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AAF MANUAL 51-129-2

PILOT TRAINING  
MANUAL

AAF MANUAL 51-129-2

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PILOT TRAINING  
MANUAL FOR THE  
SKYTRAIN

C-47

HEADQUARTERS • ARMY AIR FORCES

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ADDITIONAL DC-3  
INFORMATION  
INSIDE

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TRANSPORT COMMAND



## **FLYING THE C-47**

Your training in this particular aircraft covers normal flight procedures plus emergency procedures to get you safely through the tight spots that come to most pilots at one time or another.

The C-47 has no bugs. It has been around a long time doing a magnificent job. The only troubles you will have are those you bring on yourself. Know your aircraft. When you check it before flight, know enough about it to spot trouble. Maintenance personnel are human too - they make mistakes. Your job is to check their work before you fly.

Know your procedures. Confusion in the cockpit causes far too many accidents. Practice emergency procedures until they are as familiar as normal operational procedures.

### **Autostart and Auto shutdown.**

Due to how the simulator implements Auto-start and Auto-shutdown there are a few minor glitches that will happen if you decide to use an auto start/shutdown method and then decide to manually start/shutdown later.

The 2 options are to reset/reload the flight after an auto start/shutdown or read the following guide.

### **Auto Start :**

If you start the engines using autostart (Cntrl/E) the following items will need to then be set manually if you later want to start/stop the engines manually.

1. Magneto switches should be set to Both.
2. Mixture levers set to auto-rich
3. Fuel tank levers will be using the ALL function if you use Ctrl+E. Set to any tank that actually has fuel.

### **Auto shutdown :**

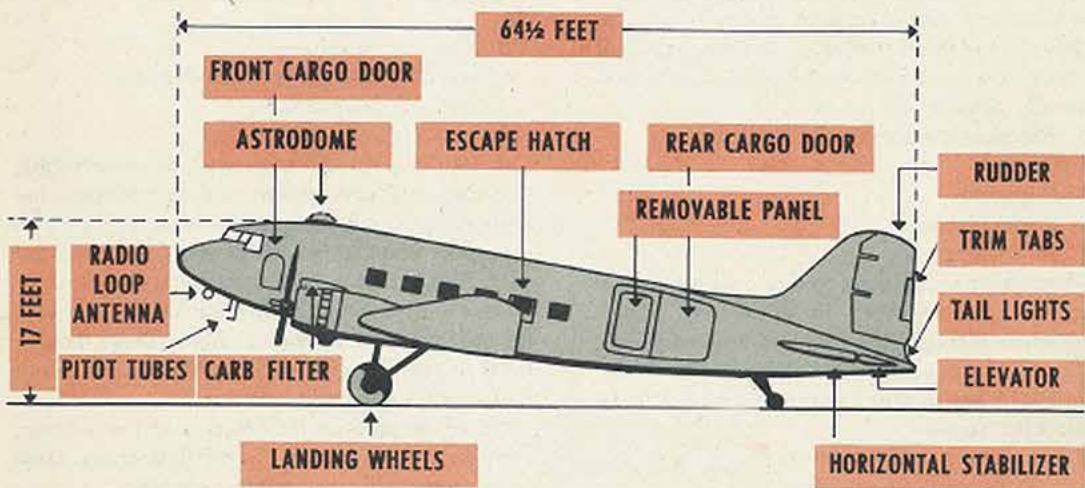
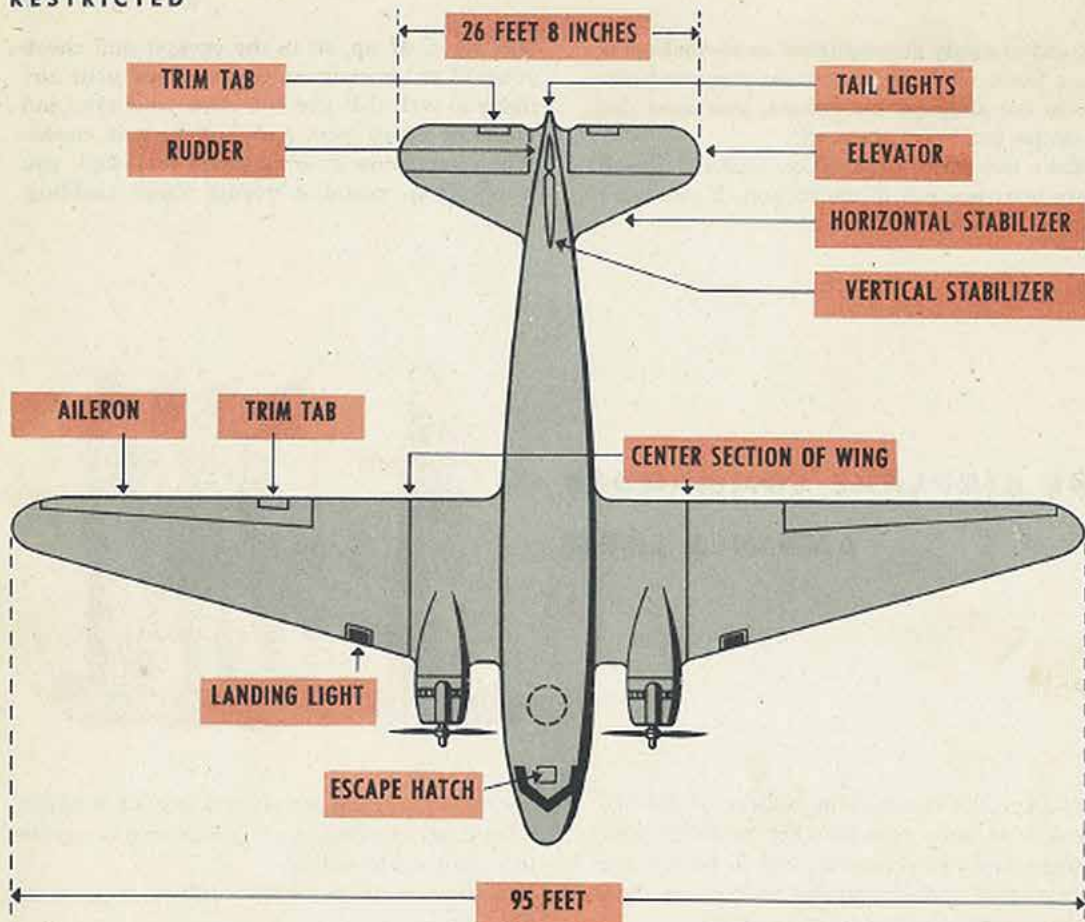
If you have started the engines manually but use auto shutdown (usually Cntrl/Shift/F1) you will need to reset the following items:

1. The magneto switches. They will indicate on but they aren't actually on. Either set to off or to the position ready for a manual start.
2. The mixture levers. They will be locked in the position that you had left them in . They will actually be off. Either set to off or to the position ready for a manual start.
3. Fuel tank selectors. They will be indicating the position that you had left them in. They will actually be off. Either set to off or the position ready for a manual start. **IMPORTANT!**

**If starting manually remember that the Energise and Mesh switches return to their OFF position AUTOMATICALLY once and engine has started.**



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# FLYING THE C-47

The C-47 and its modified versions, the C47A and Ca7B is a 2 engine, all-metal, low-wing monoplane used for transport of supplies, paratroop operations, glider towing and evacuation of wounded.

The airplane has two 1200HP Pratt & Whitney, 14-cylinder, R-1830-90, Twin-Wasp engines with Hamilton Standard hydromatic fully feathering 3-bladed propellers. The C-47B is designed for higher altitude flying and has 2-speed internal "blowers" fitted. In this simulation, we feature the twin-blower engine, although not fitted to the C-47A.

The hydraulic landing gear is of the conventional type. Main wheels retract vertically into the engine nacelles and extend approximately 11 inches out of the nacelles when fully retracted. In this position they are free to rotate and are subject to normal brake action. The tailwheel is non-retractable and is of the castoring type.

## DIMENSIONS

WingSpan.....95 feet  
Length.....64 feet 51/2 inches  
Height (at rest).....17 feet

## WEIGHT

Empty:  
C-47.....17,037 lbs  
C-47A..... 17,237 lbs

Basic:  
C-47.....17,400lbs  
C-47A..... 17,700 lbs  
Recommended takeoff, maximum gross...  
.....29,300lbs  
Restricted takeoff,maximum gross.....  
.....31,000lbs  
Recommended landing, maximum gross...  
.....26,000 lbs

There is a large cargo door at the left of the main cabin and a smaller, removable cargo door forward of this. A small "emergency"/crew door is located at the left of the forward fuselage.

There are four emergency exits, two at the windows over the main wings, an escape hatch in the cockpit roof and a removable door in the centre of the forward cargo door (when fitted).

The airplane has two main sections.

In the forward section is the pilots' compartment, radio operator's and navigator's compartments and cargo space and radio racks behind the co-pilot's bulkhead.

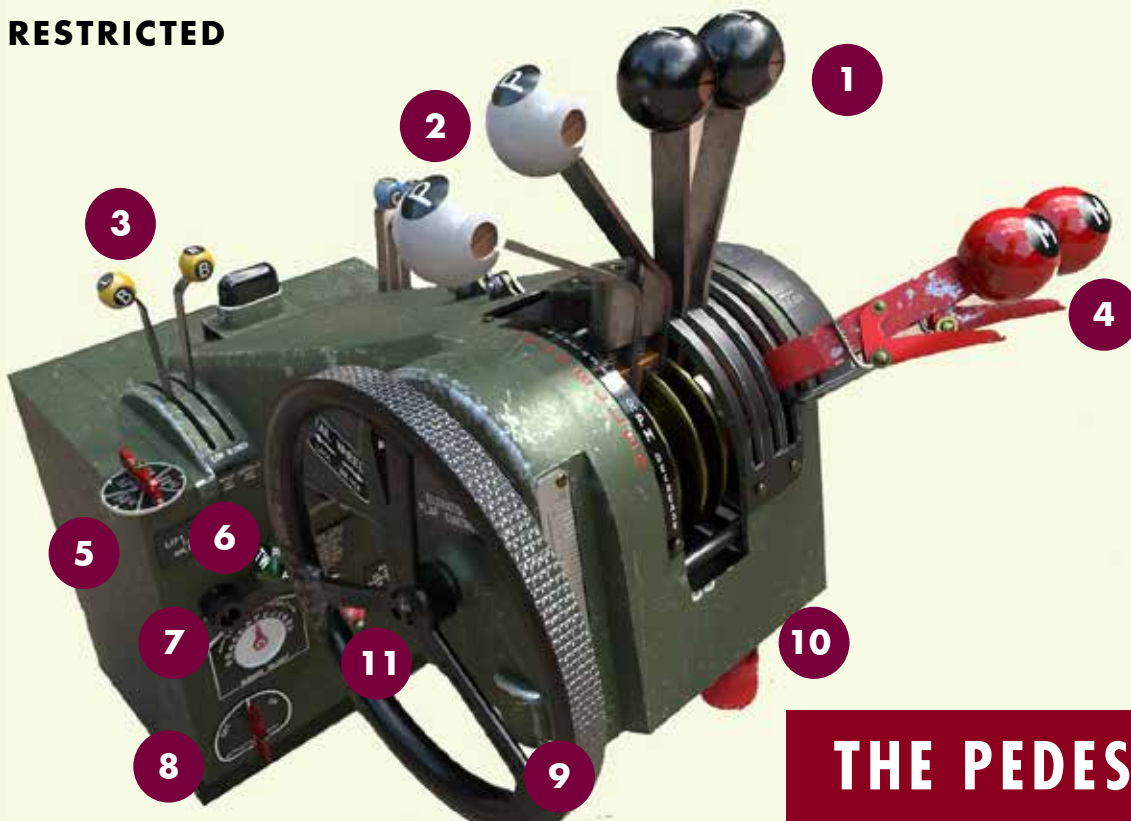
The rear section consists of a main cabin which is divided into stations for cargo loading. There are also provisions for two rows of paratrooper seats and a static line for paratroop operations. At times, long-distance fuel tanks can be fitted to the cabin area for long-range missions. We do NOT include these tanks in this simulation, however.

Finally, litters can be slung from the cabin framework for evacuation of wounded personnel from battle areas.

