

## **Bell 47™ & Sioux H-13 Manual**

This manual is for Microsoft Flight Simulator Steam Edition. Not intended for real world use!

**Print this document for quick reference!**



**OFFICIAL LICENSED PRODUCT**

E78023

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### 1. Installation:

Follow instructions from your steam platform.

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## 2. Description:

### DESCRIPTION:

The Bell 47™ is a two-bladed, single engine, light helicopter manufactured by Bell Helicopter. The Bell 47 became the first helicopter certified for civilian use on March 8 1946. The bell G 2 uses the 47GLycoming O-435 / 190HP as the H-13 is 195HP. The Bell 47 helicopter entered U.S. military service in late 1946 and was designated the H-13 Sioux by the United States Army. It has also served as the helicopter of choice for basic helicopter flight instruction in many countries. NASA had a number of Bell 47s during the Apollo program, used by astronauts as trainers for the Lunar Lander.

This package includes the Sioux H-13 or known from the television show MASH (Mobil Army Surgery Hospital) and the Bell 47G with skids, floats and a crop duster model. Each model is around 160,000 poly's with high quality real world photos. From the moment you crank over the engine the first time, the Hobbs hours counter will start tracking your running engine until you remove the aircraft from your game. Turn the governor switch off and fly like a real pilot controlling throttle using the propeller pitch axis. Leave the governor switch on and the throttle will auto adjust to make your experience easy and fun. Send back your exact transponder code the tower just sent you to squawk while flying on Vatsim. For the first time you can now pushback your helicopter from your hanger using our custom pushback animation. Lights are hard coded giving you multiplayer sharing abilities. This package was developed to make your experience feel real and easy to operate from beginner to the flight sim pro. Time to make room in your private hanger, this package is priced extremely low and will be your favorite for many many years.

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### **3. Animation & Tooltips:**

Tooltips: (Most gauges and knobs have a tooltip for good information!)

Animation:

Most clickable switches and levers use the mouse wheel as well. The mouse wheel speeds up the animation.

<b>Switches:</b>	<b>Left click/Mouse Wheel</b>
<b>3 Way Switches:</b>	<b>Left click/Right click/Mouse Wheel</b>
<b>Toggle switches:</b>	<b>Left click/Mouse Wheel</b>
<b>Levers:</b>	<b>Left click/Mouse Wheel</b>
<b>Fuel Selector</b>	<b>Left click/Right click/Mouse Wheel</b>
<b>Analog Gauge Knobs:</b>	<b>Left click/Right click/Mouse Wheel</b>
<b>Doors:</b>	<b>Left click/Mouse Wheel</b>

All standard keyboard shortcuts work as well. The aircraft is designed to use the VC for more realism. So we suggest using the mouse for everything.

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#### 4. Aircraft Modes:

Pushback mode:

Shift + P to go straight

or

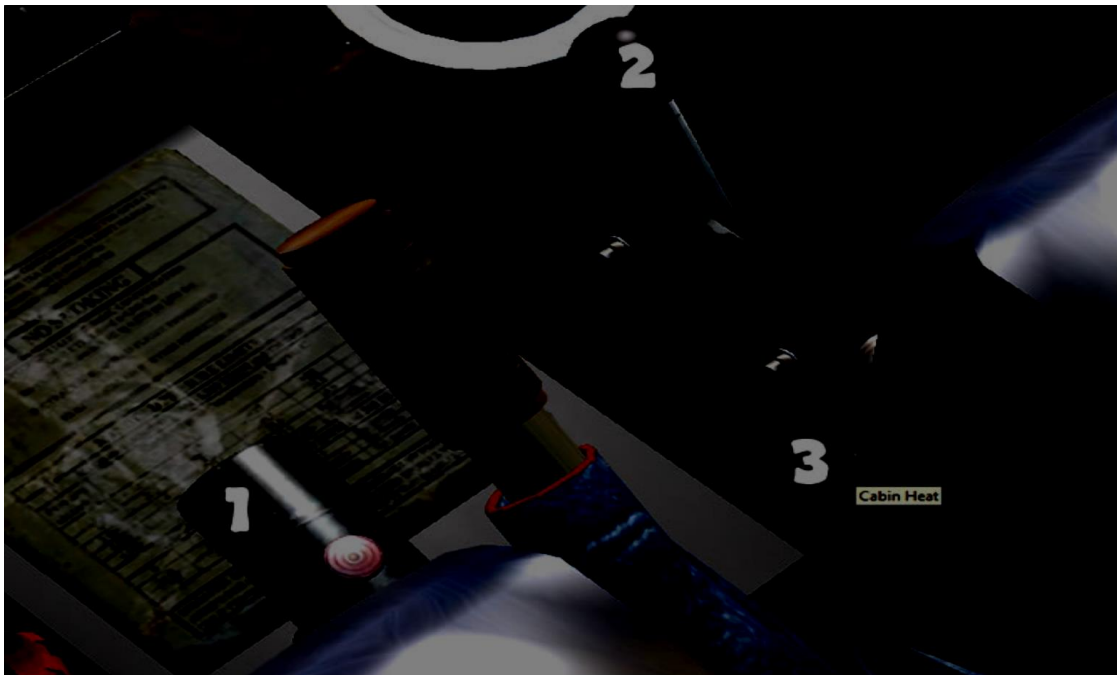
Shift + P release and click 1 to go left or 2 to go right

