

# F8F Bearcat

User Manual (FSX)

VERSION 1.00

*Vertigo*  
studios



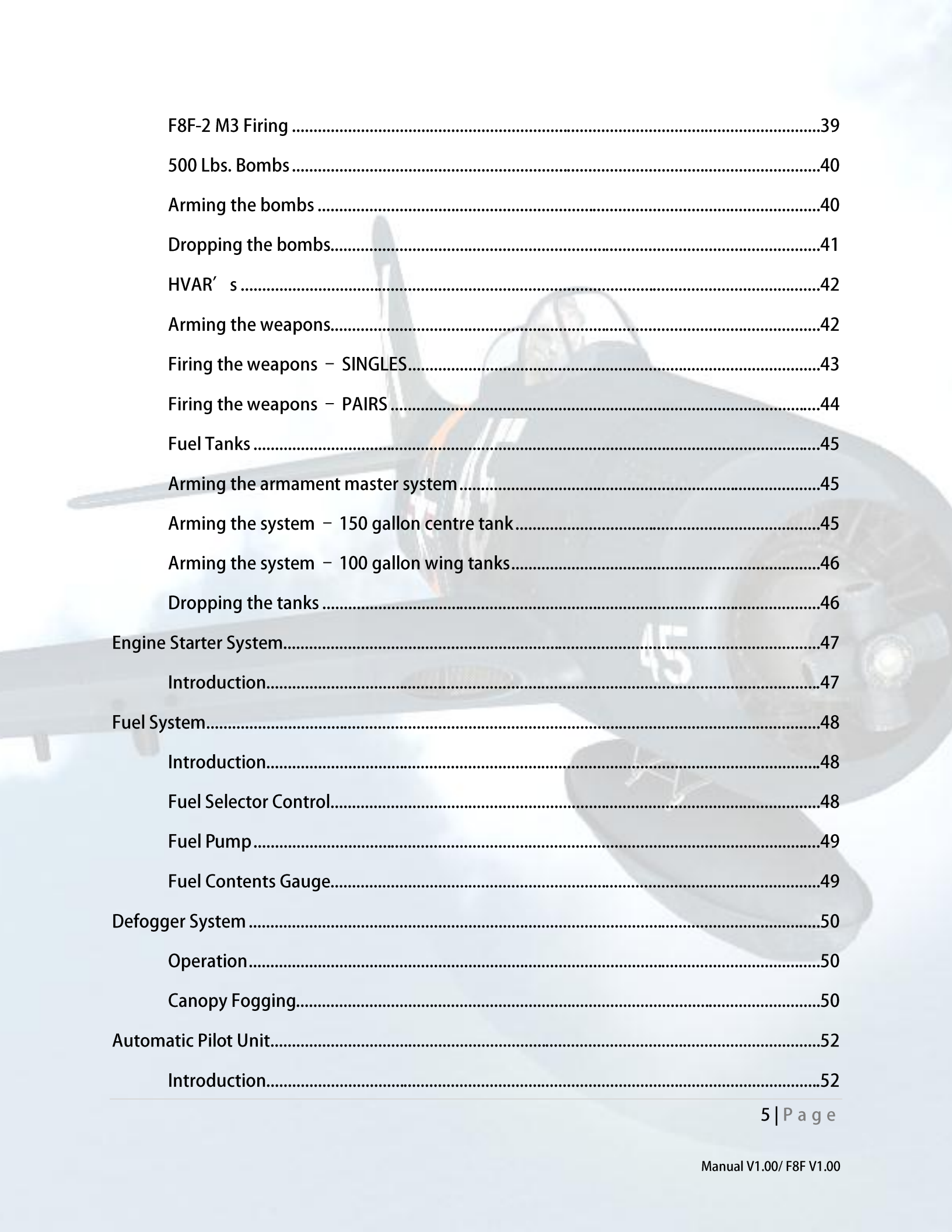
## Table of Contents

The F8F Bearcat .....	8
Introduction.....	8
Noteworthy features.....	9
Installation & Technical Support.....	10
Package Contents .....	11
Modules.....	11
Variants Included.....	13
F8F-1 Bearcat.....	13
F8F-2 Bearcat.....	14
Familiarisation.....	16
Camera Views.....	16
Cockpit Tour – Forward Panel.....	18
Cockpit Tour – Centre Pedestal .....	19
Cockpit Tour – Port Side .....	20
Cockpit Tour – Starboard Side.....	21
Configuration Editor .....	22
The main configuration-editor window .....	23
Control window functions and their descriptions .....	23
The payload editor window .....	25
Control window functions and their descriptions .....	25
Ammunition and the M2 / M3 weapons.....	25
Weapon systems and their respective weights.....	26
The ammunition control panel .....	26

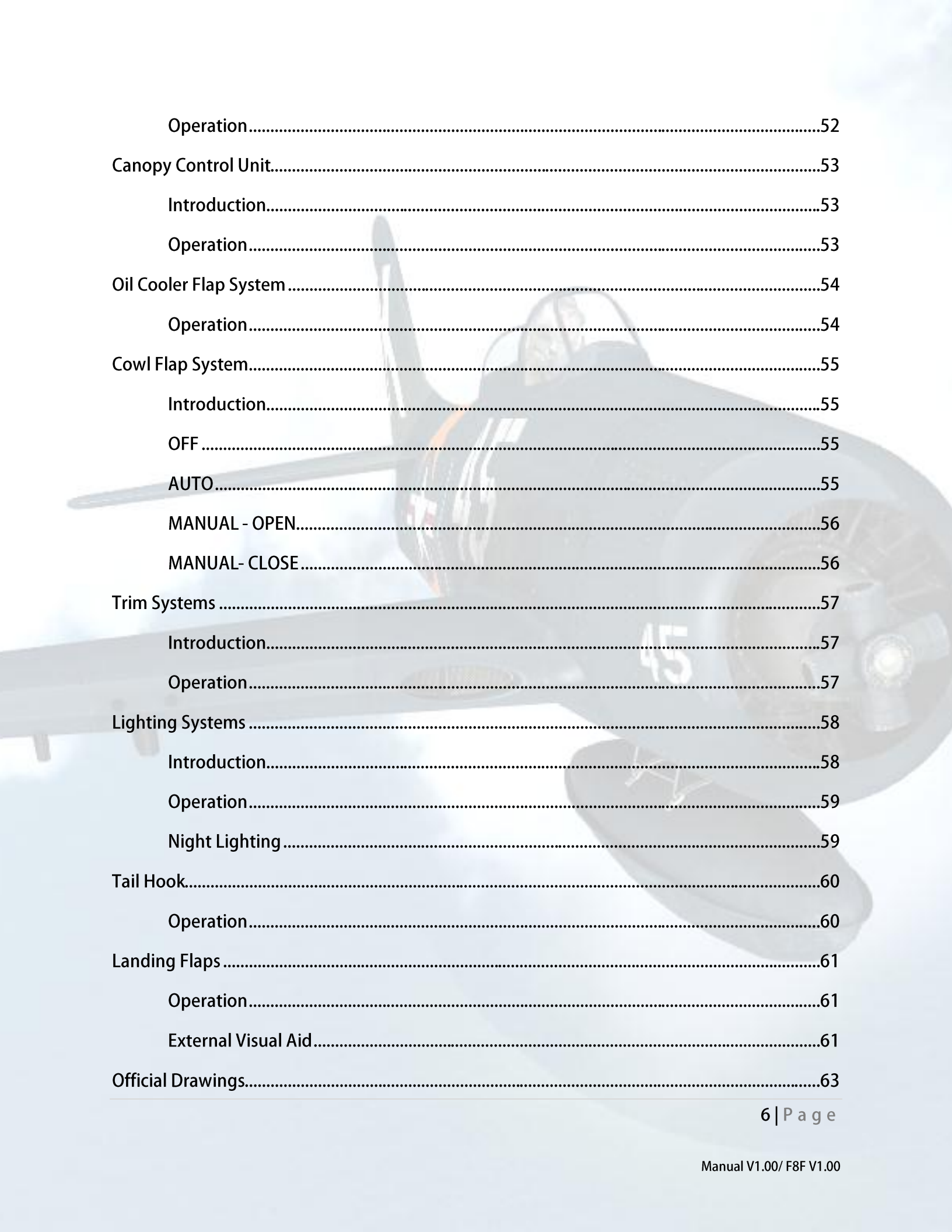


150 Gallon Centre Tank .....	27
High Velocity Aerial Rockets (HVAR) .....	28
500 Lbs. Bombs .....	28
100 Gallon Wing Tanks .....	28
Individual Pylons .....	29
Smart Payload Configuration Utility .....	29
The Moline NTX tug window .....	30
Control window functions and their descriptions .....	30
Visible Toggle Click-Spots .....	31
Introduction.....	31
Canopy Control .....	31
Flight Control Stick.....	32
Optical Gun-sight.....	33
Introduction.....	33
Collimation and Night Illumination.....	33
Function 1 .....	34
Function 2 .....	35
Function 3 .....	35
Weapon Control System.....	36
Introduction.....	36
M2 Machine Guns and M3 Cannon.....	36
Introduction.....	36
Arming the weapons.....	36
Firing the weapons.....	37
F8F-1 M2 Firing .....	38

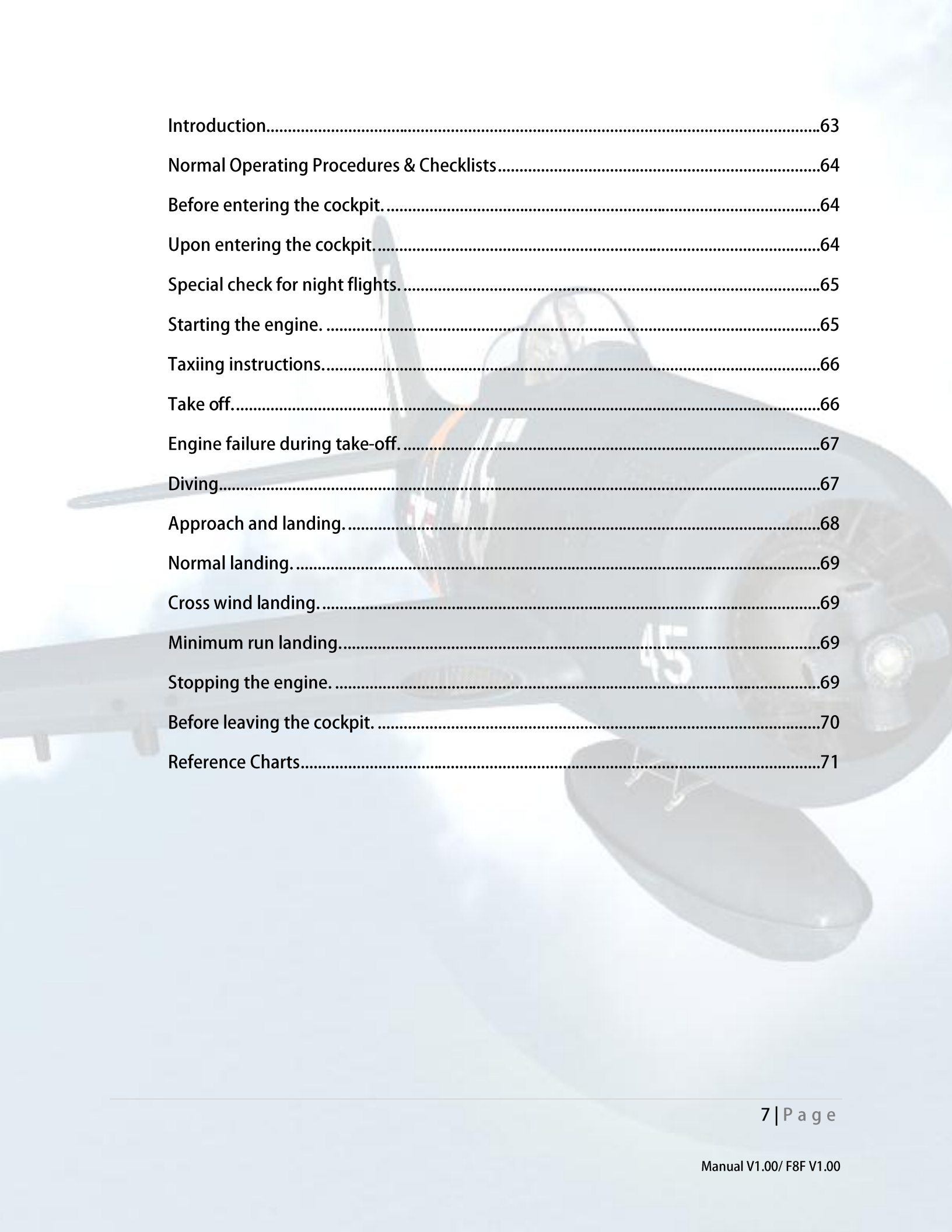


A faded, light blue background image of an F8F-2 Corsair aircraft, showing its distinctive gull-wing design and tail section. The aircraft is positioned diagonally across the page, with its nose pointing towards the bottom right. The number '45' is visible on the side of the fuselage.

