PIPER SUPER PACER



PILOTS MANUAL

PILOTS MANUAL

INTRODUCTION AND SPECIFICATIONS

PILOTS MANUAL INTRODUCTION

THE PIPER PACER HAS A VERY INTERESTING HISTORY. FIRST, THE COMPANY IT CAME FROM WERE FAMOUS FOR PRODUCING THE EVER FAMOUS, WORLD RENOWN PIPER J-3 CUB WHICH WAS SO WELL KNOWN THAT IT WAS EVEN USED IN WWII AS AN OBSERVER AIRCRAFT AS WELL AS BEING THE PLANE OF CHOICE IN THE OLD DAYS AS A TRAINER FOR STUDENT PILOTS IN THE CIVILIAN SECTOR.

PIPER THEN CREATED THE PACER SERIES, A 4 SEATER AIRCRAFT WITH ONE DOOR ON EACH SIDE, ONE ON THE RIGHT FRONT, AND ONE ON THE LEFT REAR. THE PLANE, A TAIL DRAGGER, CREATED FIRST IN 1949, WENT INTO PRODUCTION IN 1950. THE AIRCRAFT HAD A HUGE FOLLOWING, AND PIPER HOPING TO MAKE THE PLANE EVEN MORE SAFE AS AN ECONOMICAL WAY TO BOTH FLY AND TRAVEL, CREATED THE TRI-PACER, ALSO KNOWN AS THE FLYING MILK STOOL. THIS VERSION WAS MORE EASY TO TAKE OFF AND TAXI IN, BUT FOLLOWERS AND ENTHUSIASTS STILL PREFERRED THE TAIL DRAGGER, WITH SOME BUYERS ACTUALLY RETRO-FITTING THE TAIL DRAGGER LANDING GEAR TO THE TRI-PACER, REVERTING IT BACK TO A TAIL DRAGGER.

PRODUCTION CONTINUED FOR THE PACER, GOING UP INTO 1960 WITH OVER 10,000 UNITS OF THE PACER FAMILY BEING PRODUCED, ROUGHLY OVER A THOUSAND IN TAIL DRAGGER VARIATION AND OVER 9,000 IN TRI-PACER VARIATION.

THE PLANES WERE VERY AFFORABLE, ECONOMICAL TO OWN AND FLY, AND WERE SEEN EVERYWHERE. THEY WERE RUGGED AND GREAT FOR LANDING IN THE COUNTRY SIDES IN THE GRASS, ON ROADS, ETC. HUNTERS BOUGHT THEM AND COULD LAND IN THE OUTLANDS EASILY. BUSINESS MEN HAD THEM AND COULD FLY ALL OVER THE UNITED STATES WITHOUT HAVING TO WORRY ABOUT PLANE TICKETS AND BOARDING LINES. YOU WERE YOUR OWN CAPTAIN.

Now, decades later, far into the future, into the year 2012, we still find that amazingly, the Piper Pacer is still widely used. Seen at most private airports and all over Alaska, these planes have withstood the test of time, still flying, doing missions in bush flying with kits put on them such as new, high tech panels, new heavy-duty landing gear with giant tundra tires and other high tech equipment and fittings to make them even more efficient in flying. With an airframe made of steel tubing, fabric and wood, this bird refuses to go into its rest. It just keeps on flying.

I WANTED FOR YEARS TO MAKE THIS FOR FLIGHT SIMULATOR. MY FS MENTOR, BILL LYONS HAD MADE ONE, AND NOW, FOR PREPAR3D (AND FSX) I HAVE BEEN ABLE TO CREATE ONE MYSELF WITH TONS OF NEAT FEATURES I FELT WOULD BE GREAT IN THE VIRTUAL SKIES OF FS.

Piper Super Pacer

PILOTS MANUAL INTRODUCTION

AT FIRST, I SET OUT ONLY TO CREATE THE TAIL DRAGGER VINTAGE CLASSIC PACER TAIL DRAGGER, THE PA20. BUT, AS WE (THE TEAM AND I) GATHERED MOMENTUM IN THE PROJECT, THINGS KEPT GETTING ADDED. SOON, WE HAD A FLOAT VERSION WITH CLASSIC, VINTAGE PONTOONS. THEN CAME ANOTHER PANEL VERSION. TALK CAME TO THE FLIGHT SIM FORUMS AND ONE BUSH PILOT ENTHUSIAST ASKED 'I DO HOPE YOU WILL HAVE A BUSH VERSION WITH TUNDRA TIRES!', SO THAT WAS ADDED TO THE LIST. THEN THE TRI-PACER; 'BILL, YOU HAVE TO MAKE THAT! YOU MUST!' SO THAT TRI-PACER CAME ABOUT.

