

Shuttlecraft Type 7 Shuttlecraft Controls Reference



Reference Manual Notes

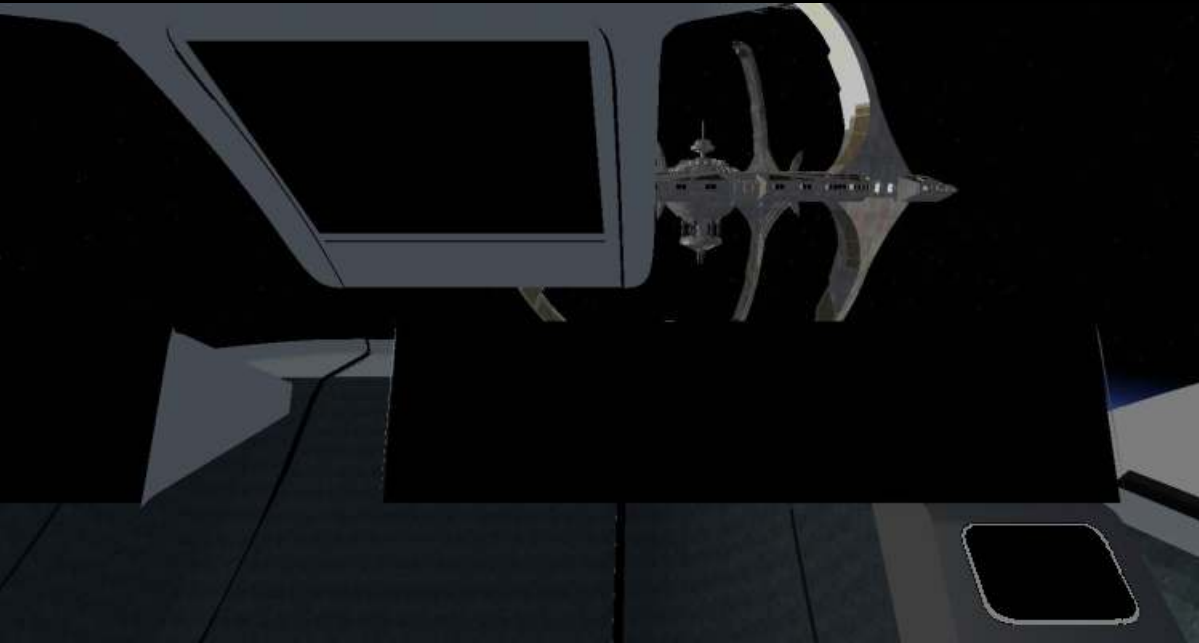
- This manual will use Star Trek terminology whenever possible. FSX terminology will be shown in Yellow.
- When you see "Touch" : it means Click.

Contents

- Panel Orientation
- Navigational Control
- Auxiliary Control
- Main View Screen
- Technical Notes

Panel Orientation

When the Shuttlecraft Type 7 is shut down, the cockpit panels will display nothing:



To activate the panel, touch anywhere in the gray box at the lower right hand corner. This box is shown only on this illustration and not on the actual panel.



This puts the system in Standby Mode.

- **SYSTEM**: brings all systems online.
- **HATCH**: opens and closes the back hatch (Shift F2).
- **REBOOT**: reboots the computer system.

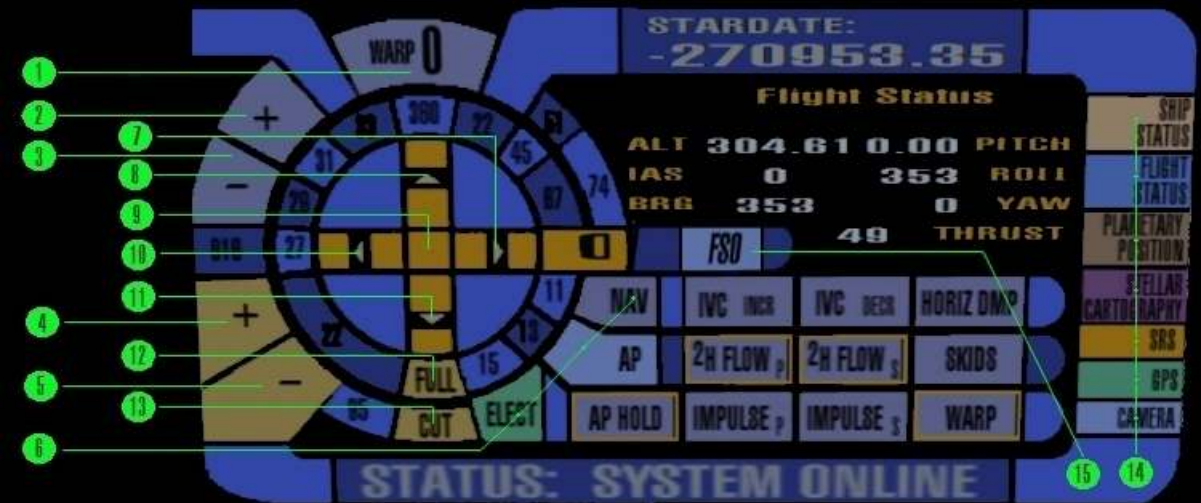
To bring systems online, touch **SYSTEM**:



