

Miles M3A Falcon Major for FS 9

Notes on Installation & use.

(Port-over to FSX possible)



Model created in Gmax by Keith Paine with thanks to the owner – Peter Holloway for supplying performance, operating & flight characteristic information, & to 'Private Custard' for taking & supplying photographs of the interior not available on the Traplet CD.

1. Unzip the files to your Program files/FS9/aircraft folder.
2. Open the folder 'effects' & move or copy the content to your FS9/effects folder.
(Loading to FSX is similar.)

Have fun,

Keith Paine, 27 Nov 2013.

Cockpit controls



Keyboard commands:

SHIFT+E opens the main door, or placing the mouse on the door or latch then left clicking.

SHIFT+E+3 opens or closes the left hand window, or placing the mouse on the window or the restraining bungee & left clicking will have the same result.

Fuel cock; In the VC left click & drag horizontally to change tanks, in the Pop up left click on the position required.

SHIFT+4 will bring up the Pop up for the fuel gauges & the 2D fuel cock. Normally Left, Right or Off are selectable if the engine is running, also with the engine stopped at game start, but if CTRL+E is used to start the engine then the Off position automatically selects Both tanks until a

new selection is made. (A Flight Sim peculiarity!)

Flaps; I have tried to replicate the visual operation of the manual Flap hydraulic operating levers, but they only operate by mouse click on the nut identified in the picture above – Left click & hold to lower the flaps in 10 degree stages, or Right click & hold to raise the flaps. (Right click & hold will raise the flaps completely). Releasing the click will stop the handle movement, but not the flap movement. Keyboard commands F5, F6, F7 & F8 (if you have the default commands) will also raise or lower the flaps, as will Left clicking on the flap deflection indicator.

Starter button; As the warning notice says – this is live even with the Master Battery switch Off, so if the fuel cock is Left, Right or Both & the mags are on, then it will start if the button is pressed!

Generator On/Off switch; Using CTRL+E will automatically select this to ON, but if a manual start is used it will be necessary to select it yourself.

Low Volts Lamp; This will illuminate at 9.0 Volts & all electrics will switch Off at 8.4 volts – so switch the Generator On - you have been warned!

Avionics On/Off switches; Any one of these operates the others, but the GPS has its own On/Off button.

Radio tuning has its own mouse areas around the Tuning knob for raising or lowering the frequency – there is also a Main/Standby selector switch.

Transponder code selection is accomplished by clicking on the appropriate knob.

GPS; this is a dummy & is not programmable, it only displays current position, ground speed & time. A pop up is supplied for those who wish to use a programmable

device.

The remainder of the controls are I hope self explanatory.

Flight Characteristics.

Turns;

There is some Adverse Aileron Yaw that can be controlled by a small amount of rudder. Turns normally otherwise need a small amount of up elevator to counteract loss of vertical lift with bank angle.

There is no apparent change of elevator trim, throttle open or close, but Flight Sim cannot replicate the in flight change of yaw/roll due to the torque effect of throttle open or close. There is however Yaw present during Take-off with wheels on ground.

Flaps.

There is little change of trim with flap deflection until the last 10 degrees in the model, but the braking effect increases in the last 10 degrees requiring a large increase in nose down attitude to keep the speed up – its very easy to fall short of the runway threshold – you have been warned.

View from the VC.

Num Pad 5 will relocate the eye point in an attempt to simulate the ability of a real pilot to see over the engine cowling for Taxiing, take off & Landing. This does not work in FSX, but one can otherwise use SHIFT + CTRL+Enter, or SHIFT + CTRL+Backspace in both Sims to move the eye point laterally.

In external views one can remove the pilot using the Water Rudder command (Shift+W in FS9, CTRL+W in FSX), this action does not change the load weight or C of G.

One can though remove or add the passengers & baggage which will change Weight & C of G position by deleting or

adding to the load drop down menu.

Performance data; See the Falcon Notes V07 .pdf file.

Keith Paine.

V1.0 27 Nov 2013