



***Eagle***

***Rotorcraft Simulations***



**ENSTROM**  
**280FX**

***V1.0***

for **Microsoft**  
***Flight Simulator*** **X**

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# Overview

## INTRODUCTION

For the first time in the history of Microsoft Flight Simulator, a developer has created and released an Enstrom helicopter add-on. Eagle Rotorcraft Simulations is proud to be the first developer to give the flight simulation community a high quality Enstrom 280FX for FSX Acceleration. Features include FSX native models with animations, specular and normal mapping, custom avionics and much more.

We hope you enjoy this wonderful new addition to your virtual rotorcraft fleet!

## INSTALLATION

To make installing the Enstrom 280FX as quick and easy as possible, we have included an installer exe file which you can use to go through the installation process. Simply run the exe file from the download and follow each step of the installation that the exe presents to you.

When you reach the step in the installation dialog that lets you browse for a directory, ensure that the correct FSX main directory (folder) is listed. If not, click "Browse," locate the directory, and proceed to the next step.

## SUPPORT

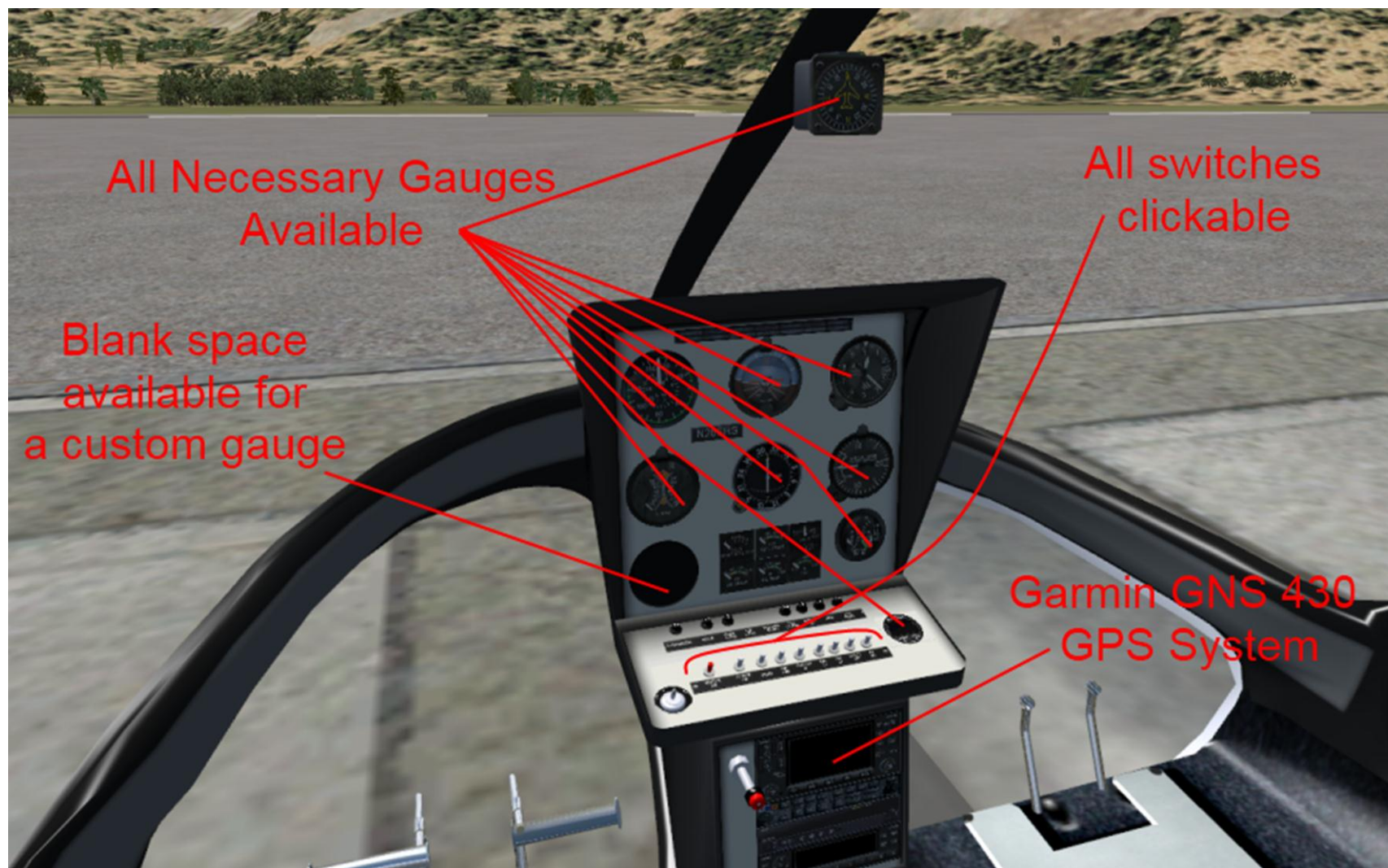
Please visit us at our homepage at <http://www.eaglerotorcraftsimulations.webs.com/> and be sure to register on our forums in order to receive support for any of our released add-ons. Please do not contact us via email or private messages with support requests.

