



FLYING YAP HELICOPTERS

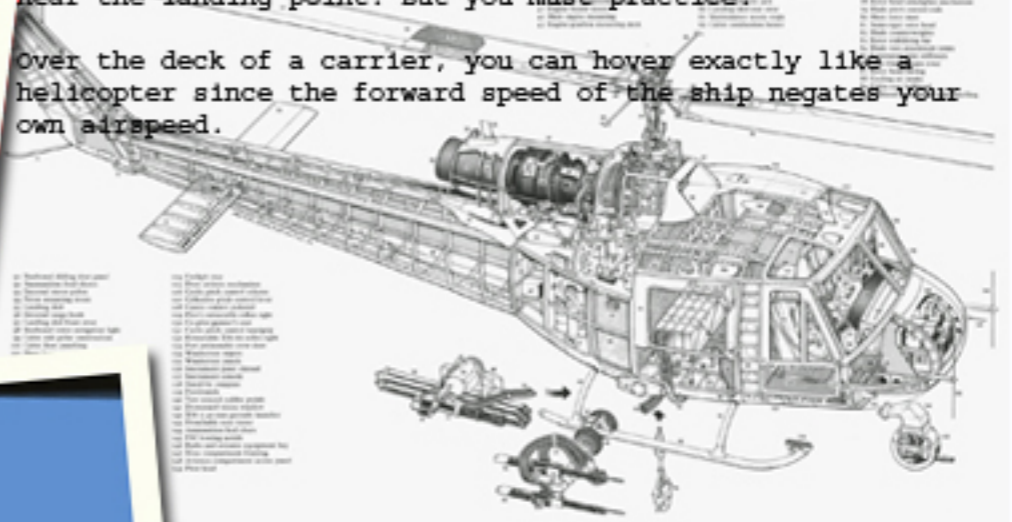
All our helicopters have a new flight model to make it perform more accurately and with fewer fake controls. They use an "Air Brake" to simulate decelerating to slow flight. Some have an invisible retracting gear we use to deploy the landing light.

To take off, increase Thrust Vectoring to 100% then increase throttle.. When the helo becomes light on its skids or wheels, PUSH the stick forward enough to make it move forward. That speed will keep you from stalling. Then slowly reduce Thrust Vectoring until you are cruising. Helicopter pilots will recognize all this.

In combat, pedal turns are easier with no TV. And a little bank will help your maneuvering. The Bell's have the Bell bounce.

To land, deploy the airbrake and gear. Then increase TV and keep enough flying speed by PUSHING the stick to keep moving. Too much pedal will stall it. You can put it exactly where you want as smoothly as you wish by increasing throttle as you near the landing point. But you must practice.

Over the deck of a carrier, you can hover exactly like a helicopter since the forward speed of the ship negates your own airspeed.



PILOTS GUIDE TO FLYING YAP HELICOPTERS BASED ON UH-1B_GSHIP



CONTROLS CHECK

- W-BRAKES ARE ON
- TORQUE 45°
- THROTTLE IDLE



TAKE-OFF

- BRAKES OFF
- TORQUE TO 100°

*AIRCRAFT HAS
TENDENCY TO NOSE
DOWN, SO GENTLY
PULL STICK BACK
TO COMPENSATE*



- SLOWLY INCREASE THROTTLE TO MAX

WHEN SAFELY AIRBORNE

- TORQUE BACK TO 80°
- NOSE DOWN
TO INCREASE SPEED



LANDING

[] APPROACH AT AROUND 200 FT

ENTER HOVER

[] THROTTLE TO IDLE

[] A-BRAKE

HOLD NOSE LEVEL

[] TORQUE LEVER

SLOWLY DOWN TO 45°



ON GROUND

[] SET W-BRAKES

[] RETRACT A-BRAKES

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