



**PIPER MEMORIAL AIRPORT
353 PROCTOR STREET
LOCK HAVEN PA 17745**

How to Fly a Piper Cub on AvSport's Jay Simulator

1. Sit down in front of yoke (OK, a real Cub has a stick; we use what we have!)
2. Move seat position so as to allow you full rudder and brake pedal travel
3. Place tracking hat on your head, with the bill facing the small infrared camera mounted on top of the monitor
4. Place keyboard on your lap
5. Depress the red "On/Off" button
6. Place a finger on the F12 key
7. Wait for the TrackIR grid to appear on screen
8. While looking straight at screen, and without moving your head, press and release the F12 key to calibrate the IR head tracker
9. If you want to hear wind noise and engine sounds, put on headset
10. When Jay screen opens, click on "Free Flight" tab
11. On the left-hand side of screen, from the "Select Airplane" pulldown, click on "A2A Piper Cub"
12. "Select an Airport" box should say "KLHV: Piper Meml, Lock Haven, PA." If it doesn't, type "KLHV" into the box directly under "on the ground," and click the "search" button
13. In the "Select a Runway" pulldown, choose between the grass (27L/9R) and paved (27R/9L) runways
14. Select desired flight conditions from the Time, Wind, Rain, and Clouds boxes
15. Click on green "Begin Flight" on right-hand side of screen
16. When Cub appears on screen, clean up the display using the "views" pulldown on upper left of screen. Point at "instrument panel" and uncheck Map and Radio
17. Note that you can look up, down, right, left simply by moving your head
18. Start engine:
 - a. Push mixture control (red knob) full forward
 - b. Advance throttle (black knob) ~ ½ inch
 - c. Step on and hold toe brakes (OK, so a real Cub has heel brakes...)
 - d. Turn Magneto switch (left of yoke) to "Start/Run"
 - e. Look around, and don't forget to yell "Clear Prop!"
 - f. Use mouse or track-pad to pull prop through, clockwise direction
 - g. If prop doesn't move, simulation is paused. Press P key and try again
19. Once engine starts, release brakes, advance throttle to full, and start your takeoff roll. Steer with rudders, rotate at 40 MPH, climb out at 50 MPH. Fly!
20. End flight: Press "Esc." Click "Yes," close throttle and mixture, turn off magnetos
21. To turn off simulator, click on red "Shut Down" button on right of screen.
22. Don't forget to return hat!