

AVSIM Commercial FSX Aircraft Review

Pasped Skylark



Product Information

Publishers: [Lionheart Creations](#)

Description: A great replica from the Pasped Aircraft Company.

Download Size:
48 MB

Format:
Download

Simulation Type:
FSX

Reviewed by: [Angelique van Campen](#) AVSIM Senior Staff Reviewer - October 22, 2010

Hey, it's me Pasped Skylark

I'll try to introduce myself; my name is Pasped Skylark. Designed and build by an American company and

not long ago modeled for Microsoft Flight Simulator X by Lionheart Creations.

According to Lionheart Creations "in 1936, the Pasped Aircraft Company of Glendale, California, introduced me, a two-seat side-by-side cabin monoplane. My engine is a 125-hp Warner Scarab radial engine housed in a low-drag cowl. My fuselage is a rectangular steel-tube welded structure covered with Duralumin metal panels forward and fabric aft. My wings are wire-braced from above, had plywood leading edges, and are covered with both fabric and Duraluminum (the latter only at the center section)". With other two-seat aircraft of the era having a better performance on smaller engines, I did not enter production and thus "the single private surviving example still flying is fitted with a 165-hp Warner Super Scarab". Actually, the company made two prototypes; the X14919 Frank Rezich and a 2nd proto NC14919 John Diele. That's it! On the other hand, one was restored in 2002 – NC14919 – and still flying.

Unfortunately, there's not much more information left of this company or aircraft model so let's quickly go to me - the Lionheart Creations model - and see what they made including all of its features:

- High Detail refined Model Mesh availed by the FSX SDK that allows for very elaborate mesh models.
- Fully animated components and flight control surfaces all throughout the aircraft.
- Custom engineered team created air file set that features handling aspects that were shared with us by the gentleman that rebuilt the Skylark recently and has flown in it.
- FSX Materials including bump mapping on rivets and panels, as well as some lite sheet metal fatiguing that give it that extra look of realism.
- Electric powered air brake, belly mounted under the fuselage between the landing gear. This 'massive' air brake panel can slow the Skylark down well for those short field approaches.
- Scanning pilot animation, high detail pilot mesh structure with easily changeable clothing textures.
- Custom instrumentation, most taken from actual photographs, professionally done by pro gauge maker Dwight Furlough. These feature mouse-over readouts and the elevator trim gauge can even be controlled with your mouse wheel.
- Opening front nose compartment just behind the engine.
- Opening map box door.
- Optional high resolution 'double-size' textures pack version, called the Pasped Skylark HD package, for those with powerful computers able to handle intense graphics.
- Appearing wheel chocks and canopy cover when engaging 'Tie-Down-mode' switch in the left hand switch cubby box.
- Kneeboard features checklists, runway visualizer, specs and performance data as well as a hand written appearing set of Range and Fuel Left readouts.

Going through the list seems like a lot of things are included and/or simulated, but this is not even the beginning. There's also a "special feature" list, which is not as long as this one and not so impressive. It all deals with the multifunctional kneeboard and the hand held flat compass. Both are pop-up panels within the 2D office, so those will be discussed later on in detail.

One last important item; price? Guess what It's \$12.00! Yes, that's right and you're reading it correctly. That's the price for this Lionheart Creations aircraft. Bill from Lionheart Creations brings it forward as follows *"Nope, nothing wrong with it. This is a bold step to see if a simple aircraft package will sell better at a lower price. It's an Economy Buster to help cope with the world economy and lower budgets for Sim Payware."*

Great, time to investigate this Pasped Skylark!

Setting up Skylark

Buying and Installation

You can buy it via Sim Market, Flight1 or directly from Lionheart Creations (LHC) using Pay Pal. You can choose for the "Standard

Skylark Package" or the "High Resolution Textures Version". Both offer the complete aircraft model, however the High Definition (HD) package features double sized textures (2048 pixels) while the Regular package features 'standard' sized (1024) textures, except 2 or 3 which are double size, such as the Fuselage and Panel texture sheets.

Furthermore Bill from LHC suggests that if you are not happy with the resolutions of the Skylark textures you purchased, you can easily change them out to the opposite version. For instance, if you have the Skylark HD version and it's a bit harsh on your computer, you can install the 'Regular' version texture pack. Same for Skylark regular texture pack owners. You can try out the HD package of textures as well and see if they work for you better. Just drop them in letting them overwrite your originals.

