

SkyMate

User Guide

Your VFR companion in the cockpit

Version 3.0.0

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SECTION 1

Installation and Setup

Welcome to SkyMate. This section walks you through downloading the application, installing it on your system, and completing the first-run setup wizard so you're ready to fly.

Downloading SkyMate

SkyMate is available for direct download from our website at www.skymate.tech. Click the Download button on the homepage to obtain the latest installer for your operating system.

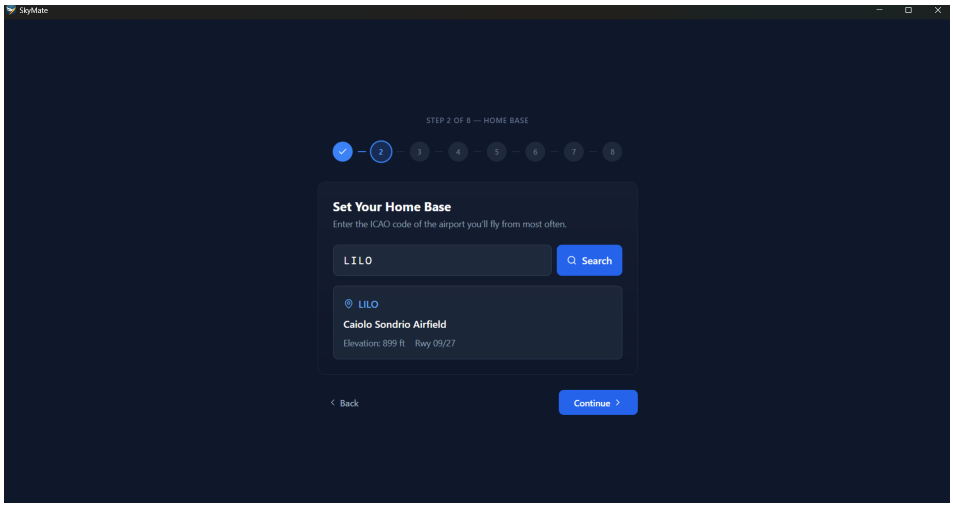
> **Important - Run as Administrator**
> Before installing SkyMate, right-click the installer and select "Run as administrator." Administrator privileges are required so that SkyMate can download its AI models into their respective system folders without encountering permission errors. Skipping this step is the most common cause of setup issues.

Launching SkyMate for the first time

After installation completes, launch SkyMate. On the first run you will be greeted by an 8-step setup wizard that takes you from a fresh install to a fully configured copilot ready to fly. You can go back to previous steps at any time using the Back button, and you can change any of the choices you make later from the Settings screen.

Setting your home base

Enter the ICAO code of your home airport (for example, KSFO, EHAM, LFPG, EDDM). Click Search and SkyMate will look up the airport and show its name, elevation, and runway. Your home base is used as the default origin for scheduled flights, special missions, and Globe Trotter journeys.



Home base setup screen.

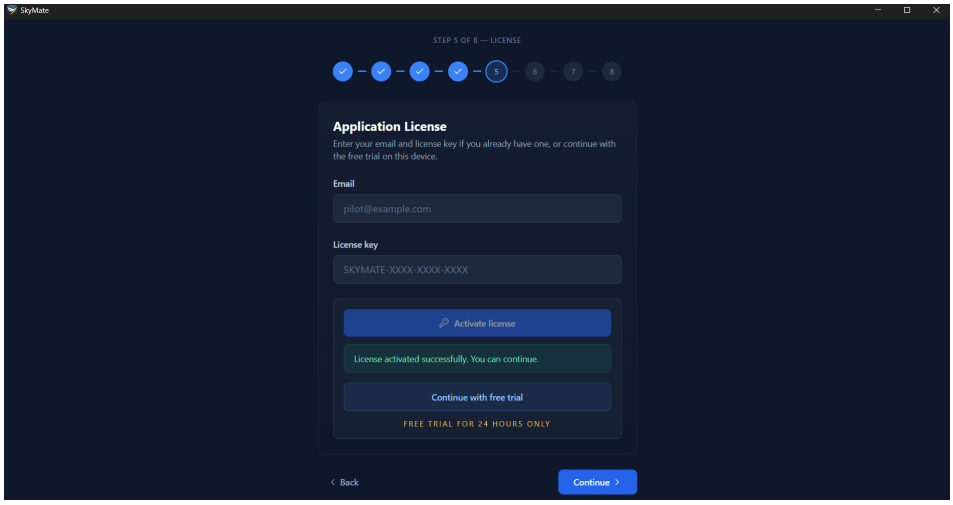
Entering your pilot name

Provide your pilot name. This is how your copilot will address you during flights and across the application. You can use your real name, a callsign, or any name you prefer.

Activating your license

SkyMate requires a valid license to operate. You have two options:

- Purchase a license at www.skymate.tech. After your purchase, your license key will be delivered to the email address you registered with. Enter your email and the license key in this screen, then click Activate License.
- Continue with the 5-day free trial. If you don't yet have a license, you can use the full application for five days at no cost. When the trial ends, purchase a license to keep using SkyMate.



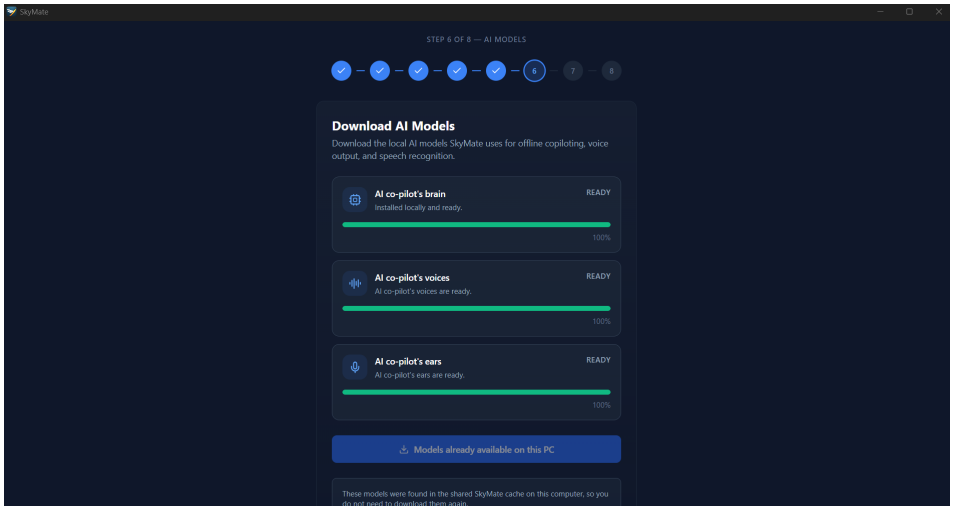
License activation screen.

Downloading the AI models

SkyMate uses three on-device AI models to power its intelligent copilot experience. All three models run locally on your computer, so your data stays private and you can fly without an internet connection once setup is complete.

The three models are:

- The Copilot's Brain - the language model that generates your flight schedules, special missions, Globe Trotter journeys, and all the natural conversation with your copilot during flight.
- The Copilot's Ears - the speech-recognition model that lets your copilot understand the commands and questions you speak through your microphone.
- The Copilot's Voice - the text-to-speech model that gives your copilot natural-sounding voices in six languages: English, Spanish, French, Italian, Portuguese, and German.



AI models download screen.

> **German voice - optional download**
>
> If you want to use SkyMate in German, an additional voice model must be downloaded. It is clearly marked in the wizard. If you do not plan to use the German interface, you can skip this download and save several hundred megabytes of disk space.

If you have used SkyMate before on this computer (for example, after a reinstall), the wizard may detect that the models are already present in the local cache. In that case you'll see a "Models already available on this PC" prompt and you can skip the download entirely - the existing files are reused.

> **Troubleshooting - model downloads fail or stall**
>
> If the AI model downloads fail or never progress, the most common cause is that your Windows user account doesn't have write access to the SkyMate application data folder. SkyMate stores its models at:
>
> C:\Users\<your-username>\AppData\Local\SkyMate\
>
> (also reachable as %LOCALAPPDATA%\SkyMate\ in File Explorer's address bar). To grant your account full control:
>
> 1. Open File Explorer and paste %LOCALAPPDATA% into the address bar, then press Enter.
> 2. Find the SkyMate folder. If it doesn't exist yet, run SkyMate once to let it create the folder, then close it.
> 3. Right-click the SkyMate folder and choose Properties.
> 4. Open the Security tab, click Edit, select your Windows user account, and check Full control.
> 5. Click Apply, then OK.
> 6. Re-run SkyMate as Administrator and retry the model download.
>
> If problems persist, reach out to support at skymatemsfs@gmail.com.

Binding your push-to-talk button

SkyMate uses push-to-talk (PTT) to listen to your voice commands. PTT lets you decide exactly when the copilot is listening, which keeps background noise, conversations with other people, and system sounds out of your radio calls.

In this step, press the keyboard key or joystick / yoke button you want SkyMate to use as your PTT trigger. SkyMate will record the binding and use it every time you want to speak to your copilot. Pick a button that's easy to reach while flying but unlikely to be pressed by accident.

You can change the PTT binding later from the Settings screen. Multiple inputs can be supported - for example, a keyboard key for desk flying plus a yoke button when you're set up with hardware.

If the device you want to bind your PTT button to does not appear in the binding screen, refer to the Settings section of this user guide for further information on input device detection and advanced binding options.

Selecting your language

Finally, pick the language you want to use SkyMate in. Six languages are available: English, Spanish, French, Italian, Portuguese, and German.

Your selected language drives two things: the language of the user interface, and the language your copilot speaks back to you. The matching voice model from the previous step is what powers the spoken responses, which is why language selection comes after the model download.

If you chose German earlier and downloaded the additional German voice model, you can now select German here. If you skipped the German voice model, the German option won't be available - you can return to the model download step to add it.

You're ready to fly

Once you complete the language step, the setup wizard closes and SkyMate opens to the main interface. You can now plan flights, accept missions, run checklists, and start flying with your AI copilot. Welcome aboard.

SECTION 2

License Management

This section covers how to manage your SkyMate license when you reinstall the application, move to a new computer, or make changes to your existing installation. The key takeaway is simple: always deactivate your license before making changes. The rest of this section explains why and how.

How your license works

Your SkyMate license is valid for one active installation at a time. When you activate your license for the first time, it becomes bound to that specific installation on that specific computer.

If you uninstall SkyMate, format your machine, or move to a new computer without deactivating your license first, the license stays tied to your previous installation. Trying to activate it on the new installation will fail - the system still considers it in use by the old one. The license is not lost in this case, but it does need to be released manually before you can use it again (see "If you forgot to deactivate" later in this section).

> **The single most important rule - deactivate first**
> Before you uninstall SkyMate, perform a clean reinstall, move to a new computer, or reset/replace your hard drive, go to Settings, open the License section, and click Deactivate License. Deactivating does not lose, expire, or invalidate your license - it simply releases it from your current installation so you can activate it again on a fresh install or on a different computer. You can deactivate and reactivate as many times as you need. The license is yours to keep.

How to deactivate

Deactivating your license is a three-step process from inside the application:

- Open SkyMate.
- Navigate to Settings, then open the License section.
- Click Deactivate License and confirm the action. You will see a confirmation message indicating the license has been released.

Common scenarios that require deactivating first

- You are uninstalling SkyMate from your current computer.
- You are doing a clean reinstall on the same computer (for example, after a Windows reset or after troubleshooting an installation issue).
- You are moving to a new computer and want to use your license there.
- You are about to replace, reformat, or upgrade your hard drive.
- You are passing your computer to someone else and want to keep your license for yourself.

If you forgot to deactivate

If you have already uninstalled SkyMate without deactivating, or your previous installation became inaccessible (hard drive failure, lost laptop, or a Windows reset before you had a chance to deactivate), the license is still attached to that orphaned installation. Do not worry - your license is not lost.

Email us at skymatemsfs@gmail.com with your license key and proof of purchase. We will release the license from the previous installation, and you will be able to activate it on your new one.

> **One license, one computer at a time**
> Deactivating your license does not allow it to be used on a second computer simultaneously. The license is always limited to one active installation - deactivation simply moves the activation slot from your current installation to your next one. If you need to use SkyMate on multiple computers at the same time, purchase an additional license at www.skymate.tech.

SECTION 3

Configuring SkyMate

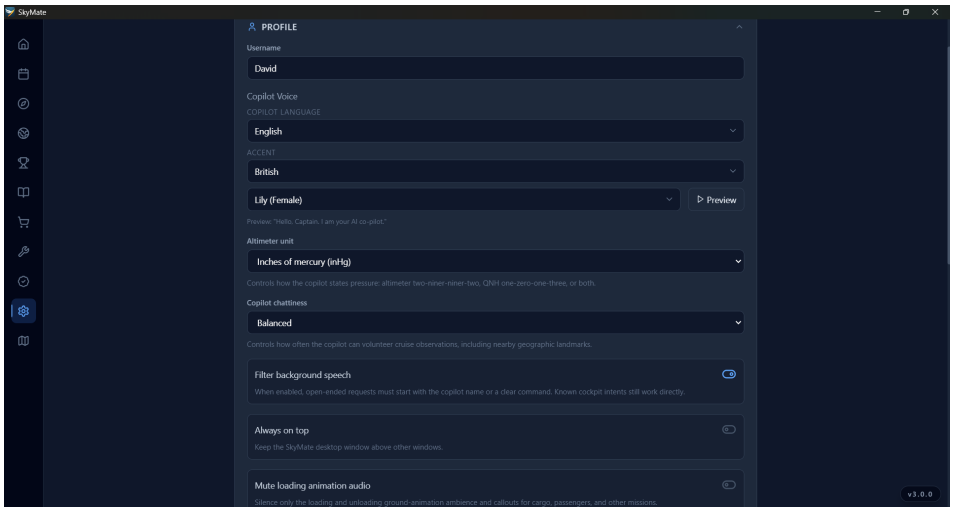
Once you've completed the setup wizard, you can fine-tune SkyMate's behavior at any time from the Settings screen. This section walks you through each settings panel and explains what each option does.

The Audio Troubleshooting and MSFS Aircraft Detection panels each get their own dedicated section later in this guide.

