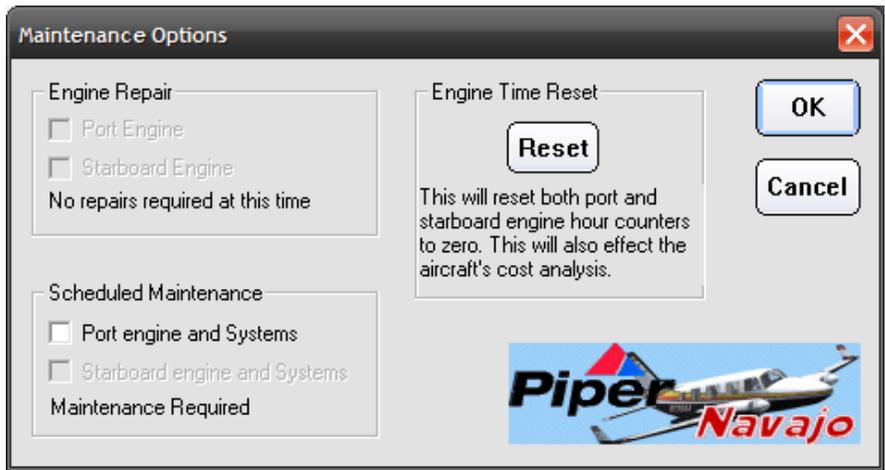
Status and Repair

The damage status, engine time, and time to next maintenance are displayed here. If maintenance is due, or repair is required, those selections will become active.

Regular maintenance or repair will incur costs in the Maintenance section.

To perform maintenance/repair, or to reset your engine time, use the **Options** button.

Failure to perform scheduled maintenance every 25 hours of operation will expose you to possible engine damage from oil or fuel system blockage.

While the Lycoming engines used in the Navajo are known as workhorses, and are very difficult to over stress, the engines will be more prone to stress from over throttling when the time of scheduled maintenance is exceeded. The more hours over the recommended maintenance, the less abuse the engines will take.

Ramp Loading

Use weight control to select the amount of weight you wish to put into the aft compartment. If no weight is specified, the aircraft will be configured with zero weight in this compartment. When a value is selected, press **Set** and the weight change will be reflected in the Ramp Weight.


In order for your changes and preferences to take affect, and be written into the simulator's configuration files, you must press **Save Settings**.
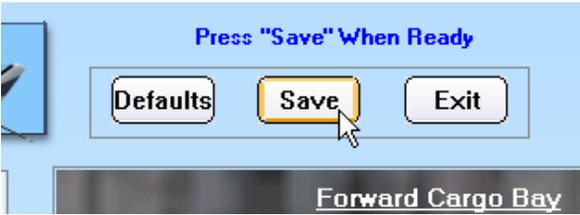
Most of the data written to the Flight Simulator configuration files is determined by the data entries in the **Loadout.cfg** file, found in the Navajo's **Data** folder. This is a user editable text file. If you have custom changes you need to make to the aircraft configuration, particularly, changes to the panel, you need to make those edits here, and then run the Load Manager again (and press **Save Settings**). Otherwise, if you make your changes directly to the Panel,cfg files, they will be erased the next time you run the Load Manager.
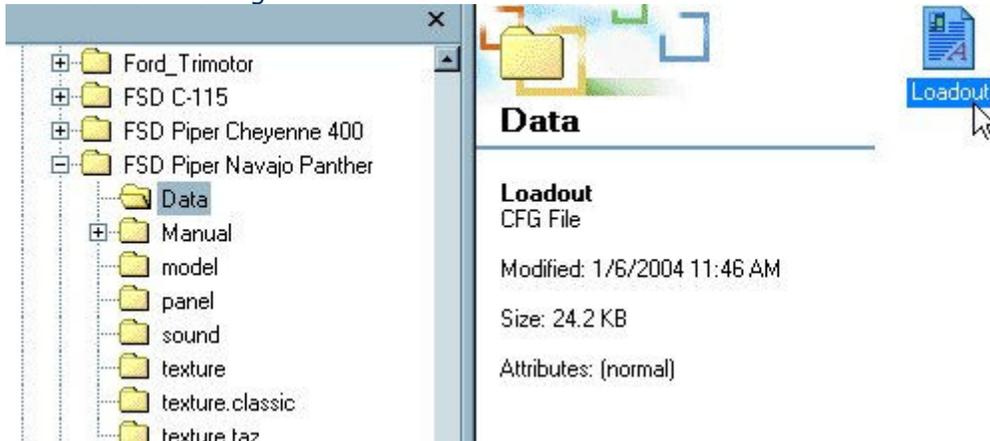
If the Loadout.cfg file is missing from the aircraft's Data folder the Load Manager will throw this error. In this case you will likely need to reinstall the Navajo.