Now, several months later, the quick project had become a behemoth, sporting 4 different landing gear systems, 3 different era's of instrument panels, 2 versions of era instrumentation (gauges), 2D panels, and paint schemes that range from vintage 'new' (for that time) to worn out, faded, mud covered, over worked Alaskan bush planes with giant high-impact tundra tires on them. Interiors range from mint condition 1950's cloth and vinyl to worn out, smudged up, dirty interiors. You even have some neat features like a 'Clean your Plexiglass!' system. Click the plexi cleaning bottle on the floor to change the plexi status 3 fold; normal, really dirty with bugs and things, and super clean. This even works with the gauges. When you clean the plexi, you clean the gauges as well and they are seen better. Another feature is the cargo option. Click the wallet looking satchel next to you on the seat and cargo appears in the rear, tied down and ready for flight. Another cool feature is wheel skirts, (one of my faves). On the panel next to the Mixture is a switch called 'Skirt Selector'. Mind you, its not for dresses, but wheel skirts. When you boot up into a Pacer, you will have the very early skirts fitted. Click the selector and the more modern version appear. Click again and they are all gone, nothing but bare wheels, which most Pacers had back in the old days as most like to land on grass runways and out in the countrysides.

So, there you have it. This, I present to you, the Piper Pacer project 'Super Pack', featuring 4 variations of planes, 3 variations of panels, and ToNs of paint schemes that feature bugs, mud, dust, dirt, wax, tender loving care and also just plain worn out and faded. All you can imagine (almost) in Piper Pacers should be in here. This is the most I can do for it, so please do not ask for more. Have fun and enjoy the plane. Its a blast to fly and with many time-era variants and paint schemes, it should take a long time to get bored with. :)

BILL ORTIS
MANAGER
LIONHEART CREATIONS

Piper Super Pacer

PERFORMANCE AND SPECS

GENERAL CHARACTERISTICS

CREW: ONE

CAPACITY: THREE PASSENGERS LENGTH: 20 FT 6 IN (6.25 M) WINGSPAN: 29 FT 3 IN (8.92 M)

HEIGHT: 8 FT 4 IN (2.54 M)

WING AREA: 147.5 SQ FT (13.70 M2) EMPTY WEIGHT: 1,110 LB (503 KG) GROSS WEIGHT: 2,000 LB (907 KG)

FUEL CAPACITY: 36 U.S. GALLONS (140 L; 30 IMP GAL)
POWERPLANT: 1 \$\display LYCOMING 0-320-B FOUR CYLINDER,

PISTON AIRCRAFT ENGINE, 160 HP (120 KW)
PROPELLERS: 2-BLADED METAL, FIXED PITCH

PERFORMANCE

MAXIMUM SPEED: 141 MPH (227 KM/H; 123 KN) CRUISE SPEED: 134 MPH (116 KN; 216 KM/H) 75%

POWER, 7000FT

STALL SPEED: 49 MPH (43 KN; 79 KM/H)

RANGE: 500 MI (434 NMI; 805 KM) WITH RESERVES, 610

SERVICE CEILING: 16,500 FT (5,029 M)
RATE OF CLIMB: 800 FT/MIN (4.1 M/S)
WING LOADING: 13.5 LB/SQ FT (66 KG/M≤)

ROLE CIVIL UTILITY AIRCRAFT

MANUFACTURER PIPER AIRCRAFT

FIRST FLIGHT 1949 (PA-20)

1950 (PA-22)

PRODUCED 1950-1954 (PA-20)

1950-1964 (PA-22)

NUMBER BUILT 1120 (PA-20)

9490 (PA-22)

PERFORMANCE

TAKE-OFF RUN. FT 1120

BEST RATE OF CLIMB SPEED (MPH) 84

19,000

RATE OF CLIMB (FPM) 800 SERVICE CEILING (FT) 16,500

ABSOLUTE CEILING (FT)
TOP SPEED (MPH) 141

CRUSING SPEED SEA LEVEL(MPH) 125 CRUSING SPEED 7000 FT (MPH) 134

CRUSING RANGE 75% POWER SEA LEVEL

STALLING SPEED FLAPS DOWN (MPH) 49

LANDING ROLL FLAPS DOWN (FT) 1480

500 MILES

Piper Super Pacer

SIM MODEL FEATURES

FEATURES:

HIGH RESOLUTION EXTERIOR 2048 TEXTURES 33 TOTAL VARIANTS

- 4 VERSIONS OF LANDING GEAR MODELS;
- * REGULAR CLASSIC TAIL DRAGGER WITH 3 VERSIONS OF MAIN GEAR;
- ---EARLY WHEEL FAIRINGS
- ---MODERN WHEEL FAIRINGS
- ---No Wheel Fairings
- * TRI-PACER LANDING GEAR WITH 2 VERSIONS OF GEAR
- ---MODERN WHEEL SKIRTS
- ---No Wheel Fairings
- * BUSH PLANE TUNDRA LARGE DIAMETER TIRES
- * FLOAT PLANE
- 3 VERSIONS OF 'INSTRUMENT PANELS'.
- * CLASSIC EARLY PACER ERA WITH DISAPPEARING RADIOS FOR EARLY VERSIONS
- * TRI-PACER ERA PANEL WITH DUAL PANEL SIDES
- * BUSH VERSION MODERN AIRCRAFT CARBON FIBER ADDON WITH MORE MODERNIZED AVIONICS

DISAPPEARING MAGNETIC WHISKEY COMPASS ON OLDER

VERSION PANELS

2D PANELS FOR ALL 3 PANEL TYPES

THIS AIRCRAFT PACKAGE USES THE MAULE STOCK SOUND INSTALLER HAS BOTH FSX AND PREPAR3D

CLEANABLE PLEXIGLASS; 3 LEVELS OF CLEAN TO DIRTY CLICK SOUNDS

GPS SYSTEM

GAUGE GLASS ON INSTRUMENTATION FOR REALISM
SLIDING SIDE WINDOWS USE 'MOUSE DRAG' TO OPEN
CLICKABLE 'LOAD CARGO' FILLS BACK SEAT WITH CARGO
SOME BUSH PLANES COME WITH MUD ON THEIR TEXTURES
BUSH MODEL FEATURES LARGE, SOFT TUNDRA TIRES AND
HEAVY IMPACT LANDING GEAR
MULTITUDES OF PANEL TEXTURES, FROM NEW (ORIGINAL)
FRESH KRINKLE BLACK TO CHIPPED UP WORN OUT
KRINKLE BLACK TO RESTORED PAINTED PANELS TO CARBON
FIBER PANELS WITH MODERN INSTRUMENTATION
ANIMATED PILOT HEAD MOVEMENTS; SCANS INSTRUMENTS

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EXTERIOR

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HIGH DETAIL TAIL WHEEL AND LINKAGES

TAIL LIFT HANELS

SLIDING WINDOWS

3D RAISED RIBBING ON WINGS, FUSELAGE AND RUDDER SURFACES

SWITCHABLE SKIRTS; OLD, NEW, NONE.



DIRTY TO CLEAN PLEXIGLASS

3D CUTTING IN COWLING LINES

METAL FATIQUE AROUND FUEL TANK COVERS, TOPS OF WINGS

3D SCREWS THROUGHOUT INTERIOR AND EXTERIOR

3 POINT
'OPTION' FLAPS,
(MODIFIED
FROM 2
NOTCHES BY
MOST PACER
OWNERS).

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HIGH DETAIL WINGS SHOW EXTREME 3D RIBBING

3D COWLING HINGES

FLOATS
FEATURE 3D
CAPS AND
BUMP MAPPING
RIVET DETAIL
THROUGHOUT



RAISEABLE
WATER
RUDDERS,
ANIMATED,
CONTROLLED BY
LIFT RING /
CABLE INSIDE
COCKPIT

HIGH DETAIL NAV LIGHTS AND LANDING LIGHT ASSEMBLIES

CONTROL CABLES AND FLYING WIRES

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LIFT ENHANCER
TABS ON BUSH
MODEL WINGS
ALONG UPPER
SURFACES

LARGE DIAMETER TUNDRA TIRES ON BUSH MODELS

SOME PAINT
SCHEMES
FEATURE
CHIPPED PAINT,
FADING, AND
SPLASHED MUD
UNDER THE
WINGS FROM
WET FIELD
LANDINGS AND
BEACH
LANDINGS



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BUSH PLANE

FEATURES WING LIFT ENHANCERS ALONG LEADING EDGES OF WINGS

3D FUEL CAPS
AND FUEL TANK
COVERS HAVE
3D SCREWS.
NOTE 3D
RIBBING ON
WINGS AND
FUSLAGE 'WITH'
BUMP MAPPING
OF DACRON
'TAPE' AS WELL.

