

Shrike 530F – Notes & Instructions

Options

The 530F has the ability to show and hide gun pods (non-marketplace version only), front doors, a FLIR pod, and a searchlight. All these options are configured through adding or removing weight from the Weight & Balance panel in the simulator. Adding weight on the appropriate lines will allow the gun pods (+435 lbs) (non-marketplace version only), the FLIR pod (+40 lbs), and the searchlight (+20 lbs) to show, while removing weight for the front doors (-125 lbs) will hide those from the model.

By default, the front doors are shown, while the gun pods (non-marketplace version only), FLIR pod and searchlight are hidden.

Keybinds

- **(Direct purchase / Non-Marketplace Version Only)** To operate the miniguns, bind '**Toggle Water Rudder**' to a key or joystick button.
- **(Direct purchase / Non-Marketplace Version Only)** To operate the larger .50 caliber guns, bind '**Toggle Variometer Switch**' to a key or joystick button.
- To turn the searchlight on or off, bind '**Toggle Logo Lights**' to a key or joystick button.

Important Notes

- To fly the 530F with the doors removed (or the gun pods shown – non-marketplace version only), you must turn **AIRCRAFT STRESS DAMAGE** to **DISABLED**. If this is not done, the simulator will register a crash once you become airborne.
- The twist-grip throttle in the 530 incorporates a fuel cutoff as well as replicating enabling the governor when fully open. It also has an idle release function built in. Due to these included features, it is **not** currently recommended to bind the twist grip to a hardware controller.
- Due to the replication of a proper turbine engine start-up procedure, using CTRL+E will not introduce fuel during the automatic start-up process. It is required to open the throttle manually to continue start-up, and to roll the throttle fully open to the governed position for flight.
- The simulator currently only allows the engine governor increase / decrease function to be operated by keybind; the toggle switch on the pilot's collective is inoperable.