



# **THE UKMIL Bae HAWK Mk51 & 66**



## **OPERATORS MANUAL**

# INTRODUCTION

Welcome to the UKMIL Bae Hawk Mk66 and Mk51. This aircraft has been designed in Gmax for Microsoft Flight Simulator X. In this pack, you will get

- 5 Versions.
- 4 Texture Sets,
- Paintkit NOT included

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## **Contributions**

### **Model Designers**

Original Model by UKMIL GAFFER, and Buzzman

### **Panel Designers**

UKMIL Gaffer

Dave Haze

Gauges by various freeware designers inc Dave Maltby,  
many thanks for the gauges

MANY THANKS also to

Mark Beaumont

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For allowing us to use his original FS2002 Hawk Panel  
BMP and gauges . Full credit to him for this. Also original  
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### **Texture Designers**

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Tranquil of UKMIL for his excellent skins

### **CFG and AIR File Designers**

Gaffer UKMIL

### **BETA TESTERS**

Thanks to the UKMIL CLUB members for their feedback on this. If you want sneak previews of the ukmil aircraft, then join the Club over at <http://www.ukmil.org.uk>

# GENERAL FEATURES

## CANOPY

The Canopy may be opened by pressing SHIFT+E



## GROUND EQUIPMENT

The ground equipment, such as steps as blanks are automatic. They will appear as soon as the Engine RPM reaches ZERO. When you start the engines,

they will disappear.



## THE PANEL



1. Light switches
2. Hud contrast, dark, mid, and bright

3. Pitch trim, set it to AUTO and it will keep you level
4. Stopwatch
5. Extra screen such as GPS, RADIOS
6. Autopilot

We wish to thank everyone who has helped with producing this aircraft, inc the many freeware developers who's gauges, and effects we have used. Without them, this sort of product would not be possible.

Many thanks to all

Please look out for our other hawk products

For support, please visit the UKMIL FORUMS  
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We thank the many contributors, who have helped us create this product, with their gauges, and FDE files.