

Notes:

The Junkers D1 was developed according to the available templates and plans at that time in 2014.

The flight model has now been re-worked due to some unnoticed errors during the construction. The Junkers now flies believably good for an all-metal monoplane of her time. But her flight behaviour is still tricky and requires a little bit of empathy.

The landing speed is rather high: about 120 km/h, and the top speed is about 200 km/h.

Start and take off:

Start the engine.

The plane will roll a little forward as it has no brakes (in reality, brake pads were placed in front of the wheels)

Dont' worry about that as you're going to fly anyway and that rolling forward will only take a few feet before you take off.

The Junkers doesn't fly fast, but she's stubborn as a Mustang. So treat her as if you're flying an Extra 300.

The landing procedure requires a corresponding reaction:

to perform this manoeuvre, you should be either in the 2d cockpit or in the VC.

Landing:

During the landing approach at about 600 feet altitude and a three-quarter mile away from the runway, switch off the engine.

The propeller still rotates and the plane begins to drop, but she has enough glide ratio to reach the runway.

Your pilot skills will get the aircraft safely to land and it will roll only a few hundred yards 'till it stops finally.

All this may sound a little bit old-fashioned, but the planes of World War I didn't have no brakes at all.

Model created by Andreas Becker

Credits:

I am thankful for the help of Michael Pook, who discovered and corrected some mistakes concerning the flight characteristics and the VC-panel.

The aircraft has now a better overall flight behaviour and the VC looks more realistic due to the help of Michael Pook.

I have changed the prop-bitmap, meaning the Prop-Behind-Cloud syndrome in FSX is fixed.

You can send comments or suggestions for improvement to: ab99andy@netscape.net

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