
ALL-NEW NATIVE MSFS 2024 RELEASE
N1884I
SIERRA C24R 2024
Version 1.3

NOTE: The Xbox version will not include the TDS GTN750Xi due to limitations!

NOTE: Some switches, button and knobs should not use the default sim bindings. We include a hardware binding documentation included in our download zip file if you purchased from an online store. If you purchased through the sim marketplace you can get all of our documentation from our main website product page called MSFS PC & Xbox help files.

NOTE: The EFB Tablet includes a dedicated Custom Binding Information page developed by Flysimware. Detailed information is available with the included additional files. Marketplace users can go to the main website product page and download the PC/Xbox help files.

NOTE: Product support and update information can be found on Flysimware's Discord Community.

To report bugs or find solutions please locate the PRODUCT SUPPORT section!

Discord link.

https://flysimware.com/website2019/contact/

C-24-R

Exterior
Exterior Height: 8ft 5 inches
Wing Span: 32 ft 9 inches
Length: 25 ft 9 inches

Interior
Cabin Volume: 110 cubic ft
Internal Baggage: 200 lb

Occupancy
Crew: 1
Passengers: 0-3

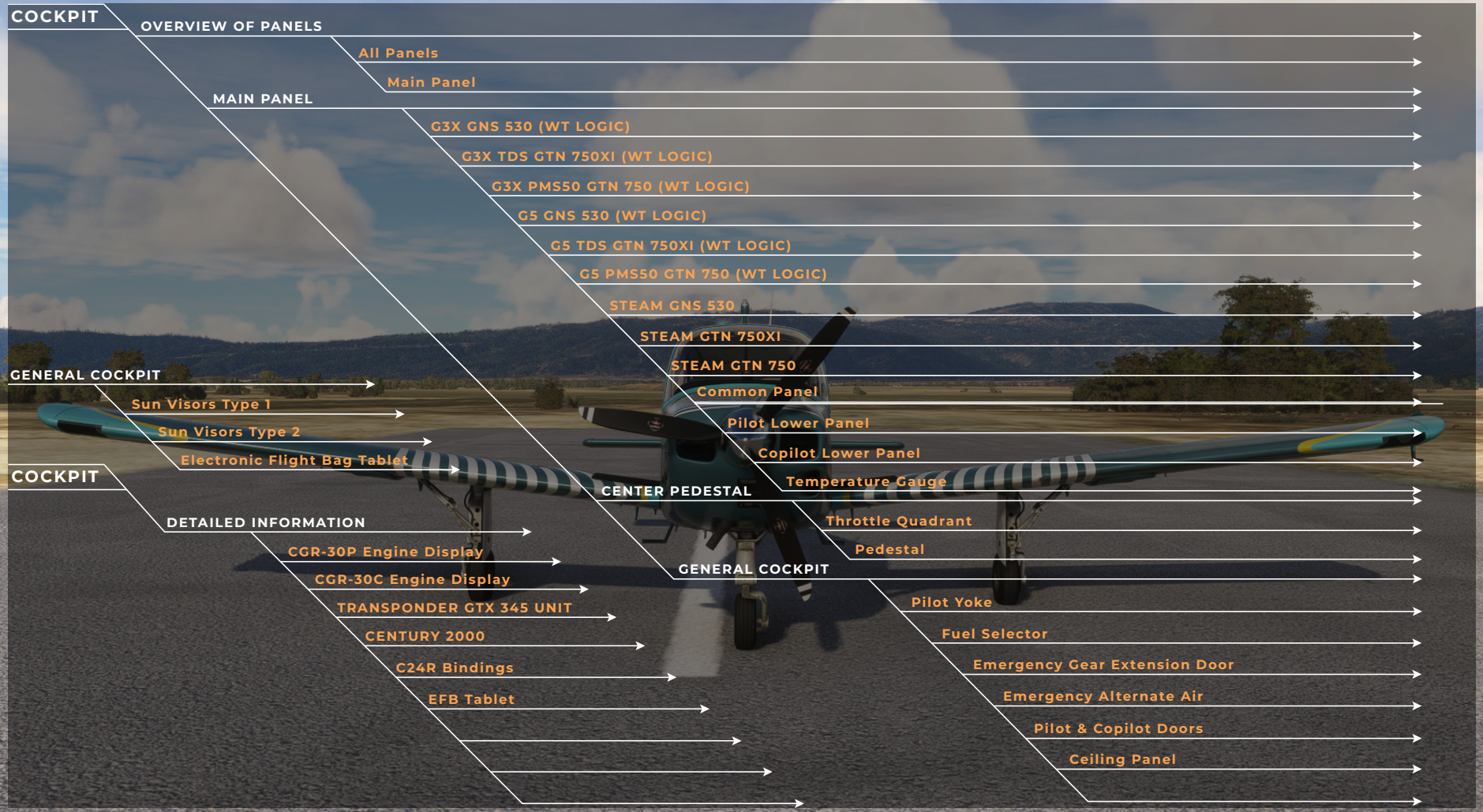
Operating Weights
Max T/O Weight: 2758 lbs
Max Landing Weight: 2750 lbs
Usable Weight: 872 lbs
Empty Weight: 1886 lbs
Fuel Capacity: 59.8 gal
Payload W/Full Fuel: 513.2 lbs
Max Payload: 692 lbs

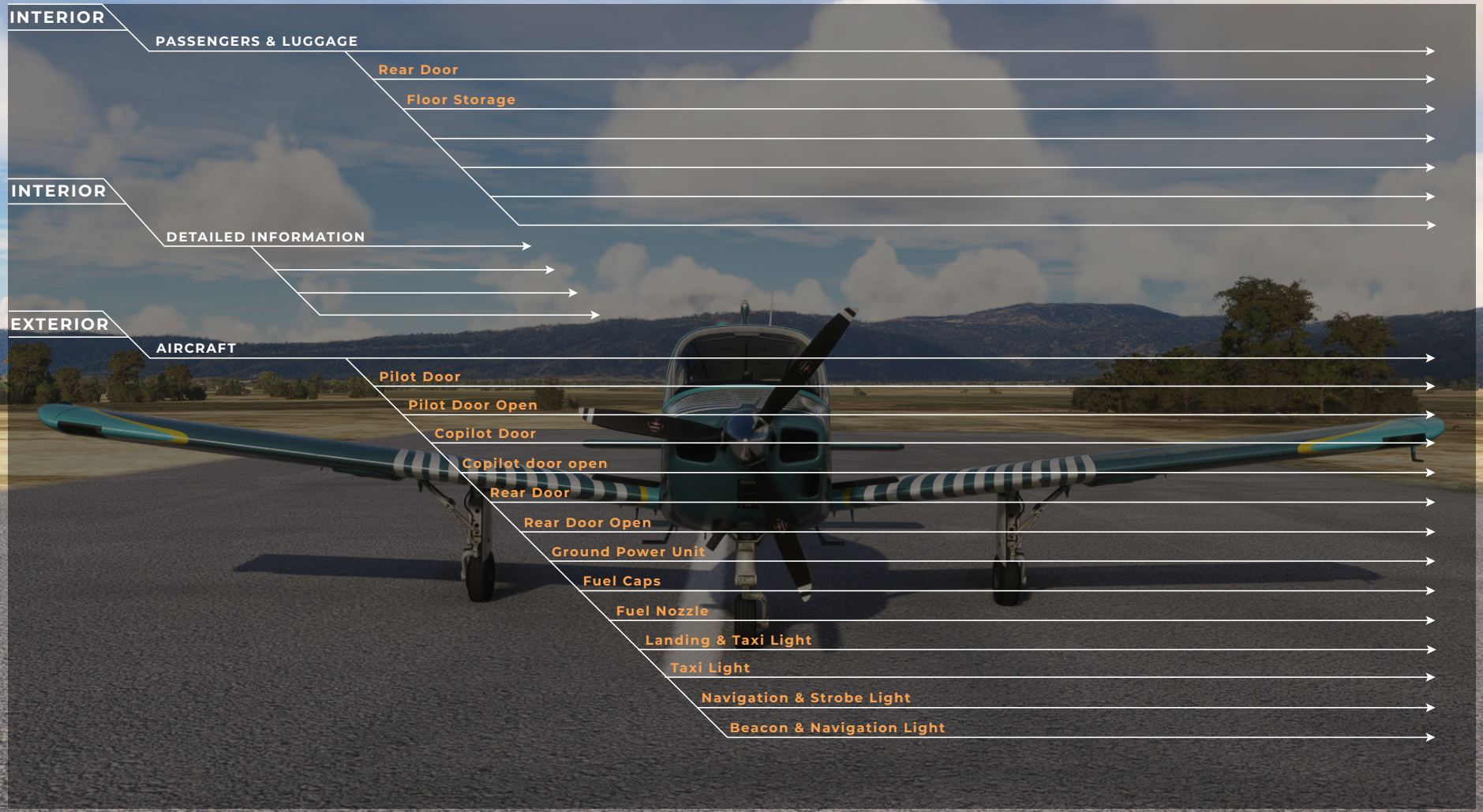
Range
Range: 660nm
Service Ceiling: 14000 ft

Distances
Takeoff Distance: 1860 ft
Balanced Field Length: 1860 ft
Landing Distance: 1320 ft

Performance
Rate of Climb: 891 fpm
Max Speed: 142 ktas
Cruise Speed: 135 ktas
Economy Cruise: 125 ktas
Endurance Cruise: 115 ktas

Power Plant
Engines: 1
Horse Power: 200 hp
Engine Mfg: Lycoming
Engine Model: IO-360-A1B6


COCKPIT
OVERVIEW OF PANELS
All Panels
Main Panel
MAIN PANEL
G3X GNS 530 (WT LOGIC)
G3X TDS GTN 750XI (WT LOGIC)
G3X PMS50 GTN 750 (WT LOGIC)
G5 GNS 530 (WT LOGIC)
G5 TDS GTN 750XI (WT LOGIC)
G5 PMS50 GTN 750 (WT LOGIC)
STEAM GNS 530
STEAM GTN 750XI
STEAM GTN 750
GENERAL COCKPIT
Sun Visors Type 1
Sun Visors Type 2
Electronic Flight Bag Tablet
Common Panel
Pilot Lower Panel
Copilot Lower Panel
Temperature Gauge
COCKPIT
CENTER PEDESTAL
DETAILED INFORMATION
CGR-30P Engine Display
CGR-30C Engine Display
TRANSPONDER GTX 345 UNIT
CENTURY 2000
C24R Bindings
EFB Tablet
Throttle Quadrant
Pedestal
GENERAL COCKPIT
Pilot Yoke
Fuel Selector
Emergency Gear Extension Door
Emergency Alternate Air
Pilot & Copilot Doors
Ceiling Panel


INTERIOR
PASSENGERS & LUGGAGE
Rear Door
Floor Storage
INTERIOR
DETAILED INFORMATION
EXTERIOR
AIRCRAFT
Pilot Door
Pilot Door Open
Copilot Door
Copilot door open
Rear Door
Rear Door Open
Ground Power Unit
Fuel Caps
Fuel Nozzle
Landing & Taxi Light
Taxi Light
Navigation & Strobe Light
Beacon & Navigation Light


PREFLIGHT DETAILED INFORMATION
EXTERIOR
Ailerons
Elevator's & Rudder
Chokes
Propeller
Engine Cover & Windshield
Pitot Cover
Tie Downs
Tail Cover
Oil Door
Ground Equiments Tip

All Panels



Main Panel



G3X GNS 530


GARMIN GNS 530
GARMIN G3X TOUCH
GARMIN G5
GARMIN GNS 430
GARMIN GMA 340
GARMIN GTX 345
Click here for detailed info.
GARMIC GFC 500
GARMIN
SIERRA
CAUTION
DATCON

