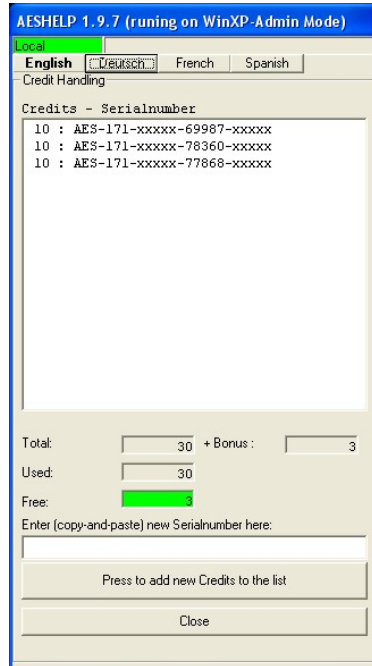# AEROSOFT AES (Airport Enhancement Services)

If I've bought one add-on this year that has enhanced the cockpit experience more than anything else, my vote goes to Aerosoft's Airport Enhancement Services (AES).

We've all been to the airport and seen the flotilla of vehicles attending to all the requirements of an aircraft before it leaves. The Caterers, the Toilet Truck, the Cleaners, Baggage Handling, The Fuel Bowser etc.   Well Aerosoft bring all that to you in this neat little package.

Not only that but there's the Pushback Tug which is going to put you exactly in position on the taxi line, uncouple and then a friendly little marshaller is going to send you off with a wave.   And, for arriving Traffic, you can request the 'Follow Me' Car to your designated Gate where, if there is no automated or signed Docking System, he is going to marshall you onto the stop position.

Everything is accompanied by Radio Messages from the Ground to the Cockpit of course.

Starting from the Ground Up, what Aerosoft have done is select a group of Airports which they feel, fit the bill for providing AES Services at. Not surprisingly, the majority are their own brand Airport Scenery's, but in fairness to them, they have also added a lot of good freeware scenery on the list as well as some of the better known payware add on's.

You add credits to the AES program that you have to purchase from Aerosoft. Price as of date of writing is 14.95 euro's for 10 credits.   These credits are applied to different airports in the AESHelp utility at a predetermined rate. Free for simple airports, 1 for slightly larger ones, 2/3 for medium to large airports and 5 for complex ones. The airports which require a 'credit spend', do allow you to use the AES services for a limited time period (about 15 mins) to try it out.

All selected airports have been mapped out and the data recorded in the AES Base Package, which incidentally is free to download from the Aerosoft Website at www.aerosoft.com. Once downloaded and installed, the list of airports is available when you run the AESHelp utility.

Now you have several choices, in the list are a number of free reasonably good freeware sceneries like the GAP Megapack Greek Airports. Several of these are free to upgrade to full AES Services.

So, what do you get for your money?   First of all, you have to tell AES what aircraft you are in and where the doors and baggage holds are.   This for me was very easy, because the PMDG 737 aircraft are already in there. But if you have an ERJ145 or MD80, it's not hard to configure the program for your aircraft.   Once an airport is fully AES 'Serviced', several things happen. Let's take a

'Freeware' example, ISD's LIMC Milan Malpensa.   Quite a complex airport to start with.   All the main gates have an automated docking system and airbridges.   So, once you are on the gate, the airbridge will 'dock' with you (hear the warning horn?).   A rear stairs will also arrive at the aircraft along with the baggage conveyors.   For gates which are 'off concourse' or at airports which do not have a docking facility, two sets of stairs attend the aircraft.

Once the aircraft is 'docked' it now becomes possible to 'request' the Cleaning Truck, The Caterers and the Fuel Bowser (or tanker, depending on the gate). All dutifully attend (for a predetermined timescale which is configurable) and then depart.

Gate A16 LPPT Aerosoft Lisbon 2008 Scenery

GAP Zakynthos   AES BUSSES for Boarding and De-Boarding

Next you can request boarding (complete with sound effects inside the aircraft). Two options here. Airbridge gates board with no visuals, just the sound effects, but at gates without an Airbridge busses arrive with passengers for boarding. Watch them closely, the doors open. before finally preparing the position for departure.
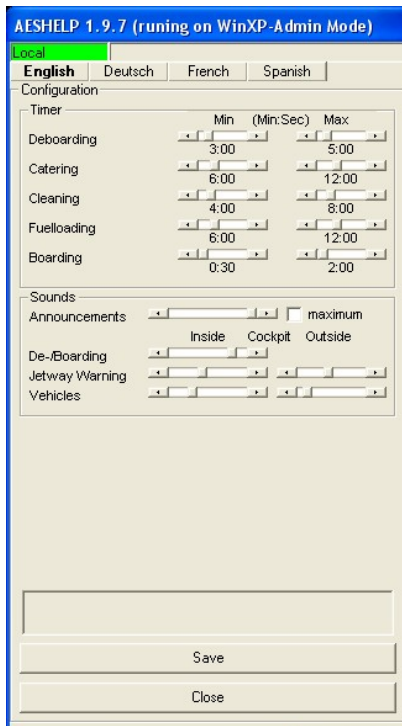
Animated Catering Trucks and the Fuel Bowser On Station   EBBR2008 Scenery

Very Accurate 'Pushback' right on the taxi line using the Tug   LISBON2008 Scenery

LEMD2008 Scenery Here's the Fuel Bowser, Baggage Conveyors and don't you just love the Toilet Truck :o))

Setup

This is a screenshot of the setup screen.

What you do here is set the 'attendance times' for the vehicles and volume levels for the sound effects (vehicle engines, warning horns, Passenger Noise while exiting and boarding the aircraft etc). Where applicable, two levels of volume control are provided so that the sound levels are lower inside the aircraft than outside (or whatever you prefer).

Very easy to understand interface which takes only a few minutes to get right.   However I did find myself playing with the attendance times to find the right balance.

Conclusion

FOR's

An excellent rendition of what goes on when your aircraft is on the gate, offering all services to the aircraft while it's on the ground.

Marshaller   Follow Me Car   Airbridge   Stairs   Fuel Truck   Catering Trucks
Toilet Truck   Cleaners Minibus   Pushback Tug   Baggage Conveyors   Busses
Sound Effects   Ground Crew Communication to the Cockpit.

Easy to setup and get how you want it. Brings a whole new dimension to your flight experience.   It's addictive, once you used it, you won't look back.

A very recommended Add-On.

AGAINST

Radio Comms to the Cockpit could be better quality. They're OK, but in my opinion too much 'Radio Noise' mixed in.

A fixed set of key commands which conflict with some FS key commands. Would be nice to see configurable key commands.

Does not detect Dynamic Scenery, so occasionally, you get a truck driving thru a bus or something.   No big deal, but for the future maybe?

SCORE 8 ½ out of 10

All in all a 'MUST HAVE' addition to your setup. The extra traffic and interaction takes you up a level. Very enjoyable and realistic to use. I loved it, but I found myself buying two more scenery files and bringing LEMD LPPT and EDDF into the route network :o))
Try it, you've nothing to loose.

The FOLLOW ME CAR (has working indicators so you know where he's turning)