iAnnouncer

User Manual

Immersive crew companion for MSFS 2024

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The actual software prevails. The software and this manual may change without notice.

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1 Introduction

iAnnouncer is an immersive crew companion for Microsoft Flight Simulator (MSFS 2024). It connects to the simulator in real time and, in every phase of flight, automatically provides cabin announcements, first officer callouts, air traffic control (ATC), ground crew communications, runway awareness alerts (RAAS) and more. It also offers a live map, airport charts, checklists, flight scoring, a flight career, and flight recording and replay, giving you a complete crew experience even when flying solo.

Main features at a glance:

- Cabin announcements (PA): boarding, safety briefing, takeoff, cruise, meal service, descent, landing and other announcements play automatically by flight phase; supports airline recording packs, system TTS, advanced AI voices and airline-specific scripts.
- First officer: standard callouts for takeoff speeds, landing gear, flaps, altitude, stabilized approach, landing rating and more, in multiple languages.
- ATC: built-in air traffic control engine with clearances, taxi, takeoff, departure and arrival, CPDLC datalink and AI traffic.
- Ground comms: talk with the ground crew through pushback, engine start, ground power disconnect and other procedures; integrates with GSX Pro.
- RAAS: Runway Awareness and Advisory System, with voice alerts for approaching a runway, entering a runway, distance remaining, runway overrun prevention (ROP) and more.
- Map and airports: live map, route and procedure display, airport information, METAR weather and an offline chart viewer.
- Flight management: flight phase detection, checklists, flight scoring, landing analysis, flight history and cloud backup.
- Flight career: start as a flight school graduate, join an airline, fly your roster, earn type ratings and get promoted to captain.
- Replay: flight recording and playback, clip editing, multi-position cameras, and video and KML export.
- Panel streaming: capture cockpit instrument displays into separate windows or show them on other devices.

2 Editions and Licensing

iAnnouncer comes in three editions: Free, Permanent and Subscription, plus separately obtained DLC (currently the weather system and the passenger system). Throughout this manual, a tag after the title of each page and settings category shows which edition it requires:

Tag	Meaning
Free	Available in the free edition; no purchase needed.
Permanent	Requires the Permanent edition (one-time purchase, valid forever). The Subscription edition also includes every Permanent feature.
Subscription	Requires the Subscription edition (available while the subscription is active). A subscription builds on the Permanent edition: subscription codes can only be redeemed on an account that already owns the Permanent edition.
DLC	DLC: separately obtained add-on content, not included in the Permanent edition or the subscription. The current DLCs are the weather system and the passenger system.

Note A title with two tags (for example Free and Subscription) means the page itself is available, but some of its features require a higher edition; the text points these out one by one.

2.1 The Three Editions

Edition	Includes	How to get it
Free	HOME, PLAN, PA (airline recording packs play automatically by phase), STATUS and Settings; safety videos play sound only, without the picture; the interface is English only; an ad is shown each time before you click “Start”.	Download and use; no time limit.
Permanent	Everything in Free, plus: MAP, GSX, AIRPORT, CAREER, FLIGHT (scoring), landing analysis, HISTORY, first officer callouts, the safety video picture, 7 interface languages, no ads, and all specifically supported aircraft except the iniBuilds A380 / A220.	Buy a redeem code on the official website, then exchange your email + redeem code for an activation code in the activation window. One payment, valid forever.
Subscription	Everything in Permanent, plus: all TTS and AI voices, the Comms page (ATC / Ground / Cabin),	Buy a subscription code (one year / one month) on the

	RAAS, checklists, the flight info bar, panel streaming, Replay and landing replays, cloud backup (history and career), web access, log reports, specific support for the iniBuilds A380 / A220, career type ratings other than A320 / B737, and eligibility for Official PA (each airline also needs 1 PA voucher).	official website and redeem it in "Settings → Account → Subscription Settings". It does not renew automatically; when it expires, subscription features stop while Permanent features are unaffected.

2.2 Features by Edition

Feature	Required edition
HOME, PLAN, STATUS, Settings	**Free**
PA: airline recording packs, Broadcast Editor, automatic playback	**Free**
PA: Standard TTS / Advanced TTS AI voices, dedicated AI voices	**Subscription**
PA: Official PA packs (PA vouchers also needed)	**Subscription**
Safety video (sound)	**Free**
Safety video (picture)	**Permanent**
MAP, AIRPORT and GSX pages	**Permanent**
CAREER (A320 / B737 type ratings)	**Permanent**
CAREER (other type ratings)	**Subscription**
Flight overview, flight scoring, landing analysis, HISTORY	**Permanent**
First officer callouts (recordings)	**Permanent**
First officer TTS voices, cabin interphone	**Subscription**
Comms page: ATC, ground comms, CPDLC	**Subscription**
RAAS runway awareness alerts	**Subscription**
Checklists, flight info bar (desktop and web)	**Subscription**
Replay, landing replays	**Subscription**
Panel streaming	**Subscription**
Cloud backup (history, career)	**Subscription**
Web access (LAN mirror)	**Subscription**
Log Report (problem reports)	**Subscription**
Resources: navigation data, flight schedule	**Permanent**
Resources: ATC resources	**Subscription**

Specifically supported aircraft (except the iniBuilds A380 / A220)	**Permanent**
Specific support for the iniBuilds A380 / A220	**Subscription**
Interface languages (the 6 other than English)	**Permanent**
Weather system (live weather injection)	**DLC**
Passenger system (cabin simulation flight)	**DLC**

Note Pages you have not purchased can still be opened, but show a lock notice such as "Requires the permanent version" or "… is a subscription feature"; switches in a locked category are always treated as off.

2.3 Official PA and PA Vouchers [Subscription]

Official PA is a professionally produced cabin announcement pack for each airline and is a subscription feature. Each airline is redeemed with 1 PA voucher; once redeemed, it is permanently bound to your account and can be downloaded and updated at any time.

- Requirements: the account needs an active subscription. When the subscription expires, Official PA is paused; it resumes automatically when you renew, and redeemed airlines are never lost.
- One voucher redeems one airline, which you choose yourself in the software; a redemption cannot be undone or transferred.
- Getting vouchers: (1) buy them on the official website (€3.00 each, 1–10 per order; after payment they are added automatically to the account you entered, with no code to enter); (2) every 1-year subscription code you redeem adds 1 free voucher; (3) invite friends: when a new user enters your invite code at activation, you each get 1 voucher.
- For copyright reasons, Official PA packs do not include music, BGM or safety videos; these still come from the files in your local announcement folder.

2.4 DLC: Weather System [DLC]

The weather system blends real METAR observations with the GFS / ECMWF / ICON forecast models, writes the weather into MSFS in real time during the flight, and can fetch the weather ahead along the route.

- The weather system is a DLC that must be obtained separately; it is not included in the Permanent edition or the subscription, and does not depend on whether your subscription is active.
- The "Weather" category appears on the left of "Settings" only for accounts that own this DLC; otherwise the category is hidden.
- See the announcements on the official website for how to obtain it.

2.5 DLC: Passenger System [DLC]

The passenger system simulates a full cabin of passengers, the cabin crew and in-flight service in a "Cabin simulation flight"; see the Passenger System chapter.

- The passenger system is a DLC that must be obtained separately; it is not included in the Permanent edition or the subscription, and does not depend on whether your subscription is active.
- Only accounts that own this DLC get "Cabin simulation flight" when starting a flight and the "Passengers" category in Settings.
- See the announcements on the official website for how to obtain it.

2.6 Account and Devices

- The license is tied to the email used at activation as your account. An account can be used on only one computer at a time; before switching computers, close the program or click "Log out" on the old one.
- On first launch (and after the User Agreement is revised), the "User Agreement" is shown, and you must accept it to use the software; the full text can be viewed at any time in "Settings → About & Updates → User Agreement".

3 Installation and Requirements

3.1 System Requirements

- Operating system: Windows 10 / 11 (64-bit).
- Simulator: Microsoft Flight Simulator 2024 (Steam or Microsoft Store edition). MSFS 2020 is no longer supported.
- SimConnect: built in; no separate installation is needed, and no WASM module is required.
- Microsoft Edge WebView2 Runtime: required by the map, the airport map, the GSX page and safety videos. Windows 11 usually includes it; if the map page reports that it is missing, download and install it from Microsoft, then click “Retry”.

3.2 Optional Components

Component	Purpose
GSX Pro	GSX page, ground comms integration, and ATC GSX pushback and gate integration. The remote server (Remote) must be enabled in the GSX settings.
AI_TTS service	The “Advanced TTS” announcement engine, which uses AI speech synthesis for more natural announcements; click “Get tool” in the settings to obtain it.
iareplay-bridge community package	Fly-By camera effect for Replay.
FSLTL model library	Aircraft models used by ATC AI traffic.
Offline chart packs (*.fcp)	Chart viewing on the airport page; place them in the offline chart folder.

3.3 Data Resources

All data the software needs is obtained in one place, under “Settings → Resources”:

Resource	Description
Navigation data	Required. Airports, runways, procedures, time zones and other information all come from it; it is completed or updated automatically in the background when the program starts.
Flight schedule (required by AI traffic)	Optional. Needed by the airport departures/arrivals board and ATC AI traffic.
ATC resources (required	Optional. Must be downloaded before using ATC. Extracted automatically

by the engine and AI traffic)	after download.

Note Finish downloading resources before clicking “Start”. While running, these files are in use, so a completed download only shows “After restart” and is swapped in the next time the program starts.

3.4 Specifically Supported Aircraft

For the following aircraft, the state of lights, autopilot, flaps, speed brakes, APU, wheel chocks, doors, V-speeds and so on is read directly from the aircraft's own data for the most accurate information. Other aircraft use the simulator's generic data and work normally as well.

- Fenix A319 / A320 / A321
- FlyByWire A32NX, FlyByWire / Headwind A380X
- FSLabs A321 / A321neo
- iniBuilds A300 / A310 / A330 family / A340-300 / A350-900 / A350-1000 / A380
- ToLiss / Aerosoft A340-600
- Synaptic A220-100 / -300
- PMDG 737 (-600/-700/-800/-900), PMDG 777 (-200 / -200LR / -300ER / F)
- iFly 737 MAX 8
- TFDi MD-11
- Aerosoft CRJ (550 / 700 / 900 / 1000)
- Asobo 787

4 Quick Start

When using the software for the first time, follow these steps to complete a full flight:

1. The first time you launch iAnnouncer, the “User Agreement” is shown; read it, then click “Agree & Continue” (“Decline & Exit” closes the program).
2. Click the gear (Settings) on the right side of the top bar to open the settings page.
3. In “General”, choose the interface language and theme; to launch automatically with MSFS, make sure “Auto Start” is turned on.
4. Activation: if the software is not activated yet, the “Activate iAnnouncer” window appears after launch; you can redeem a code for an activation code, or activate directly with an activation code (see “Settings → Account”).
5. In “Account”, fill in “SimBrief Account” (your SimBrief username or Pilot ID), and optionally the English names of the captain and chief purser, which are spoken in announcements.
6. In “Resources”, click “Download all”; if you want to use ATC or AI traffic, also download “ATC resources” and “Flight schedule”.
7. Enable features as needed: ATC → “Enable ATC”; Ground Comms → “Enable ground comms”; Recording → “Enable recording”; Flight Info Bar, and so on. When done, click “Apply” in the footer.
8. Generate a flight plan on the SimBrief website, then click “Import SimBrief Plan” on the PLAN page. Without SimBrief, you can also fill in the airline, cruise altitude, departure airport (DEP) and arrival airport (ARR) manually on the HOME page and fly with a simple plan.
9. Load the aircraft at a gate in MSFS, then click the green “Start” in the footer. When the button turns into a red “Stop” and the top bar begins showing live data, the connection is established.
10. Fly as usual. Announcements, first officer callouts and flight phases all run automatically; when needed, you can switch phases or play boarding or meal announcements manually on the HOME page, and interact with ATC and the ground crew on the Comms page.
11. After landing and parking at the gate, click “Submit flight” in the footer; the results of this flight are recorded in HISTORY.
12. To end the flight, click “Stop” and choose “Disconnect” in the confirmation dialog.



Figure 1 Home page (flight info, flight phase, flight progress and lights)

5 Interface Overview

5.1 Main Window Layout

From top to bottom, the main window consists of the top bar, the tab strip, the current page and the footer. The window scales proportionally with “UI Scale” and cannot be maximized. Only one instance of the program can run; opening it again brings the existing window to the front.

5.2 Top Bar

- Left: the software name and the current aircraft type code (-- if not recognized).
- Center: seven live readouts, in order: GS ground speed, IAS indicated airspeed, TAS true airspeed, ALT altitude, AGL height above ground, HDG heading and V/S vertical speed. Shows -- when not connected to the simulator.
- Right: four buttons: gear (Settings), Compact mode, Minimize and Close.
- Compact mode: the window collapses in place, keeping only the top bar and the lights panel, and always stays on top; press it again to restore the full window.
- The entire top bar can be used to drag the window.

5.3 Tab Strip

The tabs are, in order: HOME, PLAN, MAP, Comms, GSX, AIRPORT, CAREER, FLIGHT, HISTORY, STATUS and PA. There are also two conditional tabs: “LANDING” appears once a landing analysis is available; “VIDEO” appears when an airline safety briefing video plays automatically, switches to it, and hides after playback ends. The settings page is not on the tab strip; open it with the gear in the top bar.

5.4 Footer

- “Start” / “Stop”: Start connects to the simulator and runs all features; Stop asks “Disconnect from MSFS?”, and only choosing “Disconnect” actually stops.
- “Submit flight”: appears when the aircraft is parked at the gate and the current flight has not yet been submitted. It reads “Complete Flight” during a career flight and “Submit Exam” during an exam.
- “Always On Top”: keeps the main window in front of other windows.
- “Apply”: immediately saves all settings and the PA settings, and updates the launch-with-simulator entry. Changes on the PA page are written to disk only when you click “Apply”.