Profile

The Profile panel is where you set your personal preferences and the way your copilot communicates with you.

- **Pilot name** - the name your copilot uses when addressing you. Change it whenever you want.
- **Language** - choose from English, Spanish, French, Italian, Portuguese, and German. If you select English, you can additionally pick between American English or British English accents, with multiple voice options for each. Click **Preview** next to any voice to hear what it sounds like before committing.
- **Altimeter unit** - choose how the copilot reports altimeter settings in weather advisories: inches of mercury (inHg), hectopascals (hPa), or both.
- **Copilot chattiness** - controls how often the copilot offers unsolicited commentary during a flight.
- **Filtering background speech** - when enabled, the copilot ignores audio that doesn't appear to be directed at it, reducing false-triggered responses.
- **Always on top** - keeps the SkyMate window above other applications, useful for keeping the copilot visible while flying.
- **Mute loading animation audio** - silences the audio that plays during loading screens.



Profile settings.

Push to Talk

The Push to Talk panel controls how SkyMate listens to your voice. There are three things to set up here.

Microphone input (recommended)

Select the microphone you want SkyMate to use when you press the PTT button. Windows sometimes defaults to a microphone that isn't the one you actually want - for example, your laptop's built-in mic instead of your headset. Choosing your microphone explicitly here ensures SkyMate always picks the right one.

PTT hardware binding

This is where you bind the keyboard key, joystick button, or yoke button you'll use to talk to your copilot.

For most devices, click in the binding field and press the button or key. SkyMate detects the input automatically.

For devices with rocker switches or non-standard input reporting (the Honeycomb Alpha yoke is a common example), the auto-detection may not work. In that case, click **Add HID device**, select your device from the list, then press the button you want to bind. SkyMate reads the input directly from the device.

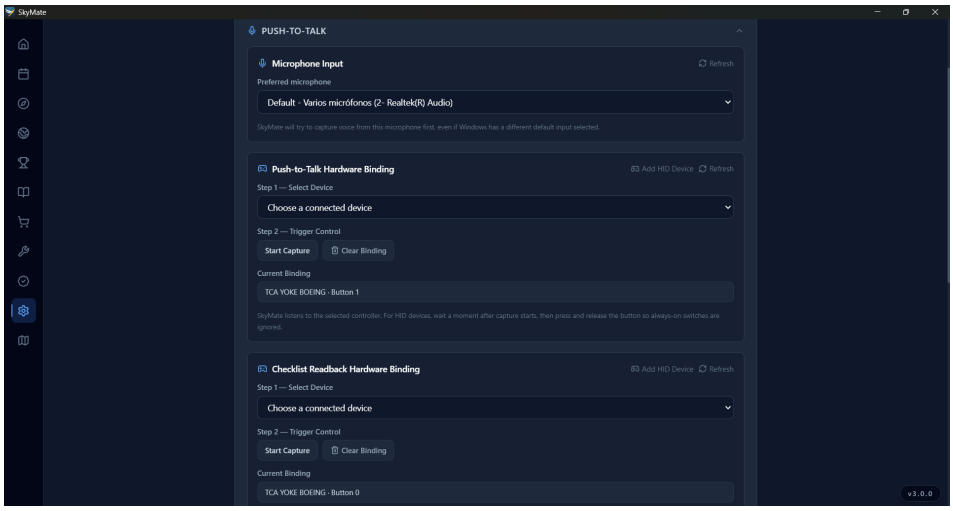
> ### Speaking tips for accurate recognition
> Press the PTT button and wait about half a second before you start speaking - this gives SkyMate time to begin listening. Speak at a normal pace; speaking too fast can degrade speech recognition accuracy. When you finish, wait another half second before releasing the PTT button to make sure the end of your sentence is captured.

Checklist read hardware binding

You can bind a second button that asks your copilot to read the next checklist item out loud. When you press this button, the copilot speaks the next item of the active checklist so you don't

have to look at the screen during taxi, approach, or any other busy phase of flight.

The binding workflow is identical to the PTT binding: select your device and press the button. For rocker-switch hardware, use the same **Add HID device** workflow described above.



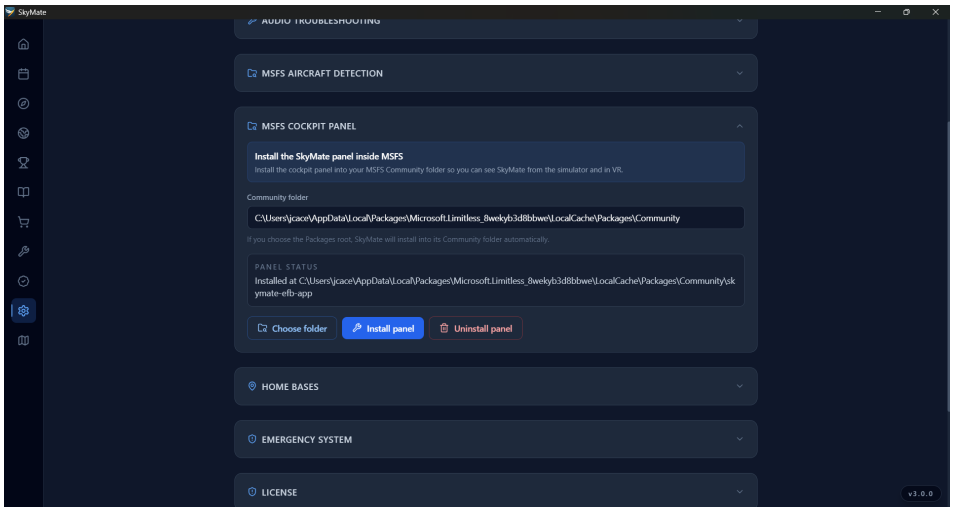
Push to talk settings.

MSFS Cockpit Panel (EFB)

The MSFS Cockpit Panel is the in-sim Electronic Flight Bag that SkyMate installs into MSFS so you can see and interact with the application from inside the cockpit. To install it, SkyMate needs to know where your MSFS Community folder is.

- **Community folder** - the location SkyMate uses to install the EFB. Click **Choose folder** to browse to your MSFS Community folder. If you've already configured this before, the current folder is shown here.
- **Install panel** - copies the EFB add-on into your Community folder. Run this whenever you install or update SkyMate.
- **Uninstall panel** - removes the EFB add-on from the Community folder. Use this if the EFB was installed in the wrong location and you need to start over.

If the EFB doesn't appear inside MSFS after installation, verify that the Community folder path is correct and try **Install panel** again.

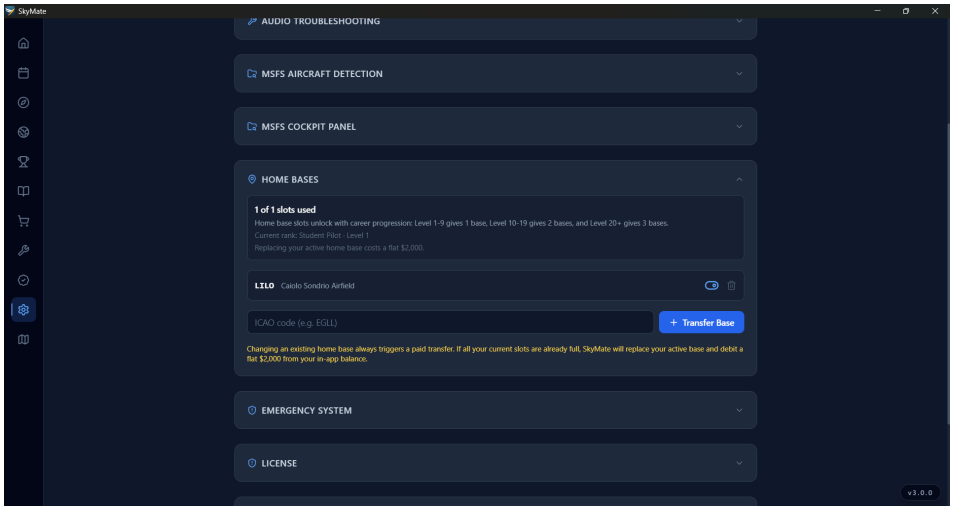


MSFS Cockpit Panel settings.

Home Base

The Home Base panel controls your primary departure airport and any additional bases you've unlocked.

- **Transfer base** - changes your primary home base to a different airport. This action costs **2,000 in-app credits.** Use it when you want to relocate permanently - for example, after moving in real life or after deciding to focus your simulated flying in a different region.
- **Additional bases** - as you progress through SkyMate's career system and unlock new bases at higher levels, you can add them here. Additional bases let you start flights from multiple airports without having to transfer your primary base each time.



Home base settings.

Emergency System

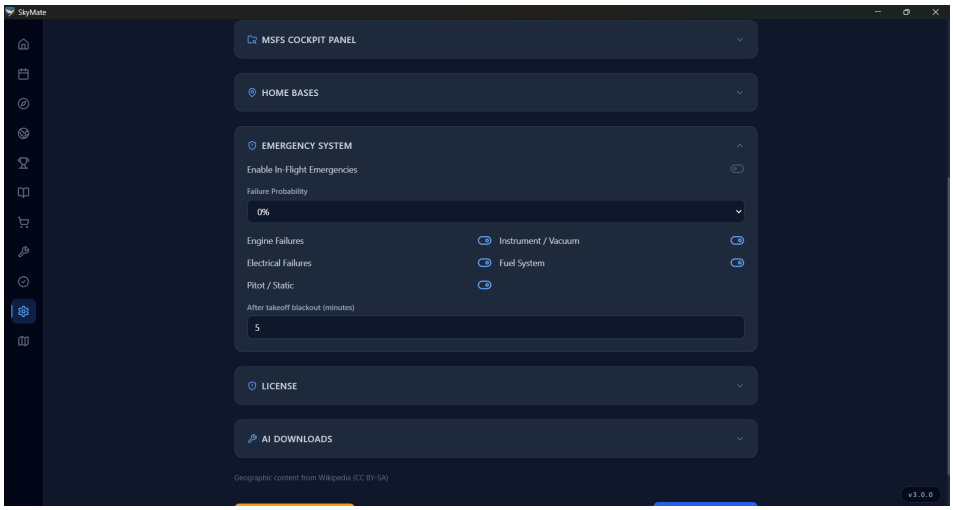
The Emergency System lets SkyMate inject in-flight emergencies for added realism during your simulated flights.

- **Enable emergencies** - master toggle that turns the entire emergency injection system on or

off.

- **Emergency types** - select which kinds of emergencies SkyMate is allowed to trigger (engine roughness, electrical failure, vacuum failure, partial power loss, and so on).
- **Failure probability** - the per-flight chance that any selected emergency will be injected.
- **Minutes after takeoff** - the minimum time into a flight before an emergency can trigger automatically. This prevents emergencies from happening right after takeoff when you're still configuring the aircraft.

> **About emergency triggering in MSFS**
>
> Emergency triggering works reliably with default MSFS 2024 aircraft. If you fly payware aircraft (PMDG, A2A, Carenado, and similar), the failure may not be reflected in the simulator itself - many payware aircraft don't expose the SimConnect failure variables that SkyMate uses to inject the emergency. In those cases, SkyMate will still recognize that an emergency has been triggered and your copilot will respond accordingly, but you'll need to simulate the failure manually in your aircraft's systems.



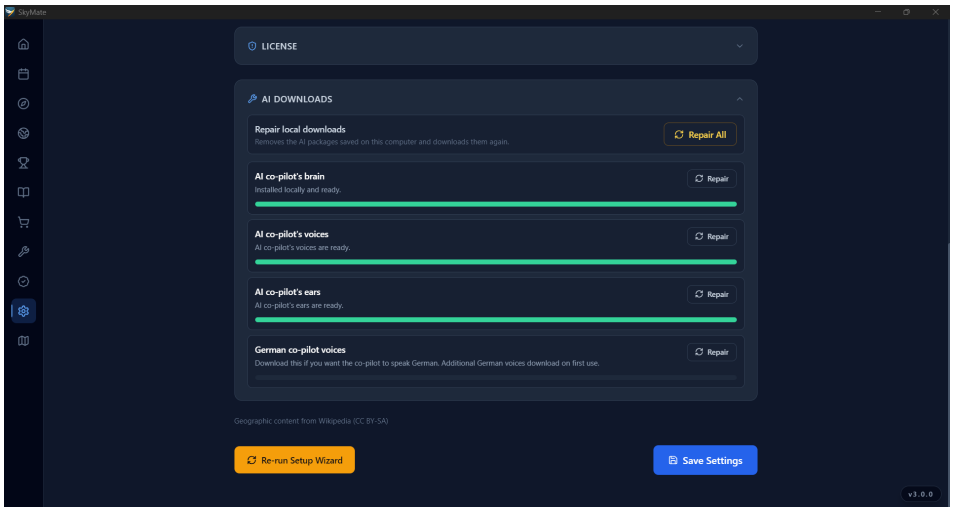
Emergency system settings.

AI Models - Repair

If one of the AI models becomes corrupted, fails to load, or starts producing incorrect output, you can repair it from this panel without going through the full setup wizard.

- **Repair copilot's brain** - re-downloads and verifies the language model.
- **Repair copilot's ears** - re-downloads and verifies the speech recognition model.
- **Repair copilot's voice** - re-downloads and verifies the text-to-speech voice models.

The repair process verifies the existing files against the expected versions, re-downloads anything that doesn't match, and replaces broken files automatically. Use this whenever you suspect a model is misbehaving.



AI models settings.

Don't forget to save

Whenever you change any setting in any panel, click the **Save settings** button at the bottom right of the Settings screen to commit your changes. If you close the Settings screen without clicking Save, your changes will be discarded.

SECTION 4

Audio Troubleshooting

If your copilot isn't understanding what you say, the Audio Troubleshooting panel in the Settings screen is where you diagnose and fix the issue. This section explains the speech recognition modes, how to switch between them, and how to gather diagnostic information if the problem persists.

Speech recognition modes

By default, SkyMate is set to **Auto** mode for speech recognition. Auto routes the workload through your GPU when possible (faster and more accurate) and falls back to your CPU automatically if your hardware can't run the GPU path. For most users, Auto is the best choice and doesn't need to be changed.