Display Legend:

- 1. Systems control panel.
- 2. Navigation control and display panel.
- 3. Auxiliary control and display panel.
- 4. Main View Screen.

Navigational Control



Display Legend:

- 1. Time Warp Indicator.
- 2. Warp - Increase: Increases Time Warp. Note - Warp Engines must be engaged. (Time Warp is **Sim Rate**).
- 3. Warp - Decrease: Decreases Time Warp. Note - Warp Engines must be engaged. (Time Warp is **Sim Rate**).
- 4. Impulse Power - Increase. (F3)
- 5. Impulse Power - Decrease. (F2)
- 6. MODE: Changes the Navigational Controls (see below).
- 7. Maneuvering Thrusters - Yaw Starboard. (Rudder Starboard - Num Pad No Lock 6)
- 8. Maneuvering Thrusters - Pitch Down. (Elevator Down - Num Pad No Lock 8)
- 9. Maneuvering Thrusters - Pitch Centered. (Elevator Centered - Num Pad No Lock 5)
- 10. Maneuvering Thrusters - Yaw Port. (Rudder Port - Num Pad No Lock 4)
- 11. Maneuvering Thrusters - Pitch Up. (Elevator Up - Num Pad No Lock 2)
- 12. Impulse Power - Full. (F4)
- 13. Impulse Power - Cut. (F1)
- 14. Main View Screen Control: Selects main view screen function.
- 15. Main View Screen SubControl: Alters main view screen.

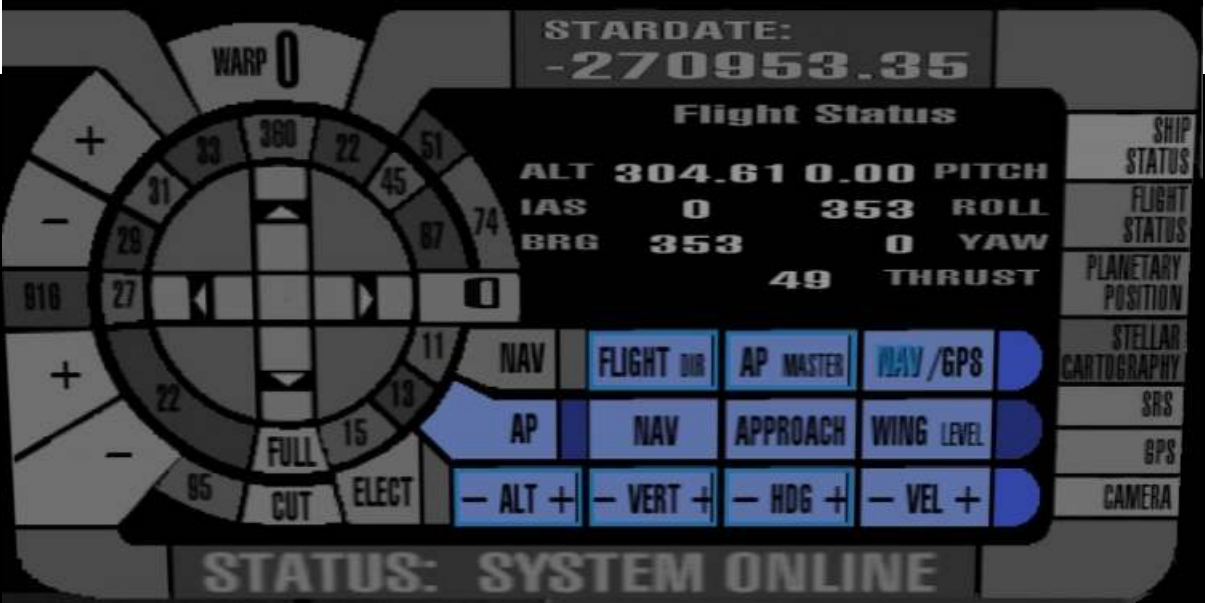
MODE Legend:

WARP Indicates the command is engaged.