5.5 After Clicking “Start”

1. If the airline, cruise altitude, DEP and ARR are all filled in on the HOME page: manually entered values fly as a simple plan, and an imported SimBrief plan is flown as planned. If any of them is missing, the program imports the SimBrief plan automatically; if the import fails, it shows the

reason (for example, no SimBrief account entered, no network connection, or the plan has no airline code).

2. The program starts connecting to the simulator. If the simulator is not running, it retries every 2 seconds; if it still has not connected after 30 seconds, it shows “MSFS did not connect. Is the simulator running?” once, then keeps waiting and connects automatically when the simulator enters a flight.
3. While running, the departure and arrival airports are locked: DEP/ARR on the HOME page cannot be changed and the import button on the PLAN page is disabled; click “Stop” first to change them.
4. Closing the window while running asks “Please confirm whether to exit” to prevent accidental closing during a flight.

6 Pages

6.1 Home [Free]

The HOME page is used to set the basic information for this flight, view and switch flight phases, view flight progress, and operate the aircraft lights directly.



Figure 2 Home page

6.1.1 Flight Info

- Airline banner: shows the airline's logo after you enter the airline code. The transition altitude / transition level (TA / TL) is shown to the right of the title.
- Current PA: the name of the announcement currently playing.
- Airline: three-letter ICAO airline code (for example CCA, ANA).
- Cruise altitude: 1000–60000 ft.
- Manual Control: in the “Ready” phase, boarding buttons play “Board Start” → “Welcome” → “Board End” in sequence; in the cruise phase, three meal announcement buttons appear: “Snack”, “Light” and “Meal”.

6.1.2 Flight Phase

The ten phases are, in order: Ready, Taxi Out, Takeoff, Climb, Cruise, Descent, Approach, Landing, Taxi In and Parked. The program detects the phase automatically and drives announcements and callouts

accordingly. Completed phases light green and the current phase lights blue; click a phase to switch to it manually (switching stops the announcement currently playing).

6.1.3 Flight Progress

- Flight mode (SimBrief / Simple), simulator local time and UTC, flight duration and time remaining.
- DEP ——✈—— ARR progress bar: enter a four-letter airport ICAO code at either end (with airport suggestions). Manual entries fly as a simple plan. Locked after starting.

6.1.4 Lights

The “External Lights” and “Internal Lights” switch groups correspond to the real switches of the current aircraft (navigation, beacon, landing, taxi, strobe, logo, wing, runway turnoff lights, seat belts, no smoking and so on), and can be toggled right here. A message is shown if the simulator is not connected or the aircraft has no such switch.

6.2 Plan [Free]

The PLAN page is used to import and view the SimBrief flight plan (OFP).



Figure 3 Plan page

- “Flight Info”: flight, callsign, aircraft type, registration, departure / arrival / alternate airports, departure date and time, arrival time, flight duration and block time, plus a plan summary including initial cruise altitude, cost index, route distance, average wind, wind component, ISA deviation, release version and AIRAC cycle.

- “Load & Route”: a load sheet (planned / max / used / status) covering trip fuel, block fuel, passengers, baggage, payload, empty weight, ZFW, TOW, LW and more, plus the full route text and a “Copy” button.
- “Open OFP”: view the complete OFP text in a separate window, with “Copy all”.
- “Import SimBrief Plan”: fetches the latest plan from SimBrief. Your SimBrief account must be entered in the settings first.

Note Workflow: generate a plan on SimBrief → click “Import SimBrief Plan” → check the HOME page → click “Start”. A new plan cannot be imported during a flight (it would replace the departure and arrival airports); stop first.

6.3 Map [Permanent]

A live map. The base map can be switched between “Map” (street map) and “Satellite”.

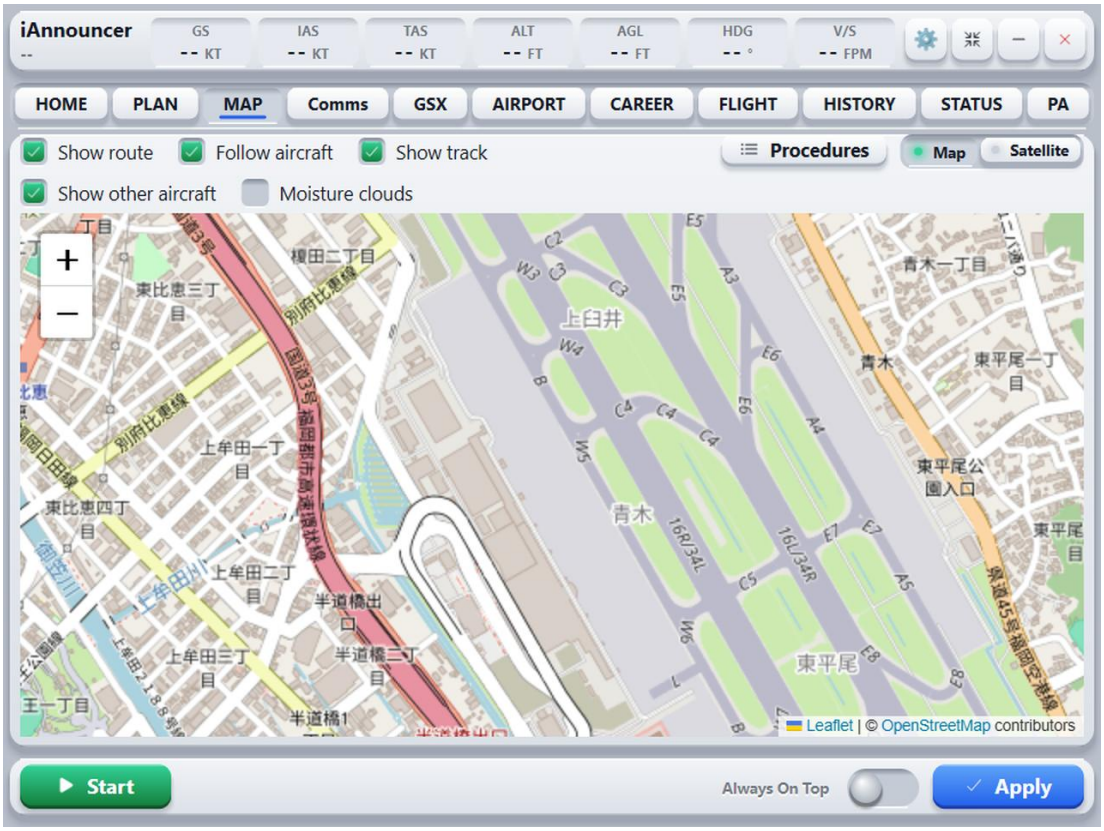


Figure 4 Map page

- Show route: shows the SimBrief route as a green line.
- Follow aircraft: keeps the map centered on your aircraft.
- Show track: shows the track flown as a red line.
- Show other aircraft: shows aircraft within 100 km in the simulator; when ATC is enabled, ATC AI traffic is shown as well.
- Show other players: shows the positions of other iAnnouncer users (your own position is shared only after you enter a nickname in “General”).

- Moisture clouds: requires an OpenWeather API Key in the “Map & Charts” settings.
- “Procedures” button: opens the procedures panel, where you select the departure runway / SID / transition and the arrival runway / approach / STAR / transition, shown on the map as orange and blue lines.
- After ATC issues a taxi clearance, the map shows the taxi route as a thick green line. The map remembers the last view position.

The default state of the check boxes is set in “Settings → Map & Charts → Default display options”; temporary changes on this page are not written back to the settings.

6.4 Comms [Subscription]

The Comms page brings together ATC dialogue, ground comms, cabin interphone and the airport departures and arrivals board. The four tabs at the top right, “ATC”, “Ground”, “Cabin” and “Board”, switch the content, and the “Clear” button clears the log. The on/off switches for each feature are on the settings page. The alert bar at the top of the page tells you when a flight attendant is calling or GSX needs your input.

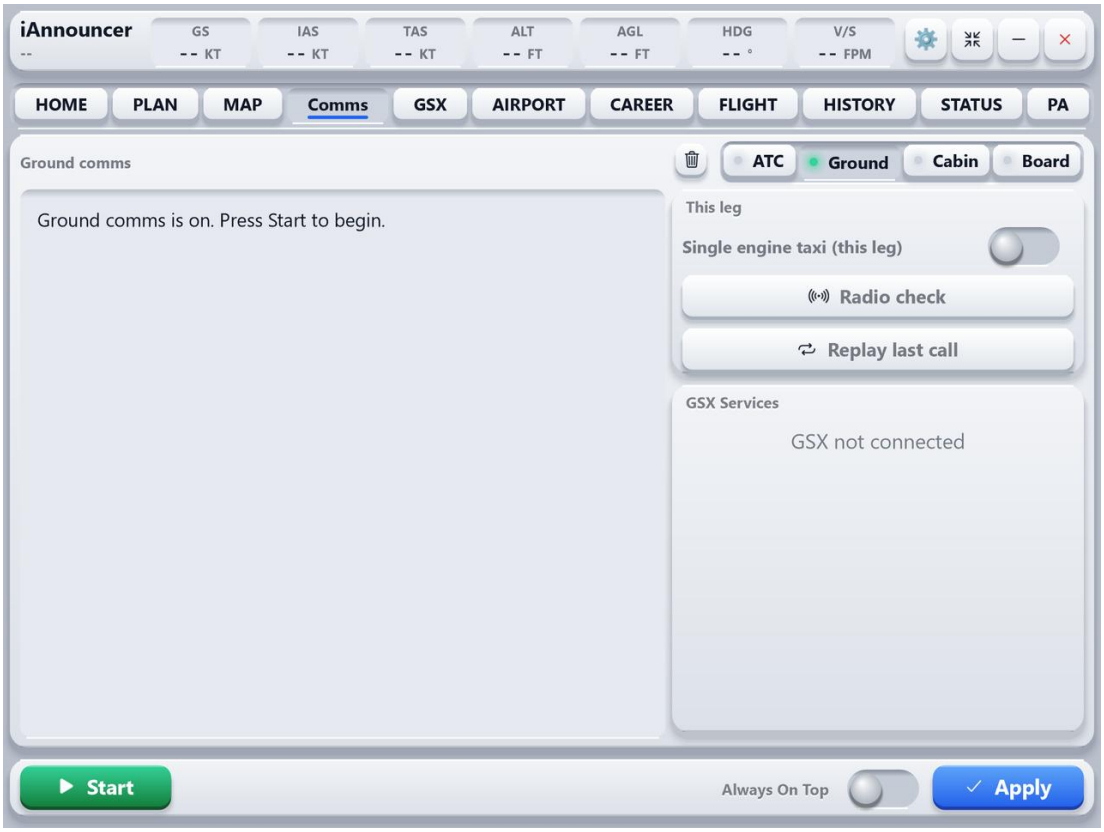


Figure 5 Comms page

6.4.1 ATC

- The left side shows the COM1 / COM2 frequencies, transponder, ATIS information and the IFR/VFR marker, along with the dialogue log.

- The dialogue log can be filtered by “Pilot”, “Traffic” and “CPDLC”, and shows whether someone is transmitting and the number of active and parked AI traffic.
- Right side, “Menu”: the ATC requests currently available; click one to send it to the controller. While the frequency is busy or the plan is still importing, the request buttons are temporarily unavailable and the title row shows “Frequency busy” or “The flight plan is still importing. Try again when it finishes.”; if COM1 is not tuned to an ATC station, it shows “Tune COM1 to an ATC station first.”.
- Right side, “Freqs”: lists station frequencies at nearby airports; click a row to tune COM1, or the button next to it to tune COM2. You can also enter a frequency from 118.000 to 136.990 manually.
- Right side, “CPDLC”: datalink logon / logoff, PDC (pre-departure clearance) requests, plus waypoint, direct-to, flight level, climb, descent, pushback and taxi requests and messages awaiting a response.

Note ATC requires all of the following: ATC enabled in the settings, the ATC resources downloaded, a SimBrief plan imported, and “Start” clicked. The ATC tab tells you which step is currently missing.

6.4.2 Ground

- Shows the log of calls with the ground crew.
- “Single engine taxi (this leg)”: whether this leg uses single-engine taxi.
- “Radio check”: calls ground for a test transmission.
- “Replay last call”: replays the previous ground call.
- “GSX Services”: shows the status of each GSX service.

6.4.3 Cabin

- Shows the interphone log between the flight attendants, the first officer and the captain.
- When “F/O Answers Calls” is off, calls from the flight attendants show “Approve” / “Later” buttons; if you do not choose within 60 seconds, the first officer answers.
- The side panel shows cabin status such as boarding progress, deboarding, doors, cabin service and cabin ready, and lets you call the flight attendants.

6.4.4 Board

An airport “DEPARTURES & ARRIVALS” split-flap board showing carrier, time, destination / origin, flight and status. The airport is chosen automatically in the order: current ATC airport → planned departure airport → nearest airport. Requires the flight schedule download.

6.5 GSX [Permanent]

The entire page embeds the GSX Pro remote web interface, so you can call any GSX ground service directly from here. When the interface language is Chinese, Japanese or Korean, it is translated automatically into that language; in other languages the original GSX text (English) is shown.



Figure 6 GSX page

Note If it keeps showing "Waiting for GSX Pro", start MSFS and GSX Pro and enable the remote server (Remote) in the GSX settings. The program retries automatically every 3 seconds.

6.6 Airport [Permanent]

Look up airport information, weather and charts. Enter a four-letter ICAO code and press Enter, or click the input box to pick an airport from the current plan (DEP / ARR) or the navigation database.

