



**The 71<sup>st</sup> Anniversary  
of the  
617 Squadron RAF  
Dambuster Raid  
on the  
Moehne and Eder Dams  
16 – 17<sup>th</sup> May 1943**

**FLIGHT SIMULATOR X PROJECT**

by

Ross McLennan, South Australia

and

Koos van Menen, The Netherlands

**EASY ATTACKS USING RECORDED FLIGHTS**

Written by Ross McLennan

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**THIS DB71 PACKAGE WILL ONLY WORK IN WVA and is not suitable for Standard FSX.**

## INTRODUCTION:

The simmer will find flying continuous attacks as a sim pilot difficult. It requires practise to develop the flying skills to succeed even as described in **DOCUMENT #2** using the pause method, let alone flying a continuous attack with no pauses. These instructions produce a continuous attack.

This document describes a method that requires **NO FLYING SKILL AT ALL** only basic FSX knowledge and learnt skills from this document to use the tools provided in the aircraft for tracking the Upkeep after it is released live in an attack on the walls, 1943 style. Simulation at its best.

The concept uses the FS Recorder by Matthias Neusinger available at <http://www.fs-recorder.net/> as the basis. When installed to instructions it appears as a drop down item on the menu bar. The fs recorder allows the simmer to record any flight flown and play it back to repeat the experience. It also allows simmers to share experiences with other simmers. Ross flies the attacks and the simmer acts as the Bomb Aimer in the Dambuster Lancaster at the Moehne and Eder Dams.

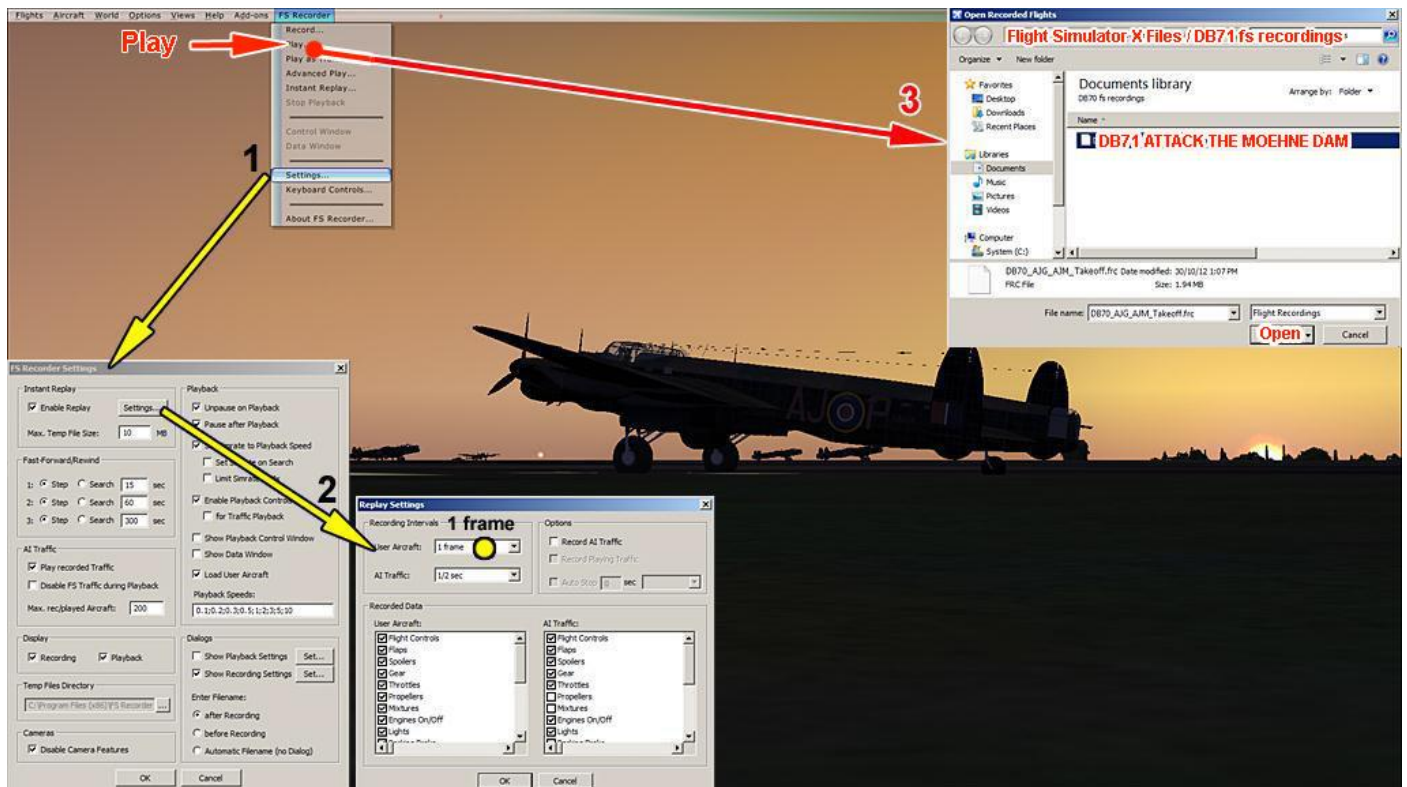
If not already available in your FSX **install the FS-Recorder to the providers instructions.**

