

**DO NOT USE FOR FLIGHT**

# ***B-52 Driver***



# ***FLIGHT MANUAL***

## **PART I - User's Manual**

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## ABOUT THIS MANUAL

VERSION: 08 DECEMBER, 2010

**WARNING: THIS MANUAL IS DESIGNED FOR MICROSOFT® FSX USE ONLY. DO NOT USE FOR FLIGHT.**

The 'B-52 Driver' FLIGHT MANUAL is organized into three Parts.  
Each Part is provided as a separate Acrobat® PDF document:

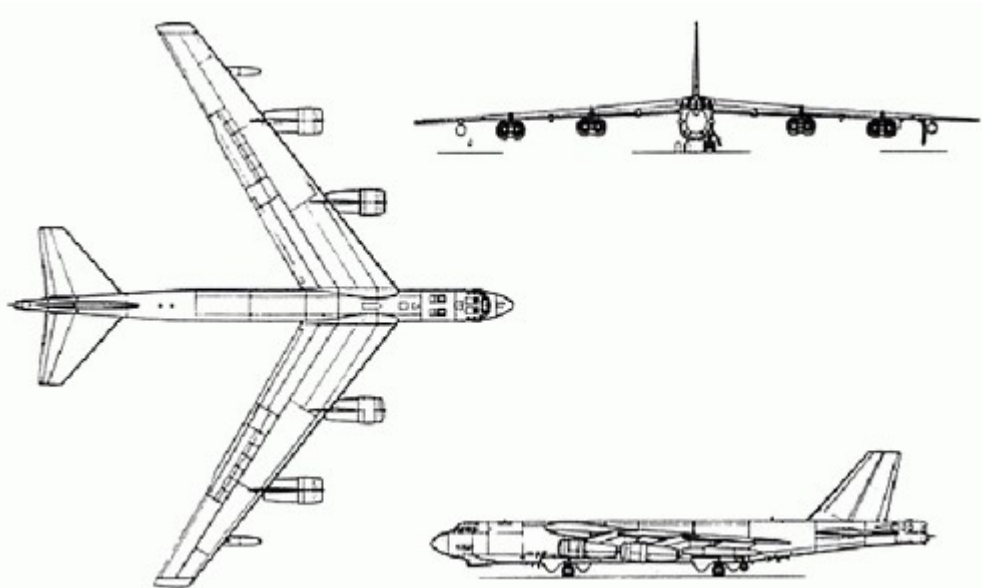
- **Part I – User's Manual - this document.**
- **Part II – Aircraft and Systems**
- **Part III – Normal Procedures.**

FOR GENERAL INFORMATION ON THE 'B-52 DRIVER' PRODUCT PLEASE USE [WWW.CAPTAINSIM.COM](http://WWW.CAPTAINSIM.COM) .  
THIS MANUAL PROVIDES ADDITIONAL INFORMATION ONLY, WHICH IS NOT AVAILABLE ON THE WEB SITE.

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**DO NOT USE FOR FLIGHT****THE BOEING B-52 STRATOFORTRESS AIRCRAFT**

By the 21st century, the Boeing B-52 was in its fifth decade of operational service. The eight-engine, 390,000-pound jet was the country's first long-range, swept-wing heavy bomber. It began as an intercontinental, high-altitude nuclear bomber, and its operational capabilities were adapted to meet changing defense needs. B-52s have been modified for low-level flight, conventional bombing, extended-range flights and transport of improved defensive and offensive equipment -- including ballistic missiles that can be launched hundreds of miles from their targets.

It had a rocky beginning. The original XB-52 design, selected by the Army Air Forces in 1946, was for a straight-wing, six-engine, propeller-powered heavy bomber. On Oct. 21, 1948, Boeing Chief Engineer Ed Wells and his design team were in Dayton, Ohio, when the Air Force's chief of bomber development told them to scrap the propellers and come up with an all-jet bomber. Over the following weekend, in a Dayton hotel room, the team designed a new eight-engine jet bomber, still called the B-52, made a scale model out of balsa wood and prepared a 33-page report.

