```
[fltsim.0]
title= Maule M7 260C paint1
sim=Maule_M7_260C
model=
panel=
sound=
texture=1
kb_checklists=MauleM7260C_check
kb_reference=MauleM7260C_ref
atc_id=N72163
ui_manufacturer="Maule"
ui_type="Orion"
ui_variation=" White, Red, Gray"
ui_typerole="Single Engine Prop"
ui_createdby="Lockheed Martin"
description="Maules are rugged and simple. These traits, along with their
short-takeoff-or-landing capability, make them popular among bush pilots. The
Maule M-7-260C is a taildragger with spring-aluminum landing gear and a wide
stance, suitable for taking off from and landing on rough, unprepared surfaces.
Its 260-horsepower Lycoming engine provides power to transport up to five people
at a relatively fast cruise speed. Ease of handling (with the usual caveats about
landing taildraggers in a crosswind) and economical operation round out this
plane's sturdy virtues. The ski option adds to the 260C's versatility."

[fltsim.1]
title= Maule M7 260C paint2
sim=Maule_M7_260C
model=
panel=
sound=
texture=2
kb_checklists=MauleM7260C_check
kb_reference=MauleM7260C_ref
atc_id=HB-MEV
ui_manufacturer="Maule"
ui_type="Orion"
ui_variation=" Swiss"
ui_typerole="Single Engine Prop"
ui_createdby="Lockheed Martin"
description="Maules are rugged and simple. These traits, along with their
short-takeoff-or-landing capability, make them popular among bush pilots. The
Maule M-7-260C is a taildragger with spring-aluminum landing gear and a wide
stance, suitable for taking off from and landing on rough, unprepared surfaces.
Its 260-horsepower Lycoming engine provides power to transport up to five people
at a relatively fast cruise speed. Ease of handling (with the usual caveats about
landing taildraggers in a crosswind) and economical operation round out this
plane's sturdy virtues. The ski option adds to the 260C's versatility."

[fltsim.2]
title= Maule M7 260C paint3
sim=Maule_M7_260C
model=
panel=
sound=
texture=3
kb_checklists=MauleM7260C_check
kb_reference=MauleM7260C_ref
atc_id=N221CP
ui_manufacturer="Maule"
ui_type="Orion"
ui_variation=" Civil Air Patrol"
ui_typerole="Single Engine Prop"
ui_createdby="Lockheed Martin"
description="Maules are rugged and simple. These traits, along with their
short-takeoff-or-landing capability, make them popular among bush pilots. The
Maule M-7-260C is a taildragger with spring-aluminum landing gear and a wide
stance, suitable for taking off from and landing on rough, unprepared surfaces.
```

```
Its 260-horsepower Lycoming engine provides power to transport up to five people
at a relatively fast cruise speed. Ease of handling (with the usual caveats about
landing taildraggers in a crosswind) and economical operation round out this
plane's sturdy virtues. The ski option adds to the 260C's versatility."

[fltsim.3]
title= Maule M7 260C paint4
sim=Maule_M7_260C
model=
panel=
sound=
texture=4
kb_checklists=MauleM7260C_check
kb_reference=MauleM7260C_ref
atc_id=N81868
ui_manufacturer="Maule"
ui_type="Orion"
ui_variation=" Blue, Silver"
ui_typerole="Single Engine Prop"
ui_createdby="Lockheed Martin"
description="Maules are rugged and simple. These traits, along with their
short-takeoff-or-landing capability, make them popular among bush pilots. The
Maule M-7-260C is a taildragger with spring-aluminum landing gear and a wide
stance, suitable for taking off from and landing on rough, unprepared surfaces.
Its 260-horsepower Lycoming engine provides power to transport up to five people
at a relatively fast cruise speed. Ease of handling (with the usual caveats about
landing taildraggers in a crosswind) and economical operation round out this
plane's sturdy virtues. The ski option adds to the 260C's versatility."

