

DO NOT USE FOR FLIGHT



HERCULES

ABOUT THIS MANUAL

VERSION: 08 MARCH, 2006.

WARNING: THIS MANUAL IS DESIGNED FOR MICROSOFT® FS2004 USE ONLY. DO NOT USE FOR FLIGHT.

THIS 'CL-130 MODEL' MANUAL COVERS ONLY THE CL-130 MODEL EXPANSION PACKAGE SPECIFIC DIFFERENCES.

For general information on the 'Legendary C-130' Pro Base Package please refer to the 'Legendary C-130' FLIGHT MANUAL:

Click START > Programs > Captain Sim >Legendary C-130 > Flight Manual >

Free copy of the 'Legendary C-130' Pro Base Package FLIGHT MANUAL Part I – Aircraft is available at:
<http://www.captainsim.com/products/c130/manual.html>

Adobe Acrobat® Reader Required

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'CL-130 MODEL' MANUAL

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DO NOT USE FOR FLIGHT**CL-130 FLOATPLANE AIRCRAFT**

Information from spectrumwd.com:

NAVAL AIR STATION PATUXENT RIVER, MARYLAND 20670-5400

PUBLIC AFFAIRS DEPARTMENT

RELEASE #97-131 Aug. 18, 1997

Aircraft Division Officials Unveil Latest Version of C-130

NAVAL AIR STATION PATUXENT RIVER, MD

Officials at the Naval Air Warfare Center Aircraft Division recently announced the latest variant of the ubiquitous C-130 Hercules, the C-130 Floatplane. The C-130 Floatplane is proposed as a low-cost modification to existing aircraft which would add considerable flexibility to logistic, special forces, and other missions.

It would have field installable amphibian floats replacing the landing gear on C-130E/H/J models allowing open ocean, beaching, and hard surface operation without the need for a dedicated seaplane.

For the last two years, the warfare center's aircraft division has contracted to Lockheed Martin Aeronautical Systems to perform a feasibility study and a technology risk reduction effort. These were done to identify and quantify the risk areas: hydrodynamic drag and impact loads, spray patterns, and aerodynamic stability.

To mitigate this risk, a subscale model with a radical split float design was built and tested. The split float eliminates inboard spray, deflects outboard spray clear of the props and wings, reduces water impact loads, retains full cargo ramp operation, and has excellent sea-keeping qualities. Tow tank tests showed that water impact loads were lower than expected allowing sea state three operation. Drag was acceptable and spray patterns were excellent. Computational Fluid Dynamic Analysis indicated that aerodynamic stability degradation is within acceptable limits. Payloads up to 27,000 pounds and ranges more than 2,200 nautical miles with 10,000 pounds of cargo are possible. The C-130 Floatplane opens vast new missions that were formerly not feasible.

USN

'CL-130 MODEL' PACKAGE CONTENT OVERVIEW

The 'CL-130 Model' package is available at www.captainsim.com as an expansion to the 'Legendary C-130' base package.

The 'CL-130 Model' expansion package is fully compatible with both versions ('Standard' and 'Pro') of the 'Legendary C-130' base package and with the retail 'boxed' version of the C-130 published by Just Flight.

THE 'CL-130 MODEL' INSTALLATION WITHOUT C-130 BASE PACKAGE BEING PREINSTALLED

The 'CL-130 Model' expansion package does not require any C-130 base package and can be installed to default installation of the MS FS2004.

In this case user will get the following CL-130 setup:

- Original Captain Sim C-130 Flight Model (aircraft.cfg and .air files)
- Original Captain Sim set of CL-130 Models
- Sound - Alias to default Beech King sound
- Panel - Alias to default B747 panel
- No textures in VC
- No gauges in VC

DO NOT USE FOR FLIGHT**MODELS AND LIVERIES****MODELS**

Upon installing the **CL-130 'Hercules'** aircraft will appear under Captain Sim manufacturer in the MS FS9 Aircraft Select Menu.

The model is available in the following variations:

- Clean (no exterior fuel tanks)
- With 2 exterior fuel tanks
- No dynamic shine (for matte liveries)
- With dynamic shine
- VC and 'wing view' included
- No VC and 'wing view' included
- EICAS equipped cockpit
- Classic 'steam gauge' cockpit

In total, 24 model variations are available. See 'ACE Utility' section of the 'Legendary C-130' Pro Base Package manual for details.

ACE UTILITY

The 'CL-130 Model' expansion uses its own 'ACE Utility'.

Click START > Programs > Captain Sim >Legendary C-130 > CL-130 Expansion Model > CL-130 ACE

See 'ACE Utility' section of the 'Legendary C-130' Pro Base Package manual for details.

Do NOT use START > Programs > Captain Sim >Legendary C-130 > 130 ACE

HOW IS THE 'CL-130' MODEL DIFFERENT FROM THE 'C-130E' MODEL

ATO Units (8)



Floats



The main difference is the floats replaced the landing gear allowing open water operation.

Note:

- The 'CL-130 Model' floats are not amphibian type (no landing gear) therefore the model is not allowing hard surface operation.
- The 'CL-130 Model' does not have a water rudder. Use asymmetrical engines thrust to control the aircraft on water at low speeds.