F8F-2 M3 Firing .....	39
500 Lbs. Bombs .....	40
Arming the bombs .....	40
Dropping the bombs.....	41
HVAR' s .....	42
Arming the weapons.....	42
Firing the weapons – SINGLES.....	43
Firing the weapons – PAIRS .....	44
Fuel Tanks .....	45
Arming the armament master system .....	45
Arming the system – 150 gallon centre tank.....	45
Arming the system – 100 gallon wing tanks.....	46
Dropping the tanks .....	46
Engine Starter System.....	47
Introduction.....	47
Fuel System.....	48
Introduction.....	48
Fuel Selector Control.....	48
Fuel Pump .....	49
Fuel Contents Gauge.....	49
Defogger System .....	50
Operation.....	50
Canopy Fogging.....	50
Automatic Pilot Unit.....	52
Introduction.....	52



Operation.....	52
Canopy Control Unit.....	53
Introduction.....	53
Operation.....	53
Oil Cooler Flap System .....	54
Operation.....	54
Cowl Flap System.....	55
Introduction.....	55
OFF .....	55
AUTO .....	55
MANUAL - OPEN.....	56
MANUAL- CLOSE.....	56
Trim Systems .....	57
Introduction.....	57
Operation.....	57
Lighting Systems .....	58
Introduction.....	58
Operation.....	59
Night Lighting .....	59
Tail Hook.....	60
Operation.....	60
Landing Flaps .....	61
Operation.....	61
External Visual Aid.....	61
Official Drawings.....	63



Introduction.....	63
Normal Operating Procedures & Checklists.....	64
Before entering the cockpit.....	64
Upon entering the cockpit.....	64
Special check for night flights.....	65
Starting the engine.....	65
Taxiing instructions.....	66
Take off.....	66
Engine failure during take-off.....	67
Diving.....	67
Approach and landing.....	68
Normal landing.....	69
Cross wind landing.....	69
Minimum run landing.....	69
Stopping the engine.....	69
Before leaving the cockpit.....	70
Reference Charts.....	71



# The F8F Bearcat

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## Introduction

The Grumman F8F Bearcat was an American single-engine naval fighter aircraft of the 1940s. It went on to serve into the mid-20th century in the United States Navy and other air forces, and would be the company's final piston-engine fighter aircraft.

French aircraft saw combat service against the Viet Minh in the First Indochina War as fighter-bombers in the early 1950's. Used to support French Forces at the Battle of Dien Bien Phu, they operated at the edge of their combat radius. Nearly 70 surviving aircraft passed to the Vietnam Air Force upon its creation in 1955.

The Bearcat has been designed to take advantage of all the graphical features FSX has to offer, including fully-custom specular shine textures, high resolution bump mapping, self-shading and 3D sound cones.



## Noteworthy features

- A gorgeously constructed 3D model, both inside and out!
- 3D 'Sound Cone' Technology.
- Fully customised lighting control system implementation, including individually created night-lighting effects.
- 'Tru3D' Gauges for the ultimate smooth flying experience.
- VStudios-customised materials give the most realistic appearance to the aeroplane.
- VStudios own 'configuration editor' :
  - Features include a 'live' payload editor, the ability to call for a Moline NTX tractor, many different weapons and more!
- Six high-resolution and detailed paint schemes and two historically accurate models.
- Accurate starter sequence and representative engine parameter replications!

### Known FSX Issues:

- Lights can appear to differ in position when viewed from different viewpoints, such as the tower view. This is a documented FSX issue, and not an issue with the model. Internal lights are known to have issues under 'DX10 Preview Mode' .

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## Installation & Technical Support

The Bearcat can be installed by simply double-clicking the packaged .exe file. The Bearcat should be installed to the root directory of FSX.

A paint kit can be obtained by following the links on the VStudios website.

The paint kit requires Adobe Paintshop to be used correctly.

Product support is available 24/7 by way of our online support system.

In order to access the support system, please access:

<http://www.vertigostudios.co.uk/helpdesk/>



**Whilst VStudios will endeavour to view and consider any and all forum posts, support can only be guaranteed via the correct (above) method. VStudios has no obligation to provide support on any third-party forum or community.**



## Package Contents

### Modules

The Bearcat is installed with a number of modules that allow the aeroplane to interface with Flight Simulator, and to ultimately function correctly.

Upon running FSX for the first time after installing the package, a security dialogue may be presented. Accepting the dialogues will allow the F8F to function as intended.



Figure 1 - Blueprint Module Dialogue



Figure 2 - Sound Control Module Dialogue



**Figure 3 - Accepting the module for use**

## Variants Included

### F8F-1 Bearcat

94950, USNR, NAS Olathe, c.1948



94986, '4', Blue Angels, USN, c.1946





95492, G.C.1/9 'Limousin', Arm é e de l'Air, Cat-Bi, c.1951



### F8F-2 Bearcat

122663, VU-4, NOTS Chincoteague, VA, c.1951



121765, VU-7, NAS Miramar, CA, c.1951



203/C, CVG-6, CVB-43 USS Coral Sea, c.1950



## Familiarisation

### Camera Views

The Bearcat has multiple pre-set camera views to choose from, some of which are helpful when navigating the large cockpit. Right click at any time whilst in-game to view the camera menu.

Virtual Cockpit



Left Cockpit Overview



Right Cockpit Overview



Moline NTX





Tail



Right Wing



Left Wing



Payload Camera



Crew Chief Camera



Nose Right



## Cockpit Tour – Forward Panel



- |   |                                      |
|---|--------------------------------------|
| 1. Windshield degreasing control        | 16. Vertical speed indicator         |
| 2. Magneto control switch               | 17. Turn and slip indicator          |
| 3. Kohlsman knob                        | 18. Tachometer                       |
| 4. Altimeter                            | 19. Manifold pressure indicator      |
| 5. Radio altimeter                      | 20. Canopy control lever             |
| 6. Supercharger control                 | 21. Canopy lever toggle click-spot   |
| 7. Armament master switch               | 22. Fresh air control knob           |
| 8. Outboard gun switch                  | 23. Defogger control switch          |
| 9. Inboard gun switch                   | 24. Port weapon selector switch      |
| 10. Air speed indicator                 | 25. Centre weapon selector switch    |
| 11. Radio compass                       | 26. Starboard weapon selector switch |
| 12. Drift calibration knob              | 27. RP/ Bomb arming switch           |
| 13. Gyro compass                        | 28. RP/ Bomb & Tanks selector switch |
| 14. Attitude indicator calibration knob | 29. Gun sight                        |
| 15. Attitude indicator                  | 30. Autopilot control handle         |



## Cockpit Tour – Centre Pedestal



- |  |  |
|--|--|
| 1. Radio compass                       | 9. HVAR firing mode selector switch        |
| 2. Gyro compass                        | 10. Main fuel tank contents indicator      |
| 3. Oil pressure indicator              | 11. Fuel pump switch                       |
| 4. Oil temperature indicator           | 12. Flight control stick toggle click-spot |
| 5. Fuel pressure indicator             | 13. Bombs & tank firing switch             |
| 6. Cylinder head temperature indicator | 14. M2 & M3 system firing trigger          |
| 7. Fuel tank selector lever            | 15. Ammeter                                |
| 8. Accelerometer                       | 16. HVAR firing switch                     |

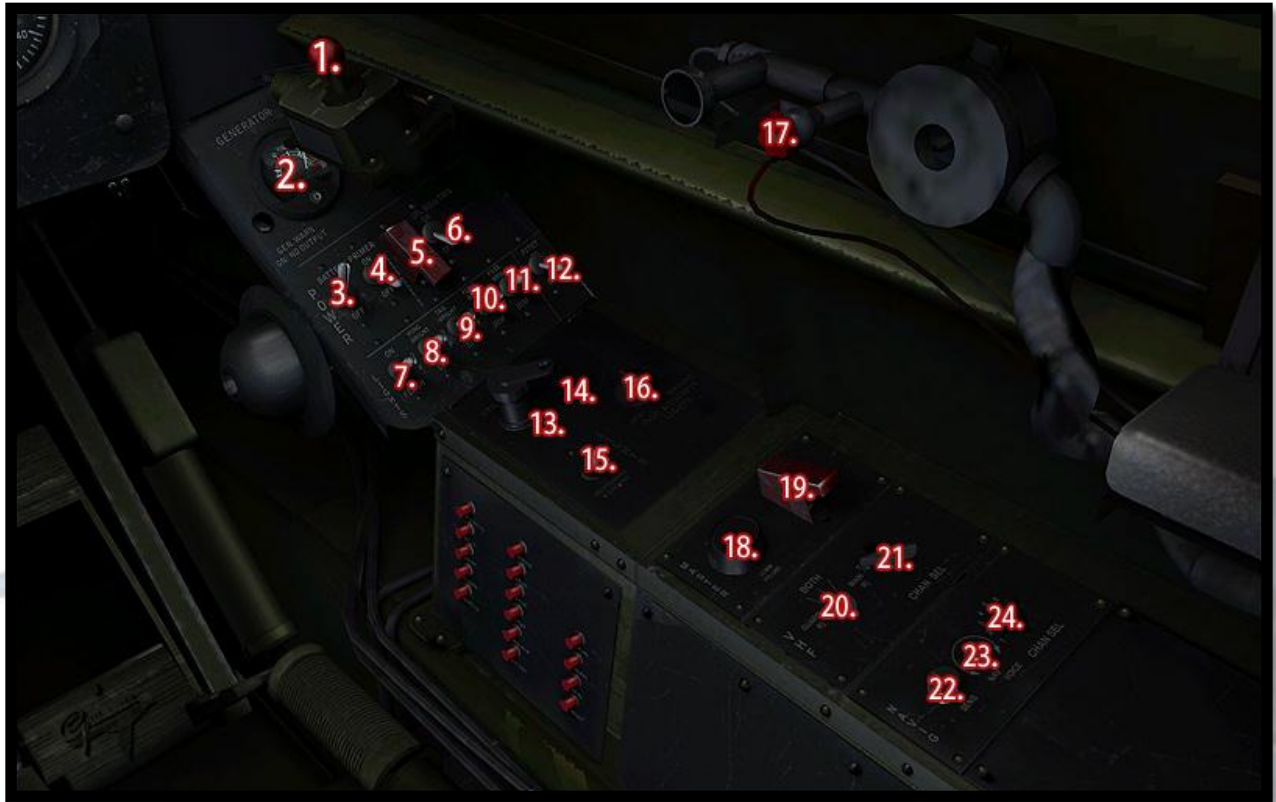
## Cockpit Tour – Port Side



- |                                     |  |
|-------------------------------------|--|
| 1. Oil shutter flap control lever   | 10. Throttle lever                         |
| 2. Dive brake control lever         | 11. Propeller pitch control lever          |
| 3. Rudder trim wheel                | 12. Mixture lever                          |
| 4. Elevator trim wheel              | 13. Hydraulic pressure indicator           |
| 5. Manual bomb/ tank release handle | 14. Landing gear control lever             |
| 6. Tail hook control lever          | 15. Kohlsman knob                          |
| 7. Landing flap control lever       | 16. Flight control stick toggle click-spot |
| 8. Aileron trim wheel               | 17. Landing gear status indicator          |
| 9. Tail wheel locking lever         |  |



## Cockpit Tour – Starboard Side



1. Automatic pilot control joystick
2. Ammeter
3. Master battery switch
4. Engine primer switch
5. Engine starter switch
6. Oil diluter control switch
7. Recognition light switch
8. Navigation lights switch
9. Tail light switch
10. Formation lights switch
11. Fuselage lights switch
12. Pitot heater switch

13. Approach light switch
14. Landing light switch
15. Instrument lights switch
16. Cockpit lights switch
17. Oxygen regulator control knob
18. Comm volume master switch
19. Comm system master switch
20. VHF mode selector switch
21. VHF channel selector switch
22. Nav master switch
23. Nav volume control knob
24. Nav channel selector switch

# Systems and Functions

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## Configuration Editor

The Bearcat comes with a dynamic configuration editor that will allow many aspects of the aircraft to be configured. Weights and fuel are changed in real-time using the editor, and firing or dropping weapons will also affect the flight dynamics and weights.

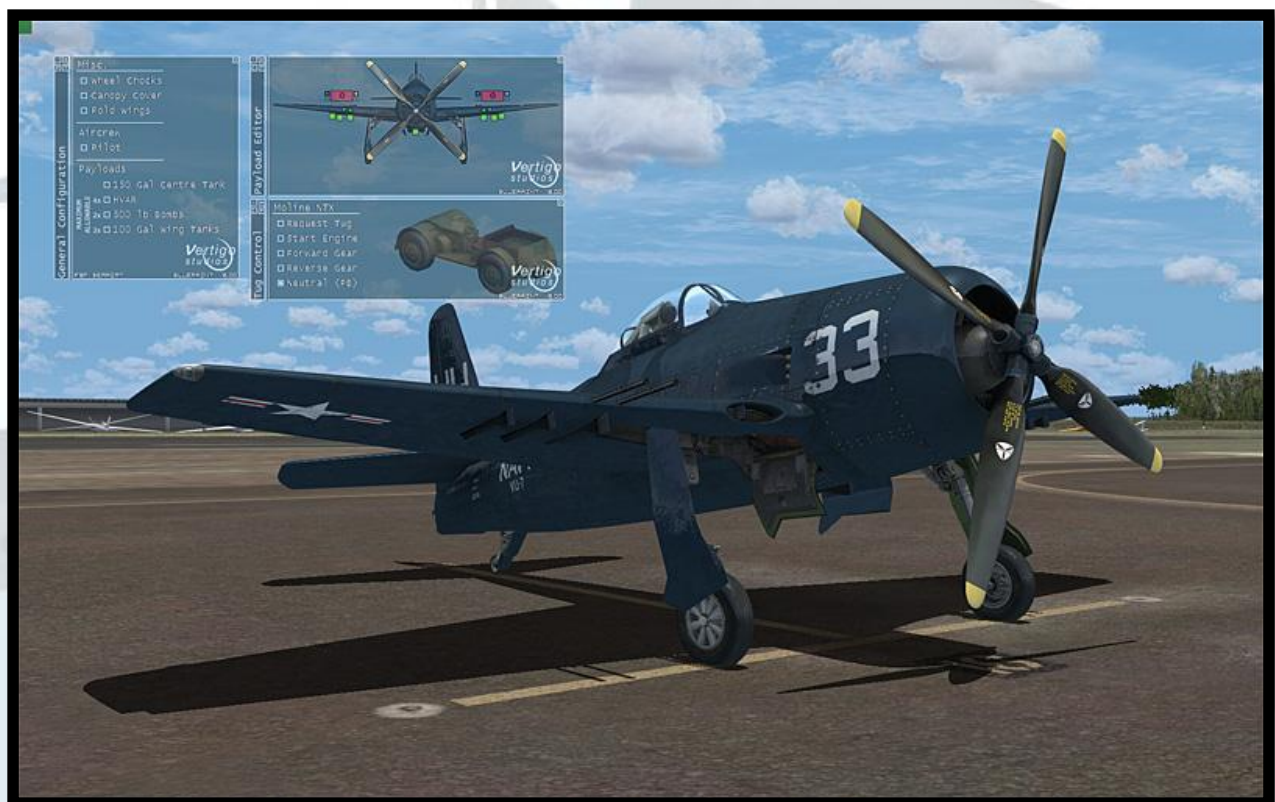


Figure 4 - The editor windows in situ.

