

## Narco 12E Pilot's Guide

COM/NAV Radio. Two radios are provided:

Narco 12E COM/NAV1, filename: **NarcoComNav2!12E\_JD\_1**

Narco 12E COM/NAV2, filename: **NarcoComNav2!12E\_JD\_2**



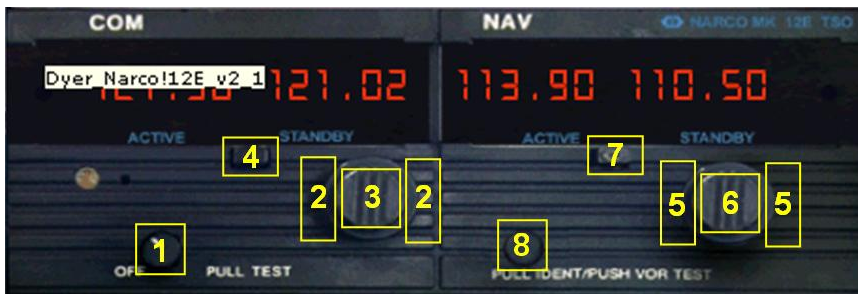
### Hotspots:

COM Active  
Frequency

COM Standby  
Frequency

NAV Active  
Frequency

NAV Standby  
Frequency



1. COM Volume, ON/OFF, **PULL TEST** (squench) switch
2. COM MHz Tune
3. COM kHz Tune
4. COM Frequency Transfer (Flip-Flop) button
5. NAV MHz Tune
6. NAV kHz Tune
7. NAV Frequency Transfer (Flip-Flop) button
8. NAV Volume, **PULL IDENT** switch, Bearing TO / Radial FROM button

The Narco 12E was a low cost direct replacement for the Cessna RT-385A transceiver. Operation of these radios has been made as close as possible to their real-life counterpart. To this end this radio uses right and left mouse clicks for knobs (right for increment, left for decrement) unless otherwise stated. This is considered superior the standard Flight Simulator method of left clicks only, and more closely simulates real-life operation. Alternatively the mouse wheel can also be used on all knobs to increment or decrement values. Knobs that can be pulled out and in use middle mouse clicks to toggle in or out. All standard Flight Simulator shortcut key assignments operate normally unless otherwise stated.

This radio defaults to the On state. This is because the vast majority of aircraft are fitted with an Avionics Master switch, in which case all individual radios are (and should be) normally left in the On state for convenience and consistency.

If a previously saved "Flight" is loaded, all relevant frequencies and operating modes are correctly selected.

### COM Volume and ON/OFF switch (1)

The animated COM volume knob (1) can be rotated through 270° just like the real unit (although in this simulation the COM volume does not change - it is not possible to change individual volumes in Flight Simulator). Use right-click to rotate clockwise, left-click to rotate anti-clockwise, or use the mouse wheel. To switch the unit OFF rotate fully anti-clockwise. A click will be heard and the unit will be “dead”.

(Note: for sounds to be heard, the gauge `dsd_fsx_xml_sound.gau` must be installed – see Note 1.)

Rotate clockwise to turn the unit back on. A non-volatile memory stores the Active and Standby frequencies on power down. When the unit is turned on again they will be restored to the display.



### COM PULL TEST squelch switch (1)

To test the COM radio, middle-click the PULL TEST knob (1) to simulate pulling it out.

The animated knob can be seen to be pulled out. A loud static hiss is heard, as long as the relevant COM radio is selected in the Audio Selector unit. (In the real radio the PULL TEST turns the squelch off, and the static hiss (if there is no other radio transmission) indicates that the COM radio is working, and allows a comfortable volume level to be set).

### Set COM Frequency

Select the desired Standby Frequency by clicking the COM MHz Tune (2) and COM kHz Tune (3) hotspots. Use right-click to increment, left-click to decrement, or use the mouse wheel.

The COM kHz Tune knob changes the Standby Frequency in steps of 25 kHz.

Tuning the radio beyond a band edge (118 or 136 MHz) will cause the tuning to wrap around to the opposite band edge.

To exchange frequencies, making the Standby Frequency the Active Frequency and vice-versa, left-click the COM Frequency Transfer (Flip-Flop) button (4).