DO NOT USE FOR FLIGHT**LIVERY****PACKAGE LIVERY**

The U.S. Coast Guard livery is included in the package.

Note:

The CL-130 model textures are compliant with C-130E model textures. You can install and any C-130E livery (package or freeware) to use with CL-130 model. See 'ACE Utility' section of the 'Legendary C-130' Pro Base Package manual for details.

FLOATS COLOR

The floats texture is available in two versions:

White



Grey



The White texture is good for white liveries like USCG and is active by default.

But if you install any grey or dark livery we recommend using the Grey texture:

- Rename *C130_12_T.bmp* file to *C130_12_T_WT.bmp*
- Copy the *C130_12_T_GR.bmp* file to your dark livery folder
- Rename *C130_12_T_GR.bmp* file to *C130_12_T.bmp*

If your livery is installed correctly the CL-130 model should appear in the MSFS with grey floats.

REPAINT KIT

Please use the C-130E (base package) Repaint Kit. The CL-130 Repaint Kit update is available in [Free Downloads Section](#).

FREE LIVERIES

Many freeware liveries for the C-130 are available online in [Free Downloads Section](#).

DO NOT USE FOR FLIGHT**MISCELLANEOUS FEATURES****ASSISTED TAKE-OFF (ATO) SYSTEM**

Provisions are made for external mounting of eight solid-fuel ATO units of 1000 pounds thrust* each, which supply additional thrust when it is desired to shorten take-off distance. The system is electrically controlled and operated from the assisted take-off control panel on the flight control pedestal.

The units are fired simultaneously and give thrust until the propellant is exhausted.

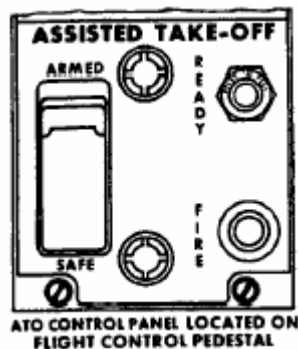
* Due to the MSFS limitations the ATO is a visual effect only and does not supply any additional thrust. Our development team has some ideas on how to make the ATO affect the aircraft performance real time. But realization and programming of the idea can take unpredictable amount of time.

ASSISTED TAKE-OFF (ATO) SYSTEM CONTROLS

The flight station controls and the indicator for the ATO system are located on the assisted take-off panel on the flight control pedestal (in VC only).

Note:

- JATO option must be selected and saved using the ACE.
- Default MSFS Smoke key (I) is a 'one-click' control for the ATO ignition circuits.

**Armed Safe Switch**

The ARMED-SAFE switch, located on the assisted take-off control panel is a two position toggle switch designed to prevent accidental operation of the ATO system. When the switch is in the SAFE position the system will not operate. When the switch is in the ARMED position, the ATO CONTROL circuit is completed to the fire switch.

FIRE Switch

The pushbutton FIRE switch, located on the assisted take-off control panel, controls the operation of the ATO ignition circuits. When the ARMED-SAFE switch is in the ARMED position and the FIRE switch is depressed, 28-volt dc power from the ATO CONTROL circuit breaker energizes the ignition relay. Actuation of the ignition relay applies 28-volt, dc power from the main dc bus to the ATO igniters.

WARNING

- Do not approach any ATO unit until 30 minutes have elapsed from a firing attempt. If smoke appears from an ATO unit, wait 30 minutes after smoke stops before approaching the ATO unit.
- With ATO unit igniters connected to the aircraft, do not expose any part of the body to the ATO unit nozzle assemblies.