The reviewed download is version 1.1 and includes some interesting changes like:

- Addition of Kneebox Switch Cubby popup screen and Fuel Selector pop-up,
- Prop disc redone,
- Anomaly flaw in lower windscreen frame (bend) corrected,
- Thickness of windscreen plexi-glass in front,
- Addition of Auto Pilot system installed, basic operation, Alt. Lock, Heading Lock and
- Corrected Specular issues on Wings, Tail, Canopy FSX materials.

I used for the installation the Flight1 Wrapper system, so I can't judge about the Sim Market procedure. The Flight1 Wrapper installer as you probably know is straightforward and shouldn't give you any problems.

Before you know it you're done and ready to go. Oops, hold on. I forgot to mention that you need to double check your correct FSX directory versus the proposed installer location. The LHC installer doesn't check the Windows Registry for this and points automatically to the default FSX location, which could be correct but like me, it's the wrong hard disk so remember that.



You can't read it? Makes sense to me and therefore click the thumbnail of your choice and see what the installer is doing. Not really shocking except that you double check the correct FSX instalaltion directory.

Once installed there's nothing visible. That means you won't find a Start menu folder shortcut and also no shortcut on your desktop. Ok, the Skylark model doesn't come with a control panel or other feature panels, but a shortcut and/or uninstaller would be welcome in my personal opinion.

Instead, you need to surf to the FSX – SimObjects – Airplanes - Pasped Skylark HD - Manual folder. Find here the "Pasped_Skylark_Owners_Manual" Acrobat User's Manual. For the Uninstaller you need to go to the FSX root directory.

Test System

Intel Core Extreme i7-965 3.2Ghz
 6GB Tri-Channel DDR3 1600Mhz
 EVGA GTX-285 For the Winner
 Triple WD VelociRaptor 300GB HDD
 Single WD 1TB HDD
 Windows 7 Ultimate X64
 Flight Simulator FSX SP2
 Flight Simulator FS9.1
 X-Plane 9.60rc3
 Saitek Pro Flight System
 Saitek X-65F
 TrackerIR Pro 4
 TrackerClip Pro

Flying Time:

31 hours

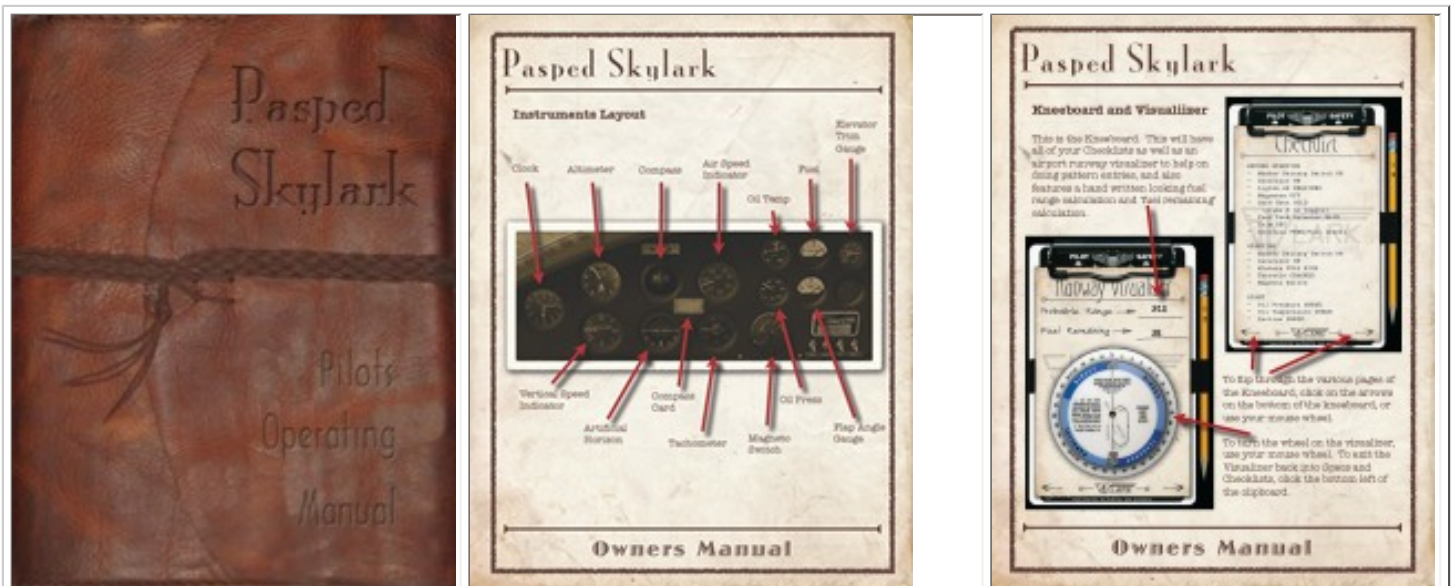
The Skylark model comes in three flavors; white, red and blue/white textures. When you're not happy with one of these textures, feel free to paint your own with the help of the provided paint kit. The paint kit can be directly [downloaded](#) or you can visit the dedicated [LHC website](#).

