

UKMIL BOEING C-17 GLOBEMASTER



OPERATORS MANUAL

INTRODUCTION

Welcome to the UKMIL BOEING C-17 GLOBEMASTER III. This aircraft has been designed in Gmax for Microsoft Flight Simulator FSX. In this pack, you will get

1 Version.

9 Texture Sets

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Contributions

Model Designers

UKMIL Gaffer

Panel Designers

UKMIL Gaffer

Texture Designers

UKMIL Gaffer

CFG and AIR File Designers

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BETA TESTERS

Thanks to the UKMIL CLUB members for their feedback on this. If you want sneak previews of the ukmil aircraft, then join the Club over at

<http://www.ukmil.org.uk>

VC OPERATION

The aircraft is the FIRST UKMIL aircraft to have most of the gauges made purely from 3d effects. To this end, there are many features available, here are some hints on using them

AUTOPILOT.

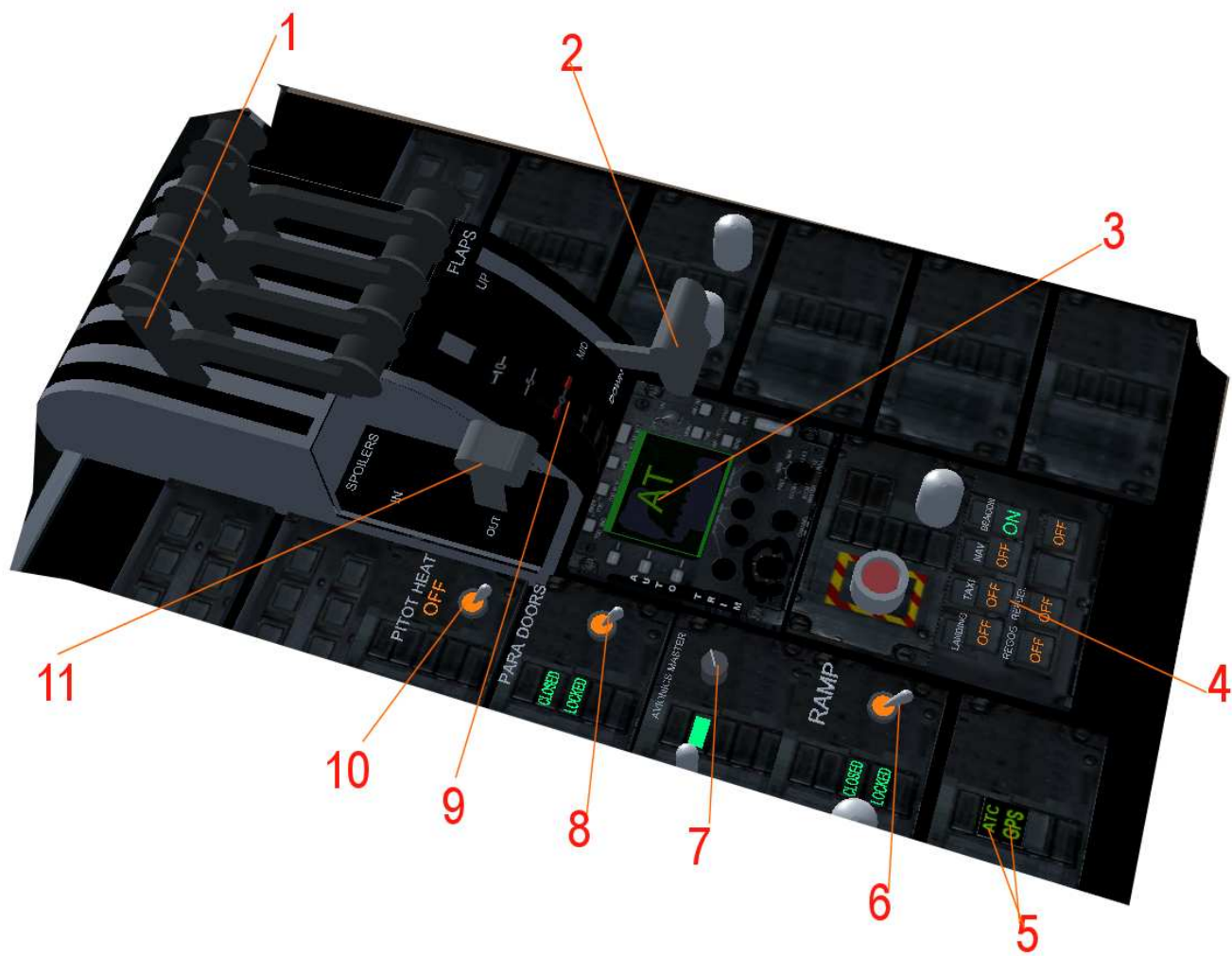
The AUTOPILOT is a pure 3d creation.



