

UKMIL AS PUMA HC1 RAF



OPERATORS MANUAL

INTRODUCTION

Welcome to the UKMIL AS PUMA HC1. This aircraft has been designed in Gmax for Microsoft Flight Simulator FSX. In this pack, you will get

2 Versions.

6 Texture Sets

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Contributions

Model Designers

UKMIL Gaffer

Panel Designers

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Texture Designers

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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>

2D Panel



- [1] Landing Gear Lever
- [2] Light Switches
- [3] Additional Window Switches
- [4] Nightsun Switch

VC OPERATION

The aircraft has most of the gauges made purely from 3d effects, however it does have some 2D gauges too.

To this end, there are many features available, here are some hints on using them



[1] WIPERS: This is the switch for the wipers. It uses a redundant LIGHT switch, therefore, if you use the ALL LIGHTS command in FSX the wipers will come on. So please only switch lights on individually.

[2] Landing Gear Lever: Use the mouse to drag the lever up or down to operate the Gear

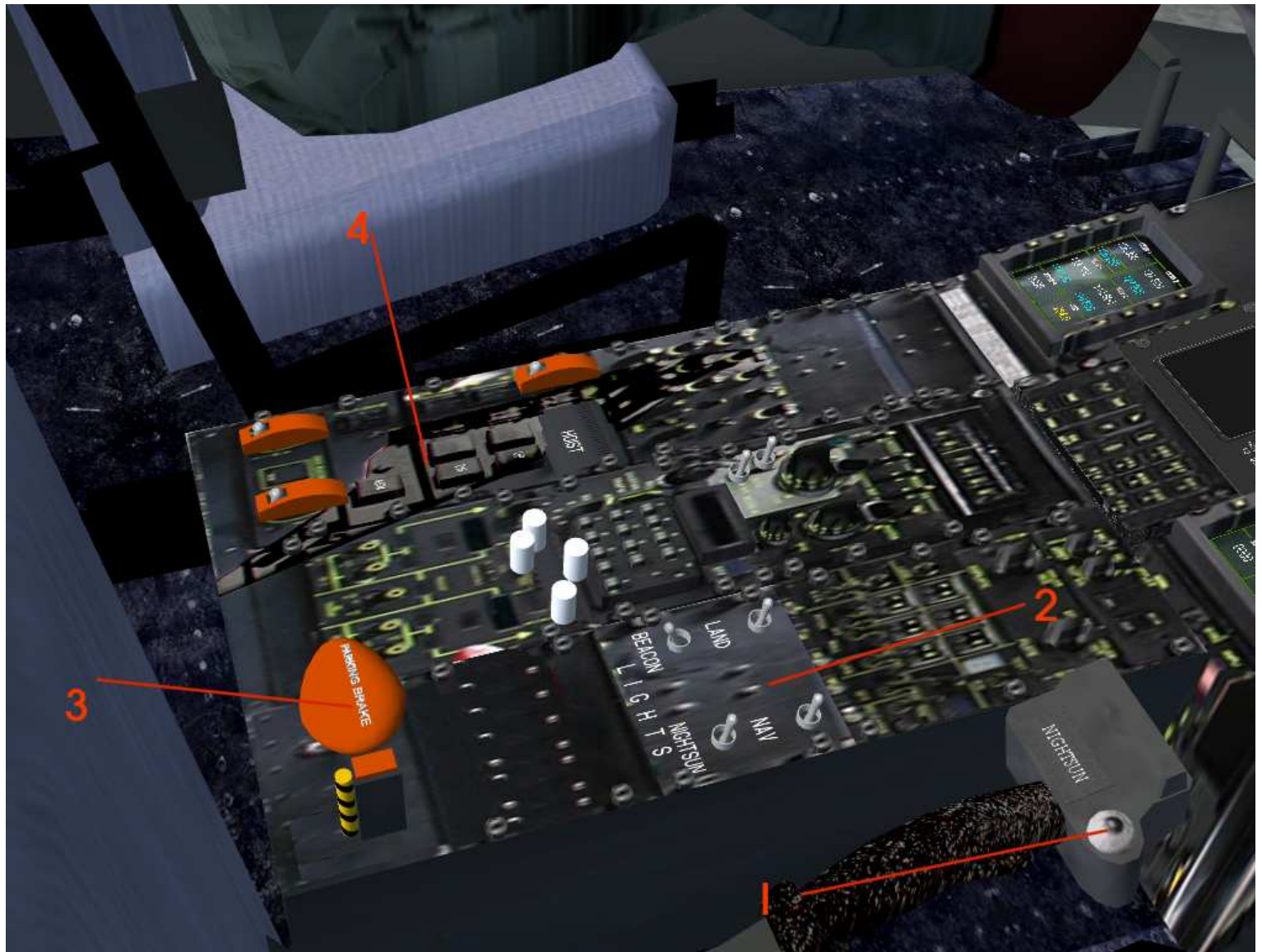
[3] Landing Gear Indicator: The will show the position of the gear

[4] Window Buttons: These buttons will load GPS, MAP and ATC windows

[5] AUTOHOVER: to use, switch ON, Lift Flap, then select on. Height can be changed by adjusting the number in the window. Thanks to the original author for this gauge.

