Flysimware's "VELOCITY XL RG" Manual

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

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TIPS:

1. DXT10 PREVIEW ON: **(RECOMMENDED FOR HIGH REALISM)**

INTERIOR MODEL CAST SHADOWS.

2. DXT10 PREVIEW OFF:

INTERIOR MODEL DOES NOT CAST SHADOWS.

Table of Contents:

1. Installation:

Double Click the (Aircraft logo) installer.
Have your registration code copied into your mouse(clipboard). This will
auto type your registration code for you. Type any name in the
name box and leave the business name blank and click next.

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

Our models are located under Flysimware as the manufacturer in the

simulator aircraft page.

2. Description:

The Velocity XL RG is an American amateur-built aircraft, produced by velocity, Inc. The XL RG is an enlarged version of the SE canard pusher with retractable landing gear and powered typically by a Continental TSIO-550-C 310 HP with a gross weight of 2,700 pounds. 150 have been completed and flown since 2011.

Flysimware's model comes with a custom G1000 PFD, MFD and remote system which includes features like engine displays, brightness controls to Gallons used information. We have included a full auto pilot system with VNAV that is close to real world operations making the autopilot system complete with every function available for use. Realistic gear operation, amazing night light effects along with new landing lights and several ways to use night lighting in the cockpit. Although we point our aircraft to a default sound pack these models have a bonus sound module adding virtual cockpit sounds to environment effects. Textures size 2048 for paint themes to HD gauges. These models are designed to mimic real world operations and use real specs for flight dynamics. We have included 2D panels for the G1000 screens, specs, features and a service hanger to repair / refuel change pilot modes or night lighting incase you can't find a light switch.
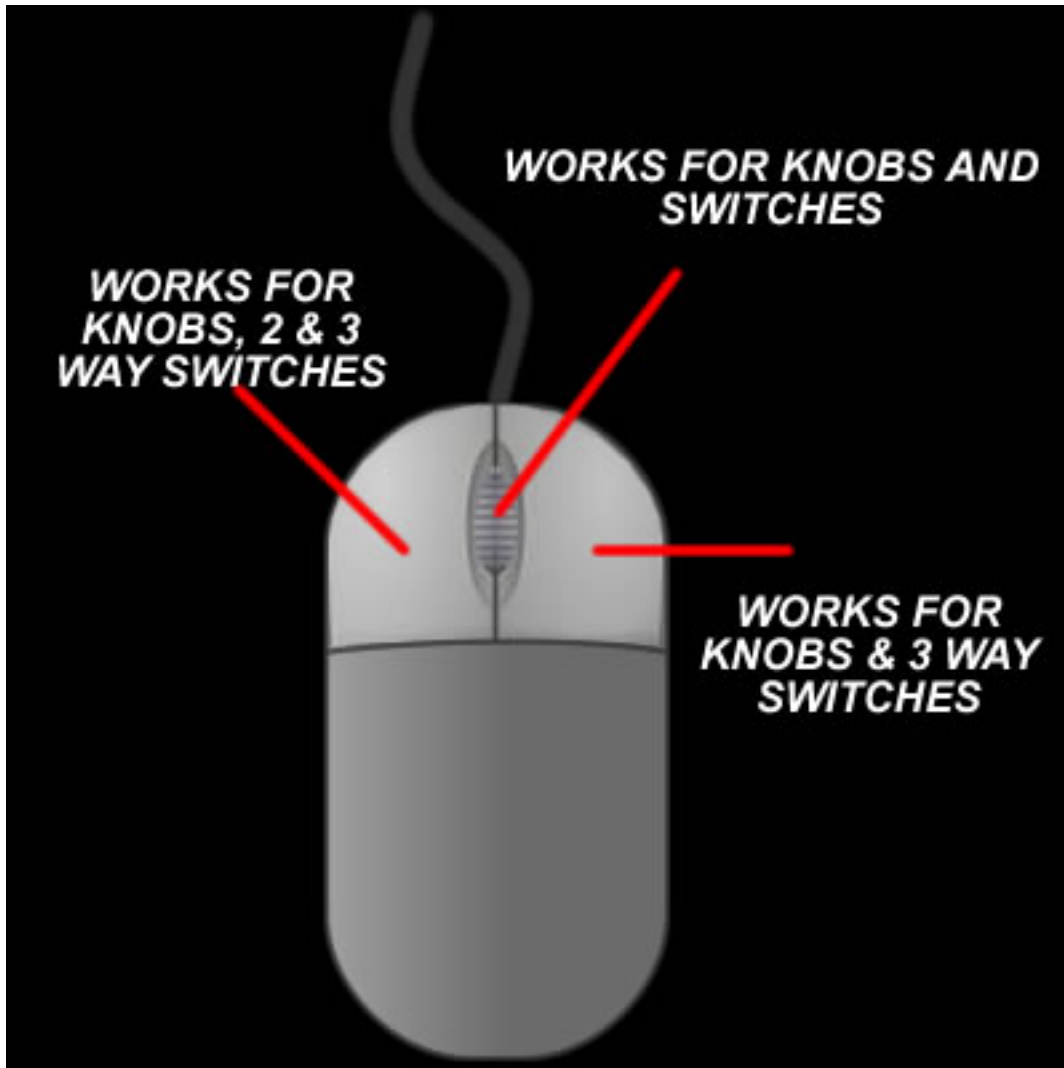
A new feature is a prop scrape effect and gear up landing ability for emergency's landings. After you destroy your engine from a prop scrape use the repair hanger to install a new engine and prop since this one is now bent. And of course an engine hours gauge to track your flight hours from the day you install this amazing model. Make room in your private hanger since this model will bring you many years of entertainment to some practical real world flight simulation.

