



Property System Manual

Latest Updated on February 7th in 2017

Property System v1 - Manual

1. The module

The Property System is a module compatible with phpVMS 5.5. The module allows your pilots to purchase properties through your virtual airline system. The standard properties are the airports and the aircraft you have added on your system. Also, you are able to add other property types which will be based on the airports of your system. For example, you can add Hotels, Hangars or Restaurants etc. The pilots are purchasing properties using their virtual money and they earn virtual money from the properties they own. Pilots earn money from the properties they own based on the pIREPs arriving to the location of their property or pIREPs flown with an aircraft they own.

This manual aims to introduce you how the Property System Works. The module might be complex but it is very easy to understand.

1.1. Compatibility

Please pay special attention to the system requirements of the module. There are:

phpVMS Version	5.5.2
php Version	5.6
Extra php modules required	IonCube

1.1.1. Compatibility Checking Tool

A module compatibility checking tool has been developed to allow any users to check if Property System is compatible with their phpVMS website.

You can download the tool via here:

Upload the file in the main directory of your phpVMS system (where admin, and lib folders exist) and visit yourdomain.net/property_module_check.php

The tool will check if the module fulfills the criteria and will inform you which of them are ok and which are not. If you have any error and you are interested to install the module in your phpVMS website, get in touch with our phpVMS Module Support Department through our Billing System.

1.2. Changelog

Version	Changes
v1.0	Initial Module Release

2. Properties

The module has several types of properties. The basic ones are the airports and the aircraft you have added in your phpVMS system. The administrators of the module can add other property types which will be based on the airports of the system. In this chapter, we will explain to you how properties work.

2.1. Airports

A pilot can own an airport of your system. Each airport has one owner. If there is not any owner, the owner is referred to be "Your VA Name Bank". The pilots of your virtual airline receive money from the airports they own as soon as someone arrives in the airport (cc as soon as a PIREP is getting submitted with arrival airport the airport the pilot owns). There are three type of revenues given to the pilots:

- **No Revenue:** The pilot does not receive any revenue from the airport he/she owns.
- **Percentage of Flight Revenue:** The revenue is based on a percentage value of the PIREP revenue. The PIREP revenue is being calculated by phpVMS.
- **Standard Amount per Flight:** The pilot receives a standard amount per PIREP arriving in the airport he/she owns.

An airport is non merchantable until an administrator sets its price and submit several other details. Each airport has the following details:

- **Image:** The image of the airport which can be set both from the administrators or the owner of the airport.
- **Market Price:** The value of the airport.
- **Discount Price:** This can be set in case the airport is on discount.
- **Rate Type:** The type of the airport revenue.
- **Rate Value:** The value of the airport revenue.
- **Description:** The description of the airport which can be set both from the administrators or the owner of the airport.
- **Owner:** By default "your VA name bank" is the owner of the airport. The administrator of the system can set another owner.
- **For Sale:** Select whether an airport is available for sale or not. Please bear in mind that airports owned by the virtual airline are by default select for sale and even if you disable it, it will not affect its availability. The owner of the airport can set it for sale or not.

More details regarding the airports and the way they are getting administrated by the system will follow below.

2.2. Aircraft

A pilot can own an aircraft based on the aircraft you have added in your phpVMS system. Each aircraft has one owner. If the aircraft does not have an owner, the owned is you (cc your virtual airline). The pilots of your virtual airline receive money from the aircraft as soon as a PIREP gets submitted and the aircraft selected is the one they own. There are four types of revenues given to the pilots:

- **No Revenue:** The pilot does not receive any revenue from the aircraft he/she owns.

Property System v1 - Manual

- **Percentage of Flight Revenue:** The revenue is based on a percentage value of the PIREP revenue. The PIREP revenue is being calculated by phpVMS.
- **Standard Amount per Flight:** The pilot receives a standard amount per PIREP submitted with the owned aircraft selected.
- **Standard Amount per Hour:** The pilot receives a standard amount per hour flown with the aircraft he/she owns.