[6] RADIOS: These are the main radios. These can be changed with the mouse directly on the screen

[7] GPS: A simple GPS screen

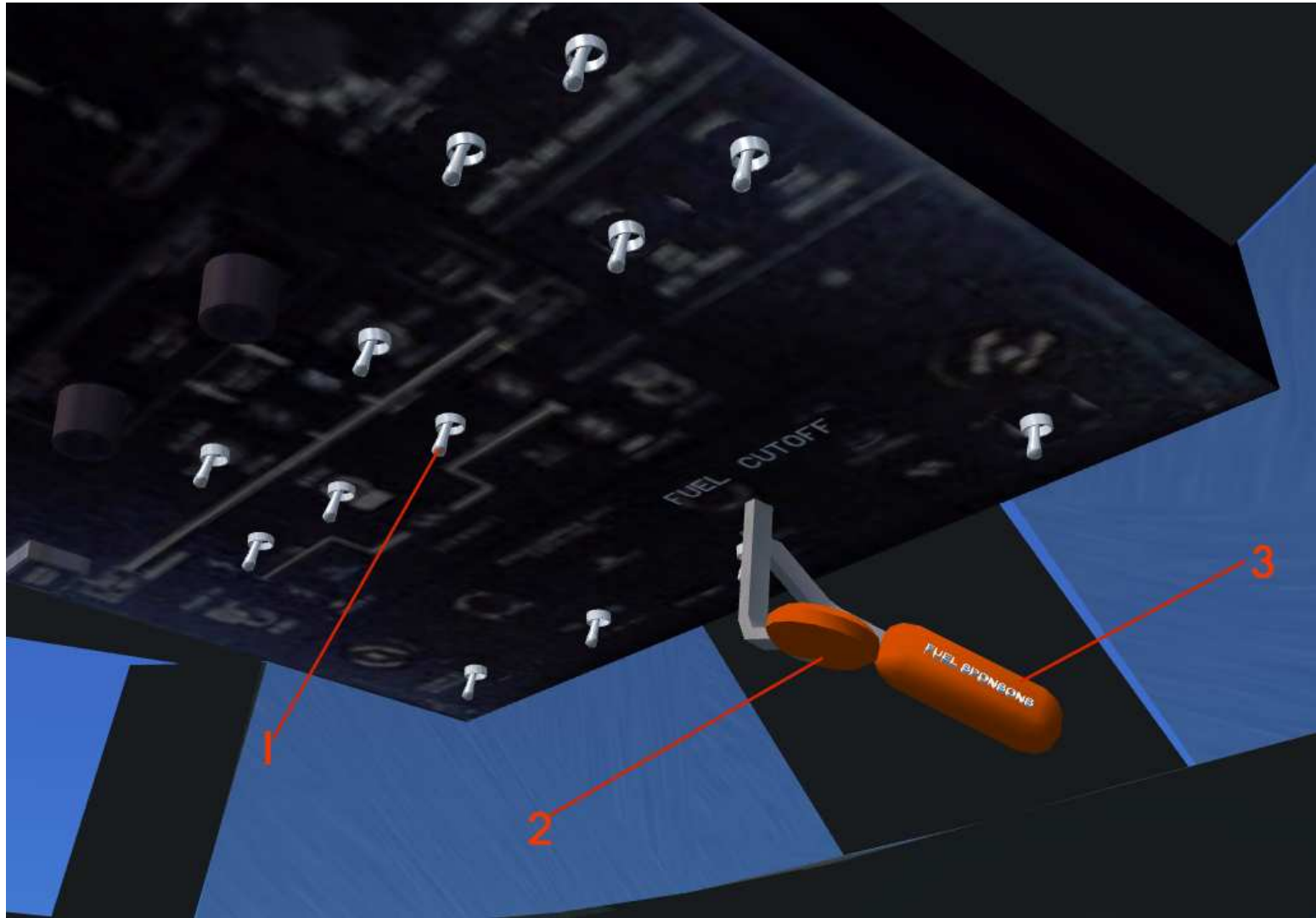


[1] NIGHTSUN: this will switch on the nightsun light on the front. It is merely an extra landing light, and will not illuminate the ground as the real light would

[2] LIGHTS: these are the main light switches, labelled

[3] PARKING BRAKE: Simply click to apply/release.

[4] HOIST CONTROLS: To operate the FSX HOIST, First, press the engage button. This is the REAR of the switches. It will NOT animate, so only click once. After around 5 seconds, the RIGHT crew door will open. Now, the winch can be lowered and raised using the other 2 switches. They are press once switches, so simply press once to lower, then again to stop. The same is for raise. When finished, simply press the engage button again, and the crew door will close, and disengage the hoist



The upper panel only has 3 functional options.

[1] Panel Lights: this operates the panel lighting

[2] Fuel Shutoff: This will cut the fuel, and allow the rotors to slow. To stop the rotors dead, once the fuel has been cut, simply apply FULL COLLECTIVE or throttle, and they will stop. By OPENING the FUEL SHUTOFF, the engine will start and rotors will turn. This helo operates on a simply 1 engine policy, and is not true to life.

[3] FUEL SPONSONS: this lever, when pressed will operate the external Fuel Sponsons. They are a VISUAL OPTION only and will add external fuel tanks. They will NOT increase the physical fuel load. To remove then tanks, simply press again

OTHER FEATURES

The aircraft has two FRONT CREW doors. The left door opens/closes by the use of the SHIFT+E.

The RIGHT door operates by the SHIFT+E then 2 Cmd, or by engaging the HOIST in the VC



Animated ROTOR HEAD

The front ROTOR is completely animated. The first function is pitch control. The blades will increase in angle with increased collective input





The second feature is the fwd/aft cyclic control . The rotor will angle fwd and back with cyclic input





Any issues found, please use the [UKMIL FORUMS](#)

Please enjoy our puma for FSX and look forward to more on our website UKMIL.org.uk

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