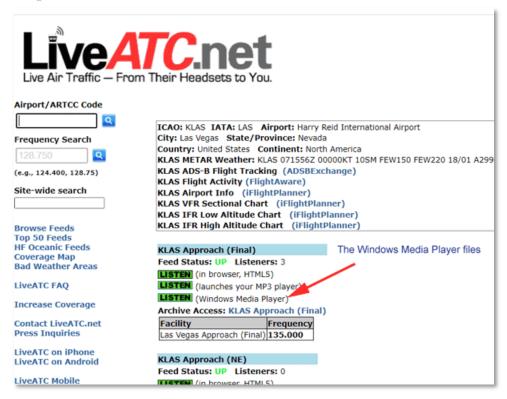
## Getting started with LiveATC in rsFirstOfficer

rsFirstOfficer can play .asx files (live audio streams) that you download from liveatc.net.
The Terms of Use at liveatc.net prevent me from distributing any of their .asx files. (I asked them ;-)

I have made rsFirstOfficer so you can download files yourself, then Import them in to rsFirstOfficer.

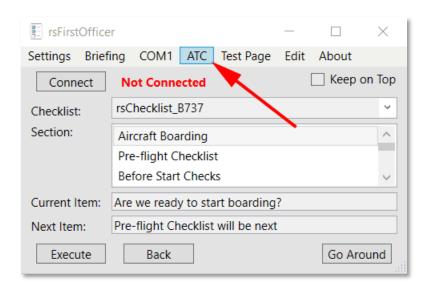
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## Step 1 - Download .asx files from liveatc.net



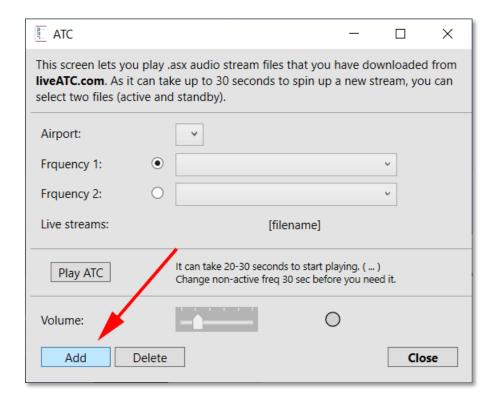
The selection above will download "klas5\_app\_final.asx"

## **Step 2 - Import to rsFirstOfficer**

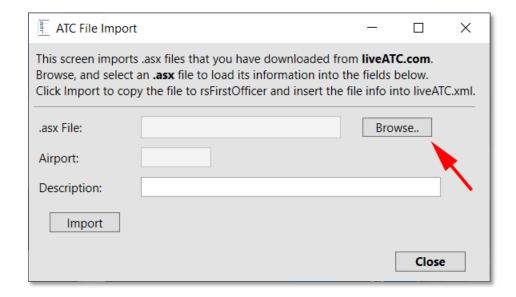


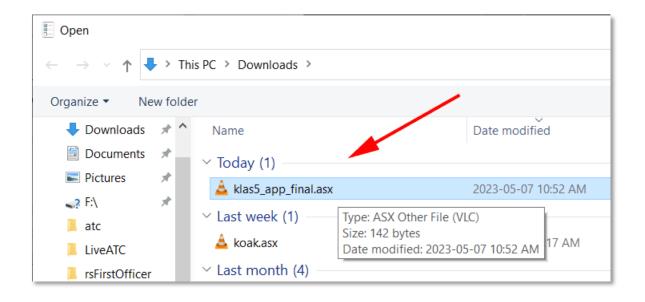
If this is your first asx file, you will see a popup saying there is no LiveATC.xml file, that is normal.

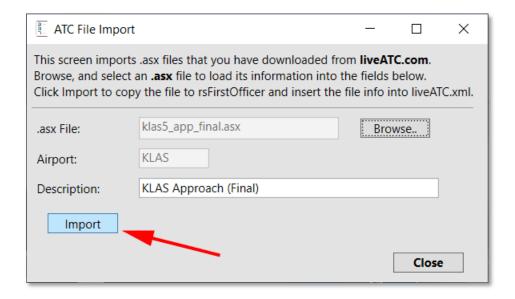
Select the Add button..



Browse to find the .asx file you downloaded above..

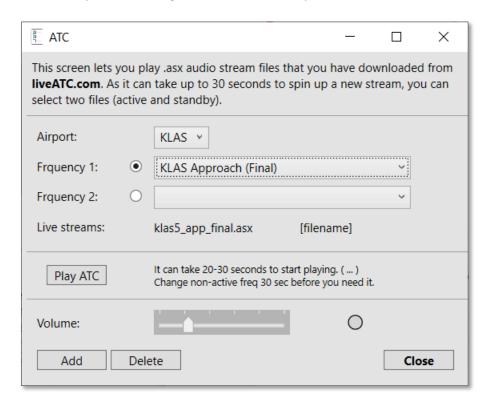






You can make changes to the Description box before you Import if you want to add more information. Sometimes it's handy to add the actual frequency there so when you hear a control hand off someone to a specific frequency, you know which one to pick. This is useful when there are multiple frequencies in liveatc.net, but you don't know which is currently in use.

Now when you close and go back, the KLAS .asx you downloaded is in rsFirstOfficer ready to use...

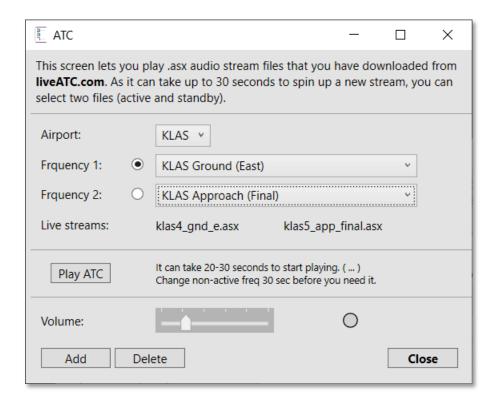


Repeat the above process for as many .asx files as you like.

rsFirstOfficer will organize them by Airport.

## Using LiveATC in rsFirstOfficer

Once you have some .asx files imported it's time to start playing them. ©



The radio button beside the Frequency 1 and 2 labels, indicates which frequency is 'live' or selected to play.

Due to the long time (20-30sec) it takes to start up an audio stream, this screen lets you play one while changing to your next one.

When you press 'Play' you will see "..." to the right of each frequency dropdown list box, that indicates the system is buffering the audio and playing will start when it goes out.

You might want to start by testing an ATIS as it is always talking, other frequencies can be silent a lot and you may not think the system is working.

Changing Airport, or changing the currently playing frequency, will stop the player and you will need to hit play again. Changing the non-active frequency will not stop the player, so you can get seamless transition if you plan ahead.