LIFT HANDLES ON TAIL DRAGGERS AT TAIL OF FUSELAGE



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INTERIOR

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HIDE-ABLE WHISKY COMPASS ON OLDER PACERS

HIDE-ABLE CONTROL YOKES ENABLE GOOD INSTRUMENT VIEWING

VINTAGE
INSTRUMENTATION
SHOWING A BIT OF AGE
AND WEAR

INSTRUMENTS FEATURE GLASS OVER THE GAUGE FACES

PACKAGE FEATURES 3
VERSIONS OF
INSTRUMENT PANELS



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BUSH PANEL

CARBON FIBER SURFACE

MODERN INSTRUMENATION

VERTICAL COMPASS

GPS GNS-430

MODERN ROCKER SWITCHES

GAUGE GLASS 'CLEANS' WITH THE PLEXI-GLASS 3 STAGE CLEANING SYSTEM (NOTE SMUDGES ON GAUGE GLASS).



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CLASSIC INTERIOR
UPHOLSTERY
FEATURES PIPING IN
VARIOUS COLORS,
CHROME HANDLES,
ARM RESTS

CLASSIC 1950'S COLORS OF FABRICS AND VINYLS

CLICKABLE OVERHEAD DOME LIGHT AND INSTRUMENTATION LIGHTS

OVERHEAD ELEVATOR
TRIM CRANK, ROTATES
ABOUT 6
REVOLUTIONS,
FEATURES TRIM
INDICATOR NEEDLE



SOME INTERIORS
FEATURE SOME
DIRT AND GRIME
AND SMUDGES IN
THE FABRICS.

Piper Super Pacer

'CLEAN YOUR PLEXI!'

PLEXI CLEAN SYSTEM FEATURES 3 LEVELS OF PLEXI CLEAN;

NORMAL REALLY DIRTY!
SUPER CLEAN

DIRTY FEATURES POOR SPLATTERED BUGS IMPORTED FROM THE TUNDRA LANDS OF ALASKA

CLICK PINK 'PLEXI CLEANER' BOTTLE OF FLOOR, OR WINDSCREEN, TO 'CLEAN YOUR PLEXI!'



Piper Super Pacer

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RED BULLET PAINT SCHEME



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INSTRUMENT PANEL

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2D PANELS

CLASSIC PANEL FEATURES ERA VINTAGE INSTRUMENTATION



TRI PACER STYLE
PANEL FEATURES
GPS, ADF SEEKER
AND CLASSIC PACER
INSTRUMENATION
LAYOUT



HIGH TECHNOLOGY CARBON FIBER BUSH PLANE PANEL (ADDON) FEATURS GPS AND NICE, MODERN INSTRUMENATION



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CLASSIC EARLY PANEL



RADIO IS ON THE LEFT WITH TRANSPONDER

CLICK GLOVE BOX TO MAKE RADIOS DISAPPEAR FOR EARLY NON-RADIO FITTED APPEARANCE ADF GAUGE IS UNDER PANEL, LEFT SIDE

Piper Super Pacer

by Lionheart Creations Ltd.

ALL KNOBS ANIMATE.

CONTROL YOKES ARE HIDE-ABLE

SKIRTS SELECTOR SELECTS WHEEL SKIRTS OF CHOICE

TRI PACER PANEL



ERA VINTAGE INSTRUMENTS WITH A LITTLE BIT OF AGING

KRINKLE BLACK IS NICELY ROUGH, CHIPPED IN SOME PAINTSCHEMES GPS SYSTEM IN THE TRI AND BUSH PANELS

Piper Super Pacer

by Lionheart Creations Ltd.

NOTE THE SMOOTH
BAZEL INDENTIONS OF
THE TWO INSTRUMENT
COVER PANELS, THE
NICELY ROUNDED
EDGES AND THE
VINTAGE BIG GAUGE
KNOBS.