Skylark Manual

I've added some screenshots from the extracted user manual. Apart from some advertisement material and that it is developed on an Apple Mac, there's still a lot of background information about the aircraft as well as detailed cockpit information. I – Skylark – am a simple/uncomplicated aircraft with an easy to handle cockpit and although simple, I still offer some nice features.

Furthermore you'll find some pages helping you to fly me and things to be alert of. Not a big deal to be honest. I won't say it flies by itself and you don't have to follow complicated cockpit procedures, but it's still worth reading the "Flying the Skylark" section. Altogether a manual that offers what is needed.

Can you do it without the manual? If you want you can, but please, spend some time reading the old fashioned looking user manual. It helps you understanding this beautiful baby. For everybody who's interested in it, you can download the manual straight from the LHC website.



The leather look and two examples of the old fashioned looking User Manual. I'm aware that you hardly can read it, but instead of showing too many manual extractions, find here the official download of the [Pasped Skylark User Manual](#). Much easier and with my findings you'll probably come to the same conclusion.

Walk-around Check

Looking "in" and "around" the Skylark is fun as long as it's not greasy. Because these Skylarks are private property they all look as clean as you could imagine. Due to their clean skin and engine cowling, a close inspection is possible and I can tell you already that it is fun doing this walk-around check.

We're dealing with a native FSX model where all kinds of FSX features are integrated and also the model is DirectX10 Preview compatible. A quick walk-around check teaches me that the overall skin of the empennage, fuselage, wings and forward section with the single row radial engine is full with tiny details. Let's step back for one moment; the real Skylark fuselage was a rectangular steel-tube welded structure covered with Duralumin metal panels forward and fabric aft. The wings were wire-braced from above, had plywood leading edges, and were covered with both fabric and Duralumin. The latter only at the center section.

By the way; Duralumin, Duraluminum or most commonly known as Dural, is the trade name of one of the earliest types of age-hard enable alloys. The main alloying constituents are Copper, Manganese, and Magnesium. A commonly used modern equivalent of this alloy type is 2024.

Anyway, what's behind the Lionheart Creations Skylark skin isn't really visible. On the other hand, you can see or get the idea that the fuselage front section is covered with "simulated" Dural because of the presence of the rivets. Towards the aft, you can see the stringers or longerons, but no longer any rivets, which mean Dural skin has become fabric. Of course, as far as possible within modeling.

The fabric is most likely linen. This is more or less the same for the wings; wings top and bottom which are smooth without rivets but visible stringers covered with fabric. When I enter the wing center section or the area close to the fuselage, rivets appear and thus the skin is again Dural.

Before you're heading in the wrong way; the LHC model is made of lines/polygons and there's no Dural or fabric used, but it looks realistic and therefore you could get the impression that at LHC they tried what's possible within FSX.



As said before, the overall look of the model is a pleasure to look at, but how about other close-up details? Did the developers have the will and time to create all the tiny details to make it even more realistic? Knowing Lionheart Creations already for some years, I doubt they haven't thought about those details. A close inspection of the Skylark model tells me that the Skylark is full with tiny eye catchers.

Before showing you additional close-up screenshots, let's have a look again at the previous screenshots.

The wheel covers/struts are full of tiny details like the rivets, the wheel rim is hardly visible because it's covered but the tire looks round and as real as it gets. And what do you think of the steel wired connections from the wheel/strut cover to the bottom of the wings? Very impressive, but it doesn't stop here.