## Other figures of interest:

Cruising Speed at 10,000 feet.....  
.....approximately 185 mph TAS  
Stalling Speed.....67mph TAS  
Service Ceiling.....24,100 feet  
Wingloading.....25.3lbs per sq foot  
Power Loading.....12lbs per HP  
Seating capacity.....28 passengers

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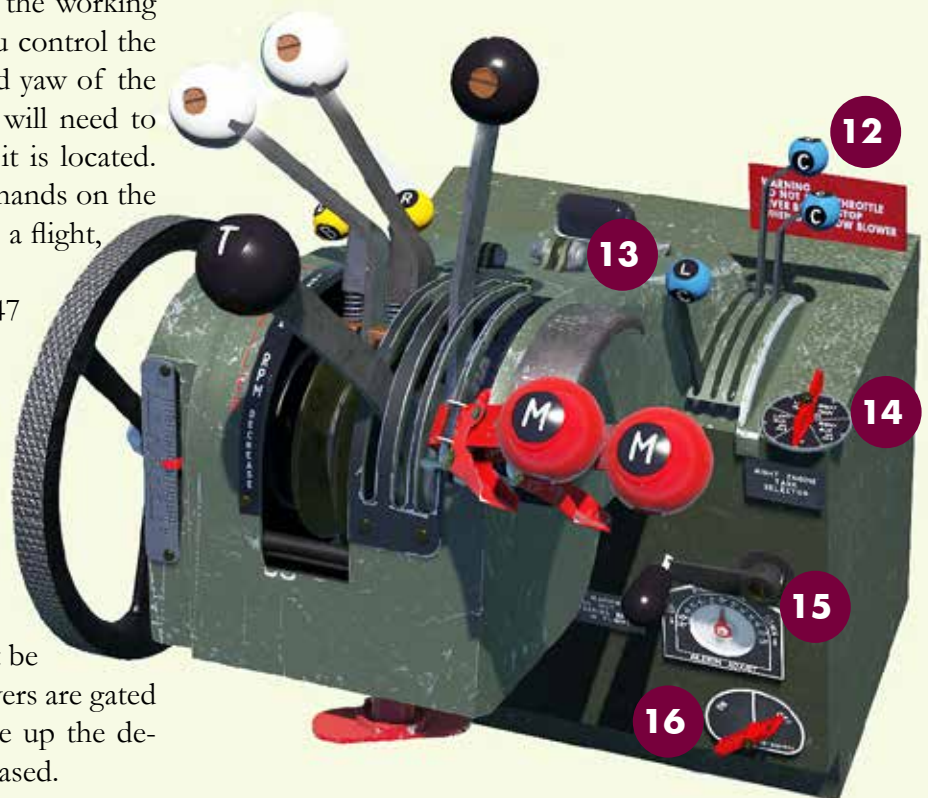


## THE PEDESTAL

The Pedestal control unit is the working heart of the C-47. This is where you control the engines and adjust the pitch, roll and yaw of the aircraft as you fly. Learn it all, you will need to know every component and where it is located. A proficient pilot will be able to lay hands on the exact control needed, at any stage of a flight, without looking.

As we stated earlier, your C-47 is fitted with a 2-stage blower (supercharger) for each engine. The controls are the yellow knobs in the left quadrant (3).

Mixture controls are restricted to AUTO-LEAN and AUTO\_RICH with an emergency FULL\_RICH position. The controls are fitted with “triggers” which must be pressed to activate the levers. The levers are gated at the pre-set positions and will take up the desired position once the trigger is released.

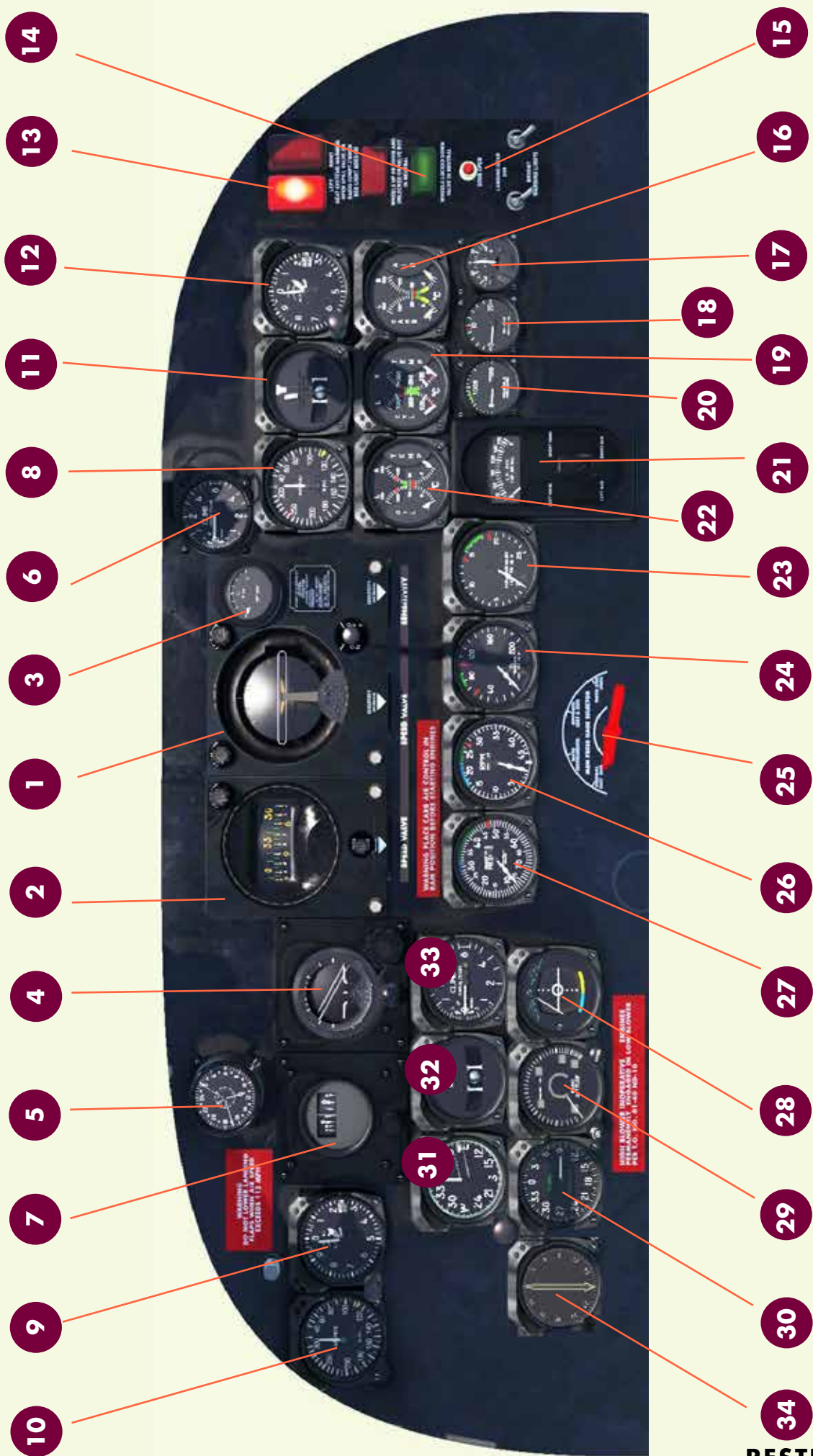


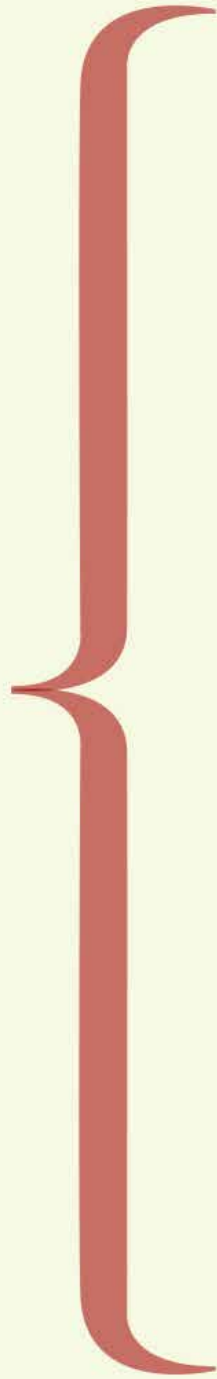
### CONTROL PEDESTAL

1. Throttles
2. Propeller controls
3. 2-stage blower controls
4. Mixture controls
5. Left engine tank selector
6. Tailwheel lock
7. Rudder Trimtab control

8. GyroPilot master valve
9. Elevator trim adjuster
10. Throttle lever friction control
11. Parking Brake (Pull on)
12. Carburettor Heat controls
13. Carburettor heat control lock
14. Right engine tank selector
15. Aileron trim control
16. Fuel tank cross-feed control



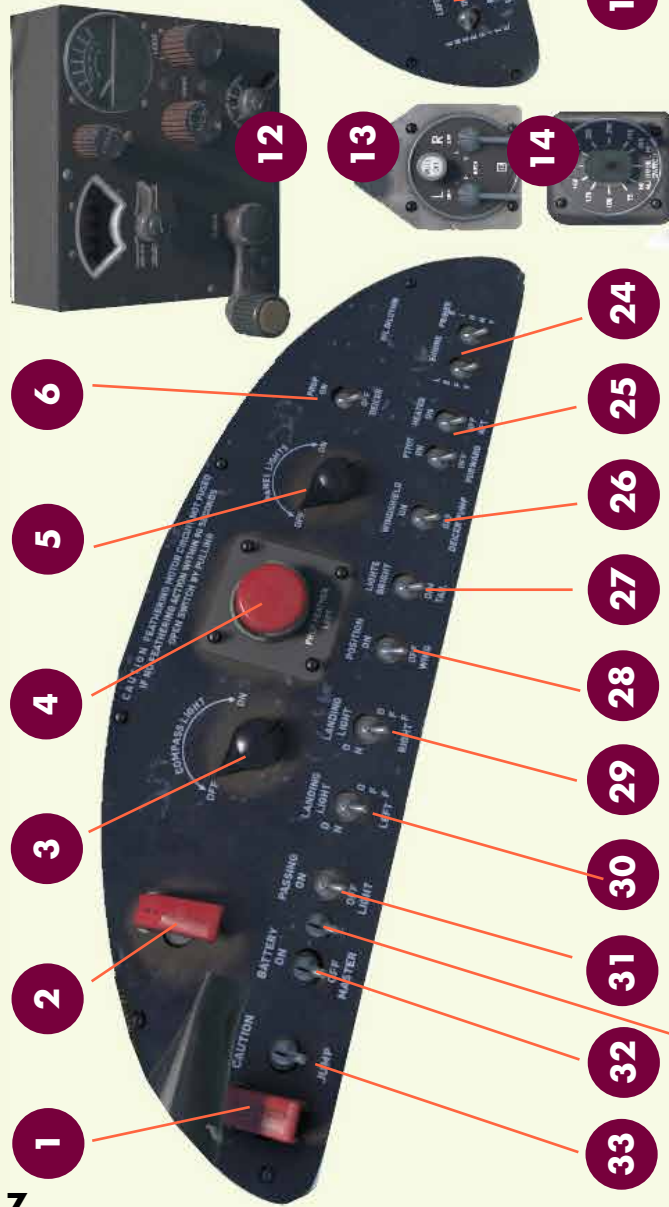




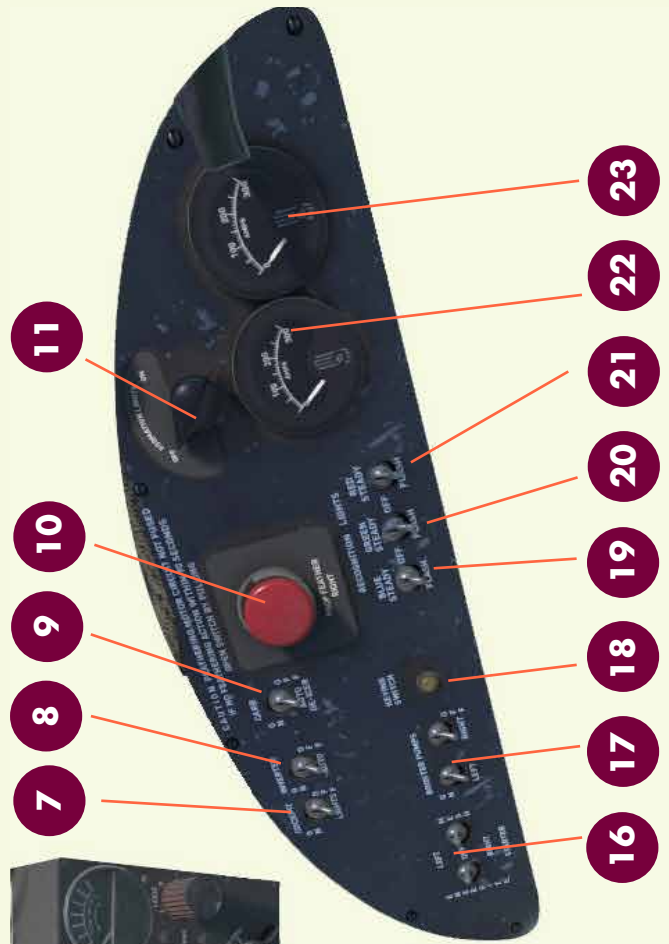
**MAIN INSTRUMENT PANEL**

1. Sperry GyroPilot Pitch and Bank
2. Sperry GyroPilot Gyros
3. Sperry GyroPilot suction
4. Artificial Horizon Gauge
5. Chronometer (24hr)
6. CoPilot's VSI
7. Main Gyro Compass
8. CoPilot Airspeed Indicator
9. Altimeter
10. Pilot Airspeed Indicator
11. CoPilot's Turn&Slip Gauge
12. CoPilot's Altimeter
13. Heater Warning lights
14. Landing Gear Warning lights
15. Exit Open Warning light
16. Carburettor Temp Gauge
17. Outside Air Temp Gauge
18. De-ice pressure
19. Cylinder Temp Gauges
20. Hydraulic Pressure Gauge
21. Four-way Fuel tank gauge selector
22. Oil Temp Gauges
23. Fuel Pressure dual gauge
24. Oil Pressure dual gauge
25. Manifold Pressure gauge selector
26. Tachometer dual gauge
27. Manifold Pressure dual gauge
28. GlideSlope Indicator
29. Radio Altimeter
30. Radio Compass
31. Magnetic Compass
32. Pilot's Turn&Slip gauge
33. Pilot's VSI
34. ADF/VOR