This effort impressed the Air Force's Air Material Command, and the design was approved. As the war worsened in Korea, the Air Force, in 1951, designated the B-52 the country's next intercontinental bomber and approved an initial production order for 13 B-52s. The first B-52A flew Aug. 5, 1954.

Production versions of the B-52A were B-52Bs, with more weight and larger engines. Some had photographic reconnaissance or electronic capsules in their bomb bays and were redesignated RB-52Bs. The B-52s increased in range, power and capability with each variant. The B-52H made its first flight March 6, 1961, and is still in service. In all, 744 B-52s were produced by Seattle, Wash., and Wichita, Kan., plants between 1952 and 1962.

Throughout the 1950s, the B-52 chalked up numerous distance and speed records. It cut the round-the-world speed record in half, and in January 1962, it flew 12,500 miles nonstop from Japan to Spain without refueling. This flight alone broke 11 distance and speed records. The B-52s saw active duty in the Vietnam War, were used in the Persian Gulf War in 1991 and over Afghanistan in 2001.

[More information on the Boeing B-52 Stratofortress aircraft](#)

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### B-52 DRIVER PRODUCT

**B-52 Driver** is a development of *B-52 BUFF Exterior model*. All users of the *B-52 BUFF Exterior* are entitled for [10 EUR off upgrade](#).

### SPECIFICATION

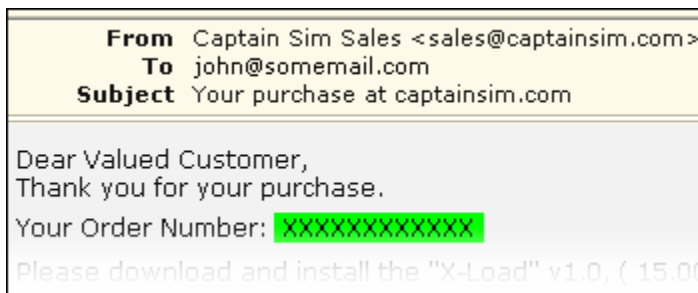
The **B-52 Driver** is available exclusively in Online Store at [www.captainsim.com](http://www.captainsim.com)

File Name: csb521\_XX00.exe

Size: ~ 91 MB

### INSTALLATION

1. Right after a purchase you will receive an automated email message from Captain Sim Sales with your Order Number and download links.



**Note:**

How to get the product download links if you did not receive our email receipts?

- Please check-in to [Your Profile](#) (ORDER NUMBER REQUIRED)
  - In Your Profile click: **Product Name** > **Extended Download Service** and download the product.
  - Please keep your ORDER NUMBER safe. You will need it for future re-install, updates etc.
2. Download the .exe file to any folder. **Please backup the files to avoid an extra charge in future. Please keep your downloads and Check-in info safe!**
  3. Double click on the .exe file and follow the prompts.

### UNINSTALLATION

Click START > Programs > Captain Sim > B-52 Driver > Uninstall

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**SIMICONS PANEL**

Press Shift+2 or its icon to show/hide the panel.



*The icons legend:*

- 1 – Receiver open/close
- 2 – Bomb bay door open/close
- 3 – Panel drag-and-drop area
- 4 – Exit the Control panel

*Exterior view Keys*

- Tail Hook (if assigned)
- 
- 
- Shift+2

**3D CONTROLS ANIMATION (SWITCHES, BUTTONS, KNOBS, LAMPS)**

- 1. Two-positions - left click.
- 2. Multi-position:
  - Counterclockwise (decrease) - left click or mouse wheel outwards oneself;
  - Clockwise (increase) – right click or mouse wheel towards oneself.
- 3. Three-position with middle spring-back position:
  - Down-left - left click;
  - Up-right – right click.
- 4. Levers and some wheels like trim and pitch trim wheels:
  - Decrease - left click + drag;
  - Increase - right click + drag.