- [1] AIRSPEED this will set the desired airspeed, just using your mouse to change the numbers
- [2] HDG/NAV This will change the DIR/NAV selection
- [3] FLIGHT DIRECTOR This will turn on the FD system
- [4] VRT SPEED This will change the required vertical climb/desent.
- [5] ALTITUDE this will select the desired altitude
- [6] AP EG/ALT these 2 switches will switch on the AP and the ALT hold, they will turn green when selected
- [7] NAV HOLD selecting NAV hold mode, will turn off HDG hold
- [8] HDG Hold selecting HDG hold will turn off NAV Hold

- [9] SPD HOLD this will turn on/off the auto speed hold mode
- [10] AUTO THROTTLE this will turn on the auto throttle, SPD HOLD will not work until this is on

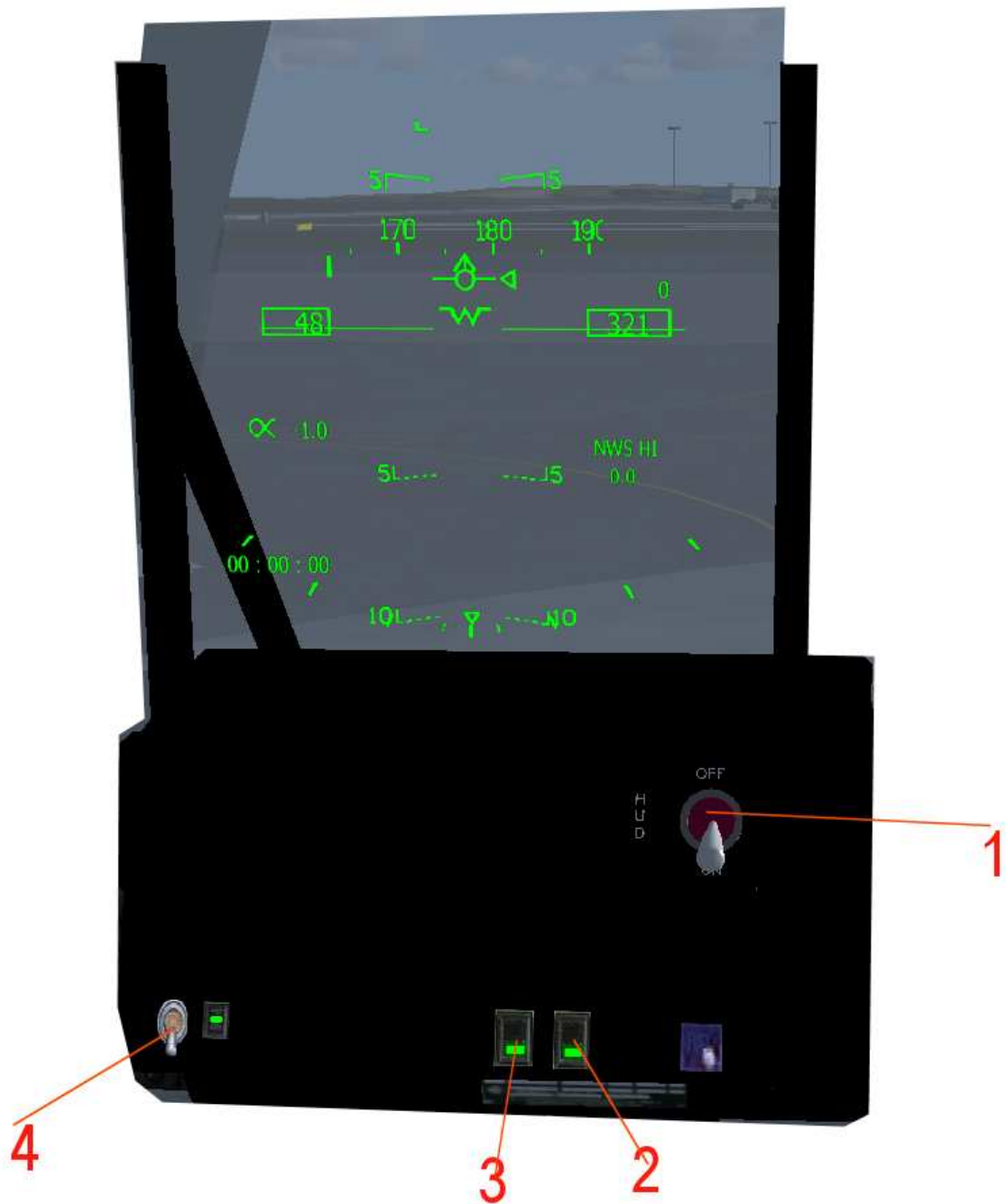
CENTRE CONSOLE



- [1] THROTTLE LEVERS 4 levers for 4 engines, can be used with the mouse independently
- [2] FLAP LEVER can be used with the mouse, by dragging the lever up or down. Indication of flaps is on the main panel, both analogue and digital on the MFD.
- [3] AUTOTRIM the aircraft will have a tendency to pitch up the faster you go. If you are not using the AUTOPILOT, select this AUTO TRIM on, and it will help you trim out that pitch. It will glow RED when active. It will auto disengage when the AUTOPILOT is selected ON, but will need reselecting manually if you disengage the AP.