[fltsim.4]
title= Maule M7 260C paint5
sim=Maule_M7_260C
model=
panel=
sound=
texture=5
kb_checklists=MauleM7260C_check
kb_reference=MauleM7260C_ref
atc_id=N86DMA
ui_manufacturer="Maule"
ui_type="Orion"
ui_variation=" Alaskan Operator"
ui_typerole="Single Engine Prop"
ui_createdby="Lockheed Martin"
description="Maules are rugged and simple. These traits, along with their
short-takeoff-or-landing capability, make them popular among bush pilots. The
Maule M-7-260C is a taildragger with spring-aluminum landing gear and a wide
stance, suitable for taking off from and landing on rough, unprepared surfaces.
Its 260-horsepower Lycoming engine provides power to transport up to five people
at a relatively fast cruise speed. Ease of handling (with the usual caveats about
landing taildraggers in a crosswind) and economical operation round out this
plane's sturdy virtues. The ski option adds to the 260C's versatility."

[fltsim.5]
title= Maule M7 260C
sim=Maule_M7_260C
model=
panel=
sound=
texture=
kb_checklists=MauleM7260C_check
kb_reference=MauleM7260C_ref
atc_id=EC-527
ui_manufacturer="Maule"
ui_type="Orion"
ui_variation=" White"
ui_typerole="Single Engine Prop"
```

```
ui_createdby="Lockheed Martin"
description="Maules are rugged and simple. These traits, along with their short-takeoff-or-landing capability, make them popular among bush pilots. The Maule M-7-260C is a taildragger with spring-aluminum landing gear and a wide stance, suitable for taking off from and landing on rough, unprepared surfaces. Its 260-horsepower Lycoming engine provides power to transport up to five people at a relatively fast cruise speed. Ease of handling (with the usual caveats about landing taildraggers in a crosswind) and economical operation round out this plane's sturdy virtues. The ski option adds to the 260C's versatility."

[General]
atc_type=MAULE
atc_model=M7
editable=0
performance="Cruise Speed\n164 mph    142 kts 264 km\/h\n\nEngine\nLycoming IO-540-V4A5 six-cylinder liquid-cooled, 260 hp\n\nPropeller\n3-blade McCauley constant speed\n\nMaximum Range\n600 nm    1,092 km\n\nService Ceiling\n20,000 ft    6,096 m\n\nFuel Capacity\n73 gal    277 L\n\nEmpty Weight\n1,671 lb    760 kg\n\nMaximum Gross Weight\n2,500 lb    1,136 kg\n\nLength\n23 ft, 6 in    7.2 m\n\nWingspan\n32 ft, 11 in    10 m\n\nHeight\n6 ft, 4 in    1.9 m\n\nSeating\n5\n\nUseful Load\n829 lb    377 kg"
category = Airplane

[CameraDefinition.0]
Title = "Right Wing"
Guid = {C690EAFD-223A-42d0-99E0-681ADF93BB59}
Description = View from the right wing tip looking at the cockpit
Origin = Center
SnapPbhAdjust = Swivel
SnapPbhReturn = FALSE
PanPbhAdjust = Swivel
PanPbhReturn = FALSE
Track = None
ShowAxis = FALSE
AllowZoom = TRUE
InitialZoom = 1.0
ShowWeather = Yes
InitialXyz = 10.5, 0.2, 0.3
InitialPbh = 9, 0, 270
XyzAdjust = TRUE
Category=Aircraft
ClipMode=Minimum

[CameraDefinition.1]
Title = "Left Wing"
Guid = {3A09FD6C-D406-4d8f-A5CD-FA4F5E0C12ED}
Description = View from the left wing tip looking at the cockpit
Origin = Center
SnapPbhAdjust = Swivel
SnapPbhReturn = FALSE
PanPbhAdjust = Swivel
PanPbhReturn = FALSE
Track = None
ShowAxis = FALSE
AllowZoom = TRUE
InitialZoom = 1.0
ShowWeather = Yes
InitialXyz = -10.5, 0.2, 0.3
InitialPbh = 9, 0, 90
XyzAdjust = TRUE
Category=Aircraft