BUSH PLANE PANEL



COOL LOOKING HIGH TECH CARBON FIBER PANEL INSTALLED INTO THIS RUGGED BUSH BIRD RESTORED FOR DOING SERIOUS RUNS IN THE ALASKAN AND CANADIAN LANDS. NICE RADIO STACK IN THIS PANEL. UPGRADED LARGE, MODERN ROCKER SWITCHES.

Piper Super Pacer

by Lionheart Creations Ltd.

ALL KNOBS ANIMATE.

CONTROL YOKES ARE HIDE-ABLE



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PILOTS MANUAL

FLYING

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FLYING THE PIPER SUPER PACER IS FUN. THAT IS THE MAIN THING I HAVE REALIZED IN HEARING THE INPUT FROM OWNERS, BUT THEY HAVE ONE THING THAT YOU NEED TO BE AWARE OF; SPEED! THEY WILL LOSE ALTITUDE VERY FAST IF YOU DO NOT WATCH YOUR LOWER SPEEDS. LOSE POWER AND YOU NEED TO IMMEDIATELY START LOOKING FOR A PLACE TO PUT DOWN. ASIDE FROM THAT, THE OWNERS FALL IN LOVE WITH THESE PLANES.

ITS HARD TO IMAGINE THAT THEY HAVE BEEN AROUND SINCE THE 1950S, AND NOW MANY YEARS LATER. INCREDIBLE HOW THEY HAVE HELD UP TO THE TEST OF TIME AND ARE STILL WIDELY FLOWN AND QUITE POPULAR AS WELL AS THE FACT THAT THEY WERE CONSTRUCTED OF WOOD, STEEL TUBING, AND CLOTH!

PREFLIGHT:

WHEN YOU GET INTO THE PACER, YOU WILL FIRST NOTE (ON THESE PLANES) THAT YOU WILL NOT HAVE A FUEL CUTOFF, NO BATTERY SWITCH (EXCEPT ON THE BUSH PLANE), AND NO AVIONICS SWITCH. JUST YOUR STARTER AND A SERIES OF LIGHT SWITCHES. THATS IT. AS A MATTER OF FACT, THE ACTUAL STARTER SWITCH IS HIDDEN UNDER THE SEAT, FOR WHAT REASON, I DO NOT KNOW. BUT FOR FLIGHT SIM PEOPLE, I OPTED TO KEEP THE STARTER AT THE KEYS SWITCH FOR SAKE OF VISIBILITY. (WHO CAN LOOK UNDER THE SEAT IN FS?)

SWITCH ON ALL THAT YOU NEED, FUEL SELECTOR SHOULD BE ON BOTH, BUT YOU CAN SET A TANK IF YOU LIKE. THE ACTUAL PACERS HAVE LEFT AND RIGHT 'ONLY' ON THE FUEL SELECTOR, BUT PLANES IN THE REAL WORLD ALSO FLY BETTER WITH HALF A TANK ON ONE SIDE IN REAL LIFE THEN IN THE FS VIRTUAL WORLD, SO ON THAT, I OPTED TO MAKE A 'BOTH' SELECTION ON THE FUEL TANK SELECTOR TO MAKE THE PLANE JUST A BIT MORE FRIENDLY TO FLY IN FS.

So, with lights on, mixture on, fuel selector on, give the Primer a pull and push, set throttle up a tad and crank the starter. Your Super Pacer should start right up.

TAKE OFF; TAILDRAGGER:

IF YOU ARE FLYING THE TAIL DRAGGER AND YOU ARE NEW TO TAIL DRAGGERS, YOU ARE IN FOR A BIG SURPRIZE. THIS WILL NOT BE EASY. YOUR PLANE WILL BE ADVERSELY EFFECTED BY THE TORQUE OF THE ENGINE VIA THE PROPELLER AS WELL AS ROTATIONAL WIND GOING OVER THE PLANE. THE PROP IS ALSO ACTING LIKE A GYROSCOPE AND WILL EFFECT YOUR LITE CRAFT AS WELL IN THAT RESPECT. WHAT YOU WILL HAVE IS A PLANE THAT WHEN YOU 'PUNCH IT', YOU WILL AT FIRST VEER TOWARDS THE RIGHT, THEN SUDDENLY, IT WILL PULL TO THE LEFT 'HARD'. YOUR JOB IS TO KEEP IT GOING STRAIGHT AS YOU CAN WITH OUT THE TAIL WHIPPING AROUND, OR DOING A So, you line your Piper up on the GROUND LOOP. RUNWAY, THEN GO AHEAD AND EASE THE THROTTLE IN TO 100%. AS SHE BEGINS TO ACCELERATE, YOU WILL NEED TO GIVE HER LEFT PEDAL TO COMPENSATE THE FIRST BIT OF RIGHT PULL, THEN STAB TO THE RIGHT TO FIGHT THE QUICKLY REVERSING 'LEFT PULL' THAT WILL NOW TAKE OVER AS YOU ARE GAINING SPEED.