Touch **NAV** to display the Engine and Vector Controls.

- **IVC INCR**: Impulse Vector Control Increase points Impulse nozzles from horizontal movement form (0 degrees) to vertical movement (90 degrees) (**Flaps Down**)
- **IVC DECR**: Impulse Vector Control Decrease points Impulse nozzles from vertical movement (90 degrees) to horizontal movement (0 degrees) (**Flaps Up**)
- **HORIZ DMP**: Horizontal Dampener slows forward speed (**Spoiler**)
- **2H FLOW (Port)**: toggles the valve controlling the flow of 2H (also known as Deuterium or Fuel)
- **2H FLOW (Starboard)**: same as the Port Side 2H FLOW
- **SKIDS**: lower and raise Skids (**Parking Brakes**)
- **AP HOLD**: sets and engages Autopilot to Leveler, Current Altitude and 850 knot velocity.
- **IMPULSE (Port)**: igniter for Port Side Impulse Engine.
- **IMPLUSE (Starboard)**: igniter for Starboard Side Impulse Engine.
- **WARP**: engages and disengages Warp Engine.



Touch **AUTOPILOT** to display the Autopilot Setting Controls and the Autopilot display on the Flight Status / Autopilot settings display. The bottom 4 right hand commands have 3 parts: touching the center part engages the function, touching the left part decreases the setting and touching the right part increases the setting.

- **FLIGHT DIR**: Engages and disengages the Flight Director.
- **AP MASTER**: Engages and disengages the Autopilot.
- **NAV/GPS**: Toggles Nav or GPS slaving to Autopilot.
- **NAV**: Turn towards the currently selected target.
- **APPROACH**: Engages and disengages Autopilot ILS Approach mode.
- **WING LEVEL**: Engages and disengages the Wing Leveler.
- **ALT**: Engages disengages and sets the Altimeter parameter.
- **Vert**: Engages disengages and sets the Vertical Velocity (**Vertical Speed**) parameter.
- **HDG**: Engages disengages and sets the Heading parameter.
- **VEL**: Engages disengages and sets the Velocity (**Air Speed**) parameter.