3. Mouse Control & Tool Tips

Almost all switches and levers are mouse controlled. Tool tips are added to most gauges, for more info on a specific gauge, knob, button or toggle switch. Tooltips can be turned "ON" or "OFF"! Located in FSX aircraft settings page.

TIP: If you hear a sound when clicking a switch that does not move try right clicking since the switch is alreading.

This chart shows all functions. More info under the naviagetion section below.

WORKS FOR KNOBS AND SWITCHES

WORKS FOR KNOBS, 2 & 3 WAY SWITCHES

WORKS FOR KNOBS & 3 WAY SWITCHES

CD Player and video Screen

The video screen is static and does nothing.

The CD player works like a standard CD player and has no other modes. We included a folder with instructions on how to add your own custom music. By default there is no music included.

4. 2D windows

Control Panel = Changes aircraft modes. (Shift + 1)

Aircraft Specs = Read about aircraft features. (Shift + 2)

G1000 REMOTE   = Open 2D Remote (Shift + 3)

G1000 PFD   = Open 2D Primary Function Display (Shift + 4)

G1000 AUDIO   = Open 2D Audio Panel (Shift + 5)

G1000 MFD   = Open 2D Multi Function Display (Shift + 6)

5. Aircraft Modes

Using the service hanger control panel you can change aircraft modes remove pilot or change pilot options. Pressing the aircralft logo will open aircraft features. (Shift + 1)

If you have a prop scrape or land with gear up emergency laning the aircraft will go into a prop scrape mode and the engine will stop running. If you try to start the engine it will run rough and blowing smoke since the engine is destroyed. Use the service hanger "Fuel & Repair" function to add a new engine and prop! (Shift + 1)

MODES:

LUGGAGE / TIE-DOWNS & PITOT-COVER / WHEEL CHOCKS

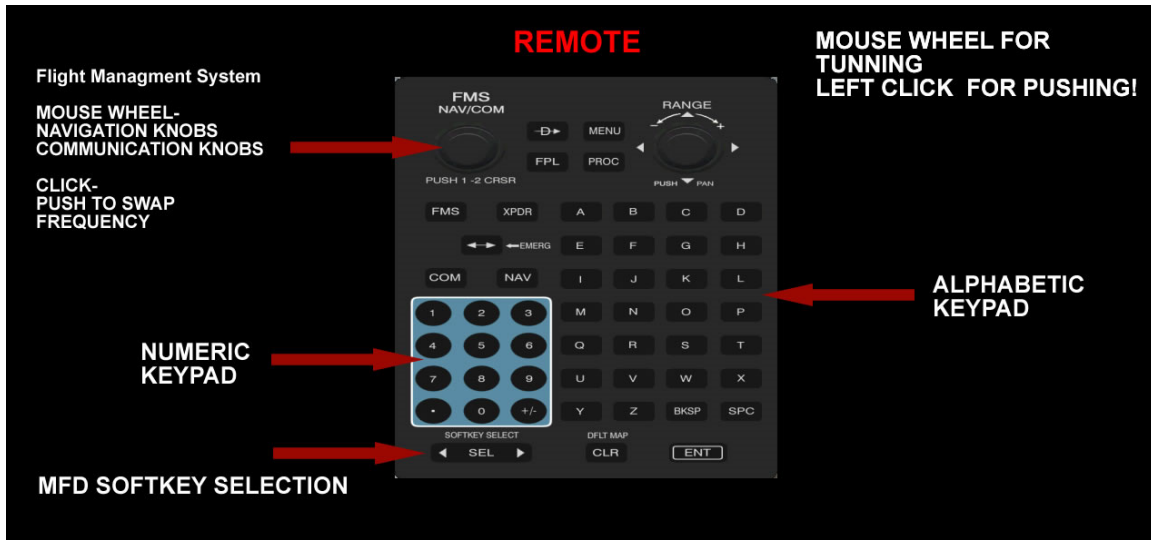INTERIOR CABIN-RECOGNITION-PANEL LIGHTS / PILOT / HEADSET / SUNGLASSES

PROP SCRAPE AND GEAR UP LANDING MODE

TIP: Some aircraft modes need the engines off!

6. G1000 Navigation System

This G1000 system is custom designed for 2D and 3D use with remote included. All display screens stay in sink. Using the FSX default G1000 will be helpful to understand the operations of this new system. This section is designed to get you familiar with functions that go beyond the default system.
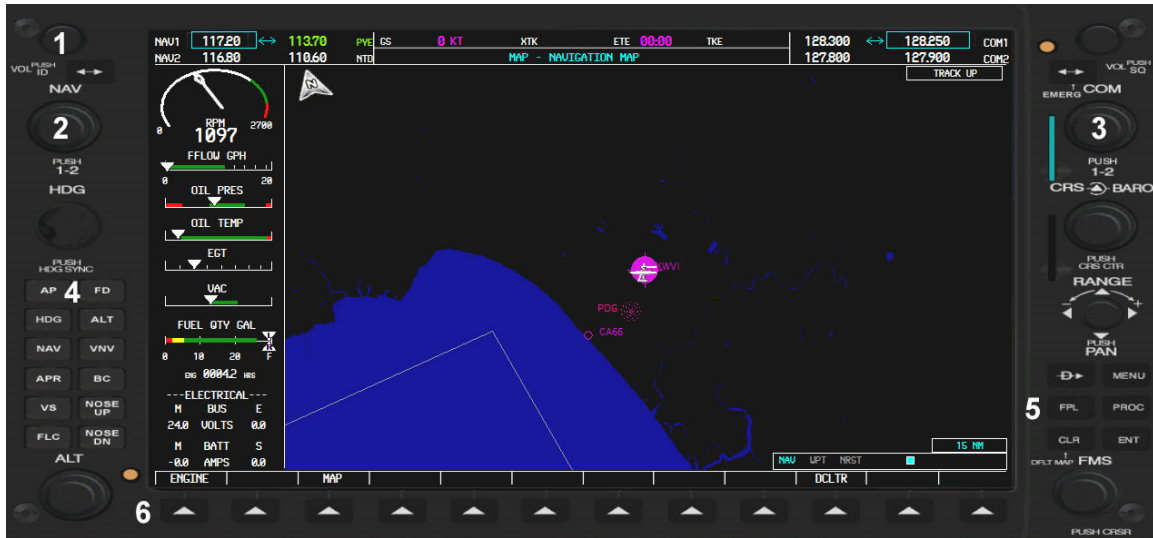

REMOTE:

Best to use the 2D with 2D or use the 3D remote with the 3D function displays. The location of the 3D remote forces you to move your hat switch as you would in real life. I find I can use all 3D and get perfect accuracy once you get use to the remote.

