



Johan Peeters

F-16 TWIN SEATER PANEL



THIS TWIN SEAT F-16 PANEL IS INTENDED TO BE USED WITH KIRK Olsson's Falcons

Installation:

it's simple just unzip this file to a temporary folder and then put :

- the content of the gauges.zip in the gauges folder of your FS9 folder
e.g.: C:\Program Files\Microsoft Games\Flight Simulator 9\Gauges
- the content of the panel.zip in the folder of the aircraft you want to put this panel in.
e.g.: C:\Program Files\Microsoft Games\Flight Simulator 9\Aircraft\f16_uae\panel

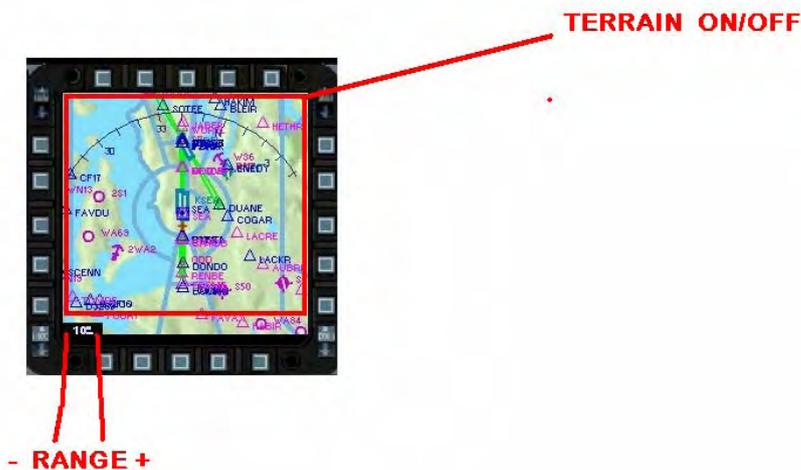
F-16 Panel by [Johan Peeters](#)

***Clickspots:**



**For the backseat view you have to press "W" on your Keyboard
To get back from the back to the front seat, press "W" twice.**

GPS



The Backseat does not contain any special click spots beside the known "SimIcons"

F16.GAU by [Eric Marciano](#) ©

use F-16 panel - F16.gau - key: **DSVT JE5S 6DUO** as key for usage with FSUIPC



[Get FSUIPC here:](#)

* *The HUD gauges with adjustable brightness:*

It is a complete HUD, showing all the necessary flight information (airspeed in knots and Mach, altitude, ground speed, radio altitude), plus information about the target selected on the radar (speed, altitude and distance). The brightness can be adjusted with 4 settings. This is very useful to fly at night or in blue shiny sky. You will always be able to read information displayed on the HUD.

* *The Radar gauge:*

This is a completely new radar gauge. [It requires Pete Downson's FSUIPC](#) version 3.XX or higher. It works with the traffic information provided by FSUIPC. It shows all the surrounding aircrafts managed by FS9 AI. You can select an aircraft (your target) by clicking it. The radar will then show information about the target:

- ID (Tail number of flight name)
- Speed (ground speed)
- Altitude in FL (ASL)
- Vertical speed (in feet/minute)
- Distance

The radar has 3 modes and adjustable range.

Radar Usage
3 modes available:
- Global (not very realistic, the radar is not supposed to see behind the aircraft)
- Horizontal
- Vertical
Range: from 0 to 40 NM

WARNING: This gauges requires FSUIPC 2.83 or higher
Suggestion: Configure FSUIPC so that the Tail the only ID of AI aircrafts
To do this, change the line:
TCASid=...
into:
TCASid=Tail

Mode GLOBAL
Altitude (in FL) and VS, in ft/min of the selected target: VS+0026
Distance to the selected target: 25.2NM
Current radar range (in NM): 40
TCAS Id of the selected target: N26808
Speed of the selected target: 597KTS
selected aircraft (the tail indicates the heading)
distance rings (1 ring every 10 NM)

Mode HORIZONTAL
Altitude (in FL) and VS, in ft/min of the selected target: FL462
Distance to the selected target: 11.6NM
Current radar range (in NM): 20
TCAS Id of the selected target: N26808
Speed of the selected target: 597KTS
selected aircraft
distance rings (1 ring every 10 NM)

Mode VERTICAL
FL462
10.11NM
2000 feet or more above
1000 feet above
same altitude
1000 feet below
2000 feet or more below
N26808
597KTS
Horizontal lines show altitude difference between you and the selected target
Vertical lines show the bearing of the selected target (from -20° to 20°)
selected aircraft (the tail indicates the vertical speed)

CREDITS

- Many thanks to [Eric Marciano](http://emarciano.free.fr/) for his fantastic F16.GAU
<http://emarciano.free.fr/>
- Thanks to Pete Downson for his great FSUIPC module.

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