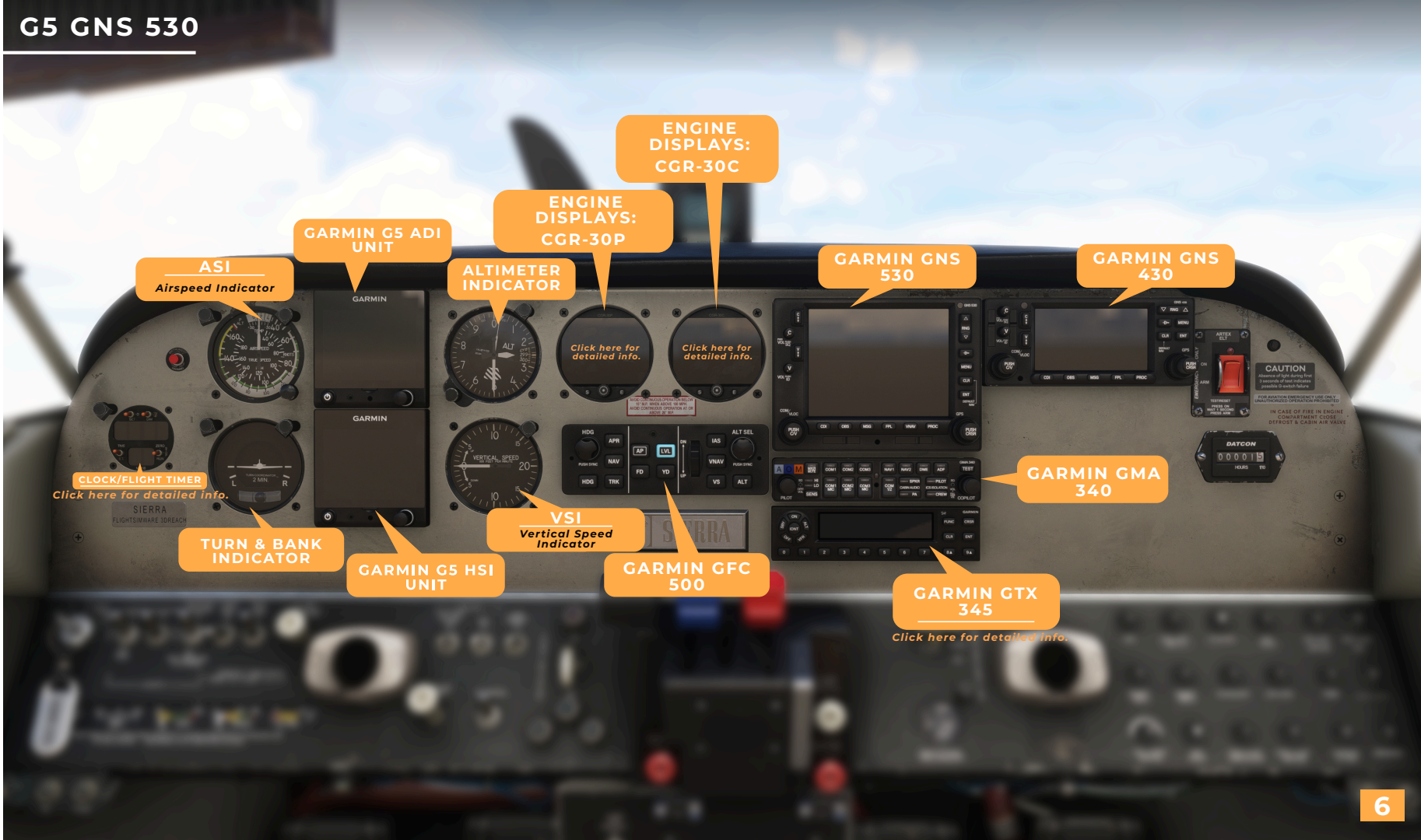
G3X TDS GTN 750XI



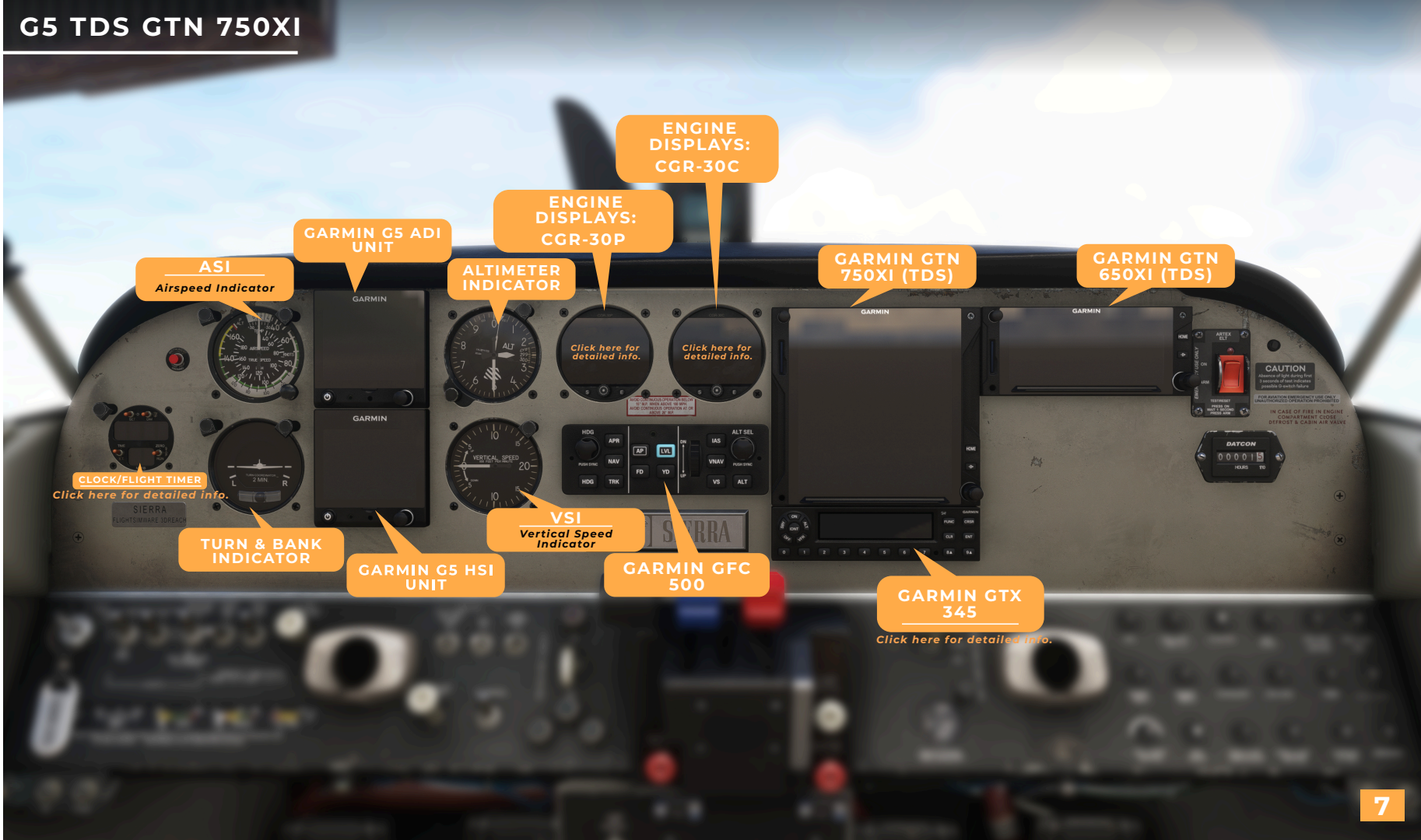
G3X PMS50 GTN 750



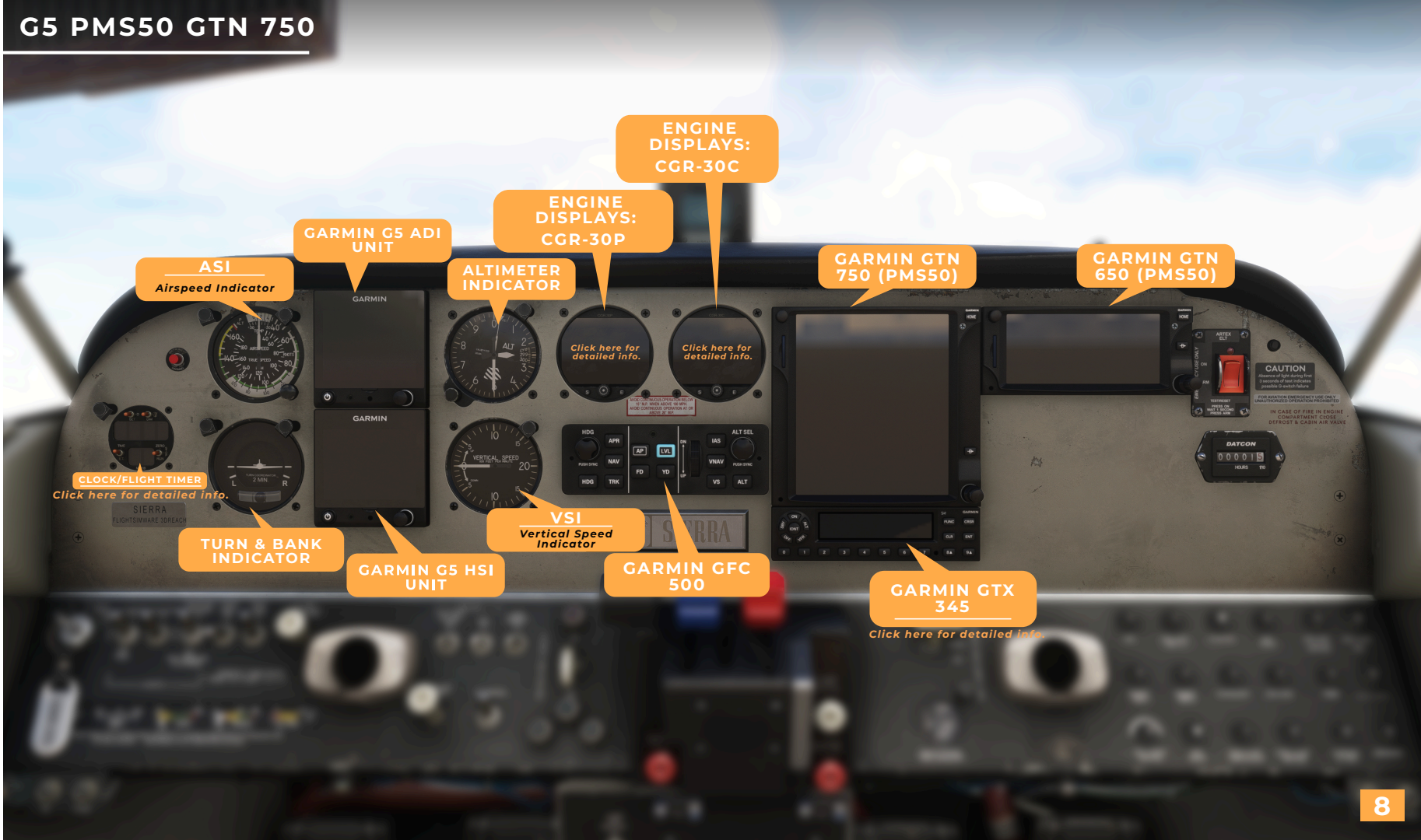
G5 GNS 530


ENGINE DISPLAYS: CGR-30C
ENGINE DISPLAYS: CGR-30P
GARMIN G5 ADI UNIT
ASI
Airspeed Indicator
ALTIMETER INDICATOR
GARMIN GNS 530
GARMIN GNS 430
Click here for detailed info.
Click here for detailed info.
CLOCK/FLIGHT TIMER
Click here for detailed info.
TURN & BANK INDICATOR
GARMIN G5 HSI UNIT
VSI
Vertical Speed Indicator
GARMIN GFC 500
GARMIN GMA 340
GARMIN GTX 345
Click here for detailed info.