**EXTERIOR MODELS**

**ANIMATIONS**

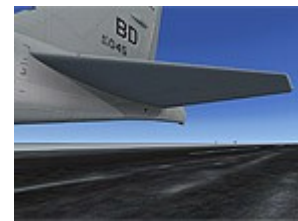
Hundreds of custom animations:



Engine Intake Flaps (128)



Auxiliary Gear



Stabilizer (2)



Entry Hatch



Flaps (4)



Main Landing Gear

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Main Landing Gear Steering



Pilots' Windows (2)



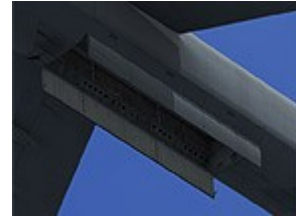
Rudder



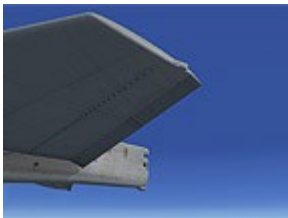
Spoilers (14 sections)



Landing Gear Doors (6)



Bomb Bay Doors



Elevators (2)



Receiver Doors



Drag Chute



Crosswind Crab System

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**MISC FEATURES**



Custom Self-Shade



Wing Flex



Flaps Vortices

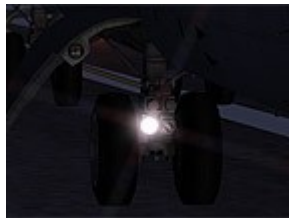


Engine Smoke



Wing Vortices

**Independent Lights Control**



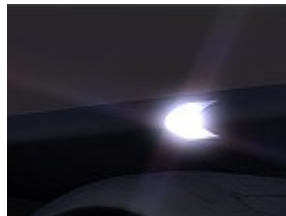
Taxi Lights on Nose Gear



Landing Lights - Left



Landing Lights - Right



Wing Taxi Lights

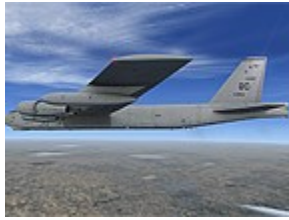
See *FLIGHT MANUAL Part II - Aircraft Systems* for details.



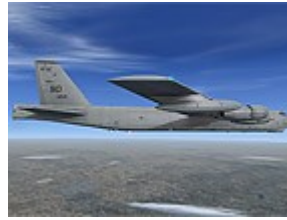
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### PRE-AVED VIEWS

FSX Menu > Views > View Mode > Aircraft then cycle A key or press S key until you get exterior view then cycle A key.



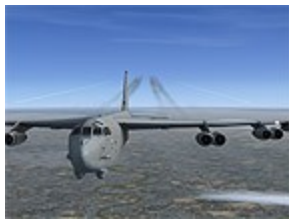
Left Wing



Right Wing



Landing Gear



Front View



Tail

### VIRTUAL COCKPIT

#### ANIMATIONS

Hundreds of custom animations:



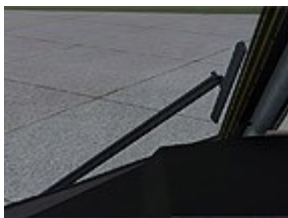
Pedals (4)



Windshield Handle (2)



Pilots' Windows (2)



Wipers (2)



Control Columns (2)



Crab Wheel Controls

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Pilot's Trim Wheel



Landing Gear Lever



Autopilot controls



Throttles (8)



Speed Brake Lever



Rudder Trim



Drag chute Lever



Parking Brake lever



Copilot's Trim Wheel

**In addition to the above animated:**

- Switches (77)
- Guarded Switches (20)
- Buttons (49)
- Selectors (23)
- Knobs (114)

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**MISC FEATURES**

**Exclusive Lighting Effects and Controls**

Most of the following lighting features work independently providing wide selection of flight deck lighting options.



VC Self-Shade



Exclusive Lights Effects



System Lights



Red Flood Lights



White Flood Lights



Pilot's side panel instruments



Left pilot's panel instruments



Center pilot's panel instruments



Copilot's panel instruments



Copilot's side panel instruments



Eyebrow panel instruments



Overhead panel instruments

See *FLIGHT MANUAL Part II – Aircraft Systems* for details.

