

Rules and Obligations when using FGTracker (fgtracker.us.to)

[Last edit: 2023-08-13 10:11 +0800]

1. Forward

In order to protect server owner who hosts FGTracker and the members of FlightGear community, rules have to be set out for using FGTracker. I (server owner who hosts FGTracker) don't like rules any more than you do, so I have tried to keep this as short as possible. If you break these rules, I may stop you from using FGTracker.

Please note that this set of Rules and Obligations only bounds for FGTracker user. If you do not like to be bounded by these rules but still want to use FlightGear multiplayer network, simply not to register your callsign in FGTracker and/ or connects to a mpserver that is not tracked by FGTracker. However, even you don't need to follow this set of Rules and Obligations, there may still be other rules, obligations, terms, conditions or agreements imposed to you by other entities.

This document shall be read in conjunction with F.A.Q.
(<http://fgtracker.us.to/modules/content/index.php?id=1>).

2. Definition

Word	Definition
API	Application programming interface defined at https://fgtracker.us.to/modules/content/index.php?id=4
fgms	The program for MPservers (http://fgms.freeflightsim.org/index.html)
FGTracker	A set of programs and database data which collects, stores and display the flight information in FlightGear multiplayer network
Maintainer	A (group of) person who can modify data and program inside FGTracker
Owner	A (group of) person who owns the server which hosts FGTracker. They are also FGTracker maintainer
User	Anybody who feed his/her flight data to FGTracker via MPservers or any flight data holder which the flight data is originated from FGTracker
Flight	A virtual flight journey made by a user in FlightGear multiplayer network
Flight data	Flight information including flight id, callsign, type of aircraft, longitude, latitude and altitude
FlightGear	A flight simulator program under http://www.flightgear.org/
FlightGear multiplayer network	Defined at http://wiki.flightgear.org/Howto:Multiplayer
MPservers network	Defined at http://wiki.flightgear.org/FlightGear_Multiplayer_Server
network	Same as "FlightGear multiplayer network"

3. Ownership of FGTracker

FGTracker is solely owned by me, Hazuki Amamiya (nick Hazuki at <http://forum.flightgear.org>), whom is NOT a core developer of FlightGear.

FGTracker is NOT one of the FlightGear Official website nor affiliates to any FlightGear official matter whatsoever.

4. Obligation of FGTracker maintainers

- a. Maintainers shall try to keep the FGTracker online at all times and accessible from all locations (FGTracker is currently proxied in Cloudflare).
- b. Maintainers shall provide all flight data stored in FGTracker to anybody (currently via web page, KML and API).
- c. Maintainers shall not alter/delete any flight data stored in FGTracker except situations defined in "Data handing" section.

5. Obligation of FGTracker users

- a. Users shall register his/her callsign before using FGTracker (See "Callsign registration" section for details).
- b. Users shall start only one flight session at any time with the same callsign.
- c. Users shall NOT register/use a callsign that could mean to discriminate/insult/harass anybody.
- d. Users shall NOT use other users' callsign or abuse other users' callsign.
- e. Users shall NOT idle the plane in the network.
- f. Users shall NOT make a flight route which the track could mean to discriminate/insult/harass anybody.
- g. Users may use any flight data for personal use. Users may distribute their own flight data to anybody. However, users are NOT allowed to re-distribute any other flight data (including KML) obtained from FGTracker without written permission.
- h. Users shall obey any decisions made by the maintainer.

6. Callsign registration

FGTracker owner may from time to time declare that this section, or any provision of this section, shall come into operation.

- a. FGTracker ONLY tracks flight sessions that are connected to the tracked MPSEVER with callsigns that are registered in FGTracker. (w.e.f 2016.11.15 0000UTC)
- b. Callsign is case sensitive with maximum of 7 characters and only [A-Z], [a-z], [0-9], [-] is allowed.
- c. Each email can only register five callsigns.
- d. Registration is only completed after:
 - i. you click the confirmation link that sends to your email; or
 - ii. FGTracker shows the registration is completed

after callsign review. FGTracker maintainers hold the right to suspend any tracking on any callsign if the registration is not completed.

- e. Change of callsign will not be entertained.

7. Data handing

Flight data stored in FGTracker will not be altered or deleted unless following situations happen:

No.	Situation	Action
1	A flight's effective flight rate is 50% or below	Flight deletion
2	A flight without waypoints	Flight deletion
3	The flight track could mean to discriminate/insult/harass anybody	Flight deletion
4	A flight idled for more than 20 seconds	Waypoints deletion
5	A flight which its session is not closed (usually due to bugs in fgms)	Flight's end time alteration
6	A flight journey being separated into multiple flights	Flight merging
7	A flight with multiple waypoints having the same timestamp (this usually due to bugs in fgms)	Flight deletion
8	Two flight sessions time clash (multiple sessions at the same time)	Flights deletion
9	Callsign being used by others/being abused	Flights deletion
10	A callsign that could mean to discriminate/insult/harass anybody	Callsign deletion
11	User violates "Rules and Obligations when using FGTracker (mpserver15)" repeatedly (Announcements with detailed violation information will be made if this happens)	Callsign deletion
12	Authenticated user request	Callsign/flight deletion

* Callsign deletion will delete the callsign and all flights associated to that callsign in the FGTracker.

8. General stuffs

This "Rules and Obligations when using FGTracker (fgtracker.us.to)" may be altered by me at any time without prior notice.

If you come to me with a suggestion for FGTracker, that suggestion is made for free. This means I can use your suggestion in any way I want and I don't have to pay you for it.

Users are welcome to help enhancing the FGTracker. Just PM me in the FlightGear forum and I will contact you when I am available.