# Operations

## VIRTUAL COCKPIT

### Cockpit Overview

The virtual cockpit of the Enstrom 280FX is fairly basic. We have made it pretty simple for those that are new to flight simulator, along with adding features that more advanced users enjoy. The knobs, switches, and buttons needed for startup and shut down are all there.



Documentation regarding the CD player on the Enstrom radio stack can be found in the main panel folder of the standard model. The readme for the gauge is named "cd-player\_gauge\_readme.txt."

## **Startup/Take off**

Like many other helicopter add-ons, to start the Enstrom, all you need to do is press “Ctrl+E.” This will immediately start the helicopter. Let the engine and rotor RPM reach 100% before lifting off.

To lift off, center the cyclic and slowly raise the collective until the helicopter is light on the skids. Continue to lift up on the collective to bring the helicopter off the ground and make the necessary cyclic movements to keep it in a hover. Gently tilt the nose forward and increase collective as the helicopter gains speed.

## **Flight**

The Enstrom’s cruise speed is about 96 kts, so this is a good average speed to keep it at while in flight. 102 kts is the maximum speed; flying over the maximum speed for too long can result in damage to the aircraft. If you are just doing a scenic/fun flight, the Enstrom is very fun to fly. Just be easy on the control movements and all will go well.

## **Landing/Shutdown**

As you approach the airport, progressively slow down. Continue to slow down and come into a low hover near or above your landing zone. Center the helicopter over the helipad or parking location by making small, gently cyclic movements. As you center the helicopter, slowly lower the collective to descend gently onto the helipad or parking location.

Once the helicopter is on the ground, press Ctrl+Shift+F4 to shut down the engine. Once the rotor RPM is below 15%, engage the rotor brake by pressing and holding “Shift+B” until the rotors have come to a stop. Proceed to switch off all of the buttons and knobs in the cockpit.