Crop Duster: Smoke System

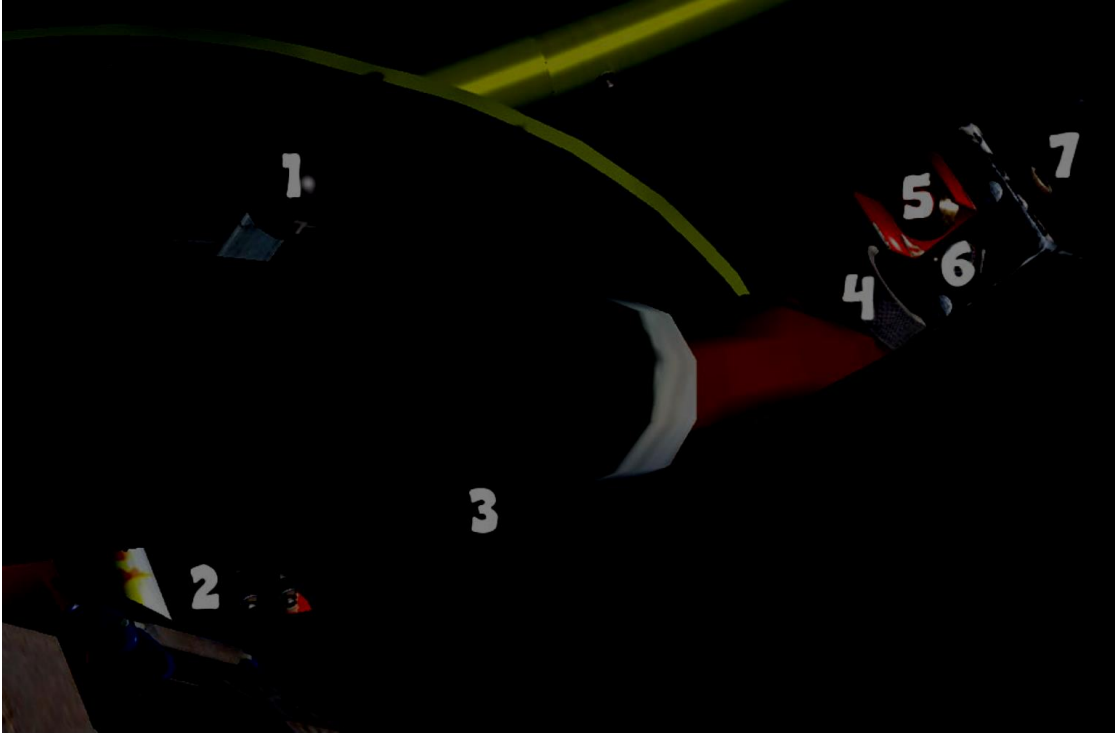
Hide and show injured: Cabin Lights

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## 5. All Functions:



1. Recognition Light
2. Rotor Trim
3. Cabin Heat



1. Rotor Trim
2. Rotor Brake  
(Left click every 1 second for continues braking.)
3. Collective
4. Throttle
5. Starter
6. Landing Light
7. Governor Switch

Note: (Leave off when using manual throttle.)