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AS YOU ARE RACING DOWN THE RUNWAY, YOUR TAIL WILL BEGIN TO LIFT UP. NOW, UNDER NORMAL LOAD CONDITIONS, TEMPERATURES (NOT TOO HOT) AND YOUR ALTITUDE IS NOT HIGH (GROUND ALTITUDE), WHEN YOU REACH 60+ KNOTS, YOU CAN BEGIN PULLING BACK ON THE YOKE AND ATTEMPTING TAKE OFF. ONE NOTCH OF FLAPS IS RECOMMENDED AND USE IT IF YOU HAVE A SHORT RUNWAY AND/OR HAVE A HIGH ALTITUDE RUNWAY.

CRUISE FLIGHT:

FLAPS UP, TRIM THE ELEVATORS VIA THE OVERHEAD CRANK, SET UP FOR DYNAMIC CRUISE. THROTTLE SHOULD BE AT 75%. CRUISE IN THE PIPER PACER CAN VARY FROM 120 KNOTS TO 140 KNOTS. TRY TO BE EASY ON YOUR ENGINE, NOT TO OVERHEAT IT ON CLIMBS AND HOT DAYS AT HIGH RPM. NORMAL CRUISE IS 2500 RPM WHICH COMES TO ABOUT 75% THROTTLE. 85% WOULD BE HIGH CRUISE / FAST CRUISE.

NOTE THAT ON OTHER AIRCRAFT, YOU WOULD USE THE MANIFOLD PRESSURE GAUGE TO ADJUST SPEEDS, BUT ON THE PACER, YOU HAVE A FIXED PROP, NO BLADE ADJUSTING TO DO IN FLIGHT, SO WE WILL USE ONLY THE RPM GAUGE TO VERIFY OUR SPEED SETTINGS. (HOLDING THE MOUSE OVER THE THROTTLE IN THE VC WILL ALSO SHOW YOU WHAT YOUR THROTTLE IS SET AT).

PLEASE NOTE THAT THE AIRFRAME IS NOT DESIGNED TO GO OVER 160 KNOTS, SO THAT IS YOUR RED LINE IN SPEED (ACTUAL KNOTS INDICATED). THE ORIGINAL PACERS WERE RESTRICTED TO SPEEDS IN THE 120 KNOT RANGE, SO BE GREATFUL YOU HAVE A 'SUPER PACER' CAPABLE OF 140 KNOTS.

YOUR FUEL RANGE SHOULD PUT YOU AT 500 NAUTICAL MILES WHEN HOLDING TO 75% THROTTLE. THATS QUITE A DISTANCE, SO I HOPE YOU BROUGHT BOTTLED WATER, SODA'S AND SNACKS!

APPROACH:

DECELERATING THE PACER IS LIKE SLOWING DOWN A SLOW ROCKET. SHE IS SLIGHTLY HEAVY, AND HER WINGS ARE NOT HUGE, SO SHE TENDS TO DROP FAST AND KEEP HER SPEED. USE YOUR FLAPS, BUT REMEMBER WITH THE WEIGHT AND LIFT AND SMALL FLAPS AREA, YOU WILL NOT GET ALOT OF LIFT, BUT INSTEAD YOU WILL SLOW DOWN AND INCREASE YOUR DESCENT RATE, SO WHEN YOU DROP YOUR FLAPS, MAKE SURE YOU ARE READY AND THE RUNWAY IS IN SITE, ETC.

FIRST NOTCH OF FLAPS SHOULD 'NOT' BE DONE OVER 120 KNOTS. YOUR PACER HAS THE OPTIONAL MODIFICATION WHERE AN EXTRA NOTCH OF FLAPS WAS CREATED, SO YOU WILL HAVE 3 NOTCHES TOTAL TO WORK WITH. FULL FLAPS IS 60 DEGREES BUT EVEN WITH FULL FLAPS, YOU WILL NOT SLOW DOWN AS MUCH AS YOU MIGHT WITH OTHER PLANES, SO DO NOT RELY ON YOUR FLAPS FOR MUCH LIFT OR MODERATE SPEED BRAKING. THEY WILL HELP YOU SLOW DOWN, BUT THAT IS ABOUT IT.