The main configuration-editor window

Pressing ctrl + 4 will display the main window. Below are illustrations and a table documenting the various functions of the editor.

Each option displays a filled-in box when selected, and a transparent box when not.








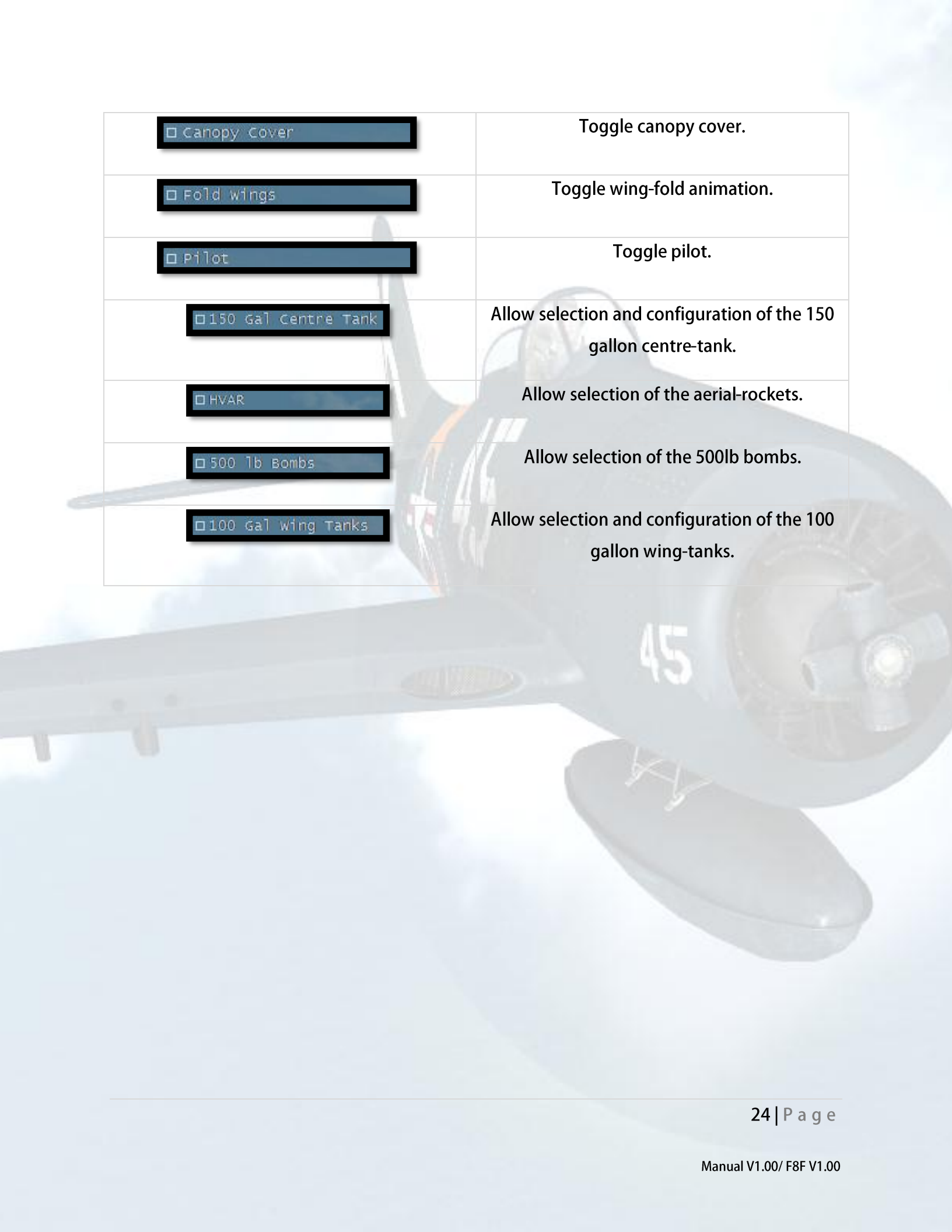
Figure 5 - No options selected.



Figure 6 - All but loads selected.

Control window functions and their descriptions

	Increase window transparency.
	Decrease window transparency.
	Toggle payload editor window (ctrl + 5).
	Toggle Moline NTX tug window (ctrl + 6)
	Toggle wheel chocks.



<input type="checkbox"/> Canopy Cover	Toggle canopy cover.
<input type="checkbox"/> Fold wings	Toggle wing-fold animation.
<input type="checkbox"/> Pilot	Toggle pilot.
<input type="checkbox"/> 150 Gal Centre Tank	Allow selection and configuration of the 150 gallon centre-tank.
<input type="checkbox"/> HVAR	Allow selection of the aerial-rockets.
<input type="checkbox"/> 500 lb Bombs	Allow selection of the 500lb bombs.
<input type="checkbox"/> 100 Gal Wing Tanks	Allow selection and configuration of the 100 gallon wing-tanks.








### The payload editor window

Pressing ctrl + 5 will display the payload window. From here, weapons can be assigned to their respective pylons, fuel can be added or removed, and ammunition can be adjusted. Please see the below table and illustrations for more information.

The payload editor window should be used in conjunction with the main configuration window. To use, first select the required load object from the configuration window. This will change the state of the payload window, and allow loading of the selected object. For further information, please see the below illustration and table.

### Control window functions and their descriptions

	Increase window transparency.
	Decrease window transparency.
	Toggle configuration window (ctrl + 4).
	Toggle Moline NTX tug window (ctrl + 6)
	Visible in the top-left area of the Flight Simulator window when SimConnect is functioning correctly.

### Ammunition and the M2 / M3 weapons

The M2 weapons platform is loaded by default in any combat-ready F8F-1. The M3 weapons platform is loaded by default into any combat-ready F8F-2. Ammunition amounts can be controlled used the payload editor window.

Adding ammunition to the aircraft will dynamically alter the weight. Firing the weapons will decrease the weight. Weights are calculated in real-time, on a per-round basis. Each and every round will therefore affect the total performance and weight of the aircraft.

Weights of both weapon and ammunition differ for either the M2 or M3 system. Please see the following table for more information.

Weapon systems and their respective weights

F8F-1 Bearcat	
M2 machine gun	63.93 lbs. per weapon
Maximum 525 rounds per weapon	0.25 lbs. per round
F8F-2 Bearcat	
M3 cannon	94.13 lbs. per weapon
Maximum 413 rounds per weapon	0.57 lbs. per round



Figure 7 - The gun control area of the F8F-2 payload window.








Figure 8 - Ammunition control panel.



The ammunition control panel



The box in the centre of the control panel displays the amount of ammunition currently loaded. The background will turn green when the ammunition load is at maximum.

	<p>Clicking the – symbol will decrease the amount of ammunition loaded.</p>
	<p>Clicking the + symbol will increase the amount of ammunition loaded.</p>
	<p>Clicking the – symbol on the left side of the display will deplete all ammunition currently loaded.</p>
	<p>Clicking the – symbol on the right side of the display will maximise the ammunition load.</p>
	<p>Weapons can be individually loaded or unloaded using the small boxes beneath the display. Even the small M2 or M3 systems will affect the weight of the aircraft when loaded.</p>

### 150 Gallon Centre Tank

	<p>First ensure that the 150 gallon centre tank option has been selected.</p>
	<p>Clicking the centre tank graphic will load an empty tank onto the pylon.</p>



Fuel can be added using the control panel, which itself functions in a similar fashion to the M2 and M3 control panels.

## High Velocity Aerial Rockets (HVAR)



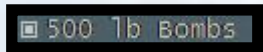
First ensure that the HVAR option has been selected.



HVAR's can be loaded individually, at a weight of 112 lbs. per rocket.

## 500 Lbs. Bombs

The 500 Lbs. bombs may only be selected when the 100 gallon wing tanks are not loaded.

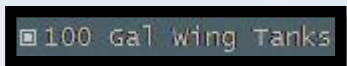


First ensure that the 500 lbs. bomb option has been selected.



Bombs can be loaded individually, at a weight of around 505 lbs. per bomb.

## 100 Gallon Wing Tanks



First ensure that the 100 gallon wing tank option has been selected.



Clicking the centre tank graphic will load an empty tank onto the pylon.

Control is as per the 150 gal. tank.



## Individual Pylons

Pylons can be selectively removed in order to streamline the aircraft further. Each pylon has a weight of between 20 and 30 lbs. To remove or replace a pylon, click its respective control point using the payload editor window. When removed, the control box will appear red. Weapons cannot be placed upon the pylon in the removed state.



Figure 9 – All pylon control points are active.

## Smart Payload Configuration Utility

The Bearcat features a 'smart' payload configuration utility in order to make it easier for third-party painters to configure the default model arrangement.

Default load states can be set by the painter in the *aircraft.cfg* file, as per the below table.

Note 1 – 'xx' in the *title text* column suggests the next logical number available in the aircraft.cfg file structure.

Variant	'Title=' Text	Function
F8F-1 Bearcat	title=VS F8F1 xx	Loads M2 weapons.
F8F-2 Bearcat	title=VS F8F2 xx	Loads M3 weapons.
Clean F8F-1 (Display)	title=VS F8FC xx	Removes all weapons and respective pylons.









## The Moline NTX tug window

Pressing ctrl + 6 will display the tug control window. From here the Moline NTX tug can be requested or dismissed, and various functions controlled as per the below table.



Figure 10 - The default tug control window.

### Control window functions and their descriptions

		Increase window transparency.
		Decrease window transparency.
		Toggle configuration window (ctrl + 4).
		Toggle payload window (ctrl + 5)
		Click to dismiss or request the NTX.
		Click to start or stop the tug's engine. When starting, the noise of the tug will be heard.

## Visible Toggle Click-Spots

### Introduction

Parts of the cockpit in the F8F can obstruct operation or view. In order to get around this issue, certain areas of the cockpit act as click-spots in order to toggle visibility of parts.

### Canopy Control

The canopy control unit can obstruct view of the automatic pilot control unit. To toggle visibility, click the area of the bracket above the control unit.



Figure 11 - Unit hidden.

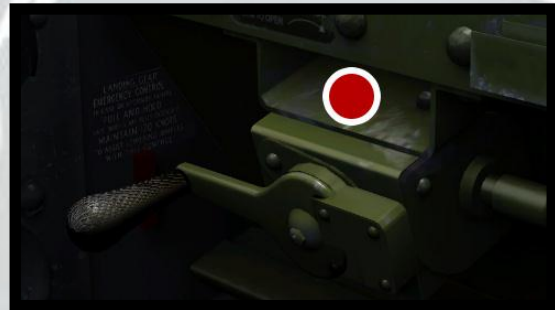


Figure 12 - Unit shown.

## Flight Control Stick

The flight stick can obstruct view of the centre pedestal. To toggle the stick, click the bracket below the centre pedestal.



Figure 13 - Stick hidden.

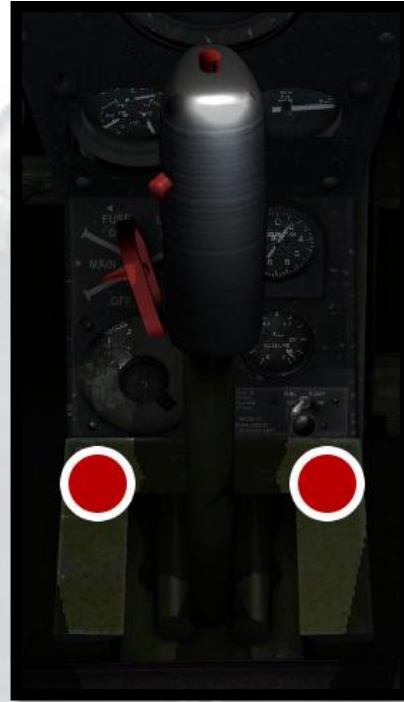


Figure 14 - Stick shown.



## Optical Gun-sight

### Introduction

Located atop the main instrument panel, the gun sight forms a centrepiece in the cockpit. To operate the sight, either left or right click on the small scroll wheel located on the forward side of the device.

Right click to progress through the functions, and left click to regress.

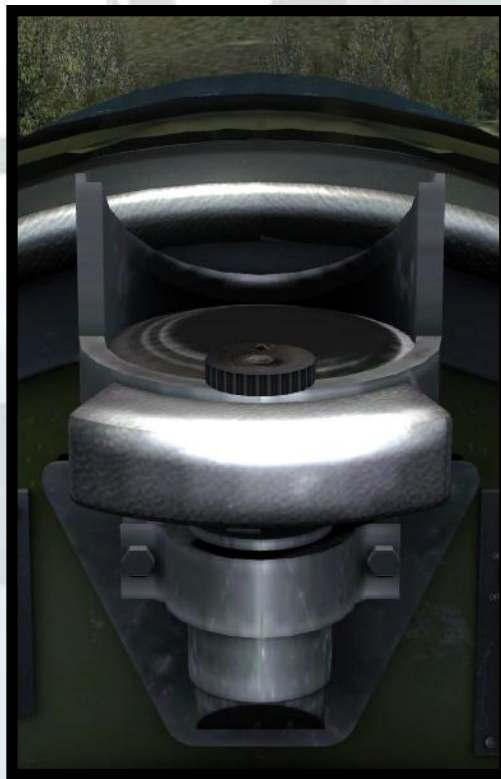


Figure 15 - The gun sight in its default state.