ClipMode=Minimum

[CameraDefinition.2]
Title = "Tail"
Guid = {D8D67955-2E9B-4e75-9D8B-8EFFBBFAC64A}
Description = Looking forward from the tip of the vertical stabilizer
```

```
Origin = Center
SnapPbhAdjust = Swivel
SnapPbhReturn = FALSE
PanPbhAdjust = Swivel
PanPbhReturn = FALSE
Track = None
ShowAxis = FALSE
AllowZoom = TRUE
InitialZoom = 0.75
ShowWeather = Yes
InitialXyz = 0, 2.2, -13.0
InitialPbh = 11, 0, 0
XyzAdjust = TRUE
Category=Aircraft
MomentumEffect=TRUE
ClipMode=Minimum

[CameraDefinition.001]
Title = "Right Seat"
Guid = {195EAB58-9E4A-1E2A-A34C-A8D9D948F078}
Origin = Virtual Cockpit
MomentumEffect = Yes
SnapPbhAdjust = Swivel
SnapPbhReturn = False
PanPbhAdjust = Swivel
PanPbhReturn = False
Track = None
ShowAxis = YES
AllowZoom = TRUE
InitialZoom = 0.75
SmoothZoomTime = 2.0
ZoomPanScalar = 1.0
ShowWeather = Yes
XyzAdjust = TRUE
ShowLensFlare=FALSE
Category = Cockpit
PitchPanRate=20
HeadingPanRate=60
InitialXyz=0.45, 0.0, 0.0
InitialPbh=-2, 0, 0

[CameraDefinition.002]
Title = "Floor"
Guid = {195EAB58-9E4A-4E2A-A34C-A8D9D948F078}
Origin = Virtual Cockpit
MomentumEffect = No
SnapPbhAdjust = None
SnapPbhReturn = False
PanPbhAdjust = None
PanPbhReturn = False
Track = None
ShowAxis = FALSE
AllowZoom = TRUE
InitialZoom = .65
SmoothZoomTime = 2.0
ZoomPanScalar = 1.0
ShowWeather = Yes
XyzAdjust = TRUE
ShowLensFlare=FALSE
Category = Cockpit
PitchPanRate=20
HeadingPanRate=60
InitialXyz=0.5, -0.32, 0.25
InitialPbh=38, 10, 300

[CameraDefinition.003]
Title = "Radio Stack"
```

```
Guid = {195EAB58-9E4A-2E2A-A34C-A8D9D948F078}
Origin = Virtual Cockpit
MomentumEffect = Yes
SnapPbhAdjust = Swivel
SnapPbhReturn = False
PanPbhAdjust = Swivel
PanPbhReturn = False
Track = None
ShowAxis = FALSE
AllowZoom = TRUE
InitialZoom = 1.4
SmoothZoomTime = 2.0
ZoomPanScalar = 1.0
ShowWeather = Yes
XyzAdjust = TRUE
ShowLensFlare=FALSE
Category = Cockpit
PitchPanRate=20
HeadingPanRate=60
InitialXyz=0.21, -0.1, -0.2
InitialPbh=7.0, 0, 0

[CameraDefinition.004]
Title = "Switches"
Guid = {195EAB58-9E4A-3E2A-A34C-A8D9D948F078}
Origin = Virtual Cockpit
MomentumEffect = Yes
SnapPbhAdjust = Swivel
SnapPbhReturn = False
PanPbhAdjust = Swivel
PanPbhReturn = False
Track = None
ShowAxis = FALSE
AllowZoom = TRUE
InitialZoom = 1.1
SmoothZoomTime = 2.0
ZoomPanScalar = 1.0
ShowWeather = Yes
XyzAdjust = TRUE
ShowLensFlare=FALSE
Category = Cockpit
PitchPanRate=20
HeadingPanRate=60
InitialXyz=0.31, -0.35, 0
InitialPbh=-2, 0, -12.0

[WEIGHT_AND_BALANCE]
max_gross_weight = 2500                          // (pounds)
empty_weight = 1723                              // (pounds)

reference_datum_position     =  1.28, 0, 0       // (feet) distance from
FlightSim Reference position: (1/4 chord, centerline, waterline)
empty_weight_CG_position     = -1.07, 0, 0       // (feet) longitudinal, lateral,
vertical distance from specified datum

max_number_of_stations = 50

station_load.0 = 170, -1.6, -1.5, 0.0          // Weight (lbs), longitudinal,
lateral, vertical positions from datum (feet)
station_load.1 = 170, -1.6,  1.5, 0.0          // Weight (lbs), longitudinal,
lateral, vertical positions from datum (feet)
station_load.2 =   0, -4.6, -1.5, 0.0          // Weight (lbs), longitudinal,
lateral, vertical positions from datum (feet)