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## PRE-MAVED VIEWS

FSX Menu > Views > View Mode > Cockpit > Virtual Cockpit then cycle A key or press S key until you get virtual cockpit view then cycle A key



Pilot's Seat



CoPilot's Seat



EW Officer



Overhead



Aisle Stand

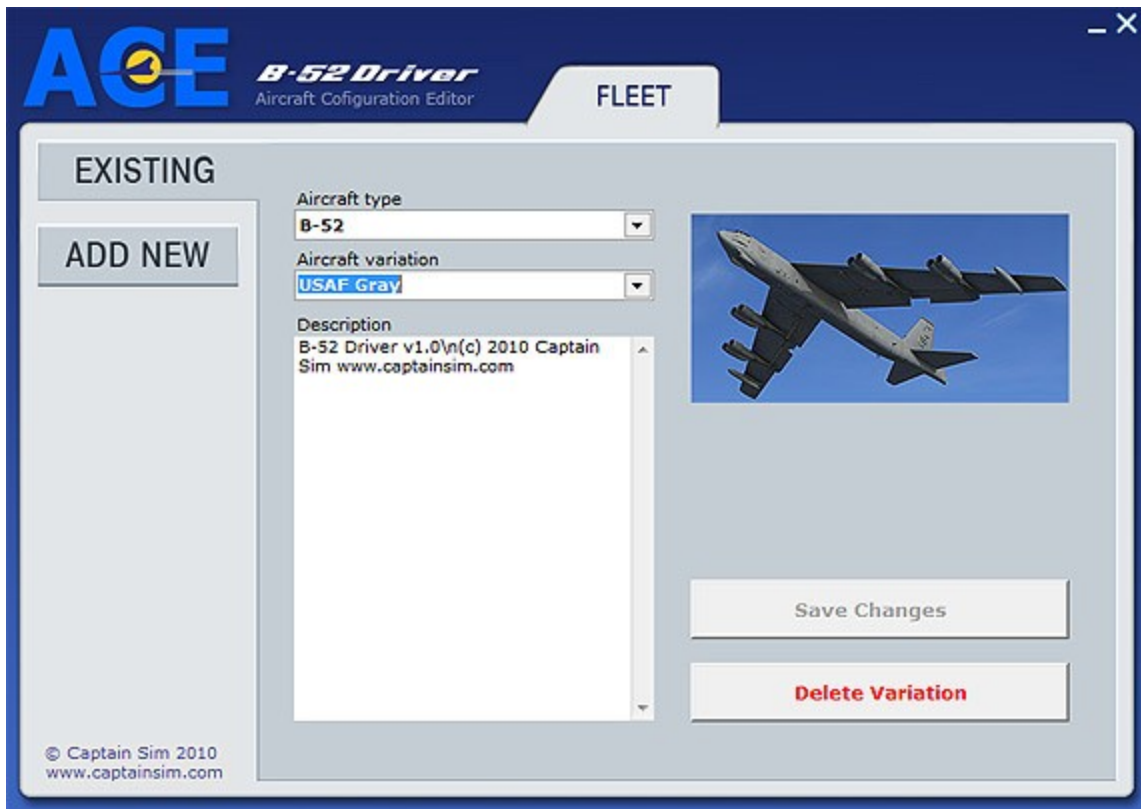
## SYSTEMS

**B-52 Driver** is [Fun Line product](#).

*If you are a 'hardcore' simmer we would highly recommend to check the FLIGHT MANUAL PART II - AIRCRAFT AND SYSTEMS and evaluate if the systems programming depth meets your expectations.*

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**ACE (AIRCRAFT CONFIGURATION EDITOR) UTILITY**



**'FLEET' TAB**

**EXISTING**

The EXISTING tab helps you to manage existing (installed to FSX) 'B-52 Driver' liveries:

**HOW TO EDIT LIVERY DESCRIPTION?**

1. You can modify texts in description field and Aircraft variation field. You cannot change Aircraft type.
2. When finished, press 'SAVE CHANGES' button to save the changes.

**HOW TO DELETE A LIVERY?**

1. Select 'AIRCRAFT TYPE'.
2. Select 'AIRCRAFT VARIATION'.
3. Press 'DELETE VARIATION' button. Pressing 'OK' button will delete the selected variation from your 'B-52 Driver' fleet. **No backup copy will be saved.**

**Press SAVE CHANGES to save all settings.**

## 'ADD NEW' BUTTON

The ADD NEW button helps you to add new 'B-52 Driver' livery to FSX.