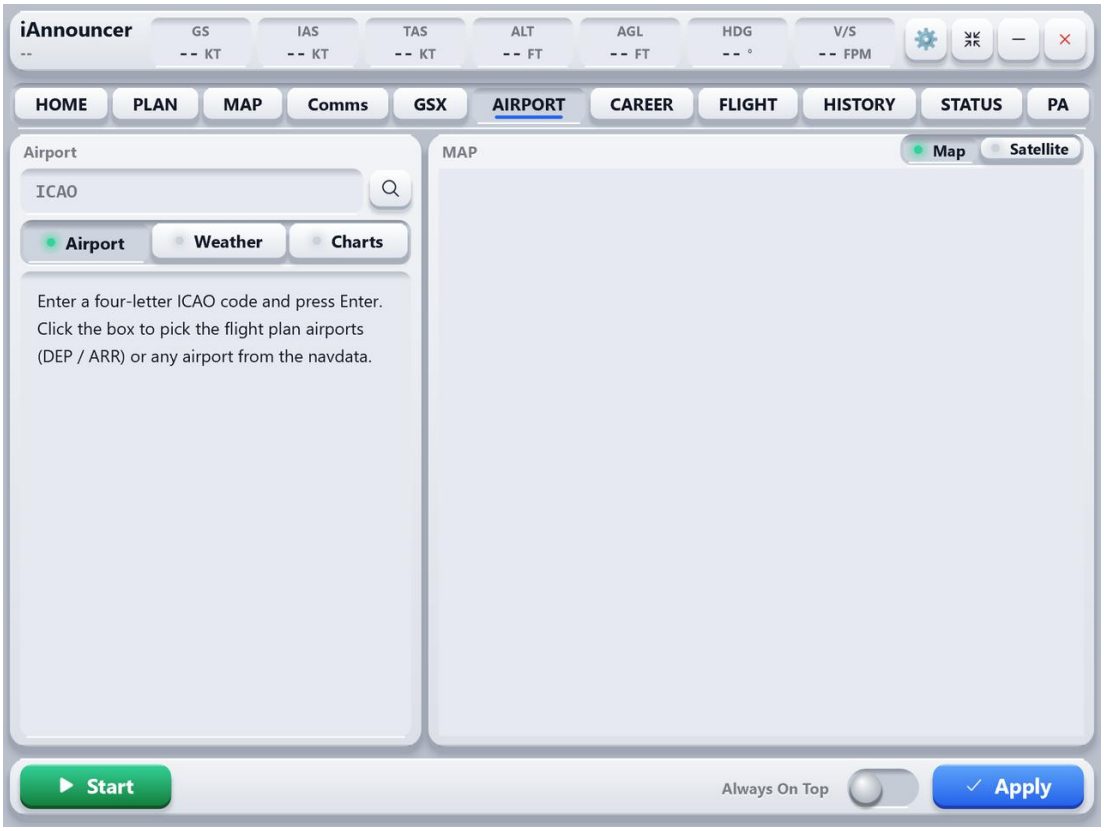


Figure 7 Airport page

- "Airport": ICAO / IATA, name, city, elevation, coordinates, magnetic variation, transition altitude and transition level, plus each runway's magnetic heading, length and width, threshold elevation and ILS frequency.
- "Weather": decoded METAR, including wind, visibility, clouds, weather phenomena, temperature, dew point, pressure and more.
- "Charts": offline charts grouped into departure, arrival, approach, airport, taxi and reference. The viewer supports zooming and panning and day / night modes, marks your aircraft position, and can open in a small always-on-top window.
- The map on the right shows the airport location and can be switched between Map and Satellite.

Note Charts come from *.fcp chart packs in the offline chart folder. If a pack is missing, you are prompted to add the chart pack or specify the folder in "Settings → Map & Charts".

6.7 Career [Permanent] [Subscription]

The Permanent edition can earn A320 and B737 type ratings; type ratings for other aircraft require a subscription.

Simulates an airline pilot's career: start as a flight school graduate, join an airline, fly your roster, earn type ratings, collect your salary and get promoted to captain. Save files are stored encrypted.



Figure 8 Career page

6.7.1 Creating a Profile

On first entry, fill in the pilot name, country / region, pilot ID, initial airline, base and endorsement training, then click “Join and Start Training”. Starting rules: you have no initial type rating, you start at a small airline, and the training debt must be paid off.

6.7.2 Sections

- Overview: promotion progress, contract, fatigue, airline tier, warnings, total legs, average score, funds, pay, training debt and net worth, plus items needing attention, the next flight and the weekly challenges.
- Mail: company messages; mark all as read or jump to the related module.
- Job: the current assignment (flight number, aircraft type, distance, flight time, report time), “Create Plan” (opens the SimBrief dispatch page), “Start Flight”, taking leave and using energy pills; the roster can be filtered by distance and aircraft type, then “Generate Schedule” and “Accept”; take type exams.
- Company: airline profile and route network map.
- Licenses: type endorsements, training, exams and type proficiency; “Start Training”.
- Shop: leave vouchers, energy boosters, income multipliers, paid leave, warning appeal letters, flight fine insurance and more.
- Market: search other airlines and submit applications; results are announced the next day, and you can accept a contract to switch airlines in “My Applications”.

- Stats, Achievements: score and income trends, routes flown, personal bests, and claiming achievements you have earned.
- Settings: local reset, deleting the save, and cloud backup and automatic cloud backup.

Note Career flight workflow: Job → Create Plan → generate on SimBrief → Start Flight → fly → after landing and parking, click "Complete Flight" in the footer → the app switches to the CAREER page automatically to show the settlement.

6.8 Flight [Permanent] [Subscription]

"Overview" and flight scoring are Permanent features; "Checklist", "Replay" and "Landing replays" require a subscription.

The FLIGHT page has two sub-tabs, "Overview" and "Checklist"; after recording is enabled in the settings, "Replay" and "Landing replays" also appear.



Figure 9 Flight page (Overview)

6.8.1 Overview

Shows the altitude profile and speed profile curves of the flight, along with the total score for this flight and the scores for each phase and each check item. Scoring covers the timing of flap, landing gear and light usage, the altimeter setting at transition (set STD after climbing through the transition altitude, and return to QNH after descending through the transition level), speed limits, attitude, landing performance and more.

6.8.2 Checklist [Subscription]

Checklists divided by flight phase. Items that can be read from the aircraft are ticked automatically; items that cannot be read must be confirmed manually. Use “Reset” for a phase or “Reset all”.

6.8.3 Replay [Subscription]

- Playback controls: go to start, rewind, play, stop, fast forward, go to end, take control of the aircraft, slow motion / fast playback.
- Recording: record, load, load multiple, multi-object recording, instant replay (keeps the last 2 minutes) and highlights.
- Editing and text: set the clip start / end point, save the clip as a new file, and add animated text.
- Cameras: Fly-By, camera position rotation and cinematic camera moves.
- AI and files: replay as AI, ghost aircraft, track markers; export / import KML; export video; telemetry window.

6.8.4 Landing Replays [Subscription]

Every landing is recorded automatically. Select a record in the list to replay it in the simulator, play / pause, change the playback speed, export or open the video, or delete the record.

6.9 Landing (Conditional Tab) [Permanent]

Appears automatically after touchdown and deceleration, and shows a detailed analysis of the landing:

- Scores: touchdown attitude, touchdown vertical speed, touchdown G-force, touchdown point and landing score.
- Landing analysis: airport, runway, number of bounces, wind direction and speed, crosswind, headwind / tailwind, runway surface condition, whether the autopilot was used, maximum glide path angle, ground speed, airspeed, distance from the aiming point, distance from the centerline and more.
- Touchdown records: vertical rate, G-force, pitch angle, bank angle and sideslip angle for each touchdown.
- The map on the right shows the touchdown location and track.

6.10 Safety Video (Conditional Tab) [Free] [Permanent]

In the free edition, safety videos play sound only and a lock notice is shown in place of the picture; the Permanent edition and above show the full picture.

When an airline recording pack includes a safety briefing video, automatic playback switches to this page and plays it full screen, then hides the tab and returns to the HOME page when finished. Videos played manually on the PA page play in place on the right side of the PA page.

6.11 History [Permanent]

View submitted flight records.

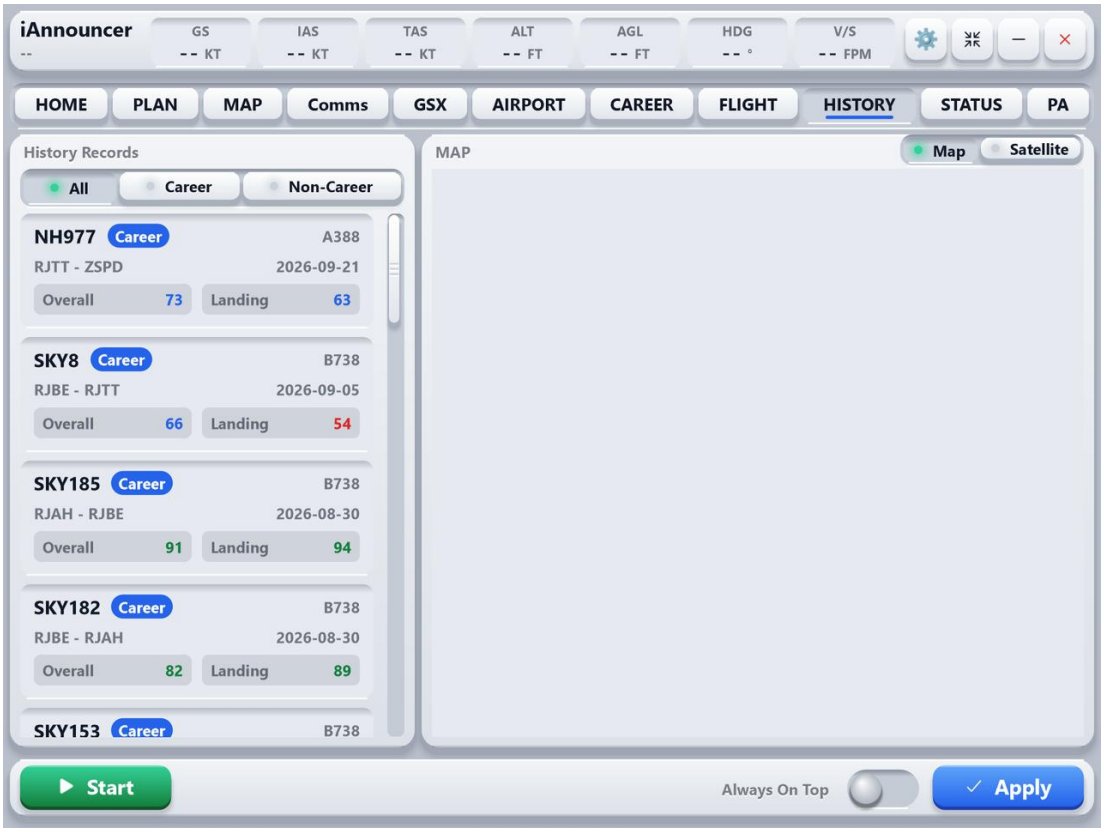


Figure 10 History page

- "History Records": filter by All, Career or Non-Career. Each record shows the callsign, route, aircraft type, date, overall score and landing score. Right-click to delete (career records cannot be deleted).
- "Flight Score": switch between Overall Score and Landing Score, and show or hide the score curve.
- Map: when a record is selected, shows a line between its departure and arrival airports; when none is selected, shows the airports you have visited and the legs you have flown.

6.12 Status [Free]

Read-only live data for checking the connection and aircraft state. Everything shows -- when the simulator is not connected.



Figure 11 Status page

- Connections: connection status of the simulator, SimConnect, GSX and RAAS. RAAS states include: off, not connected, waiting for aircraft, booting, ready, no power and inhibited.
- Aircraft Info: type, manufacturer, author and name.
- Engine / APU: N1 and N2 of each engine and the APU.
- Speed / altitude / attitude, position / environment.
- Other Parameters: flaps, autopilot, landing gear, GSX status, passenger boarding, cargo loading progress, spoilers, wheel chocks, ground power and each door.

6.13 PA [Free] [Subscription]

Management and manual playback of cabin announcements (PA).

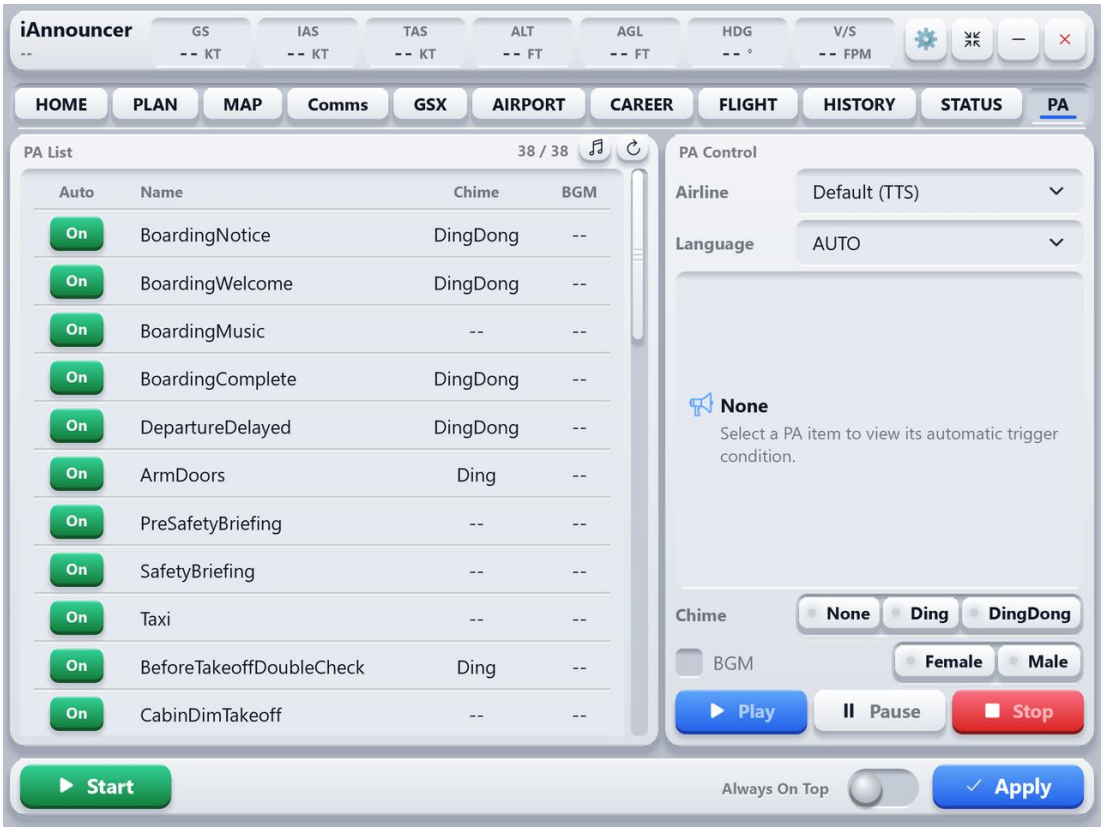


Figure 12 PA page

6.13.1 PA List

Lists all announcements of the current airline. For each one you can set “Auto” (whether it plays automatically in its phase), the chime and whether background music plays underneath. “Refresh” rescans the recording folder, and “Broadcast Editor” opens the recording pack editor.