LANDING:

LANDING THE PIPER PACER IS A NICE EXPERIENCE. SHE WILL LAND VERY GENTLY. YOU'LL FIND IT VERY EASY (AFTER A FEW LANDINGS) TO DO 3-POINT LANDINGS. IT IS NOT A CHALLENGING PLANE TO LAND AT ALL 'UNTIL' YOU START TO SLOW DOWN ON THE GROUND. THEN YOU WILL NEED TO STAY

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STAY ALERT AS YOU TRY TO KEEP YOUR BIRD STRAIGHT, GOING DOWN THE RUNWAY. REMEMBER, YOU ARE STEERING YOUR CRAFT FROM THE TAIL, AND ITS FAR BACK THERE, SO IF YOU OVER-CORRECT, YOU SPIN OUT QUITE EASILY. ONCE IT STARTS COMING AROUND, HOLD ON. SO, SUBTLE ADJUSTMENTS AND MAKE SURE YOU STAY AHEAD OF WHAT YOUR CRAFT WANTS TO DO.

TIE DOWN:

Note that as I mentioned earlier, you have no battery switch, no Avionics switch, etc. Only your ignition switch. Shut everything off and fuel selector to off, and you are ready to de-plane and tie down your ship. Make sure you are careful not to turn off the engine with the GPS 'on'. Turn it off before shutting down to save the possibility of blowing fuses, etc, via the Alternator sending back a spike as the engine kicks out.

NOTES ON HANDLING:

BANKING: WHEN YOU TURN IN TRAFFIC, THE PACER WILL START TO DESCEND 'REALLY NICELY!' THAT CAN BE BAD. SO KEEP YOUR NOSE UP WHEN TURNING / BANKING.

COMPASSES: YOU WILL HAVE 2 COMPASSES IN THE VINTAGE PACERS. WHY? WELL, LET ME TELL YOU. ONE IS THE SIMPLE WHISKEY COMPASS (REGULAR BASIC MAGNETIC THING ON TOP OF THE PANEL, BALL IN A CASE OF LIQUID, FLOATS). THAT IS USED TO ADJUST YOUR 'GYROSCOPE COMPASS!' SO, WHEN YOU START UP YOUR BIRD, YOU WILL IMMEDIATELY NEED TO SET YOUR GYRO COMPASS TO THE SAME MAGNETIC HEADING AS YOUR WHISKEY COMPASS (ON THE DASH). THE BEAUTY OF YOUR GYROSCOPE COMPASS IS THAT IT WILL NOT GO BACK AND FOURTH IN HEADINGS WHEN YOU ARE TURNING. IT WILL ALWAYS READ THE 'TRUE' HEADING, WHILE THE MAGNETIC COMPASS IF BUSY FLOATING AROUND IN THE FLUID FILLED CASING, CHANGING DIRECTIONS ABOUT 10 TO 15 DEGREES.

FLAPS: THESE ARE MANUAL. THEY ARE CONTROLLED VIA THE STICK IN THE MIDDLE OF THE FRONT SEATS NEAR THE FLOOR. UP IS 'FLAPS DOWN'. DOWN IS 'FLAPS UP'. JUST LOOK OUT THE WINDOW ALOT TO SEE WHERE THEY ARE LOCATED IF YOU FEEL CONFUSED. THEY ARE MANUAL, SO NO FUNNY, COOL SERVO SOUNDS. JUST A RATCHET CLICK SOUND.

BRAKES: YOUR BRAKES IN A 'REAL WORLD' PACER WERE A BAR UNDER THE CENTER OF THE PANEL. THIS WORKED BOTH BRAKES AND YOU SLOWED DOWN THUS. THE SUPER PACER HAS TOE BRAKES ADDED AT THE PILOTS SIDE 'ONLY'. I LEFT THE OLDER BRAKE HANDLE IN THERE FOR THE SAKE OF THOSE THAT LOVE THAT THING, BUT... IT ONLY ANIMATES VIA 'PARKING BRAKE MODE'. SORRY.