**PLEASE NOTE: FOR A BETTER VIEW OF THE PANEL AND WHILST FLYING, YOU CAN TOGGLE THE CONTROL COLUMN AND YOKE OFF BY CLICKING ANYWHERE ON THE PEDESTAL. CLICKING AGAIN WILL RESTORE THE COLUMN AND YOKE.**



- 1. Jump ready light switch
- 2. BailOut light switch
- 3. Compass light switch
- 4. Left Propeller Feathering switch
- 5. Panel Lights switch
- 6. Propeller De-Icing switch
- 7. Cockpit lights switch
- 8. Inverters switch
- 9. Carburettor De-Icing switch
- 10. Right Propeller Feathering switch
- 11. Formation Lights switch
- 12. ADF
- 13. Ignition Switches
- 14. Altitude Limit Control
- 15. Gyro Compass
- 16. Engine Starters
- 17. Boost Pump switches



- 18. Gear horn cancel switch
- 19. Blue Recognition Light switch
- 20. Green Recognition Light switch
- 21. Red Recognition Light switch
- 22. Left engine Ammeter
- 23. Right engine Ammeter
- 24. Engine Primer switches
- 25. Pitot Heater switches
- 26. Windshield Delcing Pump switch
- 27. Tail Lights Switch
- 28. Wing Lights (Navigation) Switch
- 29. Right Landing Light switch
- 30. Left Landing Light switch
- 31. Passing Light switch
- 32. Master Battery switch
- 33. Jump Light switch
- 34. GroundPower switch (3-way)



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- 1. Jump ready light switch
- 2. BailOut light switch
- 3. Compass light switch
- 4. Left Propeller Feathering switch
- 5. Panel Lights switch
- 6. Propeller De-Icing switch
- 7. Cockpit lights switch
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- 10. Right Propeller Feathering switch
- 11. Formation Lights switch
- 12. ADF
- 13. Ignition Switches
- 14. Altitude Limit Control
- 15. Gyro Compass
- 16. Engine Starters
- 17. Boost Pump switches
- 18. De-ice pressure



# SURFACE CONTROL SYSTEM

This system consists of elevators, ailerons and rudder, which are made of metal frames covered with fabric. There are all-metal trim tabs on the elevators, the right aileron and on the rudder.

Operate trim tabs for the elevators by means of a wheel on the left side of the pedestal. Operate trim tabs for the ailerons and rudder by means of hand cranks on the lower part of the pedestal.



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# HYDRAULIC SYSTEM

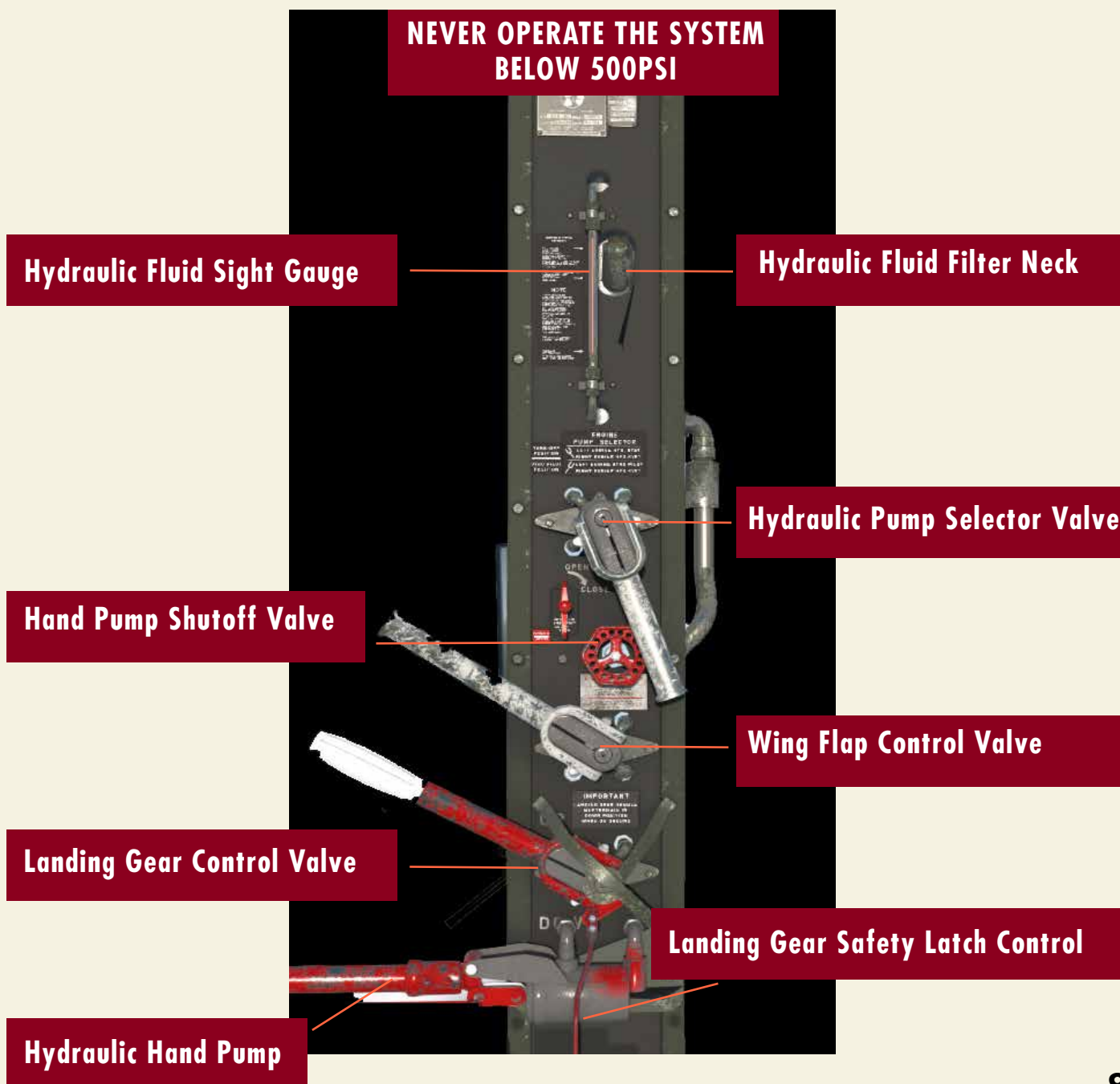
The C-47 has a pressure accumulator type hydraulic system. It operates normally, between 675 and 925 psi.

The Hydraulic system operates the landing gear, wing flaps, cowl flaps, windshield wipers, automatic pilot and brakes on all series of the airplane. It operates the non-ram carburettor air-filter mechanism when installed and the blower controls when superchargers are installed.

The control panel is in the center aisle, behind the copilot's seat. The Hydraulic Gauges are at the right of the copilot's seat, housed in their own panel box.

Two engine-driven pumps supply pressure for the hydraulic system. One supplies pressure for the main hydraulic system; the other, for the automatic pilot. You can select either engine pump by means of a selector valve on the control panel.

There is a hydraulic hand pump between the pilots' seats. A valve on the hydraulic control panel controls flow of pressure from the pump. When you open the valve, pressure is built up in the accumulator. When you close it, the accumulator is separated from the hydraulic system and pressure is applied to the hydraulic lines.



## LANDING GEAR

Three controls govern the operation of the C-47 landing gear. A lever on the main hydraulic control panel raises and lowers the two main wheels. A tailwheel lock on the pedestal centers and locks the tailwheel. The tailwheel does not retract but swivels through 360 degrees when not locked. The third control, a safety latch, on the floor by the pilot's seat, controls movement of the safety latch and the landing gear lever.

This latch has three positions: full down, half up and full up. To operate the latch, a locking tab must first be moved from the nose of the lever.

Full down (positive lock) - In this position the latch is locked and can be moved only by the latch control. The landing gear lever cannot be moved with the latch full down.

Half up (spring lock)- In this position the latch is spring-locked. The landing gear lever cannot be moved UP with the latch spring locked.

Full up (unlocked) - In this position the latch is unlocked and the gear lever is free to move. With the gear UP, pull the gear lever out toward the center aisle. Now you can push the lever DOWN to lower the gear. Lock the lever and latch the gear using the latch control.

When on the ground ALWAYS leave the gear lever in this DOWN position.

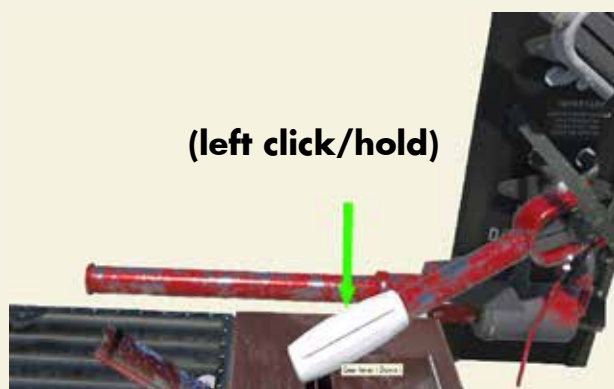
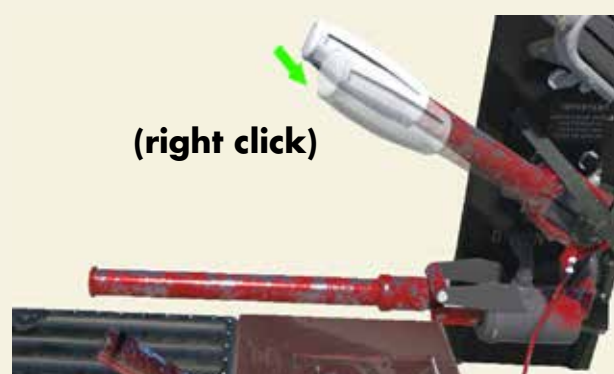
With the gear down, UNLATCH, pull the gear lever out toward the center aisle. and move the gear lever UP. When the gear raises, move the lever to NEUTRAL (mid-position on lever travel) and the latch will automatically move to the spring-lock position and will stay there until you have lowered the gear and are ready to lock it down.

**Never move the latch to full down or positive lock until the gear lever is in NEUTRAL**

Keep the gear and flap levers in NEUTRAL for normal operation. This traps fluid in the line and holds the gear and flaps in the desired positions.

If the throttles are closed and the landing gear is UP, a warning horn will sound. This can be cancelled by pushing the warning horn

**10** switch (18) on the right "eyebrow" panel.





Warning horn: Horn sounds when the throttles are closed and the gear is retracted.

Warning lights: There are green and red warning lights at the right hand corner of the instrument panel. The green light burns only when the gear is down, locked and latched. Under any other condition, the red light burns.

## WING FLAPS

Your C-47 has all-metal wing flaps. A valve lever just above the landing gear lever operates these flaps. To raise or lower the flaps, first clear the slot that holds it in neutral by swinging the lever out toward the center aisle.

Move the lever **DOWN** to lower the flaps or **UP** to raise them. The lever must be click/hold in either **UP** or **DOWN** position until the desired flap position is obtained. When the flaps are in the desired position, let go of the lever and it will snap back to **NEUTRAL** and the flaps will remain in the selected position.

There is a flap position indicator to the left of the main instrument panel.