## THE MOEHNE DAM ATTACK – USING FIXED CAMERA VIEW

Open the saved flight: **0\_DB71-03 WVA – MOEHNE DAM ATTACK IN AJA**

AJA (S/L Young) will appear full screen with the dam wall and towers in the distance. Follow the instructions to fly this attack as a **Dambuster Lancaster Bomb Aimer**:

[0] Key **[F10]** to enter the 2D cockpit, Key **[Alt]** and select FS-Recorder to induce its menu



[1] First time operation: Select 'Settings' to open the dialogue window.

[2] First time operation: Select 'Settings' to open the dialogue window and ensure 1 frame is set.

[3] Return to the main FS-Recorder drop down menu, select Play and in the dialogue window, navigate to the Flight Simulator X Files / **DB71 fs recordings** folder and select **DB71 ATTACK THE MOEHNE DAM**. Open the file with the button. **== SELECT PAUSE IMMEDIATELY ==**

[4] If flying from the VC go to the Bomb aimer view as described in **DOCUMENT #2** and then to the VC with **[F9]**. Activate the dash level gauge **[Shift 5]**. If flying 2D remain in that view.

[5] Cancel the Menu Bar by holding **[Alt]** for about 3 seconds.

Notice first of all, the cockpits are not Flight Engineers views like they were in DB70. The view is from the Pilots seat AND the simmer **DOES NOT FLY THE AIRCRAFT – ROSS DOES.**

**The simmer does not touch or move the stick or control column. Nor does he set boost or RPM or Trim, Ross does. NOTE: Trim will not show correctly in a recorded flight. The simmer will only switch views and will release the Upkeep and activate views to follow its progress and see the results of the attack.**

At the Moehne the outcome is spectacular because of the generated flak and gun effects. **You will wonder how your going to survive this attack. No doubt the 1943 Crews did also.**

[6] You are now ready to fly. **RELEASE PAUSE** and the aircraft will begin its attack run.

[a] As the Lancaster nears the ridge of trees the rotation indicator will move down starting the Upkeeps backward rotation at 500RPM. FLAK will be heavy, several shells will pass close by.

[b] now **select the Bomb Aimers** view with the horizontal bar active, watch the speed and the height above the water.

[c] concentrate on the wall towers and just before **you judge the width of the sight** as being the same as the gap between towers **KEY [Shift D] – SHOUT ‘BOMB GONE’.**

[d] Do as you did in **Document #2**, **activate the drop down menu by right clicking on the view ahead and select Outside View # 2**

[e] You will see the bomb travelling towards the wall and hopefully it will EXPLODE and not be seen downstream of the wall.

[f] Immediately **activate the drop down menu by right clicking on the view ahead and select Outside View # 4, the tail gunners view, and watch the result of your attack develop into a towering column of smoke.**

**In this process the Plane-Design Upkeep graphic will not be removed from view, it will remain rotating until the Pilot stops it in the recording.**

[g] Now return to the cockpit, VC **[F9]** or 2D **[F10]**. Follow the aircraft as it turns about 180 ....degrees, the intensity of FLAK and shells will rebuild and then the **FLIGHT will STOP.**

[h] At this point the simmer can now take over the aircraft and fly it. It is suggested you keep low across the tree tops back to the wall & have a look at your result. **Make sure you have cruise Boost -2 and RPM 2200 set.** This of course is not what the Dambusters did in 1943. They would not risk the lives of the crew and the aircraft to do so.