station_load.3 =   0, -4.6,  1.5, 0.0          // Weight (lbs), longitudinal,
lateral, vertical positions from datum (feet)
station_load.4 =   0, -6.0,  0.0, 0.0          // Weight (lbs), longitudinal,
lateral, vertical positions from datum (feet)
```

```
281
282  station_name.0 = "Pilot"
283  station_name.1 = "Front Passenger"
284  station_name.2 = "Rear Passenger"
285  station_name.3 = "Rear Passenger"
286  station_name.4 = "Baggage"
287
288  ;Moments of Inertia
289  empty_weight_pitch_MOI  = 1083.0
290  empty_weight_roll_MOI   =  907.0
291  empty_weight_yaw_MOI    = 1630.0
292  empty_weight_coupled_MOI= 0.0
293
294  [flight_tuning]
295  cruise_lift_scalar     = 1.0
296  parasite_drag_scalar   = 1.0
297  induced_drag_scalar    = 1.0
298  elevator_effectiveness = 1.0
299  aileron_effectiveness  = 1.0
300  rudder_effectiveness   = 1.0
301  pitch_stability        = 1.0
302  roll_stability         = 1.0
303  yaw_stability          = 1.0
304  elevator_trim_effectiveness = 1.0
305  aileron_trim_effectiveness  = 1.0
306  rudder_trim_effectiveness   = 1.0
307
308  [GeneralEngineData]
309  engine_type = 0                                  //0=Piston, 1=Jet, 2=None,
     3=Helo-Turbine, 4=Rocket, 5=Turboprop
310  Engine.0 = 5.2, 0.0, 0.0                        //(feet) longitudinal, lateral,
     vertical distance from reference datum
311  fuel_flow_scalar= 1.0                            //Fuel flow scalar
312  min_throttle_limit = 0.0                         //Minimum percent throttle.
     Generally negative for turbine reverser
313
314  [piston_engine]
315  power_scalar = 1.0                               //Piston power scalar
316  cylinder_displacement= 90.0                      //Cubic inches per cylinder
317  compression_ratio= 8.5                           //Compression ratio
318  number_of_cylinders=6                            //Number of cylinders
319  max_rated_rpm= 2700                              //Max rated RPM
320  max_rated_hp= 260                                //Max rated HP
321  fuel_metering_type= 0                            //0=Fuel Injected, 1=Gravity
     Carburetor, 2=Aerobatic Carburetor
322  cooling_type= 0                                  //0=Cooling type Air, 1=Cooling
     type Liquid
323  normalized_starter_torque= 0.3                   //Starter torque factor
324  turbocharged= 0                                  //Is it turbocharged? 0=FALSE,
     1=TRUE
325  max_design_mp= 0                                 //Max design manifold pressure,
     (inHg)
326  min_design_mp= 0                                 //Min design manifold pressure,
     (inHg)
327  critical_altitude= 0                             //Altitude to which the
     turbocharger will provide max design manifold pressure (feet)
328  emergency_boost_type= 0                          //0=None, 1=Water Injection,
     2=Methanol/Water injection, 3=War Emergency Power
329  emergency_boost_mp_offset= 0                     //Additional manifold pressure
     supplied by emergency boost
330  emergency_boost_gain_offset= 0                   //Multiplier on manifold pressure
     due to emergency boost
331  fuel_air_auto_mixture= 0                         //Automixture available? 0=FALSE,
     1=TRUE
332  auto_ignition= 0                                 //Auto-Ignition available?