- [4] LIGHTS Light switches for all lights, inc the flouresant NAV lights, and REFUEL area light.

- [5] ATC/GPS These switches will bring up the ATC windows, and GPS for easier navigation
- [6] RAMP SWITCH this will lower/raise the rear RAMP. You will get LOCKED/OPEN indications next to the switch
- [7] AVIONICS Switch this will power down the avionics, and works in conjunction with battery switch
- [8] PARA DOORS this will open/close the rear para doors, again indications are next to it.
- [9] PITCH TRIM this is a MANUAL pitch trim gauge. It will allow you to manually trim the PITCH. To trim ,simply use the mouse to drag the dial up/down. It will move alongside the AUTOTRIM if selected [item 3]
- [10] PITO HEATERS turns on the PITOT Heaters
- [11] SPOLIER LEVER this will extend/retract the spoilers, using the mouse to drag the lever.

Hud



- [1] HUD POWER turns off/on the HUD
- [2] HUD LADDER turns off/on the hud ladder
- [3] HUD TADPOLE turns off/on the hud tadpole
- [4] HUD CLOCK Toggles the CLOCK mode on the hud

GEAR LEVER



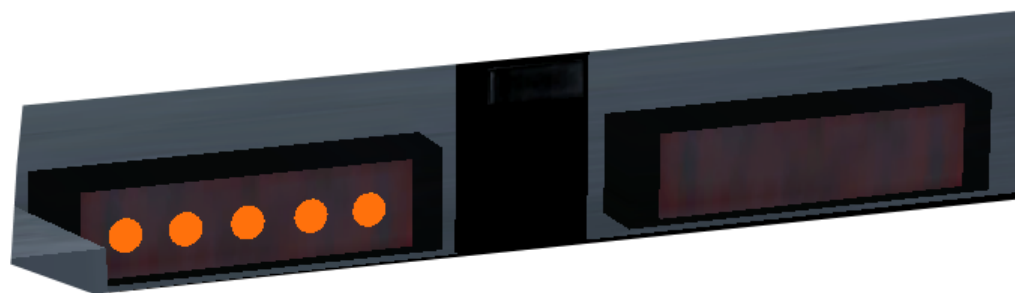
The gear lever will operate by dragging the lever with the mouse, it will indicate by green/red the status of the gear