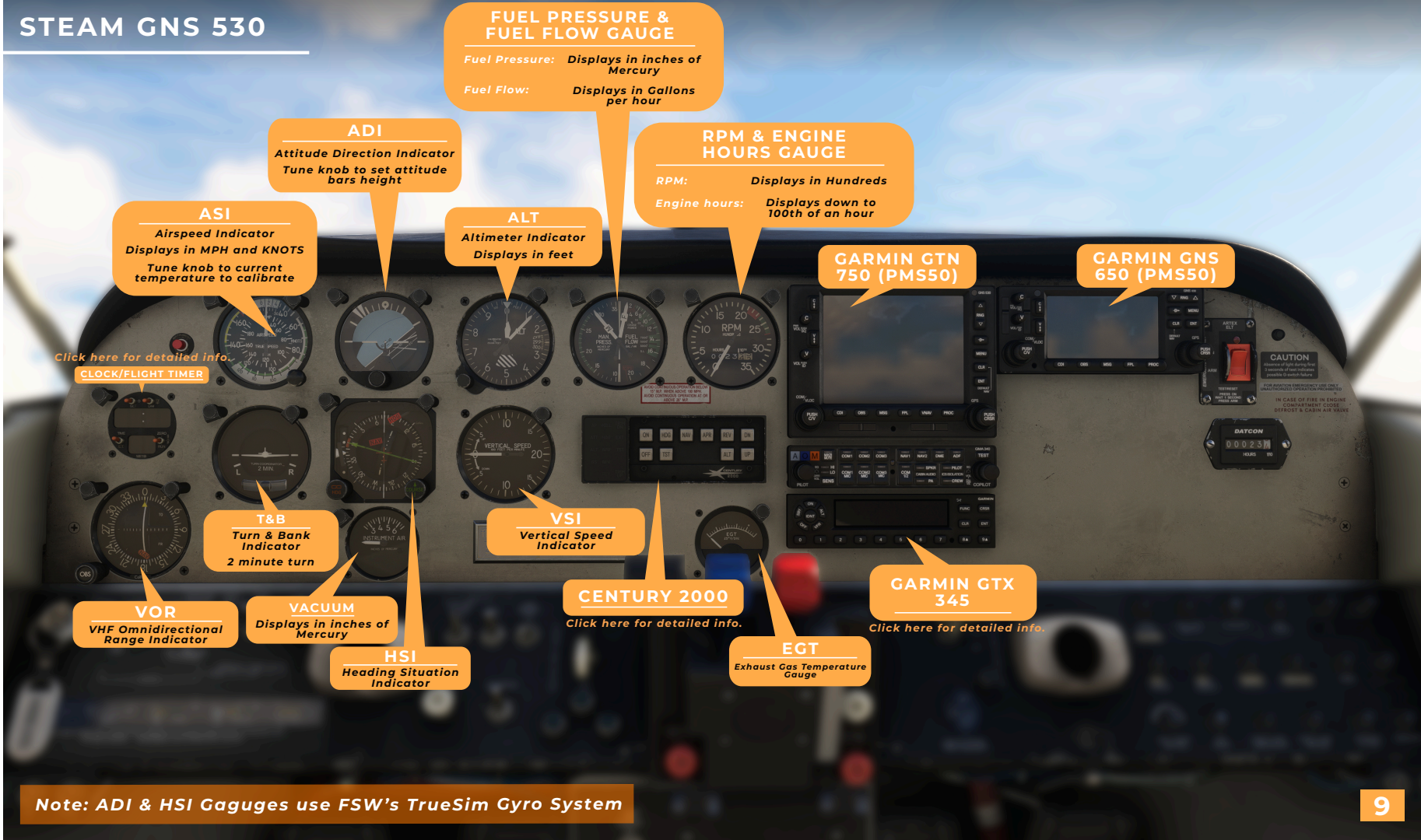
G5 TDS GTN 750XI



G5 PMS50 GTN 750



STEAM GNS 530



FUEL PRESSURE & FUEL FLOW GAUGE

Fuel Pressure: Displays in inches of Mercury

Fuel Flow: Displays in Gallons per hour

ADI

Attitude Direction Indicator

Tune knob to set attitude bars height

ASI

Airspeed Indicator

Displays in MPH and KNOTS

Tune knob to current temperature to calibrate

ALT

Altimeter Indicator

Displays in feet

RPM & ENGINE HOURS GAUGE

RPM: Displays in Hundreds

Engine hours: Displays down to 100th of an hour

GARMIN GTN 750 (PMS50)

GARMIN GNS 650 (PMS50)

Click here for detailed info.

CLOCK/FLIGHT TIMER

T&B

Turn & Bank Indicator

2 minute turn

VSI

Vertical Speed Indicator

VOR

VHF Omnidirectional Range Indicator

VACUUM

Displays in inches of Mercury

HSI

Heading Situation Indicator

CENTURY 2000

Click here for detailed info.

EGT

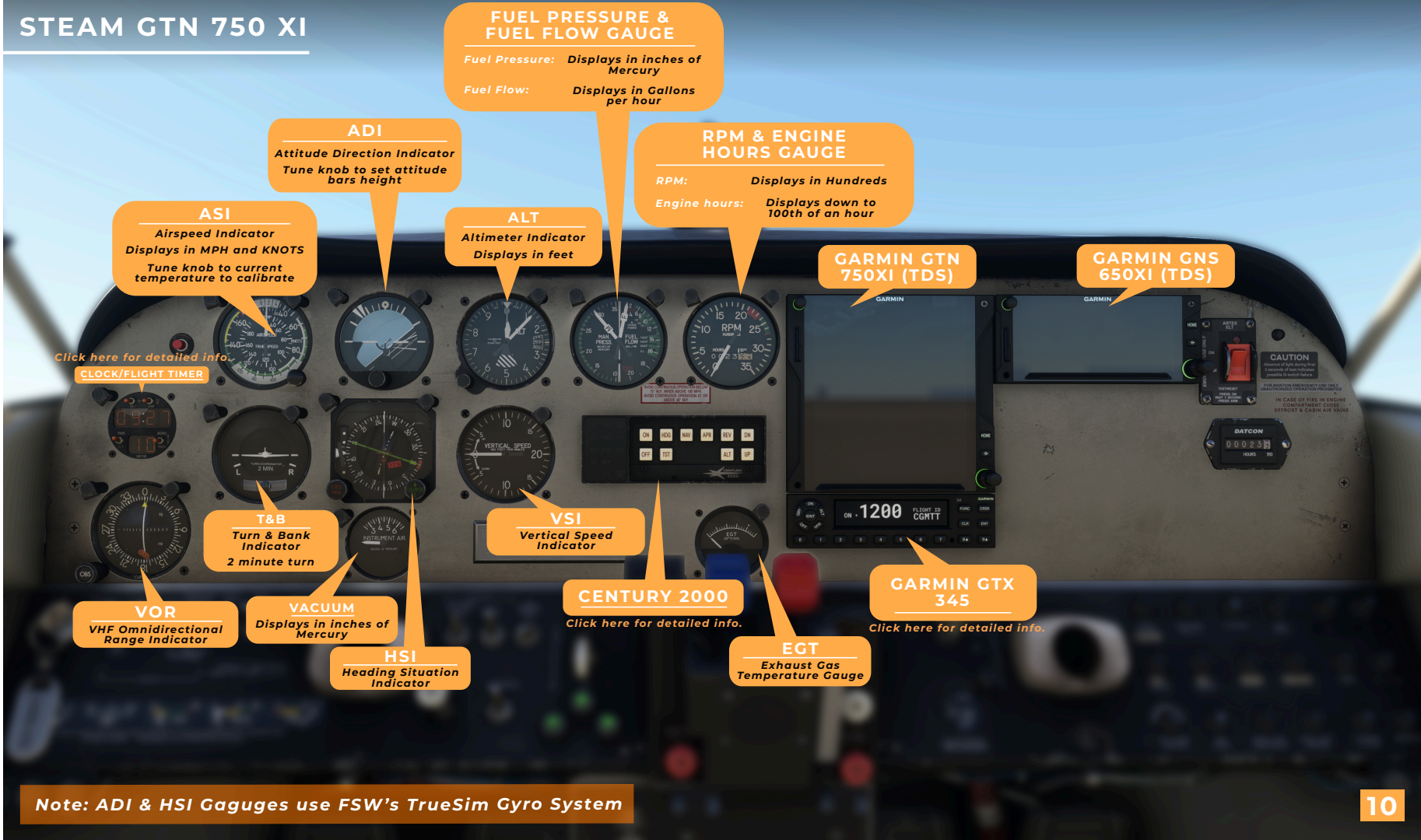
Exhaust Gas Temperature Gauge

GARMIN GTX 345

Click here for detailed info.

Note: ADI & HSI Gaguges use FSW's TrueSim Gyro System

STEAM GTN 750 XI



FUEL PRESSURE & FUEL FLOW GAUGE

Fuel Pressure: Displays in inches of Mercury

Fuel Flow: Displays in Gallons per hour

ADI

Attitude Direction Indicator

Tune knob to set attitude bars height

RPM & ENGINE HOURS GAUGE

RPM: Displays in Hundreds

Engine hours: Displays down to 100th of an hour

ASI

Airspeed Indicator

Displays in MPH and KNOTS

Tune knob to current temperature to calibrate

ALT

Altimeter Indicator

Displays in feet

GARMIN GTN 750XI (TDS)

GARMIN GNS 650XI (TDS)

Click here for detailed info.

CLOCK/FLIGHT TIMER

T&B

Turn & Bank Indicator

2 minute turn

VSI

Vertical Speed Indicator

CENTURY 2000

Click here for detailed info.

GARMIN GTX 345

Click here for detailed info.

VOR

VHF Omnidirectional Range Indicator

VACUUM

Displays in inches of Mercury

HSI

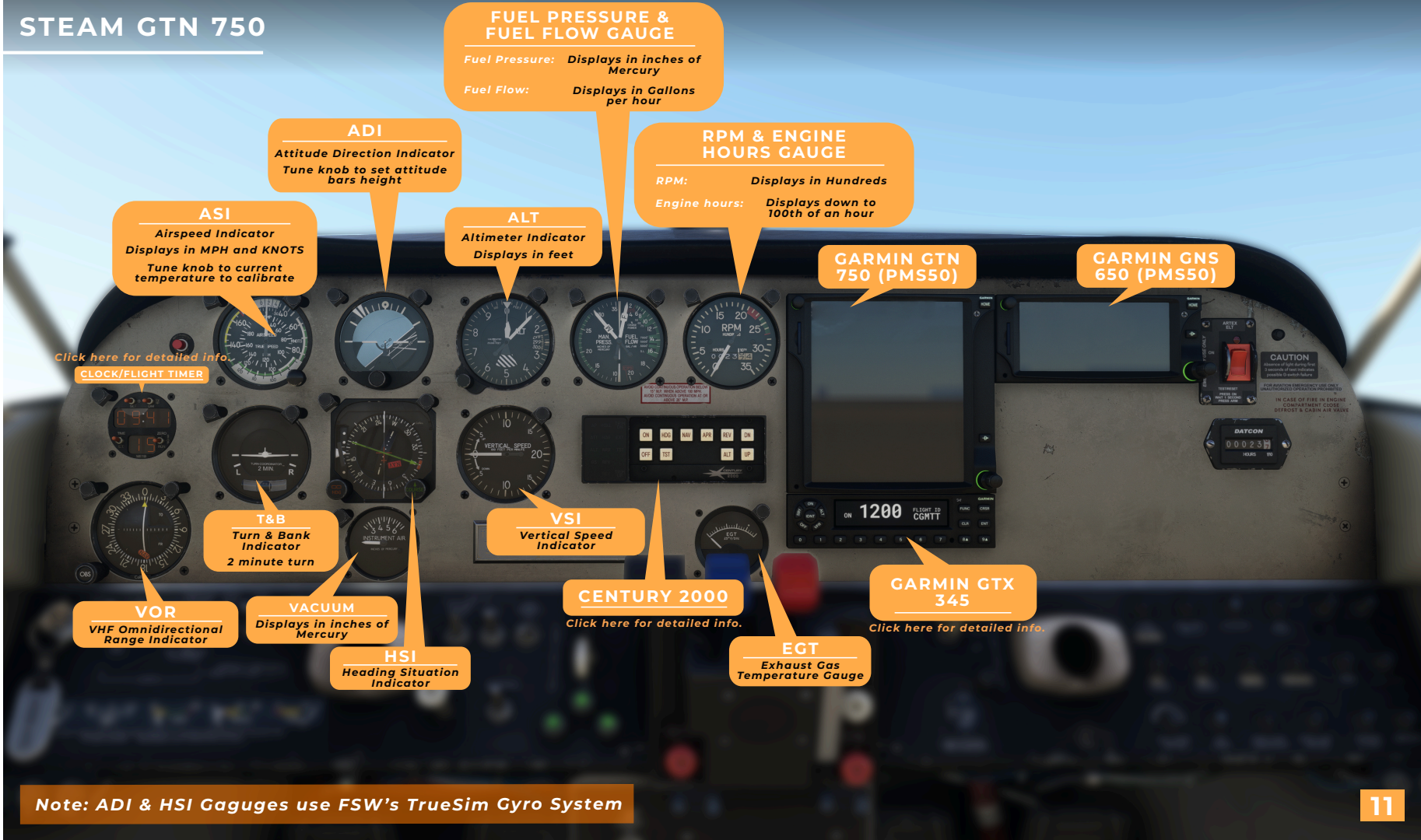
Heading Situation Indicator

EGT

Exhaust Gas Temperature Gauge

Note: ADI & HSI Gaguges use FSW's TrueSim Gyro System

STEAM GTN 750



Note: ADI & HSI Gaguges use FSW's TrueSim Gyro System

Common Panel



Pilot Lower Panel



MAGNETO
Hold to drag Magneto:
To set magneto position to right, to left or to both.
Hold the magneto for few seconds to start the engine.