     0=FALSE, 1=TRUE
333  max_rpm_mechanical_efficiency_scalar= 1.0        //Scalar on maximum RPM
```

```
    mechanical efficiency
334 idle_rpm_mechanical_efficiency_scalar= 1.0      //Scalar on idle RPM mechanical
    efficiency
335 max_rpm_friction_scalar= 1.0                    //Scalar on maximum RPM friction
336 idle_rpm_friction_scalar= 1.0                   //Scalar on idle RPM friction
337
338 [propeller]
339 thrust_scalar = 1.0                            //Propeller thrust scalar
340 propeller_type= 0                              //0=Constant Speed, 1=Fixed Pitch
341 propeller_diameter= 6.4                        //Propeller Diameter, (feet)
342 propeller_blades= 3                            //Number of propeller blades
343 propeller_moi= 6.2                             //Propeller moment of inertia
344 beta_max= 31.7                                 //Maximum blade pitch angle for
    constant speed prop, (degrees)
345 beta_min= 12.0                                 //Minimum blade pitch angle for
    constant speed prop, (degrees)
346 min_gov_rpm= 1400                              //Miminum governed RPM
347 prop_tc= 0.1                                   //Prop time-constant
348 gear_reduction_ratio= 1.0                      //Propeller gear reduction ratio
349 fixed_pitch_beta= 0                            //Fixed pitch angle of fixed
    pitch prop, (degrees)
350 low_speed_theory_limit= 80                     //Speed at which low speed theory
    becomes blended in (feet/second)
351 prop_sync_available= 0                         //Prop synchronization available?
    0=FALSE, 1=TRUE
352 prop_deice_available= 0                        //Prop de-icing available?
    0=FALSE, 1=TRUE
353 prop_feathering_available= 0                   //Prop feathering available?
    0=FALSE, 1=TRUE
354 prop_auto_feathering_available= 0             //Prop auto-feathering
    available?  0=FALSE, 1=TRUE
355 min_rpm_for_feather= 0                         //Minimum RPM for prop feathering
356 beta_feather= 0                               //Feathering pitch angle (degrees)
357 power_absorbed_cf= 0                          //Coefficient of friction for
    power absorbed by propeller
358 defeathering_accumulators_available= 0        //Defeathering accumulators
    available? 0=FALSE, 1=TRUE
359 prop_reverse_available= 0                      //Prop reverse available?
    0=FALSE, 1=TRUE
360 minimum_on_ground_beta= 0                      //Miminum pitch angle on ground,
    (degrees)
361 minimum_reverse_beta= 0                       //Minimum pitch angle in reverse,
    (degrees)
362
363 [electrical]
364 max_battery_voltage           = 12.0
365 generator_alternator_voltage  = 13.0
366 max_generator_alternator_amps = 60.0
367
368
369         //0  Class
370         //1  Longitudinal Position        (feet)
371         //2  Lateral Position             (feet)
372         //3  Vertical Position            (feet)
373         //4  Impact Damage Threshold      (Feet Per Minute)
374         //5  Brake Map                   (0=None, 1=Left, 2=Right)
375         //6  Wheel Radius                (feet)
376         //7  Steer Angle                        (degrees)
377         //8  Static Compression           (feet)  (0 if rigid)