PRIMARY FUNCTION DISPLAY:

1. Power Switch (Mouse wheel = Brightness / Left click = Power)

2. Navigation Tuner (Mouse wheel = Tune / Left click = Swap)

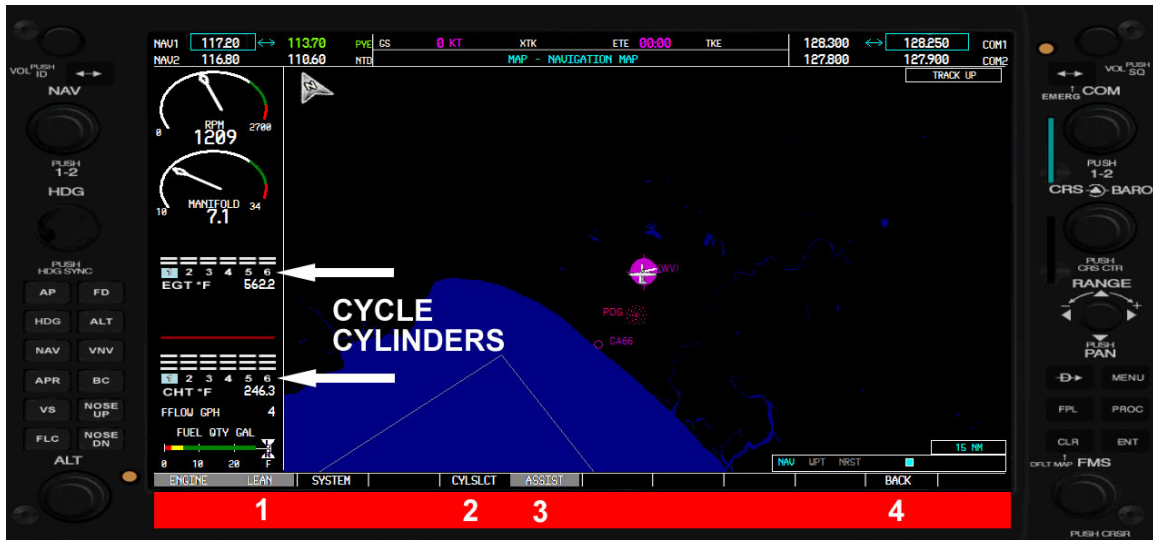3. Communication Tuner (Mouse wheel = Tune / Left click = Swap)

MULTI FUNCTION DISPLAY:

1. Power Switch (Mouse wheel = Brightness / Left click = Power)

2. Navigation Tuner (Mouse wheel = Tune / Left click = Swap)

3. Communication Tuner (Mouse wheel = Tune / Left click = Swap)

4. Autopilot Panel (Left click = Toggle)

5. Active Flight Plan (Left click = Toggle)

6. Engine Display (Left click = Toggle)

ENGINE DISPLAYS:

1. ENGINE LEAN

1. Engine Lean Page (Left click = Toggle)

2. Cycle Select (Left click = Toggle)
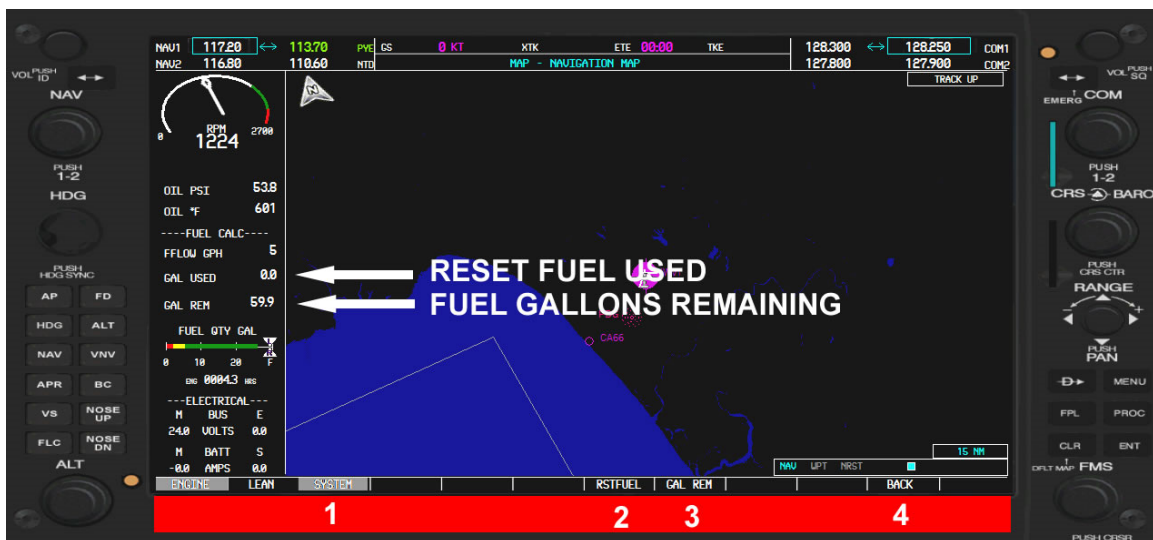
Cycles through the engine cylinders.

3. Assist (Left click = Toggle)

Shows each engine cylinder temperature by cycling through all cyclinders.

