

Jetman Extreme – Flight manual

by Thomas Brückelt

The Jetman Extreme is a fictional model for VSF. It is easy to fly. Rudder and ailerons are mixed, so you just fly it with the joystick and need no input for rudder.

The Jetman 3D-model orientation is vertical, that means that the elements in VSF are rotated 90° compared to usual models. So you can take off and land vertical. But the handling of the views is a bit different as on usual models. To look around I recommend to use the mouse. Don't wonder that the speed indicator does not work correct: It's adapted to models flying in horizontal position.

Take off & flying

After you selected the model, press „1“ to get into the right pilots view and start the engines („E“).



Accelerate with full throttle. The Jetman starts to climb. Push the stick full forward to get into horizontal position. In the same time (you also can break the simulation by pressing „Alt“) rotate the view upward „Arrow up“ until you see the pilots head on the top of your screen. So you have a good orientation for flying.



You also can use the outside view „F2“.

By pressing „2“ you change into a view above the wing.



Press CTRL+S to turn on/off smoke.



Press „P“ to switch on/off the panel.



In case of emergency press F11 to drop the wing and land with the parachute.



Landing

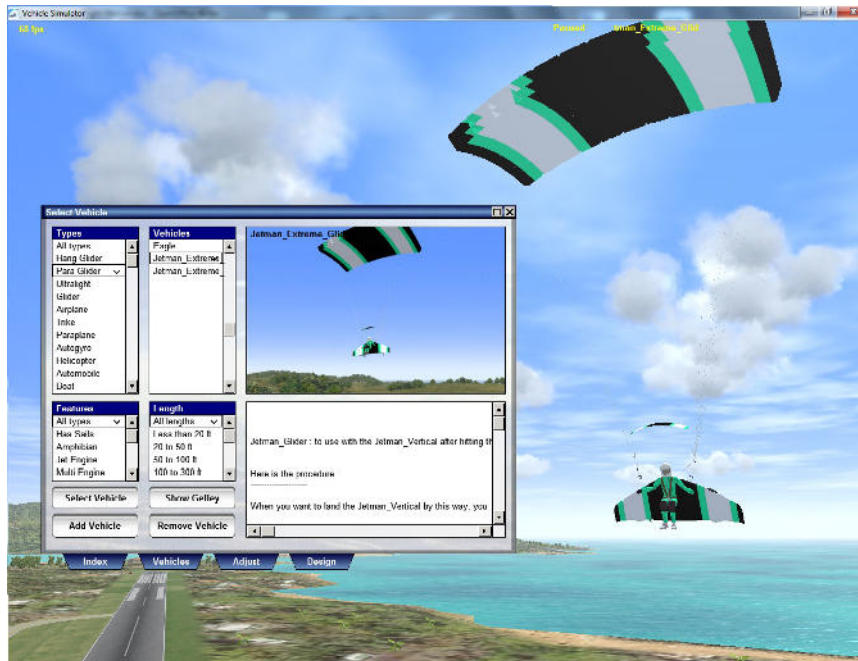
Pull up into the vertical and reduce power to 0. Right before the Jetman falls backwards open the parachute by pressing „D“. The Jetman lands safely on the ground. Press „D“ again to release the parachute and take off again.



Alternative landing

After you opened the parachute press „Alt“ to break the simulation. Now you can change to the model „Jetman Glider“. This is a second model, unpowered for a full controlled and realistic animated landing simulation of the Jetman.

You can change the model via opening the vehicles dialog „V“ (under „Para Glider“) or via „Q“ (under „Flex wing“), as you prefer.



Back on the ground you can return to the „Jetman Extreme“ by opening the vehicles dialog „V“ and select it under „Airplane“ or by pressing „Q“ under „Fixed Wing“ and fly again.

Make sure that the engine is on „E“ and wheel brakes are not active „B“ and you can walk on the ground. On hang you can take off by running downwards, until the Jetman starts to fly.



Bring him up!

The model „Jetman_Helico“ which can be found under „Helicopters“ in the vehicle dialog („V“) or under „Rotary Wing“ in the fast selection menu („Q“) is a Hughes 300 which brings the Jetman in the air. You are the helicopter pilot. Climb carefully and drop him by pressing CTRL+A (press again to bring him back on the skid). Press „2“ to watch how the Jetman starts his flight.



Enjoy flying the powerful and agile Jetman Extreme and explore the cool VSF sceneries !