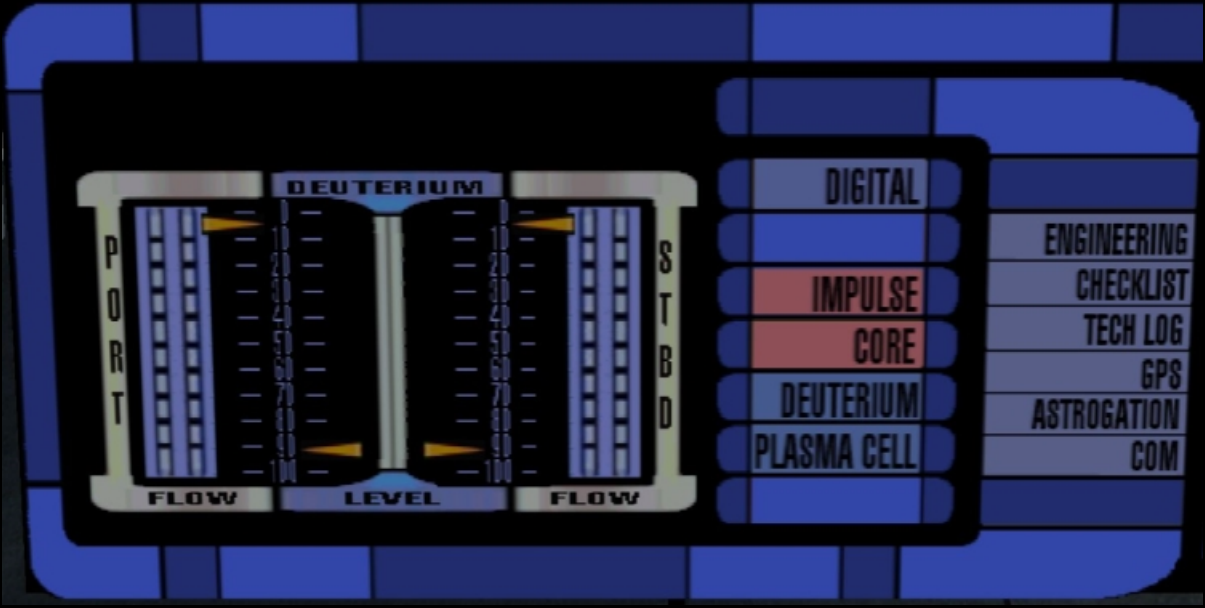


Touch **ELECTRICAL** to display the lighting and other electrical Controls

- **BEACON**: Toggles Beacon Light.
- **NAV**: Toggles Navigational Lights.
- **STROBE**: Toggles Strobe Light.
- **LANDING**: Toggles Landing Lights.
- **CABIN**: Toggles Cabin Lights.
- **PANEL**: Toggles Panel Lights.
- **BUSSARD**: Toggles the Bussard Collector which collects heavy hydrogen (2H), commonly known as deuterium, for fuel replenishment from space or an atmosphere.
- **EPS (Port)**: Toggles EPS (Electro-Plasma system or **Alternator**).
- **EPS (Starboard)**: same as Port Side EPS
- **HULL TEMP**: Toggles Hull Temperature Regulator (**Deice System**).

Auxiliary Control

Engineering MODE:



- DIGITAL** - shows a digital view of ship functions.
- IMPULSE** - shows a graphic view of Reactor and Accelerator.
- CORE** - shows a graphic view of Core Temperature and Output.
- DEUTERIUM** - shows a graphic view of Deuterium Level and Flow
- PLASMA CELL** - shows a graphic view of Plasma Cell Charge and Load.

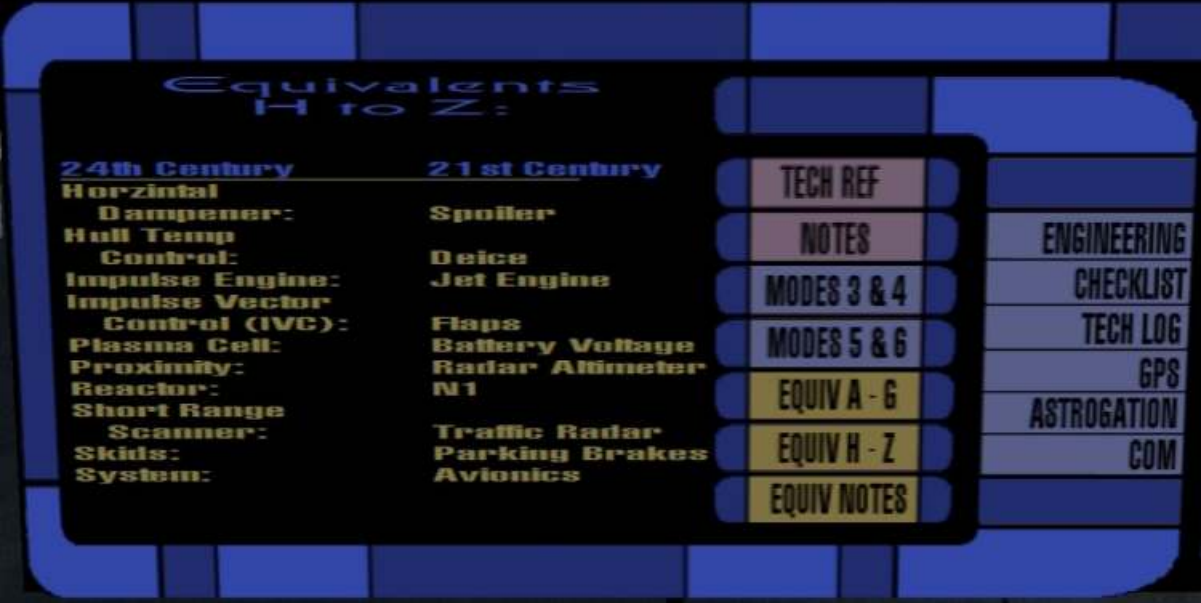
CHECKLIST MODE:



Checklists for **STARTUP**, **TAKEOFF**, **LANDING**, **SHUTDOWN** and **EMERGENCY** can be displayed by touching the appropriate command. The checkboxes, when touched, will toggle the checking function.

These checklists are brief and our best guess as to the proper planetary procedures. Part of your job as test pilot is to help us develop the proper procedures for each aspect of flying this unique craft.