6.13.2 PA Control

- Airline: select an airline recording pack; “Default (TTS)” synthesizes announcements from text with TTS.
- Language: with the default airline selected you can specify the language; AUTO selects automatically based on the airline's country, the departure and the arrival (up to three languages).
- “Enable Dedicated AI Voice” / “Edit Dedicated AI Voice”: write dedicated scripts for each announcement and each language of an imported airline, read aloud by an AI voice.
- Trigger Condition: shows when the selected announcement plays automatically.
- Chime (None / Ding / DingDong), BGM, Female / Male voice.
- “Default (TTS)” and dedicated AI voices require a subscription; the Free and Permanent editions can use airline recording packs.
- “Play”, “Pause” / “Resume”, “Stop”.

Note Changes on the PA page take effect immediately, but are written to disk only when you click “Apply” in the footer.

6.13.3 Broadcast Editor

Turn your own recordings or videos into an airline recording pack: choose a source, add files or drag them in, and the material is bound to the matching announcements automatically by file name. You can also bind, preview and remove items manually, then click “Generate” to export to the announcement folder. The airline folder name must be a three-letter ICAO code.

6.13.4 Official PA [Subscription]

Click the download icon in the header of the PA list (“Official PA”) to open the Official PA window. When you select a redeemed airline under “Airline”, the announcement source shows “Official”, and the voice gender is fixed by the pack.

- The top shows “Vouchers left: N”; “Buy” opens the official website to buy vouchers. On the right you can search by ICAO or airline name, and “Refresh” reloads the list.
- “My invite code”: click “Copy” and send it to friends. When a friend enters it at activation, you each get 1 voucher; the number of people you have invited is shown as well.
- Airline list “Status”: Subscription req. / Not owned / Owned / Up to date / Update avail. / downloading (progress and speed) / After playback / Failed.
- “Action”: for an airline you do not own, click “Redeem” and confirm to use 1 voucher; for an owned airline, click “Download” or “Update”; while downloading you can “Cancel”, and after a failure you can “Retry”. Once downloaded, the airline can be selected on the PA page.
- “Voice Packs” tab: free voice packs such as ground crew and cabin crew voices, downloadable without a subscription or voucher.
- “Wishlist”: enter the airline you would like to see (ICAO or name) and an optional note, then click “Submit”. Subscribers can also attach a zip of that airline's PA recordings (at least 10 .mp3 / .ogg; required when attaching files) plus optional BGM, boarding / arrival music and a safety video (.mp4), up to 2 GB per file; upload progress is shown at the bottom of the window and can be paused, resumed or discarded.

Note Official PA requires an active subscription. Without one, airlines show “Subscription req.”; redeemed airlines become usable again once you renew.

6.13.5 Announcement Language and Time

- The mapping between countries and languages is read from a data table and covers the conventions of about 240 countries and regions worldwide.
- Meal announcements: the first one uses the local time at the departure airport to decide between a full meal and a light meal; on long flights the second one uses the local time at the arrival airport.
- The estimated arrival time is announced in the local time of the arrival airport.

- When you preview announcements on the PA page without an imported plan, placeholders are filled with a sample flight.

7 Passenger System [DLC]

The Passenger System brings a living cabin into your flight. It builds a full passenger manifest from your SimBrief plan and simulates boarding, the safety demonstration, cabin securing, meal service and in-flight sales, lavatories and call bells, passengers' needs and moods, and cabin events such as medical cases, drunk passengers, faults and scenic views. The cabin crew calls you on the interphone to ask and report, and how you fly and respond affects passenger satisfaction, which counts toward your flight score and career settlement.

Note The Passenger System is a DLC: only granted accounts can see it, independent of the subscription. Traditional and Simple flights are not affected and work as before.

7.1 Starting a cabin simulation flight

1. Click Start in the footer and choose "Cabin simulation flight" under "Choose flight mode" (only accounts that own the Passenger System DLC have this option).
2. Choose where the plan comes from: load an existing SimBrief plan or create one.
3. After the plan loads, "Cabin setup for this flight" opens. Passengers, checked baggage and times come from the plan, and the manifest is generated at this moment. Check the service level, catering, facilities and boarding, then click "Start flight". The cabin setup locks once the flight starts.
4. iAnnouncer connects to the simulator and the PAX page appears in the tab bar; "Captain announcements" on the PA page and the "More…" topics of the cabin interphone appear as well.

7.2 Cabin setup

Cabin setup remembers your last choices per airline and aircraft; a new combination starts from the Standard level. Before the flight starts you can also view and change it on the CABIN tab of the Plan page.

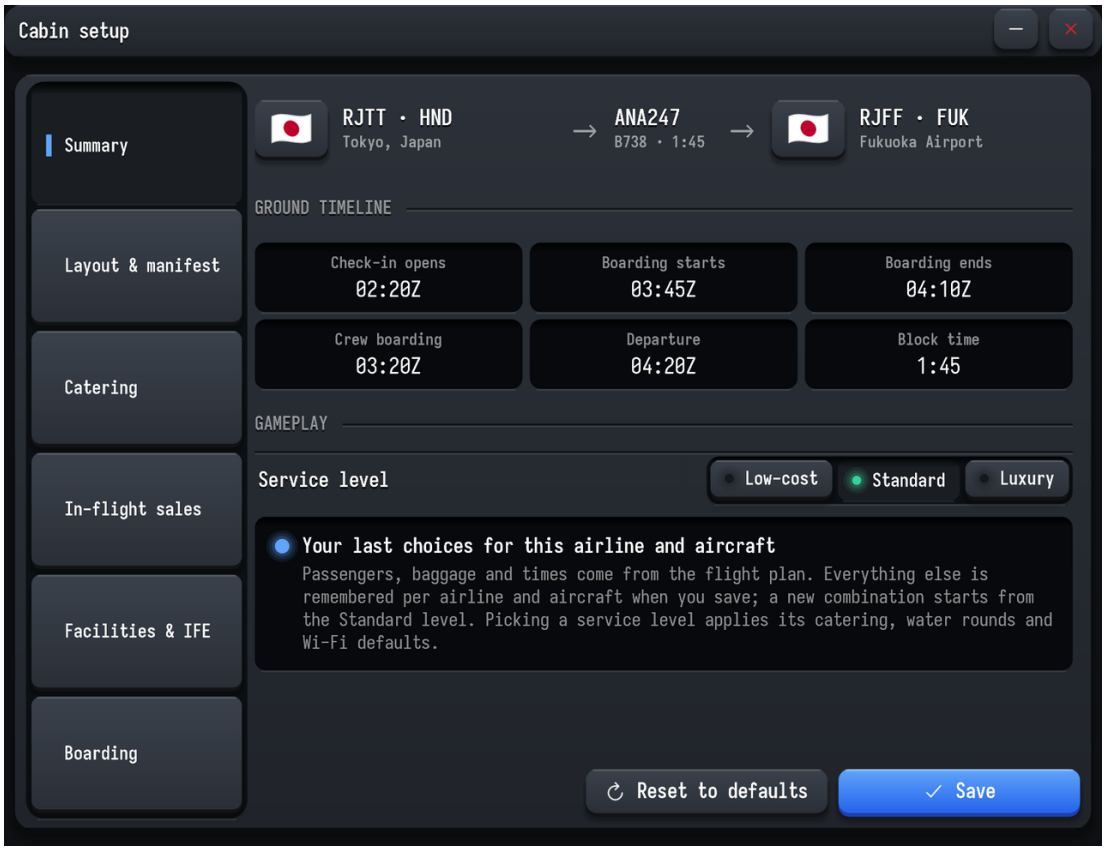


Figure 13 Figure: Cabin setup

Category	Contents
Summary	Flight, aircraft, cabin layout, seats and crew count, ground timeline (check-in, crew boarding, boarding start / end, departure), service level (Low-cost / Standard / Luxury; picking one applies its catering, water-round and Wi-Fi defaults).
Layout & manifest	Cabin layout (library / generated / custom), passengers, checked baggage, parties (families, children) and the passenger list. Names follow the nationalities at both ends of the route.
Catering	Meal type and drinks per class, crew meals, special meals, portion limits, water rounds on long flights. Economy is served the meal named in the meal announcement; business is served first in the same round, without a separate announcement.
In-flight sales	Currency, “Sales commission to career pay”, and an editable product catalog. About 70% of adult passengers browse; whether they buy depends on the item and price.
Facilities & IFE	Wi-Fi (type, paid or free), entertainment (none / overhead / seatback / own device), USB power, safety cards, magazines.
Boarding	Cabin crew boards first, boarding order, fixed boarding interval and seconds per passenger. With GSX, passengers board as fast as GSX loads

	them; the fixed interval is used only without GSX.

Note The crew count follows the seat count: about one per 50 seats on narrow-bodies, about one per 30 seats on wide-body long-haul flights (block time 4 hours or more).

7.3 PAX page

Once a cabin simulation flight starts, the PAX page appears, with four tabs at the top right: Overview, Seats, Manifest and Service.

7.3.1 Overview

Average mood and passengers on board, average needs (thirst, hunger, toilet, boredom, anxiety, fatigue), the cabin crew (where each crew member is and what they are doing), passenger opinions and the cabin event log.



Figure 14 Figure: PAX page · Overview

7.3.2 Seats

The seat map shows the fuselage sideways (nose to the left). Each passenger is a chibi pixel figure whose look comes from the manifest (age, gender, passenger type, class, profession, frequent flyer); clothes and hair are fixed by name, and what they are doing right now is shown live. Switch the metric at the top between Mood, Thirst, Hunger, Toilet and Anxiety; its colour appears as a small dot

at the lower-left of each seat (green good, blue fair, red poor). Double-deck aircraft can switch between main and upper deck.

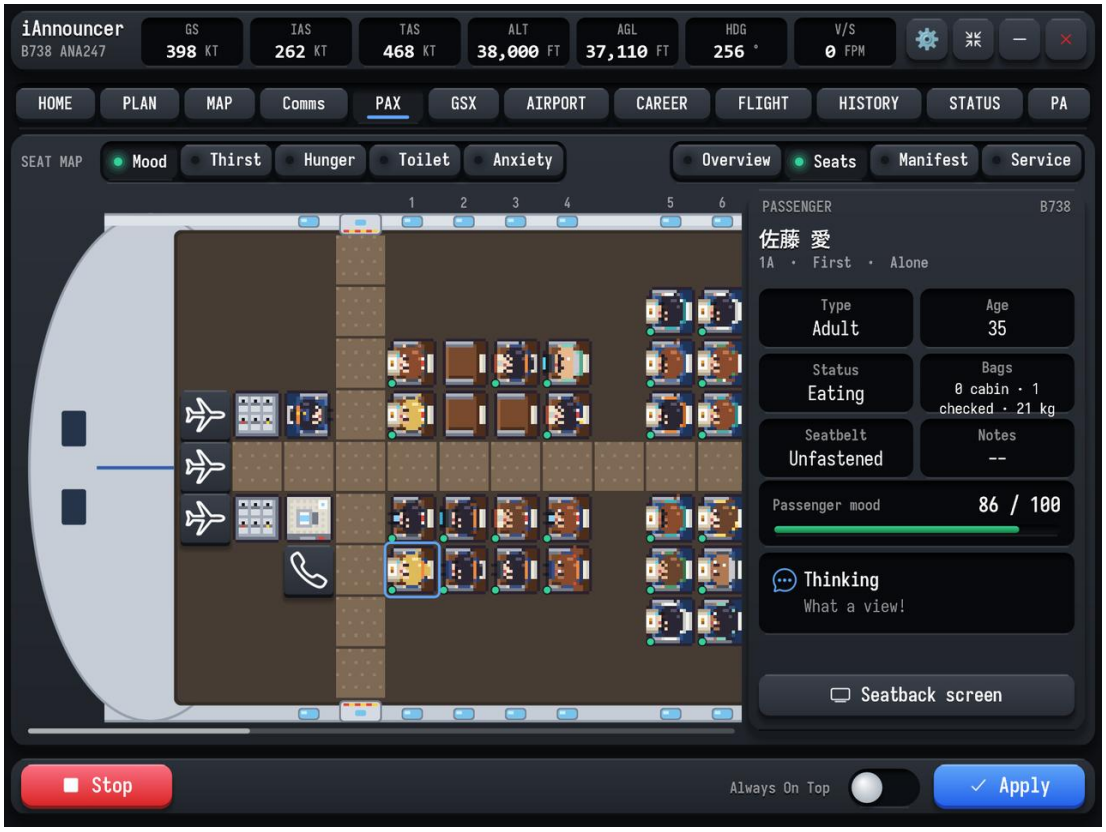


Figure 15 Figure: PAX page · Seats (meal service in cruise)

- Cell size is set by the widest aircraft of all, so every aircraft fits top to bottom; long fuselages scroll sideways with the mouse wheel or by dragging, with a scroll bar at the bottom.
- Click a seat to see the passenger card: name, class, party, type, age, status, bags, seatbelt, notes (call bell, unwell, injured, connecting, frequent flyer, first flight, tipsy), mood and current thought. “Seatback screen” opens that seat’s IFE screen.
- The trolley takes two cells with a crew member at each end; during boarding and deplaning passengers walk in the aisle and step aside against the seats to let the trolley pass.
- Occupied lavatories show a red light on the door; armed doors show a flashing warning stripe.