**(right click)**



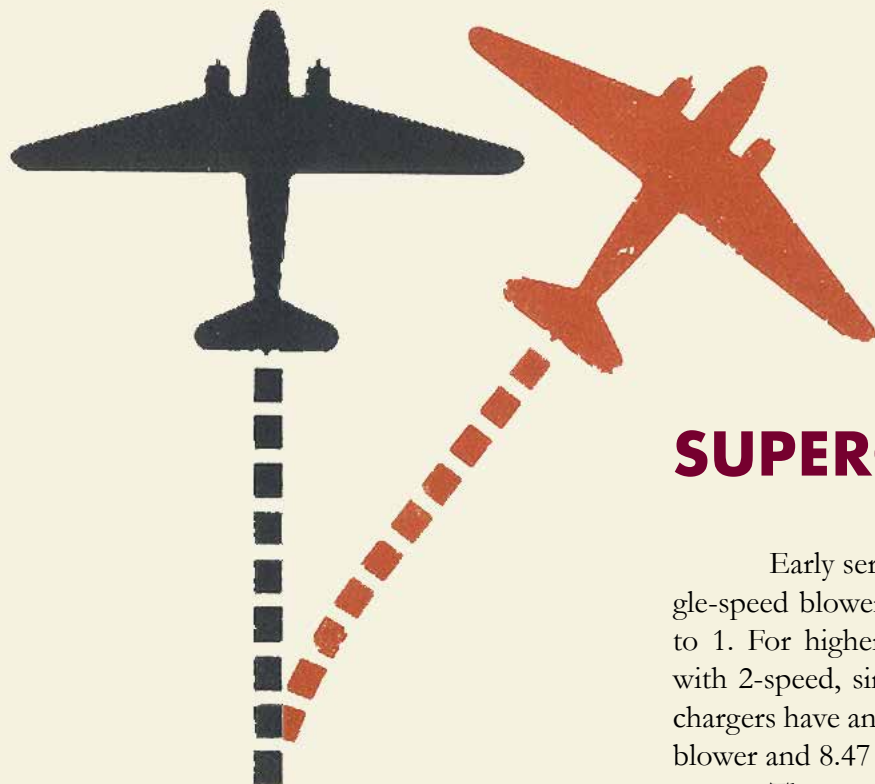
**(left click/hold, release when flaps are at the desired position)**



# BRAKES

Conventional toe-operated brake pedals on the rudder controls give independent braking on each wheel. (Differential Braking)

Since the wheels do not retract fully into the nacelles, you have braking action on the wheel even when retracted. Thus, when the C-47 should make a belly-landing, it can still be steered by the brakes just as if the gear were extended.



# AUTOMATIC PILOT

The automatic pilot control box consists of a directional gyro, ball bank indicator, bank and climb gyro, horizon bar and a suction gauge. It is on a panel in the center of the main instrument panel.

The automatic pilot keeps your airplane in straight and level flight by mechanical control of the rudder, ailerons and elevator. Its use is fully described in the section "CRUISE" later in this manual.

A parking brake control is fitted to the lower section of the pedestal.

To apply parking brakes, pull the red knob fully out. DO NOT APPLY THE PARKING BRAKE WHEN ALOFT.



# SUPERCHARGERS

Early series of the C-47 have integral single-speed blowers with an impeller ratio of 7.15 to 1. For higher altitudes, later series are fitted with 2-speed, single stage blowers. These superchargers have an impeller ratio of 7.15 to 1 in low blower and 8.47 to 1 in high blower.

The supercharger controls are mounted in a quadrant on the left side of the pedestal. They have yellow knobs.

To check for proper operation:

1. Prop controls .....INC.RPM
2. Throttles.....1700 RPM

A minimum of 45 psi oil pressure is required to operate the blower clutch. If oil pressure is low at 1700RPM, advance the throttles until oil pressure reaches 45 psi.

3. Blower control.....HI BLOWER
4. Throttles.....30" Hg.
5. Blower control.....LOW BLOWER

Watch the manifold pressure. A drop in manifold pressure indicates correct clutch operation.

At low altitudes there will be little gained by using High Blower. As the impeller is engine-driven, it takes more power to drive it in High Blower than you gain in shifting. Use High Blower in climbing and at higher altitudes only.

# FUEL SYSTEM

1. Fuel Tanks: The C-47 has four center-section tanks, two on each side of the fuselage. Main tanks are forward; each has a capacity of 202 U.S. gallons. Auxiliary tanks are aft of the main tanks; each has a capacity of 200 U.S. gallons. Each tank is independent of the others.

The tanks are gauged and indicated by a four-way selector gauge on the main instrument panel



2. Fuel selector valves: On each side of the pedestal is a fuel selector valve. The right valve controls flow to the right engine, the left to the left engine. Valves read: LEFT MAIN, RIGHT MAIN, LEFT AUX., RIGHT AUX. AND OFF.

Select fuel for either engine by turning the selector valves to the desired position.

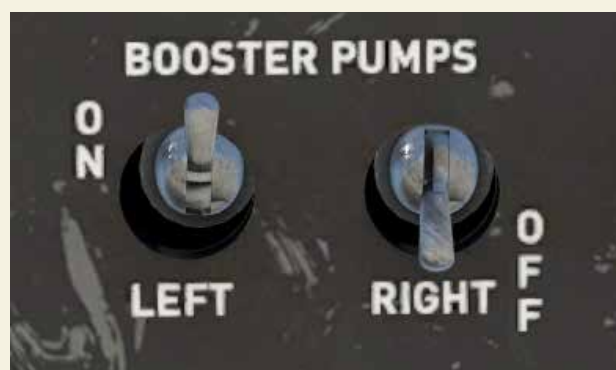


3. Crossfeed or Booster Pumps

Some C-47s are fitted with a fuel crossfeed system that permits either fuel pump to supply both engines. If one pump fails, you can maintain fuel pressure by turning the crossfeed control ON. It is located at the lower right-hand corner of the pedestal. Unless needed, keep the control in the OFF position.



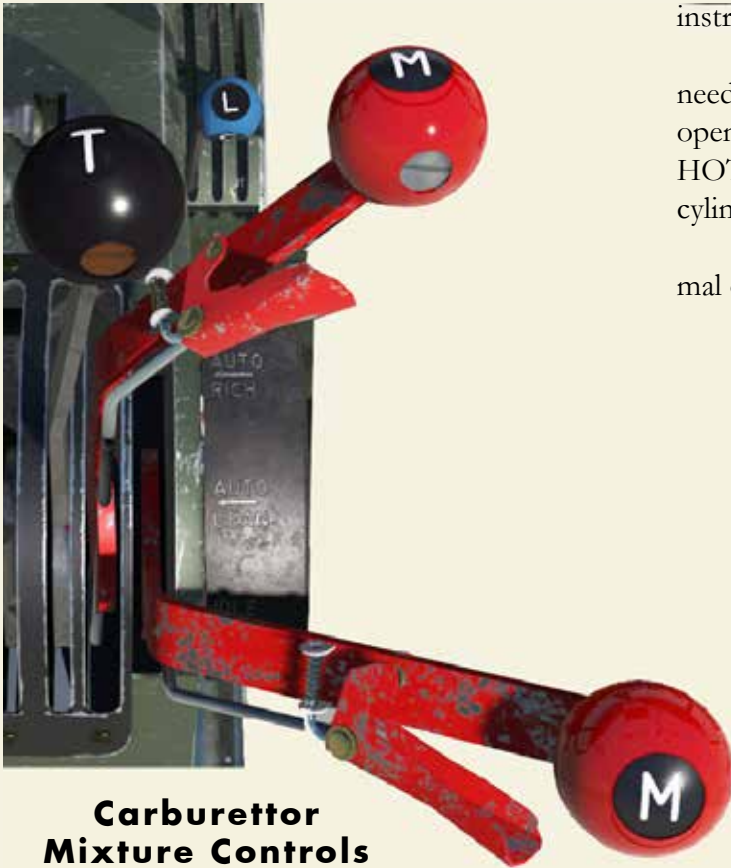
Later C-47s and converted earlier ones have booster pumps fitted. The switches for these are on the upper right panel. These pumps maintain fuel pressure if an engine pump fails. For normal operations turn them on below 1000 feet and above 10,000 feet.





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4. Carburettor mixtures: Carburettor mixtures are controlled automatically for most efficient engine operation at different altitudes. There are four mixture control positions: EMERGENCY, AUTO RICH, AUTO LEAN and IDLE CUT-OFF. The controls are to the right of the throttles on the pedestal.



**Carburettor Mixture Controls**

To operate the controls, first press the trigger lock fitted to each control and then move the control to the desired position.

Here are the effects which the controls produce at the different positions:

EMERGENCY - full rich mixture. This position overrides any automatic function.

AUTO RICH - rich mixture

AUTO LEAN - lean mixture

An automatic feature of each carburettor functions in either of these positions. This feature is an altitude compensator unit. As the airplane climbs or descends, a diaphragm in this unit measures the outside air pressure. It is very sensitive, reacting to minute changes in pressure and temperature. As the diaphragm expands and contracts, it meters fuel into the induction system

to keep the fuel/air ratio at its most efficient level.

IDLE CUT-OFF - stops the flow of fuel.  
Note: AUTO RICH and AUTO LEAN are sometimes referred to as "Takeoff and climb" and "Cruise".

5. Carburettor heat controls: These controls are located in a quadrant just below the main instrument panel on the right side of the pedestal.

Positions: HOT and COLD. When you need carburettor heat to offset icing conditions, open the LOCK lever and move each control to HOT. This brings heated air from the around the cylinder heads into the induction system.

Leave the controls in COLD for all normal operations and ALWAYS LOCK them.



**Carburettor Heat Controls**

## OIL SYSTEM

There are two oil tanks, one in each nacelle with a capacity of 29 gallons each.

Oil temperature and pressure gauges are on the main instrument panel in front of the co-pilot, together with low pressure warning lights.

Keep oil pressures between 75 and 90 psi in normal flight operation. Don't let them get below 60 or above 100 psi, if you are flying in emergency situations. If pressures drop below 50 psi, the red warning lights will glow.

## ELECTRICAL SYSTEM

Two engine-driven generators supply electric current to your airplane and charge two 88-ampere-hour batteries, housed under the nose of the airplane. (The battery compartments are mounted on telescopic arms which extend downwards to enable servicing of the batteries.) In this simulation these are activated when the crew door (shift/E) is opened.

There is a master battery switch mounted on the left upper panel. This is left OFF while starting engines using an external power source.

Whenever possible, start engines using an exterior battery cart (sometimes called Ground Power Unit). This saves battery power.

You can start engines on battery power alone. If you are going to use the starting cart, first open the crew door (shift/E) to lower the battery boxes. The, in the VC, switch up the GroundPower switch to the mid position which will toggle the cart visible. A further click up will start the power flow to your aircraft. In the DC-3 you hear the diesel generator.

## LIGHTS

## RESTRICTED

There is a large variety of exterior lighting on the C-47. The main groups are:

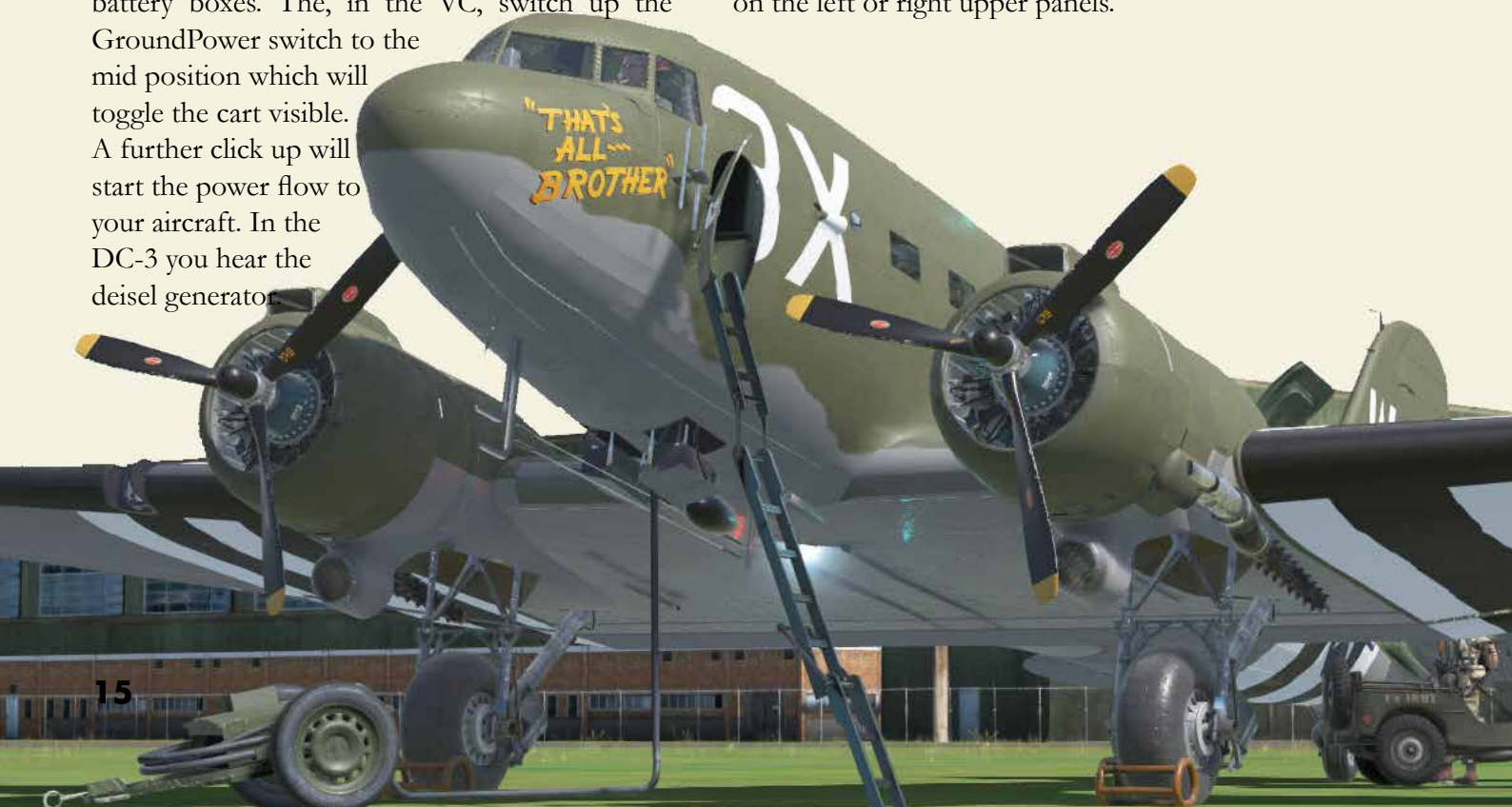
- A. LANDING LIGHTS
- B. PASSING LIGHT (Red, incorporated in the left landing light housing)



- C. NAVIGATION LIGHTS
- D. TAIL LIGHTS (Red and White)
- E. RECOGNITION LIGHTS (Blue, Green and Red plus White roof light)
- F. FORMATION LIGHTS

Some lights have dim and bright filaments which can be switched, others have steady and flash states.