LOWER KEY
Press on the highlighted area to show / hide lower key

BEACON / STROBE LIGHT SWITCH
Hold to drag 3-way switch:
Up: Beacon Light
Center: Off
Down: Strobe Light

PITOT HEAT SWITCH
Press to toggle pitot heat position on / off

ELECTRIC TRIM SWITCH
Press to toggle trim switch on / off

PANEL LIGHT KNOB
Hold drag to adjust the panel light brightness

BATTERY & ALTERNATOR SWITCH
Press to toggle the battery & alternator on/off

ALTERNATOR SWITCH
Press to set alternator on/off
Note: Alternator switch requires battery switch on.

FUEL PUMP SWITCH
Press to set fuel pump position on / off

GEAR BRIGHTNESS KNOB
Hold drag to adjust the bulb light brightness

Note: Bulb illuminates red when the gears are in transition

TEST GEAR LIGHTS
Press push to test the gear lights

LANDING GEAR
Hold to set gear position up / down

Note: Bulb illuminates green when the gears are down & locked

LANDING / TAXI LIGHT SWITCH
Hold to drag 3-way switch:
Up: Landing Light
Center: Off
Down: Taxi Light

NAVIGATION LIGHT SWITCH
Press to toggle navigation light switch on/off

LEFT FUEL QUANTITY INDICATOR

OIL TEMPERATURE INDICATOR

RIGHT FUEL QUANTITY INDICATOR

MAIN BUS AMPS INDICATOR

OIL PRESSURE INDICATOR

NOTE: After starting engine run at 1000 RPM. At idle may not be enough to keep battery charged.

PARKING BRAKE
Press to set parking brake position on / off

AVIONICS MASTER SWITCH
Press to set avionics master switch position on/off

TEST GEAR LIGHTS
Press push to test the gear lights

GEAR BRIGHTNESS KNOB
Hold drag to adjust the bulb light brightness

PHONE JACK
Press to toggle on/ off or use headset filter option from the tablet

STANDBY VACCUM
Hold drag to pull for backup vaccum

NOT SIMULATED

Copilot Lower Panel



FLAPS SWITCH (MOMENTARY)

The flap switch operates in 5° increments from 0° to 30°. Each activation moves the flaps to the next 5° position: 0°, 5°, 10°, 15°, 20°, 25°, and 30°.

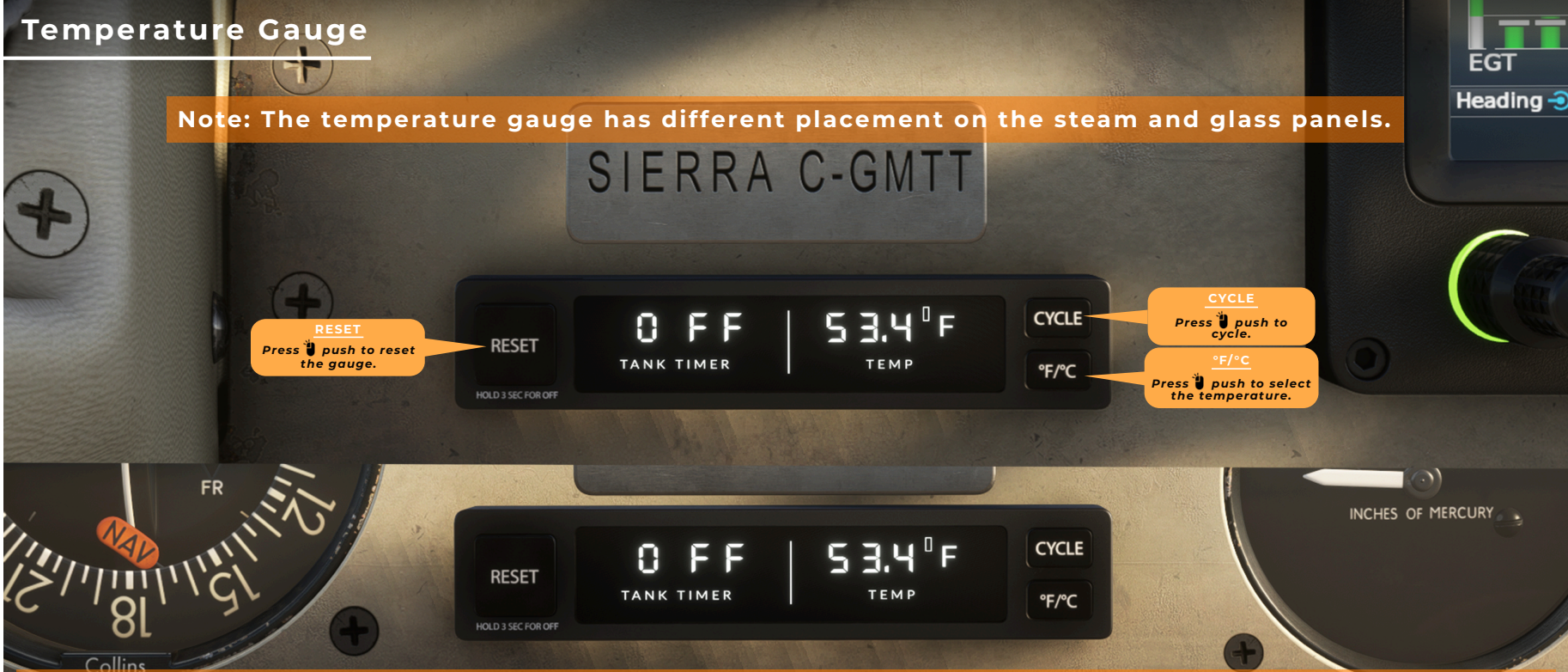
Hold the switch UP or DOWN, then release it to move the flaps to the next 5° position. Repeat to continue extending or retracting the flaps.

NOTE: The real Sierra C24R uses a momentary flap switch that allows the flaps to stop at any position when released. Due to MSFS 2024 control-binding limitations, our simulated flap system uses fixed 5° increments instead.

Use the default MSFS 2024 flap control bindings, as the simulator does not currently provide a dedicated momentary flap switch binding.

Temperature Gauge

Note: The temperature gauge has different placement on the steam and glass panels.



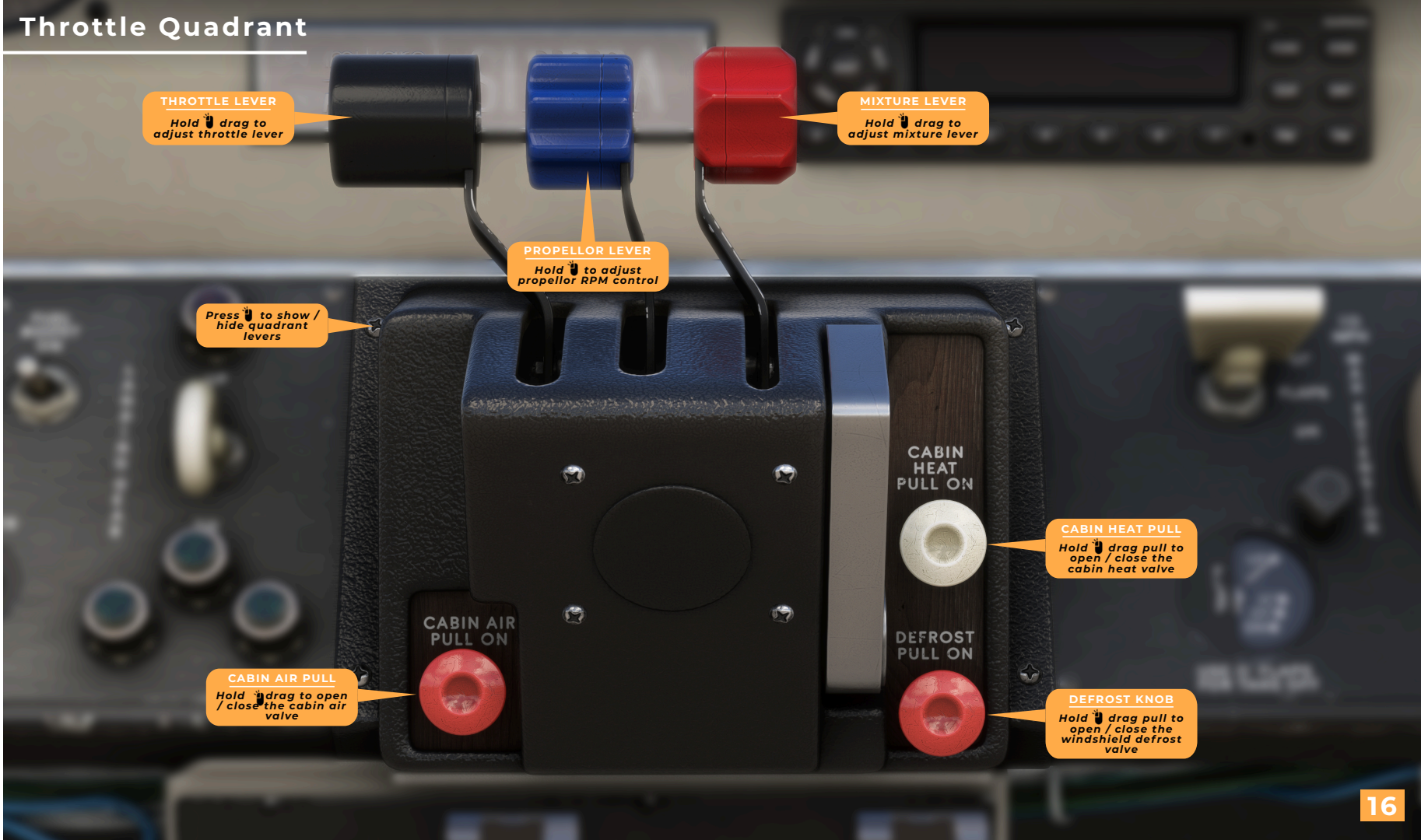
CYCLE = 5, 10, 15, 20, 25, 30 (cycles to these timer times in minutes and also resets the timer when changing)

RESET = stops the beeping when the timer has run out and resets the timer back to the full selected time or powers the unit on.