SHIP'S LOG MODE:



- TECH REF - is an introduction to this mode.
- NOTES - notes about the Type 7 shuttlecraft.
- MODES 3 & 4 - description of Space Flight Modes 3 & 4.
- MODES 5 & 6 - description of Space Flight Modes 5 & 6.
- EQUIV A - G - 24th century terminology translated to the 21st century.
- EQUIV H - Z - 24th century terminology translated to the 21st century.
- EQUIV NOTES - 24th century terminology translated to the 21st century.

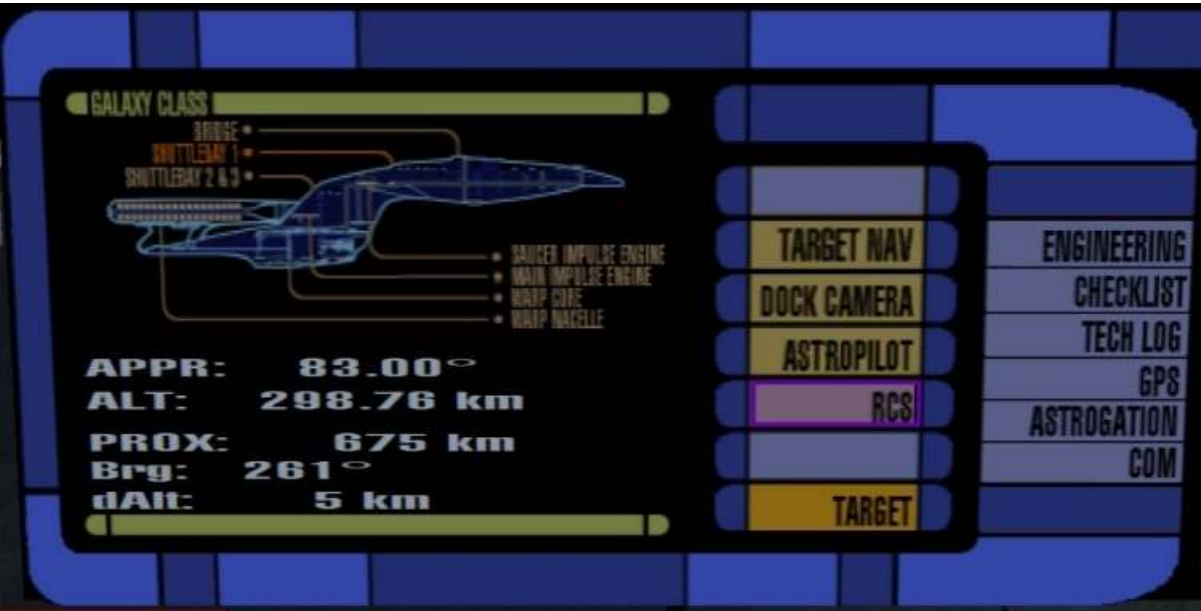
GPS MODE:



Used for automated planetary navigation.

- TERRAIN - toggles the terrain on the Main View Screen.
- NEAREST PORT - shows the nearest port to the current position.
- PORT LIST - shows a list of the nearest ports to the current position.
- DESTINATION - input airport identification and SUBMIT to set destination on GPS .
- PORT INFO - information on selected destination.
- SUBMIT - used with DESTINATION for confirming destination on GPS.

ASTROGATION MODE:



Used for Space Flight Navigation.

- TARGET NAV - displays SpaceFlight Ball Nav in seperate view.
- DOCK CAMERA - displays SpaceFlight Docking Camera in seperate view.
- ASTROPILOT - toggles SpaceFlight Autopilot.
- RCS - toggles the Reaction Control System (Flaps for modes 3 & 4) .
- TARGET - select Target destination.

COM MODE:



- Tap in the frequency using the number pad.
- It will be displayed in the top input window.
- Then touch the window of the radio to change.

United Federation of Planets controls:

- 1: COM 1
- 2: COM 2

Starfleet Command controls:

- 1: NAV 1
- 2: NAV 2

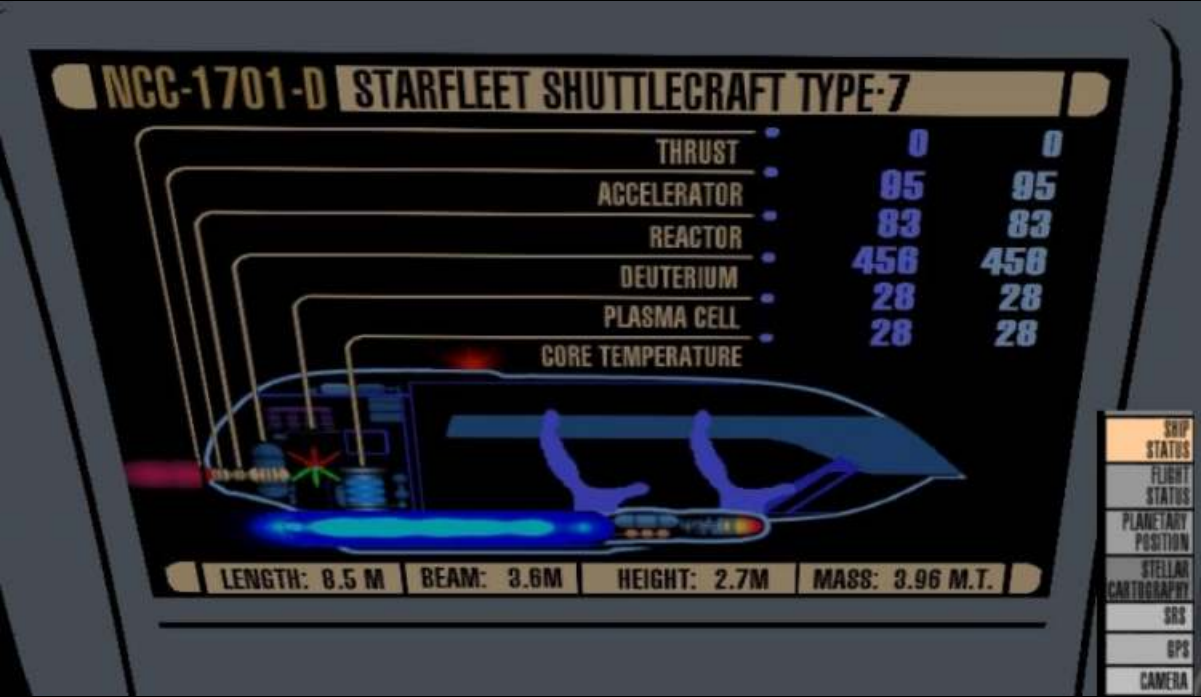
Klingon High Command controls:

- 10: Transponder

Main View Screen

The center console and back console have a Multi-Function Display for showing the Ships Status, Flight Status, Communications and Short Range Sensor readings (Traffic Radar).

Touching SHIP STATUS displays:



Left column is port / right column is starboard.

- THRUST: force of Impulse Engine output (Jet Thrust in pounds).
- ACCELERATOR: increases the velocity of the plasma and passes on to the Driver Coil Assembly (DCA)(N2 in percent).
- REACTOR: converts deuterium to plasma (N1 in percent).
- DEUTERIUM: Level of 2H in tanks (Fuel Quantity in gallons).

PLASMA CELL
CORE TEMPERATURE

Bus Voltage in volts

Oil Temperature in Celsius

Touching **FLIGHT STATUS** displays:



In **Planetary Flight Mode** (altitude below 20,000 meters or 65,615 feet):

- Attitude Director Indicator is located in the top left quadrant.
- Inertial Dampener is located in the top right quadrant. Once you get inside the localizer array it changes to ILS.
- Impulse Vector Control is visually displayed in lower right quadrant in degrees.
- Proximity is the distance to docking. (**Radar Altimeter**).

In **Space Flight Mode** (above 20,000 meters, display shown above):

- Digital flight status on left. (br)
- Space Flight gauge on right.
- Indicators on right side (RCS is shown as on)
- Red Cross indicates location of Space Target.
- Yellow circle indicates attitude. Arrow points toward largest gravitational pull.