DO NOT USE FOR FLIGHT

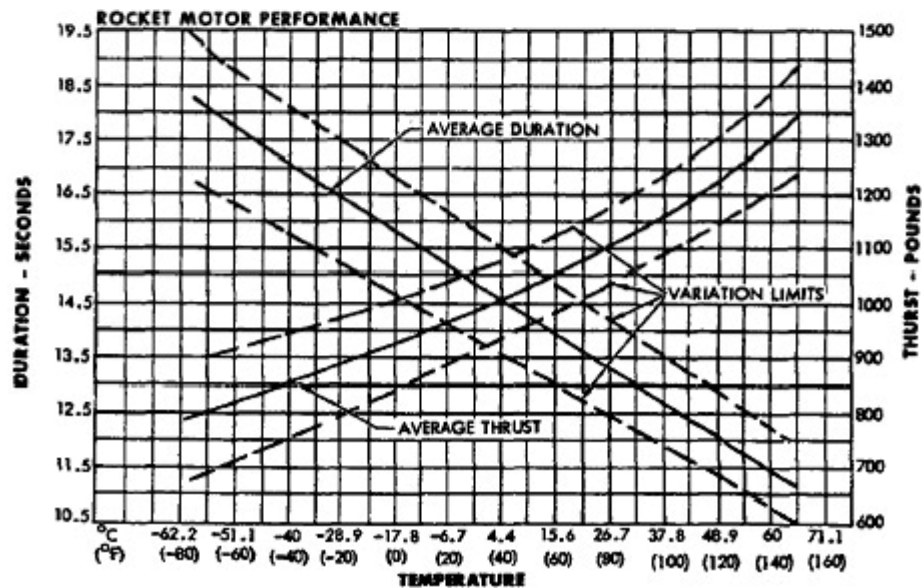
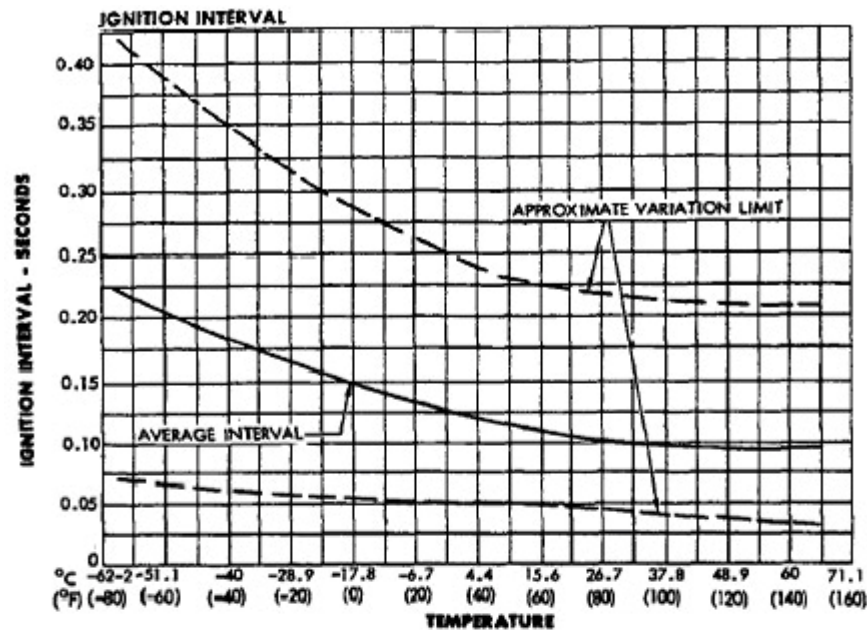
ASSISTED TAKE-OFF

When the variables influencing take-off lengths, acceleration, and obstacle clearance indicate a marginal take-off, the use of ATO is required. When considering the use of ATO, first consider the objective for a particular take-off condition.

The objectives, acceleration to take-off speed, or minimum roll to clear obstacles will dictate when to actuate the ATO fire switch. The 12 to 15-second duration of the ATO units will accomplish the objective when fired at a pre-selected airspeed in consideration of the objective.

The ATO units are predicated on the basis of burnout at 50 feet altitude. The units will be fired by the copilot at the command of the pilot.

Typical Effect of Temperature on ATO



DO NOT USE FOR FLIGHT**ATO VISUAL EFFECT****ATO EFFECT APPEARANCE**

- Any complex effect (like the ATO effect) is always a hit on the MSFS performance.
- Any visual effect appearance and quality depends on particular system performance.

Please make sure that your system specifications meet our system requirements:

<http://www.captainsim.com/products/c130/sysreq.html>

To adjust the ATO Effect quality, please go to MSFS menu, Options-> Settings -> Display -> Scenery -> "Special effects detail " and set them to 'High'.

C-130 MODELS EXPANSIONS

The following C-130 Models are available** as separate commercial expansions to the 'Legendary C-130' package:

1. C-130J
 - USAF
 - Italian AF
 - RAF
2. C-130H
 - French AF
 - Japan AF
3. KC-130 (tanker)
 - US Marines (grey camo)
4. C-130T (with JATO)
 - US NAVY Blue Angels (Fat Albert)
5. C-130H-30 (stretched version)
 - Dutch AF
6. L-100
 - UN
7. AC-130 'Spectre'
 - USAF
8. C-130A (3-blade props)
 - USAF (60-s bare metal)
9. LC-130H (on skis)
 - US NAVY (polar)
10. NC-130H (AEW&C)
 - US Space Command
11. CL-130 (on floats)
 - US Coast Guard

You can vote for your favorite model at: <http://www.captainsim.com/cgi-bin/questionnaire.pl?id=8>

** Please check www.captainsim.com for availability updates.

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CUSTOMER SUPPORT

TECHNICAL SUPPORT

Trouble with your game? Welcome to Technical Support Section:
<http://www.captainsim.com/cgi-bin/kb.pl>

ACCOUNT SUPPORT

Can't buy? Lost links, keys? Welcome to Account Support Section:
<http://www.captainsim.com/support/acss/>

DOWNLOADS

Looking for Free liveries, banners, etc... Welcome to Downloads Section:
<http://www.captainsim.com/support/dl/>

CONTACT US

For Press, Business and General Inquires please use Contact Us Section:
<http://www.captainsim.com/company/contact.html>

BUSINESS HOURS

Please use the online services or contact our team using the web forms that are available 24/7.

Our Office is happy to process hundreds of inquiries daily. But please note all inquiries are processed in European office. The office business hours are: Monday-Friday 7:00-16:00 GMT.

The support team usually responds within 24 business hours.

Thank you,

Enjoy your flight!

Captain Sim Customer Support Team
www.captainsim.com