If Auto isn't working reliably on your system, you can manually select one of these modes:

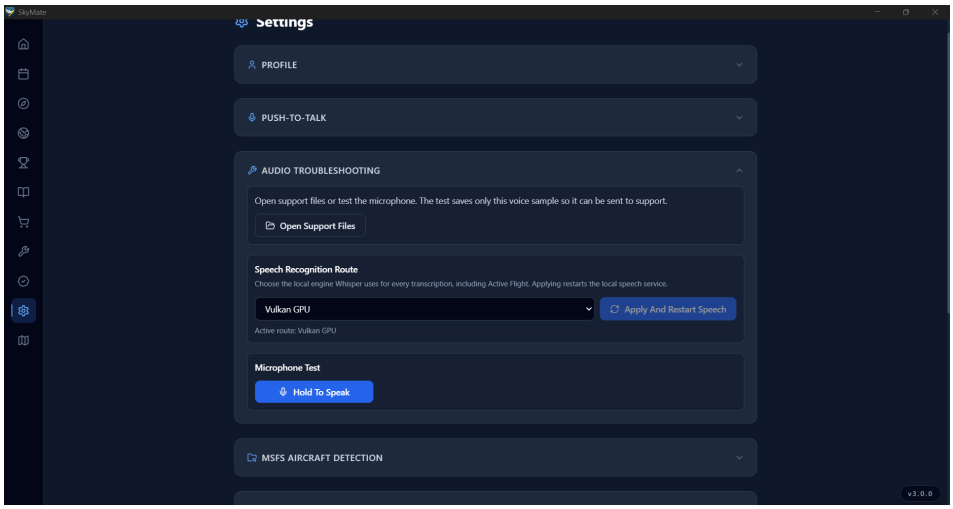
- **Auto** - the default. GPU primary, CPU fallback. Recommended for almost all users.
- **Vulkan GPU** - forces speech recognition through a Vulkan-compatible GPU. Works well with modern AMD and NVIDIA cards.
- **OpenVINO** - uses Intel's OpenVINO runtime. Works well on Intel CPUs and Intel integrated GPUs.
- **CPU only** - forces speech recognition through the CPU. The slowest option, but the most compatible. Choose this if both GPU modes give you trouble.

Applying and testing a mode change

After you select a different mode:

- Click **Apply and restart speech.** This reloads the speech recognition engine with the new mode.
- Press and hold the **Hold to speak** button on this panel.
- Say a short test phrase, for example: "test, test, one two three."
- Release the Hold to speak button.
- The transcribed text appears on screen. If it matches what you said, the mode is working and you can close the Settings screen.

If the transcription doesn't match what you said, switch to the next mode and repeat the test until you find one that works on your hardware.



Audio troubleshooting settings.

Capturing diagnostic files for support

If speech recognition still isn't working after trying all four modes, the next step is to capture diagnostic information so our support team can investigate.

- Click the **Open support files** button on the panel. This opens File Explorer at SkyMate's support folder.
- Navigate into the **microphone diagnostics** subfolder.
- Find the most recent folder inside. It contains the audio sample captured during your last attempted recognition along with a diagnostic JSON file describing what SkyMate received.
- Compress that folder into a single ZIP file.

Send the ZIP file to us using one of these channels:

- By email to **skymatemsfs@gmail.com.**
- Via the feedback form on our website at **www.skymate.tech.**

Include a short description of what you were trying to do, which mode you tested, and any error messages you saw. Our team will review the diagnostic files and respond with next steps.

SECTION 5

Aircraft Detection

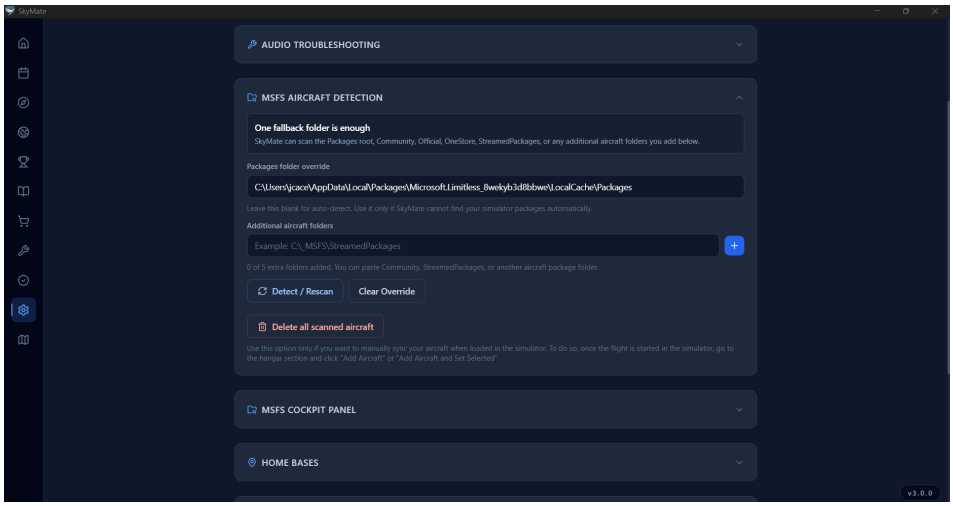
For SkyMate to provide accurate flight tracking, telemetry, mission generation, and aircraft-specific behavior, it needs to know which aircraft you have installed in your simulator. This section covers how SkyMate detects your aircraft, what to do if detection isn't picking up everything, and how to manage your personal hangar.

Aircraft Detection settings

SkyMate automatically tries to detect your simulator's Packages folder when it first runs. The Packages folder is where MSFS stores all installed aircraft - both first-party and add-on. If SkyMate detects this folder correctly, no action is required.

If your aircraft are installed in a different location (for example, on a separate drive, in a Steam library folder, or via a custom add-on linker target), you can configure the path manually.

- **Aircraft folder path** - the primary location SkyMate scans for aircraft. Click to browse to your MSFS Packages folder.
- **Additional aircraft folders** - any extra locations where you have aircraft installed. Click **Add** to register a new path. SkyMate will scan all configured folders when looking for installed aircraft.



Aircraft Detection settings.

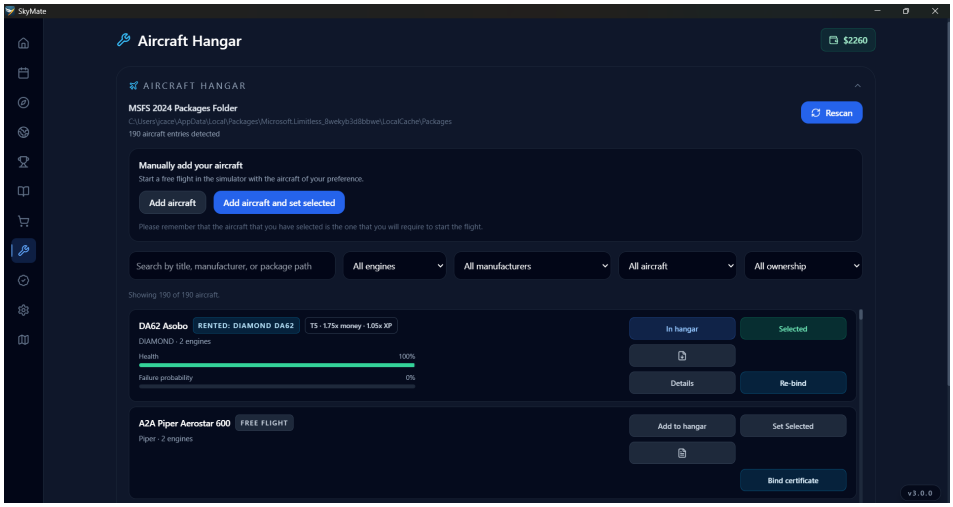
> **About the Save & Detect / Rescan button**
>
> The **Save & Detect** button (also called **Rescan**) clears any custom folder configuration and re-runs SkyMate's automatic Packages folder detection from scratch. **If you've added additional aircraft folders manually, those will be removed.** Only use this button if you're having trouble getting SkyMate to find your aircraft folder at all - otherwise stick with adding folders manually and clicking Save.

Remember to click **Save** at the bottom of the Settings screen after making any changes to the

aircraft folder configuration.

The Aircraft Hangar

Once your aircraft folder path is configured correctly, open the Aircraft Hangar screen. At the top-right you'll find the **Rescan** button - click it and SkyMate will scan every aircraft in your configured folders and add them to the hangar list.



The Aircraft Hangar screen.

If the Rescan doesn't find an aircraft you have installed (this can happen with some payware aircraft that don't fully register themselves in the standard Packages folder), you can still add it manually:

- Open MSFS and start a free flight using the aircraft you want to add.
- Once the flight is loaded and running, return to the SkyMate Aircraft Hangar screen.
- Click either **Add Aircraft** or **Add Aircraft and Set Selected** at the top of the screen.

The difference between those two options is:

- **Add Aircraft** - adds the currently loaded aircraft to your hangar list, so it's available for future use.
- **Add Aircraft and Set Selected** - adds the aircraft to your hangar AND selects it as the active aircraft for your next flight.

Options for each aircraft in the list

Each aircraft in the hangar list has a row of buttons and toggles. The most important ones are:

- **Add to hangar** - marks the aircraft as one of your favorites for quick access. Use the **In hangar** filter at the top of the list to show only the aircraft you've added, hiding all the others. This is how you build a personal collection of the aircraft you actually fly with SkyMate.
- **Set Selected** - sets this aircraft as the active one for your next flight. SkyMate uses the selected aircraft for logbook entries, telemetry tracking, mission generation, payload calculations, and estimated flight times.

- **Checklist** (icon button) - opens the checklist editor for this specific aircraft, where you can edit, import, or export checklists. There is a dedicated section about checklist management later in this guide.
- **Details** and **Rebind** - covered in the Aircraft Marketplace section later in this guide.

> **The selected aircraft must match what you're flying**
>
> For SkyMate to start tracking a flight, the aircraft selected in your hangar must match the aircraft you're flying in MSFS. If the two don't match, SkyMate will not start the flight. This rule keeps your pilot logbook accurate, ensures telemetry matches the aircraft model SkyMate expects, and lets the application provide correct payload and time estimates. If you change aircraft in MSFS, remember to update **Set Selected** in your hangar before starting the flight.

SECTION 6

Aircraft Marketplace

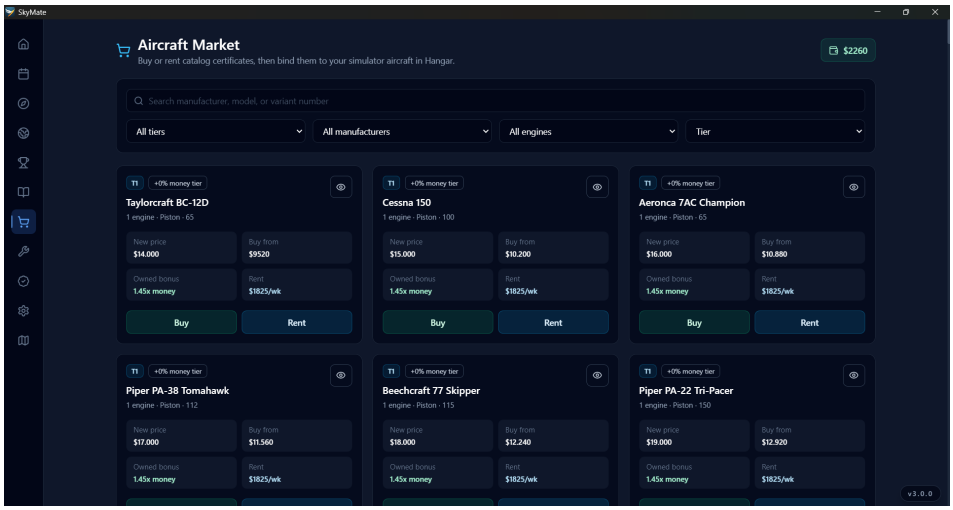
The Aircraft Marketplace is where SkyMate's career economy lives. More than 150 real-world general aviation aircraft are available, from the Cessna 152 trainer to the Cirrus Vision SF50 personal jet, organized into seven tiers based on complexity and capability.

This section explains how the marketplace works, what you gain from buying or renting an aircraft, and how the certificate-binding system connects your purchases to the aircraft you actually fly in MSFS.

Browsing the marketplace

The Aircraft Marketplace screen displays every aircraft in our catalog. You can find what you're looking for using:

- **Search bar** at the top - type any part of an aircraft name or manufacturer.
- **Manufacturer filter** - narrow the list to a specific brand (Cessna, Piper, Beechcraft, Cirrus, Diamond, and so on).
- **Engine type filter** - filter by piston single, piston twin, turboprop, jet, or electric.
- **Tier filter** - filter by tier T1 through T7.
- **Sort options** - sort by tier (default), price low to high, price high to low, or alphabetical by name.



The Aircraft Marketplace.

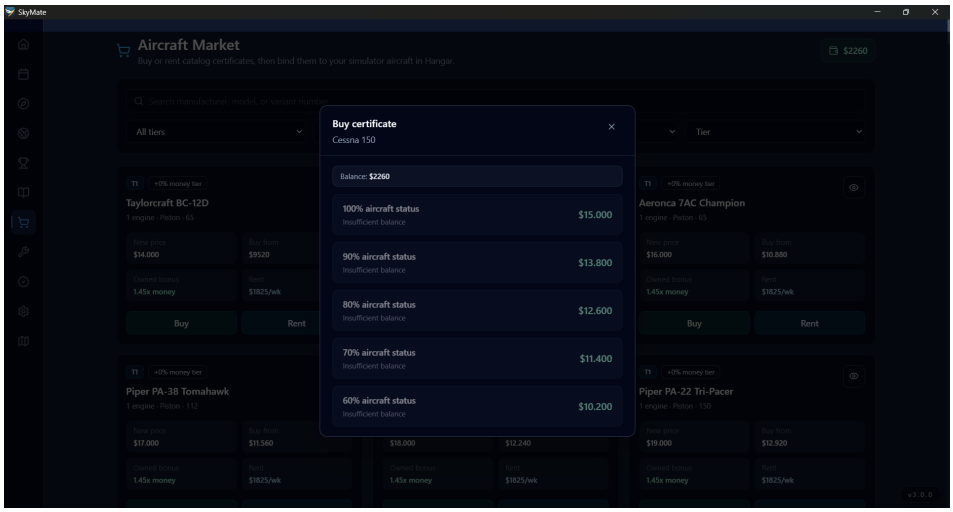
Buying an aircraft

Each aircraft offers two purchase paths:

- **New (100% health)** - the full new price. The aircraft starts at 100% health and requires no immediate maintenance.
- **Used (lower price, lower health)** - a cheaper price tied to the aircraft's current health. The

lower the health, the lower the price - but you'll need to repair the aircraft sooner once you start flying it.