Owning an aircraft does not limit the pilots who want to fly it. The owner of the aircraft receives fees from his aircraft and he/she cannot limit other pilots from flying it. An aircraft is non merchantable until an administrator sets its price and submit several other details. Each aircraft has the following details:

- **Image:** The image of the aircraft which can be set both from the administrators or the owner of the aircraft.
- **Market Price:** The value of the aircraft.
- **Discount Price:** This can be set in case the aircraft is on discount.
- **Rate Type:** The type of the aircraft revenue.
- **Rate Value:** The value of the aircraft revenue.
- **Description:** The description of the aircraft which can be set both from the administrators or the owner of the aircraft.
- **Owner:** By default “your va name bank” is the owner of the aircraft. The administrator of the system can set another owner.
- **For Sale:** Select whether an aircraft is available for sale or not. Please bear in mind that aircraft owned by the virtual airline are by default select for sale and even if you disable it, it will not affect its availability. The owner of the aircraft can set it for sale or not.

2.2.1. Aircraft Maintenance

The module has a build in aircraft maintenance system. The module does not take into consideration the flights of the aircraft. This function allows you to require money from the aircraft owners to cover their aircraft maintenance cost. You can enable or disable the aircraft maintenance from the module settings.

Aircraft Maintenance Settings

Aircraft Maintenance: <small>Select whether the aircraft owners should maintain the aircraft they own or not. Maintenance is based on days.</small>	<input type="text" value="Inactive"/>
Total Days for Next Maintenance: <small>The number of days for the next maintenance.</small>	<input type="text" value="365"/>
Total Days before Maintenance: <small>The number of days before the annual date when the maintenance icon will be shown.</small>	<input type="text" value="30"/>
Maintenance Due Period: <small>The number of days after the due date for the aircraft to get repaired.</small>	<input type="text" value="5"/>
Maintenance Grace Period: <small>The number of days after the due date for the aircraft to be returned to the Development VA Bank.</small>	<input type="text" value="10"/>

The settings of the module allow you to set the frequency of the aircraft maintenance and the number of days the pilot has to maintain the aircraft. If an aircraft does not get maintained during a specific period (set through the settings of the module), the aircraft is returned to the virtual airline and the pilot may not receive fees from it.

Aircraft owned by the virtual airline are automatically maintained by the system and the administrators of the system should not take any further action.

Property System v1 - Manual

The values of the settings are the following:

- **Aircraft Maintenance:** Check if the aircraft maintenance system is active or not.
- **Total Days for Next Maintenance:** The frequency of the aircraft maintenances.
- **Total Days before Maintenance:** A pilot is not able to maintain an aircraft whenever he/she wants. The aircraft becomes available for maintenance a specific period before its maintenance due. In this field, you will have to set the amount of days before the aircraft's maintenance date when the aircraft will become available for maintenance.
- **Maintenance Due Period:** The amount of days the pilot has after the aircraft maintenance date to complete the maintenance of the aircraft. After this period, the aircraft becomes repossessed and the pilots stop receiving money from the aircraft they own.
- **Maintenance Grace Period:** The amount of days after the aircraft annual date. During this period the aircraft is repossessed, the pilot does not receive fees from the aircraft and after this period the aircraft is returned to the virtual airline and the pilot loses his/her ownership of the aircraft.

The aircraft maintenances does not affect the rest of the system. The aircraft can be flown by your pilots without any limit.

Enabling the aircraft maintenance function from the module settings require one more details for each aircraft. This detail is the "Maintenance Cost". This is the amount of money the owner should pay to maintain an aircraft.

2.3. Other Properties

Other property types can be added into the system except airports and aircraft. These properties will be based on the airports added in the system. There are several examples of properties such as Hotels, Restaurants etc. The owners of the property types can purchase a property via selecting a specific ICAO code and receive revenue from their properties based on the PIREPs landing in the airport where their property is located. Each property has the following settings:

Image:
Only .jpg images allowed.

