



# THE UKMIL HS Buccaneer S2



## OPERATORS MANUAL

# INTRODUCTION

Welcome to the UKMIL HS Buccaneer S2. This aircraft has been designed in Gmax for Microsoft Flight Simulator X. In this pack, you will get

- 11 Versions.
- 19 Texture Sets,
- Paintkit NOT included


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# **Contributions**

## **Model Designers**

Original Model by UKMIL GAFFER

## **Panel Designers**

UKMIL Gaffer

Dave Haze

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

MANY THANKS also to  
Dave Maltby

For allowing us to use his original Spey Soundpack

## **Texture Designers**

UKMIL Gaffer

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. You must ALSO have the PARKING BRAKE applied. When you start the engines, they will disappear.



## **WINGFOLD**

The wings will fold, using the normal FS WINGFOLD command, as setup in your assignments.

## **TAILHOOK**

The aircraft has an arrestor hook. This is lowered and extended using the TAILHOOK command.

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

<http://www.ukmil.org.uk>

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We thank the many contributors, who have helped us create this product, with their gauges, and FDE files.