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PILOTS MANUAL

ALASKAN SCENERY

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IF YOU LOVE WILDERNESS FLYING AND YOU DO NOT OWN ANY OF THE FAMOUS ORBX SCENERY, THEN YOU MIGHT TRY OUT THE ALASKAN SCENERY PACK THAT THIS PACKAGE COMES WITH. THIS PACKAGE FEATURES SOME NEAT ADDITIONS TO VERY BASIC 'STOCK' AIRPORTS IN FSX AND PREPAR3D. WHERE THEY ONLY HAD A BUILDING OR TWO, NOW THEY HAVE TONS OF HANGERS AND SCENERY OBJECTS AT SEVERAL AIRPORTS. I DIDN'T STOP THERE. YOU HAVE TO HAVE WILDERNESS PLACES TO LAND AT AS WELL IF YOU ARE GOING TO REALLY BE A BUSH PILOT. SO... I ADDED CABINS IN THE WOODS THAT HAVE A PLANE PARKED OUT FRONT, CABINS ON LAKES WITH A DOCK SO YOU CAN LAND ON THE LAND AND DOCK THERE. YOU HAVE CAMP SITES ON GLACIERS, YOU HAVE RESORTS IN REMOTE LOCATIONS, LARGE MINE COMPLEXES, AND ON THE INLETS YOU'LL SEE TONS OF SHIPS AND FISHING BOATS. THERE IS EVEN A CARRIER OUT IN THE OCEAN SOUTH OF ANCHORAGE.

ALL OF THIS SCENERY IS BASED AROUND HOPE, SOUTH OF ANCHORAGE, SOUTH OF, AND ACROSS THE INLET. THE BASIC AIRPORTS USED ARE;

- *HOPE AIRPORT
- *QUARTZ CREEK AIRPORT
- *SUMMIT LAKE AIRPORT
- *SOUTH GASLINE AIRPORT
- *SEWARD AIRPORT
- *LAWING AIRPORT
- *WHITTIER AIRPORT
- *PERRY ISLAND

THE REST ARE VARIOUS CABINS, LAKES, ETC, WITH NO WAY TO FIND THEM ASIDE FORM GPS COORDINATES (SUPPLIED) AND BARELY BROADCASTABLE NDB - ADF SIGNALS (THUS THE INCLUSION OF THE ADF INSTRUMENTATION IN THE PACERS PACKAGE). OH, THERE IS ALSO A CRASHED UFO ON A MOUNTAIN GLACIER, BUT PROJECT MAJIC HAS ALREADY FOUND IT (AIR FORCE) AND A CAMP IS AROUND IT. YOU MIGHT JUST FIND IT IF YOU HURRY.

Piper Super Pacer

SCENERY LOCATIONS FOR THE SUPER PACER **PACKAGE**

HOPE AIRPORT **GPS COORDINATES** 60 54.34 -149 37.45 ALTITUDE 204 FT ADF SIGNAL 777

SUMMIT LAKE GPS COORDINATES 60 37.84 -149 30.25 ALTITUDE 1264 ADF SIGNAL 776

QUARTZ CREEK AIRPORT GPS COORDINATES 60 28.85 -149 43.33 ALTITUDE ADF SIGNAL 775

SOUTH GASLINE AIRPORT **GPS COORDINATES** 60 41.75 -150 10.94 ALTITUDE 385 ADF SIGNAL 774

LAWING AIRPORT GPS COORDINATES 60 24.70 -149 22.16 ALTITUDE 479 ADF SIGNAL 778

SEWARD AIRPORT **GPS COORDINATES** 60 8.01 -149 25.27 ALTITUDE 26 ADF SIGNAL 773

WHITTIER AIRPORT **GPS COORDINATES** 60 46.67 -14843.23ALTITUDE ADF SIGNAL 772

PERRY ISLAND **GPS COORDINATES** 60 39.42 -147 56.26 ALTITUDE 0 ADF SIGNAL 771

LAKE CABIN 1 **GPS COORDINATES** 60 21.68 -1492.18ALTITUDE ADF SIGNAL 770

LAKE CABIN 2 **GPS COORDINATES** 60 28.87 -149 4.92 ALTITUDE 1229 ADF SIGNAL 769

GLACIER CAMPSITE 1 GPS COORDINATES 60 13.10 -149 52.75 ALTITUDE 2821 ADF SIGNAL 768

UFO CRASH SITE GPS COORDINATES 60 6.35 -1500.97ALTITUDE 4152 ADF SIGNAL 767

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