Have a close look at the left hand upper screenshot; the wing is made of ribs and stringers, covered with fabric. This way of designing a wing with simulated fabric on it, results in the wave effect you see on the wing leading edge. I know, it's just a small detail, but well thought and developed.

Let's move on with our close-up walk-around; the engine inlet, engine cowling and the wooden propeller.

It's amazing how realistic this part of the fuselage looks. I've got the impression that many of those parts are created with photo real material. I hardly believe that, for example the propeller, isn't made with the assistance of photo-real material. Is that a problem? Not at all since it's well balanced.

Looking from the tail – clearly visible is the simulated fabric skin – to the cockpit with the nice looking canopy; by the way the aft part of the fuselage is fabric and just in front of the canopy, rivets betray the Dural skin. It sounds so easy when you're familiar with fuselage, wing or tail constructions, but for a flight simulator model it isn't so easy since FS models are not constructed from these materials.

The steel cables which run from the fuselage just in front of the canopy to the wing show me a shadow on the fuselage skin from the fairing and cables. You could conclude that shadows or reflections are normal for FSX native models, but whatever the reason is, it's there. They thought about it and implemented it. A close-up of the navigation and tail lights show extremely high details and as mentioned before, the main- and tail wheels.

As seen with other developers, the sides of the wheels are created with the help of digital photographic material. The middle of the wheels is drawn or at least with no digital material. Even with those close-up tire screenshots it seems many polygons are used, which is good news and I can tell you, with hardly any FPS impact.

Not very easy to see below the wings, are the flaps. When you're used to modern aircraft, you hardly believe these are flaps. By the way, not strange for these old aircraft. Have a look at other historic airplanes and those flaps, which were the way they were designed in those days. Do they work, are they effective? For sure they work and effective, oh yes, they are!



There's no need to add text and tell you which details are important. I suppose that's clear for everybody. When you click the thumbnail you'll be surprised how many tiny details you'll see and probably just as I was, surprised about the awesome work they did.

And since I'm still busy with my thorough walk-around check, let's have a look at what other features you'll find. Although I hate too many screenshots, sometimes there's no other way than showing you all the ins and outs of aircraft, especially when it's well designed. I would like to show you some additional features that can be found.

Time to show you close-up shots and at the same time it brings me also to some additional opening/closing features. Via the "Shift+E" command several fuselage parts can be controlled open/close. Find below a detailed description of how to open/close those panels or canopy.



The Skylark offers the following simulations – oops, is that the correct wording – while the aircraft is parked on the ground. Via the “Left Switch and Levers” panel (within FSX you call-up this panel via Views-Instrument Panel-Kneeboard Switch Cubby) you can toggle the “Tie Down” switch. This will result in adding the canopy cover and the two main wheel chocks. It doesn’t matter if the parking brake is set or not as well as if the canopy is open or closed. I personally had hoped that you couldn’t install the canopy cover with the canopy in an open position. Anyway, with “Shift+E” you’re able to control the canopy and when you’ve opened the canopy, you can open and close the small doors. With “Shift+E+2” you control the left hand door while “Shift+E+3” opens the right hand door and of course, the same keyboard combinations close the doors. Finally, to control the front cowling door to see the inside nose compartment and access the oil reservoir tank with spare cans of motor oil you use “Shift+E+4”.

A small note about the canopy and instrument panel, which you see on the right hand screenshot. I’m really impressed by the way this *static cockpit* is made. It looks unbelievable real however, you can’t operate anything. Is that a no go item? Of course not!

Controlling handles and/or levers from the external view on the panel is not normal. You only operate handles and levers when you’re sitting inside the Virtual Cockpit or if you wish the 2D cockpit.

This brings me to the end of this walk-around check. I showed you for the moment only one livery, however the Pasped Skylark comes in three different flavors. Don’t worry that you haven’t seen them yet. I’ll show you those other paintings during my VFR cross country flight where I virtually jump from one painted red into a blue/white livery or at least that’s the plan.

No more words are needed to express my feeling and love of how this model is made. A lot of time is put into the creation of the Skylark. Since there’s a lot of real Skylark data available as well as real photos, it’s not difficult to compare the Lionheart Creations Pasped Skylark with a real model. The similarity is great and the Skylark looks gorgeous.

