

Learning Goals **Teamspeak configuration**

It is important to know that Teamspeak is already included in the Ivap and Ivac software package when you download these from IVAO. No separate download is needed.

Also remember that Teamspeak 2 is the version in use on IVAO, not version 3 that is now available from the Teamspeak site itself.

The Flight-Academy will also continue to use Teamspeak 2 until such time that IVAO makes the switch.

INSTALLATION

It is easiest to install Ivap because this way Teamspeak is automatically installed with it. After installation you will see the icon appear on Windows Start menu.

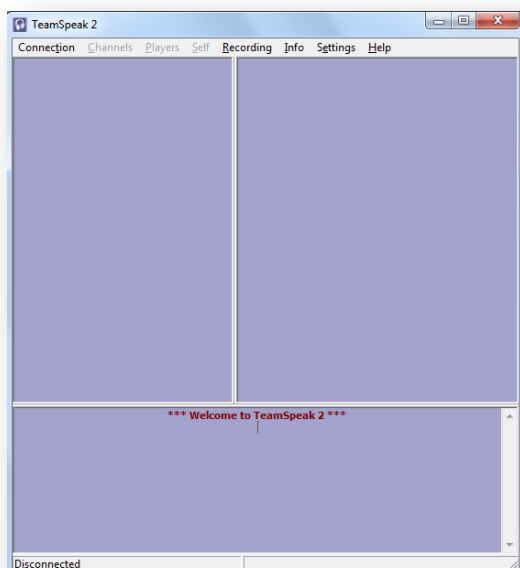
To install Ivap, please see our Ivap user guide.

TEAMSPEAK CONFIGURATION

The biggest problem we encounter is that most people use Teamspeak within Ivap to automatically switch between channels and servers, without doing anything else.

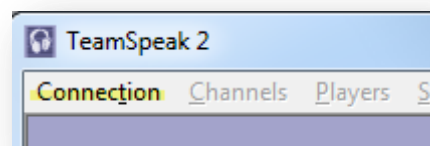
This is sometimes a problem, when for example you have an exam on IVAO and you need to go to a channel or server manually, without using Ivap (if the examiner has made a special briefing channel for example). Therefore it is important to touch upon the basics of the configuration.

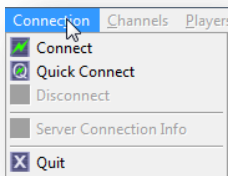
When you open Teamspeak you will see the following screen:



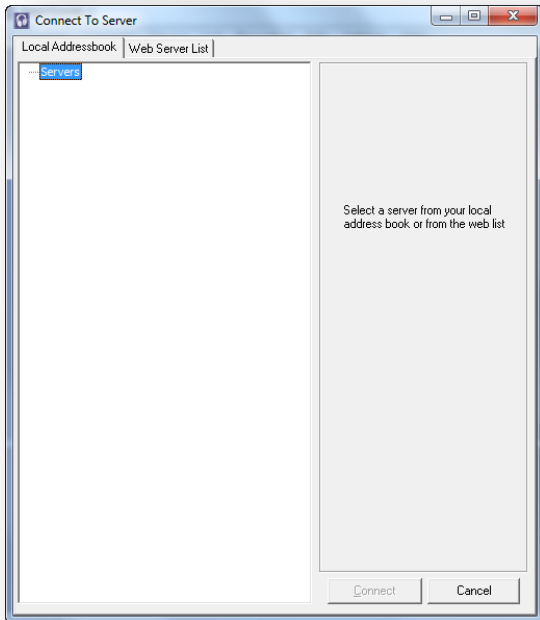
No connections are shown. We will make two connections here: one for the Flight-Academy and one for IVAO. When this is done you will see two servers listed here, that you can then click on to immediately connect to that server.

Find “Connection” at the top and click on it.