RESET = hold for 3 seconds to power the unit off

°F / °C = toggles between Fahrenheit and Celsius (save state)

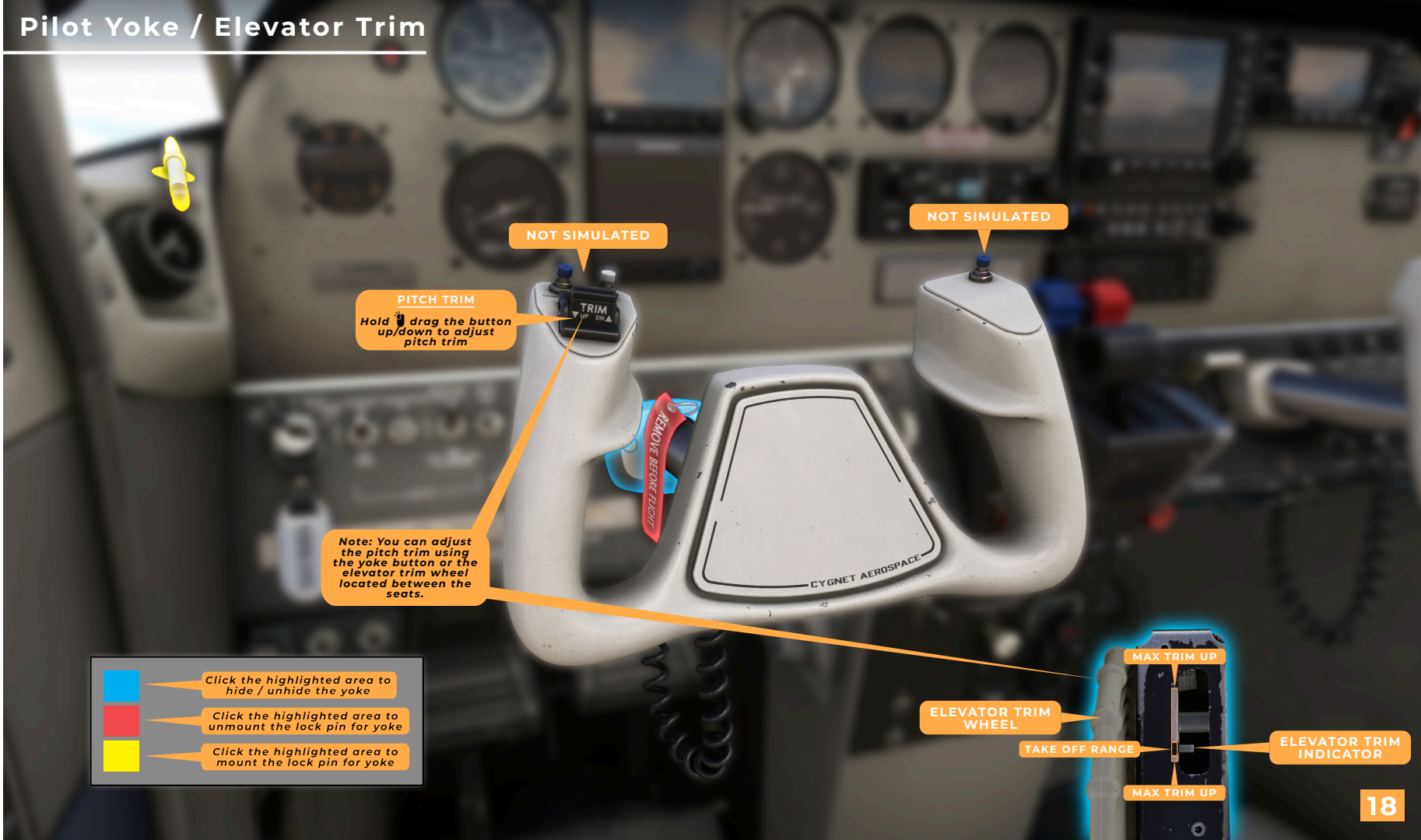
Throttle Quadrant



Pedestal


CABIN AIR BLOWER ON
OFF
CABIN AIR BLOWER
Press to toggle cabin air on / off
OVERHEAD INSTRUMENT AND MAP LIGHT ON
OVERHEAD & MAP LIGHT KNOB
Hold drag to rotate for brightness
NOT SIMULATED
MIC
NOT SIMULATED
NOT SIMULATED
CGR 30C
CGR 30P
DATA ONLY NO POWER
PHONE
PHONE JACK
Press to toggle on/ off or use headset filter option from the tablet

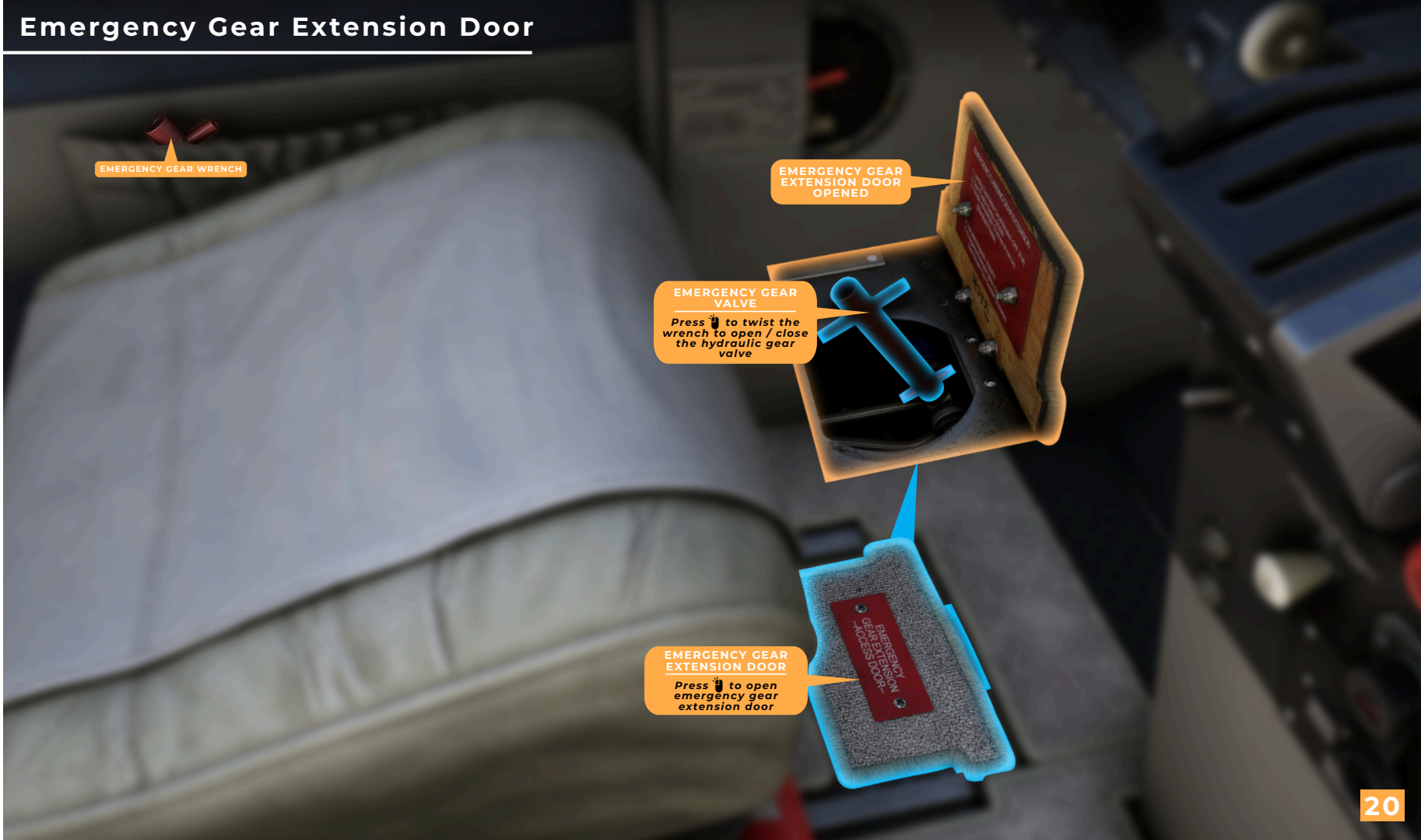
Pilot Yoke / Elevator Trim



Fuel Selector



Emergency Gear Extension Door



Emergency Alternate Air



Pilot & Copilot Door



Celing Panel



Sun Visors Type 1



Sun Visors Type 2



Electronic Flight Bag Tablet

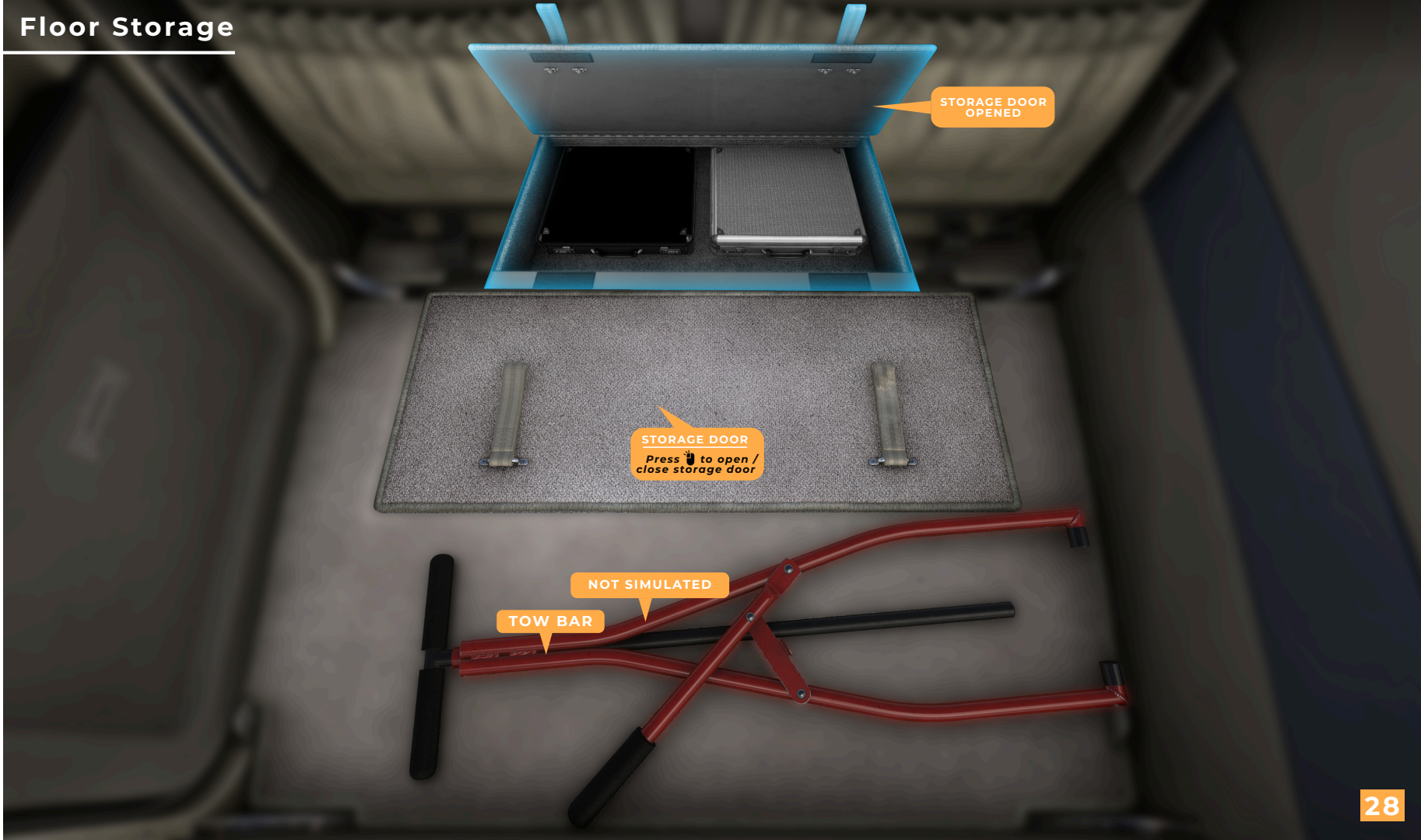


Click for the detailed info.