378         //9  Max/Static Compression Ratio
379         //10 Damping Ratio               (0=Undamped, 1=Critically Damped)
380         //11 Extension Time              (seconds)
381         //12 Retraction Time             (seconds)
382         //13 Sound Type
383 [contact_points]
384 point.0 = 1, -15.7,  0.00, -2.42, 1500, 0, 0.36, 15.0, 0.3, 2.5, 0.7, 0.0, 0.0, 0
385 point.1 = 1,  0.00, -3.90, -4.35, 2500, 1, 0.67,  0.0, 0.3, 2.5, 0.7, 0.0, 0.0, 2
```

```
point.2 = 1,  0.00,  3.90, -4.35, 2500, 2, 0.67,  0.0, 0.3, 2.5, 0.7, 0.0, 0.0, 3
point.3 = 2, -1.00, -16.3,  2.15, 1600, 0, 0.00,  0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 5,
point.4 = 2, -1.00,  16.3,  2.15, 1600, 0, 0.00,  0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 6,
point.5 = 2,  5.40,   0.0, -2.80, 1600, 0, 0.00,  0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 4,
point.6 = 2,-17.00,   0.0,  4.50, 1600, 0, 0.00,  0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 7,

max_number_of_points = 21

static_pitch=7.9              //degrees, pitch when at rest on the ground (+=Up, -=Dn)
static_cg_height=3.7          //feet, altitude of CG when at rest on the ground

[brakes]
parking_brake = 1        //Parking brake available
toe_brakes_scale = 0.68  //Brake scalar
differential_braking_scale = 1.0        //Delta on the amount of brake when the rudder pedals deflected
auto_brakes = 0

[hydraulic_system]
normal_pressure = 0.0    //PSI

[fuel]
//Tanks Position and capacity:
//Longitudinal (feet), Lateral (feet), Vertical (feet), Usable(gallons), Unusable (gallons)
LeftMain = -2.24,  -5.4, 2.40, 21.5, 2.30
RightMain= -2.24,   5.4, 2.40, 21.5, 2.30
LeftAux  = -2.24, -11.4, 2.40, 15.0, 0.00
RightAux = -2.24,  11.4, 2.40, 15.0, 0.00
//Fuel type: 1 = Avgas, 2 = JetA
fuel_type=1
number_of_tank_selectors = 1
electric_pump=1
engine_driven_pump=0

[Views]
eyepoint= -2.0, -0.75, 1.4      //(feet) longitudinal, lateral, vertical distance from reference datum

[flaps.0]
type             = 1                                    // 1 - tail, 2 - lead
span-outboard    = 0.5                                  // 0.0 .. 1.0
extending-time   = 3                                    // seconds
flaps-position.0 = -7                                   // degrees
flaps-position.1 = 0                                    // degrees
flaps-position.2 = 24                                   // degrees
flaps-position.3 = 40                                   // degrees
flaps-position.4 = 48                                   // degrees
damaging-speed   = 250                                  // KIAS
blowout-speed    = 300                                  // KIAS
lift_scalar = 1.0
drag_scalar = 1.0
pitch_scalar= 1.0
system_type = 3                                         //0=Electric, 1=Hydraulic, 2=Pneumatic, 3=Manual, 4=None

[Radios]
// Radio Type = availiable, standby frequency, has glide slope
Audio.1       = 1
Com.1         = 1, 1
Com.2         = 1, 1
Nav.1         = 1, 1, 1
Nav.2         = 1, 1, 0
Adf.1         = 1
Transponder.1 = 1
Marker.1      = 1
```

```
448
449 [keyboard_response]
450 //Breakpoint speeds (knots) on the keyboard increments of control surfaces.
451 //Speed at which the incremenet is reduced to  1/2 and 1/8 respectively.
