

# SCR



Sending schedule in SCR format

Format **SCR** (Slot Clearance Request/ Response) can be used by right-clicking with the mouse and selecting **SHOW SCHEDULE**. When a pop-up window appears, you can change the format from 'Plain Text' to SCR.

The message **must** be in the format as in the screenshot - it cannot be customized.

## EXAMPLE

**SCR** (type of request)

**W17** (indication of season)

**21DEC** (date of the day)

**LTN** (Airport at which slots are being requested)

**N 124 21DEC21DEC 0000500 011GJ4 1400WAW C** (flight details, see explanation below)

**N** - action code; **123** - flight number; **21DEC21DEC 0000500** - date & day of flight; **011GJ4** - capacity + aircraft type; **1400WAW** - origin of flight (IATA) + scheduled time of arrival; **C** - type of flight (available types in Leon as below)

- W - Military - type ICAO 'M' in Leon
- I - Ambulance Flight - type 'Ambulance' in Leon
- T - Technical Test - type 'Technical' in Leon
- K - Training Flights - type 'Training' in Leon
- P - Positioning Flights - Non Revenue (ferry/delivery/demo) - flight 'Ferry' in Leon
- S - Scheduled - Passenger Normal Service - type ICAO 'S' & trip type 'PAX' in Leon
- F - Scheduled - Cargo and/or Mail - type ICAO 'S' & trip type 'PAX' in Leon
- H - Charter - Cargo and/or Mail - type ICAO 'N' & trip type 'Cargo' in Leon
- C - Charter - Passenger only - all other types

**SI** - free text **GI BRGDS** - free text

It is possible to change type of the action by selecting an appropriate option from the drop-down box:

- N - New Schedule
- D - Delete Schedule
- C - Schedule to be changed
- R - Revised Schedule
- A - Accept an offer
- P - Accept an offer with pending request time
- Z - Decline an offer

Another drop-down box allows to select between **airports**.

From:  
<https://wiki.leonsoftware.com/> - **Leonsoftware Wiki**

Permanent link:  
<https://wiki.leonsoftware.com/updates/show-schedule-sending-schedule-in-a-scr-format-is-now-possible?rev=1514369494>

Last update: **2017/12/27 10:11**

