

PREMIER AIRCRAFT DESIGN

INSTALLATION AND QUICK START GUIDE

CASA 295M and CASA 295MP for Microsoft Flight Simulator FS2004 and FSX

Aircraft, panel and sound package

including dynamic VC with custom gauges.

For more detailed information look inside the MANUALS folder.

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MAIN CREDITS

Model & Master Textures:
Panel design and XML gauge programming
Flight Dynamics and paint
Turbo sound package
Pushback/taxi speed gauge
Various gauges
Multi-screen navigation gauge
File packaging & PAD webmaster

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PACKAGE INSTALLATION:

Extract ALL (Repeat ...***ALL***) the files within the zip file into the FS9 or FSX **MAIN** folder using

WINZIP* in Classic Mode. Do not use the Wizard.

Make sure the "Use Folder names" BOX is checked in WINZIP.

Do NOT install files to the aircraft folder, airplanes folder, simobjects folder or any other folder !

New sub-folders will be created and all files automatically installed.

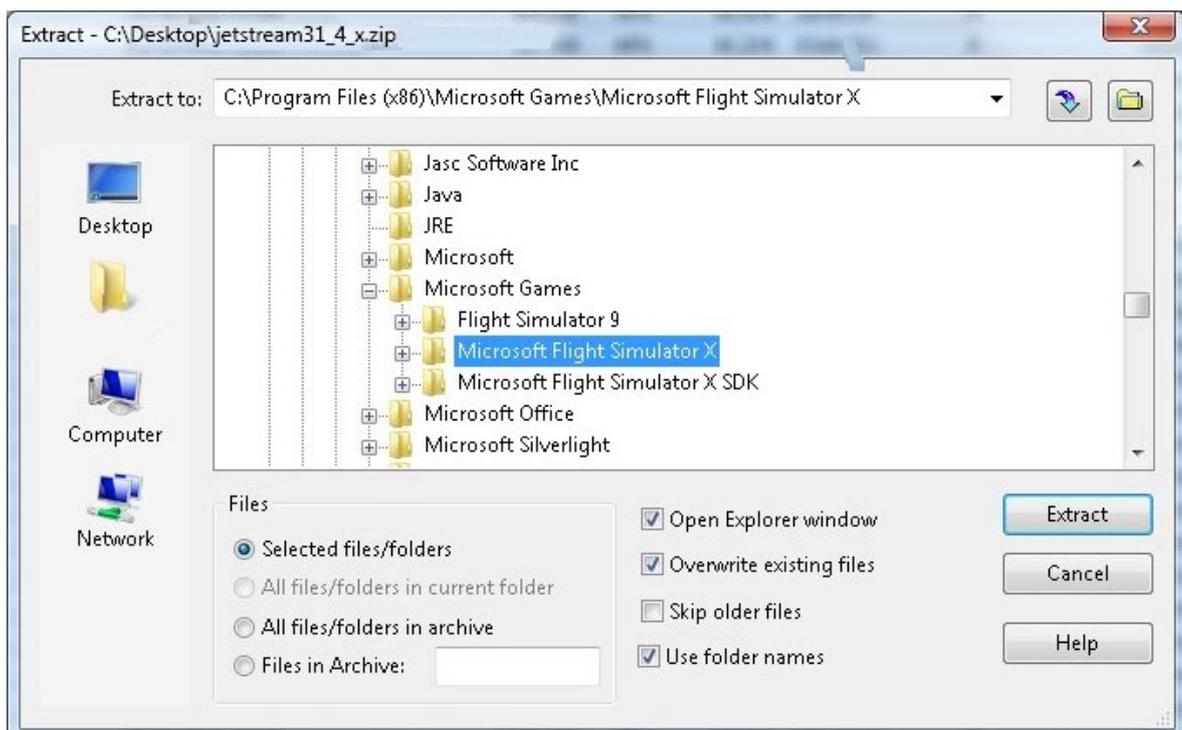
** Other unzip utilities may work as well, we have only tested WinZip.*

Vista & Win7 users may need to temporarily disable the UAC (User Account Control) to enable automatic creation of new folders.

Here's how to install by the numbers...

1. Navigate to where you downloaded the zip file
2. Double click with your mouse on the zip file.
3. The zip file will open and show all the files inside the zip.
4. Use keyboard shortcut 'CTRL-A' , this will select ALL the files.
5. Click on upper 'Extract' button in the main tool bar above.
6. Browse to your FS9 or FSX Location ...Open the main folder.
7. Now click on the 'Extract' button in the upper right.....you're donego flying.

Your WINZIP window will look like this, with possible variations if you use a different version



OPERATING TIPS & KEYBOARD COMMANDS

* **Gauge compatibility.** This model contains many custom (i.e. non MS default) gauges. These gauges are calibrated in the U.S. measurement system (non-metric) If you have your Flight Sim program set up for metric measurements these gauges may cause FS to crash. If you get crashes of FS after starting one of our models go to the 'Settings-International' screen and ensure that 'U.S.measurements' is set.