[j] End the flight whenever it suits, fly further if you wish, **but honour the Dambuster Crews by keeping low and down at tree top level.** The crew of this aircraft LOST their lives on the return journey after escorting the Eder Dam attackers and watching the results of those attacks.

[k] **Now there is a much more interesting view available.** It is recommended the simmer follows the instructions on the next pages so as to get the best from this project..



(4)

## THE MOEHNE DAM ATTACK – USING TRACKING CAMERA

Open the saved flight: **0\_DB71-03 WVA – MOEHNE DAM ATTACK IN AJA**

AJA (S/L Young) will appear full screen with the dam wall and towers in the distance. Follow the instructions to fly this attack as a **Dambuster Lancaster Bomb Aimer**:

[0] Key **[F10]** to enter the 2D cockpit, Key **[Alt]** and select FS-Recorder to induce its menu and select PLAY the **DB71 ATTACK THE MOEHNE DAM** recorded file. Open the file  
**== SELECT PAUSE IMMEDIATELY ==**

[4] **If flying from the VC** go to VC with **[F9]**. Activate the dash level gauge **[Shift 5]**.  
If flying 2D remain in that view.

[5] Cancel the Menu Bar by holding **[Alt]** for about 3 seconds.

[6] You are now ready to fly. **RELEASE PAUSE** and the aircraft will begin its attack run.

[a] As the Lancaster nears the ridge of trees the rotation indicator will move down starting the Upkeeps backward rotation. FLAK will be heavy and several shells will pass close by.

**From here the instructions are different:**

[b] **Activate the drop down menu by right clicking on the view ahead and selecting Outside View 09 Moehne Upkeep Tracking Camera.**

This will provide a continuous view of the Lancaster approaching for the attack and **you will be required to drop the Upkeep without the Bomb Aimers view.**





(5)

[c] Follow the aircraft **SHADOW** and when it gets to the **MARKER** (now you all know why the marker is left in the scenery) **DROP THE UPKEEP** with [Shift D] **SHOUT BOMB GONE.**



**You will need to adjust for your time reaction in operating those cumbersome keys.**

However, if you have followed my recommendation you should by now have the action available on your throttle and accuracy will be far better and the reaction time much shorter..



By the time the explosion develops as show in the image over page, the Lancaster will be well into its turn away from the wall and Flak will be increasing.,



**NOW! WAS THIS ATTACK A BREACH?**

[b] **Activate the drop down menu by right clicking on the view ahead and selecting Outside View 02 Moehne Wall Fixed Camera.** The view will indicate whether the Upkeep has passed thro' the wall for a NO BREACH result.



**IT's A BREACH – AJA HAS DONE IT**

[c] The flight ends in the same way as the previous attack – return to the cockpit of your choice with **[F9] OR [F10]** and fly at low level to look at the results from another view point.

## **LIVE UPKEEP ATTACKS ON THE EDER DAM IN AJZ**

The methods described in the previous pages are used in the same way, the only difference is there were no flak or guns. **They were removed about 6 weeks before the attack and only a soldier with a rifle was present – a lonely outpost to witness the catastrophic events that resulted after the Eder was breached by AJN with the last Upkeep** Just remember the recorded flight selected must be for the Eder. **Thank you for flying this project.**



## APPENDIX – PROGRAMABLE VIEWS

It is possible to program or allocate a view to a key on the keyboard or to one on your stick.

There are at least three un used keys on the keyboard that can effectively be allocated for quick and effective operation of a view or event. The keys are [TAB], [Shift Tab] and [Shift +Q]. This project is provided with some camera views HotKeySelect'd in the aircraft.cfg file to allocate the following views to them:

- [Tab]** Outside view #1 - Derwent Observation Camera
- [Shift Tab]** Outside view #2 - Moehne or Eder Wall Fixed Camera
- [Shift Q]** Outside view #9 – Moehne or Eder Tracking Camera

The event allocated to the keys can be used for not only the Dambuster aircraft but re-allocated to views in other aircraft. Imagination is all that is needed.

If incorporated there will be **NO** need to activate the FSX Menu Bar and then select Outside View and then the number of the view required.

This can be done by using SETTINGS – CONTROLS – the BUTTON / KEYS tab and scrolling down to the events shown in the image below.

