XC-47 Tips

fs9 Settings

When Flight Sim places an aircraft at an airport, whether at the ramp or at the end of a runway (even water!), the default configuration is 'gear down'. In the water, however, unless certain game settings are made, this will ordinarily cause the aircraft to go into 'crash mode'. To avoid this, on the first screen that comes up after starting the simulator; go to the Settings screen, and under Realism, in the 'Flight Model' box, set the 'Crash Tolerance' slider full left to 'Easy'. Then, in the 'Crashes and Damage' box, click on the radio button that says 'Ignore crashes and damage'.

Water taxiing

In testing routes, and land/water – water/land transition at different hangar locations, anomalies in the MS scenery were noticed that, while affecting realism, and to a small extent movement, do not interfere with seaplane operation. In some instances, and at some locations, taxiing floatplanes will occasionally encounter "speed bumps" in the water where the aircraft will appear to hop up a little on one or both floats as though hitting a sandbar. However, with sufficient power the plane will continue to taxi just fine.

Note: As soon as you place your aircraft at the end of a water runway, retract your landing gear. You don't need all of that drag while taxiing or taking off.

Land Water Transition

Taxi **slowly** to a ramp with gear up. When stopped by land, raise water rudders and lower landing gear. Slowly taxi forward until firmly established on land then taxi normally to destination. Initially, if you approach the ramp too fast, the plane will 'jump' out of the water onto the ramp accompanied by much noise, occasional sparks, and a temptation to four-letter words as the floats hit the concrete. After a little practice, you will be able to avoid this.