Used aircraft are a great way to enter a higher tier without paying full price; the trade-off is more frequent (or immediate) maintenance, and higher failure risk until you've repaired the aircraft.

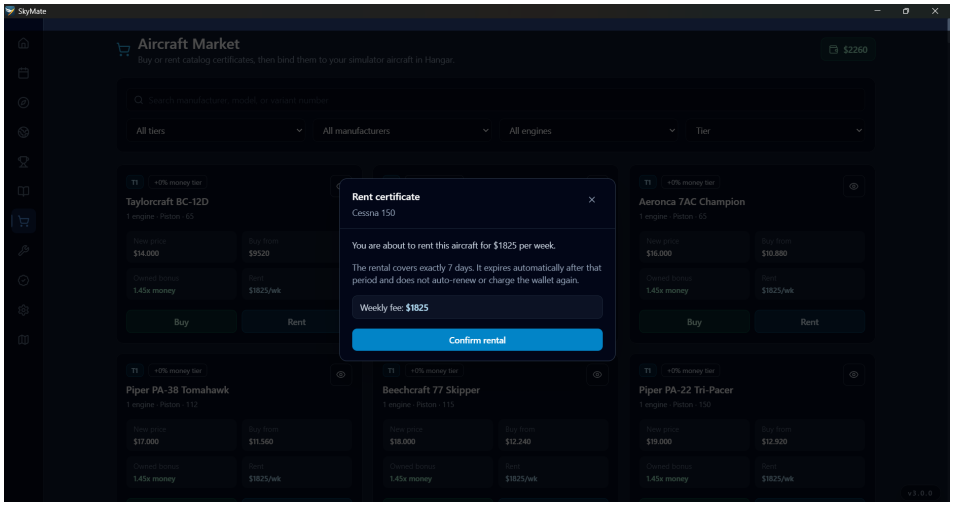


Buying an aircraft.

Renting an aircraft

Instead of buying, you can rent any aircraft on a weekly subscription. Rentals are paid weekly in credits; the rental remains active for as long as you continue paying. Rentals are a low-commitment way to fly an aircraft you don't yet want to buy, or to try out a tier before committing to a full purchase.

Maintenance for rented aircraft is split between you and the rental house: your share is smaller than what a full owner would pay, but you still need to pay it when it comes due.



Renting an aircraft.

What you gain from buying or renting

Buying or renting an aircraft unlocks SkyMate's career-economy bonuses. When you fly an

aircraft with a bound certificate, **the entire flight is calculated around that specific aircraft** instead of generic defaults. That means:

- **Cargo** - the cargo capacity for cargo missions is calculated from the actual aircraft you're flying. A Caravan can carry very different loads than a Cessna 152, and the application uses the right number for the airframe.
- **Passengers** - the passenger count for charter and sightseeing missions is set to what the aircraft can actually seat. Two-seaters give you two-seater missions; cabin-class aircraft give you cabin-class missions.
- **Payment** - mission payments scale with the aircraft's tier and capability. Larger, more capable aircraft earn more per mission than smaller ones.
- **Experience points** - XP rewards also scale with the aircraft, helping you progress through the career system faster when you fly more demanding airframes.
- **Failure probability** - in-flight emergencies are driven by your aircraft's current health, not by the failure-probability setting from the Emergency System panel.

All of these values are **recalculated live** every time you start a flight, based on the certificate currently bound to the aircraft you're using. Bind a different certificate or switch aircraft, and the next flight is sized to the new selection.

The emergency settings in the Configuration section apply to **free flight only**. The moment you bind a purchased or rented certificate to an aircraft, that aircraft's failure rolls come from its own health bracket - a well-maintained aircraft has very low failure risk; a neglected aircraft can experience emergencies almost every flight.

> **If you fly an aircraft without a bound certificate**
> If you decide to fly an aircraft that doesn't have a purchase or rental certificate bound to it, the application can't tell what airframe to base the calculations on - so it falls back to a **safe, entry-level baseline.** Cargo loads, passenger counts, payments, and XP are all computed as if you were flying the smallest, most basic aircraft in the catalog. You can still fly the mission and finish it normally; you just won't see the larger numbers that an aircraft of your airframe's true tier would unlock. To get the full value of what you're actually flying, bind a certificate to it in your Aircraft Hangar.

> **SkyMate's promise - never restrictive**
> SkyMate is built around the idea that you should always be free to fly what you want, when you want. Buying or renting aircraft from the Marketplace is **completely optional.** You can ignore the Marketplace entirely and fly any aircraft you have installed in MSFS as free flight - you'll just miss out on the money, XP, and immersion bonuses that come with the career system. If you want a deeper, more immersive simulation with progression and consequences for neglected maintenance, the Marketplace is for you. If you just want to fly with the AI copilot at your side and nothing else, ignore the Marketplace - SkyMate works perfectly that way too.

The certificate-binding workflow

When you buy or rent an aircraft in the Marketplace, SkyMate does not directly attach that

purchase to a specific aircraft file in your simulator. Instead, you receive a **purchase certificate** (for a bought aircraft) or **rental certificate** (for a rented one). The certificate represents your ownership or rental of that aircraft model - but it isn't yet tied to anything you fly.

To activate the certificate, go to the **Aircraft Hangar** and find the specific installed aircraft you want the certificate to apply to. Click **Bind certificate** on that aircraft tile and choose the certificate from your list.

For example: you buy a Cessna 172 certificate in the Marketplace. The certificate appears in your account. You then go to the Aircraft Hangar, find the Cessna 172 you have installed (it might be the default MSFS 2024 Cessna 172, a payware A2A Cessna 172, or any other variant) and bind the certificate to that specific aircraft. From that moment, flying that bound aircraft applies the certificate's bonuses and tracks the aircraft's health under your name.

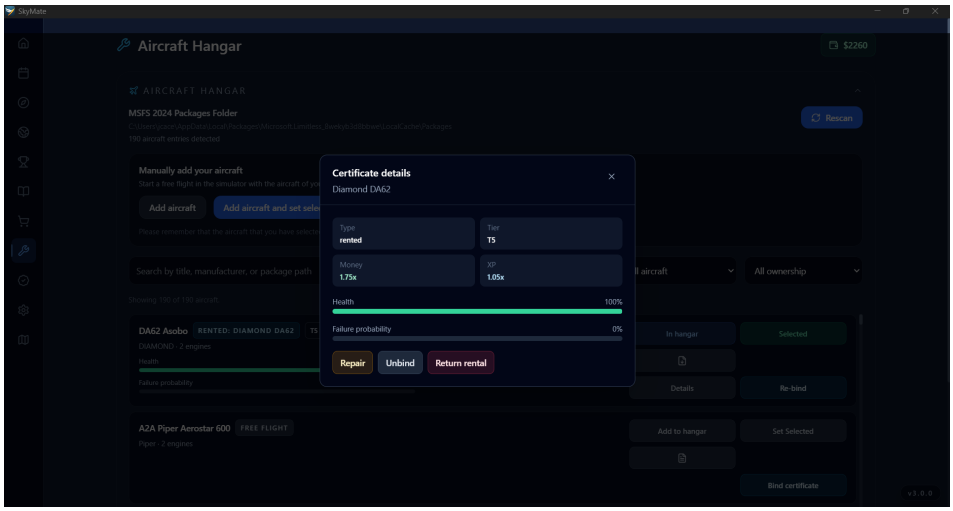
> **Why the certificate-binding system?**
> Aircraft metadata reported by MSFS is often inaccurate. Different aircraft from different developers report inconsistent names, engine specifications, or weight values, which would make automatic matching unreliable. By using our own curated database of aircraft and letting you bind a certificate to whatever aircraft you actually have installed, SkyMate stays accurate and keeps the flexibility promise. You can buy a Cessna 172 certificate and bind it to your favorite payware Cessna 172 - the bonuses apply to **your** aircraft, regardless of how its metadata is reported by the simulator.

Aircraft Details and repair

Once a certificate is bound to an aircraft in your hangar, the aircraft tile shows a **Details** button. Clicking it opens the Aircraft Details screen, where you can inspect the aircraft's current health and repair it as needed.

- **Health percentage** - shows the aircraft's current condition. 100% is brand new; the lower it goes, the higher the in-flight failure probability.
- **Flight hours since last repair** - tracks how much you've been flying since your last maintenance event.
- **Repair** - restores the aircraft to 100% health. The cost scales with how much health needs to be restored and the aircraft's tier.

If you let an aircraft's health drop too low, the in-flight failure probability climbs sharply. Repair before flying again, or accept the risk - and the reward - of flying a neglected machine.



Aircraft Details screen.

SECTION 7

Checklist Management

SkyMate's checklist system lets you keep an aircraft-specific checklist alongside each aircraft in your hangar. Your copilot can read the checklist out loud during flight using the checklist read button you bound in the Push to Talk settings, and you can edit, import, or export the checklist from inside the application at any time.

Where your checklists live

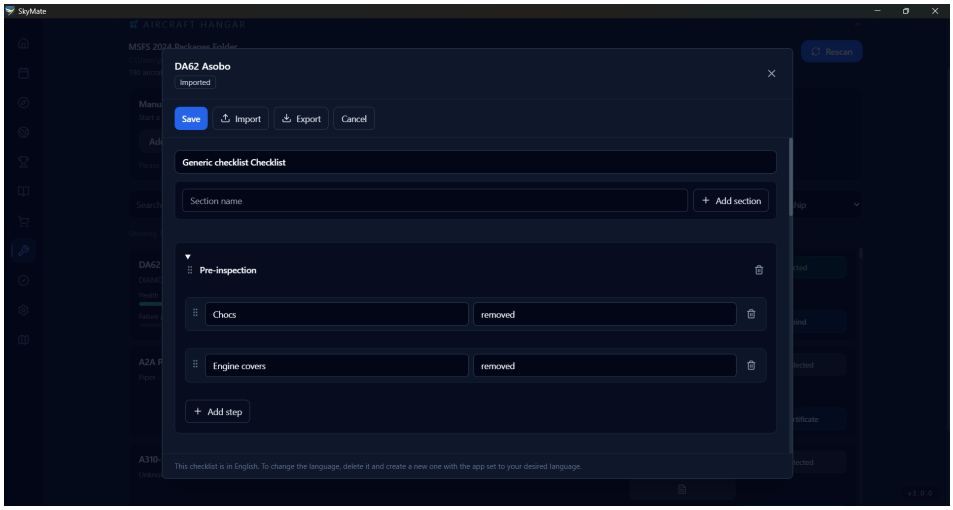
Each aircraft in your Aircraft Hangar has its own checklist. To open the checklist editor for a specific aircraft, click the **checklist icon button** on the aircraft's row in the hangar list. The editor opens with the current checklist content for that aircraft.

The default template - preset sections, no steps

When you first open a checklist for an aircraft you haven't customized yet, you'll see the default starting template. The template gives you preset sections (Pre-flight, Engine Start, Taxi, Takeoff, Cruise, Landing, Shutdown, and so on) but the sections come with no steps inside them - they're empty placeholders ready for you to fill in.

This blank-template approach lets you build the checklist that fits how you actually fly the aircraft, instead of locking you into someone else's idea of what the checklist should look like. From the editor you can:

- **Add steps** to any section.
- **Edit existing sections** - rename them, reorder them, or remove them entirely.
- **Create new sections** of your own.
- **Save your work** at any time. The checklist is tied to that specific aircraft from your hangar.



The checklist editor.

Importing a checklist

If you already have a checklist you want to use, you can import it instead of building one from scratch. SkyMate supports importing from four file formats:

- **PDF** - recommended.
- **DOCX** (Microsoft Word document) - recommended.
- **TXT** (plain text file) - supported.
- **JSON** (SkyMate's structured format) - supported, used for advanced workflows.

PDF and DOCX are recommended because you can open them with ordinary tools and visually confirm the format and content before importing. Seeing the document the same way SkyMate will read it helps you spot typos, missing items, or structural problems early. JSON is the most precise format if you're comfortable editing structured files directly.

To import a checklist:

- Open the checklist editor for the target aircraft.
- Click **Import** and pick the file from your computer.
- SkyMate parses the document and shows a preview of the imported sections and steps. Review the preview, make any adjustments, and confirm.

Pre-made checklists for every Marketplace aircraft

We provide **155 pre-made simulator checklists** - one for every aircraft in the Marketplace catalog. You can download them from our website at **www.skymate.tech/checklists** in either PDF or JSON format. The PDFs are great for printed reference; the JSONs import directly into SkyMate.

> **Pre-made checklists are starting points, not final references**
> These pre-made checklists are intended as starting points. They are generic simulator references derived from typical procedures for each aircraft tier and family - they are not POH-precise documents, and a heavily modified payware aircraft may need additional steps that the generic version doesn't include. We recommend reviewing the imported checklist against your aircraft's actual POH and customizing it before using it for any flight where accuracy matters to you.

Exporting your checklist

You can also export a checklist you've customized as a JSON file for backup, sharing with other pilots, or as a starting point for another aircraft of the same family. Click **Export** in the checklist editor to save the file to your computer.