Rear Door



Floor Storage



Pilot Door



Pilot Door Open



Copilot Door



Copilot Door Open



Rear Door



Rear Door Open

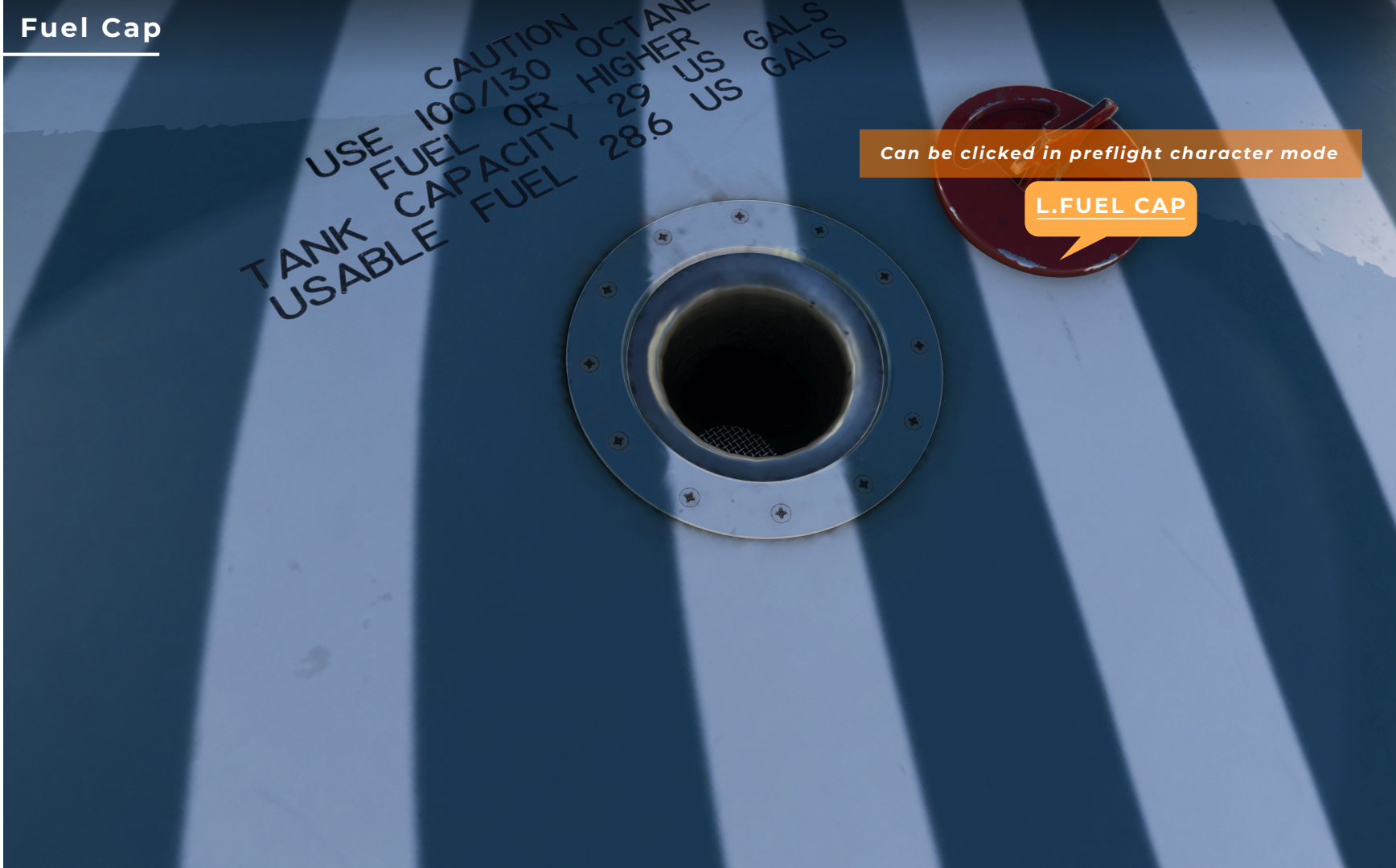


Ground Power Unit



Access this GPU from the EFB Tablet.

Fuel Cap


CAUTION
USE 100/130 OCTANE
FUEL OR HIGHER
TANK CAPACITY 29 US GALS
USABLE FUEL 28.6 US GALS
Can be clicked in preflight character mode
L.FUEL CAP

Fuel Nozzle



Use the stock EFB to call the custom or the default ATC fuel truck.

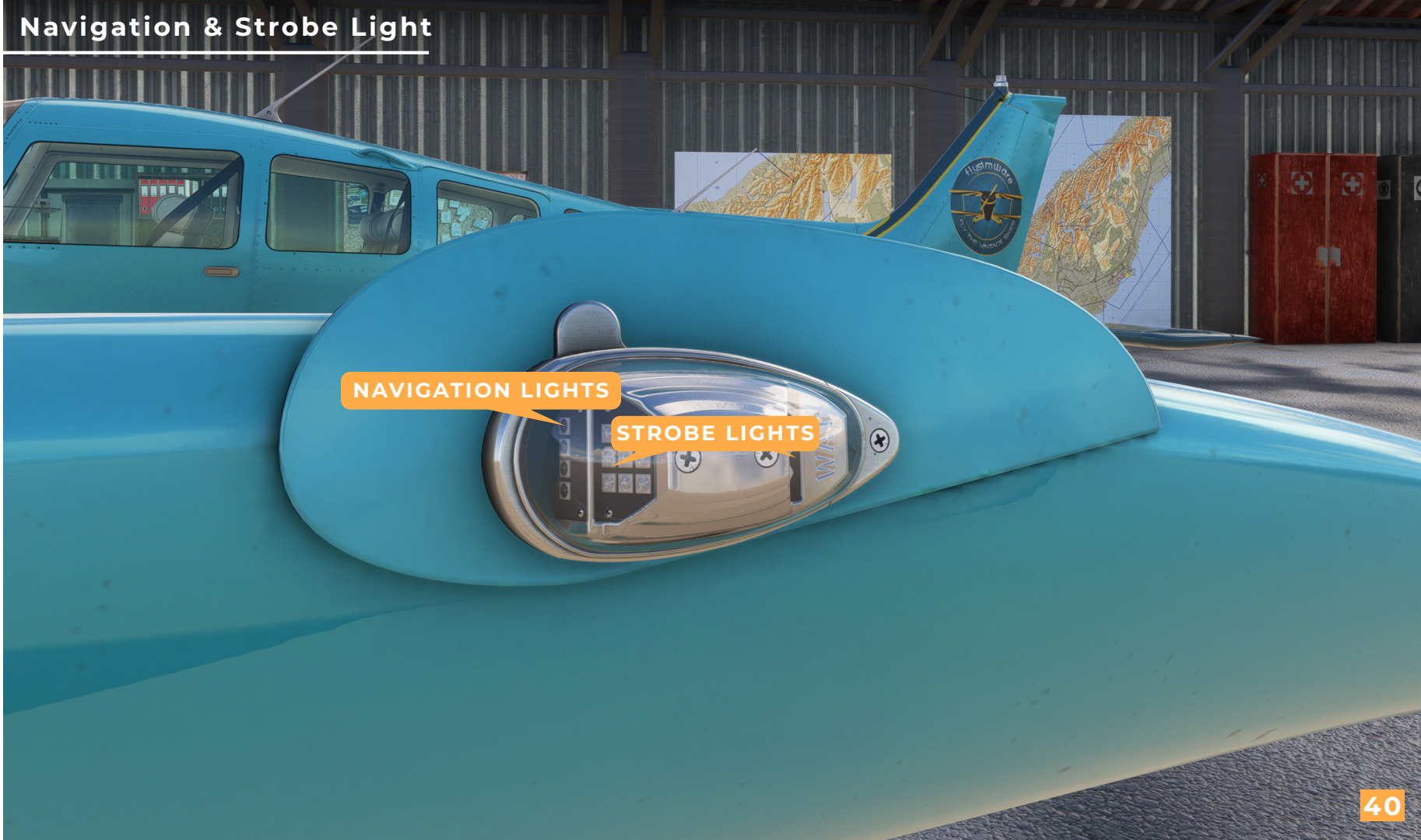
Landing & Taxi Light



Taxi Light



Navigation & Strobe Light



Beacon & Navigation Light



Ailerons



1. Check both ailerons by moving them up and down.
2. They should be move freely with no resistance.
3. Make sure to remove the control lock from the cockpit before proceeding.

Elevator’s & Rudder

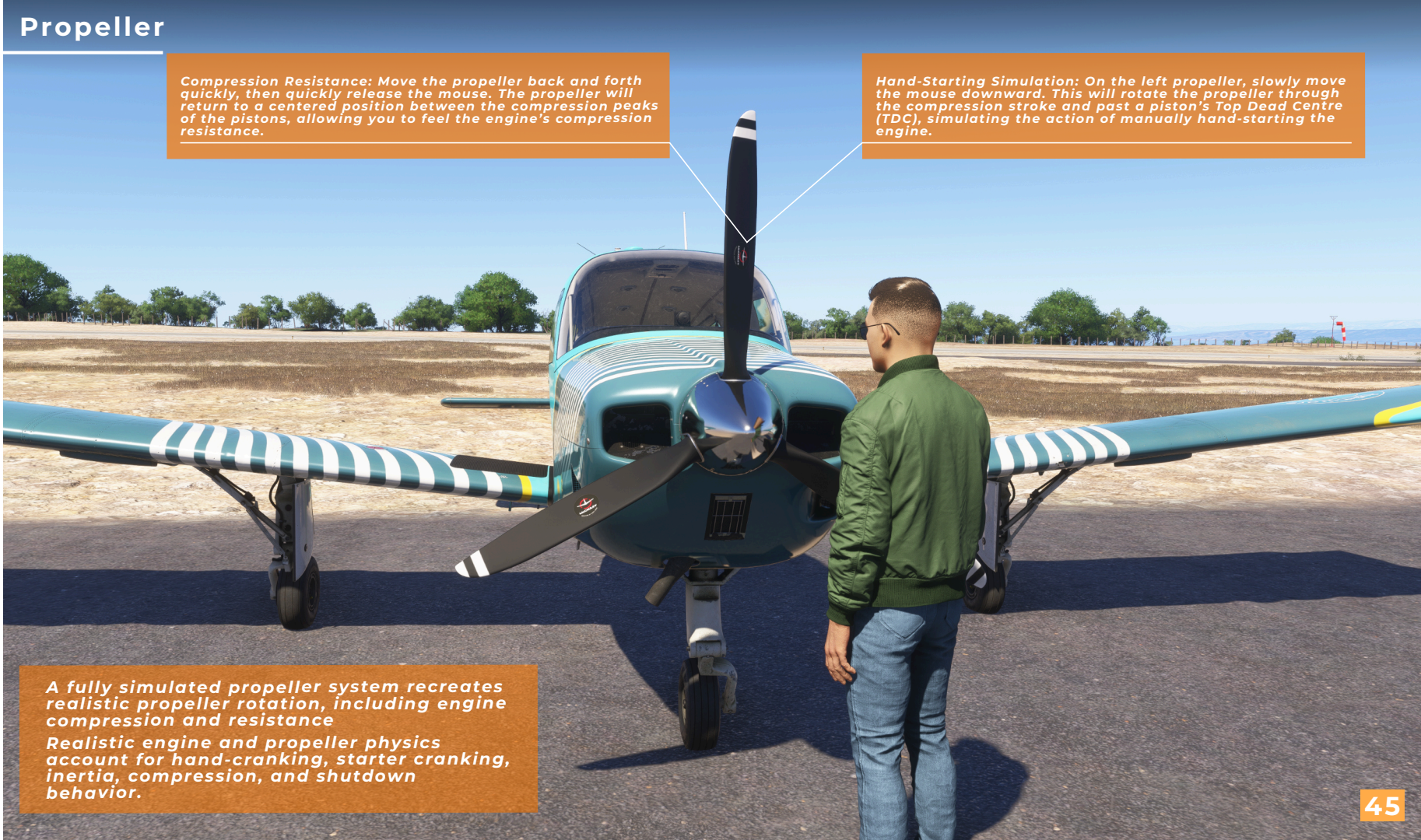


1. Check both elevator’s and a rudder by moving them up and down and left to right simultaneoulsy.
2.They should be move freely with no resistance.
3.Make sure to remove the control lock from the cockpit before proceeding.

Chokes



Propeller



Compression Resistance: Move the propeller back and forth quickly, then quickly release the mouse. The propeller will return to a centered position between the compression peaks of the pistons, allowing you to feel the engine's compression resistance.