### Collimation and Night Illumination

The gun sight features full night lighting and collimation effects. Moving out of the projection arc will cause the sight to progressively fade from view.

When turned on at night, the gun sight will automatically illuminate.



Figure 16 - Gun sight at night.



Figure 17 - Too far right!

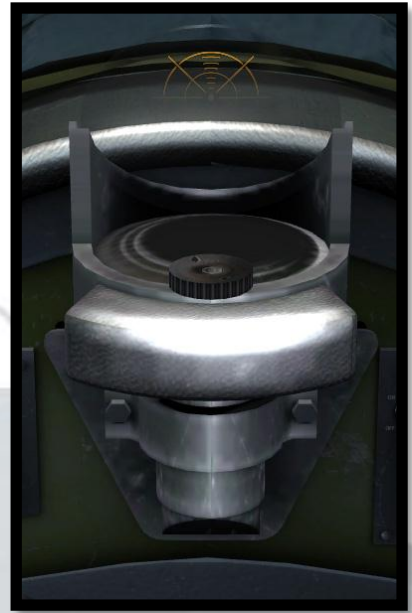


Figure 18 - Too far up!

## Function 1

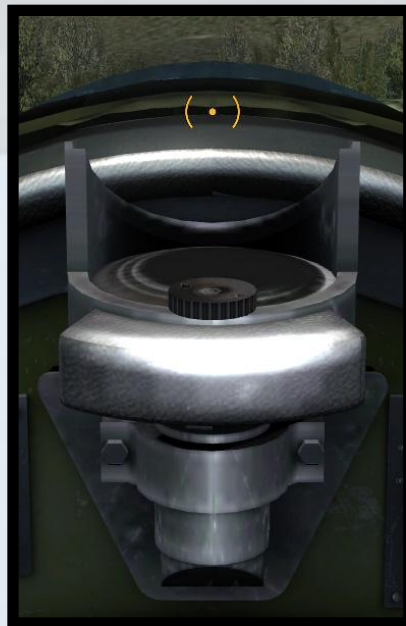


Figure 19 - Displaying the gunnery sight.

## Function 2

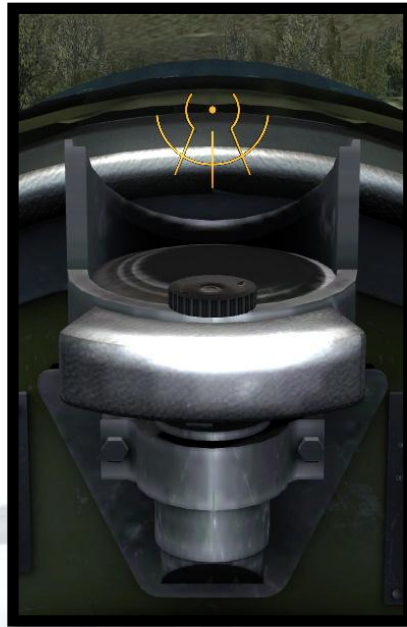


Figure 20 - Displaying the bombing sight.

## Function 3

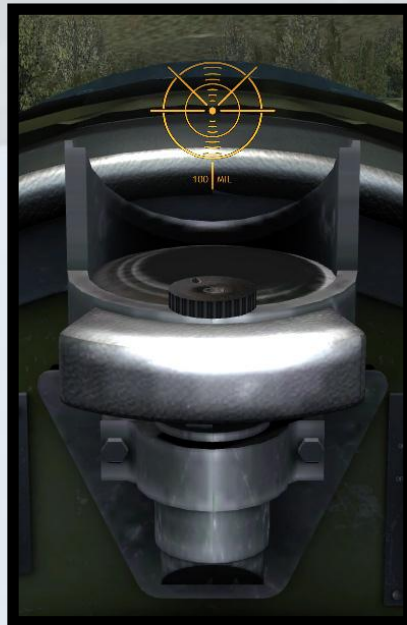


Figure 21 - Displaying the rocket sight.

## Weapon Control System

### Introduction

The F8F features a full and complex weapon system. Each and every item assigned to the aircraft using the payload editor can be fired or dropped, along with associated sound and visual effects.

When a weapon is fired or dropped, the resulting weight change will affect the aeroplane immediately. Firing an HVAR salvo causes the aircraft to roll if the pilot is not prepared; dropping the fuel tanks causes the aircraft to pitch up violently if not trimmed correctly.

### M2 Machine Guns and M3 Cannon

#### Introduction

The F8F-1's M2 system and the F8F-2's M3 system both operate in a similar fashion. The guns cannot be fired if the master switch is turned off or if the ammunition has been depleted. The ammunition load can be manipulated at any time using the payload editor.

Firing the weapons will deplete the ammunition in a realistic way and will of course cause a resultant weight change.

Each weapon has a unique firing sound and realistic muzzle flash effect.

#### Arming the weapons

To arm either M2 or M3 system, first raise the red safety toggle and switch the master ON. Individually arm the inboard and outboard weapons, and ensure that ammunition is loaded.





Figure 22 - Guns safe.



Figure 23 - Safety up.



Figure 24 - Master ON.



Figure 25 - Both inboard and outboard ARMED.

## Firing the weapons

To fire the weapons, either mouse-click the trigger on the front-side of the control stick, or press and hold the button or keyboard key assigned to the 'brake' function (most often the trigger of the joystick or controller).

## F8F-1 M2 Firing



Figure 26 - As seen from the outside.



Figure 27 - Dakka Dakka Dakka.

## F8F-2 M3 Firing



Figure 28 - Cannon fire from the outside.



Figure 29 - Boom boom boom.

## 500 Lbs. Bombs

### Arming the bombs

The master armament switch must first be armed. This is located on the panel to the left of the gun sight, alongside the inboard and outboard gun selector switches.



Figure 30 - Safety down.



Figure 31 - Master OFF.

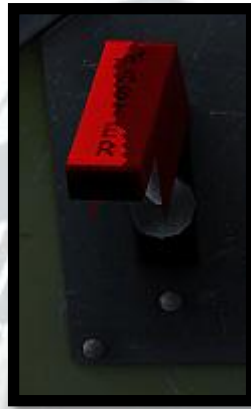


Figure 32 - Master ON.



Figure 33 - Safety down.

Next, the bomb and tank panel to the right of the gun sight must be configured. Set the left and right selector switches as required, and set the bombs and rocket projectiles switch to 'Tail Arming'. Make sure the lower right selector switch is set to 'RP'.

The system circuits are individual and may be operated individually, or as a pair.





Figure 34 - Weapons safe.



Figure 35 - Both left and right circuits are selected.

### Dropping the bombs

To drop the selected bomb(s), simply click the bomb and tank release trigger atop the flight control stick. The aircraft should lurch as the weapons are released, and a sound effect will be heard.



Figure 36 - Triggers atop the flight stick.

## HVAR's

### Arming the weapons

The master armament switch must first be armed. This is located on the panel to the left of the gun sight, alongside the inboard and outboard gun selector switches.



Figure 37 - Safety down.



Figure 38 - Master OFF.

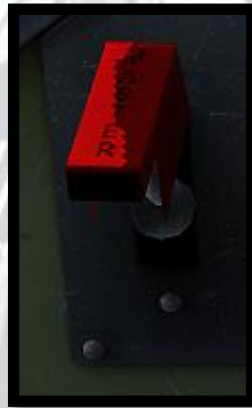


Figure 39 - Master ON.



Figure 40 - Safety down.

On the Bomb & Tank Selector panel, set 'Bombs & RP' to 'RP Tail Arming' and the lower right selector switch to 'RP'.

The HVAR circuits are all individual and can be controlled using the RP selector switch, located on the centre pedestal.



Figure 41 - Weapons safe.



Figure 42 - Configured for HVAR.

### Firing the weapons – SINGLES

In order to fire the HVAR's in a singular mode; ensure that the selector switch is set to '1' before firing. To progress through the firing circuits, right click the switch.



Figure 43 - HVAR selector set to SINGLE- 1.

To fire, click the trigger on the left of the flight control stick. The aircraft may roll and a sound will be heard upon successful firing.



Figure 44 - The HVAR trigger is located in the lower left of this image.

### Firing the weapons – PAIRS

To fire the HVAR's in pairs, all weapons must be intact. The rockets cannot be fired in pairs if the system has already been activated and fired. Set the HVAR selector to '3' in order to activate the PAIRS firing mode; pressing the trigger will fire both port rockets. When both rockets have fired, set the selector to '4' and pull the trigger again to fire both starboard rockets.





## Fuel Tanks

### Arming the armament master system



Figure 45 - Safety down.



Figure 46 - Master OFF.

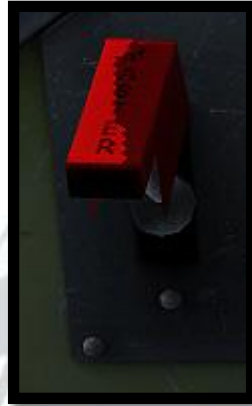


Figure 47 - Master ON.



Figure 48 - Safety down.

### Arming the system – 150 gallon centre tank



Figure 49 - Weapons safe.



Figure 50 - 150 gallon tank selected.

Using the BTS panel set the selector to 'Bomb & Drop Tanks' and the belly selector to 'ON' .

#### Arming the system – 100 gallon wing tanks



Figure 51 - Weapons safe.



Figure 52 – Both 100 gallon tanks selected.

Using the BTS panel set the selector to 'Bomb & Drop Tanks' and the left and right selector switches as required.

#### Dropping the tanks

To drop the tanks, press the trigger button atop the flight control stick. The aircraft may respond to the rapid change in weight and a latch release sound should be heard.

# Engine Starter System

## Introduction

The F8F features a realistic engine starter system that can be worked correctly, or bypassed easily (using the ctrl + e function).

The propeller will slowly rotate whilst the starter is engaged, whilst the pilot carefully watches the panel. Once the engine is started, different propeller states may be observed.

For advanced starting procedures, please see the drawings at the end of this manual.



Figure 53 - Low RPM state.



Figure 54 - High RPM state.

## Fuel System

### Introduction

The fuel system controls are located on the lower area of the centre pedestal; hiding the flight control stick allows for better operation of the fuel system.



Figure 55 - The centre pedestal.

### Fuel Selector Control

The fuel selector is located to the left of the centre pedestal. Tanks may be selected even when they are not attached to the aircraft.

Right click the control to cycle clockwise through the tank selections. Similarly, left click to cycle anti-clockwise.



Figure 56 - The fuel selector control.



## Fuel Pump

An electrical fuel pump switch is located to the bottom right of the centre pedestal. Providing the battery is switched on and functioning, the electric pump will provide extra pressure to the fuel system.



Figure 57 - The fuel pump switch panel.

## Fuel Contents Gauge

The fuel contents gauge will only display the contents of the main aeroplane fuel tank. It does not show a cumulative amount nor does it display external tank values.



Figure 58 - The main tank contents gauge.

## Defogger System

### Operation

The defogger unit is located atop the right side of the dashboard coaming. Clicking the main switch will turn the unit on or off. When turned on, the unit will emit a sound for a while before settling into normal operation.



Figure 59 - The unit atop the coaming.

### Canopy Fogging

The canopy is prone to fogging when operating in low ambient temperatures or when the cockpit temperature differs greatly to that of the outside.

The defogger should be operated during routine flight or as is required.

When fogging occurs, the windscreen and canopy will gradually become less transparent. Once the defogger unit is turned on, the system will require time to complete its task. The longer the system is turned off and the greater the temperature difference, the greater the amount of time required for the system to clear the issue.



Figure 60 - A problem develops.



Figure 61 - As seen on from the outside.

## Automatic Pilot Unit

### Introduction

The F8F features a rudimentary but functional automatic pilot unit. Located beneath the canopy control unit, the autopilot features two main controls- a switch and a knob.



Figure 62 - The automatic pilot.

### Operation

To engage or disengage the autopilot, either use the assigned key press or click the switch on the rear side of the unit. Once engaged, the autopilot functions on all axes.

To control roll, left or right click the red control knob to roll left or right respectively.

To control pitch, scroll the mouse wheel forwards or backwards to dive or climb respectively.



## Canopy Control Unit

### Introduction

The canopy control is hidden by default, but may be toggled using the visibility click spot described at the beginning of this section.

### Operation

The canopy may be operated by using either the key command or by clicking the control lever. The canopy should be locked by clicking the grey knob underneath the canopy railing (starboard side). When locked, operation of the canopy is prohibited.



**Figure 63 - The control unit, with locking knob to the lower right.**

## Oil Cooler Flap System

### Operation

The oil cooler should be opened when the aeroplane is on the ground, or when the engine oil temperature rises above an acceptable temperature.

The operation lever is located on the rear left console. The F8F-1 does not feature the oil cooler flaps on the external fuselage, though the lever is still present.

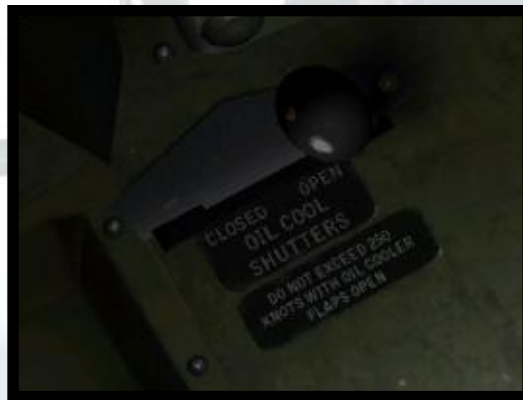


Figure 64 - The lever.