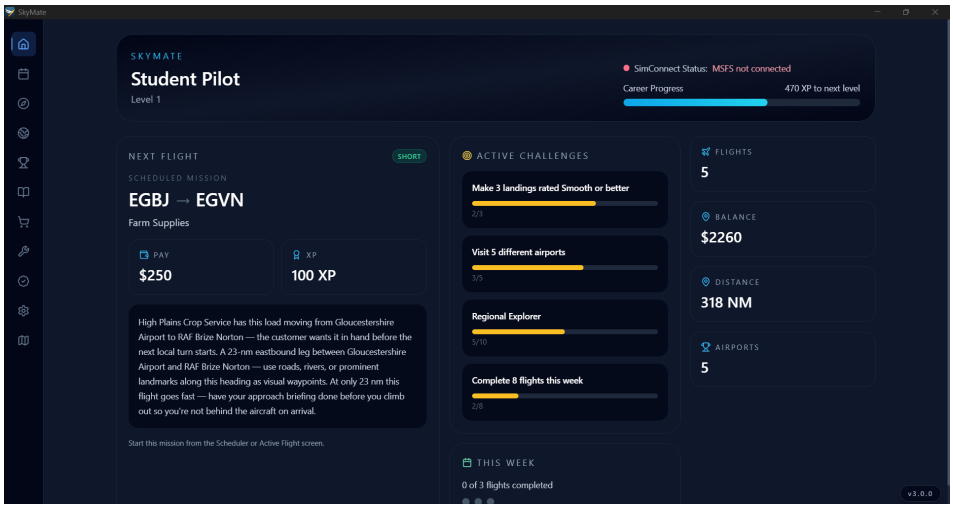
SECTION 8

Dashboard

The Dashboard is your at-a-glance view of how your career is going. It's the first screen you see when you open SkyMate, and it's designed to give you the essentials in one look - no menus, no drilling around.

What you see on the Dashboard

- **Pilot level** - your current rank in SkyMate's career system, based on the experience points you've accumulated from flights and missions.
- **Simulator connection status** - whether SkyMate is currently connected to MSFS. When the simulator is running and the link is live, you'll see a green connected indicator.
- **Next flight** - a quick preview of the next flight on your schedule, so you know what's coming up without opening the scheduler.
- **Active challenges** - a summary of the challenges you currently have in progress, with a snapshot of how close you are to completing each one.
- **Number of flights** - the total number of flights you've completed since starting your SkyMate career.
- **Balance** - your current credit balance, the in-app currency you use to buy or rent aircraft, repair them, and transfer your home base.
- **Distance flown** - the total distance you've covered across all of your logged flights.
- **Airports visited** - the number of unique airports you've landed at during your career.



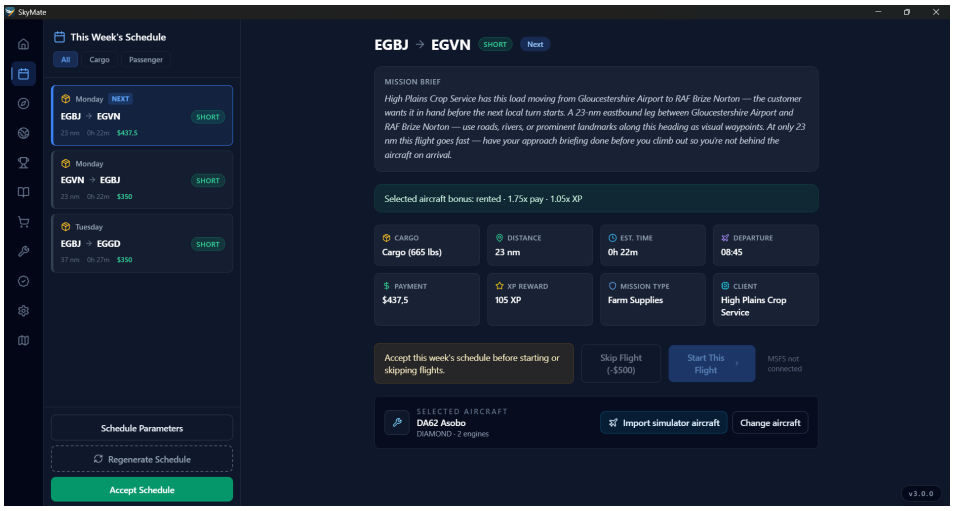
The Dashboard.

The Dashboard is informational only - there are no settings or actions to take here. Use it as a quick check-in before you decide what to fly next.

SECTION 9

Weekly Scheduler

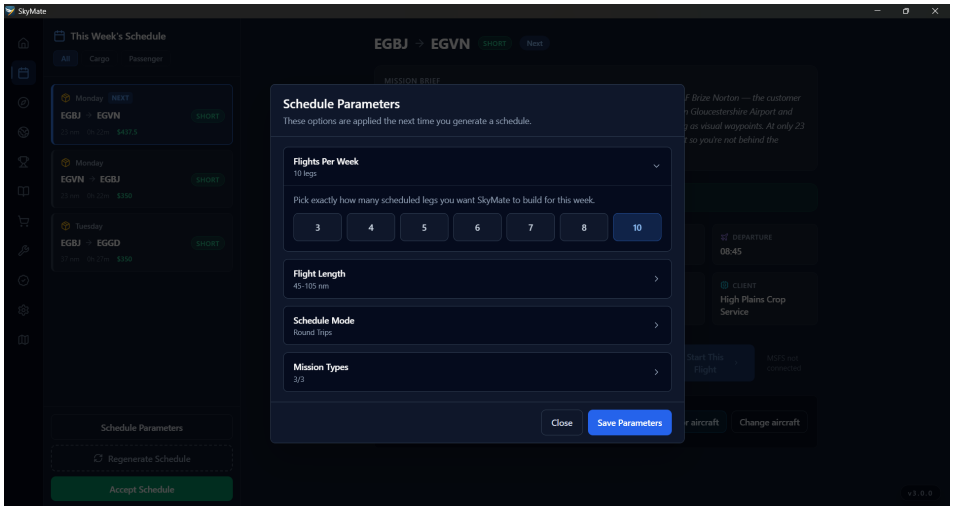
The Weekly Scheduler is where SkyMate's intelligence comes alive. Based on your home base, your preferences, and the certifications you've earned, our AI generates a curated week of flights tailored specifically to you - a real, coherent flying plan instead of random one-off missions.



The Weekly Scheduler.

Schedule parameters

Before generating a new schedule, you can configure how the AI should build it. The schedule parameters screen lets you tune every aspect of the upcoming week.



The schedule parameters screen.

Flights per week

Choose how many flights you want in your schedule, anywhere from **3 to 10**. Pick a number that fits the time you actually have available to fly.

> **About the word "week"**
> The Weekly Scheduler is called "weekly" for immersion - it's meant to feel like a real pilot's roster, with a copilot saying "this week you have these flights ahead." But it is **not** tied to a calendar week. If a real-life week passes and you haven't flown all the scheduled flights yet, nothing bad happens. Your schedule stays exactly where you left it, ready for you to continue whenever you have time. No deadlines, no penalties.

Flight length

Set the **minimum** and **maximum** flight duration the AI is allowed to choose from. Shorter ranges keep your week made up of quick hops; longer ranges open the door to extended cross-country flying.

Schedule mode

Choose how the AI structures the journey between your home base and the destinations it picks. Two modes are available:

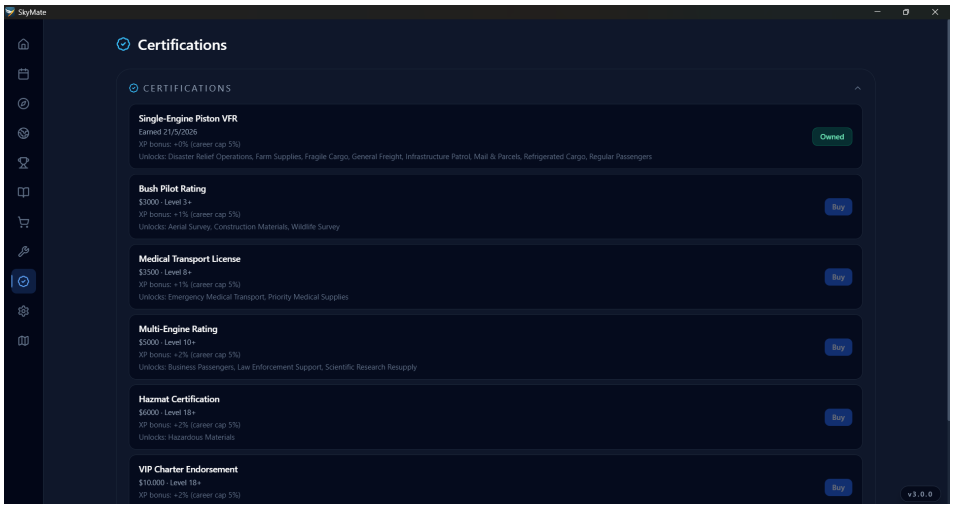
- **Round trips** - each flight is a there-and-back pair. You depart from your home base, land at another airport, and the next scheduled flight is the return leg from that airport back to your home base. Then a new round trip starts to a different destination, and so on.
- **Continuous trips** - the AI chains multiple legs before returning home. When you choose continuous trips, you also select the **number of legs per chain**. For example, with four legs the AI will plan: home base to airport B (leg 1), B to C (leg 2), C to D (leg 3), and D back to home base (leg 4). Each leg becomes one scheduled flight in your week.

Mission types

Choose which kinds of missions the AI is allowed to include in your schedule - for example, charter passenger flights, cargo deliveries, or specialty operations. **Available mission types are unlocked by purchasing certifications**, so the list you see here grows as you earn or buy new certifications.

Certifications

Certifications are what unlock new mission types. As you progress in your career, you can earn or purchase certifications that broaden the kinds of work the AI will assign to you in your weekly schedule. The Certifications screen shows everything you've unlocked and everything still available to pursue.



The Certifications screen.

Once a certification is unlocked, its associated mission type automatically becomes selectable in the schedule parameters, and the AI will start using it when generating future weekly schedules.

Generating your schedule

Once your parameters are set, click **Generate** and the AI will produce your week. Review the generated flights and, if the mix isn't what you wanted, click **Generate** again for a different version. You can regenerate as many times as you want at this stage.

> **Regenerate before you accept**
>
> Once you **accept** a schedule, it becomes your active roster and you can no longer regenerate it. If anything about the schedule doesn't feel right, regenerate **before** accepting. After you accept, you're committed to flying those flights until the schedule is complete.

After you accept the schedule, **fly the flights in the order they appear.** The Weekly Scheduler is a sequential roster, not a free list - the route, aircraft, and continuity between legs all depend on you flying them one after the other. Remember the earlier point though: the schedule waits for you. Take as long as you need between flights - just fly them in order when you do.

SECTION 10

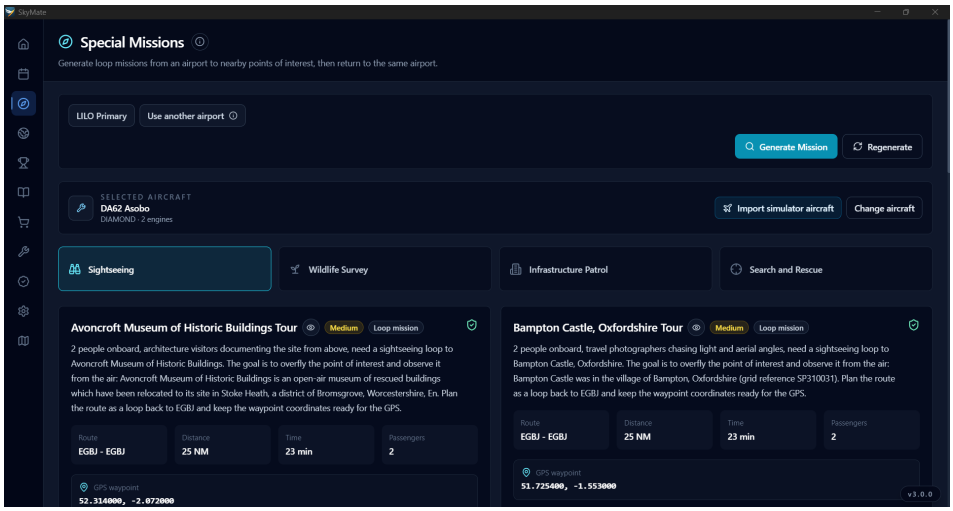
Special Missions

Special Missions are themed flying scenarios that go beyond regular point-to-point trips. They're designed to put you in specific situations where the destination, the purpose of the flight, and even the experience on the ground all matter. Use them whenever you want a break from your weekly routine.

The four special mission types

SkyMate offers four categories of special missions:

- **Sightseeing** - take passengers on a scenic flight to a specific point of interest.
- **Wildlife survey** - fly out to observe and document wildlife in a defined area.
- **Infrastructure patrol** - inspect a piece of infrastructure (a pipeline, a power line, a remote facility) from the air.
- **Search and rescue** - locate one or more targets in a predefined search zone.



The Special Missions screen.

Available at any level, any time

Special missions are **always available**, no matter your level or current certifications. There are no gates that lock you out. If, for example, you try to fly a passenger sightseeing mission at level 1 without having unlocked the relevant passenger certification, the application will still let you fly it - you just earn **reduced XP and no payment.** The mission itself is yours to fly whenever you want.

Generating a mission

Click **Generate Mission** on the Special Missions screen and the AI will produce a random mission of the type you've selected. Each generated mission includes a point of interest - the place you're flying to or the area you're flying over.

To see exactly where you need to go, click the **eyeball icon** next to the mission. A map will open showing the point of interest and any relevant context (search zone for SAR, infrastructure path for patrol, observation area for wildlife).

Departing from your home base (or anywhere else)

Every special mission has a recommended departure: your home base. If you fly the mission from your home base, you'll earn **full XP and full payment.** This is the standard, highest-reward way to fly the mission.

If you'd rather depart from somewhere else - because you're already at a different airport, because you want to explore a specific region, or simply because you feel like it - SkyMate lets you. The mission will still work, you'll still fly it the same way, you just earn **reduced XP** to reflect that you didn't operate from your assigned base.

> **SkyMate stays non-restrictive**
> You can fly from any airport in the world. We will never block you from accepting a mission because of your departure airport - the choice is yours, and the only consequence is a smaller XP reward when you depart from somewhere other than your home base.

In-flight audio animations over the point of interest

Every special mission features **in-flight audio animations that play as you overfly the point of interest.** These are not on-arrival events at an airport - you don't land on top of a wildlife herd or a pipeline. Instead, as you pass over the target location at altitude, the audio animation plays in the cockpit: your passengers reacting to the sightseeing view, your spotters confirming a wildlife sighting, your inspector calling out the condition of the infrastructure, or your team responding to a found rescue target. It's a small touch that makes the overflight feel real.