Hand-Starting Simulation: On the left propeller, slowly move the mouse downward. This will rotate the propeller through the compression stroke and past a piston's Top Dead Centre (TDC), simulating the action of manually hand-starting the engine.

A fully simulated propeller system recreates realistic propeller rotation, including engine compression and resistance

Realistic engine and propeller physics account for hand-cranking, starter cranking, inertia, compression, and shutdown behavior.

Engine Cover & Windshield



1. Remove engine and windshield covers.
2. No foreign objects left behind after removal.

Pitot Cover



Ground equipment can be mounted/removed individually during preflight as per checklist.

Tie Downs


4X-DZM
Mount/remove tie downs
Ground equipment can be mounted/removed individually during preflight as per checklist.

Tail Cover



1. Remove tail cover.
2. No foreign objects left behind after removal.

Oil Door



1. Open the oil access door to check the engine oil level during preflight.
2. Ensure the oil quantity is within the recommended range and the cap is securely fastened.

Check EFB maintenance page for oil levels.

Portable EFB during Preflight



The integrated EFB can now be opened outside the aircraft during preflight and walkaround inspections. All Flysimware tablet functions remain fully operational, allowing you to make adjustments and monitor changes in real time without returning to the cockpit.

Ground Equipments Tip



EFB Tablet Detailed Info.



EFB Tablet Detailed Info.



What is save state: Upon exiting the flight, the system will save your current position, allowing you to resume from the same point when you return.

Return

EFB Tablet Detailed Info.



WINDSPEED DISPLAY INFORMATION

The windspeed display provides real-time information on the current wind speed in knots (kts). This information is crucial for monitoring weather conditions and ensuring safe operation of the aircraft.

RELATIVE WIND INFORMATION

The concept of relative wind involves the direction of the airflow in relation to an aircraft in motion. An arrow representing the relative wind direction would rotate to indicate this airflow direction as it varies with the aircrafts orientation and movement through the air.

TEMP/PRESSURE INFORMATION

The Ambient temp. display indicates temperature of air surrounding the aircarft. This is reported in celcius9(°C) or fahrenheit(°F).

The pressure at mean sea level (MSL) refers to the atmospheric pressure measure at the average sea level. Pressure at MSL is typically measure in units such as inches of mercury (inHg) or millibars(mbar).

The barometer pressure is information is used to set altimeters, which measure the aircraft's altitude above sea level. It is measure in the same units as the pressure at MSL.

Return

EFB Tablet Detailed Info.



LOAD AIRCRAFT

Pressing the load aircraft will update changes made.

PASSENGER AND BAGGAGE DISPLAY CONTROL

Click the names of the character/luggage name to enable and set the weight.
Moving the slider will allow you to customize the weight.

SLIDER CONTROL

Moving the slider allows you to adjust the weight.

PAYLOAD

The following weights are automatically assigned when the corresponding passenger or baggage item is selected:

Pilot: (Pilot always on)
Copilot: 170lb
Rick: 189 lb
Bobby: 85 lb
Jody: 133 lb
Adrian: 120 lb
Duffle Bag 1: 40 lb
Duffle Bag 2: 60 lb

COMPLETE PAYLOAD SYNCHRONIZATION

Fuel, pilot, copilot, passengers and cargo are now fully synchronized between the Flysimware Payload Manager and the default MSFS 2024 EFB Payload Manager.

Changes made in either manager are automatically reflected in the other. The previous synchronization mode is no longer required, allowing both systems to operate together seamlessly.

Return

EFB Tablet Detailed Info.



FUEL SERVICES

Fuel Services

The aircraft provides two fuel service options: Custom Fuel Truck and ATC Fuel Truck.

Custom Fuel Truck: When the CALL TRUCK button is selected, the ATC Fuel Truck option becomes unavailable (greyed out).

ATC Fuel Truck: This uses the simulator's default fuel truck and is handled by the simulator's standard fuel service system.

Select the desired fuel tank by clicking the fuel left button and the fuel right button. The selected wing will indicate fuel levels by blue rising decals.

Dragging the Max Range/Estimated Range slider will instantly update the aircraft's fuel level.

CURRENT WEIGHT & LIMITS

On the left in green shows individual weights and displays a total max weight at the bottom.

On the right displays the aircraft's max weight limits.

Return

EFB Tablet Detailed Info.



Return

EFB Tablet Detailed Info.



OPTIONS

Press to change various aircraft settings

CUSTOM BINDINGS

Press to access the bindings page

Click here for detailed info.

UNITS

Press to change various aircraft configuration settings.

Units (Standard/Metric): Selects the preferred units displayed on the Fuel page.

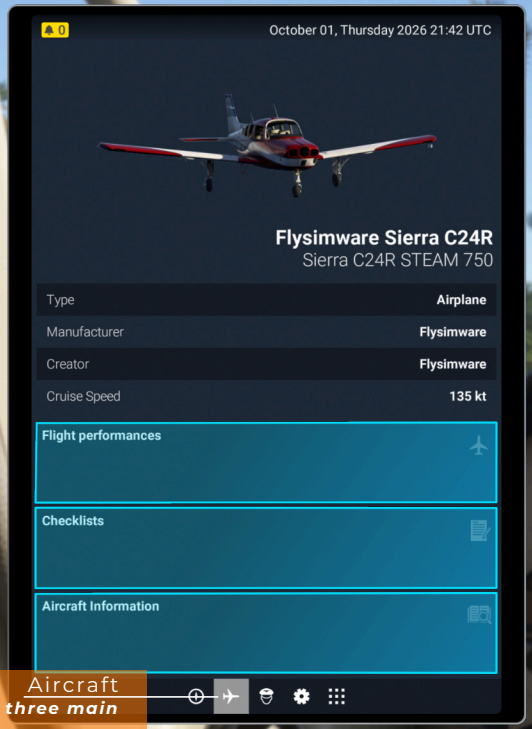
Quantity/Weight: Selects the preferred units displayed on the Fuel page.

Clock Format (12/24 Hour): Sets the time display format for the Davtron clock located on the steam panel.

Note: The settings panel includes a save state

Return

EFB Tablet Detailed Info.

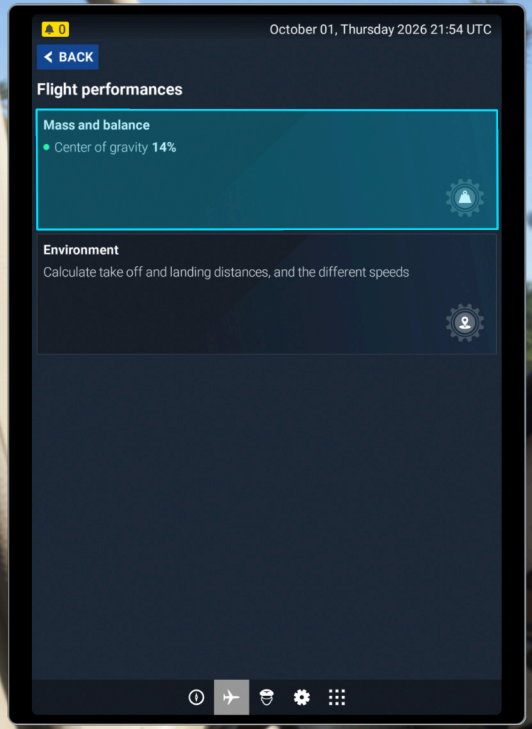


Aircraft

The Aircraft page is organized into three main categories:
-Flight Performance (including Mass and Balance and Environment submenus)
-Checklists (available in Standard, Advanced, and Expert levels)
-Aircraft Information (providing reference data specific to the airframe)

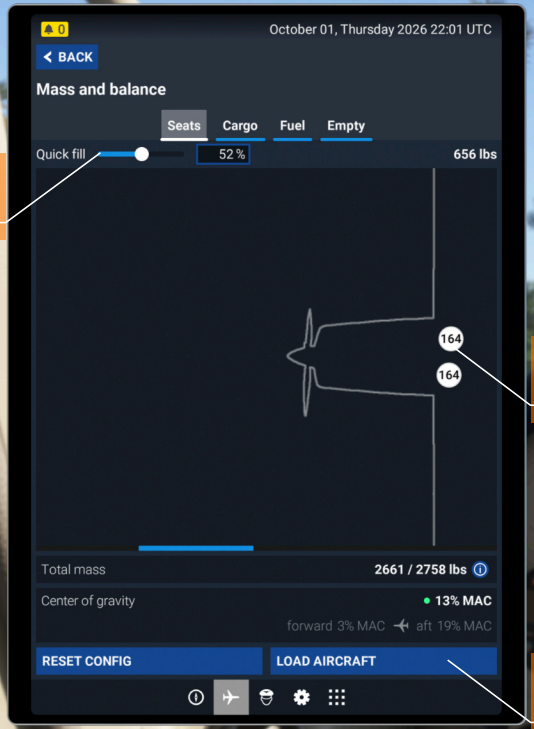
Return

EFB Tablet Detailed Info.



Return

EFB Tablet Detailed Info.



Use Quick Fill to set weight for characters.

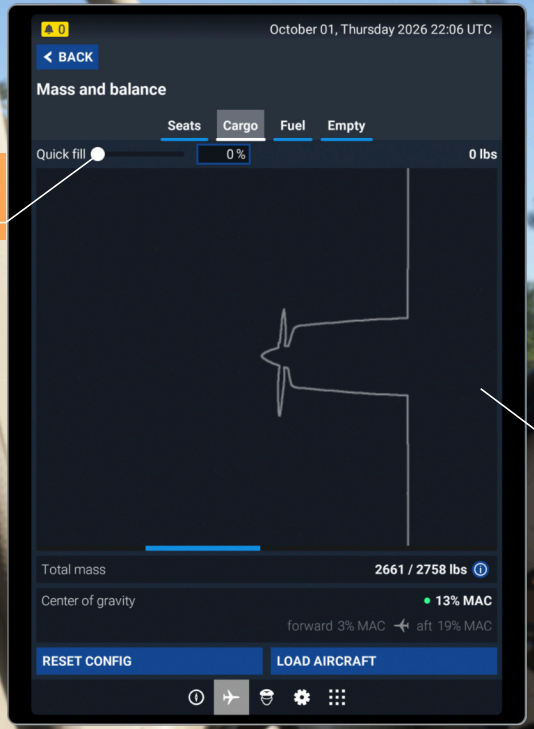
After selecting, you can add up to 250 pounds.

Once weight requirements are confirmed, select Load Aircraft to apply default characters loading to the aircraft.

Return

EFB Tablet Detailed Info.

Use Quick Fill to set weight for luggage.



After selecting, you can add up to 50 pounds.

Return

EFB Tablet Detailed Info.

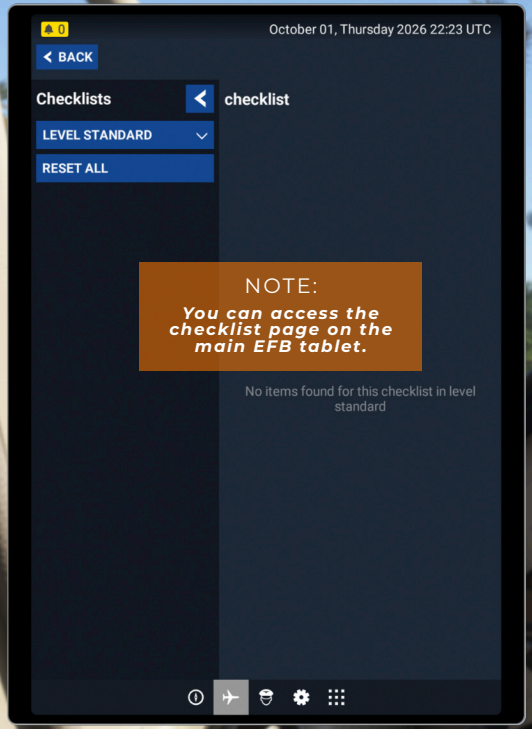
Use Quick Fill to set weight for fuel.

Set fuel quantities in accordance with mission and operational requirements.