Figure 65 - Flaps open on an F8F-2

## Cowl Flap System

### Introduction

The F8F features a unique cowl flap control system. Operation of the cowl flaps is generally automatic, though it can be controlled by the pilot.

To operate the cowl switch, right click to cycle forward through the functions, or left click to cycle backward.

The cowl flaps control switch is located on the lower centre of the main instrument panel.



Figure 66 - The cowl flap system switch.

### OFF

Switching the cowl flap system to OFF will allow full pilot control using the predefined keyboard commands. By default the cowl flaps will remain in whatever position they were prior to the system being turned off.

### AUTO

Switching the cowl flap system to AUTO will let the aeroplane control the flaps automatically. The cowl flaps will as the cylinder head temperature rises, or if the aircraft is on the ground. The system should be set to AUTO in normal conditions.

## MANUAL - OPEN

Switching the system to OPEN will fully open the cowl flaps.

## MANUAL- CLOSE

Switching the system to CLOSE will fully close the cowl flaps.





## Trim Systems

### Introduction

All flight surfaces of the F8F can be trimmed. The trim control wheels are located on the left console panel.

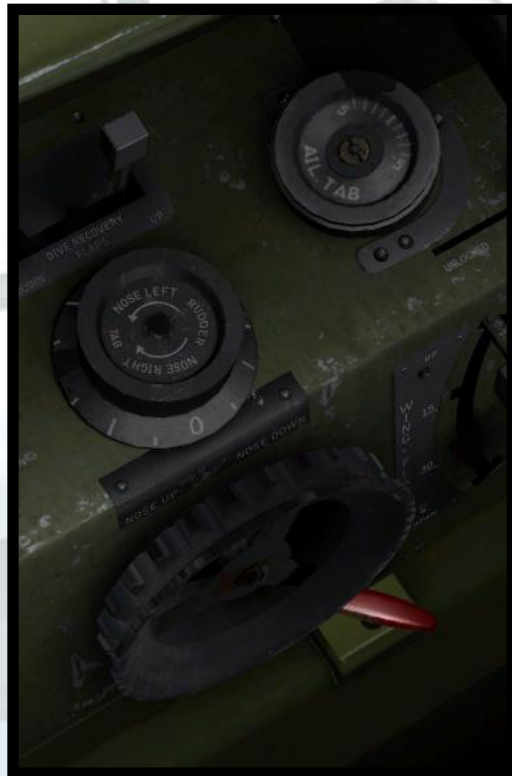


Figure 67 - From top to bottom; elevator, rudder and aileron trim wheels.

### Operation

All trim wheels can be operated using the mouse wheel or by clicking and dragging in the required direction.

Rolling the mouse wheel forward will increase or move the trim clockwise. The opposite is true when the mouse wheel is rolled backward.

## Lighting Systems

### Introduction

The F8F features a complex array of lights, all of which may be individually controlled. All lights are located on the forward section of the right console.



Figure 68 - Lighting control panel, with cockpit lights to the lower right.

## Operation

Simply click a light switch to toggle the relevant light. The F8F features recognition, navigation, formation, instrument and cockpit flood lights.

## Night Lighting

The F8F features individual night lighting in the cockpit. Using the controls to the rear of the lighting control panel, both the instrument and cockpit lights may be individually controlled.



**Figure 69 – Both the instrument and cockpit lights turned on at night.**

## Tail Hook

### Operation

The tail hook can be deployed or retracted by clicking the lever located towards the floor panel of the left console. The hook may not deploy fully if the aeroplane is already on the ground.



Figure 70 - Tail hook lever.



Figure 71 - Hook fully deployed.



## Landing Flaps

### Operation

The landing flap control lever is located on the side wall of the left console. Click the lever to set the required flap setting. Alternatively use the predefined flap keys.



Figure 72 - Flap control lever.

### External Visual Aid

Flap setting can be verified by looking at the leading section of the flap. The relevant markings are clearly defined along the rounded edge.

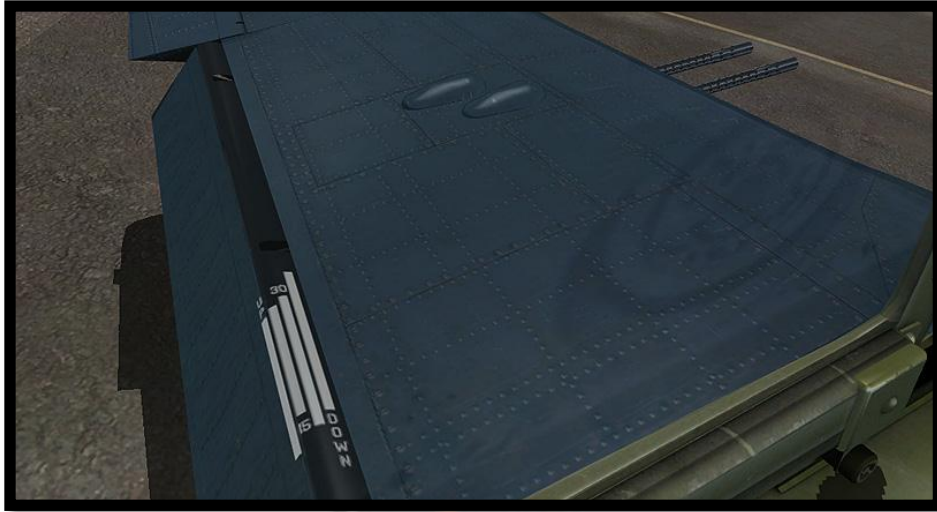


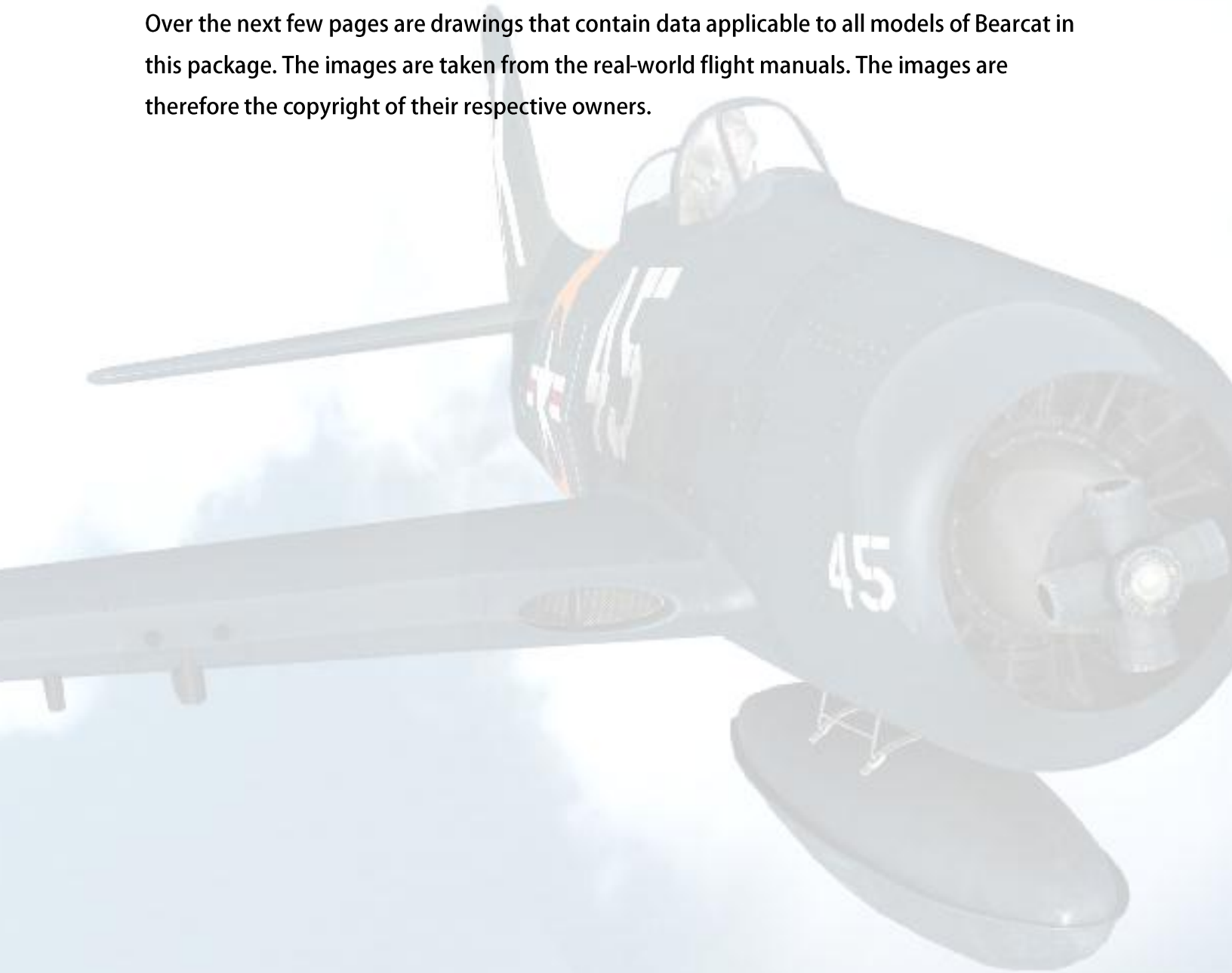
Figure 73 - External flap markings.



## Official Drawings

### Introduction

Over the next few pages are drawings that contain data applicable to all models of Bearcat in this package. The images are taken from the real-world flight manuals. The images are therefore the copyright of their respective owners.



## Normal Operating Procedures & Checklists

The following flight manoeuvres are prohibited:

- Prolonged spin
- Inverted spin

The following manoeuvres are prohibited when carrying external stores :

- Any Spin
- Snap Roll
- Immelman turn
- Loop
- Chandelle
- Inverted flight (except when entering dives)

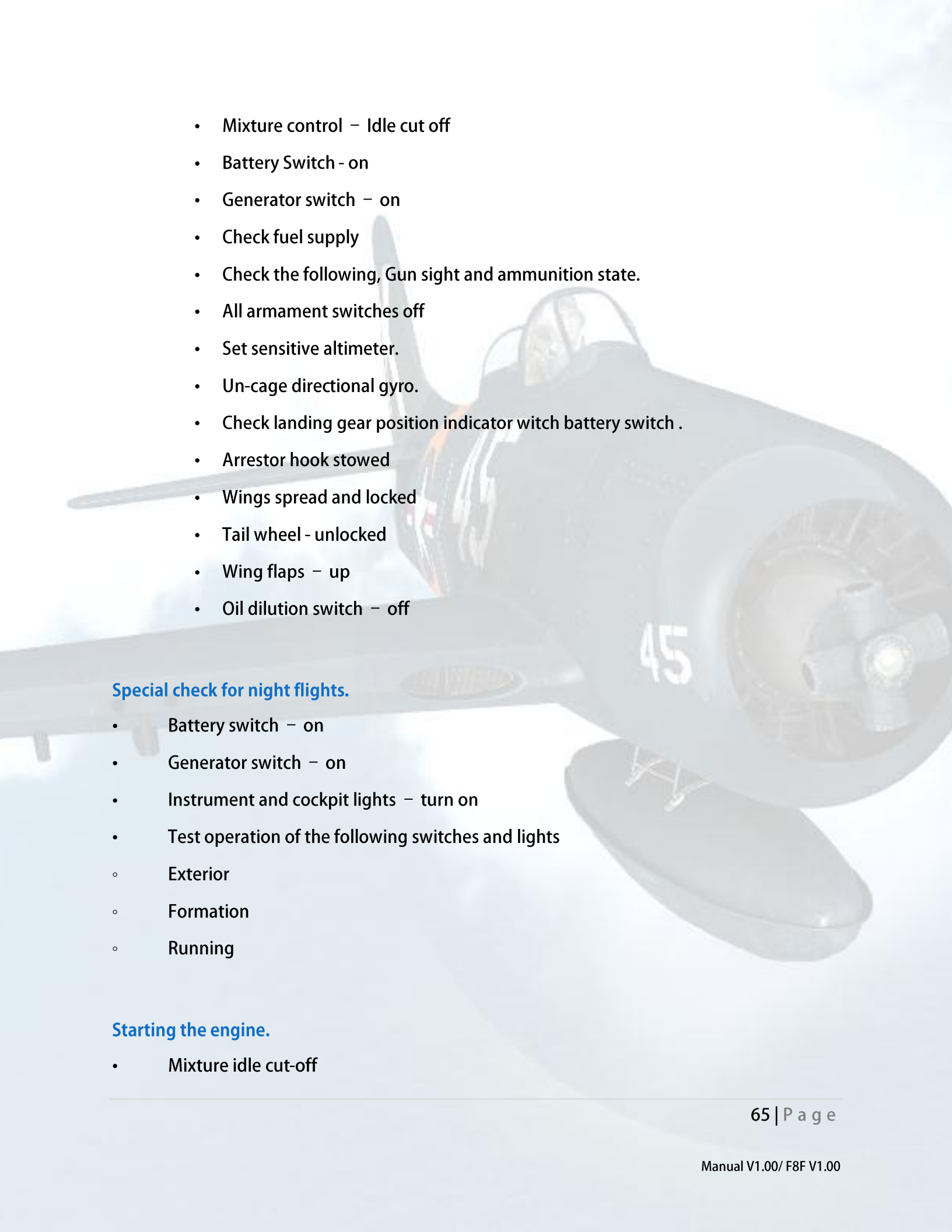
### Before entering the cockpit.

