

1947 Cessna 120 3D FSX 2011 Manual

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

Print this page for quick reference!

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1. Installation:

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

Choose what Windows operating system you use.
Accept the license agreement and input your name in the
name box. Ignore the company name and click next. The
directory should be the correct directory. Or you can point
the directory to your game.

Our models are located under Flysimware as the manufacturer.

2. Description:

Cessna 120, built 1947

The Cessna 120 was an economy version of the 140 produced at the same time. It had the same engine as the 140, but did not have wing flaps. The cabin "D" side windows and electrical system (radios, lights, battery and starter) were optional. These options are all included in our models.

Common modifications to the Cessna 120 and 140 include: "Metalized" wings, where the fabric is replaced with sheet aluminum, eliminating the need to periodically replace the wing fabric.

The installation of landing gear extenders to reduce the tendency of the aircraft to nose-over on application of heavy braking. These were factory-optional equipment. These flight dynamics are balanced to roll over if you use full brakes and push the yoke forward.

Installation of rear-cabin "D" side windows on 120s that were not originally so equipped; some pilots feel that the 120's visibility to the rear is inadequate without them. No side windows on our models.

Installation of electrical systems on the 120 were not originally equipped, allowing owners to install an electric starter, more sophisticated avionics and/or lights for night flying. Our models include all these upgrades.

These models are all high quality with every switch and knob that mimics the real world. You can enjoy flying VFR or use the portable GPS for navigation. These models have 100% 3D gauges throughout the Virtual Cockpit giving you fast performance or FPS.. Now you can press ident on your transponder to squawk back to Vatsim's online tower bringing more realism to Microsoft Flight Simulator.

User manual with photo illustration of all switches and gauges included. These models and gauges were tested for unnecessary lag. So expect zero lag in any type of multiplayer session.



3. Animation & Tool tips:

Reminder: Starter (Click 2 times)

Tool tips:

Tool tips has been added to all knobs and switches to provide important information and accurate settings. Most of the large gauges do not have tool tips to avoid annoying pop ups while your mouse is traveling. These gauges will work for the games international settings for U.S. standard or metric measuring equipment.

Animation:

Almost all parts that can be clicked can use the mouse wheel as too. Using the mouse wheel speeds up the animation.

Switches:	Left click/Mouse Wheel
3 Way Switches:	Left click/Right click/Mouse Wheel
Toggle switches:	Left click/Mouse Wheel
Pull knobs:	Left click/Mouse Wheel
Fuel Selector	Left click/Right click/Mouse Wheel
Analog Gauge Knobs:	Left click/Right click/Mouse Wheel
Windows:	Left click
Doors:	Left click
OAT vent:	Left click
Right seat:	Left click

All standard keyboard shortcuts work as well. The aircraft is designed to use the VC for realism. So we suggest using the mouse for everything. We have noticed that if you use an external autopilot hardware unit it can change how the autopilot was designed to work. So It's recommended to use the mouse and enjoy the Navomatic.....

4. Aircraft Modes:

Hide-able Objects:

Hide Pilot: Left Door strap

Hide Yoke: Click the yokes base cover!



GPS boot up screen:

The battery switch resets the GPS and boot-up screen.