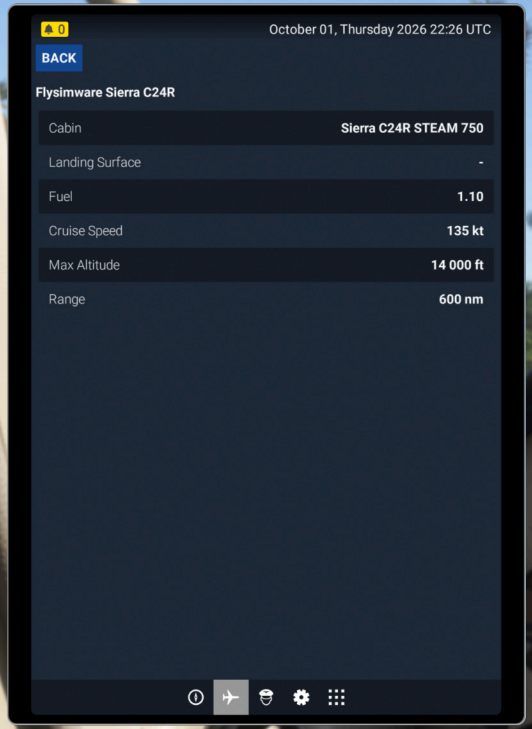
Return

EFB Tablet Detailed Info.



Return

EFB Tablet Detailed Info.



Return

EFB Tablet Detailed Info.



Return

DIRT BUILDUP(Rates & Conditions)



Return

Dirt Effects Page Detailed Info.

The aircraft will naturally accumulate:
Runway tar
Insect splatter
Regular Dirt
Dust
Mud
Mud buildup on tires

These effect build up dynamically based on:
Surface type (Runway,dirt,gravel,etc.)
Weather conditions(Rain vs dry)
Ground movement and speed
Altitude(Insects accumulate at lower levels)

Environmental Interaction:
Rain will gradually wash away certain dirt types.
Heavier rain = faster cleaning
Some effects like oil and insects are more persistant and won't fully wash off.

At any time while parked, you can:
Use the EFB maintenance page
Select"Wash aircraft"
Restore the aircraft to a clean state
There is an Override button that expands to show a slider, allowing you to set the fuel level to any exact amount.

Built using the simulator's native tools with custom logic, this system runs continously in free flight with full save-state persistence-ensuring the aircraft retains its condition and environmental buildup across sessions for a consistent, immersive experience.

Return

Dirt Effects Page Detailed Info.



Our dynamic dirt effects will wash away based on rain intensity. Tar and insects requires you to wash the aircraft. Rain effect is now visually seen on the entire exterior aircraft.

Return

Dirt Effects Page Detailed Info.





MUD (4MIN)

Builds slowly on soft/wet surfaces while moving on ground.

Return

Dirt Effects Page Detailed Info.





MUD (TIRES) (8MIN)

Same as mud, but affects tires only.

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Dirt Effects Page Detailed Info.





DUST (4MIN)

Builds slowly on dry dirt surfaces while moving on ground.

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Dirt Effects Page Detailed Info.





REGULAR DIRT (20HRS)

Builds slowly over time while moving in dry surfaces.

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Dirt Effects Page Detailed Info.





INSECTS (1HR)

Builds when:
On ground above ~20 knots OR
Below ~500 ft AGL
Only in dry conditions.

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Dirt Effects Page Detailed Info.





RUNWAY TAR (40 HRS)

Builds slowly on hard runway surfaces above ~20 knots

Return

Dirt Effects Page Detailed Info.

RAIN WASH (AIRCRAFT BODY)

Requirements:
Rain must be active.
Works faster above ~20 knots

CLEANS:
Mud
Mud (Tires)
Dust
Regular Dirt

DOES NOT CLEAN:
Insects
Runway Tar

Note: Wash rate increases with rain intensity.
Wash rate doubles at higher speeds.

RAIN WASH (TIRES)

Requirements:
Rain active.
Landing gear down(no effect when gear is up).
Faster above ~20knots.

CLEANS:
Mud (Tires only)

DOES NOT CLEAN:
Any other dirt types

MANUAL WASH

Requirements:
Aircraft on ground.
Parking brake ON.
Engine OFF.

Effect:
Instantly removes all:
Mud
Mud (Tires)
Dust
Regular dirt
Insects
Runway tar

Return

Davtron Clock Detailed Info.



Return

GTX 345 Transponder

For more detailed information

Click here to download

(Right click for options to open a new tab)

Garmin GTX 330 Manual PDF

DISCLAIMER: ALTHOUGH THE BEZEL IS A GTX 345 IN THIS PRODUCT

THE CODE IS FROM THE ASOBO GTX 330



Return

Sierra C24R Hardware Bindings – How It Works

Use the page below to assign and manage your hardware bindings.



1 GO BACK

Tap "GO BACK" to return to the previous page in the Sierra app.

2 LAST INPUT (LIVE MONITOR)

Shows the most recent control input detected. For LVar controls, the current value appears on the right. You can right-click to copy the LVar to the clipboard for use with third-party binding software.

Last input: Battery Switch LVar: GENERIC_ELECTRICAL_-- Value: 1

3 ACTIVE STATUS

Shows what is actively happening right now, such as confirming that something was assigned, cleared, timed out, or other current messages.

Bindings bridge ready. Select Assign, then press an input.

4 BINDING LIST & HOW TO ASSIGN A CONTROL

Use the list on the left to clear existing bindings or assign joystick or keyboard inputs to each function.

1. Tap ASSIGN next to the function you want to bind.
2. Move or press the physical control (joystick button, switch, or keyboard key).
3. The assignment will be confirmed in the active status line and on the right side of the row.
4. Your bindings are saved automatically.
5. To remove a binding, tap CLEAR.

Return



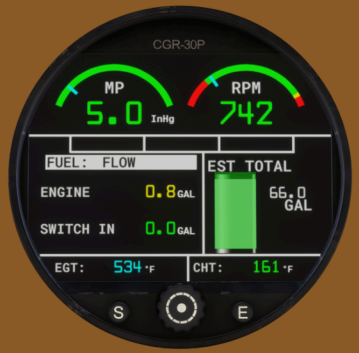
Overview

The CGR-30P is a state-of-the-art **Glass Panel Engine Monitor** that provides many of the engine and system instruments found in an aircraft panel. Each of the instruments displayed on the CGR's Main Engine Screen provides features not found in most multifunctional displays or traditional gauges.

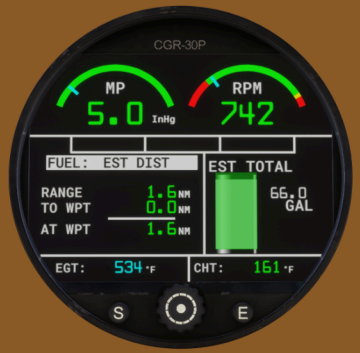
Aircraft panels equipped with individual instruments require a pilot to scan and interpret a multitude of gauges spread across an entire panel.
By providing a single location for viewing the engine and many aircraft system instruments, the CGR reduces a pilot's workload and the chance of missing a problem. Additionally, the CGR provides both analog and digital displays with digits that blink and change colors when yellow or red operating ranges are reached. Also, an external Caution and Warning Light can be placed in front of the pilot. All of these features are designed to alert the pilot the moment any monitored function enters a red or yellow operating range.

Return

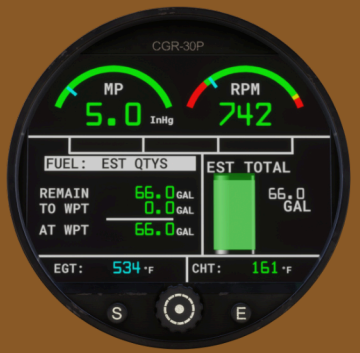
G5 CGR-30P Engine Display



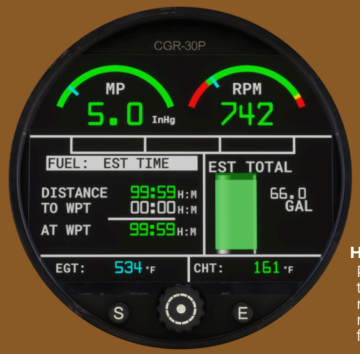
Fuel Flow: Displays current fuel flow, switch-in-fuel, and estimated total fuel.



Estimated Distance: Displays estimated fuel range and distance to the selected waypoint/destination.



Estimated Quantities: Displays estimated fuel remaining and fuel required at the selected waypoint/ destination.

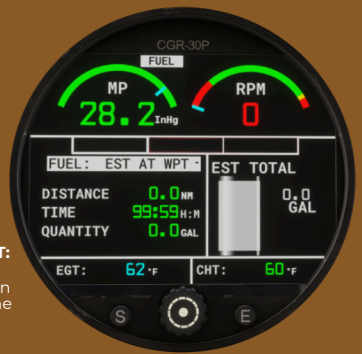


Estimated Time: Displays estimated flight time and time remaining to the selected waypoint/destination.

FUEL: EST AT DEST

When estimated at is set to destination the title above will display.

How to change WPT/DEST: Right click the knob, the title will start blinking, then rotate the knob to cycle the mode WPT or DEST. One final right click to set.



Estimated at Destination/ Waypoint: Sets the waypoint or destination used for the estimates shown on screens 2-4.



Estimated Fuel Used: Displays fuel used during the flight and since the fuel computer was last reset.

Return

Guage Buttons & knob



SCREENS Button: Pressing the SCREENS button sequences the CGR through the three display screens (Main, Secondary and Fuel Data).



SELECT Knob: The SELECT knob can be rotated. Depending on the screen and field being viewed, rotate the knob to scroll through fuel data screens on the fuel data screen.



EXIT Button: Pressing the EXIT button will exit you out of a specific operation. Repeated presses will exit you out of the current screen and return you to the Main Screen. Pressing the E after returing to the main screen will clear the any displayed / blinking warnings.

Return

CGR-30C Engine Display



Overview

The CGR-30C provides you with several full-color strip gauges, which give pilots a quick reference view of critical parameters, along with digital readouts for the pinpoint accuracy. Pilots can configure the display to show the information they find most relevant, allowing for better situational awareness.

Return

CENTURY 2000 AUTOPILOT



NOTE: ROLL MODE WAS ADDED TO WORK WITH WORKING TITLE LOGIC!

ON = MASTER AUTOPILOT ON

*ATTITUDE - ATT mode places pitch command with the ON switch.
*BANK - ROLL mode places roll command with the ON switch.

OFF = MASTER AUTOPILOT OFF

HDG = HEADING HOLD MODE

*In HDG mode the aircraft will track the heading bug selected on the HSI.

Return

CENTURY 2000 AUTOPILOT

TST = ALL ANNUNCIATORS SHALL ILLUMINATE

NAV = NAVIGATION MODE

*In NAV, APR, or REV modes the aircraft will intercept and track any properly programmed radio-defined course.

APR = APPROACH MODE

*APPROACH - The APR mode provides an automatic 45 degree VOR-LOC intercept angle and selected angle intercepts.

REV = BACK COURSE MODE

*REVERSE (Back Course) - The REV mode is for use in tracking the localizer back course Inbound and front course Outbound or VOR course Outbound.

Automatic 45 degree intercepts, selected angle intercepts, crosswind correction and tracking are as described in the APR mode except that response to radio signals is reversed.

ALT = ALTITUDE HOLD MODE

*ALTITUDE - ALT mode will cause the aircraft to maintain the pressure altitude present at the time of ALT engagement.

*ALT may be engaged at maximum rate of climb or descent, but for passenger comfort, rate of climb or descent should be reduced to 1,000 feet per minute or less prior to ALT engagement. Depressing either the pitch UP or DN switch will shift the AP mode back to ATT mode.

DN = PITCH MODIFIER SWITCHES

UP = PITCH MODIFIER SWITCHES

*PITCH MODIFIER SWITCHES - The pitch modifier switches are momentary push-button type, located on the right side of the Mode Programmer, used to modify the airplane's attitude and to shift the AP from the ALT mode to the ATT mode.

*ATTITUDE - ATT mode places pitch command with the pitch UP and DN switches. Pitch is always synchronized to the existing aircraft attitude after pitch modification. When engaging the autopilot or when transferring the system to ATT from ALT, the aircraft will maintain its existing attitude.

Return