

# PREMIER AIRCRAFT DESIGN

INSTALLATION AND QUICK START GUIDE

## Fokker 100 for FSX

Aircraft, panel and sound package

including dynamic VC with custom gauges.

For more detailed information look inside the MANUALS folder.

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### MAIN CREDITS

Model & Master Textures:  
Panel design and XML gauge programming  
Flight Dynamics and paint  
Pushback/taxi speed gauge  
Various gauges  
Navigation MFD  
Bendix King FMC  
Technical advice and flight tuning  
File packaging & PAD webmaster

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by kind permission of

**Jean-Pierre Brisard**  
**Jean-Pierre Brisard**  
**Bob May**  
**Rob Barendregt**  
**Steve Southey & Doug Dawson**  
**Ken Mitchell**  
**Garrett Smith**  
**Mark Lang**  
**Bob May**

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## PACKAGE INSTALLATION:

Extract ALL (Repeat ...**\*ALL\***) the files within the zip file into the FSX **MAIN** folder using

**WINZIP\*** in Classic Mode. Do not use the Wizard.

Make sure the "Use Folder names" BOX is checked in WINZIP.

**Do NOT install files to the aircraft folder, airplanes folder, simobjects folder or any other folder !**

New sub-folders will be created and all files automatically installed.

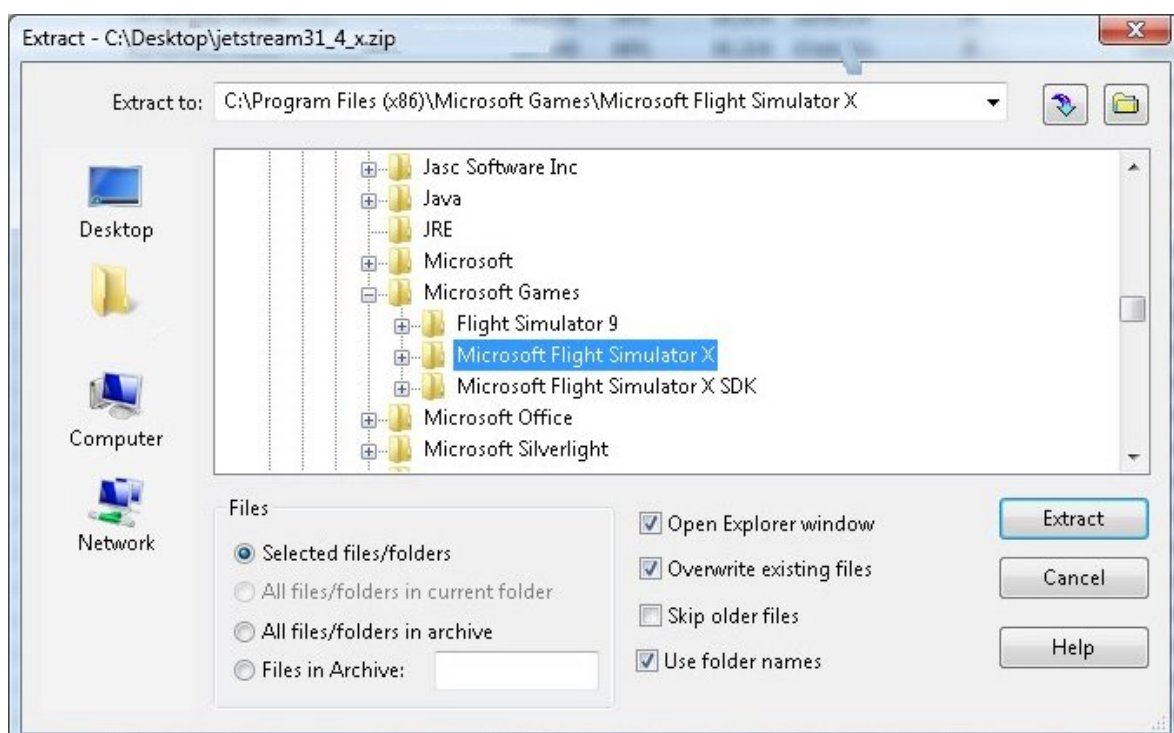
*\* Other unzip utilities may work as well, we have only tested WinZip.*

Vista & Win7 users may need to temporarily disable the **UAC** (User Account Control) to enable automatic creation of new folders.

Here's how to install by the numbers...

1. Navigate to where you downloaded the zip file
2. Double click with your mouse on the zip file.
3. The zip file will open and show all the files inside the zip.
4. Use keyboard shortcut 'CTRL-A' , this will select ALL the files.
5. Click on upper 'Extract' button in the main tool bar above.
6. Browse to your FSX Location ...Open the main folder.
7. Now click on the 'Extract' button in the upper right.....you're done ...go flying.

Your WINZIP window will look like this, with possible variations if you use a different version



## OPERATING TIPS & KEYBOARD COMMANDS

\* **Gauge compatibility.** This model contains many custom ( i.e. non MS default) gauges. These gauges are calibrated in the U.S. measurement system ( non-metric) If you have your Flight Sim program set up for metric measurements these gauges may cause FS to crash. If you get crashes of FS after starting one of our models go to the 'Settings-International' screen and ensure that 'U.S.measurements' is set.