Old Fashioned Office

It sounds like it’s old and dusty, but that’s not true. It isn’t dusty at all but old and primitive, yes, that’s true. Remember, it’s from the 30’s and in those days you didn’t have fancy instruments or sophisticated gauges nor FMS (Flight Management System) or INS (Inertial Navigation System) equipment. In that respect the instrument panel of the Skylark offers only that what was needed to fly this beauty.

You can fly the Skylark from within a 2D cockpit or the Virtual Cockpit. Keeping the FPS in mind, just go for the VC. It’s a frame rate friendly VC and it still offers a great and realistic instrument panel, sharp and detailed instruments and much more. When you think about it, it’s surprising that with so many details you still get high FPS.

With my PC specs and all sliders at MAX, I still get 40-45 FPS on the ground with all other ground details around me. I know already what you’re thinking; that’s not difficult to get those high FPS because the instrument panel doesn’t offer EFIS and/or ECAM/EICAS displays nor that there’s a FMS (M) CDU installed. Those who think or say this are of course right, still with all those tiny details it’s altogether a model of

high quality and therefore fun to fly.



Our Virtual Office looks great in deed. I'm aware that it's a simple cockpit with no glass instruments or an FMS, but instead it offers all kind of details. Not happy with it? Then I'm sorry for you, but I am happy! Let's be serious; the virtual office offers highly details instruments which are not only sharp from a distance, but also during a close-up inspection. Wires, cables, handles and other non-normal parts are well designed. In other words, not all the parts on and in the instrumentation panel are designed, but also all that's below the instrumentation panel. Not directly related to the virtual office, but worth showing you is the gorgeous looking canopy with the special tinting. Before I forget it; the lower RH picture is not from Lionheart Creation, but reflects the real instrumentation panel and as you can see for yourself, the simulated one is not bad at all! I almost forgot to mention the glove compartment door on the RH side of the instrument panel. Not special .. no way! Together with the opening/closing of it – just click the door or silver knob – a realistic sound is noticed. It's the same as you can find in old cars and thus a nice feature.

If you want you can fly the normal 2D office configuration. There's a bitmap that offers you a normal screen resolution configuration. Unfortunately, the offered 2D cockpit bitmap is not made for widescreens and thus round instruments are no longer round anymore. Honestly, the overall model with the virtual office are FPS rate friendly and therefore flying the 2D office instead is, in my personal opinion, not really needed. That said, I would suggest you go directly for the virtual office and leave the 2D in the hangar.

Anyway, for those who insist to fly with the 2D office, it comes with a lot of additional panels like you can see on the screenshots below. It offers a modified old (buttons etc.)/new (display) fashioned Bendix GPS panel, a remodeled radio panel, a mini panel that offers the main instrument panel to fly with, compass, fuel selector and a modified/old looking kneeboard.

The kneeboard offers a performance page, the checklist, the static maintenance logs and a runway visualizer. See the static maintenance logs pages as fun. It adds something "realistic" to the kneeboard

although it's not dynamic. The runway visualizer shows you the "probably flight range" and "fuel remaining". Personally I think the most important part of the kneeboard is the checklist.

The switch cubby panel offers you a basic Auto Pilot. It allows you to engage the AP for heading and altitude. Not with preset values, but engaging on the current /actual heading or altitude. Just for your information; the real Pasped Skylark didn't have an auto pilot at all. The reason that this feature is added is to offer flight simmers some sightseeing if they were, for instance, examining some new scenery.

According to Bill from LHC "it's an additive I thought that would add and not detract from the overall theme and atmosphere of the creation." Furthermore, there's also a battery switch and engine start push button on this sub-panel. The Tie Down was already discussed before.



2D cockpit overview



Bendix GPS panel with re-modeled radio panel



Mini panel with main instruments, compass, fuel selector, switch cubby and kneeboard.



Kneeboard
"static maintenance logs".



Kneeboard
"Checklist" with within the red square a minor mistake with word wrapping.



Kneeboard
"Runway Visualizer".

Fly baby fly!

Don't expect a racing monster or a Cessna 150 or whatever. The Skylark is in that respect a unique flight model with own flight dynamics. The fact that the airplane never went in production doesn't mean it wasn't flyable or bad. No, one of the problems was her performance.