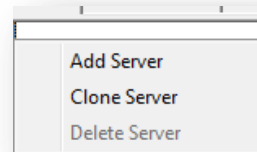




You will notice that there are two options to make a connection: Connect and Quick Connect. We will be using the "Connect" option. Click "Connect."

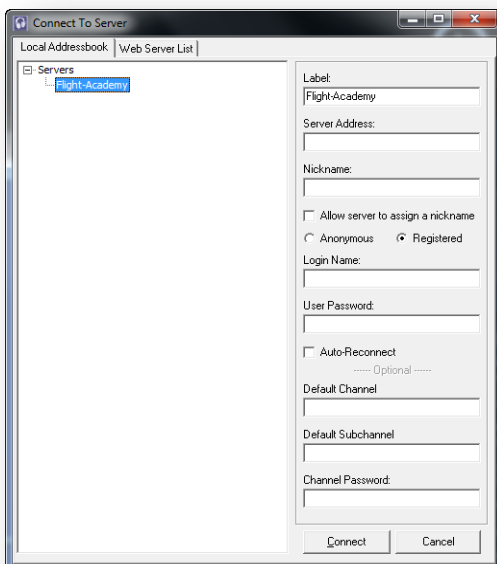


We now see this empty list screen. Now, a server has to be added. In blue you see "Servers". Right-click on that which shows the following screen



Select "Add Server". Once a server is added, you can clone it. That's handy when you want to have all IVAO servers in this list. All data of one server is cloned to the other, and so not many settings have to be changed. More on this later.

As you can see, you can fill in your own servername. This name does not effect the login procedure and can be chosen freely. For instance : " Flight-Academy" Fill in your servername and press ENTER. It will look something like this now.



We will now enter the settings needed for the Flight-Academy.
Label: this already shows something, since you just made the server. You can always change the label if you like. The server name (in blue) is then also changed automatically.
Server Address: the server address is entered here. This can be an IP address or a regular name. We normally use IP addresses. Enter our Flight-Academy address here: **ts.faserver.nl**
Nickname: We think it is important that you use a good ID here. For IVAO and the FA this will be your callsign followed by your own name.
Beware: when you're using Ivap to switch to another channel, Ivap will connect to the new channel with the same name you used to connect to

the Flight-Simulation and IVAO networks. At the Flight-Academy we use Nicknames such as **FAE965 - Hank**



Make sure you selected **“Registered”**, as IVAO and Flight-Academy use a Registered login, not Anonymous.

Login Name: Enter your IVAO ID, we use this same ID.

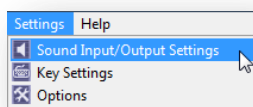
User Password: Enter your Flight-Academy password, which can be found in the e-mail from Student Control.

Everything else is left open. Your screen will roughly look like this:

The screenshot shows a login form with the following fields and options:
Label: FLIGHT ACADEMY
Server Address: ts.faserver.nl
Nickname: FAE965-Hank
 Allow server to assign a nickname
 Anonymous Registered
Login Name: 161477
User Password: [masked]
 Auto-Reconnect
----- Optional -----
Default Channel: [empty]
Default Subchannel: [empty]
Channel Password: [empty]

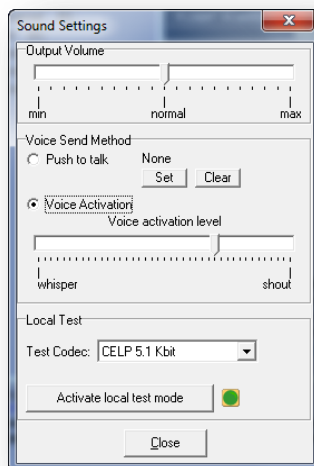
When everything is ready you can click **“Connect”** at the bottom of the screen and Teamspeak will connect to our Flight-Academy server. In case of errors, check the details again.

SOUND CONFIGURATION



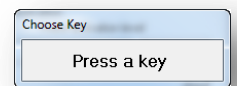
now you need to make a few changes to your sound settings.