- *Take-off gross weight and balance.*
  - Check gross weight and centre of gravity location for take-off and for anticipated landing condition.
- *Exterior check.*
  - Make sure the airplane has been serviced with proper quantities of fuel, oil, water injection fluid, hydraulic fluid and oxygen.
  -

### Upon entering the cockpit.

- *Standard check for all flights*
  - Landing gear locked and down
  - Ignition switch off
  - Wheels chocked
  - Automatic pilot control “OFF” , check stick and rudder pedals for freedom and full throw, watch control surfaces.



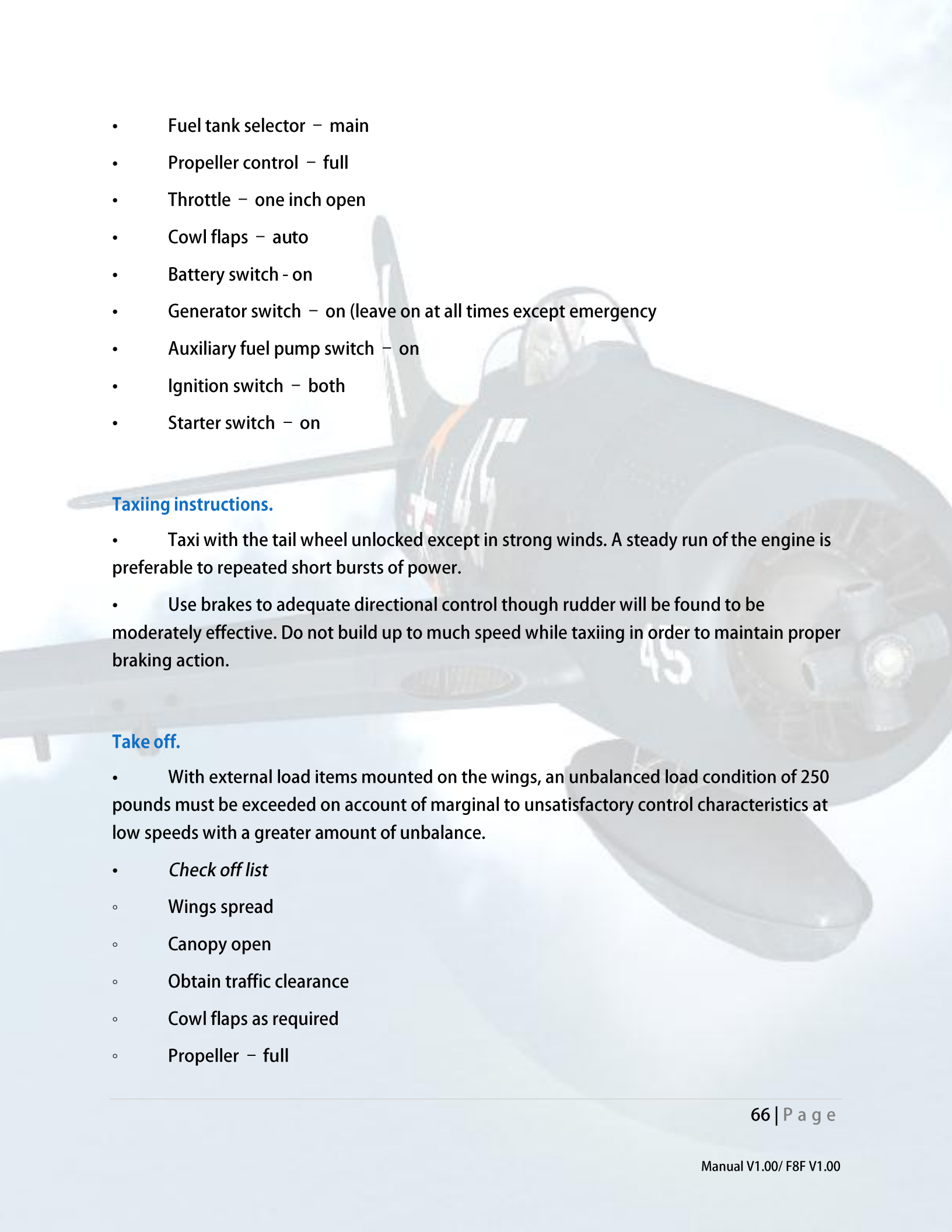
- 
- Mixture control – Idle cut off
  - Battery Switch - on
  - Generator switch – on
  - Check fuel supply
  - Check the following, Gun sight and ammunition state.
  - All armament switches off
  - Set sensitive altimeter.
  - Un-cage directional gyro.
  - Check landing gear position indicator witch battery switch .
  - Arrestor hook stowed
  - Wings spread and locked
  - Tail wheel - unlocked
  - Wing flaps – up
  - Oil dilution switch – off

#### Special check for night flights.

- Battery switch – on
- Generator switch – on
- Instrument and cockpit lights – turn on
- Test operation of the following switches and lights
  - Exterior
  - Formation
  - Running

#### Starting the engine.

- Mixture idle cut-off


- 
- Fuel tank selector – main
  - Propeller control – full
  - Throttle – one inch open
  - Cowl flaps – auto
  - Battery switch - on
  - Generator switch – on (leave on at all times except emergency)
  - Auxiliary fuel pump switch – on
  - Ignition switch – both
  - Starter switch – on

#### **Taxiing instructions.**

- Taxi with the tail wheel unlocked except in strong winds. A steady run of the engine is preferable to repeated short bursts of power.
- Use brakes to adequate directional control though rudder will be found to be moderately effective. Do not build up to much speed while taxiing in order to maintain proper braking action.

#### **Take off.**

- With external load items mounted on the wings, an unbalanced load condition of 250 pounds must be exceeded on account of marginal to unsatisfactory control characteristics at low speeds with a greater amount of unbalance.
- *Check off list*
  - Wings spread
  - Canopy open
  - Obtain traffic clearance
  - Cowl flaps as required
  - Propeller – full

- 
- Mixture – high
  - Fuel tank selector – main
  - Auxiliary fuel pump – on
  - Tabs control settings
    - Aileron – 0
    - Elevator – 1 mark, nose down
    - Rudder – 0
  - Wing flaps up or full down for minimum run
  - Tail wheel locked for land, unlocked for carrier
  - Raise landing gear immediately after take off
  - Raise flaps
  - *Catapult check off list*
  - Canopy open
  - Wing flaps full down
  - Check tab settings

#### Engine failure during take-off.

- Ignition switch off
- Battery switch – off
- Mixture control – idle cut off
- fuel selector valve – off

#### Diving.

- Canopy - closed
- Set propeller control – 1900-2200 rpm
- Mixture – rich

- Fuel selector – main tank
- Cowl flaps – closed
- Oil cooler shutters - closed

#### Approach and landing.

- Canopy – open
- Tab control settings
  - Aileron – 0
  - Elevator – 3 nose up
  - Rudder – 0
- Auxiliary fuel pump – on
- Tank selector – main
- Mixture control – rich
- Propeller control – 2400-2600 rpm
- Cowl flaps as required
- Oil cooler shutters as required
- Tail wheel – locked
- Armament master switch – off
- Landing gear down
- Wing flaps – full down
- Arresting hook – extended (carrier)
- NOTE: External fuselage load greater than 1100 lb must be dropped before carrier landing. Also, when arrested landings are made with external wing loads, fuselage loads greater than an empty tank must be dropped. Arrested landings with wing loads greater than 500 lb per side are not permitted.

### Normal landing.

- The recommended approach for a land landing should be made at from 10 to 20 knots above stalling speed and with sufficient power to maintain a 500 to 1000 ft minimum rate of descent. This results in a moderate glide and ample speed for the flare out. Approaches made with the canopy open result in a slight loss in rudder effectiveness at small rudder deflections. The elevator is extremely effective in the approach and flare put. And when coupled with the moderately light forces, it is very easy to over control. During the touch down and ensuing ground run tendency to drop a wing or to swing is evident.

### Cross wind landing.

- Landings have been made satisfactorily in 90 degree cross winds up to 50 mph. These can be made using the crabbing, lowering the wing, or angular approach technique or a combination of these methods. If runway length permits a wheel-type landing is recommended.

### Minimum run landing.

- Due to the relatively large flap area and light weight of the airplane, the usual landing run without braking is short. However, for a minimum run landing, the approach should be made with power at the power-off stalling speed followed by a full stall (3 point) landing. As the braking power is not excessive, the brakes can be applied vigorously after ground contact is made.

### Stopping the engine.

- Propeller – Full increase rpm
- Operate engine at 1000-1200 rpm for 30 seconds
- Auxiliary fuel pump – off
- Mixture control – idle cut-off
- Ignition switch – off
- Battery switch – off
- Cowl flaps – open



**Before leaving the cockpit.**

- Check all the switches are in the off position except the generator switch.





Appendix I

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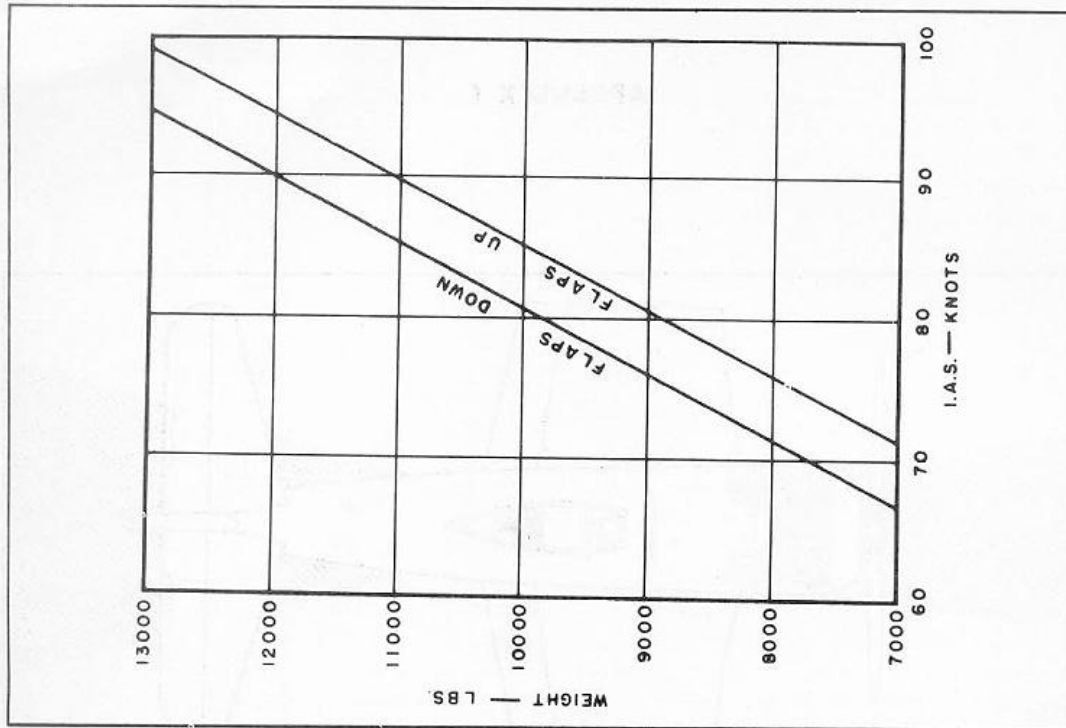


