

Washington R/C Flyers Newsletter

www.washingtonrcflyers.com

January 2009

WASHINGTON



R/C FLYERS

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Next Meeting

Our next meeting will be at 6:15pm on January 13, 2009 at Denhart's Banquet Facility on Washington Square.

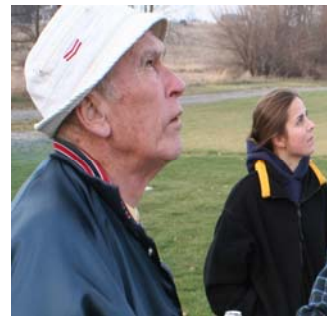


President	Steve Grob
Vice President	Wally Walwer
Sec./Treasurer	Tom Clark
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Safety & Rules Committee	
Maint. & Grounds Committee	John Bremenkamp
Events Committee	
Social & Education Committee	Kayton Heavrin
Site Committee	Paul Cobb



Year 2008 also gave way to another from our club that silently slipped away. We remember him for his membership and friendship.

Vern Mall (below) will be remembered by us who flew with him.



Our past president, Brian Miller, and our new president, Steve Grob, have both worked with the banquet staff to make our annual January banquet meeting a pleasant one. This will kick off our 2009 year

with a bang, and start all the new year planning activities.

It is a sad and sorrowful day when one of our members passes away. Ken McGowan left us last week. He frequently helped with the picnic gatherings being involved with the planning and cooking. He did not fly hardly at all last year but came out to the field many times just to visit and watch. He was a personal friend of many of us.

With the winter thus far filling the days with nasty flying conditions, we are probably using our flight simulators even more than before. Those fortunate enough to have them can experience your flying right at home. Those with recent and powerful computers can use the latest versions too. If Santa dropped off one for Christmas, then enjoy the new convenience.

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Here is a little info on the Realflight 3.5 and 4.0. For in depth research use the below links.

RealFlight 3.5

<http://www.rcgroups.com/forums/showthread.php?t=582314>

RealFlight 4.0

<http://www.rcgroups.com/forums/showthread.php?t=770999>

As experienced airplane pilots, we love that we are able to try new areas of R/C without risking a crash and it's financial loss. Illinois winters go from about November to March so having G4 keeps us flying year round. And for the most part the only thing missing from this experience is a scratch-and-sniff card (that the simulator doesn't provide) so we can smell the nitro or gas as we fly and a fan to simulate a windy day. The rest is pretty realistic. If it helps prevent one flight disaster, it is worth every penny the simulator cost. Training on RealFlight G3, G3.5, G4 or now G4.5 as a beginner or simply keeping those old veteran thumbs fresh is worth it's price. Speaking for all of us using simulators, it allows us to try new things, the things our nervous thumbs don't let us try in real life. The result is the building of confidence that allows those thumbs to move the sticks when flying for real.

LET'S TALK A LITTLE ABOUT

REALFLIGHT G3

This version has been around for a few years now but is the basis for the newer versions. This one has Forty-one different aircraft and ten different flying sites! Complex wind, moving/breathing/living backgrounds -- 5000 square miles worth! Superb collision detection and exploding airplanes, an easy to use new airplane editor, multiplayer on a single PC screen, and more, lots more. G3 has not only greatly upgraded software from G2 but also some other pretty cool additions. The most noticeable was the

new Interlink™ Plus controller. This was housed in a Futaba transmitter case so the feel is, well, like an actual transmitter. A computer without a high end video card or dedicated video RAM was able to run such a graphics-intensive simulator! If you had been prepared to have to buy a high end video card to add to your computer, it is not necessary. G3 suggests to make the first flight with the default Great Planes NextStar trainer to ensure everything functions properly. Earlier criticisms of the simulators in the past was the lack of peripheral vision and overall unnatural feel. Somehow, G3 overcame most of this. You, as the pilot, stay in a fixed spot; however, the software pans and zooms for you and does a much better job of it than G2. When trying to land, with past simulators, having to pick out landmarks were a necessity to determine when to make turns. Not so with G3. And this version kept the ground in view for the pilot. You now can guide the trainer right to the center of the runway with no problem and have an overall very RC like feeling.

LET'S TALK A LITTLE ABOUT

REALFLIGHT G3.5!

The beginning pilot will find that G3.5 has so much more information and training tools than the simulators of old, where a beginner was forced to struggle and explore, trying to figure out on their own how to control the model.

An intermediate pilot can learn the traits of a huge range of models, figuring out what specialties interest him before he's ever purchased a first scale, sport, aerobatic, electric, glider, or other specialty aircraft.

The expert pilot will find that the exceptional RealPhysics makes G3.5 the perfect place to be practicing -- be it scale, 3D, slope and now even 4D! -- learning new or working out competitive routines. Or he may choose to just keep his reflexes sharp while

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enjoying some of the great games and exercises provided.