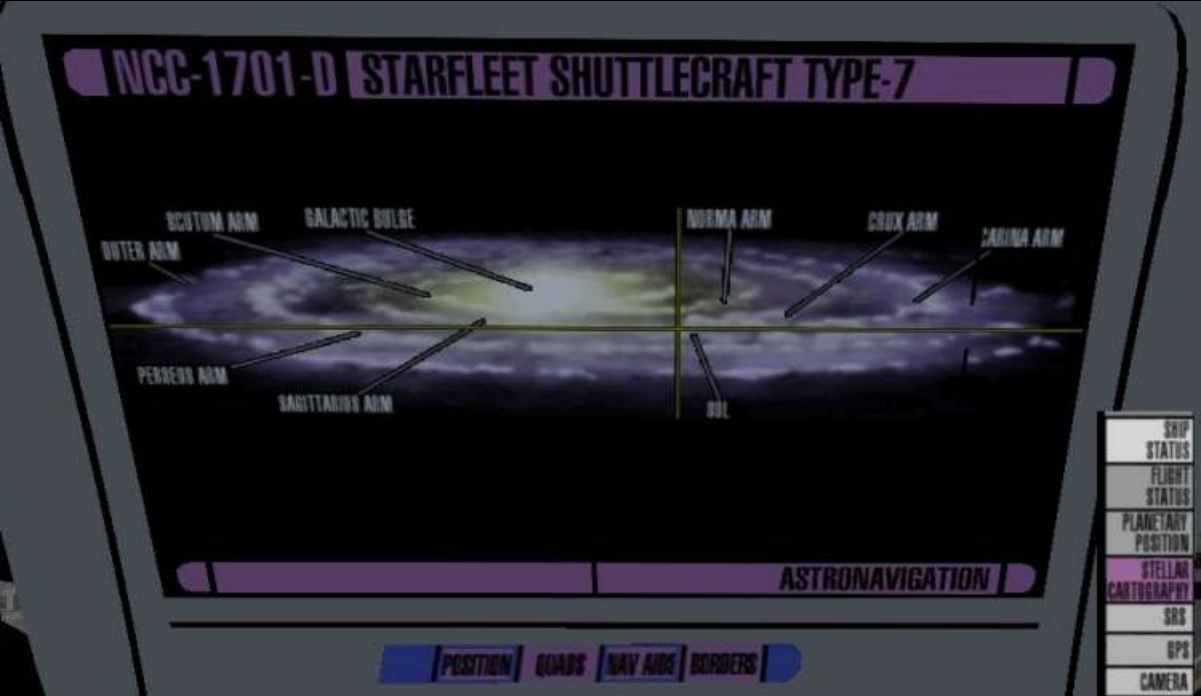
Touching **PLANETARY POSITION** displays:



This displays a map of the planetary body closest to the shuttlecraft. The cross hairs are the current position of the shuttlecraft. Options accessed from the Nav panel are:

- NORMAL** Wide view of area.
- MAGNIFY** Zoomed in view of area.

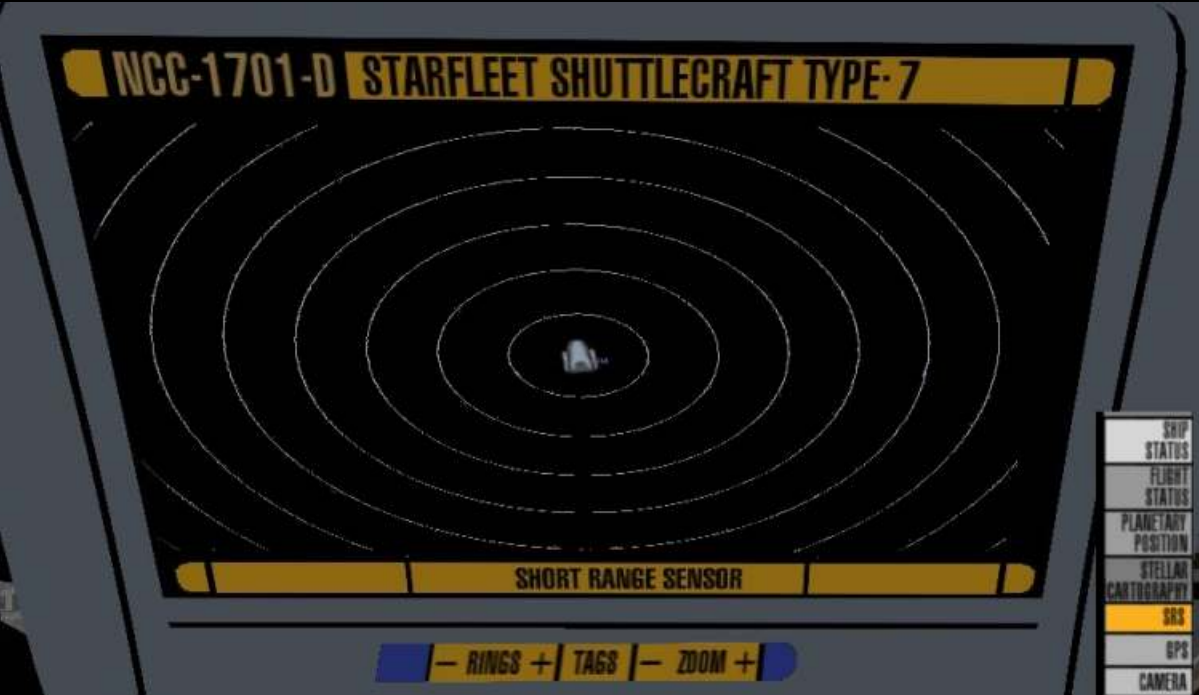
Touching **STELLAR CARTOGRAPHY** displays:



This displays a map of the Milky Way. Options accessed from the Nav panel are:

- POSITION** toggles the current position of the shuttlecraft is located.
- QUADRANTS** toggles the quadrant definition layer.
- NAV AIDS** toggles Milky Way arms labels layer.
- BOUNDRIES** toggles the political boundaries layer.