The 125-hp Warner Scarab single row radial engine wasn't strong enough to make it a 1930's acrobatic airplane. No, far from that! On the other hand, there's no reason for me to complain about the way it flies, how it reacts to my commands, how it climbs, rolls and yaws. It's more like a tanker. It's an unbelievably stable simulated aircraft and probably the same goes for the real Skylark. Either it flies straight ahead and external influences don't harm her flight path or you kick her or is it him... You know what I mean!

Flying this Lionheart Skylark is fun. Fun that starts with taxiing from the platform to the runway. Although it's a tail dragger, just open the canopy and look outside if you're still in the middle of the taxi-way. Don't forget to close the canopy before commencing the take-off.

The Skylark only has flaps right below the fuselage section, but there's not really a need to position them in the first slot. It turns out that the take-off distance is short, very short I may say. Gently but steadily it climbs and when you wish, start rolling to either side. The aircraft is easy to handle during all kinds of flight situations and remember, even a simple turn means you need at least your ailerons which are by the way, very large and of course to maintain your altitude, the elevator.

Rudder or yaw input is not really needed but on the other hand, it will help you entering a turn, just like the real commercial airplanes. Flying with my Saitek Pro Flight yoke is fun or using my X-65F stick. The flight stick mounted in this aircraft is on the other hand movable and the X-65F is not. Anyway, it's fun flying this baby. It all goes slow, you don't need to worry about roll, pitch or yaw. It's all controllable within normal parameters. For those who want to or are just new; you can still fly this aircraft with keyboard commands.

Playing around with the Skylark, like demonstrating steep turns and performing different types of stalls, is fun. I can tell you that due to the aircraft design it isn't easy to get it into a stall. I could go to the aircraft limit or even pass them, but my mean intention was and still is finding out the overall normal flight dynamics.

I can't judge if it flies as real since I don't know how this one flies for real, but I've got the impression that her flight characteristics are pretty close to real advanced general aviation models keeping in mind of course the aerodynamic shape. For those flight simmers who want some relaxation for the remainder of the flight, just connect the basic Auto Pilot. I discussed this feature before during the office discussions. The so called "switch cubby" offers an AP ENGAGE switch, ALT and HDG lock switches.

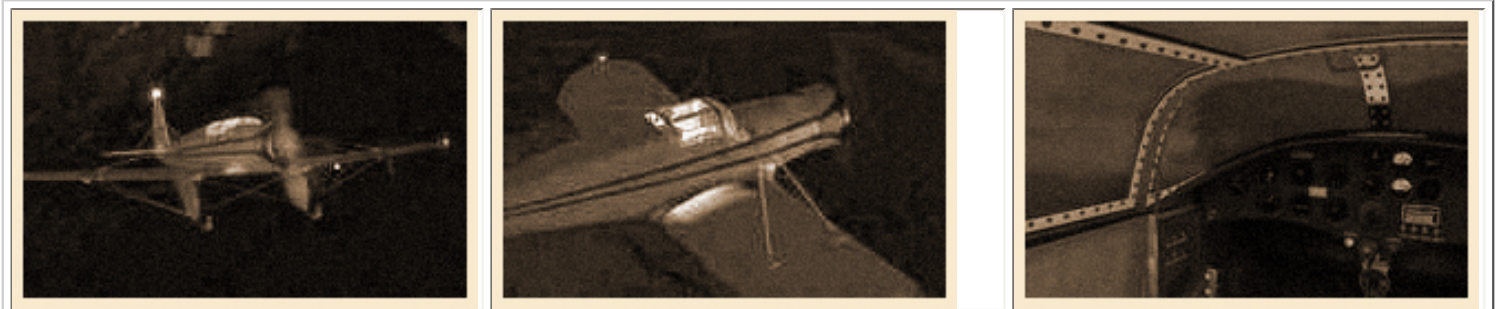
Don't expect too much of these. They just help you engage the "current" pitch or heading. Are these switches real? As said before, no! The original aircraft didn't have these, but that doesn't make any difference for me. It offers some comfort for beginners and experienced flight simmers who want to enjoy the Pased Skylark.



What else can I say about this aircraft? It flies gorgeous, almost like an angel. It looks nice on the inside and outside. You either like the model or you don't, but personally I like it. When you don't like the model, then you've got a problem because it's really well done. I'm aware that flight screenshots don't reflect everything about the actual flight characteristics; it's still worth showing a few. Since I'm busy mastering this Skylark, how's the sound by the way?