* **Compatibilité des Gauges.** Ce modèle contient des instruments de vol ajoutés (gauges). Ces gauges sont étalonnées dans le système de mesure des États-Unis (non métriques) Si vous avez votre Flight Sim programme mis en place pour les mesures métriques ces gauges peuvent causer FS 'crash'. Si vous rencontrez des 'crashes' de FS avec l'un de nos modèles aller à l'écran 'Paramètres-international' et veiller à ce que 'US measurements' est sélectionné.

*Check list and reference list available from the cockpit kneeboard command.

*Essential reading ... **"Flying Tips" on page 4 of this document.**

1. Turn on "Tool Tips", lots of panel information available by hovering your mouse over the panels.

FS2004 - Go to Settings >>> General....Click the "Show Cockpit Tool Tips" box.

FSX - Go to Settings >>> AircraftClick the "Show Cockpit Tool Tips" box.

Keyboard Commands

2. **SHIFT+E** opens/closes the loading ramp. The ramp opens to floor level in flight, fully open when on the ground

3. **SHIFT+E + 2** opens/closes the side doors.

4. **SHIFT-Q** (tail hook command) opens/closes the cockpit door to view the loading bay interior in VC view.

5. To raise your seat higher press **SHIFT-ENTER** (In FSX this only works for the VC)

6. In the VC, **Shift-W (FS9)** and **Ctrl-W (FSX)** key toggles yoke on/off. There is also a yoke icon on the VC panel

7. Some gauges have magnified pop-ups, see panel map in manuals folder.

8. The MP version has **searchlights** mounted under the wings. To operate them click the "REC" button on the panel

The beams will sweep around at about 120° each side, unfortunately the beams can only be seen when on, or close to, the ground.

Maybe 'Shockwave' lights owners will be able to improve on this ?

LAST, AND MOST IMPORTANT ... TO GET THE BEST FROM THE AVIONICS AND THE PANEL view the diagrams in the **MANUALS** folder

MOVING AROUND IN THE COCKPIT :

Quick Reference - VC EYEPOINT KEY COMMANDS

Move Eyepoint back: **CTRL+ENTER** (press and hold)

Move Eyepoint up: **SHIFT + ENTER**

Move Eyepoint Down: **SHIFT+BACKSPACE**

Move Eyepoint Forward:**CTRL+BACKSPACE**

Move Eyepoint Left:**CTRL+SHIFT+BACKSPACE**

Move Eyepoint Right:**CTRL+SHIFT+ENTER**

FLYING TIPS CASA C-295

* **Study the cockpit layout pictures in the Manuals folder.**

ENGINE START

(1) Use the Autostart switch on the panel. Or (2) Start engines individually with Start 1 and Start 2 buttons

NOTE If you previously stopped the engines using the fuel cut-off switches and then attempt a manual start you must ensure that the battery switch and fuel switches (pop-up throttle panel) are in the **ON** position.

Also, ensure that the 2 generator switches are switched ON immediately after a manual start.

FSX users please note: After starting, the start buttons remain depressed. Click them again to release. This is an FSX bug that we have not yet found an answer for.

ENGINE SHUT DOWN

Before stopping the engines set the parking brake and switch off all lights and beacons.

On the **pop-up throttle panel**, operate the fuel cut-off switches. When the engines have stopped switch off avionics, generators and battery.

TAXIING There is a taxi speed/pushback gauge on the panel, read the instructions in the manuals folder for full operation details.

The taxi speed gauge controls speed by using throttle and brakes.

You can use the taxi speed gauge in spot view by pressing keys Shift-6

Use of the parking brake, Ctrl + . [period] will cancel the taxi speed operation.

If taxiing without use of the gauge be very gentle with the power !

This aircraft has a narrow track undercarriage, do not exceed **20kts taxi speed** and slow down to 8Kts when turning corners.

TAKE-OFF

Set 5° or 15° of flap, depending on take-off weight and runway length. 15° recommended for the default starting weight.

****Important - Set elevator trim so that the mark on the trim wheel aligns with the "TO" mark on the panel**



Use full power for take-off. At 100kts-110kts (depending on weight and flap setting) rotate the nose up gently about 10 degrees

Initial climb rate is 2,000 ft/min. Raise the u/c and flaps after take-off, climb to cruise altitude, **reduce power**, adjust the trim, or turn on the autopilot.

FUEL NOTE: By default this model initializes with a heavy fuel load and payload. To reduce take off run and improve performance, you can reduce the fuel load in the 'aircraft' menu.

CRUISE

Normal economical cruise altitude is 15000 - 25,000 ft. Depending on journey distance.

Trim for cruise or switch on autopilot.

Normal economical cruise speed is 230 - 260 kts IAS (indicated air speed)

LANDING

Get set for landing 8-10 miles out. Reduce speed to 170 kts. Flaps and gear down at 3 miles out.

Make final approach at 140 kts with 15° or 20° of flap.

Touch down at 90-100 kts with full flap (35°)

Use reverse thrust and wheel brakes as necessary.

LEGAL STUFF

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(We will not give permission to upload modified panels or gauges)

We recommend 'Textures Only' uploads due to the file size. We do not normally withhold permission for repaints but we reserve the right to check the files and documentation before publication.

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June 2011