Figure	Manifest information
Adult man / woman (several hairstyles)	Passenger type ADT; women’s hairstyles are fixed by name (long, bob, ponytail, twin tails, bun)
Suit and tie / scarf	Adults in first or business class
Grey hair, glasses	Aged 65 or over
Cane	WCHR (wheelchair assistance)
Hoodie, headphones	Aged 12–17
Child / toddler / infant	Aged 6–11 / 2–5 / under 2 (INS)

car seat	
Yellow document pouch	UNMIN (unaccompanied minor)
Gold card	Frequent flyer (has flown with the airline before)
Gripping the armrests, sweating	NERV (nervous flyer), or a first-time flyer with high anxiety
Red cross	Doctor or nurse helping with a medical case
Flushed / pale green / head bandage	Drunk / unwell / injured in turbulence
Blanket and Z, tray table, book, phone, seatback screen, sweat drop, flashing lamp	Sleeping, eating, reading, on Wi-Fi or music, watching, worried, call bell pressed

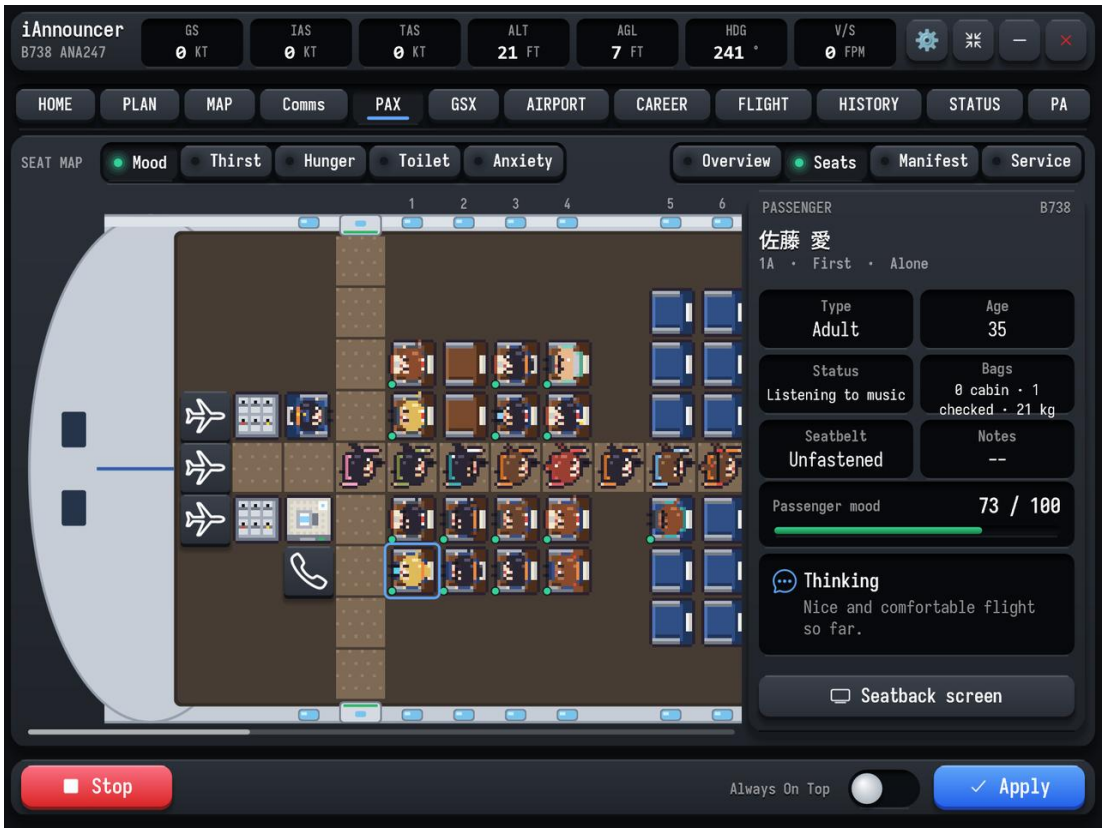


Figure 16 Figure: Boarding (passengers walking to their seats)

7.3.3 Manifest

The list of all passengers: seat, name, class, type, age, status, mood and more.



Figure 17 Figure: PAX page · Manifest

7.3.4 Service

Status and progress of meal rounds and in-flight sales (served / declined / short, items sold and revenue), cabin systems (doors, cabin lights, temperature, lavatories, Wi-Fi and signal quality) and how many call bells are waiting. Doors, lights, temperature, lavatory locks and Wi-Fi can be operated here by hand or left to “Managed by crew”.



Figure 18 Figure: PAX page · Service

7.4 The cabin in flight

- Boarding: the crew boards first (if enabled in cabin setup), then calls for boarding permission. Once you agree, passengers board in the chosen order, stow bags and take their seats; people already seated stand up to let others in. The crew counts heads and reports when boarding is complete.
- Before take-off: the crew demonstrates during the safety announcement, then checks seatbelts row by row from front to back. Until the cabin is secured, the “cabin ready” call waits (never longer than its usual limit). Doors are armed before taxi and disarmed at the gate.
- Meals and sales: rounds follow the automatic announcements (meal announcement, asking the captain, in-flight sales announcement) and the trolley serves row by row. After the first round, long flights get water rounds and the purser calls to ask whether the cockpit would like its meals.
- Passenger needs: thirst, hunger, toilet, boredom, anxiety and fatigue change over time. Passengers read, listen to music, use Wi-Fi, watch, sleep and look out of the window, queue for the lavatories and press the call bell for drinks, blankets or help. Without USB power their own devices run out of battery.
- How it feels: turbulence, steep bank, steep pitch, high G and hard landings make passengers anxious and unhappy. Turning the seatbelt sign on before turbulence and making an announcement afterwards helps.
- Cabin events (switchable in Settings): cabin faults (Wi-Fi, entertainment, lavatories, doors); medical cases (announcement for a doctor → a doctor or nurse helps → diversion advised if

serious, ambulance reminder after landing); drunk passengers; story events (birthday, proposal, crying baby, nervous flyer); scenic view prompts near about 100 landmarks (left or right side); turbulence warnings.

- Cabin ambience: passenger chatter, gate, galley, door greeting, toilet flush, cleaning, doors, plus shouts and screams in turbulence or after a hard landing. Sound is muffled while the cockpit door is closed and muted in outside views.

7.5 Talking with the crew

- Crew calls (cabin interphone on the Comms page): boarding permission, crew meals, water during a ground delay, medical cases, diversion advice, drunk passengers, story events, scenic views, restocking safety cards and magazines, welfare checks in cruise and more — answer agree or decline. Statements such as doors armed, faults, turbulence warnings, landing comments and ambulance reminders are just for your information.
- Cabin report: when the captain asks how the cabin is, the crew answers with the most pressing matter (someone unwell, nervous passengers, impatience with a delay, lavatories, thirst, hunger, too hot or cold, boredom, most asleep, many call bells, or all good).
- "More…" topics: ready to board, expedite boarding, how much longer, descending in 10 / 20 minutes, music, coffee / tea / snacks, change purser and more.
- Captain announcements: "Captain announcements" on the PA page opens the composer for 14 announcements (welcome, taxi hold, rejected take-off, seatbelts stay on, cruise, top of descent, go-around, engine failure and more). Sentences are built from your options with flight number, destination and captain's name filled in, in 7 languages; cruise and descent announcements can play automatically.

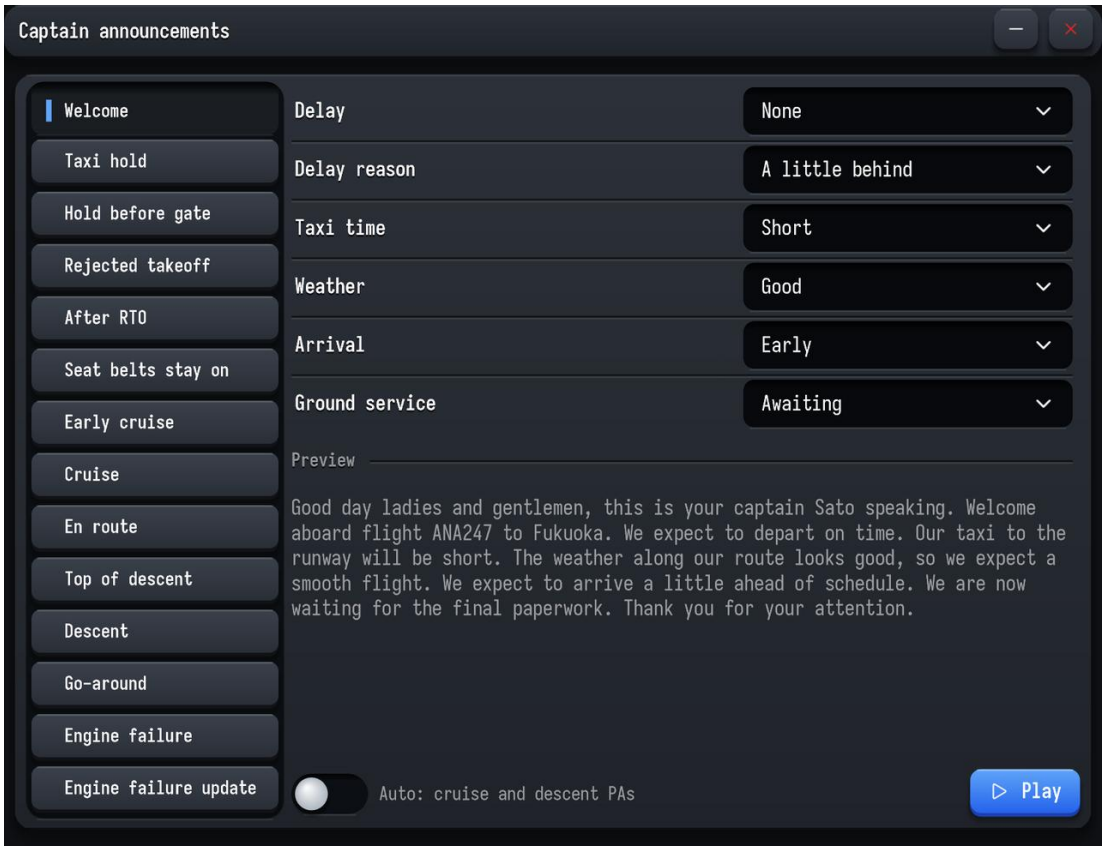


Figure 19 Figure: Captain announcements

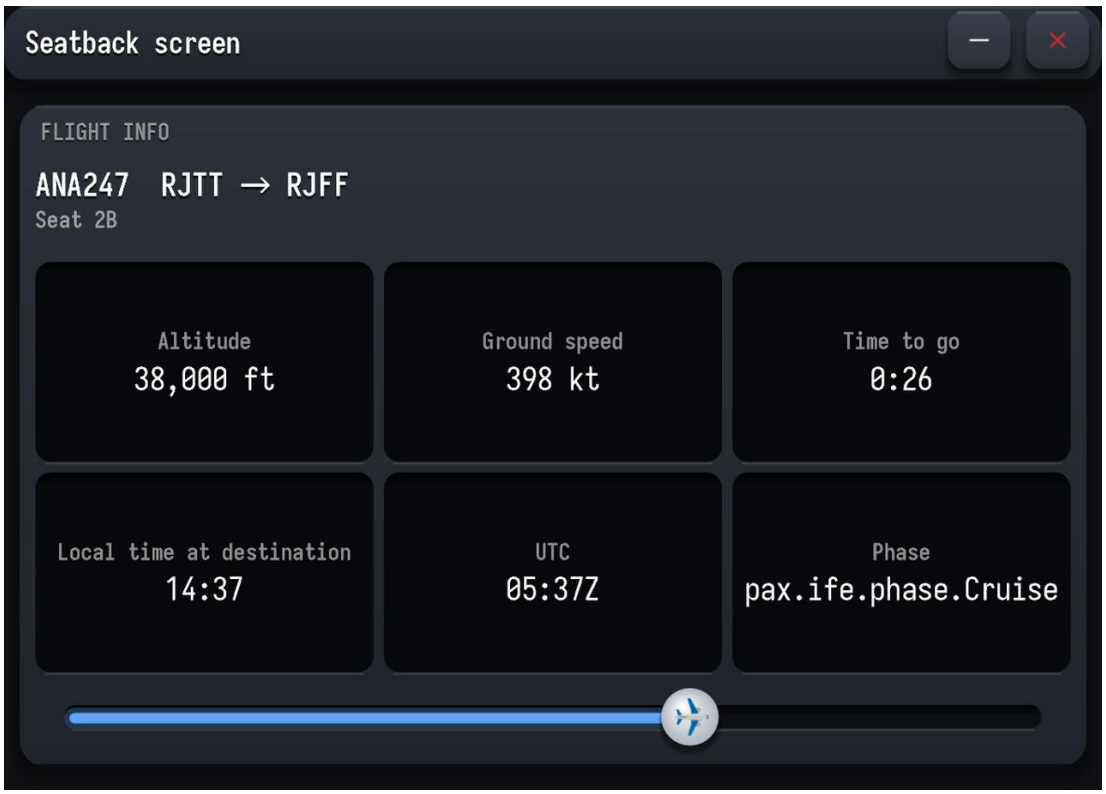


Figure 20 Figure: Seatback screen

7.6 Score and settlement

- Flight score: the score sheet gains a Passengers section — passenger satisfaction (60) + cabin management (40) = passenger score. Taking 60 as neutral, every 8 points adds or removes 1 point from the flight total, up to ±5. The career dismissal rule for consecutive low scores uses the pilot's own score only.
- Career: passenger satisfaction keeps its usual calculation plus a cabin adjustment of up to ±10. With "Sales commission to career pay" on, the settlement adds a sales commission (10% of sales, at most 15% of base pay).
- Passenger block in the settlement: mood curve, effects by category, cabin management checklist (done ✓ / missed ✗), service statistics, achievements (8 in total, coloured by new / earned before / not yet), passenger reviews and airline reputation.
- Kept across flights: airline reputation, frequent flyers, broken seat equipment (fixed after 3 flights), and safety cards and magazines taken by passengers (the crew asks before the next boarding whether to restock).
- History: cabin simulation flights carry a green PAX tag and can be filtered with PAX (shown to accounts that own the DLC); selecting one adds a PAX tab to the score panel with the passenger results saved when the flight was submitted. They are backed up to the cloud with the flight record.