Figure 68—Stalling Speed (Power Off)—F8F-1

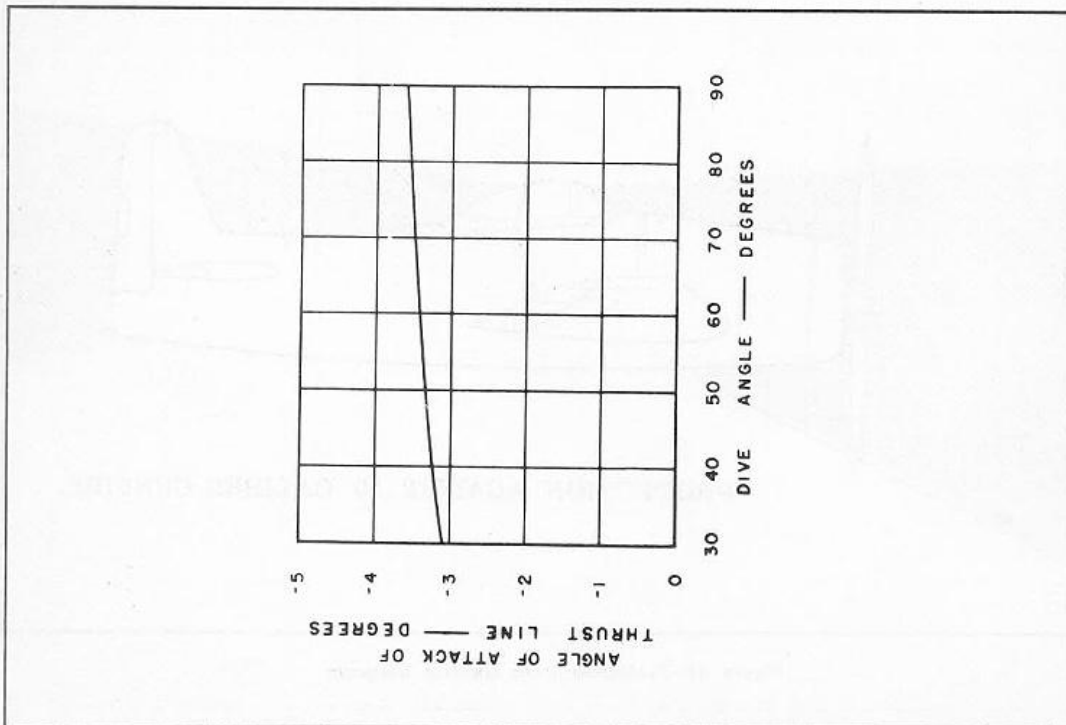


Figure 67—Dive Angle vs. Angle of Attack of Thrust Line—F8F-1

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Appendix I

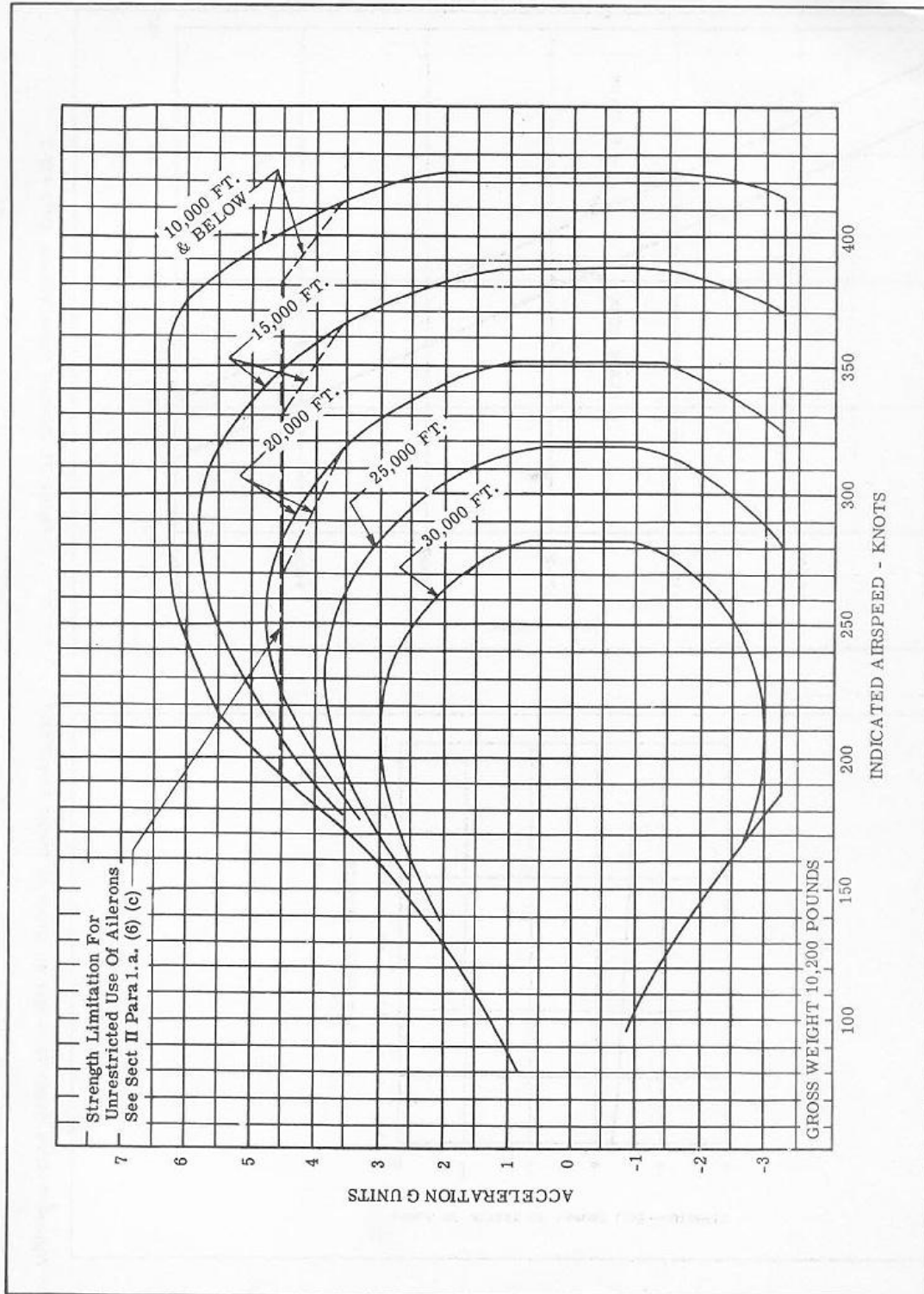


Figure 69—Operating Flight Strength Diagram Models F8F-1, -1B, -1N, -2, -2N, and -2P Airplanes

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73

Appendix I

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AN 01-85FD-1

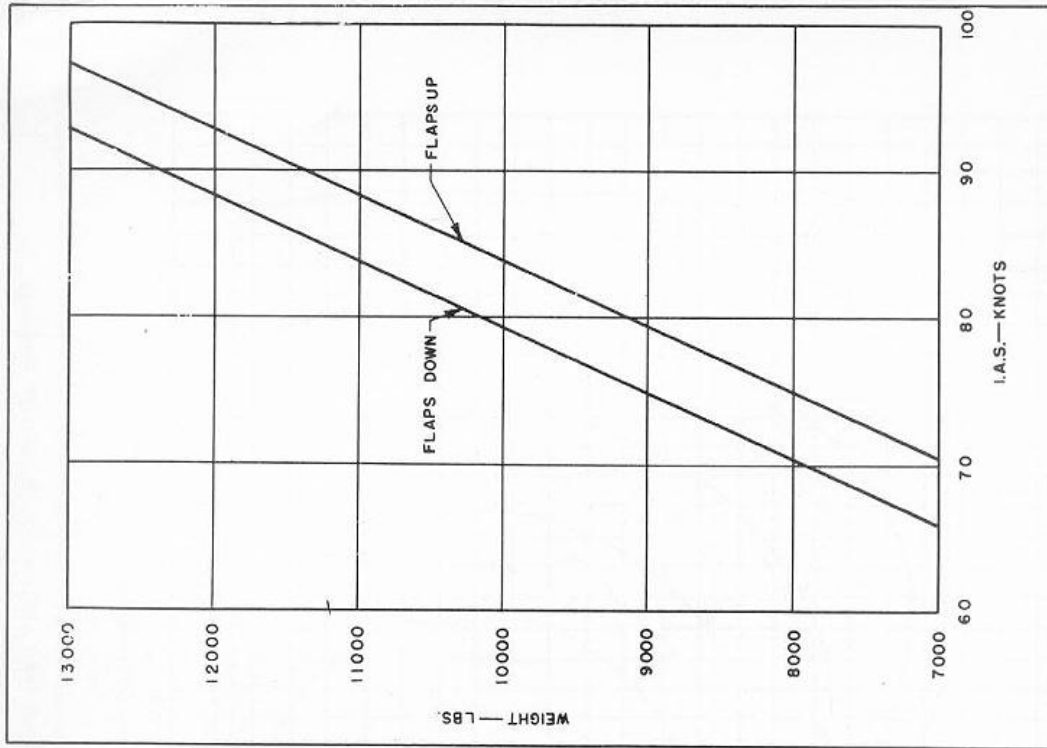


Figure 71—Stalling Speed (Power Off)—F8F-2

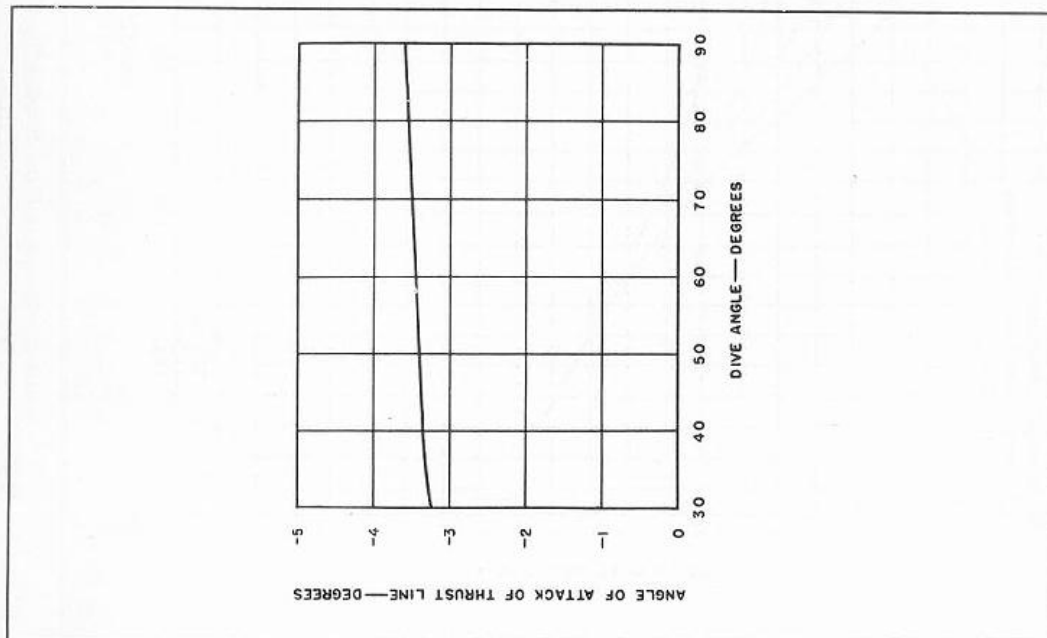


Figure 70—Dive Angle vs. Angle of Attack of Thrust Line—F8F-2



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Appendix I

AIRCRAFT MODEL(S) F8F-1

ENGINE MODEL(S)  
R-2800-34W

TAKE-OFF, CLIMB & LANDING CHART

TAKE-OFF DISTANCE FEET

GROSS WEIGHT LB.	HEAD WIND M.P.H. KTS.	HARD SURFACE RUNWAY				SOD-TURF RUNWAY				SOFT SURFACE RUNWAY			
		AT SEA LEVEL		AT 3000 FEET		AT SEA LEVEL		AT 3000 FEET		AT SEA LEVEL		AT 3000 FEET	
		GROUND RUN	TO CLEAR 50' OBS.	GROUND RUN	TO CLEAR 50' OBS.	GROUND RUN	TO CLEAR 50' OBS.	GROUND RUN	TO CLEAR 50' OBS.	GROUND RUN	TO CLEAR 50' OBS.	GROUND RUN	TO CLEAR 50' OBS.
9215	0	136	536	907	618	1071	758	550	421	1123	781	578	949
	17	149	596	977	688	1141	828	620	491	1193	851	648	1019
	34	162	656	1047	758	1211	908	690	561	1263	921	718	1089
10879	0	151	585	921	631	1095	785	560	431	1147	795	588	959
	17	164	645	991	701	1165	855	630	501	1217	865	658	1029
	34	177	705	1061	771	1235	925	690	571	1287	935	728	1099
DROP TANK	0	151	585	921	631	1095	785	560	431	1147	795	588	959
	17	164	645	991	701	1165	855	630	501	1217	865	658	1029
	34	177	705	1061	771	1235	925	690	571	1287	935	728	1099

NOTE: INCREASE CHART DISTANCES AS FOLLOWS: 20% + 10% 100°F + 25% 150°F + 30%

IN-HO. 4 DEG. FLAP IS MAX OF CHART VALUES

OPTIMUM TAKE-OFF WITH RPM.

BASED ON:

CLIMB DATA

GROSS WEIGHT LB.	AT 5000 FEET				AT 10,000 FEET				AT 15,000 FEET				AT 20,000 FEET				AT 25,000 FEET			
	BEST I.A.S. RATE		FROM SEA LEVEL		BEST I.A.S. RATE		FROM SEA LEVEL		BEST I.A.S. RATE		FROM SEA LEVEL		BEST I.A.S. RATE		FROM SEA LEVEL		BEST I.A.S. RATE		FROM SEA LEVEL	
	MPH	KTS	CLIMB F.P.M.	TIME OF CLIMB MIN.	MPH	KTS	FUEL USED	TIME OF CLIMB MIN.	MPH	KTS	FUEL USED	TIME OF CLIMB MIN.	MPH	KTS	FUEL USED	TIME OF CLIMB MIN.	MPH	KTS	FUEL USED	TIME OF CLIMB MIN.
9215	177	154	4050	14	182	167	4000	1-00	18	200	174	3700	2-13	21	210	182	3390	3-36	27	215
10879	177	154	3100	14	182	167	3080	1-25	19	200	174	2900	2-45	23	210	182	2530	4-21	29	215

POWER PLANT SETTINGS: (DETAILS ON FIG. SECTION 1111)

DATA AS OF

BASED ON:

FUEL USED (U.S. GAL.) INCLUDES WARM-UP & TAKE-OFF ALLOWANCE

LANDING DISTANCE FEET

GROSS WEIGHT LB.	HARD DRY SURFACE				FIRM DRY SOD				WET OR SLIPPERY			
	BEST I.A.S. APPROACH		POWER OFF		AT SEA LEVEL		AT 3000 FEET		AT SEA LEVEL		AT 3000 FEET	
	MPH	KTS	MPH	KTS	GROUND ROLL	TO CLEAR 50' OBS.	GROUND ROLL	TO CLEAR 50' OBS.	GROUND ROLL	TO CLEAR 50' OBS.	GROUND ROLL	TO CLEAR 50' OBS.
9215	177	154	177	154	177	154	177	154	177	154	177	154
10879	177	154	177	154	177	154	177	154	177	154	177	154

BASED ON:

OPTIMUM LANDING IS MAX OF CHART VALUES

REMARKS:

LEGEND

I.A.S. :

INDICATED AIRSPEED

M.P.H. :

MILES PER HOUR

KTS. :

KNOTS

F.P.M. :