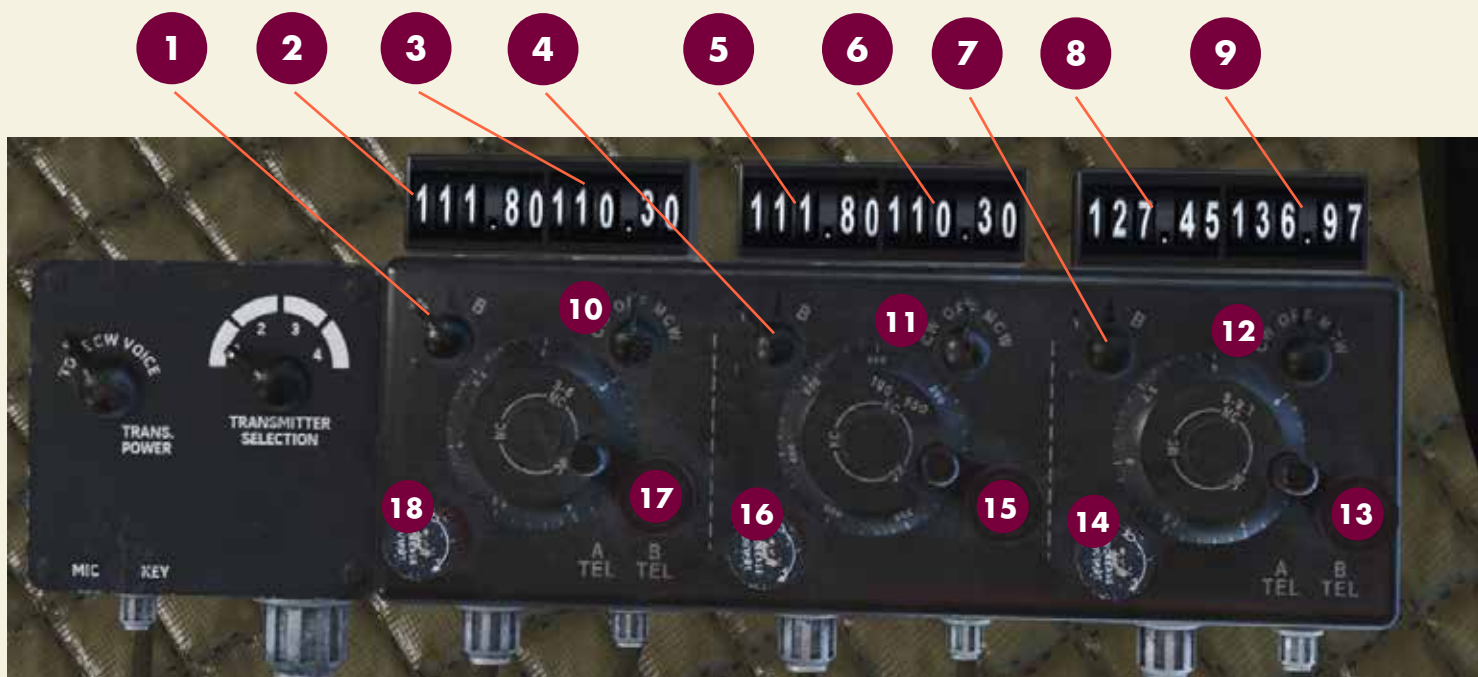
All switches for these lights are located on the left or right upper panels.



# RADIO SUITE

1. Nav1 Standby-Active switch
2. Nav1 Standby Frequency
3. Nav1 Active Frequency
4. Nav2 Standby-Active Switch
5. Nav2 Standby Frequency
6. Nav2 Active Frequency
7. Com1 Standby-Active switch
8. Com1 Standby Frequency
9. Com1 Active Frequency

10. Nav1 Audio Switch
11. Nav2 Audio Switch
12. Com1 Audio Switch
13. Com1 Fine Tuner (Khz)
14. Com1 Broad Tuner (Mhz)
15. Nav2 Fine Tuner (Khz)
16. Nav2 Broad Tuner (Mhz)
17. Nav1 Fine Tuner (Khz)
18. Nav1 Broad Tuner (Mhz)

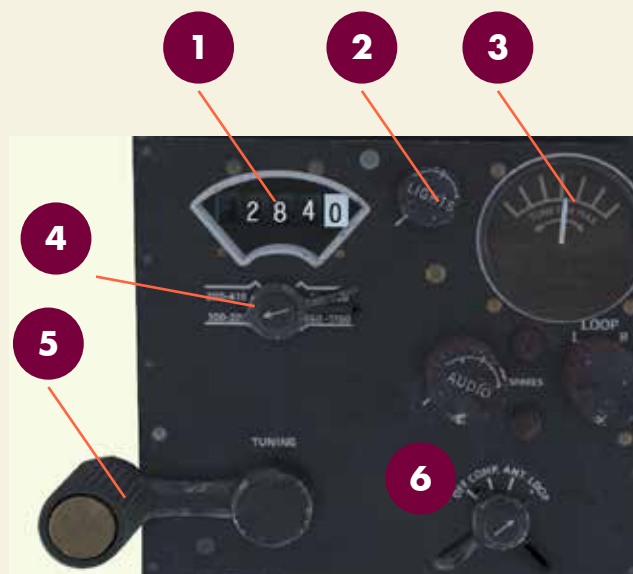


Your C-47 (DC-3) is fitted with radio sets for communications with the ground and for navigation when used in conjunction with the navigation instruments.

There are two navigation radios (Nav1 & Nav2) , a Comms Radio (Com 1) and an ADF receiver. The Navigation and Comms Radios are mounted on the left side of the cockpit, in the roof.

The ADF is situated in the roof, centrally above and between the upper panels. It is tuned using three separate knobs.

1. ADF Frequency
2. 1(plus decimal) units tuner
3. Signal Strength meter
4. 100 units tuner
5. 10 units tuner
6. Power On/Off





**INSTRUMENT**

*Markings*

**C-47B  
GRADE 100/130 FUEL**



**CYLINDER HEAD TEMPERATURE**  
 Short Red.....25°C  
 Green Arc.....150-232°C  
 Short Red.....260°C



**MANIFOLD PRESSURE**  
 Short Red line.....48" Hg.  
 Green Arc.....43-32" Hg.  
 Blue Arc.....32-28" Hg.



**OIL TEMPERATURE**  
 Short Red.....40°C  
 Green Arc.....60-75°C  
 Short Red.....100°C



**TACHOMETER**  
 Short Red.....2700rpm  
 Green Arc.....2550-2250rpm  
 Blue Arc.....2250-1700rpm



**CARBURETTOR AIR TEMPERATURE**  
 Yellow.....-10°C +15°C  
 Green.....15-38°C  
 Red.....40°C



**FUEL PRESSURE**

Red.....14 PSI  
Green.....16-18PSI  
Red.....19PSI



**OIL PRESSURE**

Red.....60PSI  
Green.....75-90PSI  
Red.....100PSI



**DE-ICER PRESSURE**

Green.....7.5"-8.5" Hg.  
Red.....9" Hg.



**AIR SPEED INDICATOR**

Yellow.....112 I.A.S.  
Red.....255 I.A.S.



**HYDRAULIC PRESSURE**

Green.....675-925PSI  
Red.....1200PSI

**INSTRUMENT**

*Markings*

# STARTING

**Fuel tank selector.....to choice**

**Battery Switch.....OFF (see note)**

Note: You can start the engines using internal battery power, in which case turn the battery switch ON. OR...

**Battery Cart (GPU).....Attached ON**

**Fuel Booster Pumps .... ON**

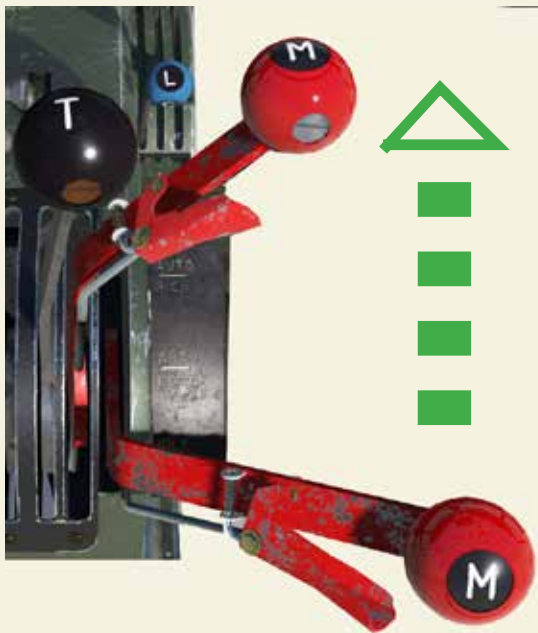
**Throttle ..... 1" open**

**Propeller .....MAX RPM**

**Master ignition switch...ON**

**Right Ignition (Magneto) ...OFF**

**Mixture control.....AUTO RICH**



Note: In the real-world, the mixture controls are left in Idle-Cut-off for starting. This cannot be done in the simulator so that is why they should be in AUTO-RICH.



**Full operating CHECKLISTS are provided later in this manual**



**Right Engine primer.....ON**

**Right Engine Starter (energise) ... ON**

**Right Engine Mesh .....ON**

As the MESH SWITCH is thrown, the propeller will begin to turn - slowly at first and then gathering speed. You should count “15 blades” at least, before meshing the engine. This is equal to approximately 3 -4 seconds before switching mags.

**Right Ignition (Magneto) ...BOTH**

Once the engine is running, return the GroundPower switch to OFF and close the crew door (shift/E).

**Battery Switch..... ON**

**Fuel Booster Pumps .... OFF**

- Whilst starting the engine, watch out for:
1. Engine Fire. See that the fire guard’s extinguishers are placed properly at each side of the aircraft, before starting. (these will toggle with the crew door (Shift/E) and crew ladder.)
  2. Do not energise and mesh an engine excessively. If the engine won’t start on your first or second attempt, leave it and start the other engine.
  3. Ensure you have enough (but not too much!) throttle open. (this is required by the special starting code used in this simulation)



**BEFORE TAXIING**

Crew and Passengers Aboard and Doors Secured  
Warm engines. While warming up, keep engines  
below 1000 rpm until engine instruments indicate  
within safe operating limits. While warming engines  
make the following checks:



**Hydraulic Pressure...  
675-925 PSI**



**Radio...  
On and Checked**

Call the tower to see that your radio  
is working properly and get Taxi  
Clearance from Control Tower



**Clock...Set**



**Altimeters...Set**



**Gyros...  
Set and Uncaged**



**Flight Controls...  
Free**

As soon as all instruments and gauges indicate within safe operating limits, obtain taxi clearance from the Tower and taxi to run-up area.

## **TAXIING**

Remember, the C-47 is a large, heavy airplane. Although you taxi like any other 2-engined airplane with conventional landing gear, its size and weight tend to exaggerate its movement in the air and on the ground. You will soon learn its characteristics but until you know the airplane well, handle it with extreme care.

In straight taxiing, keep the tailwheel locked and use throttles as evenly as possible.

In cross-wind taxiing, a locked tailwheel and correct use of throttles help you maintain direction with minimum use of brakes. When you are taxiing cross-wind, use additional power in the upwind engine.

Anticipate your turns. Momentum gathered in straight taxiing is much greater than in a lighter airplane and carries you into turns. Before your turn, slow your airplane down and unlock your tailwheel. In starting or completing turns, use throttles in co-ordination with your brakes. If you use throttles properly, you take a great load off your brakes and thereby increase their life.

Remember you have differential braking in the C-47. But do not rely entirely on it, use throttle control instead. It is kinder on landing gear!

## **ENGINE RUN-UP**

Normally you make your engine run-up in an area just clear of the runway. If traffic permits and you are cleared for takeoff, you can make your run-up on the runway.

