



□ *Introduction*

IRIS Flight Simulation Software is proud to present the F-15 Strike Eagle for Microsoft Flight Simulator 9: *A Century of Flight*

Taking the experience of the best-selling F-15 Eagle, we have put a great deal of effort in this new rendition of the Strike Eagle. This new aircraft features the U.S.A.F. F-15E, the F-15I Ra'am of the Israeli Air Force and the F-15SG of the Republic of Singapore Air Force which is due for service in 2008! The F-15 Virtual Cockpit is FULLY textured with a full Glass Cockpit experience, every switch, panel and rivet has been artistically rendered to provide a thoroughly immersive experience.

We have provided a large amount of custom animations both inside and outside the aircraft, with the variable position intakes moving according to the aircraft's angle of attack to ensure optimum airflow into the engines. These are also set to fully down when the gear is lowered and automatically rise when the engines are shut down.

We have also once again had the privilege to employ Turbine Sound Studios who have provided us with some excellent sounds for the F-15 recorded from the real deal which I am sure will have you playing with that volume control!

Lastly though I would like to commend Zack from Thunder Media Productions for his superb interior artwork which truly does bring this fantastic product to life.

Overall, we've had a wonderful time completing this finale of the IRIS F-15 package and I'm sure it shows!

If you have any requests or questions regarding the IRIS F-14 Tomcat, or other products available from IRIS Flight Simulation Software, please visit our forums at <http://www.irissimulations.com/phpBB2/>

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□ *Credits*

Project Manager _____	David Brice
Visual Models _____	Marv Mays, David Brice
Aircraft Textures _____	David Brice, Thunder Media Productions
Sounds _____	Christoffer Petersen
Gauges Programming _____	David Brice
Flight Dynamics _____	David Brice
Beta Testing _____	The IRIS Beta Testing team
Manual _____	David Brice

F-15 Cockpit Layout

Whilst the F-15 Strike Eagle does feature a 2D panel for those who prefer to fly with them, the emphasis has been placed on the detail in the virtual cockpit and as such, most ancillary systems such as lights and startup systems are to be found and activated from within the VC.

Below you will find a detailed list on the instrumentation in the F-15 Strike Eagle aircraft. Whilst most switches are indeed clickable, we have chosen to only detail the items that directly affect the simulator in our images below;

Main Panel



1. Head Up Display	13. Engine Management Panel
2. Up Front Control Panel	14. Total Fuel Level
3. Moving Map Display	15. Tailhook Lever
4. Horizontal Situation Indicator	16. Gear Handle and Indicator Lights
5. Primary Flight Display	
6. Airspeed Indicator	
7. Attitude Indicator	
8. Altitude Indicator	
9. Angle of Attack indicator	
10. Vertical Speed Indicator	
11. Clock	
12. Cabin Altimeter	

Main Panel (in detail)



1. Com1 Increase XXX.--	16. Map Toggle
2. Com1 Decrease XXX.--	17. Course Hold Toggle
3. Com1 Increase ---.XX	18. ILS Hold Toggle
4. Com1 Decrease ---.XX	19. NAV/GPS Toggle
5. Nav1 Increase XXX.--	20. Course Increase
6. Nav1 Decrease XXX.--	21. Course Decrease
7. Nav1 Increase ---.XX	22. Alt Hold Toggle
8. Nav1 Decrease ---.XX	23. IAS Hold Toggle
9. Course Increase	24. Heading Hold Toggle
10. Course Decrease	25. Alt Hold Increase
11. Heading Increase	26. Alt Hold Decrease
12. Heading Decrease	27. IAS Hold Increase
13. GPS Toggle	28. IAS Hold Decrease
14. ATC Toggle	29. Heading Hold Increase
15. Checklist Toggle	30. Heading Hold Decrease

Left Hand Console



1. Master Battery Switch	13. AFCS Heading Hold
2. Avionics Master Switch	14. AFCS Pitch Hold
3. Formation Light Switch	
4. Rotating Tail Beacon Switch	
5. Navigation Light Switch	
6. Left Engine Throttle Controller	
7. Right Engine Throttle Controller	
8. Flap Lever	
9. AFCS Altitude Hold Toggle	
10. AFCS Master Mode Toggle	
11. Landing Light Switch	
12. AFCS Yaw Damper	

Right Hand Console



1. Left and Right Generator Switches
2. Left and Right EEC Switches
3. Left Engine Starter (press to open the safety cover first.)
4. Left Engine Starter (press to open the safety cover first.)
5. Pitot Heat
6. Lights Test Switch
7. Instrument Lighting Switches
8. Cockpit Floodlight Switch
9. Left Engine Fuel Cutoff Switch
10. Right Engine Fuel Cutoff Switch

Notes on the aircraft systems

The F-15 Aircraft uses a number of ways to simulate the internal systems of the real life Eagle.

The following procedures should be kept in mind when flying this product. □

Points to note.

Shift + E operates the canopy...

Shift and W hides the pilot's stick in the VC so you can have a clear view of the Primary Flight Display. Shift and W also raises and lowers the pilots visors

The Boarding Ladder will appear when the engines are shut down and the canopy is over 50% open. The remove before flight tags will show when the engines are shut down.

The variable intakes move based on the Angle of attack of the aircraft. In addition, the intake splitter plates move based on the aircraft's current velocity.

Weights

When you first load your aircraft it will default to a clean load-out. Before flying, please make sure you open your Fuel and Payload manager and add the correct weight from the table below into the Payload section according to the aircraft model you are flying.

F-15E Strike Eagle

3 Tank Loadout - **2463 lbs**
Close Air Support Loadout - **9710 lbs**
Counter TBM Loadout - **9902 lbs**
Heavy Strike Loadout - **8702 lbs**
Northern Watch OCA - **3980 lbs**
Offensive Counter Air - **4042 lbs**
Standoff Strike - **7764 lbs**
Strike Training - **7452 lbs**

F-15I Ra'am

2 Tank Loadout - **1650 lbs**
Clean Loadout - **650 lbs**
Heavy Strike - **15519 lbs**
Offensive Counter Air - **4042 lbs**
Standard Strike Loadout - **8702 lbs**
Training Role - **2040 lbs**

F-15SG Strike Eagle

1 Tank Loadout - **1475 lbs**

3 Tank Loadout - **2463 lbs**

Clean Loadout - **650 lbs**

Close Air Support Loadout - **9710 lbs**

JDAM Strike - **6778 lbs**

Offensive Counter Air - **4042 lbs**

Training Role - **2040 lbs**