Figure 21 Figure: Passenger block in the settlement

7.7 Passenger settings [DLC]

Settings → Passengers (shown only to accounts that own the Passenger System DLC).



Figure 22 Figure: Passenger settings

Setting	Description
Enable passenger simulation	Master switch.
Passenger requests	Few / Normal / Many: how often call bells ring.
Crew welfare checks / Crew comments on the landing	The crew calls every 30–70 minutes in cruise to check on the cockpit; after a particularly smooth or hard landing they comment on it.
Story events / Scenic view prompts / Auto captain PAs (cruise, descent)	Birthdays, proposals and other stories; prompts near landmarks; captain announcements played automatically after reaching cruise and at the start of descent.
Managed by cabin crew	Doors, lights, temperature, lavatory locks and Wi-Fi handled by the crew by flight phase and time of day.
Cabin events	Cabin faults (frequency and types) and medical events (frequency).
Cabin Ambience	Passenger chatter and gate ambience (switch and volume), cabin level with the cockpit door closed; dynamic level, galley, door greeting, toilet flush, cleaning, doors, passenger screams, mute in outside view.
Cabin layouts	List and preview of all layouts (custom / library / generated): new, edit, duplicate, import, export, delete.

7.7.1 Cabin layout editor

Open it with New or Edit under Cabin layouts. Left-drag to paint seats, aisles, galleys, lavatories, doors and more; right-drag to erase. Rows, seat letters and door numbers are filled in automatically. “Quick build” creates a layout from seats per row and the number of rows per class, which you can then fine-tune with the brush; you can also make the fuselage wider, narrower, longer or shorter, or add an upper deck. Saved custom layouts appear in Cabin setup for their aircraft type and can be exported for others to import.



Figure 23 Figure: Cabin layout editor

8 Settings

Click the gear in the top bar to open the settings page; categories are listed on the left. Most settings take effect immediately and are saved automatically; “Apply” in the footer forces a save and updates the launch-with-simulator entry.

8.1 General [Free]



Figure 24 General

Setting	Description
Theme	Dark / Light; takes effect immediately when switched (see the comparison below).
Language	Choose the interface language from the drop-down list; 7 languages are available: English, 简体中文, 日本語, Deutsch, Français, Español, 한국어.
Font	“System Default” uses a suitable font for the interface language (Microsoft YaHei UI for Chinese, Yu Gothic UI for Japanese, Malgun Gothic for Korean, Segoe UI for English, Bahnschrift for German, French and Spanish); you can also choose any installed font.
UI Scale	50%–150%, default 100%.
Opacity	30%–100%.
Click-Through	Lets clicks on the separate tool windows pass through to the window

	underneath.
Nickname	The name other players see on the map (up to 24 characters); leave it empty to not upload your position.
Auto Start	Launch together with MSFS 2024 (written to the simulator's EXE.xml).



Figure 25 Theme color comparison (left: Light, right: Dark)

8.1.1 Flight Info Bar [Subscription]

Shows an always-on-top, click-through data bar at the top of the screen MSFS is running on. You can set its width (40%–100%), scale (60%–150%) and opacity (30%–100%). Under “Layout”, drag readouts such as ground speed, airspeed, vertical speed, altitude, heading, attitude, G-force, flight phase, flight, COM1 frequency, transponder, flight duration, time remaining and estimated arrival into the “Left”, “Right” or “Off” area; drag to change position and order, click to show or hide an item, and “Restore default layout” resets it. The web version of the flight info bar (usable as a browser source in OBS) is opened from “Settings → Web”.

8.2 Account [Free]



Figure 26 Account

- Account Settings: SimBrief Account (username or Pilot ID); English names of the captain and chief purser (spoken in announcements).
- Activation & Verification: shows “License” and “Details” (such as “Verified online”, “Offline: using the last verified result”, or the reason verification failed), plus “Email” and “Activation Code”. The program verifies online once at every launch. “Log out” releases this device's license seat.
- Subscription Settings (shown once you own the Permanent edition): enter a subscription code and click “Subscribe” to redeem it; “Buy” opens the official website; “Expiration Date” shows the end date and the days remaining.
- Yearly subscription bonus: each 1-year subscription code you redeem adds 1 free PA voucher to your account (6-month / 1-month codes do not). The success message says so when a voucher has been added.

8.2.1 Activation Window

If the software is not activated yet, the “Activate iAnnouncer” window appears after launch (at most once per launch):

- “Language”, “Theme”: the display language and theme of the window.
- “Method”: “Redeem code” or “Activation code”.
- Fill in “Email” and “Redeem code” (or “Activation Code”), then click “Redeem” (or “Activate”). After a successful redemption, the “Your activation code” window appears; the activation code has

been saved to the settings automatically, and you can click “Copy activation code” to keep a copy: you need it to activate again after changing computers or reinstalling.

- “Invite code (opt.)”: shown only with the “Redeem code” method. A new user enters a friend's invite code at activation; once activation succeeds, you and the inviter each get 1 PA voucher. The invite code can only be entered at activation and cannot be added later; each computer can claim the reward only once, and you cannot use your own invite code. An invalid invite code does not affect activation.
- “Buy” opens the official website; “Use free version” closes the window; you can also press Esc to close it.

Note If you see “This license is in use on another device”, exit the program on that device, or wait up to 3 days. Closing the program normally releases this computer's license seat automatically.

8.3 Broadcast & Voice [Free] [Subscription]



Figure 27 Broadcast & Voice

- Engine: Standard TTS (on-device speech synthesis, speed adjustable from 50% to 200%, default 125%, with “Listen”) or Advanced TTS (AI_TTS service; enter the address and port, speed 50%–150%, with “Test” and “Get tool”). If Advanced TTS cannot produce audio, it falls back to Standard TTS automatically; when you import a plan and click “Start”, this flight's announcements are pre-generated in the background, so there is no wait at playback.

- Function & Volume Settings: announcement volume, background music on/off and volume, GSX integration.
- Broadcast Settings: height above ground used to detect takeoff / landing / approach, and ground speed used to detect landing.
- File: the folder containing the announcement recording packs.

8.4 First Officer [Permanent] [Subscription]



Figure 28 First Officer

- First officer voice: voice callouts on/off, first officer PA on/off and volume, language, voice gender, Listen.
- Callout Options: takeoff speed callouts (V1/VR/V2, V1/VR, V1 only, none), no duplicate when the aircraft calls V1 itself, flap callout style, 400 ft callout, “stabilized” N1, acceleration altitude, “passing” altitude, minimums and more.
- Cabin Interphone: enable cabin interphone, F/O Answers Calls, crew voice, interphone volume.
- Callouts: check boxes grouped by engine start, takeoff, landing gear, flaps, altitude, systems, approach, landing rollout, warnings and landing rating.

8.5 RAAS Settings [Subscription]



Figure 29 RAAS Settings

- RAAS general: master switch, volume, normal / low volume, speaker sound (high quality / standard / worn), self-test at power-up, “Self-test”.
- RAAS display: click “Open” to open the display settings window (see below).
- Aircraft settings: can be set for all aircraft or for the current aircraft separately, including distance units (meters / feet), power-on delay and eye point forward offset (0–80 m); runway awareness (approaching runway in the air / on the ground, on runway, taxiway takeoff / landing alerts, short runway alert, runway occupied reminder, distance remaining reports and more); landing monitors (flap limits, approach angle and speed, altimeter, long landing); runway overrun prevention ROP (Airbus / Boeing style, runway condition, deceleration rate, AUTOBRAKE OFF advisory).

8.5.1 RAAS Display Settings Window

Shows RAAS alert text on cockpit screens. Changes are saved only when you click “Apply and Exit”; if there are unsaved changes, closing the window asks first.

- Overview: “Displays on”, “Message level” (All / Routine and above / Advisory and above / Caution and above), “Follow ND terrain”, and a live preview.
- Display list: “Add Display”, “Reset to Default”, “Delete”.
- Panel binding: choose the “Connected panel” from the drop-down list, or click “Select Panel + Position” or “Select Panel Only” and then click the target screen in the simulator within 30 seconds. The “Unique key” is the instrument name of the cockpit page and does not change with

the panel number; click “Bind current” to fill it in automatically. Panels are identified by the unique key first, then by “Panel” and “Panel regex” if it does not match.

- Position: horizontal / vertical position (with fine adjustment), font size, center on space, font.
- Advanced: extra CSS, brightness expression, power condition, terrain condition.
- The badge on the window title shows the connection status: Connected, Fallback, Offline, Not bound.

8.6 ATC [Subscription]



Figure 30 ATC settings

- ATC engine: Enable ATC, ATC language (Auto / 中文 / 日本語 / English), VFR phraseology region (Auto / United States / United Kingdom / Australia / New Zealand), flight rules (From plan / IFR / VFR); for VFR you can choose the plan source (SimBrief / MSFS world map / plan file .pln/.lnmpln).
- Comms & radio: auto tune radio, auto set transponder, auto respond, automatically request taxi to the gate after landing, in-sim taxi arrows (green arrows along the taxi route on the ground in the simulator, removed once the aircraft is airborne), cockpit radio controls, voice volume.
- GSX integration: GSX pushback, GSX gate selection.
- AI Traffic: enable AI traffic, parked / active density (0–200 aircraft). Requires the ATC resources and the flight schedule.

When the ATC language is set to Chinese or Japanese, ATC phraseology is translated into that language; with “Auto”, it is translated only when the ATC station's region and the airline's nationality are both China (or both Japan); otherwise English is used.

8.7 Ground Comms [Subscription]

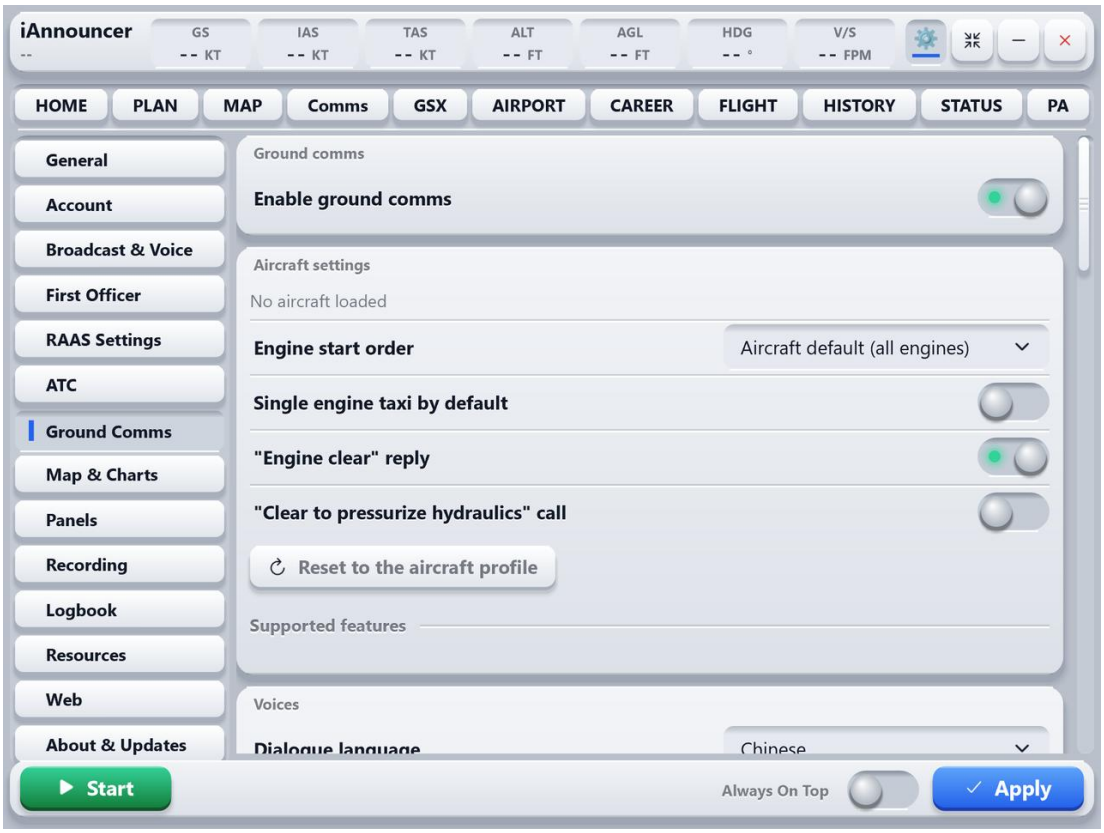


Figure 31 Ground Comms

- Ground comms: enable switch; a check of recommended GSX settings, with “Fix”.
- Aircraft settings: engine start order, single engine taxi by default, related calls, “Reset to the aircraft profile”, and a list of the features supported by this aircraft.
- Voices: call language (automatic, by airline and airport country), crew response voice, accent follows the airline, ground crew voice gender, ground crew radio and cockpit intercom sound, radio static and click sounds, speaking airport names, volume and more.
- GSX integration: hide GSX on-screen prompts, take over GSX, and more.
- Ground procedures: ground crew headset connect chime, auto-disconnect ground power, automatic chocks / ground power on arrival, delayed start clearance on slippery surfaces, wait for engine start after pushback.
- Call alerts & radio: alert first when the intercom is muted, volume follows the aircraft audio panel, alert chime and static, ambient sound volume.
- In-game subtitles: shows dialogue subtitles in the simulator view, with adjustable size, opacity and position, and “Preview subtitle”.