The less you idle your engines between run-up and takeoff the better. If there is a delay between run-up and takeoff, keep the engines running at a minimum of 1000 rpm to prevent plug fouling. At the same time, watch cylinder head temperatures to prevent overheating.

Once in position, make your checks:

**Parking Brake.....On**

**Tailwheel.....Locked**

**Fuel Booster Pumps.....OFF**

**Mixtures.....Auto Rich**

**Cowl Flaps.....OPEN**

**Fuel Selectors.....Main Tanks**

**Propellers .....MAX RPM**

**Carburettor Heat....COLD**

**Generators.....Check Ammeters**



## RESTRICTED

Advance throttles until RPM reaches 1500. Move propeller controls to MIN RPM. This operation checks governor operation and flushes the prop dome with warm, clean oil.

### Ignition

Increase one throttle at a time until manifold pressure indicates 30" Hg. Check magnetos by turning the requisite engine magneto switch from BOTH to RIGHT and back. There should be a small drop (no more than 100rpm) in revs. Immediately return the control to BOTH. Do the same for the other engine.

### Hydraulic Pumps

Check by using the flaps control lever and selecting DOWN. If all is correct, return the flaps selector to the NEUTRAL position.

Check all instruments for each engine before re-tarding throttles.

## COWL FLAPS CONTROLS

The C-47 (with Pratt&Whitney engines) has cowl flaps around each engine, directly behind the engine cowling. They control engine temperature by regulating air flow through the cowling.

Cowl flap controls are on the right side of the copilot's seat. They are marked: CLOSED, OFF, TRAIL, OFF, OPEN. Operate by moving them using the serrated knob atop each control, clockwise or anti-clockwise.

### IMPORTANT!

For all ground operation, the controls MUST be set to OPEN. This maximises the air passing through the engine cowlings and prevents over-heating.

In icy and very cold conditions, you can select CLOSE to assist with engine warming but watch the cylinder head temperature gauge for any signs of overheat and OPEN the cowl flaps immediately.



**CLOSED POSITION;** In this position the flaps are closed and lay flat against the body of the engine cowling.



**TRAIL POSITION;** In this position, the flaps take up an angle dependent on airflow through the cowling. The faster the airflow, the flatter the flaps will lay. Slow speeds will open the flaps to aid engine cooling. This all happens automatically.

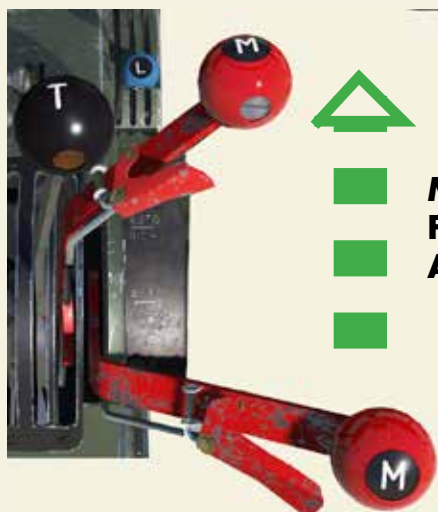
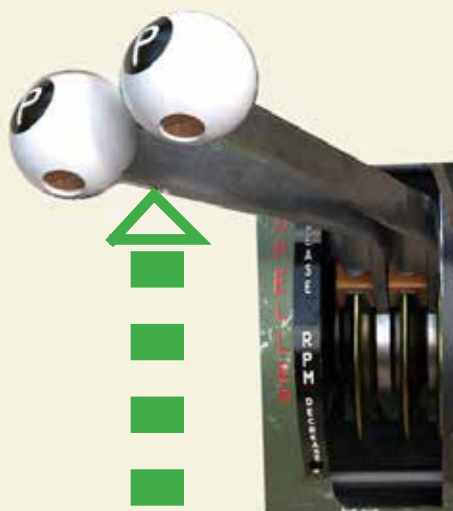


**OPEN POSITION;** In this position the flaps are fully open and remain so until another selection is made. ALWAYS use this position when engines are running on the ground.



**BEFORE  
TAKEOFF**

**PROPELLERS  
Full Forward  
Max RPM**



**MIXTURES  
Forward to  
AUTO RICH**



**GYROS...  
Set and Uncaged**



**COWL FLAPS.....TRAIL**



**BOOSTER PUMPS....ON**

## RESTRICTED

Either before takeoff or before you taxi for takeoff, tighten the friction control to prevent throttles from slipping.

### Tailwheel.....locked

Make sure your tailwheel is locked when lined up on runway.

## TAKEOFF

Now you are ready to advance your throttles for takeoff. Advance them evenly and steadily until you reach takeoff power. As you do so;

### Parking Brake .....release

The throttle movement should take a full 5 seconds.

Maintain takeoff direction by using your rudder and if necessary, your throttles. Rudder control is available directly after you reach takeoff power. Use throttles in cross-winds or to offset swerve of the airplane. As in taxiing, maintain direction in a crosswind by applying additional power to the upwind engine.

## Normal Takeoff Power Setting ...46" Hg.

In a normally loaded airplane, the tailwheel usually comes up by itself. You can assist tail lift by slight forward pressure on the control column. When the airplane has attained flying speed (85 - 90 mph under normal conditions) you can break the ground using gentle back pressure on the control column.

**Heavy load Takeoff:** When you are taking off with a heavily loaded airplane, bring the tail up to a straight and level position as soon as possible and holding the airplane on the ground, allow it to attain safe airspeed according to the load.

**Short field Takeoff:** In taking off from a short field, hold the airplane with brakes until you have advanced the throttles from 25" to 30" Hg. manifold pressure. Release brakes, raise the tail to straight and level flight position as soon as possible and ease your airplane off the ground as soon as you attain minimum flying speed. Do not allow the airplane to fly itself off the ground.

Use flaps to shorten your takeoff run.



### Cross-wind takeoff

When you make a cross-wind takeoff, gain sufficient speed to ensure positive rudder control before lifting the tail. As long as you have rudder control, you can co-ordinate rudder and throttles to maintain a straight takeoff path.

Attain enough speed to remain airborne

once you have broken ground.

Since your airplane begins to drift when it becomes airborne you must crab into the wind to maintain straight flight. Once you have begun to crab, do not allow the landing gear to touch the ground. Damage to the gear or to the airplane may result.

## **AFTER TAKEOFF (CLIMB)**

### **Landing Gear .....Up**

#### **To retract landing gear**

1. Pilot signals..... “Gear UP”
2. Release the safety latch from the floor catch
3. Safety latch.....Full up
4. Gear lever.....UP
5. When landing gear is up and locked, return the gear lever to NEUTRAL. The red warning light will burn.

#### **To extend landing gear**

1. Airspeed.....160 mph IAS or less
2. Pilot signals..... “Gear DOWN”
3. Safety latch.....Full up
4. Gear lever.....DOWN
5. Gear lever.....NEUTRAL
6. Green light.....ON
7. Safety Latch.....DOWN and LOCKED

### **Caution**

Proper sequence in operation of the latch and gear handle is important. Any operation of the latch out of sequence results in inability to latch gear in down position.

### **Remedy**

If, inadvertently you operate the latch out of sequence, return to normal by the following steps:

1. Pull the latch to the vertical position.
2. Raise the gear handle to UP position.
3. Return the gear handle to NEUTRAL

### **Wheels...Stop rotation with brakes**

As soon as the airplane is clear of the ground, retract the gear. Hold a minimum climb until you get safe single engine speed. This speed varies with gross weight of the airplane but is between 110 mph and 120 mph. IAS

### **Power reductions**

Once you have attained a speed of 120 mph it is safe to make your first power reductions.

**Normal Climb Power Setting ...42" Hg.**

*Note* **Maximum cylinder head temperature may exceed 232°C. but only for take-off and climb. At no time allow cylinder head temperatures to exceed 260°C. For all level flight conditions, regardless of altitude or power, keep cylinder head temperatures at or below 232°C**

### **THE SEXTANT (shift/4)**

The C-47 carries a navigation Sextant. This device was hung from the astrodome and used to sight sun and stars for navigation, just as used aboard ships. It hails from the days before sophisticated navigation aids and required considerable skill to use it.

If you are up for a challenge, we have been able to acquire permission from the authors of an excellent FREEWARE sextant gauge which has enjoyed much popularity in the flight simulation community, to include it in this C-47 simulation.

**We have included the Sextant's User Manual and other details in your package.**

**The Sextant has a pop-up 2D control panel which can be accessed by Pressing Shift/4. You can also access the pop-up by clicking on the 3D model of the sextant, either hanging from the Astrodome in the C-47 or on the radio shelf in the DC-3.**

**We would like to thank the authors:**

**DAVE BITZER, MARK BEAUMONT, and KRIS OGWONSKI**

**for allowing us to include their work.**



At cruising altitudes reduce power to cruise conditions. For Grade91 fuel, these setting are:

**R-1830-90C ENGINES (WITH 2-STAGE BLOWER)**

RPM		LOW BLOWER M.P.		MIX.	HIGH BLOWER M.P.		MIX.	MAX CYL. TEMP.
min.	max.	min.	max.		min.	max.		
2450	2550	39"	42"	Auto-Rich	34"	36"	Auto-Rich	232°C
2350	2450	36"	39"	Auto-Rich	32"	34"	Auto-Rich	232°C
2250	2350	32"	36"	Auto-Rich	30"	32"	Auto-Rich	232°C
2000	2250	28"	32"	Auto-Lean	27"	30"	Auto-Rich	232°C
1700	2000	24"	28"	Auto-Lean	24"	27"	Auto-Rich	232°C

**Cowl Flaps .....Trail or Closed**

Cowl Flaps can have a buffeting effect if left open. Trail position is normal or Closed if at higher altitudes or operating in cold conditions.

**Mixtures .....Auto-Lean**

**Fuel Selectors.....to Desired Tanks**

**Adjust power as required to suit altitude and blower settings.**

You are now ready to trim your airplane for level flight.



When you are flying long distances you can keep your airplane in straight and level flight by means of the Automatic Pilot. It detects flight deviations the instant they occur and corrects them immediately and with precision. Use this pilot only in ordinary weather conditions and never in extremely turbulent air. To set the automatic pilot in operation, trim your airplane then

1. Align the adjustable index card with the gyro card in the directional gyro
2. Align the bank and climb indicators with those in your AHI instrument.
3. Check Suction. It should read between 3.75" and 4.25" Hg.
4. Turn the shut-off valve control on the hydraulic panel to the ON position.
5. Turn the ON/OFF control on the Sperry to ON or turn the automatic pilot control on the

pedestal base to ON.

With the airplane trimmed for level flight and the automatic pilot is ON, the airplane will be held in this flight position unless adjusted, using the Sperry controls.

If you wish to enter a climb under automatic pilot or if you need to adjust the pitch angle of the nose, use the knob marked "ELEV" which will adjust the pitch reference. The orange horizon bar will move to maintain its position in the center of the pitch reference bar and the aircraft's nose will rise (or fall). If you wish to alter your heading while under automatic pilot control, turn the knob marked "RUD" to adjust the index (upper) card in the gyro. The aircraft will turn to the new heading and the index and gyro cards will align again, to show your new heading.

NOTE: The servo controls (speed valves) are INOP in this simulation.



- 1. Index and Gyro cards**
- 2. Cage knob. (push to cage)**
- 3. Heading Adjust**
- 4. Bank Adjust**
- 5. Pitch Adjust**
- 6. Bank indicator**
- 7. Pitch Reference**
- 8. Horizon Bar**
- 9. Suction Gauge**
- 10. On/Off control**

*Note* The Sperry Gyro Pilot is NOT the same as the more modern autopilots you will be used to in flight simulators. It was designed in the late 1930's as a device to maintain an aircraft's flight attitude -that is level flight and direction, once these are set by trimming.

It should be remembered that this unit is not designed as a navigation aid and was never meant to be one. For that, you need more modern equipment or do as the original pilots did - rely on dead-reckoning, sextant and VFR.

Your airplane has the normal flight characteristics of a 2-engine, low-wing monoplane. It has no unusual tendencies.

**Manoeuvres:** The following manoeuvres are prohibited: loops, Immelmans, spins, dives, rolls, vertical banks, inverted flight and all other aerobatic manoeuvres.

**Limit speed and load factors:** The C-47 is designed to operate within designated limits under various load conditions. If you exceed these limits, you place undue strain upon the airplane and structural damage or failure results.

These limits are:

Item	26,000lbs. GrossWeight	29,000lbs GrossWeight	31,000lbs GrossWeight
<b>Max. Level Flight (IAS)</b>	<b>204 mph</b>	<b>187 mph</b>	<b>170 mph</b>
<b>Max. Glide (IAS)</b>	<b>255 mph</b>	<b>207 mph</b>	<b>191 mph</b>
<b>Max. for Extending Landing Gear (IAS)</b>	<b>160 mph</b>	<b>160 mph</b>	<b>160 mph</b>
<b>Max. for Extending Wing Flaps (IAS)</b>	<b>112 mph</b>	<b>112 mph</b>	<b>112 mph</b>

**Turns:** Normal flight characteristics. Remember the size and weight of your airplane.

**Stalls and recovery:** All stalls give warning of their approach with light buffeting.

**Power-off stalls:** Power-off stalls give warning sooner than power-on stalls. If gear and flaps are down, this warning is more apparent and the airplane tends to stay in level flight during the stall. If gear and flaps are up, stalls occur with less warning and the airplane has a tendency to fall off on one wing.