Same difficulty as with the flight characteristics. The offered sound is according to Bill from LHC "actually

not of the real Skylark. I had also used this sound pack with the Junkers W34 package, which has a similar radial engine, though not identical". That's one of the problems with old airplanes. When there are no real models available or in this case, only one, it's very difficult to get in contact with the owner. That's what also happened with the creation of this Skylark according to Bill. Because of that, a concession had to be made. I can tell you, I can live with that.



Some pretty nice night shots. I personally like the middle one. The cockpit internal light reflects on the wing, which makes it as real as it gets! Just click the thumbnail and see it for yourself. You'll be impressed!

Will it meet my and your expectations?

Yes it will. Without a doubt, this extraordinary old fashioned aircraft should belong in your hangar. When you like nostalgia then this is a great model. It comes in three different flavors and although it seems not much, it's as real as it gets.

Remember, there's not many flying around and the one that is still on this globe is painted in one of those colors. Lionheart Creations tried to make a good looking model with an eye for detail and I can tell you, they've succeeded. They created an awesome looking Pasped Skylark. Every tiny detail is there; starting with the propeller and engine and included the tail, rudder, elevator, control cables, light units and what else I've forgotten.

Lionheart Creations made two versions; a lower resolution- and high resolution Skylark. According to Bill from LHC *"the Regular resolution will still have double size textures for the panel and fuselage, but the rest should all be 1024 pixels big or smaller. The HD (High Density) texture files are all 2048 pixels. Or what you can do is you install the HD package. Suppose your PC specifications can't handle the high resolution files you can always install the 'regular' resolution texture pack and convert the Skylark to the standard Skylark package."*

Confused, I hope not. Just follow my advice and go for the HD package! By the way; when you're not happy with one of these three textures or liveries, feel free to download the available Paint Kit of the Pasped Skylark in Adobe Photoshop Layered Format (PSD) and is double sized at 2048 pixels large. The package includes fuselage, left- and right hand wings, canopy/fairings and tail. If you need interior or pilot textures, email them at help@lionheartcreations.com.

With some software, the price could be an issue but that's not the case this time. It cost you no more than \$12.00 (approximately €8.00). No, I'm serious! It's nothing and for that you get an awesome looking native FSX aircraft model with good flight dynamics, a nice sound although not from the real Pasped Skylark.

The cockpit may be simple, but it reflects the real Skylark and more important, every tiny detail is created. Because the original Skylark didn't have FMS, PFD, ND or other glass instruments or other complicated gauges, it offers great FPS. I'm aware that my FPS compared to yours depends on many other things other than only the aircraft and cockpit. Still, I'm convinced that the overall programming and the fact that it's a native FSX aircraft, makes it possible to have high frame rates.

Should you buy it or not? For the price there's no need not to. The only reason I can think of for not buying it is because it's not your kind of aircraft. When that's the case, it's a pity. Then you'll really miss a nice old fashioned model that looks gorgeous and flies great. It will offer you many enjoyable flying hours. It's now up to you!

What I Like About The Pasped Skylark

- Awesome pricing .. just **\$12.00** for a nice looking old fashioned aircraft model.
- Highly detailed and accurate external model.
- Good looking 2D cockpit although my favorite is the Virtual Cockpit.
- A gorgeous Virtual Cockpit with almost every real detailed available.
- Nice ground features like wheel chocks, canopy cover and oil panel.
- Flies great and that means uncomplicated. It's not a racing monster, but instead a nice flying old fashioned Skylark.
- The sound is good although not from the real Skylark. That it isn't the real sound is simple because there's only one real model out there and not easy to get close to it.
- Native FSX aircraft model. This means there's no FS2004 type at all.
- Offers lots of flying hours. A must whenever you want to fly old fashioned and rare models.
- Skylark model is DX10 Preview compatible for those who use it.
- If you want, you can fly the Pasped Skylark with your keyboard.

What I Don't Like About The Pasped Skylark

- Nothing really I could think of, however it would be nice when LHC can modify the installer to add a shortcut to the User Manual on your desktop and/or a shortcut folder under the Start Menu – All Programs.

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[\(adobe acrobat required\)](#)

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