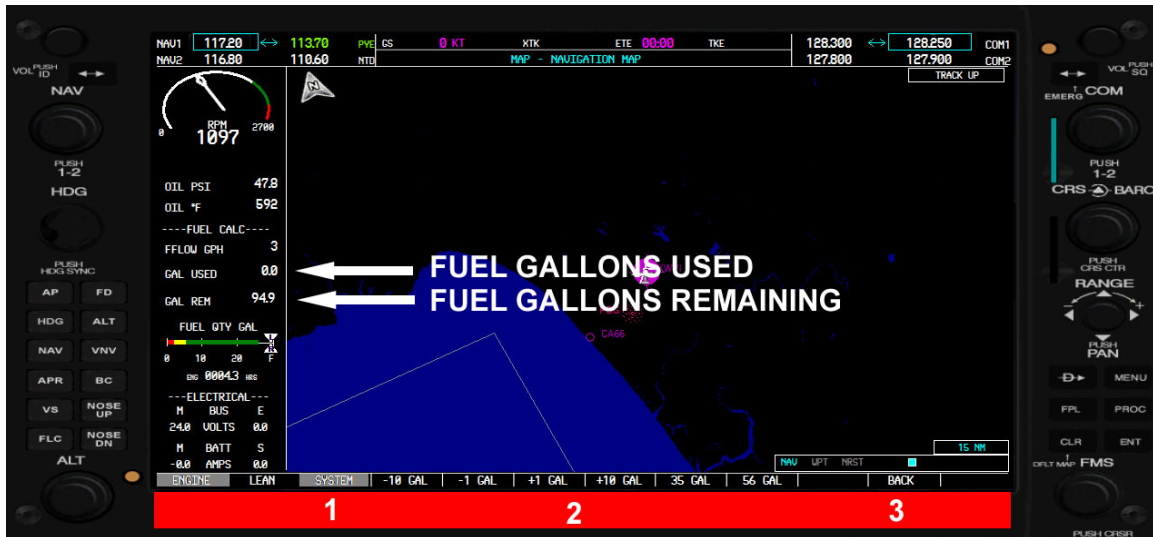4. Leave Engine System (Left click = Toggle)

