THE UKMIL Bae HAWK T1a

OPERATORS MANUAL

INTRODUCTION

Welcome to the UKMIL Bae Hawk T1a. This aircraft has been designed in Gmax for Microsoft Flight Simulator 2004.   In this pack, you will get

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

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Contributions

Model Designers
Original Model by UKMIL GAFFER, and Buzzman

Panel Designers
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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 thanks from Mark to

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Texture Designers
UKMIL Gaffer
Tranquil of UKMIL for his excellent skins

CFG and AIR File Designers
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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
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.