452 elevator = 100,  180
453 aileron  = 200, 1000
454 rudder   = 200, 1000
455
456 [direction_indicators]
457 //1 Type: 0=None, 1=Vacuum Gyro, 2=Electric Gyro, 3=Electro-Mag Slaved Compass,
    4=Slaved to another
458 //2 Indicator number of slaving indicator if Type = 4
459 direction_indicator.0=1,0
460
461 [attitude_indicators]
462 //Type: 0=None, 1=Vacuum Gyro, 2=Electric Gyro
463 attitude_indicator.0 = 1
464
465 [turn_indicators]
466 //Type: 0=None, 1=Electric Gyro, 2=Vacuum Gyro
467 turn_indicator.0=1,1    //Turn AND Bank
468
469 [airspeed_indicators]
470 airspeed_indicator.0 = 1.3, -24.0
471
472 [vacuum_system]
473 max_pressure=5.15   //PSI
474 vacuum_type=1       //Type: 0=None, 1=Engine pump (default), 2=Pneumatic, 3=Venturi
475 engine_map=1
476
477 [pneumatic_system]
478 max_pressure=0.000000
479
480 [pitot_static]
481 vertical_speed_time_constant = 1                //Increasing this value will
    cause a more instantaneous reaction in the VSI
482 pitot_heat = 1.0    //Scalar on heat effectiveness, 0 = not available
483
484 [LIGHTS]
485 //Types: 1=beacon, 2=strobe, 3=navigation, 4=cockpit
486 //light.0 = 3,  -1.23, -16.61, 3.08, fx_navred
487 //light.1 = 3,  -1.23,  16.61, 3.08, fx_navgre
488 //light.2 = 3, -17.05,   0.00, 4.85, fx_navwhi
489 //light.3 = 2,  -1.23, -16.61, 3.08, fx_strobe
490 //light.4 = 2,  -1.23,  16.61, 3.08, fx_strobe
491 //light.5 = 4,  -2.24,   0.00, 2.20, fx_vclight
492
493 [EFFECTS]
494 wake=fx_wake
495 water=fx_spray
496 dirt=fx_tchdrt
497 concrete=fx_sparks
498 touchdown=fx_tchdwn_s, 1
499
500 [exits]
501 number_of_exits = 3
502 exit.0 = 0.4 // (0=Main 1=Cargo 2=Emergency)
503 exit.1 = 0.4 // (0=Main 1=Cargo 2=Emergency)
504 exit.2 = 0.4 // (0=Main 1=Cargo 2=Emergency)
505
506 [airplane_geometry]
507 wing_area               = 171.0                 //Square feet
508 wing_span               = 32.97                 //Feet
509 wing_root_chord         = 5.1                   //Feet
510 wing_dihedral           = 1.5                   //Degrees
511 wing_incidence          = 1.0                   //Degrees
512 wing_twist              = 0.0                   //Degrees
```

```
513 oswald_efficiency_factor= 0.65                  //Measure of lift effeciency of
    wing
514 wing_winglets_flag      = 0                     //Are winglets available?
515 wing_sweep              = 0.0                   //Degrees, wing leading edge
516 wing_pos_apex_lon        = 0.0                   //Feet, longitudinal distance
    from reference point, negative going aft
517 wing_pos_apex_vert       = 2.46                  //Feet, vertical distance from
    reference point, positive going up
518 htail_area              = 27.0                  //Square feet
519 htail_span              = 10.9                  //Feet
520 htail_pos_lon           = -12.76                //Feet, longitudinal distance
    from reference point, negative going aft
521 htail_pos_vert          = 0.45                  //Feet, vertical distance from
    reference point, positive going up
522 htail_incidence         = 0.0                  //Degrees
523 htail_sweep             = 40.0                  //Degrees, horizontal tail
    leading edge
524 vtail_area              = 26.5                  //Square feet
525 vtail_span              = 5.4                   //Feet, tip to body
526 vtail_sweep             = 50.0                  //Degrees, vertical tail leading
    edge
527 vtail_pos_lon           = -13.0                 //Feet, longitudinal distance
    from reference point, negative going aft
528 vtail_pos_vert          = 1.6                   //Feet, vertical distance from
    reference point, positive going up
529 elevator_area           = 15.0                  //Square feet
530 aileron_area            = 13.5                  //Square feet
531 rudder_area             = 6.6                   //Square feet
532 elevator_up_limit       = 25.0                  //Degrees
533 elevator_down_limit     = 21.0                  //Degrees
534 aileron_up_limit        = 20.0                  //Degrees
535 aileron_down_limit      = 20.0                  //Degrees
536 rudder_limit            = 21.0                  //Degrees
537 elevator_trim_limit     = 16.0                  //Degrees
538 spoiler_limit           = 0.0                   //Degrees
539 spoilerons_available    = 0                     //Spoilerons Available?
