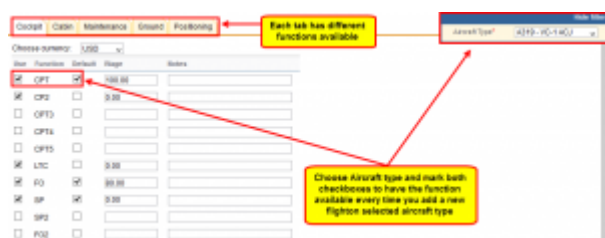# Aircraft Crew Positions

[Video Tutorial]

Adding crew functions to fleet

Once aircraft are added to Leon you need to add appropriate **functions** (crew positions) to it. It is very important part of the system because it will allow you to add ratings, assign crew to flights and create duty on aircraft.

In this section select an aircraft type in the filter and mark needed checkboxes.

You can choose the currency for wages.

You can see 5 columns in this section:

- **Use / Function / Default** - If you want to use added **function** every time you add a new flight (i.e. CPT and FO) mark checkboxes in both columns: **Use** and **Default**. If some added funtions should remain hidden in the Editing flight page, just leave column 'Use' marked. To use it, when it's necessary, click on the icon in the 'Edit Flight' section.
- **Wage** - basic way of calculating wages
- **Notes** - basic information regarding function i.e. notes next to **FO** could be 'Copilot'. Notes remain in this section are are NOT displayed anywhere else in Leon.

If the **Currency** and **Wages** are set, Leon will be able to calculate wages based on CMT. In order to do it, you need to fill in CMT in JL. The result of this calculation will show in **Block Time by Function** report.

You can assign function to each part of you business (Flying crew, Maintenance, Ground) by going to different tabs in the top of the screen.

Positioning tab will allow you to assign functions that do not calculate FDP but duty only (PSN) or neither FDP nor Duty (PAD). When **PSN** will reposition a crew member from one place to another in Leon, **PAD** will not do it.