Note: (Assign the propeller axis for throttle control.)

Tip: Leaving the governor switch off allows you to slowly crank up the rotor during startup. Try not to over rev the rotor speed. As you increase the collective, you need to increase the throttle to maintain proper rpm speed. So more payload more throttle!



1. Hours Knob

2. Minutes Knob

3. Reset Clock Button

(This allows you to track your flight time from the smaller analog clock. The larger clock can be adjusted back to accurate time after clicking reset.)

4. Attitude Calibration Knob

5. Starter

6. Heading Bug

7. Communication 1 Radio / Navigation 1 Radio

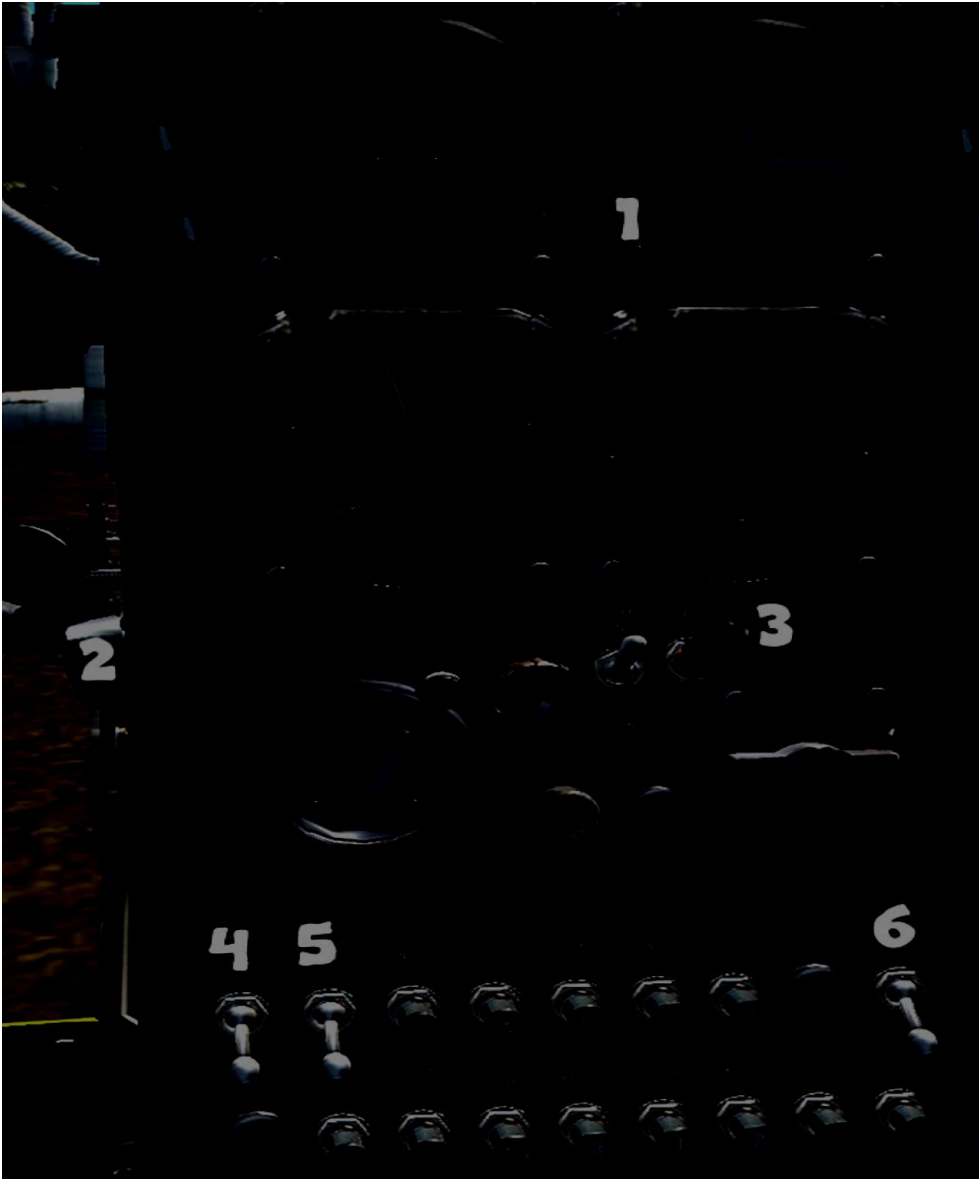
8. Transponder

(see Transponder section.)