Click on Settings, then on **Sound Input/Output Settings**.



As you can see, default **“Voice Activation”** is used. This means that when you say something into the microphone, Teamspeak will transmit your sound. We do not use this at the Flight-Academy or IVAO because it may be annoying when you cough or are typing something.

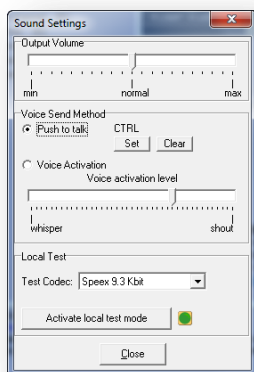
An other option is **“Push to talk”**. For this, you specify a key to be used to transmit on the Teamspeak channel. We typically use the Ctrl key because is normally not used in Flight Simulator. If for example you chose the letter **“G”** you may have a problem in Flight Simulator, because **“G”** is normally used for the landing gear.



Select Push to Talk and click on Set. Enter the key you want to use (for example Ctrl).

For **“Test Codec”** we recommend using another setting. The default CELP 5.1 Kbit is not a great setting. We will use **“Speex 9.3 Kbit”**.

If all goes well your screen looks more or less like the one below:



Press "Close".

You are now fully done and can start using TeamSpeak. There are a few options such as Whisper. With this you can talk to selected persons privately without others hearing you. We do not use this and within the Flight-Academy this is not enabled.

IVAO CONNECTION TEAMSPEAK

Back to IVAO for a moment. You have seen that we used an IP address to connect to the Flight-Academy, which for now is the only option available to us.

Regarding IVAO we have something better. An IP address doesn't tell you much and since IVAO uses a lot of servers it's handy to have these in your server list.

The only thing you will need to do is change the IP address into a name as in this example:

Eu1.ts.ivao.aero

This indicates you are on server 1.





















It is recommended you add these servers already, especially where IVAO exams are concerned. Some FIRs, like Romania, where the Flight-Academy is based, use the Company Channel (CC) server. Then you cannot use IVAP make an automatic connection to that server. It may also be that there are no Air Traffic Controllers online and then you can also not automatically connect to that channel.

These are a few reasons, you may want to enter these other servers now. Using "Clone Server" you can come a long way and you only need to change a few things.

We hope to have given you a bit of a start to working with TeamSpeak. It is THE means to contact the various controllers.

Below you will find the list with the various servers used by IVAO.

For the TeamSpeak CC server at the bottom you can also enter the name: that's **cc.ts.ivao.aero**

10	Priv/Pub	Name ▼	Server IP : Port	On/Max	Server	Version
Details		AM2V - am2.ts.ivao.aero	96.31.74.97:8767	44/400		v2.0.24.1
Details		AS2V - as2.ts.ivao.aero	222.73.85.115:8767	1/200		v2.0.24.1
Details		AS3V - as3.ts.ivao.aero	210.62.85.87:8767	0/200		v2.0.24.1
Details		EU1V - eu1.ts.ivao.aero	188.40.64.175:8767	12/300		v2.0.24.1
Details		EU2V - eu2.ts.ivao.aero	212.6.108.244:8767	1/200		v2.0.23.15
Details		EU4V - eu4.ts.ivao.aero	88.191.36.10:8767	4/300		v2.0.24.1
Details		EU5V - eu5.ts.ivao.aero	80.95.158.100:8767	1/300		v2.0.24.1
Details		EU6V - eu6.ts.ivao.aero	212.108.210.226:8767	3/200		v2.0.24.1
Details		EU9V - eu9.ts.ivao.aero	85.8.132.225:8767	0/300		v2.0.24.1
Details		IVAO - TeamSpeak CC	188.40.91.20:8767	40/300		v2.0.24.1

Servers update in 5 minute intervals | © 2002-2010 Gryphon, LLC | Total Servers: 10 | Total Channels: 411
Contact the serverlist administrator at logistics@ivao.aero