These basic airplanes are for our flying pleasure along with helicopters that are not listed

1903 Wright Flyer,	P-51 Mustang,
At-6 Texan,	PT-40,
Bird of Time glider,	Ryan-STA,
BLT Park Flyer,	Shuriken Sloper,
Bulldog,	Shuriken Sloper heavy
Cap 232,	ballast,
Cap 232 Electric,	Simple flyer,
Cessna 182,	Sky ship (blimp),
E3D,	Slinger,
E3D flap mixing,	Space Walker,
Electro Streak,	Space Walker electric,
Extra Special,	Spirit 100 glider,
F-86 Sabre (Ducted fan),	Twinstar,
F-86 Sabre (Turbine),	Ultimate Biplane,
Fundango,	Ultra Sport,
Hawk (Bird glider),	Wild RC's Mini IFO,
L-39,	Yak 54,
Mistral 3M glider,	Yak 54 with gyro,
Mistral 3M heavy ballast	Yak 54 3D throws &
glider,	surfaces.
Nexstar,	
Nexstar with AFS,	

The three different basic viewing methods have been available on previous models of RealFlight, but we can enjoy it even more now that the "world around me" is more alive, thanks to RealPhysics and the improvements they have made in the scenery. There are also three zoom modes -- ground view zoom, manual zoom, and auto zoom.

You can view your plane from a fixed position. This is much like being at the field and you fly your plane and watch it from one location. If trees are in the way you lose sight of it and have to hope it will be seen after the tree. In fact, many fields have multiple fixed position starting points, from which you can still adjust the

camera further. You can quickly fly too far away to see the plane clearly or you can avoid that problem by using the automatic zoom or picture in picture to maintain a close-up view of the plane at all times.

A second viewing position is trailing the plane with the chase view. You are behind the plane and you see your plane in front of you and all the scenery in front of the plane. You don't follow the same track as the plane, you are more like a glider being towed. Fly your plane in a turn right next to a building and you will likely go right through the edge of the building. But you emerge on the other side of the building and your plane comes back into view.

The third viewing angle is from the cockpit, as if you were the pilot of a full-size aircraft.

For scenery, RealPhysics means the scenery is dynamic. Clouds move across the sky in a realistic fashion. Flying by the sun causes glare on the screen. Trees sway in the breeze. Shiny surfaces create reflections. Shadows are realistic and in correct alignment with the sun and the object creating the shadow. On some PhotoFields they have added grass clumps that affect your rolling plane. In 3.5, there is even a dynamic sun angle!

For aircraft performance, the aircraft editor portion of RealPhysics means you can customize your plane with lots of variables, such as changing the airfoil of the wing or the power supply, and the changes truly affect the model's performance. Lab testing has shown that the planes compared on the simulator with RC planes in real life handle unbelievably very similar, with the general exception that the top speed on the simulator can be generally higher than the real RC plane. But by reducing the throttle you can get very close match-ups between real and simulated planes.

Sound effects, operating fountains at the Castle flying field and smoke emitters have been added in G3.5. At one of the old G2 fields you can now hear a moo! Even 4 Dimensional flying is now possible! Using "RealPhysics 3D" they have added variable pitch props. They have also added response to some articles and

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particle effects. Crash into a tree and leaves coming falling down. Hit a barrel and knock it over and it can roll. Crash your plane and now there is balsa dust or dust kicked up from the ground when you hit dirt.

LET'S TALK A LITTLE ABOUT

REALFLIGHT 4

This has all the features of version G 3.5. As you can see in the pictures G4 is not a game. It's also not just a simple "here's an airplane, go fly" program. It is however a tool to that can be used to have fun, teach, learn, compete, design and build.

Your computer video card will require even MORE horsepower to run G4, but it is so worth it. Generally speaking, if your video card is based on the Nvidia GeForce 5500 (or higher) or the ATI Radeon 9600 (or higher), it will run G4. The graphics of G4 are a huge upgrade over G3.5. Some of the screen shots posted on the Knife Edge forums of what this latest generation of video cards will do to this piece of software are amazing.

Component Minimum Requirements*
Operating System Windows 98SE, ME, 2000, XP or Vista™

Processor Intel Pentium 1.0GHz or equivalent

Memory 512 MB

Hard Drive Space Required 3 GB

Video Card 3D Accelerated Video with 32 MB
Dedicated Video Memory and Full DirectX 9 compliant

The water sites, in conjunction with the float flying planes, are perhaps one of the main new features on the software side of G4. The water is incredibly real

looking. It ripples and shimmers in the wind and sunlight. Any floating objects you encounter are dynamic and will bob up and down. If they are small enough, you can push them around with your aircraft. The float equipped aircraft and the sole sea plane, the Seawind, bob and bounce in the waves. Head into the shallower water, and the floats will rise a little, and the resistance to forward movement will drastically increase. Though there are about a half dozen or so float planes that ship with G4.

There is just so much depth to the RealFlight G4 simulator: The more you use it, the more ways you discover to benefit from it, or to just have, well, fun with it! With a total of over 60 aircraft to fly (with the purchase of all the add-ins) and over 25 different flying sites there are many ways to improve your RC flying skills without ever having to leave your computer chair. And with the added features of water and float flying, G4 becomes even more useful and fun.

New Aircraft with G4 without any add-ins.

Bell H-13 with Floats
ElectriFly™ PBY Catalina
Extra 300L
Great Planes® Big Stik™
Great Planes® Big Stik™ with Floats
Impala .30 Heli with Floats
J-3 Piper Cub
J-3 Piper Cub with Floats