9. Fuel Selector



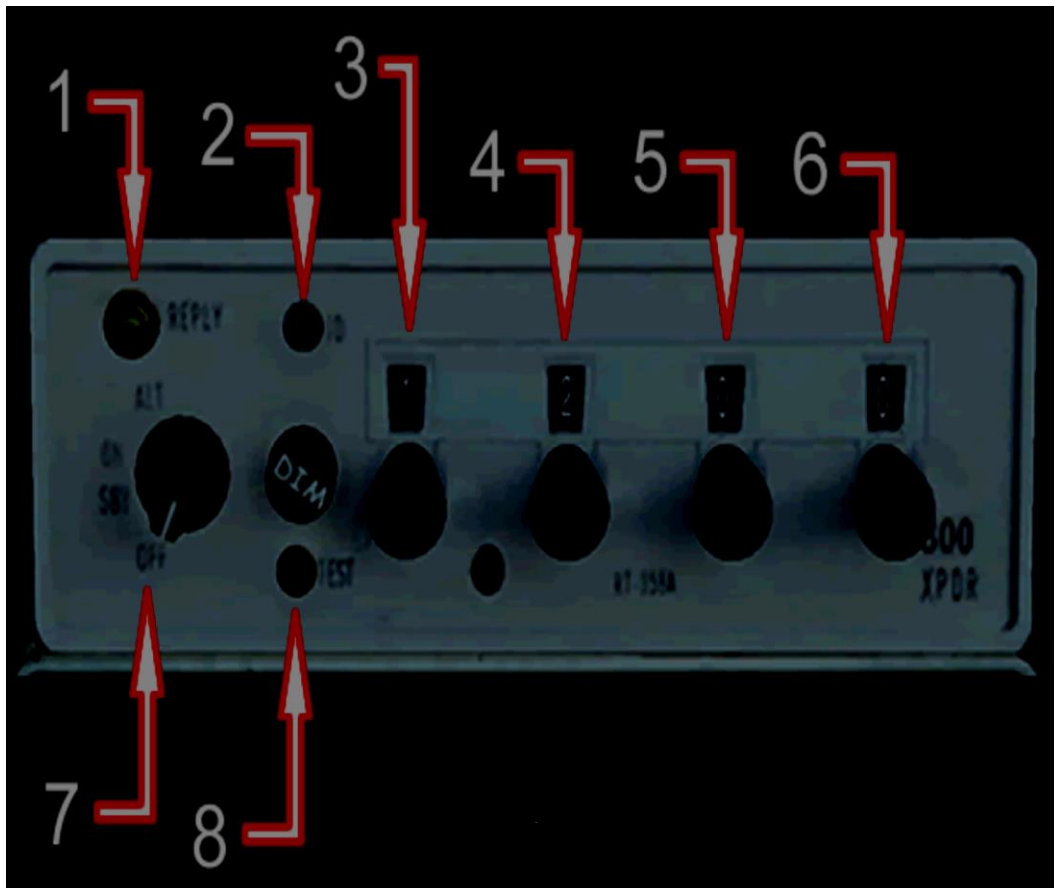
10. Battery Switch
11. Generator Switch
12. Key Magneto Starter  
(Turns the magneto on.)
13. Gyro Power Switch
14. Mixture Lever
15. Carburetor Heat Lever  
(Carburetor air indicator will increase.)



1. Altimeter Calibration Knob
2. Panel Lights

3. Hydraulic Power Switch
  4. Beacon Lights
  5. Navigation Lights
  6. Fan
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## 6. Transponder:



1. Reply Lamp
2. Ident Lamp
3. Increments first digit of transponder
4. Increments second digit of transponder
5. Increments third digit of transponder
6. Increments fourth digit of transponder
7. Off  
Standby (Use during ground operation.)  
On (Squawk and Ident to tower.)  
Alternative (Before takeoff)
8. Test Lamp (Tune to 1200)

## **7. Uninstall:**

Follow instructions from your steam platform.

## **8. Testing:**

**Tested on Microsoft Flight Simulator Steam Edition**

Developers: [flysimware.com](http://flysimware.com)

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