

# Update Hercules C130-H photoreal panel for Microsoft Flight Simulator 2002

This Hi Resolution photoreal Hercules panel is for use with FS2002 only. The panel has been test on a 17" monitor only therefore the author does not guarantee that it will run under 800 x 600 resolution, although it should do.

In designing this panel I have tried to keep it as authentic as possible, whilst endeavouring to have all the essential gauges positioned within the pilots viewpoint, therefore many of these gauges may be hard to read. The panel and side view .bmps are genuine Hercules internal views, courtesy of Steve Moore.

Best results are achieved with a screen resolution of 1024 x 768 or higher and minimum 17" monitor

CAUTION!! this panel has been designed to be used with the magnificent Hercules engine sounds by Adrian Brausch, which give a very realistic start-up whine sound when firing up each engine. The sound file is c130snz4.zip and can be found at Flightsim.com. Search under Adrian Brausch.

The Hercules C130 models by Adrian & Ian Brausch are also highly recommended and is also the aircraft used during the design and testing of this panel.

## CHANGES TO THIS PANEL FOR FS2002

1. Added a "Zoom" panel for easier reading of the Primary Instruments. (Fig. 1)
2. Recalibrated the Flaps gauge readout to give accurate flap settings. (Fig. 2)
3. Added a Fuel Status Gauge to the Zoom panel (User Manual included in PDF format)
4. Added an accurate VSI gauge.
5. Cosmetic enhancements of the panel to give a 3D effect of the gauges.
6. Added a Toggle switch for FS Meteo (a registered version of FS Meteo is required to operate)



Fig 1. Zoom Panel



Fig 2. Flaps Calibration

**PLEASE NOTE!** the Autopilot is generally situated down in front of the Throttle quadrant on the real Herc, however I have had to move it to a position above the main engine gauges so that it does not interfere with the throttle lever action (sorry Hercules purists).

The Hercules Frequency Selector switch on the main panel is a look-alike of the real thing and will only show the frequencies as selected in the 'Radio' dropdown. This switch has a different function in the real Hercules, in that it will select many more frequencies e.g. TAC, ILS, MLS1, MLS2, INS, SONS, IIDC, EPS etc.

**DUMMY SWITCHES...**there are two dummy switches on the Radar unit which do nothing and are only there for appearances sake and their only functionality is they turn when clicked on or off.

The RNZAF Hercules normally has two RMI's installed. One is for the VOR Freq. & the other is for the ADF Freq. however as I could not program these gauges to work independently of each other, I substituted one of them for a Directional Gyro.

#### **ZOOM PANEL**

The Zoom panel of primary instruments also includes a Fuel Status Gauge. Separate documentation is provided.

#### **ENGINE STARTUP**

There are two methods of starting the Herc engines in this panel. First, go to the fuel/start-up panel.

1. **QUICK START...** just press the autostart button and the engines will start firing in the default OF 1- 2- 3 - 4 sequence.

2. **REALISTIC START....** insure that all the generator switches are in the UP position then hit each engine START switch, in the sequence of engines 3-4-2-1. (your engines are numbered from left to right 1-2-3-4) Generally the inboard engines are started first #'s 3 & 2 because it requires less bleed air to get those two engines started.

To get the best visual impact when starting the engines, bring up the Fuel/Start panel, then position yourself outside the aircraft at a point at the front where you can see the props, then start your engines on the start-up panel and watch them start turning and then finally fire up...pure magic!!

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I encourage other panel designers to improve on this panel in the hope that those more talented than I, can include a better Hercules electrical system, along custom gauges.

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## **INSTALLATION:**

1. Extract all of the gauges from the gau.zip to the FS2002 main gauges Folder (any gauges that have been repainted, have also been renamed so as not to overwrite existing gauges.)
2. Extract all of the files from the panel.zip to the panel Folder of your FS2002 aircraft.

That's it....go fly!

## **Credits:**

- Christian Stock for his Frequency Selector switch for the Herc main panel. This gauge is freeware and may not be used in any commercial product.
- Dream Fleet - Nick Jacobs for permission to use his OAT gauge.
- To HGHB virtual instruments for HGHB gauges used in this panel.
- Dai Griffith's of Dragon flight Design for the many beautiful gauges used in this panel.
- To Chuck Dome for his Throttle gauge of which the .bmp has been redrawn to resemble the Hercules throttle Levers.
- FPDA for their wiper gauge & switch set
- To OMR for their Engine Reverser gauge.
- To the many freeware gauge designers, who's gauges I have used in designing this panel.

## **Acknowledgements:**

- Steve Moore to whom I owe my gratitude in supplying me with the high quality panel photographs and window view cutouts. Without Steve's efforts in securing the permission to take these photographs, this panel would still remain just a dream. Steve retains the copyright to the original photographs.
- To Ty Cochran for his invaluable advice on the function of many of the gauges used in this panel.
- To Albie Rose, Trevor Golding and Julian Evans who's patience & friendship I have pushed to the limits with beta testing during design of this panel.
- To the many panel designers who have given me the benefit of their advice through the many forums.
- To Wagner Beskow whose "Queens & Cherokee Warrior" panels inspired me to "have a go"
- To Adrian Brausch for his magnificent Hercules models & Allison engine sounds.
- To Microsoft for making this great hobby "As Real as it Gets"

## **Freeware:**

This panel is released as Freeware.

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