Flysimware's Fairchild PT-26 Cornell Manual

This manual is for Microsoft Flight Simulator and Prepar3D. Not intended for real world use!

For detailed instructions on how to fly this aircraft, see the Aircraft Information articles in the Learning Center. For suggested speeds, see the Reference page of the Kneeboard. Note that most actions can also be performed using the mouse or the control panel. (Shift + 3)

DXT10 PREVIEW ON:

INTERIOR MODEL CAST SHADOWS (RECOMMENDED FOR HIGH REALISM) NAV AND BEACON LIGHTS ONLY SHOW ON SPECIFIC DIRECTIONS OF THE GAME IN SPOT VIEW.

DXT10 PREVIEW OFF:

INTERIOR MODEL DOES NOT CAST SHADOWS. NAV AND BEACON LIGHTS SHOW IN ALL VIEWS.

THE EXTERIOR MODEL CASTS A SHADOW IF THE GAMES SETTING ARE TURNED ON.

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1. Installation:

Double Click the yellow piper exe.
Have your registration code copied into your clipboard. This will input your registration code automatically.

This installer auto finds your fsx game no matter where it is! If it does not find your game, just go to our troubleshooting page at Flysimware.com

Our models are located under Flysimware as the manufacturer in the game.

2. Description:

The Fairchild PT-26 was an American monoplane primary trainer aircraft that served with the United States Army Air Force, RAF and RCAF during World War II. It was a contemporary of the kaydet biplane trainer and was used by the USAAF during Primary Flying Training and was used to train new pilots before passing them on to the more agile kaydet. The final variant was the PT-26 which used the Ranger L-440-7 engine.

Our high poly model is a Fairchild PT-26 Cornell which has been recently restored and ready for it's first test flight. We included a Hobbs engine hours gauge that tracks your engine time and this used gauge starts at 19,100 hours. You can teach your friends to fly, take a scenic flight or fly this one of a kind aircraft on an amazing low river run. Minus a few changes the panel is based off the original configuration. We moved the wet compass up to the canopy and moved the RPM gauge to it's old location replacing it's location with a custom dual clock for tracking your flight time. Our custom wobble pump lever allows you to add pressure to the fuel pressure gauge and in return you get real world pressure levels for an accurate start up procedure. The PT-26 has 2 fuel gauges which are located on the top of each wing which includes virtual cockpit views for both fuel gauges and the GTX330 transponder. Enjoy our multiplayer GTX330 wich gives you real world features while communicating with vatsim and other multiplayer sessions. With help from a veteran commercial pilot who restored a real world PT-26, you can expect high accuracy throughout the entire project. Time to make more room in your private hanger for this amazing aircraft which will bring you many years of enjoyment and an appreciation for vintage aircraft.

3. Animation & Tool tips

Almost all switches and levers are animated. Tool tips are added to most gauges or objects to make it easy to learn all functions. Tooltips can be turned off on FSX settings.

A. The landing light switch uses left and right clicks from your mouse. Left to switch up and right to switch down and off. The middle switch position is the light fixture extended with no landing light on. And up is landing light on.

B. The directional cage knob uses left and right click to adjust the caged position. To cage and un cage you must use the mouse's wheel to push and pull the knob in and out. When the directional is un caged it will lock the knob from turning. When the knob is in the pulled out position it is caged and the knob will adjust the directional.

C. The primer switch uses the mouse wheel to twist the red protection bar and the left mouse click will pump the primer switch.

D. Magneto switch is left mouse click and right mouse click.

All other clickable animated objects are left click mouse only. Or keyboard shortcuts. Some custom functions will not have a keyboard option.

Info on the wobble pump system:

The way the game is designed the fuel pressure is increased and decreased when you move the mixture lever. So when the mixture is off and you pump the wobble pump, you will see no pressure on the fuel pressure gauge. So make sure you have the mixture on full rich before you start to build fuel pressure by pumping the wobble pump. We have custom written a code for this pump to adjust for the normal default pressure and our build up pressure which is around 5 to 6 PSI. So now you can actually see your pressure build up enough pressure to start the engine. Although if you decide to skip this procedure and just start the engine the wobble pump will automatically pump for you. And you can see this by watching the wobble pump animate in the vc. And when you slide the mixture to the cut position the wobble pump is going to animate backwards (reverse pumping)to cut all fuel pressure back to 0 PSI. So the mixture lever is like a reset for the wobble pump. And for those customers who prefer not to go with a accurate start up procedure every time they fly they will be able to start the engine no matter what. This way we made sure everyone will be happy with our decision on this wobble pump procedure. So now you can use have full realism or just go and fly!

GTX330 Transponder:

Please visit our website home page and click latest You Tube videos. We just released an updated tutorial on our GTX330 transponder. The video will give you much more detail on how to use the functions.

4. 2D windows

Main_Panel = Blank (Nothing will happen)

GPS_panel   = Open 2D GPS (Shift+2 will open this window)

CP   = Control panel for changing modes. (Shift + 3)

5. Aircraft Modes

Using the control panel you can change 4 modes on each model. Select views drop down list in FSX and look for instrument panel and there are 3 panel windows called: Main_Panel, GPS_panel and CP.

ALL Modes: Most modes only work with the engine off.

WHEEL CHOCKS / SERVICE DOORS / PARKED MODE / FIRE DOOR

6. Start-up Procedure

STARTING ENGINE

Press CTRL+E to initiate engine autostart sequence, or:

[ ] Battery Disconnect   ON

[ ] Mixture Control   FULL RICH (CTRL+SHIFT+F3)

[ ] Throttle   OPEN 1 INCH (F1 then 4xF3)

[ ] Carburetor Temp Control   CHECK

[ ] Fuel Selector   BOTH TANKS

[ ] Wobble Pump   6 PSI

[ ] Ignition   BOTH

[ ] Starter Switch   PUSH

[ ] Mixture   AUTO RICH (CTRL+SHIFT+F4)

[ ] Oil Pressure   CHECK

[ ] Parking Brakes   RELEASE

For the full procedures, see the Reference page of the Kneeboard. Note that most actions can also be performed using the mouse. Click shift 3 for our control panel

7. Uninstall aircraft:

Go to start, all programs and look for the folder called "Flysimware".
Inside is your uninstall exe called "Flysimware Fairchild PT-26
Cornell". Or go to control panel/add and remove programs.

Removing this product has NO EFFECT on your game!

8. Testing:

Tested on Microsoft Flight Simulator FSX Acceleration
and requires SP2 Update or Acceleration update to work properly with
all the newest features included for Microsoft Flight Simulator X.

Developers: Flysimware

Print this page for quick reference!