Search and rescue difficulty

Search and rescue missions come in different difficulty levels, scaled by the number of targets you need to locate:

- **Easiest** - one target. The AI picks a single point of interest inside the search zone, and your job is to find it.
- **Hardest** - three targets. You need to locate three separate points of interest, all hidden inside the same search area. Plan your search pattern carefully.

Generating an MSFS flight plan

Once you've accepted a special mission, SkyMate gives you the option to generate a flight plan file ready to be loaded into your simulator. Click **Generate Flight Plan**, choose the folder where you want the file saved when SkyMate prompts you, and the file is created.

Load that file into MSFS the same way you'd load any flight plan, and the route can be sent straight to your avionics for a smoother in-cockpit experience. This is especially useful for the

SAR and infrastructure patrol missions, where the points of interest are off the usual airway grid.

> **MSFS version support**
> Flight plan generation currently supports **Microsoft Flight Simulator 2024.** Support for MSFS 2020 flight plan files is planned and will arrive in a future update.

> **One special mission at a time**
> Once you've accepted a special mission, you need to **complete it before you can generate a new one.** This rule keeps the experience focused - you're a pilot on a specific assignment, not a switchboard of overlapping jobs. Fly the mission you accepted, then come back and generate the next one.

SECTION 11

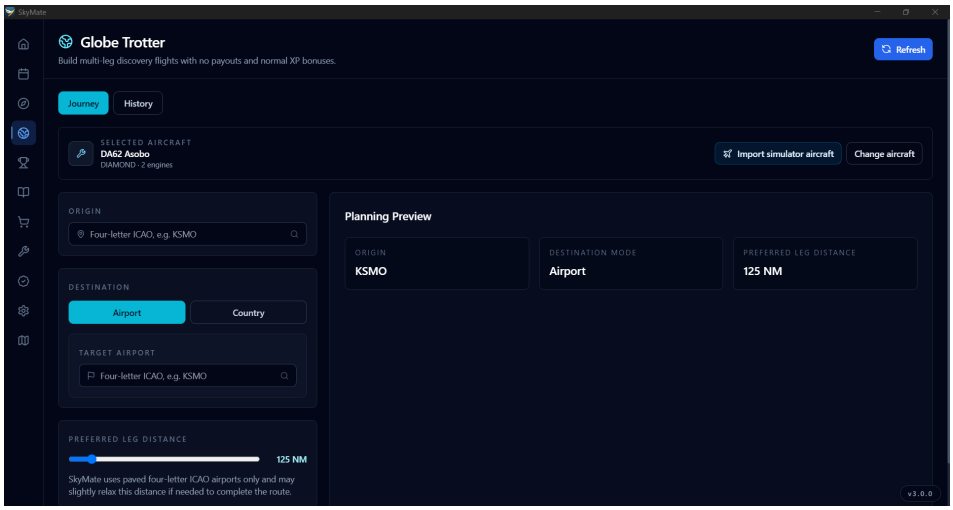
Globe Trotter

Globe Trotter is SkyMate's adventure planner. It's not about money. It's not about XP. It's about packing your aircraft, picking a destination across the world, and letting the AI lay out a journey of multiple legs for you to fly at your own pace. It exists for the love of flying.

Planning your journey

On the Globe Trotter setup screen, you provide three things:

- **Origin** - the airport you want to depart from. **It does not have to be your home base.** Pick any airport you have access to in the simulator - the airport you happen to be parked at right now, an airport you've always wanted to visit first, or your home base if that's where you want to start.
- **Destination** - where you want the journey to end up. You can type either a **specific airport** (by ICAO code or name) or a **country**. If you give it a country, the AI will pick a destination airport inside that country for you, based on the leg distance you've chosen.
- **Preferred leg distance** - a slider that tells the AI roughly how long each leg of the journey should be. Shorter legs make for more frequent stops and more variety; longer legs cover ground faster with fewer intermediate airports.



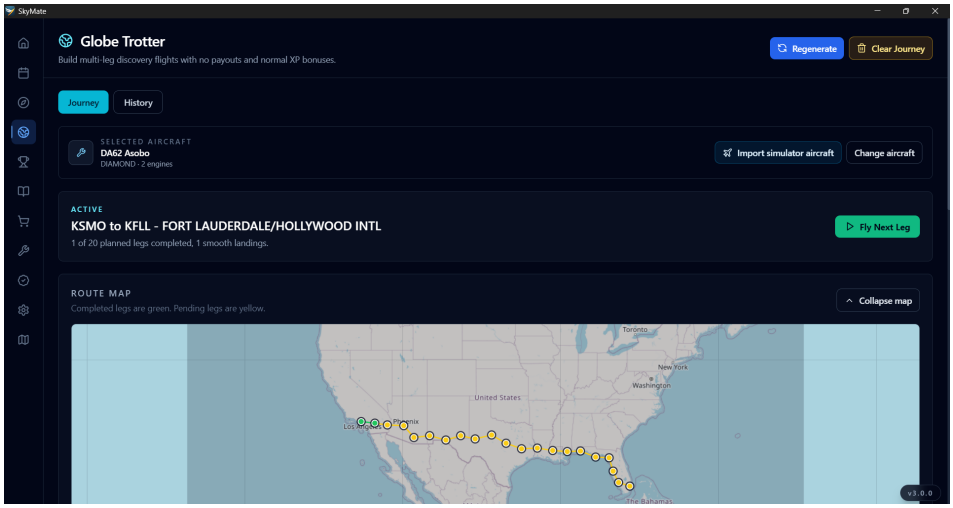
Globe Trotter setup.

> ### If the journey can't be generated
> If the AI tells you it wasn't able to plan a journey, it's almost always because **there aren't enough airports within your selected leg distance** to chain a route from your origin to your destination. The fix is simple: **increase the leg distance slider** and try again. With a wider distance, the AI has more candidate airports to work with and can usually find a path.

Your journey on the map

Click **Plan Journey** and SkyMate will lay out the full route on an interactive map. You'll see your origin, your destination, and every intermediate airport in between. As you fly each leg, the map updates:

- **Completed legs** are shown in **green** - the parts of the journey you've already flown.
- **Pending legs** are shown in **yellow** - the parts of the journey still ahead of you.



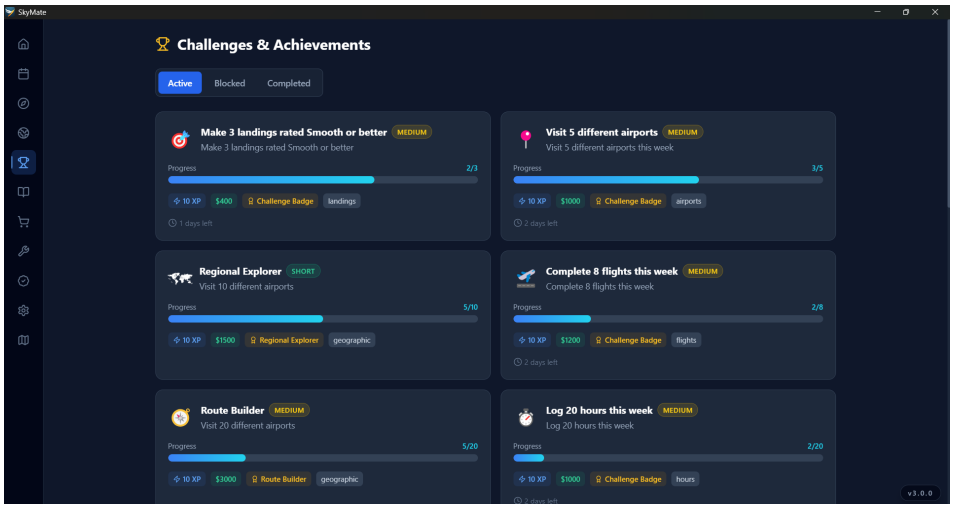
A planned Globe Trotter journey.

> **Globe Trotter is about the journey, not the rewards**
>
> Globe Trotter missions **do not require any certifications** - you can fly them at any level with any aircraft you have. They also **do not award money or XP.** Globe Trotter isn't about career progress; it's about taking the long way home, watching the landscape change beneath you, and making memories with your copilot. It's an emotional adventure, and that's the whole point.

SECTION 12

Challenges and Achievements

Challenges and Achievements are SkyMate's way of giving you fun, optional goals to chase alongside your regular flying. Whether you're a completionist who wants to tick every box or a casual pilot who just enjoys the occasional surprise reward, they're worth keeping an eye on.



Challenges and Achievements.

Challenges

Challenges are bite-sized goals that ask you to do something specific - land at a certain airport, complete a number of flights with a specific aircraft, fly a particular mission type, or hit a milestone in distance or hours. Some challenges **repeat** so you can keep coming back to them, while others are one-time accomplishments. Most challenges award a **small amount of credits** when completed, and **all of them give you a bit of experience**, helping you nudge your career level forward as you play.

Achievements

Achievements are bigger, longer-arc milestones - the kind of things that mark your evolution as a pilot. Reaching your first 100 hours, visiting every airport in a country, completing all search and rescue missions at the highest difficulty, and so on. They reward your dedication with experience and pride of accomplishment. Once an achievement is unlocked, it's yours forever - a quiet record of what you've done.

Open the Challenges and Achievements screen any time you want to see what's available, what you've already conquered, and what's worth flying toward next.

SECTION 13

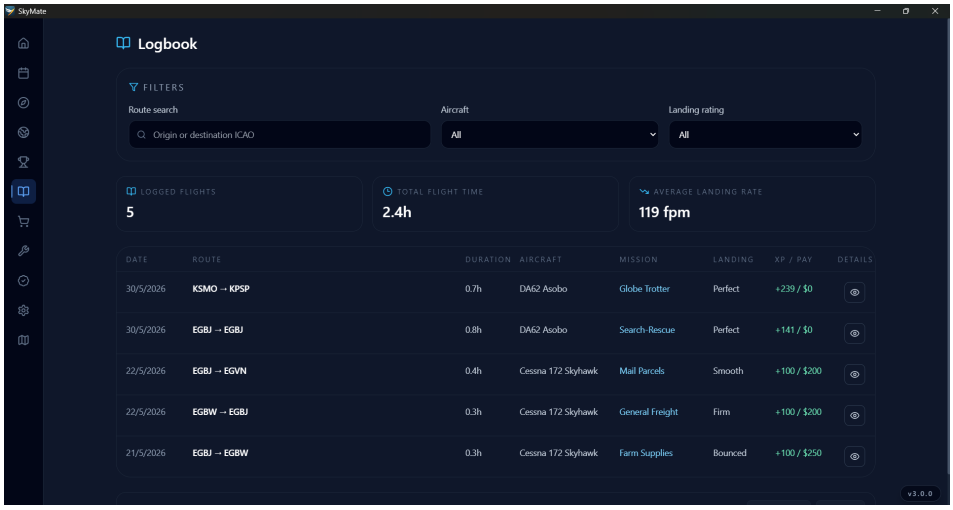
Pilot Logbook

Your Pilot Logbook is the permanent record of every flight you've completed in SkyMate. Every time you finish a flight, an entry is added automatically - no manual logging required.

What you see in the logbook

The logbook view lists your flights in chronological order. For each entry you'll see:

- **Date** - when the flight took place.
- **Route** - origin and destination airports.
- **Duration** - the total flight time from takeoff to landing.
- **Aircraft** - which aircraft from your hangar you used.
- **Mission type** - what kind of flight it was (scheduled, special mission, free flight, Globe Trotter leg, and so on).
- **Landing rate** - how smoothly you touched down on the runway, measured in feet per minute.
- **Experience earned** - the XP this flight contributed to your career level.
- **Payment** - the credits this flight added to your balance (if any).



The Pilot Logbook.

Flight details

Click the **eyeball icon** on any logbook entry to open the full flight details. The details view shows everything SkyMate tracked during the flight - altitudes, speeds, deviations, events, copilot interactions, emergencies, and any notes the system recorded. It's a complete reconstruction of the flight for you to look back on.

Your logbook grows with you. Every hour you log, every airport you visit, every mission you complete - it's all there, ready for you to revisit any time you want.

SECTION 14

Starting a Flight

Once you have a flight ready to fly - whether it's a scheduled flight from your Weekly Scheduler, a Special Mission you've accepted, or a leg of a Globe Trotter journey - the process for starting it is the same. This section walks you through the pre-flight conditions, how to launch the flight, and what you'll see on the Active Flight screen once you're underway.

Before you click Start Flight

SkyMate doesn't care **which** kind of flight you're starting - scheduled, special mission, or Globe Trotter all use the same launch flow. What matters is that you and your aircraft are in the right state before you press the button:

- **You are at the correct airport** - the origin airport for the flight you're about to start.
- **You are on the ground** - not in the air, not on a runway about to roll. Ideally, you're parked at a gate, ramp, or tie-down spot.
- **Your engines are shut down** - this is the ideal starting state. It mirrors how a real flight begins and makes sure all of SkyMate's telemetry calibration starts cleanly.
- **The aircraft loaded in MSFS matches your selected aircraft in the SkyMate Aircraft Hangar.** If you're flying the default Cessna 172 in MSFS, that same Cessna 172 must be the **Set Selected** aircraft in your hangar. If they don't match, SkyMate won't start the flight.

Quick hangar access from any flight screen

Every flight-generating screen - Weekly Scheduler, Special Missions, and Globe Trotter - includes a **quick hangar access shortcut** so you can change your selected aircraft without navigating away. The shortcut only lists aircraft you've added to your hangar, which makes finding the one you want faster than scrolling through every aircraft installed in MSFS.

You can also change your active aircraft directly from inside the simulator using the **EFB panel** in MSFS 2024 - useful when you're already strapped in and don't want to leave the cockpit view. The EFB is covered in detail in the next section of this guide.

Click Start Flight

Once all of the conditions above are met, click **Start Flight** on the relevant screen (your scheduled flight, your accepted special mission, or your active Globe Trotter leg). SkyMate verifies the conditions, switches into flight mode, and opens the Active Flight screen.

