
GRUMMAN F6F-5 HELLCAT FOR X-PLANE 9.70

VERSION 1.0



CREDITS

- 3D Model Fabrice Kauffmann (ScifiX)
- Flight Model & Airfoils Jacques Brault
- 2D Panel Fabrice Kauffmann
- Animated Pilot Bertrand Augras (Beber)

HISTORY

The Grumman F6F Hellcat was a carrier-based fighter aircraft developed to replace the earlier F4F Wildcat in United States Navy (USN) service. Although the F6F resembled the Wildcat, it was a completely new design powered by a 2,000 hp Pratt & Whitney R-2800. Some tagged it as the "Wildcat's big brother". The Hellcat and the Vought F4U Corsair were the primary USN fighters during the second half of World War II.

The Hellcat was credited with destroying 5,271 aircraft while in service with the U.S. Navy and U.S. Marine Corps (5,163 in the Pacific and eight more during the invasion of Southern France, plus 52 with the Royal Navy's Fleet Air Arm during World War II), which was more than any other Allied aircraft. Postwar, the Hellcat was phased out of front line service, but remained in service as late as 1954 as a night fighter.

The F6F-5, featured several improvements including a more powerful R-2800-10W engine, embodying a water-injection system and housed in a slightly more streamlined engine cowling, spring-loaded control tabs on the ailerons, and an improved, clear view windscreen, with a flat armored-glass front panel replacing the F6F-3's curved plexiglass panel and internal armor glass screen. In addition, the rear fuselage and tail units were strengthened, and the color scheme was changed to an overall gloss sea blue finish. After the first few F6F-5s were built, the small windows behind the main canopy were deleted.

Source: Wikipedia

GENERAL CHARACTERISTICS

Crew	1	Empty weight	9,238 lb (4,190 kg)
Length	33 ft 7 in (10.24 m)	Loaded weight	12,598 lb (5,714 kg)
Wingspan	42 ft 10 in (13.06 m)	Max takeoff weight	15,415 lb (6,990 kg)
Height	13 ft 1 in (3.99 m)	Powerplant	1 × Pratt & Whitney R-2800-10W 2,000 hp
Wing area	334 ft ² (31 m ²)		

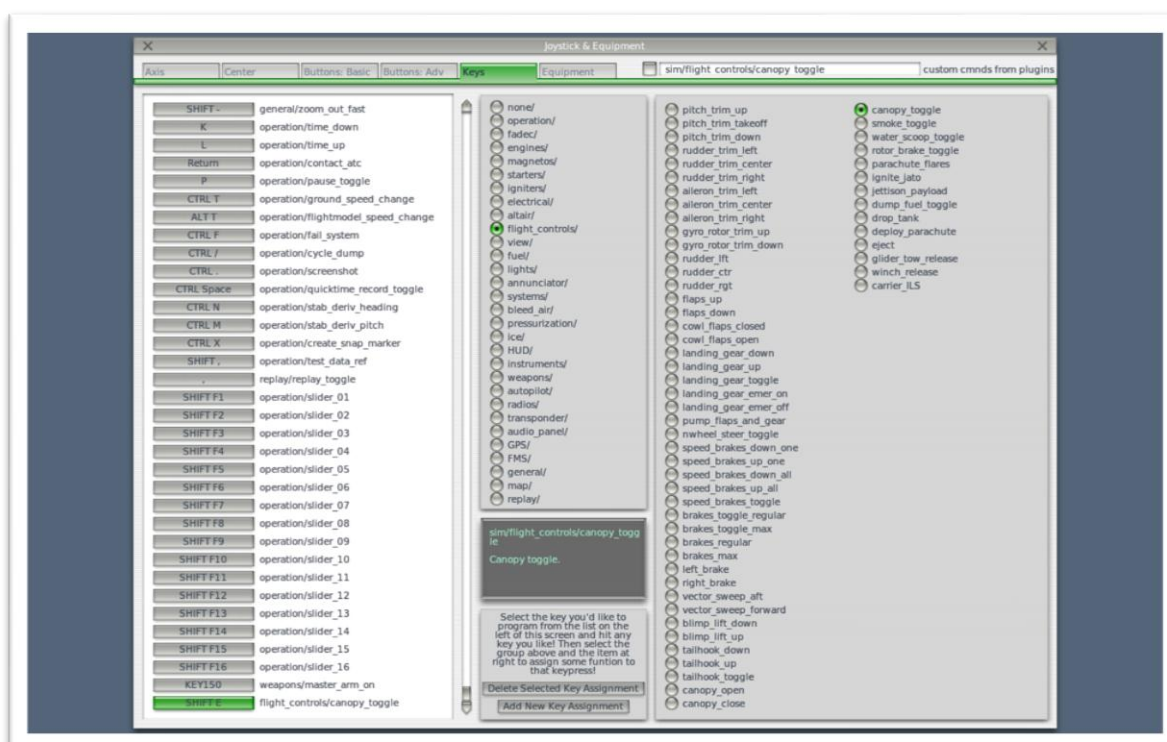
DEVELOPER'S NOTE

In order to make this aircraft easier to fly for beginners, I have significantly reduced the torque effect by adding a second invisible propeller, which rotates counter-clockwise. If you are looking for a more challenging aircraft then you can remove it with Planemaker.



CUSTOM ANIMATIONS

The tail hook can be deployed by pushing the appropriate button on the bottom right corner of the 2D panel. In order to open and close the canopy, you have to assign a shortcut key (for example Shift-E) to the flight_controls/canopy_toggle command (Settings → Joystick, Keys and Equipment).



2D PANEL LEGEND



1	Clock	15	Battery switch
2	Directional gyro	16	Fuel pump switch
3	ADF. The needle points toward the non-directional beacon that your ADF receiver is tuned to (27)	17	Ignition switch
4	Artificial horizon	18	Gun arm switch
5	Engine RPM	19	Tail hook toggle switch
6	Altimeter	20	Fuel gauge
7	Airspeed indicator	21	Cylinder heat temperature, oil pressure, oil temperature and fuel pressure
8	Turn and slip indicator	22	Flaps position
9	Rate of climb indicator	23	Throttle
10	Manifold pressure. This is the absolute air pressure in a piston engine's intake manifold	24	Mixture
11	Inlet heat switch	25	Manual primer. Cycle it a few times to prime the engine prior to starting
12	Pitot heat switch	26	Gear handle
13	Strobe light switch	27	ADF receiver
14	Nav light switch	28	Comm receiver. Tune this receiver to the correct air control frequency



ENJOY YOUR FLIGHT!