### **HOW TO ADD NEW LIVERY?**

1. Make sure FSX is not running.
2. Download and unzip new B-52 livery archive to any folder.
3. Make sure all textures .dds (or bmp) files, *Description.txt* and *thumbnail.jpg* files are located in one folder. NO SUBFOLDERS!  
**Note:** If no *Description.txt* and *thumbnail.jpg* files found, ACE will add default ones.
4. Start ACE: START>PROGRAMS>CAPTAIN SIM>B-52 Driver>ACE.
6. Press 'ADD NEW' button.
7. Find the folder and select *description.txt* file. Click OPEN. You will see a window with all information about the livery you are going to add.  
**Note:** If no *Description.txt* found, set 'livery content' file type and select any .dds or .bmp file. In this case the livery will be added as Unknown Free Livery. You can rename it later.
8. Press OK button. The new livery will appear in FSX under BOEING manufacturer, CAPTAIN SIM publisher.

**DO NOT USE FOR FLIGHT****REPAINT KIT**

Prior to using the Repaint Kit please read Captain Sim [Copyright Policy](#).

**1. DOWNLOAD 'B-52 DRIVER' REPAINT KIT**

Available via: [Your Profile](#)

In Your Profile click: Product Name > Get Repaint Kits

**2. CREATE NEW LIVERY.**

- Texture files should not be renamed;
- Texture files must be in DDS format.

**3. CREATE DESCRIPTION.TXT**

**Do not modify text shown in bold font!**

Do not type text shown in gray.

[texture]

**atc\_id** = XXXXXX (any numbers & characters)

**atc\_airline** = XXXXXX (any numbers & characters)

**atc\_flight\_number** = XXXXXX (any numbers & characters)

**ui\_variation** = Unique variation name. Should include full name and year when the livery was current AND repaint artists' initials. For example: United Airlines, 2003 JS

**description** = **B-52 Driver** (Your description of the livery). **Free livery, repaint by** Your Name. E-mail address is recommended. \n (c) 2010 Captain Sim [www.captainsim.com](http://www.captainsim.com).

EXAMPLE OF THE DESCRIPTION.TXT FILE:

[texture]

atc\_id=1234

atc\_airline=1234

atc\_flight\_number=1234

ui\_variation= USAF, 2003 JS

description=B-52 Driver (USAF, 2003). Free livery, repaint by John Smith. \n (c) 2010 Captain Sim [www.captainsim.com](http://www.captainsim.com)

**4. PACK TO ZIP ARCHIVE THE FOLLOWING FILES:**

- Texture sheets (DDS files). Include *modified* sheets only.
- **description.txt** file
- 256x128 pixels **thumbnail.jpg** image (screenshot) of the new livery.

IMPORTANT: All files must go to the archive *root* without any intermediate folders.

**5. TEST NEW LIVERY IN MSFS**

Try to add your livery to MSFS using ACE to make sure the livery is valid and ACE compatible.

**6. PUBLISH NEW LIVERY USING THIS FORM**

Please make sure file description complies to Captain Sim [Copyright Policy](#).

**FREE LIVERIES**

Free Liveries Catalog is available at our web site.

In [Your Profile](#) click: **Product Name > Get Free Liveries** link.



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## CUSTOMER CARE

### FORUM

You are invited to join Captain Sim [community forum](#)

### DAILY NEWS

For Captain Sim *daily* news please follow us at [Twitter](#) or [Facebook](#).

### VIDEO CHANNEL

For Captain Sim videos please watch our YouTube [channel](#).

### TECH SUPPORT

The 'B-52 Driver' is the most advanced, complete and accurate digital replica of the B52 ever available for any game platform.

Our product is not perfect (unfortunately nothing is). But we are working on improvements. If you have some important issue to report, please check-in to [Your Profile](#) then click Product Name > Customer Support > and use the Trouble Ticket System. We process all tickets and consider the most significant issues for the next service packs.