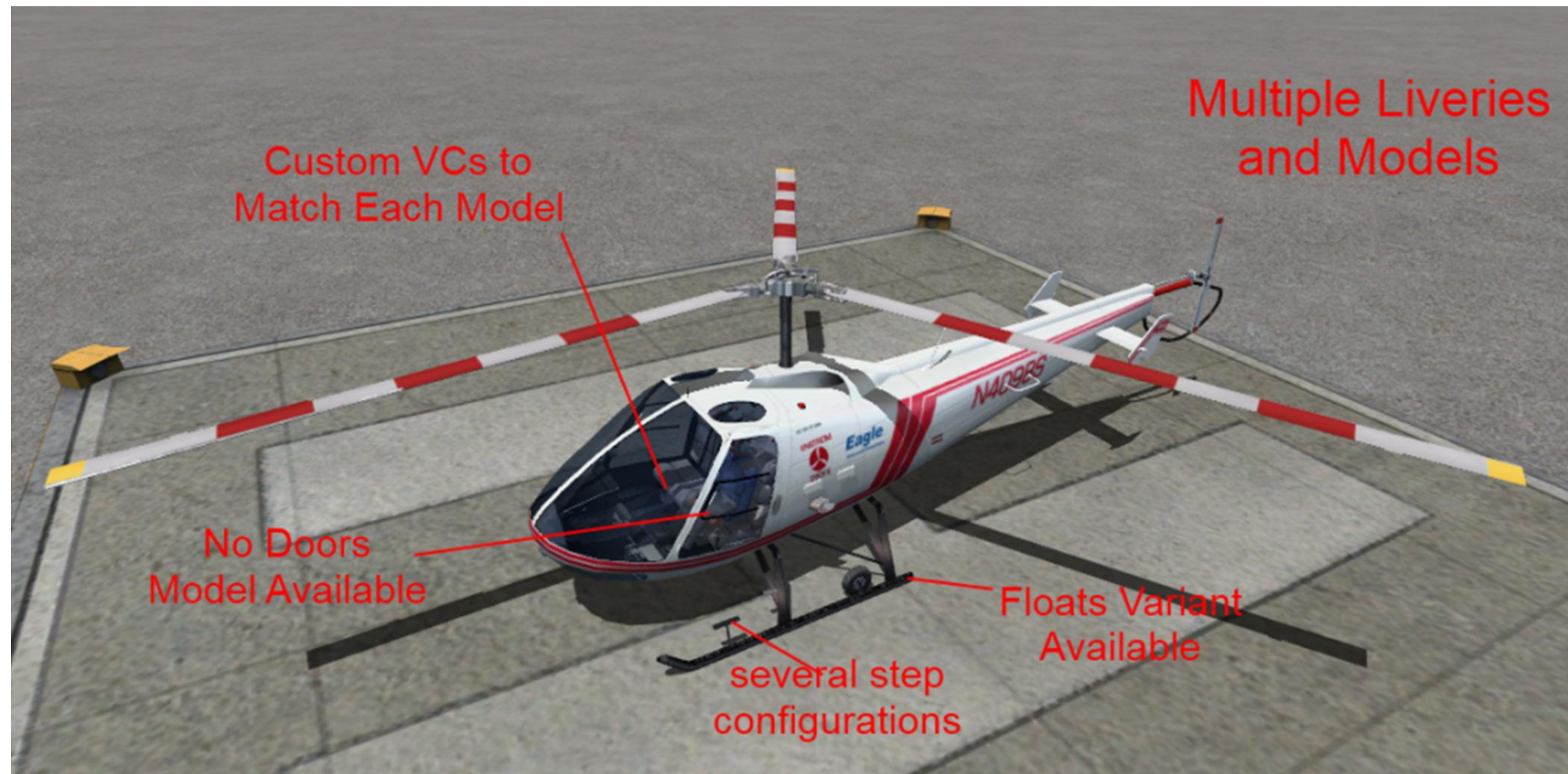
## **EXTERIOR**

### **Exterior Overview**

Since this is simply a completion of an old model, the exterior does not have a lot to offer, although the textures/liveries were made to look as real as possible.



## Features



## Models

8 different model configurations are included:

- Skids/No Steps
- Skids/Steps Pointed In
- Skids/Steps Pointed Out
- Skids/No Doors/No Steps
- Skids/No Doors/Steps Pointed In
- Skids/No Doors/Steps Pointed Out
- Floats
- Floats/No Doors

## Repainting

To make painting your own livery very easy, a paintkit is available on the Enstrom 280FX download page in PSD format. In order to use it, you must have Photoshop, Paint.net, GIMP, or any other image editing software that supports the PSD format and layers.

Save your final repaint just as you would any other for FSX. DDS DXT3 works best, and the alpha channel can be taken from any existing 280FX livery included. (Or you can make your own alpha channel)

## *Credits*

### CREDITS

George A. Arana	3DS Max/gmax conversion, textures, FS9/FSX conversion
Brandon Filer	Additional modeling, textures, FDE, and documentation tweaks
Alan/Keith/Jon Devins	Original 3DS Max model, textures
Brian McIntyre	Textures and paintkit
Don Kuhn	Garmin avionics
Pierre Fasseaux	Davtron Chronometer
Robert Clark	Radio CD player
Gerd R. Nehr	Apollo SL40 comm radio
Gary Mills	Photo reference material

A special thanks goes out to Alan Devins for sharing the original 3Ds Max source files with ERS. Without them, this release would not have been possible and the Enstrom 280FX project would have died as an FS9 Alpha version.

### DISCLAIMER

None of these files will damage your computer. Any suggestion that they might have done any damage will be strongly...ignored. Not to be placed on any other websites not authorized by Eagle Rotorcraft Simulations. Not to be repackaged in whole or parts with any other software (payware or freeware).

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