The transceiver is always tuned to the frequency appearing in the Active Frequency display. It is therefore possible to have two different frequencies stored in the Active and Standby displays and to change back and forth between them with a single push of the Transfer button.

### Set NAV Frequency

Click the NAV MHz Tune (5) and NAV kHz Tune (6) hotspots to select the required Standby Frequency. Use right-click to increment, left-click to decrement, or use the mouse wheel.

The NAV kHz Tune knob changes the Standby Frequency in steps of 50 kHz.

Tuning the radio beyond a band edge (108 or 118 MHz) will cause the tuning to wrap around to the opposite band edge.

To exchange frequencies, making the Standby Frequency the Active Frequency and vice-versa, click the NAV Frequency Transfer (Flip-Flop) button (7).



### Localiser Indicator

If the radio is receiving a localiser signal, a **LOC** indicator is displayed.



### NAV Volume and PULL IDENT switch (8)

To listen to the NAV Ident tone, the relevant NAV radio in the Audio Selector unit must be selected, and the PULL IDENT knob (8) must be pulled out by middle-clicking the knob.

The animated knob can be seen to be pulled out.

This is required if my Bendix King KMA26, Bendix King KMA28 or Garmin GMA340 audio selector gauge is installed, and is how the real radio functions. However, if the flight simulator default audio selector is installed, pulling this knob does nothing, and the NAV ident tone will be heard regardless.



## NAV Modes

Three NAV modes are provided, just like on the real radio:

1. *Normal (Set NAV Frequency)*
2. *Bearing TO*
3. *Radial FROM*

### 1. Normal Mode

The Normal mode is the default mode (see “Set NAV Frequency” above).

### 2. Bearing TO Mode

To switch to the Bearing TO mode left-click the PULL IDENT knob (8) to simulate pushing the knob. The Bearing TO the NAV station tuned is displayed, and a **TO** indicator is shown.



### 3. Radial FROM Mode

To switch to the Radial FROM mode left-click the PULL IDENT knob (8) again. The Radial FROM the NAV station tuned is displayed, and a **FR** indicator is shown.



If no signal is being received from the station tuned while in Bearing TO or Radial FROM mode, the display will show dashes.



During the above operating modes, the Frequency Transfer (Flip-Flop) button (8) can still be pressed to exchange the Active Frequency and Standby Frequency (in “blind storage”).

To return to the Normal (set NAV Frequency) mode left-click the PULL IDENT knob (8) again.

**Note 1. Sounds**

For custom sounds to be heard, the gauge `dsd_fsx_xml_sound.gau` must be installed.  
This is a freeware gauge from Doug Dawson. See Credit for Sound Gauge below.

**Installation**

Download the file: `dsd_fsx_xml_sound.zip` available from [FlightSim.com](http://FlightSim.com).

Unzip the zip file.

**Step 1.**

Install the file: `dsd_fsx_xml_sound.gau` into the flight simulator **Gauges** sub-folder.

(Normally ...\\fsx\\Gauges or ...\\Flight Simulator 9\\Gauges)

**Step 2.**

Install the file: **SoundJD.ini** into the flight simulator **Gauges** sub-folder.

(The file **SoundJD.ini**, and the folder: **SoundJD** are included in the KX155A package.)

**Step 3.**

Install the folder **SoundJD** into the flight simulator **Sound** sub-folder.

(Normally ...\\fsx\\Sound or ...\\Flight Simulator 9\\Sound)

**Step 4.**

Copy and paste the line:

`gaugenn=dsd_fsx_xml_sound!Sound, 2,2,2,2, ./gauges/SoundJD.ini` into the  
[Window00] section in the `Panel.cfg` file for every aircraft that has the KX155A installed.  
(Where nn is the next available gauge number). Note the dot before `/gauges` !

**Credit for Sound Gauge**

Many thanks to Doug Dawson, for his excellent freeware sound gauge.

It is available from various flightsim websites (e.g. [Flightsim.Com](http://Flightsim.Com) and [Avsim.com](http://Avsim.com).)

This is a very sophisticated and versatile application - the above installation only used a fraction of the capability available.