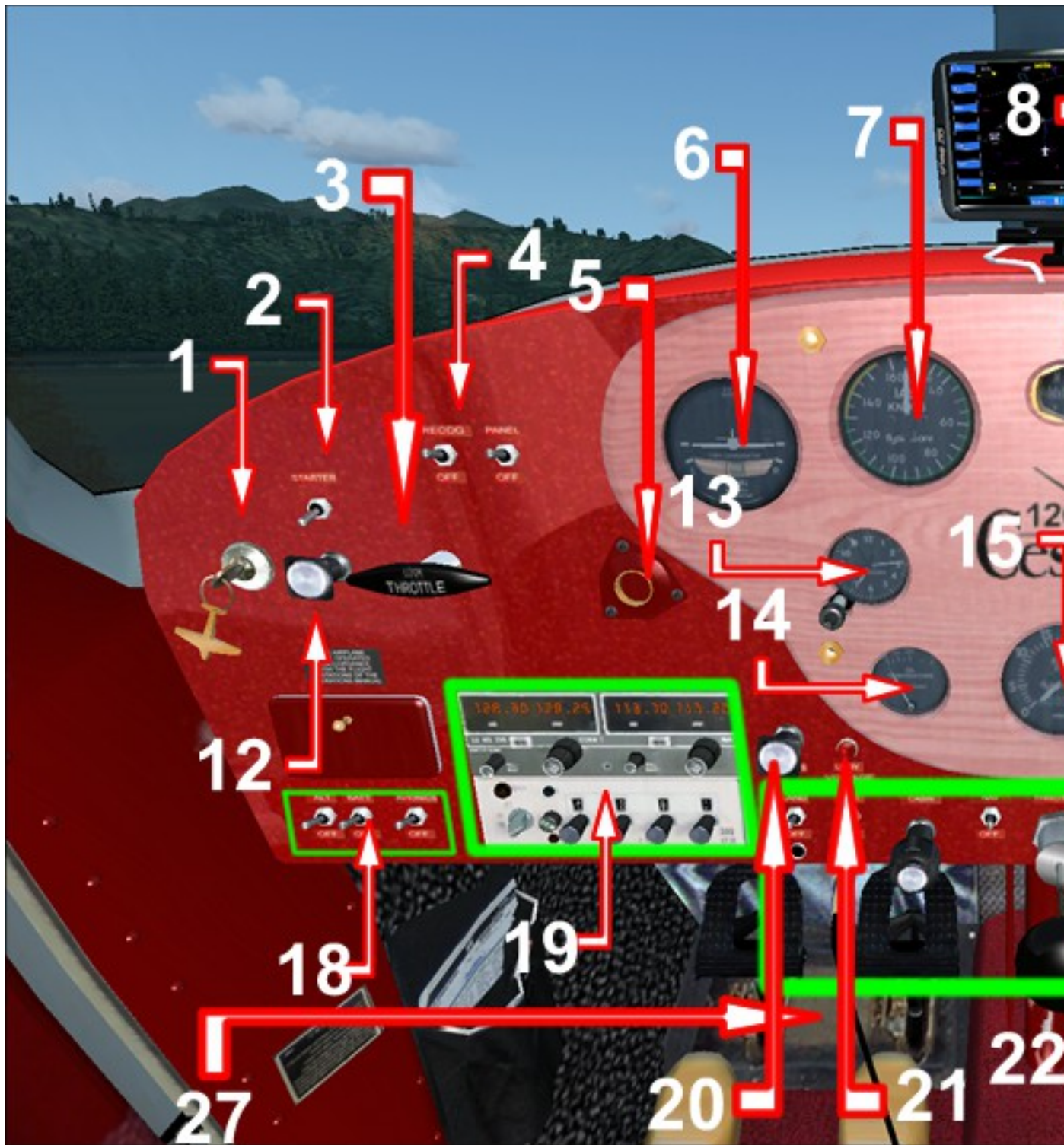
All functions in the 3D GPS work the same as the 2d GPS.
Use only 1 GPS at a time. They do not work in sink!

Engine Cover: Open Right Door

(Shift+E release then click 2)

Or click the right door handle!

5. All Functions:



1. Magneto
2. Starter (Click 2 times)
3. Lock Throttle Handle
4. Recognition Light Switch / Panel light Switch
5. Hide Yokes
6. Turn Coordinator
7. Airspeed Indicator
8. Compass
9. Altitude Indicator
10. Vertical Speed Indicator
11. Portable GPS
12. Engine Primer
13. Analog Clock
14. Oil Temperature
15. Engine RPM
16. Ammeter
17. Oil Pressure
18. Alternator Switch / battery Switch / Avionics Switch
19. Communication 1 Radio / Navigation 1 Radio
20. Carburetor Heat
21. Low Voltage
22. Lights / Cabin Air / Throttle / Mixture
23. Parking Brake light
24. Cabin Heat
25. Glove Box / Pilot's Handbook
26. Fuses
27. Parking Brake