FEET PER MINUTE

1 IN BRITISH IMPERIAL GALLONS.

MULTIPLY BY 10, THEN DIVIDE BY 12



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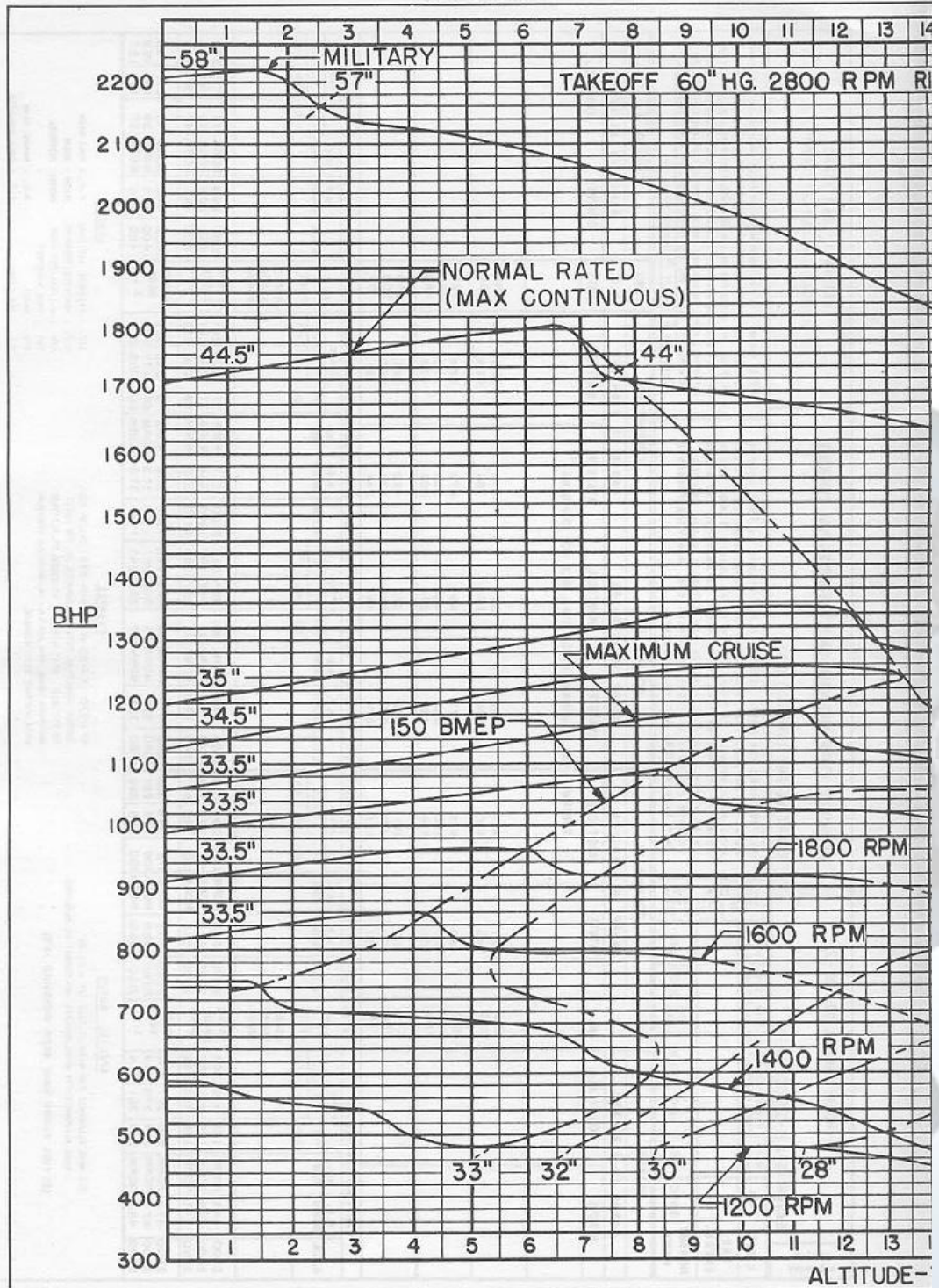
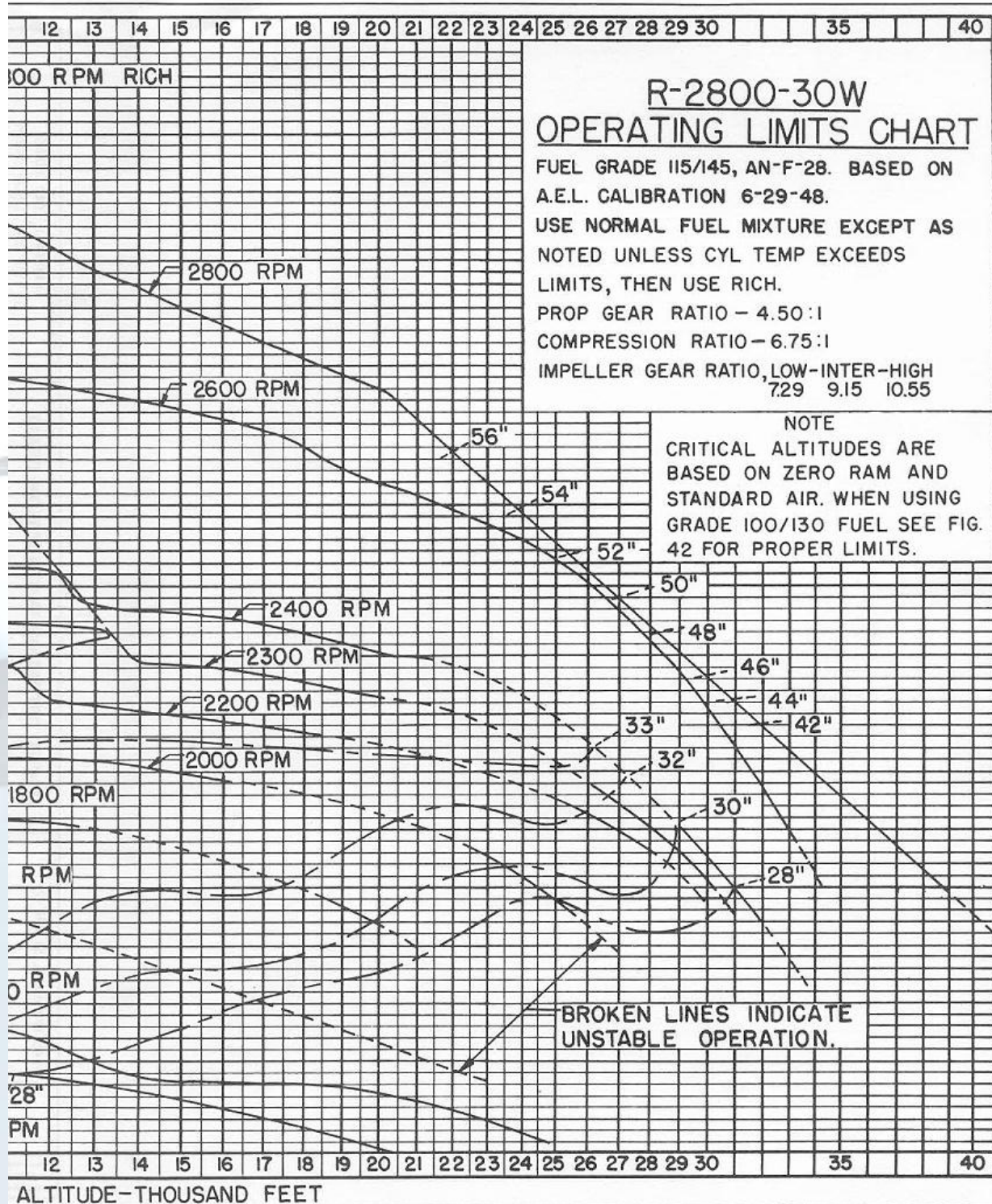


Figure 74—Engine Calibration Curves—F8F-2-R-2800-30W

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AF-1-48  
AFC-55-56

AIRCRAFT MODEL(S) F8F-2  
ENGINE(S): R-2800-30W

FLIGHT OPERATION INSTRUCTION CHART  
CHART WEIGHT LIMITS: 11231

EXTERNAL LOAD ITEMS  
1-150 GAL. DROP TANK

LIMITS	RPM	M.P.	BLOWER POSITION	MIXTURE	TIME	CYL. TEMP.	TOTAL G.P.H.	INSTRUCTIONS FOR USING CHART: SELECT FIGURE IN FUEL COLUMN EQUAL TO OR LESS THAN AMOUNT OF FUEL TO BE USED FOR CRUISING. MOVE HORIZONTALLY TO RIGHT OF LEFT AND SELECT RANGE VALUE EQUAL TO OR GREATER THAN THE STATUTE OR NAUTICAL AIR MILES TO BE FLOWN. VERTICALLY BELOW AND OPPOSITE VALUE NEAREST DESIRED CRUISING ALTITUDE (ALT. READ RPM, MANIFOLD PRESSURE (M.P.) AND MIXTURE SETTING REQUIRED.																																																																							
WAR EMERG.								3300	2800	60	LOW	RICH	30	260°C	310	NOTES: COLUMN I IS FOR EMERGENCY HIGH-SPEED CRUISING ONLY. COLUMNS II, III, IV AND V GIVE PROGRESSIVE INCREASE IN RANGE AT A SACRIFICE IN SPEED. AIR MILES PER GALLON (M.P.GAL.) (NO WIND), GALLONS PER HOUR (G.P.H.), AND TRUE AIRSPEED (T.A.S.) ARE APPROXIMATE VALUES FOR REFERENCE. RANGE VALUES ARE FOR AN AVERAGE AIRPLANE FLYING ALONE (NO WIND). TO OBTAIN BRITISH IMPERIAL GAL. (OR G.P.H.) MULTIPLY U.S. GAL. (OR G.P.H.) BY 10 THEN DIVIDE BY 12.																																																															
MILITARY POWER								3300	2800	60	LOW	RICH	30	260°C	310																																																																
COLUMN I																COLUMN II																COLUMN III																COLUMN IV																COLUMN V															
RANGE IN AIRMILES																RANGE IN AIRMILES																RANGE IN AIRMILES																RANGE IN AIRMILES																RANGE IN AIRMILES															
STATUTE																STATUTE																STATUTE																STATUTE																STATUTE															
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Appendix I

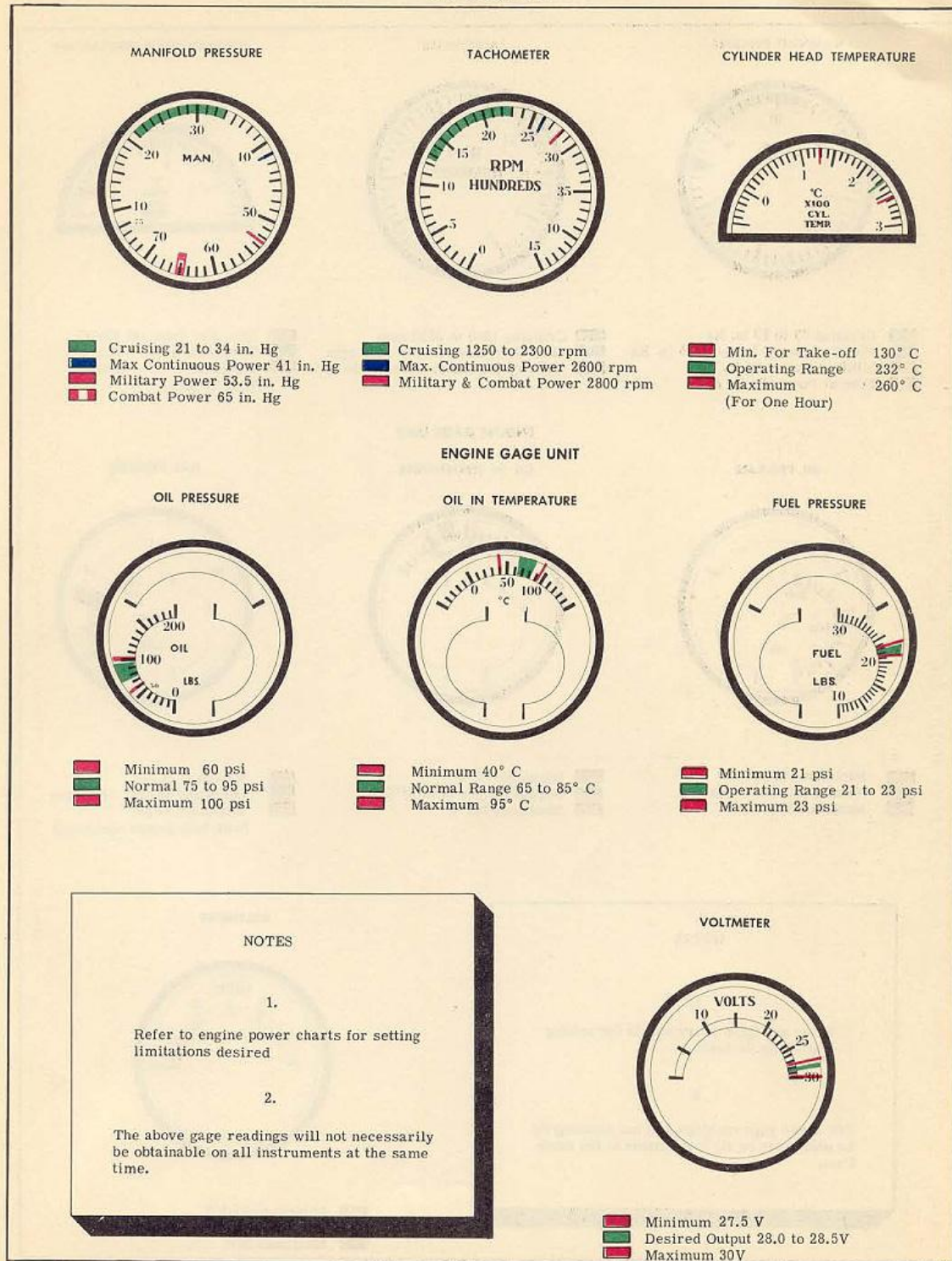


Figure 76—Instrument Operation Limits—F8F-1

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81

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