\* **Compatibilité des Gauges.** Ce modèle contient des instruments de vol ajoutés (gauges). Ces gauges sont étalonnées dans le système de mesure des États-Unis (non métriques) Si vous avez votre Flight Sim programme mis en place pour les mesures métriques ces gauges peuvent causer FS 'crash'. Si vous rencontrez des 'crashes' de FS avec l'un de nos modèles aller à l'écran 'Paramètres-international' et veiller à ce que 'US measurements' est sélectionné.

\*Check list and reference list available from the cockpit kneeboard command.

\*Essential reading ... **"Flying Tips" on page 4 of this document.**

1. Turn on ' Tool Tips', lots of panel information available by hovering your mouse over the panels.

FSX - Go to Settings >>> Aircraft ....Click the "Show Cockpit Tool Tips" box.

2. **SHIFT-E** opens/closes the main passenger/airstair door. The door will not open in flight.

3. **SHIFT-E2** opens/closes two of the three cargo doors. The middle door is aligned to the auto cargo unloader in FSX.

4. To raise your seat higher press **SHIFT-ENTER** (In FSX this only works for the VC)

5. In the VC, **Ctrl-W** key toggles yoke on/off. There is also a yoke icon on the VC panel

6. Some gauges have magnified pop-ups, see panel map in manuals folder.

LAST, AND MOST IMPORTANT ... TO GET THE BEST FROM THE AVIONICS AND THE PANEL **READ THE DOCS IN THE MANUALS FOLDER**

### MOVING AROUND IN THE COCKPIT :

Quick Reference - VC EYEPOINT KEY COMMANDS

Move Eyepoint back: **CTRL+ENTER** (press and hold)

Move Eyepoint up: **SHIFT + ENTER**

Move Eyepoint Down: **SHIFT+BACKSPACE**

Move Eyepoint Forward:**CTRL+BACKSPACE**

Move Eyepoint Left:**CTRL+SHIFT+BACKSPACE**

Move Eyepoint Right:**CTRL+SHIFT+ENTER**

**This model is fitted with the FMC (Flight Management Computer) by Garrett Smith.**

This is made visible by the "F" icon on the 2D panel or by key command Shift-3 in any view.

In the VC cockpit the FMC is always visible on the centre console, just switch it on to activate. Zoom in as required.

Full operating instructions are included in the Manuals folder. The manual is printable (8 pages)

You can fly without using the FMC. The GPS and all normal FSX navigation aids are still active.

If you have not used a FMC before read the operating manual before trying it.

## FLYING TIPS FOKKER 100

This is a quick guide only, the reference chart, prepared for us by a professional pilot, gives more detailed information.

### ENGINE START

(1) Use the Autostart switch on the panel. Or (2) Start engines individually with Start 1 and Start 2 switches

NOTE If you previously stopped the engines using the fuel cut-off switches and then attempt a manual start you must ensure that the battery switch and fuel switches are in the **ON** position

\* Also, ensure that the 2 generator switches are switched **ON** after a manual start.

After engine start check that the starter switches are OFF

### ENGINE SHUT DOWN

Before stopping the engines set the parking brake and switch off all lights and beacons.

Switch off the fuel with the two red switches on the 2D panel. When the engines have stopped switch off avionics, generators and battery.

**TAXIING** There is a taxi speed/pushback gauge on the panel, read the instructions in the manuals folder for full operation details.

The taxi speed gauge controls speed by using throttle and brakes.

Use of the parking brake, Ctrl + . [period] will cancel the taxi speed operation.

If taxiing without use of the gauge be very gentle with the power !

### TAKE-OFF

Set 10° or 20° of flap, depending on take-off weight and runway length.

Set elevator trim 5-10 ° nose up. There is a trim indicator gauge on the panel.



Set 250 kts cruise speed on the auto throttle. You can use auto throttle for take off if you wish.

Use 90% power for take-off. At 110kts -120kts (depending on weight and flap setting) rotate the nose up gently about 15 degrees

Initial climb rate is 2,500 ft/min. Raise the u/c and flaps after take-off, climb to cruise altitude, **reduce power**, adjust the trim, or turn on the autopilot and auto throttle. Cruise climb at 1,800 ft/min

**FUEL NOTE:** By default this model initializes with a heavy fuel load. To reduce take off run and improve performance, you can reduce the fuel and/or passenger load in the 'aircraft' menu.

### CRUISE

Normal economical cruise altitude is 27,000 - 33,000 ft. Depending on journey distance.

Trim for cruise or switch on autopilot.

Normal economical cruise speed is 270 kts IAS (indicated air speed) at 31,000 ft (Mach 0.70)

### LANDING

Get set for landing 8-10 miles out. Flaps and gear down at 3 miles out. Landing light ON.

Make final approach at 140 -150 kts with 2 or 3 notches of flap. Arm the air brakes ( Shift-/) They will open on touch down.

Touch down at 110-120 kts

Use reverse thrust and wheel brakes as necessary.

Raise flaps and close air brakes, switch off landing light and strobe, taxi light on at night, taxi to ramp or gate.

## LEGAL STUFF

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### Premier Aircraft Design

Jean-Pierre Brisard & Bob May

Contact us email at: [support@premaircraft.com](mailto:support@premaircraft.com)

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