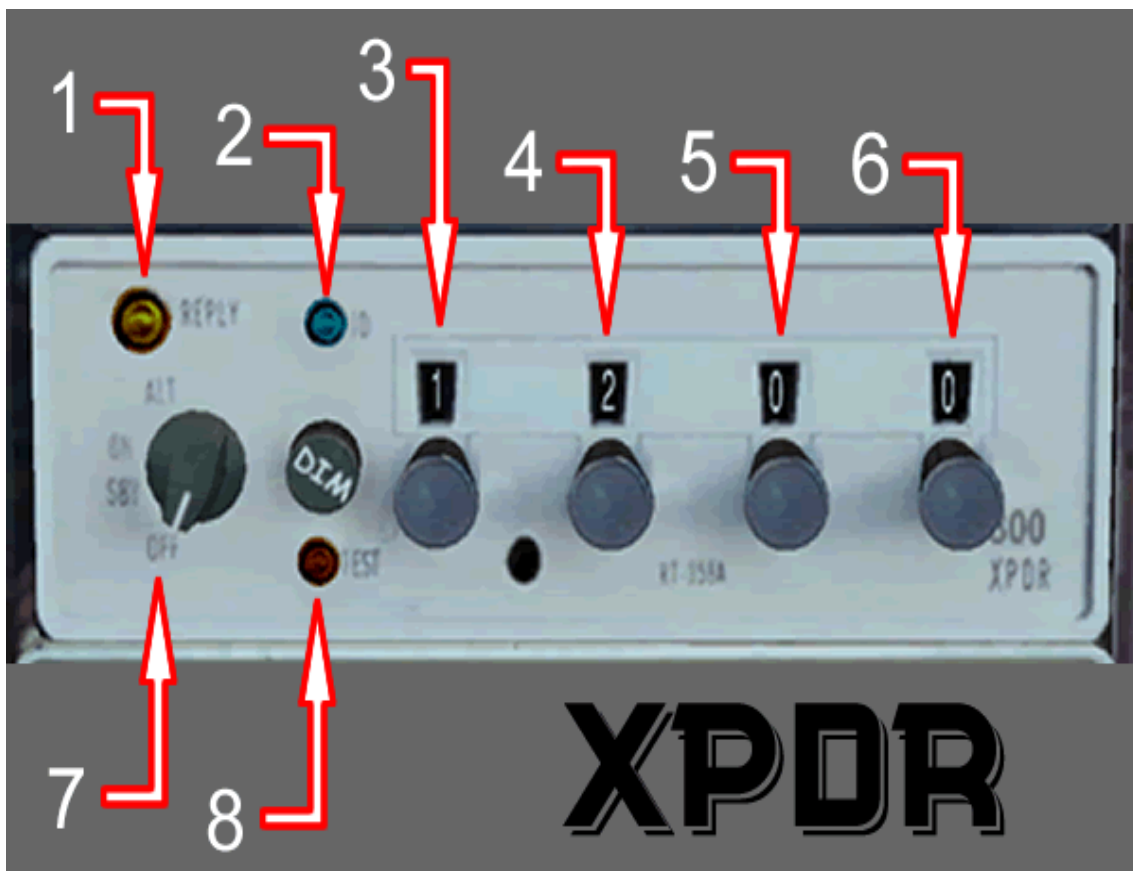
1. Fuel Valve



1. Outside Air Temperature / Air vent

2. Right Fuel Gauge

7. Transponder:



1. Reply Lamp

2. Ident Lamp

3. Increments first digit of transponder

4. Increments second digit of transponder

5. Increments third digit of transponder

6. Increments fourth digit of transponder

7. Off

Standby (Use during ground operation)

On (Squawk and Ident to Tower)

Alternative (Before Takeoff)

8. Test Lamp (Tune to 1200)

8. Uninstall:

Go to start, all programs and look for 1947 Cessna 120 3D FSX folder. Inside is your uninstall exe.

9. Testing:

Tested on Microsoft Flight Simulator FSX
SP2 / Acceleration

Requires: SP2 / Acceleration

Developers: Mark Taylor

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