

GREAT PLANES REALFLIGHT6.5 PROCEDURE TO FLY THE ORCA

By Harley

This assumes RF6.5 is on your hard drive and, using "Knife Edge Swaps" on the Internet, you have installed "ORCA_HM_EA". It's tweaked for handling & performance most flyers should find comfortable, but still challenging & exhilarating. I've topped 175 MPH ground speed in a downwind pullout from high altitude. Over 2900' ATL altitude has been reached flying straight into the wind. Well over 100 MPH ground speed is commonly achieved in level downwind passes. Air speeds, into the wind, commonly run 80-90. An option to get even more speed is to click "Edit Aircraft" under "Aircraft" to add "Ballast". Add in 3 oz. increments (about 1 oz./sq. ft.) to observe effect. Too much impairs getting airborne on launch.

Click "Run Real Flight". After the aircraft carrier appears, a white screen is followed by the "Welcome to Real Flight" screen. If using the RF Elite Controller, close the Welcome screen with the mouse. Click "Menu Select" on the Controller. To the left, click on the runway strip & the plane above it to select an Airport & Aircraft. Or, from the Welcome screen click "FLY" to land whatever you last flew. This activates the printed main menu items across the top. Click "Aircraft" & "Environment" to see drop down menus.

A just installed ORCA won't be in the aircraft alphabetical list. Scroll up to "Custom Aircraft". Click "+". Click word "Orca". See rotating Orca. Click "OK". Orca appears poised to land at airport last used. Tap the space bar or any key. Let it land. Click "Simulation." Click "Choose Scenario." Click "Hillside Soaring." Click bare landing strip on left. Click "Buena Vista" or "Sierra Nevada". To delete obstacles, on the top menu click "View", then "Scenery". Elect only "Clouds", "Shadows" & "Terrain Detail". Click "Effects". Click "None". Click "Camera type", Select "Fixed".

Under "Gadgets", select "Binoculars". With mouse pointer in it, a window shows ORCA close up, even if flying out of sight. You'll see ORCA's attitude & how it responds. Under "Gadgets", click "NAVGuide". Select ATL, Airspeed, Groundspeed & Distance from Pilot. Opt for the larger print. Click NAVGuide Edits to see other selections. Click "Environment". A drop down menu enables adjusting Wind Speed, Turbulence, etc. Initially go for 10-12 MPH wind & zero Turbulence. On the Controller, put the Dual Rate switch in low to avoid over control. Just tap the stick or a turn will become a roll, etc.

Sierra Nevada's & Buena Vista's topography make exciting flying possible in modest winds. 15-18 generates impressive speeds & aerobatics. Above 25, penetration over the flat areas behind a slope face is difficult. It's easy to get blown far down wind. Landings are commonly out of sight on SN, but possible at BV with suitable altitude, speed & practice. Enjoy the spectacular crashes with parts flying & seeing ORCA still fly well with one wing panel after bouncing hard off the turf. The Controller's red Reset button positions a fully intact plane for relaunch. The keyboard space bar also works for me.

Having first purchased RF & experienced the fun of simulator flying, my opinion is that it was \$200 well spent. It will last for life & enables comfortable flying all winter. RF is so realistic, that were it a choice of one or the other, I'd go for it first, & after learning how to thoroughly wring out an ORCA at no risk, later build one to fly competently with confidence.