8.8 Map & Charts [Permanent]

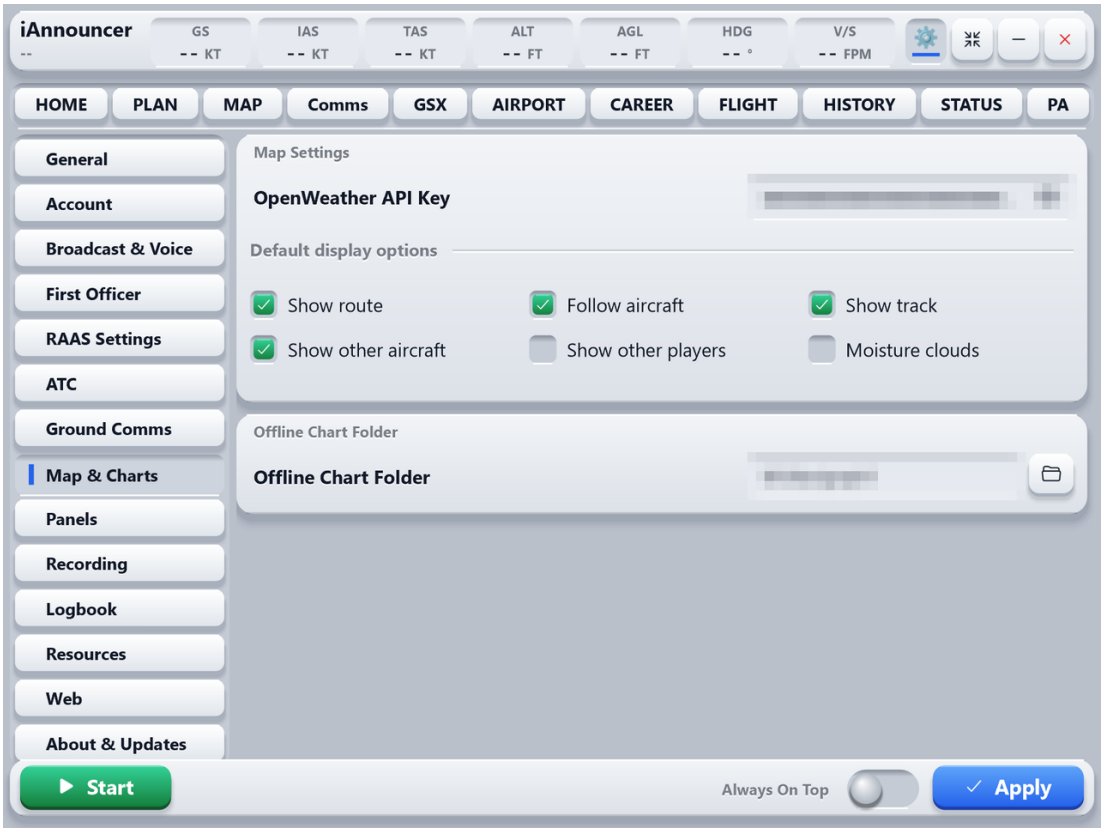


Figure 32 Map & Charts

- OpenWeather API Key: once entered, the map can show moisture clouds.
- Default display options: the initial state of each check box on the MAP page.
- Offline Chart Folder: the folder that holds the *.fcp chart packs.

8.9 Weather [DLC]

Settings for the weather system (DLC). This category is shown only for accounts that own the weather system DLC.

Setting	Description
Inject live weather	Master switch: real METAR blended with GFS / ECMWF / ICON models, written into MSFS while flying.
Cloud depiction	"Injected": this program writes the weather; "MSFS Live": the simulator draws its own weather, this program does not inject it and only adds felt air effects.
Target simulator	"Auto" follows the connected simulator.
Refresh weather now	Click "Refresh" to fetch fresh weather on the next cycle (only while weather injection is running).
Transition	Glacial / Cinematic / Smooth / Fast.

Continuous transitions	MSFS 2024 only: the weather drifts in smoothly instead of in steps; turn it off first if it costs frames.
Max cloud cover / Cloud density / Turbulence	Cap how much of the sky can fill with cloud, and adjust cloud density and turbulence strength.
Look-ahead / Route corridor	Fetch weather ahead of the aircraft along its track (or, with Route corridor on, along the loaded SimBrief route).
Freeze at low altitude / Freeze below	Keep the weather unchanged below the set height above ground.
Arrival hold / Departure hold	Within the set distance of the destination, lock to the destination weather; keep the departure airport weather until the set height above ground.

Note Weather data: Open-Meteo.com (CC BY 4.0), NOAA AviationWeather / NWS.

8.10 Panels [Subscription]



Figure 33 Panels

Captures instrument displays from the cockpit (PFD, ND, MCDU and so on) into separate windows, which you can move to other screens or view on a tablet through a web page.

- Panel Capture: enable switch; automatically open the layout when the aircraft matches (takes effect after Start).
- Tools: “Discover” panels, “Profiles”, “Run Layout”, “Close All”.
- Display: hide empty panels, pause preview when the window loses focus, target frame rate, fit mode, touch-and-hold delay, window always on top, lock window position.
- Advanced / Troubleshooting: capture method, texture filtering, debug information.
- Diagnostics: the current aircraft, the DirectX version, and messages when the requirements are not met. Most panels can be clicked; a few WASM instruments reject synthetic input and do not respond to clicks.

Note Panel capture requires MSFS to run on DirectX 12 and iAnnouncer to run as administrator.

8.11 Recording [Subscription]

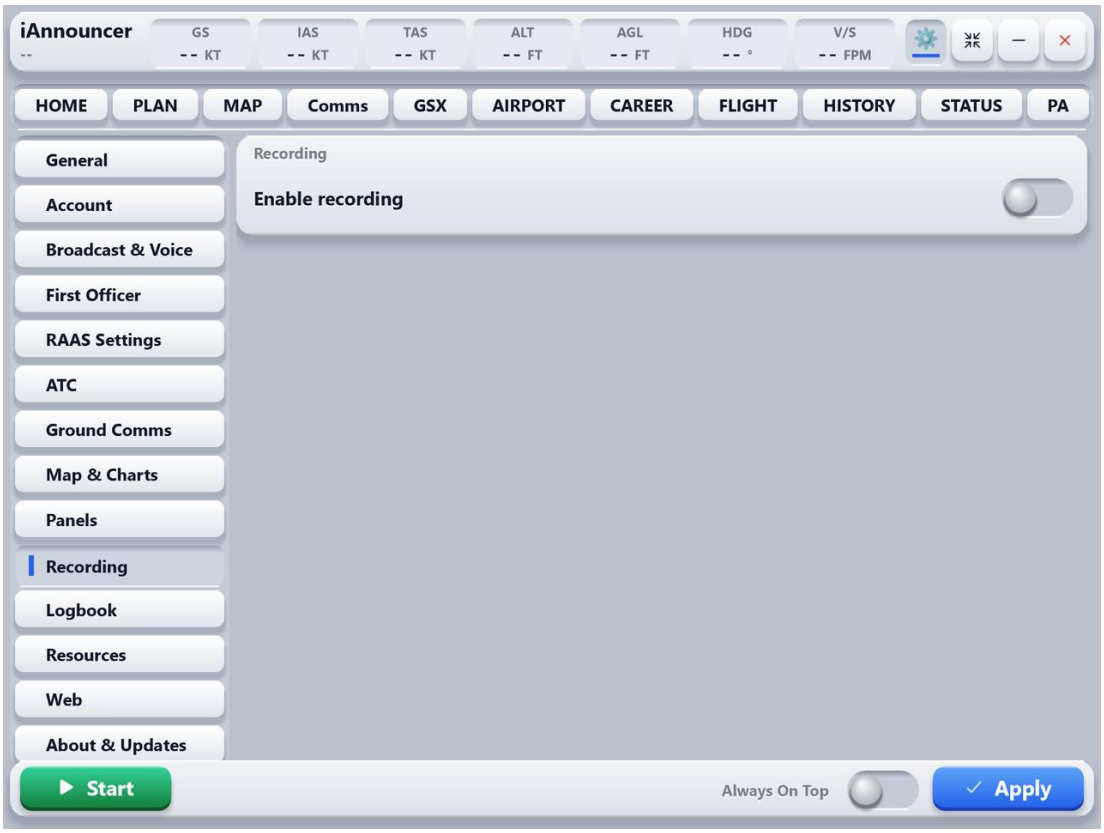


Figure 34 Recording

- Recording: when enabled, “Replay” and “Landing replays” appear on the FLIGHT page.
- Replay (recording / playback / camera / AI / audio): sampling rate, recorded content, automatic naming and folder, automatic start / stop recording, altitude triggers, crash recovery, playback options, camera parameters, ghost aircraft and audio recording settings.
- Landing recording: automatic landing recording, stop signal, ground speed threshold, sampling frame rate, maximum duration, number of records to keep.
- Video export: video encoder and bitrate.

8.12 Logbook [Subscription]

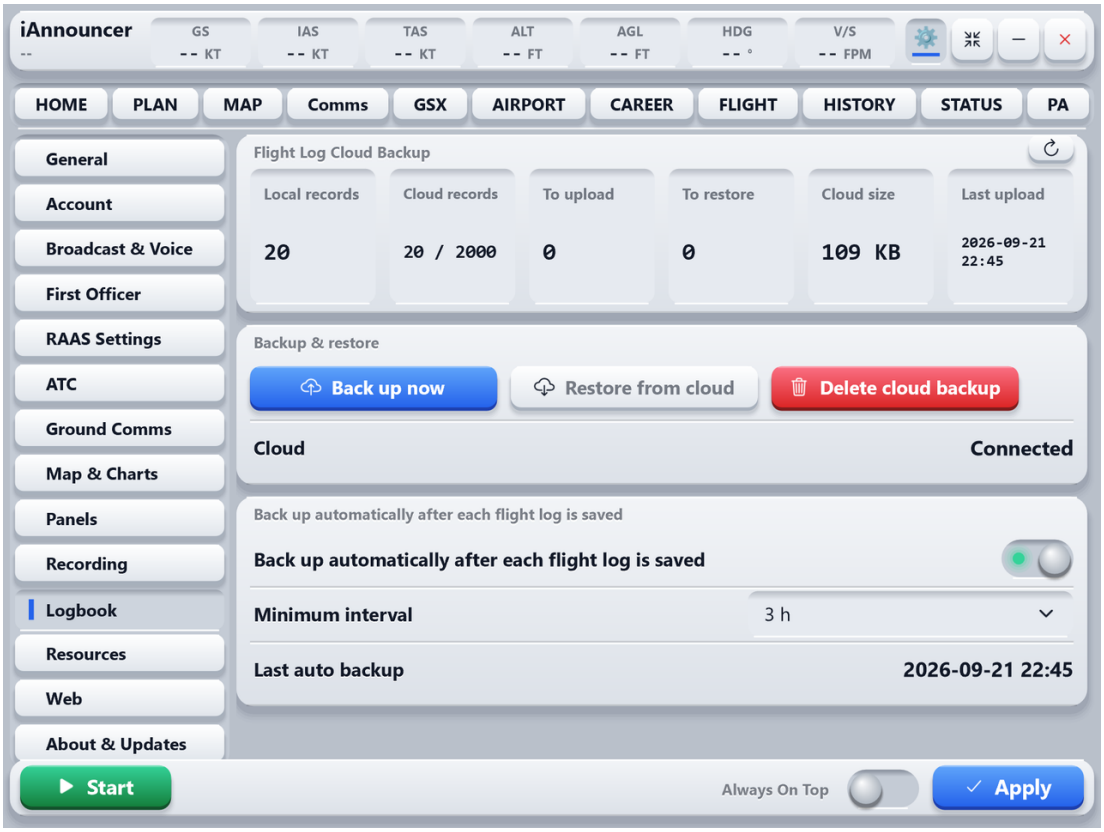


Figure 35 Logbook

- Flight Log Cloud Backup: local and cloud record counts, pending uploads, pending restores, cloud storage used, last upload.
- Backup & restore: “Back Up Now”, “Restore from cloud” (only restores records missing locally), “Delete cloud backup”.
- Backs up automatically after a flight record is submitted; a minimum interval can be set.