2. ENGINE SYSTEM:

Engine System Page

1. Engine System Page (Left click = Toggle)

2. Reset Fuel Used (Left click = Toggle)

3. Gallons Remaining Page (Left click = Toggle)

4. Leave Engine System (Left click = Toggle)

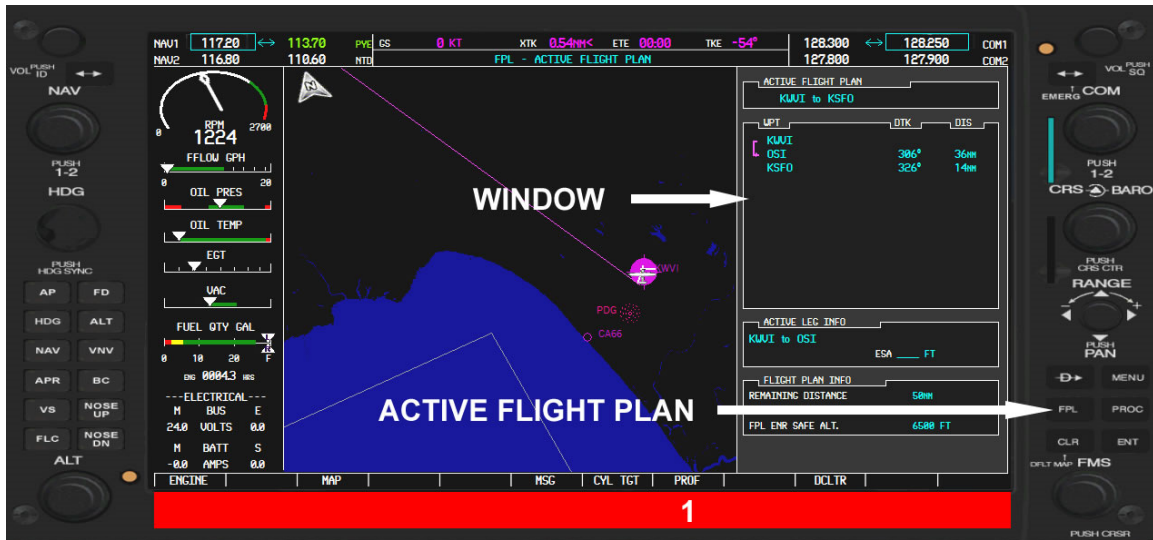### Gallons Remaining Page

1. Engine System Page (Left click = Toggle)

2. Add or Subract Fuel Quantity (Left click = Toggle)

Gallons remaining is based of fuel flow and will a need custom input. Although the system will start with your fuel quantity if no custom setting is inputed. (Gallons remaining will be slightly different than fuel quantity since the system reads from the fuel flow to calculate gallons remaining)
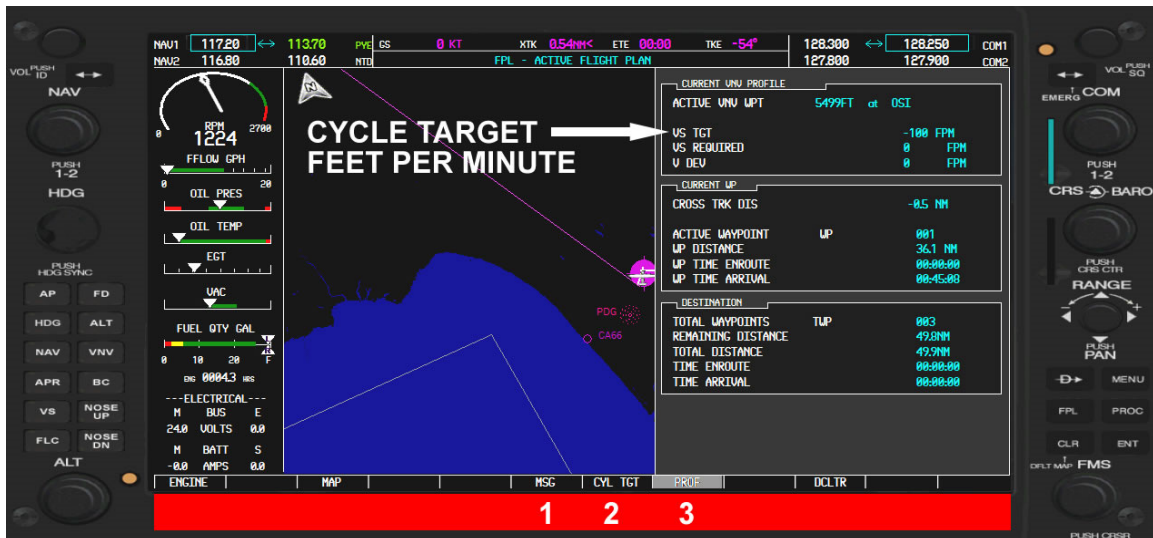
3. Leave Engine System (Left click = Toggle)

FLIGHT PLAN & VNAV:

1. Profile Page (Left click = Toggle)

1. Close Message Popup Window (Left click = Toggle)

Message popup window is to alert you that vertical speed target is achieved and the aircraft is about to descend.

2. Cycle Target (Left click = Toggle)

Choose how steep you want your vertical speed descent by cycling throught the VS TGT window illustrated above. Depending on your VS TGT setting the VNAV descent start it's descent.

3. Profile Page (Left click = Toggle)

ANNUNCIATOR WARNINGS:

Pressing the test switch will light the 4 annunciator lights and gear
lights for 5 seconds.

OTHER SOUND WARNINGS:

Gear down throttle at idle in flight.

7. VELOCITY XL RG SPECS:

For aircraft specs and 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 + 1)**For detailed instructions and 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 + 1)**

8. Uninstall aircraft:

Go to start, all programs and look for the folder called "Flysimware".
Inside is your uninstall exe called "Flysimware Velocity XL RG". Or go
to the add and remove programs in windows.

Removing this product has "NO EFFECT" on your simulator!

9. 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 these models.

Includes a Prepar3D installation for V1 and V2!

Developers: Flysimware.com

Print this page for quick reference!