How flight values are calculated for this flight

The moment you start a flight, SkyMate **recalculates the flight's numbers around the aircraft you're actually flying** - the cargo to be carried, the number of passengers on board, and the payment and XP you'll receive on completion. Those values are based on the **certificate bound** to the selected aircraft in your Aircraft Hangar, so a Caravan flight rewards differently than a Cessna 152 flight even if the route is the same.

If the aircraft you're flying doesn't have a purchase or rental certificate bound to it, the application can't tell what airframe to size everything around, so it uses a **safe, entry-level baseline** instead. The flight still runs, you can still complete it - the cargo load, passenger count, payment, and XP just default to the smallest, most basic numbers in the system. To unlock the full value of the aircraft you're flying, bind a certificate to it in the Aircraft Hangar before launching the flight.

The Active Flight screen

The Active Flight screen is your in-flight workspace with your AI copilot. It has two main areas:

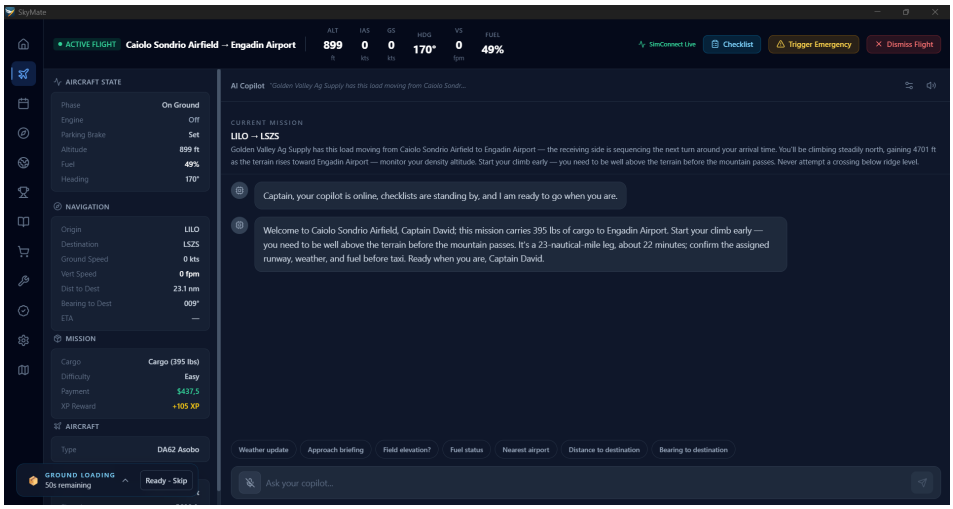
Left panel - flight information

Along the left side of the screen you'll find a continuously updating panel with the key flight numbers. At the top you'll see your **heading** and **altitude** as the aircraft moves, and below that the **origin airport** and **destination airport** information for the flight you're flying - identifiers, names, and the data you need at a glance without taking your attention off the simulator.

Main area - chat with your copilot

The main area of the screen displays the **conversation between you and your copilot.** Every voice command you give and every response the copilot speaks appears here as a chat transcript, so you have a written record of what was said in case you missed something or want to scroll back.

Underneath the chat, you'll find **quick prompt chips** - ready-to-tap shortcuts that send a common request to the copilot without you having to speak. They're useful when you're in a noisy environment, can't easily reach your PTT button, or just prefer clicking to talking for a particular request.



The Active Flight screen.

Talking to your copilot - prompts you can use

Your copilot understands a wide range of spoken prompts in **all six supported languages: English, Spanish, French, Italian, Portuguese, and German.** Use whichever language you selected during setup - the copilot will understand and respond in the same language.

The table below lists every prompt the copilot recognizes, in every supported language. Read the prompt aloud (you don't have to match the wording exactly - the copilot is trained to handle natural variations - but the listed phrasings are the ones that trigger the most reliable responses).

SkyMate uses **intent matching** - you don't have to say the phrase exactly. The examples below are the most reliable phrasings, but natural variations work too. Accents are matched leniently (for example, *aproximacion* and *aproximacion* are treated the same).

You can also combine more than one request into a single sentence, for example: *Weather and runway?*, *Combustible y distancia*, or *Meteo et piste ?*

Quick action chips

These commands also appear as tappable chips on the Active Flight screen, so you can trigger them without speaking.

Weather update

English - Weather update
Spanish - Tiempo
French - Meteo
Portuguese - Clima
Italian - Meteo
German - Wetterupdate

Approach briefing

English - Approach briefing
Spanish - Briefing de aproximacion
French - Briefing d'approche
Portuguese - Briefing de aproximacao
Italian - Briefing di avvicinamento
German - Anflugbriefing

Field elevation

English - Field elevation?
Spanish - Elevacion del campo?
French - Elevation du terrain ?
Portuguese - Elevacao do campo?
Italian - Elevazione del campo?
German - Platzhohe?

Fuel status

English - Fuel status
Spanish - Estado de combustible
French - Etat carburant
Portuguese - Estado do combustivel
Italian - Stato carburante
German - Kraftstoffstatus

Nearest airport

English - Nearest airport
Spanish - Aeropuerto mas cercano
French - Aeroport le plus proche
Portuguese - Aeroporto mais proximo
Italian - Aeroporto piu vicino
German - Naechster Flughafen

Distance to destination

English - Distance to destination
Spanish - Distancia al destino
French - Distance jusqu'a la destination
Portuguese - Distancia ao destino
Italian - Distanza a destinazione
German - Entfernung zum Ziel

Bearing to destination

English - Bearing to destination
Spanish - Rumbo al destino
French - Cap vers la destination
Portuguese - Rumo ao destino
Italian - Rilevamento destinazione
German - Kurs zum Ziel

Fix the failure

English - Fix the failure
Spanish - Arreglar la falla
French - Reparer la panne
Portuguese - Corrigir a falha
Italian - Ripara l'avaria
German - Ausfall beheben

Navigation and flight status

Distance to destination

Ask how far you are from your destination.

English - Distance to destination; How far are we?; How many miles to go?; Remaining distance; Distance
Spanish - Distancia al destino; ¿Cual es la distancia al destino?; ¿Que tan lejos estamos?; ¿Cuantas millas faltan?; ¿Cuanto falta?; La distancia
French - Distance jusqu'a la destination; Quelle est la distance ?; Combien de milles restent ?; On est a quelle distance ?; La distance
Portuguese - Distancia ao destino; Qual e a distancia ate o destino?; Quantas milhas faltam?; Quanto falta?;

A distancia

Italian - Distanza a destinazione; Qual e la distanza alla destinazione?; Quante miglia mancano?; Quanto manca?; La distanza

German - Entfernung zum Ziel; Distanz zum Ziel; Wie weit ist es noch?; Wie viele Meilen noch?; Restentfernung

Bearing / heading to destination

Ask which direction to fly toward the destination.

English - Bearing to destination; Heading to destination; What heading?; Which direction?; Where is the destination?; Left or right?

Spanish - Rumbo al destino; ¿Donde esta el destino?; ¿A la izquierda o derecha?

French - Cap vers la destination; Ou est la destination ?; Gauche ou droite ?

Portuguese - Rumo ao destino; Proa para o destino; Onde esta o destino?; Esquerda ou direita?

Italian - Prua per la destinazione; Rilevamento destinazione; Dov'e la destinazione?; Sinistra o destra?

German - Kurs zum Ziel; Peilung; Wo ist das Ziel?; Links oder rechts?

Cruise altitude recommendation

Ask for a suggested cruise altitude. The copilot will still ask you to verify terrain, clouds, airspace, and ATC.

English - Cruise altitude; Recommended altitude; What altitude should we fly?; How high should I fly?

Spanish - Altitud de crucero; Altitud recomendada; ¿Que altitud?

French - Altitude de croisiere; Altitude recommandee

Portuguese - Altitude de cruzeiro; Altitude recomendada

Italian - Quota di crociera; Altitudine di crociera; Quota consigliata

German - Reiseflughoehe; Empfohlene Hoehe

Weather and fuel

Weather, wind, altimeter

Ask for weather, wind, pressure / altimeter, visibility, or temperature.

English - Weather update; Weather report; How is the weather?; Conditions; Wind; Visibility; Altimeter; Pressure; Temperature; QNH

Spanish - Tiempo; Clima; Meteorologia; Dame el clima; Viento; Altimetro; Presion; Temperatura; QNH

French - Meteo; Conditions meteo; Comment est la meteo ?; Vent; Altimetre; Pression; Temperature; QNH

Portuguese - Clima; Tempo; Previsao do tempo; Vento; Altimetro; Pressao; Temperatura; QNH

Italian - Meteo; Che tempo fa?; Com'e il meteo?; Vento; Altimetro; Pressione; Temperatura; QNH

German - Wetter; Wetterbedingungen; Wie ist das Wetter?; Wind; Sicht; Hoehenmesser; Druck; Temperatur; QNH

Fuel status

Ask for current fuel state and operational margin.

English - Fuel status; Fuel check; How much fuel?; Fuel remaining; Range; Gas left; Enough fuel?

Spanish - Estado de combustible; Estado del combustible; Combustible; Gasolina; ¿Cuanto combustible queda?

French - Etat carburant; Carburant; Combien de carburant reste ?

Portuguese - Estado do combustivel; Combustivel; Quanto combustivel ainda temos?

Italian - Stato carburante; Stato del carburante; Carburante; Benzina; Quanto carburante e rimasto?

German - Kraftstoffstatus; Treibstoffstatus; Kraftstoff; Treibstoff; Wie viel Kraftstoff?

Airport, runway, pattern, and arrival

Field / airport elevation

Ask for destination or airport elevation (not density altitude or current aircraft altitude).

English - Field elevation; Airport elevation; Destination elevation; Elevation at; What is the elevation?

Spanish - Elevacion del campo; Elevacion del aeropuerto; Elevacion del destino

French - Elevation du terrain; Elevation de l'aeroport

Portuguese - Elevacao do campo; Elevacao do aeroporto

Italian - Elevazione del campo; Elevazione dell'aeroporto

German - Platzhoehe; Flughafenhoehe; Hoehe des Flughafens

Nearest airport / divert field

Ask for the nearest landing option.

English - Nearest airport; Closest airport; Nearest field; Closest field; Where can I land?; Alternate airport; Nearest runway; What airport is closest?
Spanish - Aeropuerto mas cercano; Campo mas cercano; ¿Donde puedo aterrizar?; Aeropuerto alterno
French - Aeroport le plus proche; Terrain le plus proche; Ou puis-je atterrir ?
Portuguese - Aeroporto mais proximo; Campo mais proximo; Onde posso pousar?
Italian - Aeroporto piu vicino; Campo piu vicino; Dove posso atterrare?
German - Naechster Flughafen; Naechstes Feld; Flugplatz in der Naehe; Wo kann ich landen?

Runway recommendation

Ask which runway looks best from the current wind / runway data. If ATC has assigned a runway, SkyMate treats that assignment as the plan unless tower changes it.

English - Which runway?; What runway?; Runway recommendation; Best runway; Recommended runway; What runway should I land on?; Runway for landing; Runway to use
Spanish - ¿Que pista?; Pista recomendada; ¿Que pista uso?; Pista para aterrizar
French - Quelle piste ?; Piste recommandee; Quelle piste utiliser ?; Piste pour l'atterrissage
Portuguese - Qual pista?; Pista recomendada; Qual pista devo usar?; Pista para pouso
Italian - Quale pista?; Pista consigliata; Qual e la pista consigliata?; Pista per l'atterraggio
German - Welche Piste?; Empfohlene Piste; Welche Piste soll ich nehmen?; Piste fuer die Landung

Report an assigned runway

Use this when ATC / tower assigns or changes a runway. Suffixes work in all languages: left / right / center, izquierda / derecha, gauche / droite, esquerda / direita, sinistra / destra, links / rechts / mitte.

English - Runway 27 assigned; Tower gave us runway 27; ATC assigned runway 27; We are using runway 27; We will land runway 27; Departing runway 09 left; Switch runway 18 right
Spanish - Pista 27 asignada; Nos dieron pista 27; Saldremos por pista 09 izquierda; Despegaremos por pista 09; Vamos a aterrizar en pista 27 derecha
French - Piste 27 assignee; Nous partirons piste 09 gauche; Nous decollerons piste 09; Nous allons atterrir piste 27 droite
Portuguese - Pista 27 designada; Vamos decolar pela pista 09 esquerda; Vamos pousar na pista 27 direita
Italian - Pista 27 assegnata; Decolleremo pista 09 sinistra; Partiremo pista 09; Atterreremo pista 27 destra
German - Piste 27 zugewiesen; Wir starten Piste 09 links; Starten von Piste 09; Wir landen Piste 27 rechts; Landen auf Piste 27

Traffic pattern

Ask for pattern direction, pattern entry, or traffic side.

English - Traffic pattern; VFR pattern; Pattern; Pattern entry; Left traffic; Right traffic; Which side?; Left or right?
Spanish - Patron de trafico; Patron; Trafico izquierdo; Trafico derecho; ¿Por que lado?
French - Circuit; Main gauche; Main droite; Quel circuit ?
Portuguese - Circuito de trafego; Circuito; Perna do vento; Trafego pela esquerda; Trafego pela direita
Italian - Circuito di traffico; Sottovento; Traffico sinistro; Traffico destro
German - Platzrunde; Verkehrsrunde; Gegenanflug; Linksplatzrunde; Rechtsplatzrunde

Approach / arrival briefing

Get a concise arrival setup covering destination, runway / pattern, elevation, distance, and current conditions.

English - Approach briefing; Arrival briefing; Brief the approach; Brief me for approach; How should I approach?; Getting ready to land; Preparing to land
Spanish - Briefing de aproximacion; Informe de aproximacion; ¿Como debo aproximar?; Preparar la llegada
French - Briefing d'approche; Comment approcher ?; Preparer l'arrivee
Portuguese - Briefing de aproximacao; Como devo aproximar?; Preparar a chegada
Italian - Briefing di avvicinamento; Come devo avvicinarmi?; Preparare l'arrivo
German - Anflugbriefing; Anflug vorbereiten; Wie soll ich anfliegen?; Ankunft Briefing

Airspace

Airspace

Ask about current airspace, airspace ahead, destination airspace, classes, restricted / prohibited areas, CTR, TMA, or controlled zones.