540 aileron_to_spoileron_gain = 0                   //Aileron to spoileron gain
541 min_ailerons_for_spoilerons = 0                 //Degrees
542 min_flaps_for_spoilerons = 0                    //Minimum flap handle position
    when spoilerons activate
543 auto_spoiler_available   = 0
544 positive_g_limit_flaps_up  =  4.0               //Design G load tolerance
    (positive, flaps up)
545 positive_g_limit_flaps_down=  2.0              //Design G load tolerance
    (positive, flaps down)
546 negative_g_limit_flaps_up  = -1.5             //Design G load tolerance
    (negative, flaps up)
547 negative_g_limit_flaps_down= -1.5             //Design G load tolerance
    (negative, flaps down)
548 load_safety_factor         =  1.5             //Design G load safety factor
549
550 [Reference Speeds]
551 flaps_up_stall_speed    = 54.0                  //Knots True (KTAS)
552 full_flaps_stall_speed  = 49.0                  //Knots True (KTAS)
553 cruise_speed            = 120.0                 //Knots True (KTAS)
554 max_indicated_speed     = 175                   //Red line (KIAS)
555
556 [autopilot]
557 autopilot_available= 1
558 flight_director_available= 0
559 default_vertical_speed= 700.0
560 autothrottle_available= 0
561 pitch_takeoff_ga=8.0
562 max_pitch=10.0
563 max_pitch_acceleration=1.0
564 max_pitch_velocity_lo_alt=2.0
565 max_pitch_velocity_hi_alt=1.5
```

```
566  max_pitch_velocity_lo_alt_breakpoint=20000.0
567  max_pitch_velocity_hi_alt_breakpoint=28000.0
568  max_bank=25.0
569  max_bank_acceleration=1.8
570  max_bank_velocity=3.00
571  max_throttle_rate=0.10
572  nav_proportional_control=9.00
573  nav_integrator_control=0.25
574  nav_derivative_control=0.00
575  nav_integrator_boundary=2.50
576  nav_derivative_boundary=0.00
577  gs_proportional_control=9.52
578  gs_integrator_control=0.26
579  gs_derivative_control=0.00
580  gs_integrator_boundary=0.70
581  gs_derivative_boundary=0.00
582  yaw_damper_gain = 0.0
583
584  [forcefeedback]
585  gear_bump_nose_magnitude=6000           ; 0 - 10000
586  gear_bump_nose_direction=18000          ; 0 - 35999 degrees
587  gear_bump_nose_duration=250000          ; in microseconds
588  gear_bump_left_magnitude=6000           ; 0 - 10000
589  gear_bump_left_direction=35500          ; 0 - 35999 degrees
590  gear_bump_left_duration=250000          ; in microseconds
591  gear_bump_right_magnitude=6000          ; 0 - 10000
592  gear_bump_right_direction=00500         ; 0 - 35999 degrees
593  gear_bump_right_duration=250000         ; in microseconds
594  ground_bumps_magnitude1=3250            ; 0 - 10000
595  ground_bumps_angle1=8900                ; 0 - 35999 degrees
596  ground_bumps_intercept1=5.0
597  ground_bumps_slope1=0.48
598  ground_bumps_magnitude2=750             ; 0 - 10000
599  ground_bumps_angle2=9100                ; 0 - 35999 degrees
600  ground_bumps_intercept2=0.075
601  ground_bumps_slope2=1.0
602  crash_magnitude1=10000                  ; 0 - 10000
603  crash_direction1=01000                  ; 0 - 35999 degrees
604  crash_magnitude2=10000                  ; 0 - 10000
605  crash_direction2=9000                   ; 0 - 35999 degrees
606  crash_period2=75000                     ; in microseconds
607  crash_duration2=2500000                 ; in microseconds
608
609  [stall_warning]
610  type=2
611  stick_shaker=0
612
613  [deice_system]
614  structural_deice_type=0     //0 = None, 1 = Heated Leading Edge, 2 = Bleed Air
     Boots, 3 = Eng Pump Boots
615
616
```