**Power-on stalls:** Power-on stalls occur more suddenly and with less warning than power-off stalls. If your airplane is not in straight and level flight, stalling speed is increased. In steep banks, for example, your down wing stalls and your airplane rolls. Under these conditions the stalling speed of your airplane can reach values of over 100 mph.

**Stalls in turns:** Stalls in turns are more sudden than stalls in straight and level flight. The down wing stalls first and drops quickly.

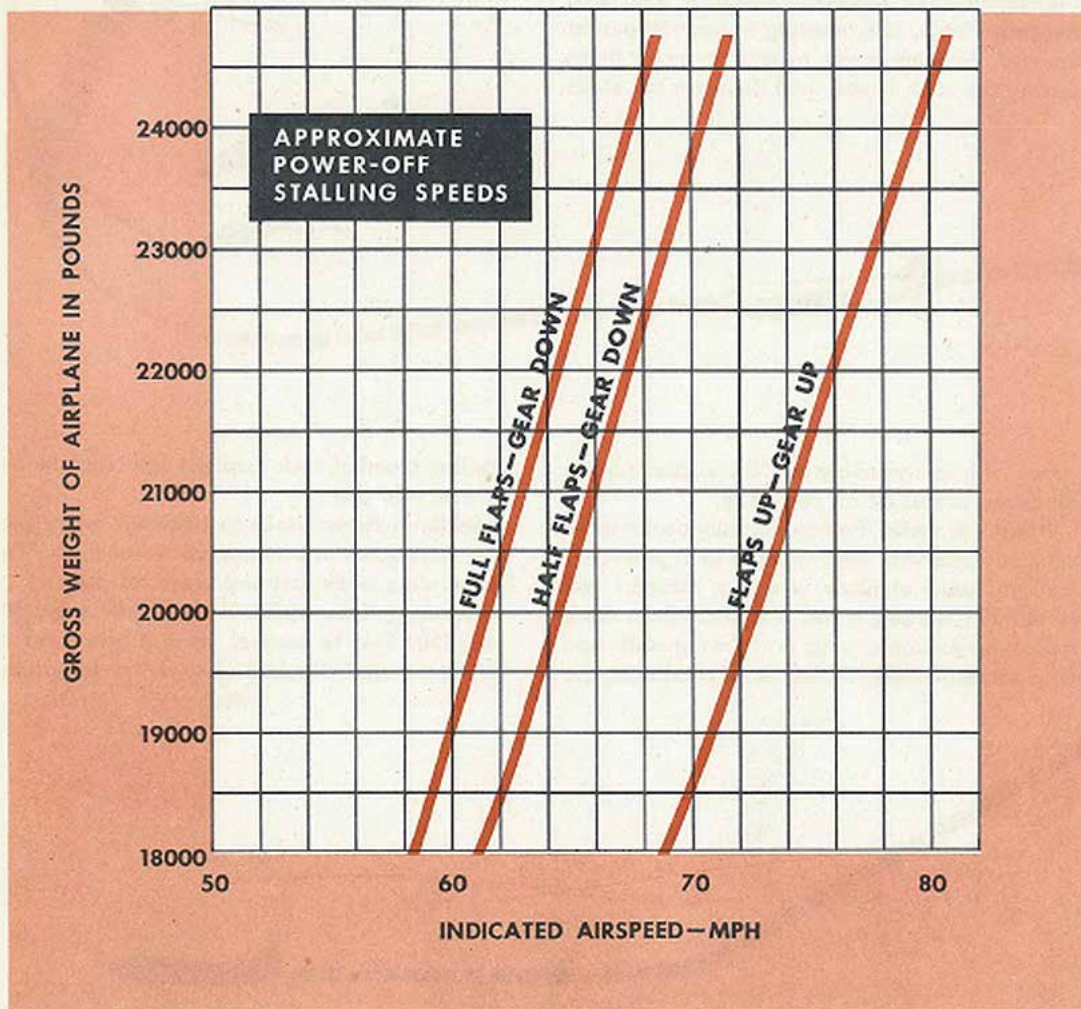
**Recovery from stalls:** You need between 500 and 1500 feet to recover from a power-off or power-on stall. Method of recovery is normal. However, avoid excessive airspeed when you are recovering from a stall, to keep loss of altitude to a minimum.

## STALLING SPEEDS

Stalling speeds of the C-47 vary greatly under different conditions. Changes in load, power, flap and gear position and even slight changes in pressure and temperature affect the stalling speed. Your own technique also affects the stalling speed. If you fly smoothly, with co-ordinated control pressures, you can fly at slower speeds than another pilot who is rougher on the controls.

The following chart of stalling speed tells you approximately when the airplane will stall power-off. Use the chart until you are thoroughly familiar with your airplane.





## **BEFORE LANDING**

**Automatic Pilot.....OFF**

**Altimeters .....Set**

**Fuel Selectors.....Left to Left Main,  
right to Right Main**

**Mixtures.....Auto Rich**

Before you enter the traffic pattern, set mixtures to AUTO RICH and change fuel selectors to the main tanks. It is permissible to land on Auxiliary tanks if they are fuller than the Main tanks.

**Carburettor Air.....Cold**

**Fuel Booster pumps.....ON**

**Propellers.....Set**

**Landing Gear.....Down and latched, gear handle NEUTRAL, Green light, check wheels visually.**

When you have turned on the downwind leg and are opposite the runway, extend and lock the landing gear. Check green light and wheels visually. Increase propellers to 2250 rpm.

**Tailwheel.....Locked**

**De-icers.....OFF**

**Parking Brake...OFF**

**Flaps.... As desired.**

With landing gear extended, reduce power to achieve a descent of 300-400 feet per minute

Once on the base leg make another power reduction and maintain 120 mph until you are straight, on the approach leg. Then make a further power reduction to approach at 85-95 mph.

There are three types of landing: (1) A 3-point landing, (2) Tail-low landing (tail approximately 1-2 feet above the ground when main wheels touch) This is actually a wheel landing. (3) Wheel landing (airplane is in a level attitude when main wheels touch).

1. You can make a 3-point landing in a C-47 BUT this type of landing is NOT ADVISED. Reason: Weight of the airplane causes undue stress on the airframe and gear.

2. Normally, make a tail-low landing. You can reduce manifold pressure to a minimum during round-out in this type of landing and cut the engines after making contact with the ground - or you can cut power before round-out and land without power. As speed is dissipated, the tail lowers and contacts the ground by itself. You can aid this by slight back-pressure on the control column providing your roll speed is slow.

3. Although a tail-low landing is desirable under normal conditions, you can make a wheel landing with the C-47. In this type of landing, hold roundout to a minimum and allow the airplane to settle on the main wheels from a level-flight position. Contact the ground approximately 10 - 15 mph faster than with a tail-low landing and hold the main wheels on the ground with slight forward pressure of the control column. As speed decreases, neutralise pressure on the control column or use gentle back pressure to allow the tail to lower to the ground.

## CROSSWIND LANDINGS

There are three possible ways to land cross-wind: (1) Hold the airplane straight and level toward the landing strip and drop one wing into the wind, just enough to counteract drift. (2) Head airplane into the wind enough to keep straight (crabbing). (3) Combination of both.

The best method is the third: Head into the wind and lower the upwind wing. This method keeps the bank and crab to a minimum and makes it easier to straighten the airplane when close to the ground. Crab just enough to avoid slipping. Any unco-ordinated movement may raise the stalling speed of the airplane.

In cross-wind landings, correct for drift as soon as possible on the approach. If the airplane

is making a straight path to the landing strip, the only correction needed on actual landing should be the angle of crab.

Use flaps at your own discretion. Less flaps should be used in stronger and more direct cross-winds. In a strong 90 degree wind, or in gusty cross-winds, it is best to use no flap at all.

As the airplane begins to round out for landing, bring the low wing up and straighten the airplane so there is no side load on the gear as it touches the ground.

In a cross-wind, wheel landings are desirable as direction is easier to maintain. You can hold your airplane on the main wheels by slight forward pressure on the controls.

Once on the ground, maintain directional control by use of rudder, power on the upwind engine and by use of brakes.

Remember, you have not finished flying your airplane until you have come to a complete stop, especially in a cross-wind.

## CROSSWIND LANDINGS

Tactical operation of the C-47, especially in combat theatres, often requires you to make short-field landings. Field conditions and approach clearances vary in different parts of the world. Landing fields may be small where little landing space remains.

Runways and fields may be rough making fast wheel landings dangerous or they may be ice-covered making brakes useless. The following landing techniques, however, are designed to get you down safely under all these conditions.

### Technique

Set the base leg to establish a normal power approach. Set the glide to undershoot slightly. This is the key to a good short-field landing.

Hold a normal approach speed from the top of the approach to the start of the roundout. Make the roundout in the shortest possible forward distance.

Make corrections early on the approach, if you are undershooting too much. Use power to clear obstructions - don't depend on judgement alone from high on the approach. Correct by varying power and angle of glide to maintain a constant airspeed.

Increase the power slowly and go into an approach to slow flying as the airplane approaches a tail-low attitude. Keep the airplane in this attitude for as short a time as possible. You should be slow flying, at an airspeed at or slightly above power-off stalling speed, just before you touch the ground. Reduce the power completely when you contact the ground.

If you are making an actual short-field landing, use the brakes as much as necessary. For practice, however, let the airplane roll to a stop as you would if the brakes were not functioning.

**Tips**

Don't undershoot and slow fly long distance to reach the field. This leaves you helpless if an engine fails.

Don't use excessive speed early in the approach. This prevents a low roundout before you reach the field.

Don't drop below a safe airspeed early in the approach.

Don't use excessive power in the last of the roundout. This causes the airplane to balloon and destroys the value of the procedure.

**NO-FLAP LANDING**

Make your approach to a non-flap landing lower and with speed slightly higher than in an ordinary approach. As you normally approach in a tail-low attitude it is better to make a tail-low landing than a wheel landing.

During the landing roll, pull your flaps up, open the cowl flaps, turn off the booster pumps, place elevator trim in neutral and put the propellers in high rpm.

Rudder control is available for the major part of the roll. Use your rudder rather than the brakes to maintain direction. At the end of the roll, apply brakes evenly.

**PARKING**

**Parking brake.....ON**

**Cowl Flaps..... as desired**

**Mixtures.....Idle Cut-off**

When you park your airplane, lock the tailwheel, pull the parking brake ON and pull the mixtures back to IDLE CUT-OFF to stop the engines. Once the engines have stopped firing, push the throttles all the way forward to the stops.

**Fuel selectors.....OFF**

**Ignition ..... OFF**

**Radios..... OFF**

**Battery Switch.....OFF**

**Landing Gear Handle .....DOWN**

**Flap handle .....UP**

(FOR THIS SIMULATION)

**Crew Door (Shift/E) .....OPEN**

**This will leave your airplane with chocks set, battery boxes lowered and crew ladder deployed.**





**COWL FLAPS.....OPEN**



**FLAPS....  
UP**



**FUEL BOOSTER PUMPS...  
OFF**



**ELEVATOR TRIM TAB....  
NEUTRAL**

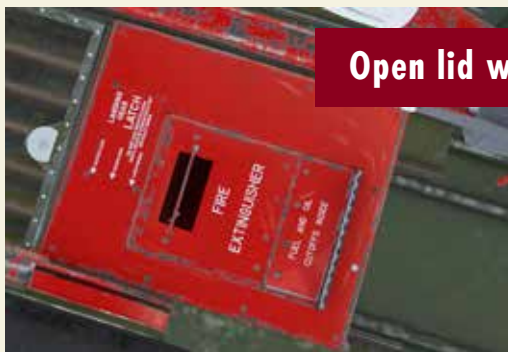


**PROPELLERS  
Full Forward  
Max RPM**

**UNLOCK THE  
TAILWHEEL  
NEAR THE END  
OF YOUR ROLL**

**FIRE CONTROL**

The C-47 is equipped with an engine fire control system. A system of valves and pipework enable the system to be operated conveniently from the pilots' seats. A red panel in the floor is lifted to reveal the engine selector and fire extinguisher handle. Hinged to the lid of the fire panel is another compartment containing shut-off valves for fuel and oil.



**Open lid with handle**



**Select affected engine**



**Pull extinguisher handle**



**Open rear lid**

**Turn cut-off valves OFF**

## Operation With Paratroops

The C-47 is equipped to carry 38 paratroops, including the jump-master. However, the number of paratroops can vary, depending on type and length of mission, equipment carries, any gliders in tow (one or two) and the number of troops carried in gliders.

Under normal conditions, paratroopers jump at an altitude of 800 feet. Again, this can vary depending on terrain, weather and combat conditions.