English - Airspace; Controlled airspace; Airspace ahead; Destination airspace; Class Bravo; Class Charlie; Class Delta; Restricted airspace; Prohibited area; CTR; TMA; Control zone; Are we inside Class B?; Will we clip the Bravo?

Spanish - Espacio aereo; Espacio controlado; Espacio aereo por delante; Espacio aereo del destino; Clase B; Clase C; Clase D; Zona restringida; Zona prohibida; CTR; TMA

French - Espace aerien; Espace controle; Espace aerien devant nous; Espace aerien a destination; Classe B; Classe C; Classe D; Zone restreinte; Zone interdite; CTR; TMA

Portuguese - Espaco aereo; Espaco controlado; Espaco aereo a frente; Espaco aereo do destino; Classe B; Classe C; Classe D; Area restrita; Area proibida; CTR; TMA

Italian - Spazio aereo; Spazio controllato; Spazio aereo davanti; Spazio aereo a destinazione; Classe B; Classe C; Classe D; Zona riservata; Zona proibita; CTR; TMA

German - Luftraum; Kontrollierter Luftraum; Luftraum voraus; Luftraum am Ziel; Klasse B; Klasse C; Klasse D; Kontrollzone; Sperrgebiet; Flugbeschraenkungsgebiet; CTR; TMA

Emergency and failure commands

Emergency / divert help

Use when you need emergency landing or divert guidance. These phrases request copilot guidance - they do not necessarily trigger a simulator failure.

English - Engine failure; Engine out; Lost engine; Mayday; Emergency; Forced landing; Where do I land?; Fuel emergency; Out of fuel; Engine rough

Spanish - Falla de motor; Motor fuera; Mayday; Emergencia; Aterrizaje forzoso; ¿Donde aterrizo?; Emergencia de combustible; Sin combustible

French - Panne moteur; Moteur coupe; Mayday; Urgence; Atterrissage force; Ou atterrir ?; Urgence carburant

Portuguese - Falha de motor; Motor apagou; Mayday; Emergencia; Pouso forcado; Onde pouso?; Emergencia de combustivel

Italian - Guasto motore; Motore fuori uso; Mayday; Emergenza; Atterraggio forzato; Dove atterro?; Emergenza carburante

German - Motorausfall; Motor aus; Mayday; Notfall; Notlandung; Wo lande ich?; Kraftstoffnotfall

Fix / repair an active failure

Use after a SkyMate failure has been triggered and is unresolved.

English - Fix it; Fix the failure; Repair it; Repair the failure; Resolve the failure

Spanish - Arregla la falla; Arregla eso; Repara la falla; Soluciona la averia; Corrige la emergencia

French - Repare la panne; Corrige la panne; Regle l'avarie; Remets ca

Portuguese - Conserta a falha; Arruma a falha; Repara a falha; Corrige a falha

Italian - Ripara il guasto; Ripara l'avaria; Sistema il guasto; Correggi l'emergenza; Sistemalo; Riparalo

German - Behebe den Ausfall; Repariere den Ausfall; Behebe das Problem; Setze die Stoerung zurueck; Mach es wieder klar

Checklist commands

Checklist commands work with bundled, custom, imported, and user-edited checklist section names. You can also say any custom section label that exists in your checklist.

Open / start a checklist section

Say the section name to jump straight to it.

English - Checklist; Start checklist; Pre-inspection checklist; Before engine start; Engine start; After start; Taxi checklist; Before takeoff; Takeoff; After takeoff; Climb; Cruise; Descent; Approach; Final; Go around; Before landing; After landing; Shutdown; Securing airplane

Spanish - Lista; Abrir lista; Pre-inspeccion; Antes de arrancar; Arranque de motor; Rodaje; Antes del despegue; Despegue; Despues del despegue; Ascenso; Crucero; Descenso; Aproximacion; Final; Motor y al aire; Antes de aterrizar; Despues de aterrizar; Apagado

French - Checklist; Lancer la checklist; Pre-inspection; Avant demarrage; Demarrage moteur; Roulage; Avant decollage; Decollage; Apres decollage; Montee; Croisiere; Descente; Approche; Finale; Remise de gaz; Avant

atterrissage; Apres atterrissage; Arret
Portuguese - Checklist; Executar checklist; Pre-inspecao; Antes da partida; Partida do motor; Taxi; Antes da decolagem; Decolagem; Apos a decolagem; Subida; Cruzeiro; Descida; Aproximacao; Arremetida; Antes do pouso; Apos o pouso; Desligamento
Italian - Checklist; Apri checklist; Pre-ispezione; Prima dell'avviamento; Avviamento motore; Rullaggio; Prima del decollo; Decollo; Dopo il decollo; Salita; Crociera; Discesa; Avvicinamento; Finale; Riattaccata; Prima dell'atterraggio; Dopo l'atterraggio; Spegnimento
German - Checkliste; Checkliste starten; Vor-Inspektion; Vor dem Anlassen; Triebwerk-Start; Rollen; Vor dem Start; Startlauf; Nach dem Start; Steigflug; Reiseflug; Sinkflug; Anflug; Endanflug; Durchstarten; Vor der Landung; Nach der Landung; Abschaltung

Continue to the next checklist section

English - Next checklist; Continue checklist; Resume checklist; Advance checklist; Next section
Spanish - Siguiente lista; Continuar lista; Siguiente seccion; Proxima etapa
French - Checklist suivante; Continuer la checklist; Section suivante; Reprendre la checklist
Portuguese - Proxima checklist; Continuar checklist; Avancar checklist; Proxima secao
Italian - Prossima checklist; Continuare checklist; Procedi checklist; Prossima sezione
German - Naechste Checkliste; Weiter mit der Checkliste; Checkliste fortsetzen; Naechster Abschnitt

Cancel the active checklist

English - Cancel; Stop
Spanish - Cancelar; Parar
French - Annuler; Arreter
Portuguese - Cancelar; Parar
Italian - Annulla; Ferma
German - Abbrechen; Stopp

Lightweight cockpit interactions

Short, conversational exchanges. The copilot answers briefly and will not start a full briefing unless the phrase is also an operational request.

Acknowledge

English - Got it; Copy; Copy that; Roger; Okay; Understood; Makes sense
Spanish - Recibido; Copiado; Entendido; Ok; Vale
French - Recu; Bien recu; Compris; D'accord
Portuguese - Recebido; Copiado; Entendido; Ok
Italian - Ricevuto; Capito; Ok; Va bene
German - Verstanden; Kopiert; Okay; Alles klar

Thanks

English - Thanks; Thank you; Appreciate it; Good call; Nice catch; Nice heads up
Spanish - Gracias; Muchas gracias; Buena decision; Buen aviso
French - Merci; Merci beaucoup; Bien vu; Bon rappel
Portuguese - Obrigado; Obrigada; Muito obrigado; Valeu; Boa chamada
Italian - Grazie; Grazie mille; Bella chiamata; Bel colpo
German - Danke; Danke schoen; Guter Hinweis; Gut gesehen

Courtesy return

English - You're welcome; No problem; All good; Sure thing
Spanish - De nada; No hay problema; Todo bien
French - De rien; Pas de probleme; Tout va bien
Portuguese - De nada; Sem problema; Tudo certo
Italian - Prego; Nessun problema; Tutto bene
German - Bitte; Kein Problem; Alles gut

Concern

English - Something is wrong; This does not feel right; I think we have a problem; I don't trust this

Spanish - Algo esta mal; Esto no se siente bien; Creo que tenemos un problema
French - Quelque chose ne va pas; Ca ne me semble pas correct; Je pense qu'on a un probleme
Portuguese - Algo esta errado; Isso nao parece certo; Acho que temos um problema
Italian - Qualcosa non va; Non mi sembra giusto; Penso che abbiamo un problema
German - Etwas stimmt nicht; Das fuehlt sich nicht richtig an; Ich glaube, wir haben ein Problem

Reassurance check

English - Are we okay?; Are we good?; Does this look right?; Are we set up?; Are we going to make it?
Spanish - ¿Estamos bien?; ¿Esto se ve bien?; ¿Estamos configurados?; ¿Llegamos?
French - On est bien ?; Ca semble correct ?; On est prets ?; On va y arriver ?
Portuguese - Estamos bem?; Isso parece certo?; Estamos configurados?; Vamos conseguir?
Italian - Siamo a posto?; Sembra corretto?; Siamo configurati?; Ce la facciamo?
German - Sind wir okay?; Sieht das richtig aus?; Sind wir eingerichtet?; Schaffen wir das?

Workload pause

English - Hang on; Give me a second; I need a second; This is busy; Okay, breathe
Spanish - Espera; Dame un segundo; Necesito un segundo; Esto esta ocupado
French - Attends; Donne-moi une seconde; J'ai besoin d'une seconde; C'est charge
Portuguese - Espera; Me da um segundo; Preciso de um segundo; Esta corrido
Italian - Aspetta; Dammi un secondo; Mi serve un secondo; E impegnativo
German - Moment; Gib mir eine Sekunde; Ich brauche eine Sekunde; Das ist viel gerade

Tips for getting the most out of voice commands

Speak naturally. You don't have to match the listed phrases word-for-word - the copilot is trained to handle variations.

You can combine requests. For example: *Weather and runway?*, *Combustible y distancia*, or *Meteo et piste ?* and the copilot will answer both in one response.

Runway calls accept suffixes. *27 left*, *27 izquierda*, *27 gauche*, *27 esquerda*, *27 sinistra*, *27 links* - all are understood.

Custom checklist sections work too. If you've imported or created a checklist with section names that aren't on this list, you can still say those custom labels and the copilot will jump to the right section.

Repair commands only respond when there is an unresolved SkyMate failure active.

Speaking tips for accurate recognition

These same tips apply every time you talk to your copilot in flight:

1. **Press and hold** the PTT button.
2. **Wait about half a second** before you start speaking - this gives SkyMate time to begin listening.
3. **Speak at a normal pace.** Speaking too fast degrades speech recognition accuracy.
4. **Wait another half second** before releasing the PTT button so the end of your sentence is captured.
5. **Release** the PTT button.

Following this rhythm gives the copilot the cleanest possible audio and makes recognition errors very rare.

SECTION 15

The In-Sim EFB

The Electronic Flight Bag (EFB) is a **simplified, in-cockpit version of SkyMate** that runs inside Microsoft Flight Simulator 2024. It's designed for pilots who prefer to interact with SkyMate without leaving the simulator window - and it's especially useful for **VR pilots**, who don't want to remove their headset to switch over to the desktop application.

The EFB doesn't replace the desktop application - the desktop app still hosts the deeper screens like the full Aircraft Marketplace, the Settings, the Certifications, and the Pilot Logbook. The EFB exposes the parts you need most often while you're at the controls.

Installation of the EFB into your MSFS Community folder is covered in the **Configuring SkyMate** section earlier in this guide. Once installed, you'll find it in MSFS the same way you'd find any other add-on panel.

How the EFB is organized

The EFB is divided into clear sections (containers) you can switch between with a tap. Each one mirrors one of the most frequently used screens of the desktop app.



The EFB inside the cockpit.

Dashboard

A compact version of the desktop Dashboard. You can see your pilot level, your current balance, your simulator connection status, and the headline stats of your career - all the essentials, at a glance, from inside the cockpit.

Weekly Schedule

Shows the flights from your active Weekly Scheduler roster. You can review the route, aircraft, and details for each scheduled flight. When your **next active flight** is queued up and all the pre-flight conditions are met (right airport, on the ground, correct aircraft loaded), you can simply

press **Start** on this screen to begin the flight without leaving the simulator.

Special Missions and Globe Trotter

This section displays your **currently accepted special mission** (if any) and your **next Globe Trotter leg.** From here you can review the details and start either type of flight the same way you would from the desktop application.

Hangar quick access

A trimmed-down view of your Aircraft Hangar showing only the aircraft you've added to your hangar. Use it to **change your selected aircraft** without exiting the simulator - handy when you've just loaded a different airframe in MSFS and need to match the SkyMate selection before pressing Start Flight.



The EFB containers and hangar access.

> ### When to use the EFB vs. the desktop app
>
> The EFB is the right tool when you're already in the cockpit and want to do something quickly without alt-tabbing or removing your VR headset. For everything else - browsing the Marketplace, managing certifications, editing checklists in depth, reviewing your logbook, or tweaking settings - the **desktop application** is the place to be. The two work together: configure on the desktop, fly with the EFB.

SECTION 16

Troubleshooting and Support

This guide is designed to walk you through every part of SkyMate, from installation through your first flight to the advanced systems of the career economy. Most questions and common issues are covered in the relevant sections - if something isn't working as expected, the first thing to do is revisit the section of this guide that covers the feature you're using.

Some of the most useful troubleshooting passages to keep in mind are:

- **Installation issues** - the *Installation and Setup* section covers running the installer as Administrator, granting permissions to the SkyMate folder, and what to do when AI model downloads fail or stall.
- **Speech recognition issues** - the *Audio Troubleshooting* section walks you through the four recognition modes and how to capture diagnostic files for our team.
- **License issues** - the *License Management* section explains deactivation, reinstalls, and what to do if you forgot to deactivate before changing computers.
- **Aircraft not detected** - the *Aircraft Detection* section covers configuring the Packages folder, adding extra aircraft folders, and registering payware aircraft manually from MSFS.

If you still need help

If you have followed the relevant section of this guide and still cannot solve the problem, we're here to help. Reach out to us through either of these channels:

- **Email us directly at skymatemsfs@gmail.com.** Include a short description of what you were trying to do, what you saw happen instead, and any error messages or screenshots that might help us diagnose the issue. If your problem relates to audio recognition, attach the diagnostic ZIP file described in the *Audio Troubleshooting* section.
- **Fill out the support form on our website at www.skymate.tech.** The form is the same channel as email - it just gives you a structured way to send us the details we need.

> **We want to hear from you**
> SkyMate is built by a small team and shaped by the feedback we get from our pilots. Whether you're reporting a bug, asking for help, suggesting a new feature, or just letting us know how a flight went - we read every message and we appreciate every one. Don't hesitate to write to us.

Thank you for flying with SkyMate

Thank you for choosing SkyMate as your VFR companion. We hope this guide has helped you feel comfortable with every corner of the application, and we hope your time in the cockpit with your AI copilot is everything you expected it to be - and more. Blue skies, tailwinds, and happy flying.