3d gauges



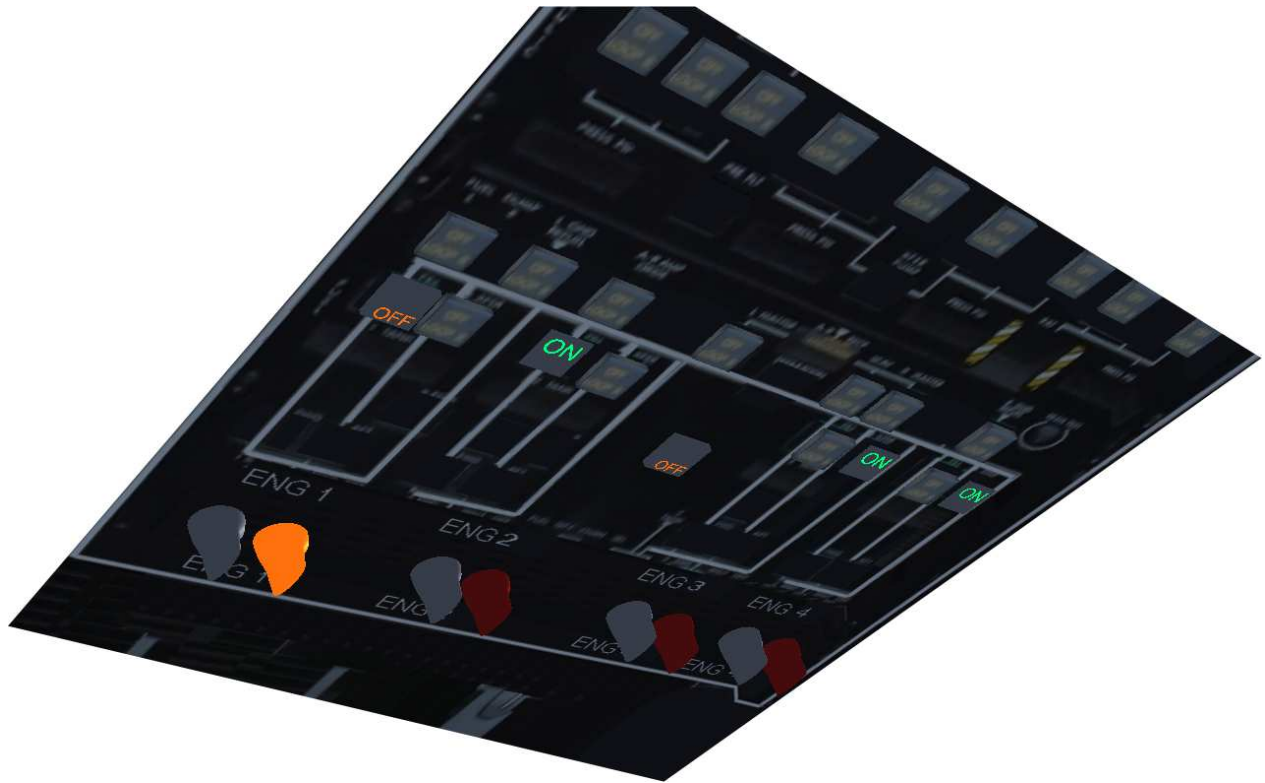
The 3d gauges will show the FLAPS position, ALTITUDE and the Horizon. The knob on the ALT gauge can be used to amend the BARO, shown in the PFD to the left of the gauge

FIRE INDICATORS



You have 4 fire indicators above the AUTOPILOT. If a fire occurs, the relevant indicator will light as shown above. They are numbered 1-4 left to right. Pressing the lit indicator should fire the relevant extinguisher.

OVERHEAD PANEL



THE overhead PANEL houses the engine fuel switches. There is one switch per engine. This will cut the fuel to the engine, and will show OFF when done so. You will also get an engine fail indicator as shown above. You may cut all fuel by selecting the centre switch to off.

Next to the FAIL indicator, is a START switch . To start an engine, the relevant FUEL switch must be ON, or ignition will fail.

There are other areas of the pit that you will find as you go, but these are the main ones.

OTHER FEATURES

The aircraft has a FRONT CREW door, that opens/closes by the use of the SHIFT+E then 2 cmd.

KNOWN ISSUES

We are aware that the aircraft will start to pitch up as the speed increases. This is a side effect of the flight dynamics, and we are unable to eliminate this. The best way to combat this, is to either fly with the AUTO TRIM setting ON, or the AUTPILOT on, with an ALT setting on. When disengaging the Autopilot, the aircraft will again attempt to go nose up. Again, you must manually trim the pitch, or switch on the AUTOTRIM.

Any other issues found, please use the UKMIL FORUMS

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We thank the many contributors, who have helped us create this product, with their gauges, and FDE files.