Title:

Price:
e.g. 1000000.00

Discount Price*:
e.g. 1000000.00

Instant Sell:

Instant Sell Rate:

Revenue Type:

Revenue Amount:
e.g. 1000000.00

Maximum Owns per ICAO:

Require Property for Aircraft:

Free Offer:

Free with Airport Purchase:

Status:

* Set 0 or blank if not in discount.

No file selected.

\$

\$

☐

%

No Revenue

1

☐

☐

☐

Inactive

- **Image:** The image of the property type.
- **Title**
- **Price:** The price of the property.
- **Discount Price:** Set this if they property is on discount.
- **Instant Sell:** Select whether the owner of this property type can instantly sell the property to the virtual airline as a loss.
- **Instant Sell Rate:** Select the

loss each pilot will have in case he/she decides to instantly sell a property.

- **Revenue Type:** The same revenue types with the airports are valid in this case too.

Property System v1 - Manual

- **Revenue Amount:** Select the amount of revenue based on the revenue type you set above.
- **Maximum Owns per ICAO:** Select if there is any limit in the amount of properties located in an airport. For example, you might decide to have up to 5 Hangars in an airport.
- **Require Property for Aircraft:** Select whether this property is required to purchase an aircraft or not. For example, the administrator might require from the pilot to purchase one hangar somewhere before he/she purchases an aircraft. Enabling this setting will require from a pilot to purchase this property type before he/she purchases an aircraft.
- **Free Offer:** Enabling this setting, gives the pilot the right to purchase one property in any airport he wants. This allows your pilots to purchase one property without using their virtual money in order to get used to the system.
- **Free with Airport Purchase:** Enabling this setting, gives a property of this type to the pilot who purchased an airport. For example, you have added a "Cantine" and you have enabled this setting. As soon as the pilot purchases LGAV from the virtual airline, he/she will receive a cantine in this airport too.
- **Status:** Select whether this property will be shown to the public or not.

3. Loans

Development VA Property System - #4 Loan Details

Home Page Airports Aircraft Properties Loans

ID: #4
Amount Requested: \$ 5,000.00
Bank Fee: \$ 100.00 (2%)
Amount Left: \$ 4,100.00
Date Requested: 2017-02-08
Status: **Received**

Loan Comments

Comment	Pilot	Date Posted
Hello, I want that loan to purchase an airport.	DEV0001 - Servetas George	2017-02-08

Your Comment:

Loan Payments

ID	Amount Paid	Amount Left	Date
#13	\$ 1,000.00	\$ 4,100.00	2017-02-08

[Add a New Payment](#)

The pilots are able to request and receive loans from the system. Loans help the pilots who want to buy a property but they do not have sufficient money to buy it. The settings of the system allow you to enable or disable the loan system and set a percentage fee of the loan.

Each pilot can pay his/her loan in several installments.

A pilot can submit a request for a loan. He/she is required to submit the amount of money he/she wants and a description. As soon as the loan request gets submitted, it has to be

validated from an administrator. Inside each loan, both the administrators and the pilot can exchange messages through comments. An administrator can set a custom fee for a loan request and accept or reject a loan. As soon as a loan gets accepted, the pilot will have to re-review the fee and decide whether he/she wants to get the money or not.

If he decide to get the loan the requested amount is transferred to the pilot account and he/she can instantly start paying for the installments. During the payout period of the loan, the administrator and the pilot can communicate through the comments system which was described above.

4. Money Transfer

A pilot is able to transfer money from his account to other pilots or the virtual airline itself. This can be a present to another pilot or anything like that. Also, instead of transferring money to one person, pilots are allowed to multi transfer money to others. Each transfer requires the amount transferred and a reason of the transfer.