8.13 Resources [Permanent] [Subscription]

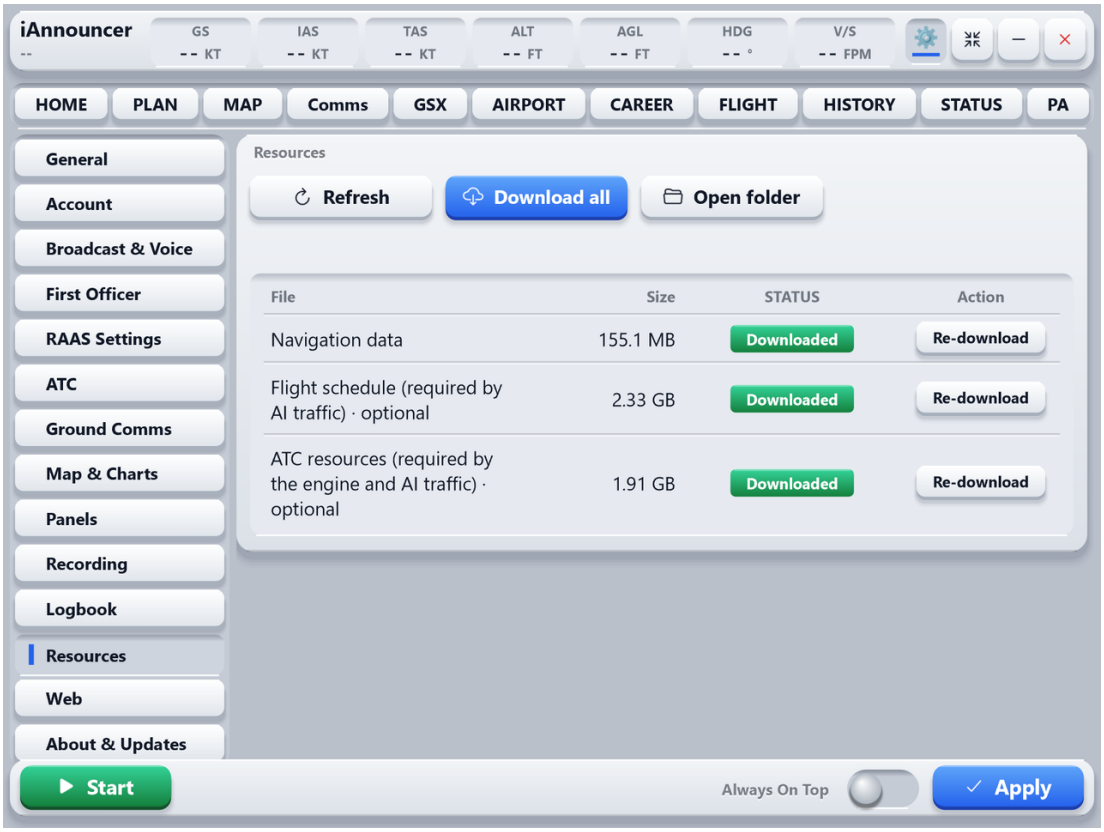


Figure 36 Resources

- "Refresh" checks again, "Download all" downloads the required resources, and "Open folder" opens the data folder.
- Each resource shows its size and status (Downloaded / Not downloaded / Downloading / Verifying / Extracting / After restart / Failed), and can be downloaded individually, retried, or downloaded again with "Re-download". Large files support resumable downloads.

Note Download before clicking "Start". Files that finish downloading while running are swapped in automatically at the next launch.

8.14 Web [Subscription]

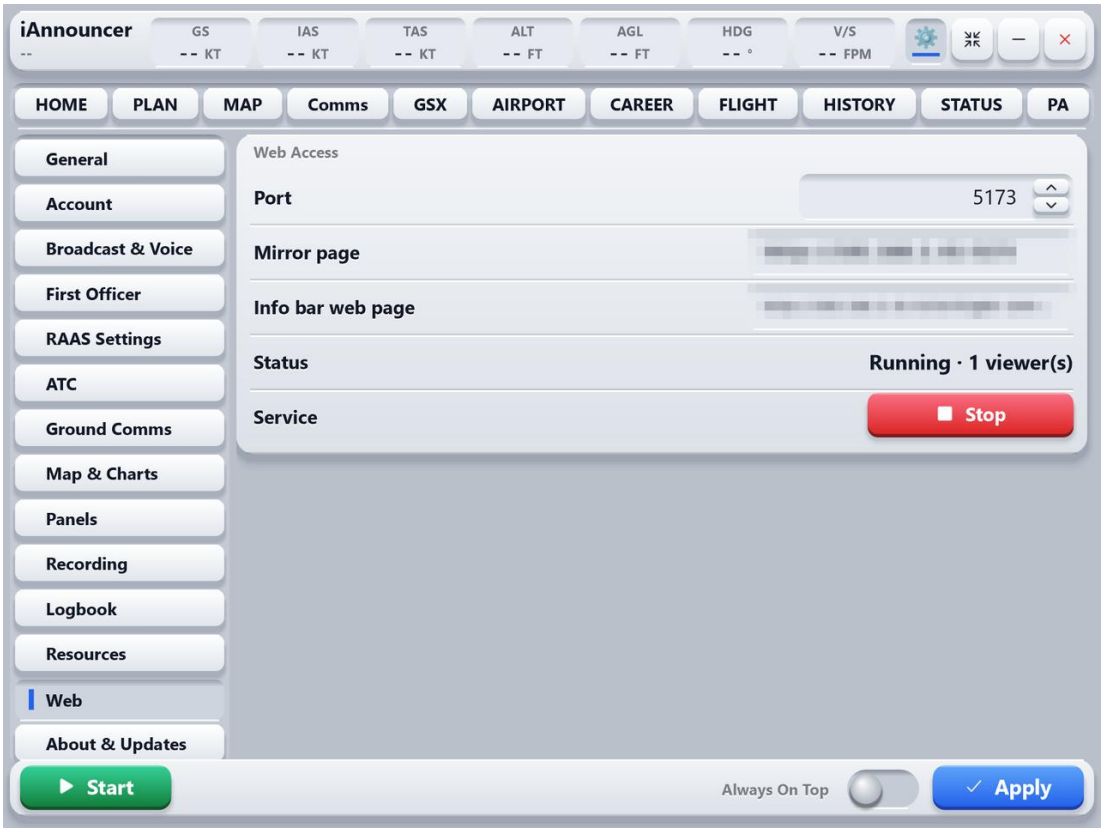


Figure 37 Web Access

With “Web Access” turned on, computers, tablets or phones on the local network can open the “Mirror page” address in a browser to view and operate the iAnnouncer interface remotely; the “Info bar web page” can be used as a browser source in OBS. The panel viewer also relies on this service.

- Port: default 5173; if it is in use, you are notified; choose another port and try again.
- Mirror page / Info bar web page: while the service is running, click an address to open it in the browser; hover over it to see the addresses on each of this computer's network adapters.
- Status: running state and the number of connected web clients.
- Service: “Start” / “Stop”. The on/off state is remembered and applied automatically the next time the program starts.

8.15 Log Report [Subscription]

When you run into a problem, you can send a description, this session's log and screenshots to the developer together.

- “Problem description”: describe the problem and when it occurs; “Contact”: optional, so the developer can reach you.
- “Upload this session's log”: on by default, attaches the log of this run; “Debug log” records more detailed information.
- “Screenshots”: up to 3; use “Add image”, or take a screenshot with Win+Shift+S and click “Paste”.

- Click “Upload report” to send it; on success a report ID is shown. Please provide this ID when contacting support.

Note Before uploading, your email, activation code, Windows user name and computer name are removed from the log.

8.16 About & Updates [Free]

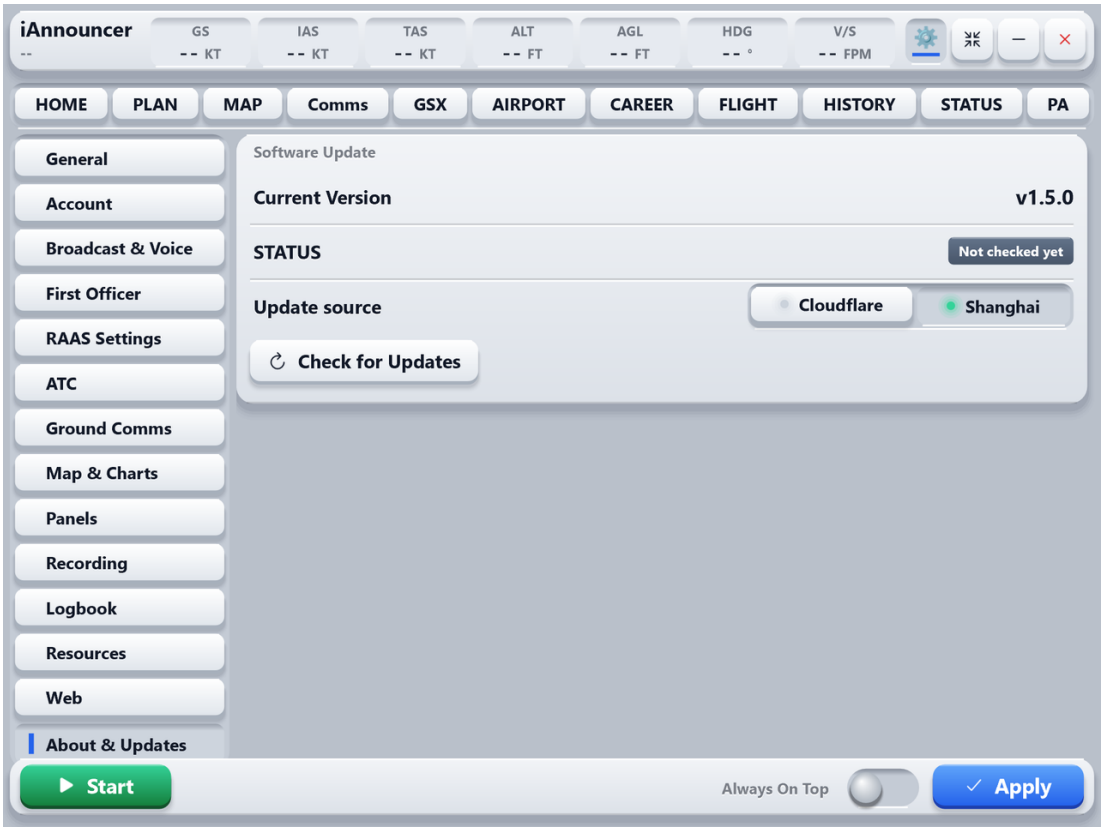


Figure 38 About & Updates

- Software Update: shows the current version and update status; “Check for Updates” checks manually.
- Update source: “Cloudflare” or “Shanghai”; the selected source is used first, and the other one is used automatically as a fallback.
- The program checks for updates in the background at every launch. When a new version is found, “Update available” appears; choose “Update” and the program closes, the updater completes the update in a console window and restarts the program automatically; you can also choose “Not now”. For a few mandatory versions, only “Update” and “Exit” are offered. The free edition updates only from Cloudflare and updates automatically; “Update source” is not shown.

8.16.1 User Agreement

Shows when you accepted the User Agreement (“Accepted”); click “View Agreement” to read the full text at any time (available in 7 languages, switchable in the window). The agreement covers the scope

of the license, rules of conduct, when accounts may be suspended or closed, data and privacy, and the changes the software makes to your computer; please be sure to read it.

9 FAQ

Problem	Solution
A downloaded resource shows “After restart”	The data file is in use while running. The new file has been verified and staged, and is swapped in automatically after you restart iAnnouncer. It is best to download before clicking “Start”.
After clicking “Start”, “MSFS did not connect” appears	The program keeps retrying every 2 seconds. Make sure the simulator is running and in a flight; it recovers automatically once connected.
Clicking “Start” says SimBrief is required	If the airline, cruise altitude, DEP and ARR are not all filled in on the HOME page, the SimBrief plan is imported automatically. Enter your SimBrief account in the settings, or fill in all four fields on the HOME page to fly with a simple plan; for private / business jet plans without an airline, enter a three-letter airline code manually on the HOME page.
DEP/ARR on the HOME page cannot be changed and the import button is grayed out	The departure and arrival airports are locked during a flight. Click “Stop” first, then change or import.
ATC does not respond	Check that ATC is enabled, the ATC resources are downloaded, a plan is imported, and “Start” has been clicked. The ATC tab on the Comms page tells you which step is currently missing.
The GSX page keeps showing the waiting message	Start GSX Pro and enable the remote server (Remote) in the GSX settings.
“Replay” and “Landing replays” are not visible	Turn on “Enable recording” in “Settings → Recording”.
The “LANDING” and “VIDEO” tabs are not visible	These two tabs appear conditionally: “LANDING” appears once a landing analysis is available, and “VIDEO” appears when a safety video plays automatically.
Changes on the PA page are lost after a restart	Changes on the PA page are saved to disk only when you click “Apply” in the footer.
The MAP page is blank or mentions WebView2	Install the Microsoft Edge WebView2 Runtime, then click “Retry”.
A message says the license is in use on	Exit the program or click “Log out” on the other device, or wait up to 3 days. Closing the program normally releases the license seat

another device	automatically.
The activation window does not appear	The activation window appears after launch only when the software is not activated yet. You can also enter your email and activation code in "Settings → Account"; they are verified after you restart the program.
Opening the program again does not open a new window	Only one instance of the program can run; opening it again brings the existing window to the front.
Career records cannot be deleted in HISTORY	Career records are protected and cannot be deleted.
A page shows "Requires the permanent version" or a subscription notice	That feature is not included in your current edition; see the table in the "Editions and Licensing" chapter.
Official PA shows "Subscription req."	Official PA requires an active subscription. Redeemed airlines are restored automatically when you renew.
There is no "Weather" category in the settings	The weather system is a DLC; the "Weather" category is shown only for accounts that own it.
Not enough vouchers / how to get vouchers	Click "Buy" in the Official PA window; or redeem a 1-year subscription code (1 voucher each); or invite friends to activate (you each get 1).
I remembered the invite code only after activating	The invite code can only be entered at activation and cannot be added afterwards.
The User Agreement appeared again at launch	When the User Agreement is revised, you are asked to confirm it again; once accepted, it is not shown again.

10 Disclaimer

1. This manual has been prepared based on the version of the software current at the time of writing and is provided for reference only. The features, interface, methods of operation and all data of the software shall be as found in the actual software.
2. The features, interface and data of the software, as well as the contents of this manual, are subject to change with version updates without prior notice.
3. Screenshots in this manual are for illustrative purposes only and may differ from the actual display depending on the version, settings, aircraft or simulator state.
4. This software is intended solely for flight simulation entertainment and shall not be used for the operation, navigation or training of real aircraft, or for any purpose related to real-world flight safety.
5. Navigation data, weather, charts, flight schedules, aircraft parameters and other information in the software are obtained from third parties or from the simulator and may be inaccurate, incomplete or out of date; no guarantee is given as to their accuracy or timeliness.
6. The software is used in conjunction with third-party products and services, including Microsoft Flight Simulator, SimBrief, GSX Pro and various aircraft add-ons. The availability and compatibility of such third-party products and services, and any changes thereto, are beyond the control of this software.
7. All product names and trademarks mentioned herein are the property of their respective owners and are used solely to indicate compatibility; such use does not imply any affiliation with, or endorsement by, the respective rights holders.
8. To the extent permitted by law, the developer shall not be liable for any direct or indirect loss arising from the use of, or inability to use, this software or this manual, including but not limited to data loss, simulator malfunctions and corruption of save files.