Operations with paratroops are much the same as any other mission, except for the following procedures;

### Setting up the approach run

The most efficient and safest way to set up an accurate jump run approach is to use a combination of the Sperry GyroPilot and the Radio Altimeter.

Under normal conditions you will be dropping at 800 feet. So, set your Radio Altimeter to a height of 800 feet and fly the aircraft to that altitude. When you are on course for the target drop zone,

RESTRICTED



# AIRBORNE OPERATIONS

set and turn on the Sperry GyroPilot to maintain heading and altitude.



The Radio Altimeter is equipped with a RANGE knob for setting the desired height and a warning light which glows as you approach the correct altitude.



# RESTRICTED

## Executing the drop

Using the switches on the left “eyebrow” panel, lift the red safety cover and switch on the “READY” light. (In the simulator, this action loads the paratroopers into a drop position. If you check the exterior view, you will see the first paratrooper standing next to the jump-master in the doorway.)

You can also use the special 2D pop-up panel **Shift/1**. Click the RED warning light on the pop-up to activate the paratroops as per the “READY” light switch.

Now when you are over the drop zone, either click the toggle-switch on the pop-up OR the “JUMP” switch on the cockpit panel.

If you have followed the procedure properly, you will see the paratroopers fall away from the C-47 and parachutes will open moments later. Static lines will trail from the doorway as the paratroops leave the aircraft.

This is a ONE TIME operation. If you want to drop again, you will need to re-set your flight. So, make sure you get your guys safely to the DZ!





# Checklists

**NOTE: These checklists are for simulation purposes ONLY. In no way are they intended for real-world aviation use.**

## WEIGHT AND BALANCE

It is important to make sure that the configuration of the airplane selected, matches the fuel/payload data listed in the simulator drop-down menu. The simulation will react to any changes in the data that you make or enter.

Once you have established your intended flight and have fuel and payload data available, enter these values in the boxes provided. Adjust the payload fore and aft to achieve a good CoG balance as indicated on the plane graphic of the drop-down. Doing this will decrease the amount of time required to trim the aircraft for level and balanced flight.

## BEFORE STARTING ENGINES

**Hydraulic Pump selector.....LEFT ENGINE**

**Gear Latch.....Down and Locked**

**Flap Handle.....Flaps UP and then to Neutral**

**Gear Handle.....Neutral**

**Battery Switch.....OFF**

**Battery cart (GPU).....ON**

**Fuel Gauges.....Check ALL**

**Cowl Flaps.....OPEN**

**De-icers.....OFF**

**Automatic Pilot.....OFF**

**Lights.....As required**

**Flight Controls .....FREE**

**Crossfeed.....OFF**

**Trim Tabs.....Neutral**

**Parking Brake.....ON**

**Tailwheel.....Locked**

**Carburettor Air.....Cold**

**Fuel Selector Valves....Left to Left Main; Right to Right Main**

**Propellers.....Full Forward High RPM**

**Throttles.....Cracked (5-10%)**

**Mixtures.....Full Rich**

**Pitot Heaters.....OFF**

## STARTING ENGINES

**Fuel Booster pumps.....ON**

**Master Ignition Switch.....ON**

**Right Engine Magneto.....OFF**

**Right Starter (energiser)... ON**

**Right Engine Mesh...ON**

**Right Engine Magneto.....BOTH (after 15 blades)**

**Starter and Mesh....OFF (once engine is running)**

**SECURE FRONT CREW DOOR TO RETRACT LADDER, REMOVE START CART AND RETRACT BATTERY BOXES.**

**Battery Switch.....ON**

**REPEAT PROCEDURE FOR LEFT ENGINE**

## **BEFORE TAXIING**

Hydraulic Pressure....675-925 psi  
Radios..... ON and tuned  
Altimeters.....Set  
Clock.....Set  
Gyros.....Set and un-caged  
Flight Controls.....Free  
Parking Brake .....OFF  
Tailwheel.....Unlocked

**TAXI TO RUN-UP AREA.**

## **ENGINE RUN-UP**

Parking Brake.....ON  
Tailwheel.....Locked  
Fuel Booster Pumps.....OFF  
Mixtures.....Auto Rich  
Cowl Flaps.....OPEN  
Fuel Selectors.....Main Tanks  
Propellers.....Through Full Range  
Magnetos.....Check

## **BEFORE TAKEOFF**

Mixtures.....Auto Rich  
Cowl Flaps.....TRAIL  
Propellers..... Inc. RPM  
Gyros.....Set and un-caged

Fuel Booster pumps.....ON

Tailwheel.....Locked (when lined up with runway)

## **AFTER TAKEOFF**

Landing Gear.....UP

Wheels.....Stop rotation with brakes

Power reductions.....as advised

Fuel Booster Pumps.....OFF

## **CRUISE**

Cowl Flaps.....As required

Mixtures.....Auto Lean

Fuel Selector Valves....Cruise tanks

Power adjustments.....as advised

Automatic Pilot.....as required

## **BEFORE LANDING**

Automatic Pilot.....OFF

Altimeters.....Set

Fuel Selector Valves....Left to Left  
Main; Right to  
Right Main

Mixtures.....Auto Rich

Carburettor Air.....Cold

Fuel Booster Pumps.....ON

Ignition.....Check

Propellers.....Set

Landing Gear.....Down and latched,  
gear handle NEUTRAL, Green light,  
check wheels visually.

Tailwheel.....Locked

De-icers.....OFF

Parking Brake .....OFF

Flaps.....as desired

## AFTER LANDING

Flaps.....UP

Cowl Flaps.....Open

Fuel Booster Pumps.....OFF

Elevator Trim.....Neutral

Propellers.....Full Forward high RPM

Tailwheel.....Unlocked

## PARKING

Parking Brake.....ON

Cowl Flaps.....as desired

Tailwheel.....Locked

Mixtures.....Idle cut-off

Fuel Selectors.....OFF

Ignition.....OFF

Radios.....OFF

Battery Switch.....OFF

Landing Gear Handle.....Down

Flap Handle.....UP

# For the modern pilot...

The "original" C-47 is fitted with basic navigation equipment in the shape of the Radio suite which provides Nav1 and Nav2 frequencies, a Comms Radio with Com1 and an ADF. These when coupled to the RMI (VOR) and GSI (glideslope indicator) gauges on the main panel, provide for basic IFR navigation. The RADIO COMPASS is your ADF indicator.

**PLEASE NOTE:** To retain authenticity modern avionics are NOT AVAILABLE in the "paratroop Skytrains".

**The Skytrains in the simulation are our tribute to the men who flew and flew in these remarkable aeroplanes. So, we have tried to keep this simulation as "pure" as possible, within the limitations of the host simulator. We hope you agree with our decision.**

However, if you are more comfortable with more modern avionics when flying in the simulator, we have provided for those who own the **Flight1 GTN** series of navigation aids and also for those of you who like to use weather radar and own the **Rex/Milviz WX Radar** array.

There are two knobs at the base of the main instrument panel, stacked one above the other. The top one will toggle on the GTN(smaller) unit ONLY, leaving the Sperry Gyro-Pilot in place. The lower knob will toggle on the larger GTN unit together with the WX Radar array, these replace the Sperry unit altogether.

This option is available in all C-47 versions except the Skytrain.

Details of how to install and use the systems should be supplied with your packages and the panel CFG is already set up for you to edit.



## OPTIONS IN THE DC-3

In nearly all aspects, the Douglas DC-3 is identical in operation to the military C-47.

If you have acquired the DC-3 version of this simulation, you will find a few things which do differ, however.

The DC-3 was fitted with Pratt&Whitney R1830 “Twin-Wasp” 18-cylinder radial engines just like its C-47 counterpart. The airframe was also offered with an alternative powerplant - the Wright “Cyclone” 14 cylinder radial engine. Both engines produce much the same power. The Wrights have no cowl-flaps, using a different cooling and filtering arrangement and sport slight different cowlings with a “hood” over the top cylinders.

Airframes could be configured in a number of options to suit the commercial customer. Some chose to have a right-side passenger door with right-hand galley. Others stayed with a left-passenger door arrangement.

Pure cargo versions were really just converted C-47s, retaining the three-door arrangement in the aft fuselage. Cargo/Passenger versions had a galley and comfortable passenger compartment which could be removed for cargo operations. You will find all these versions of the DC-3 in your package.

## AVIONICS

A veiled attempt at making the cockpit of the DC-3 a little more “civilised” usually meant just a colour change (often grey) to the paintwork and fabrics. However, as years passed and the demand for more sophisticated fit-outs increased, many DC-3s were up-graded to use “modern” avionics instruments and arrays.

To this end, we offer versions of the DC-3 with Flight1 GTN and REX/MilViz WX weather radar integration. In these versions, two knobs at the base of the instrument panel can be used to toggle three options of panel.

1. “Old School” with just the Sperry GyroPilot
2. GTN(small)/Sperry Mix
- 3, GTN(large)/WX Weather radar (No Sperry)



“OLD SCHOOL” (Classic)



GTN/SPERRY Mix



GTN/WX (No Sperry)

TOGGLE SWITCHES HERE

# AUTO-START

If you are going to use ctrl/E to start the engines (auto-start), PLEASE READ THE FOLLOWING:

Using the keystroke combination ctrl/E will OVER-RIDE most of the specially written programming code in the C47/DC-3.

The following specific items will not function correctly:

1) Mixture levers. These are “gated” and programmed to simulate Auto-Lean and Auto-Rich states. The programming code behind them will not function with ctrl/E and they are not designed to work with standard keystrokes for mixtures.

You will have default mixture settings ONLY.

2) Magneto switches. These are by-passed when ctrl/E is used and will not function. They have been specially programmed to replicate the start procedure in a real DC3/C-47. They will NOT function under ctrl/E.

3) Fuel tank selectors. These are by-passed completely by ctrl/E which simply defaults to an “ALL” tank selection state. Visually, the tanks selectors will remain “OFF” even though fuel is flowing.

If you have used ctrl/E to start and are considering saving the flight, you MUST return all levers, switches and controls to their default state before saving. You can do this in two ways:

- 1) Return everything manually
- 2) Use the “Cold/Dark” switch on the OPTIONS panel

If you do not do this, when you reload, you will not have full function in your cockpit.

# AUTO-SHUTDOWN

Similarly, if you plan to “auto-shutdown” this will also override any specially coded functions. If you save a flight after auto-shut-down (ctrl/shift/F1) again, nothing will function properly when you load up again. To have the aircraft load properly again, you MUST return everything to its default state.

You can do this in two ways:

- 1) Return everything manually
- 2) Use the “AUTO SHUT-DOWN RESET” switch on the “OPTIONS PANEL”

# KEYSTROKES

Use the following keystrokes to operate the various doors and hatches in the DC3.

**Shift/E1.** This opens and closes the front crew door. When this happens, it also toggles on the folding ladder, safety equipment and wheel chocks and lowers the battery boxes.

In the DC3, the ground cart is a generator-powered electrical unit. Use the GroundPower Switch in the VC to start the GPU generator or turn on power from the battery cart in the C-47. Check the voltmeter for power indication.

**Shift/E2.** This opens and closes the passenger door for LEFT-DOOR configurations (both P&W and Wright engines)

If you are flying cargo and are using either the Pax-CARGO or plain CARGO variants, this will open the CARGO-DOOR(s).

Finally, if you are flying the RIGHT-DOOR passenger variant (Wright engines) this keystroke will open the left side luggage locker.

**Shift/E3.** This opens and closes the luggage locker in the LEFT-DOOR configurations (both P&W and Wright engines)

If you are flying the RIGHT-DOOR passenger configuration (Wright engines), this will open and close the PASSENGER DOOR.

**Shift/E4.** This opens and closes the small inset door in the forward CARGO-DOOR of the CARGO variant. It also toggles the built-in boarding steps.

NOTE:

You can also mouse-click the doors themselves (and the handles) to open them in exterior view.



AEROPLANE HEAVEN



You're virtually there.



# KEYSTROKES

Use the following keystrokes to access the 2D control panels:

NOTE: These are for the C-47. The DC-3 is similar except it does not have the paratroop control panel.

**Shift/1.** This toggles the “Options” panel. From here you can put the aircraft into a “cold-dark” state, switch on the avionics (if they are not on by default) Reset the whole aircraft after an auto-shut-down, toggle a “ready to go” state where everything is on ready to fly.



**Shift/2.** This toggles the “Paratroop Control” panel for use when flying parachute drops. It allows you to fly the airplane from exterior view whilst loading and dropping the paratroops.



**Shift/3.** This toggles the “Eyepoint Tool” panel. This is a handy way to alter your seat height and viewing position when in the virtual cockpit. There is a rest button which will restore the viewpoint to the default position.



**Shift/4.** This toggles the “GPS” stock panel for use when a modern GPS is required for navigation and route planning and you do not own the Flight1 GTN/GNS package.



**Shift/5.** This toggles the “Sextant” panel for navigating by the stars, sun and moon. If you are up for a challenge, this is a very rewarding way to navigate!



## Credits

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