Touching **SRS** displays:



The Short Range Scanner displays traffic around this craft. Options accessed from the Nav panel are:

- Tags** labels on blips.
- Zoom +** and **Zoom -** adjusts the Zoom level of the SRS.
The rings are adjusted according to the Zoom Level.
- Ring +** and **Ring -** adjusts the Ring level of the SRS independent of the Zoom level.

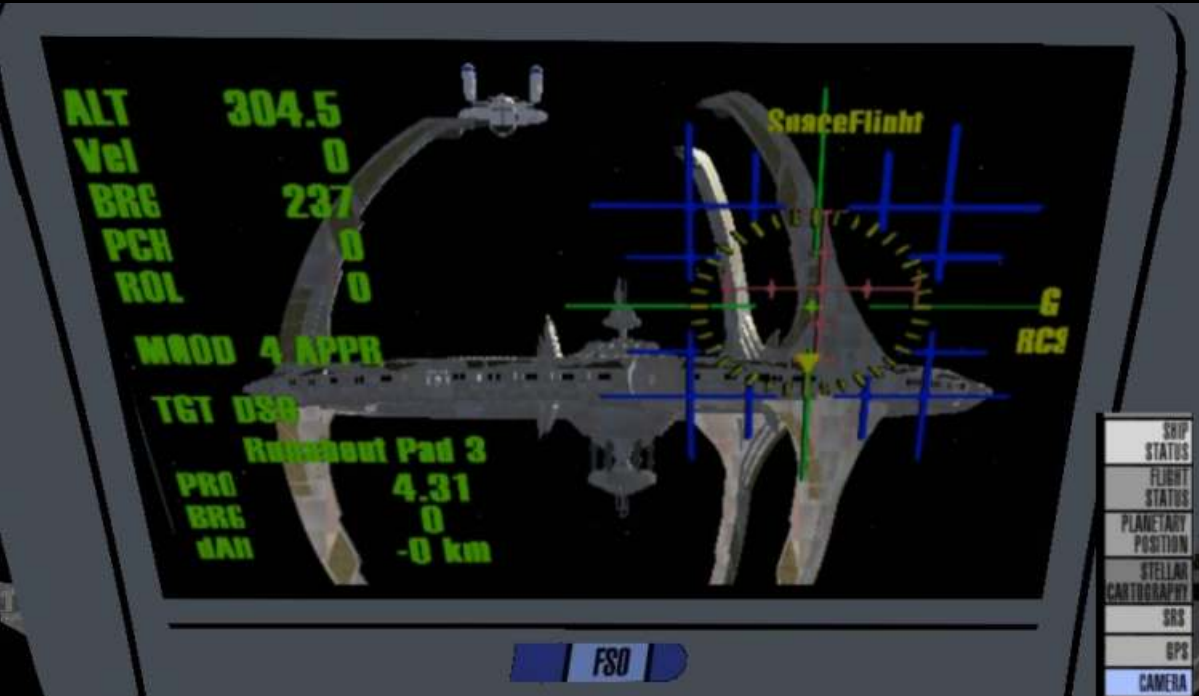
Touching **GPS** displays:



This displays GPS. Options accessed from the Nav panel are:

- ZOOM IN** and **ZOOM OUT** adjusts the Zoom level of

Touching **CAMERA** displays:



The statically mounted front camera is activated and displayed on the Main View Screen. The option **FSO** accessed from the Nav panel toggles the Flight Status Overlay similar to the Heads Up Display in 21st century aircraft.

Technical Notes

- Landing Gear controls the Slids (Parking Brake)
- Warp Glow is controlled by the Logo Lights - pressing the "L" key will cause disruption between to the synchronization of the glow and engine performance.
- Port Impulse Glow is controlled by the Taxi lights and the Starboard Impulse Glow is controlled by the Wing Lights - pressing the "L" key will cause disruption between to the synchronization of the glow and engine performance.