Perth's Flying Pig.

The RAAFA Aviation Heritage Museum in Perth is home to an interesting restoration project. We have an original F-IIIF simulator sourced from overseas. The sim has undergone a transformation from being hooked up to a room full of computers and hydraulics to now interfacing to Microsoft FSX via a couple of small micro controller boards. You can read a description in the brochure below.

So far it has taken a small group of volunteers approximately four and a half years to progress the sim to a "flyable" state. It is possible to sit in the cockpit, start the engines, pre-configure for take off and then carry out a flight. Functioning controls include: Ailerons, Elevator, Rudder, Gear, Throttles, Flaps, Wing Sweep, Brakes and some Pitch Steer options. Currently we are working on the lighting circuits and expect to have some panels and instruments lit up shortly. Many of the original incandescent globes have been replaced with leds which should give a longer life before replacement.

A data projector is mounted above the cockpit to provide a "through the windscreen" experience. Eventually we hope to incorporate a decent sound system with a "butt kicker" to keep the pilots awake.



F-IIIF Mission Simulator - Perth

Here are some photos of the team members.





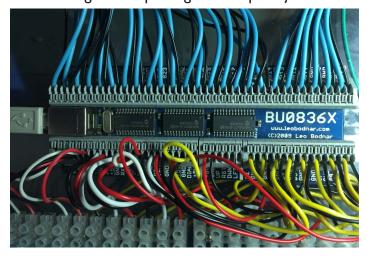
They all go somewhere!

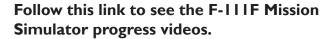


Geoff Breuder and son Joey, Ian Robertson, Michael Butcher, Neil McNeil.



Greg Bish inspecting his final paint job





https://www.youtube.com/channel/UCWqmWKg6xwm-fY6RG1mimjXA



Kim Williams priming the panels and frame

For the 'techo's'

The BU0836X board accepts switch and analog inputs, (potentiometers and Hall Effect transducers). It converts them into levels suitable for transmission via a USB port to FSX. Another third party program allows modification of the switch responses and fine tuning of axis inputs. Later in the project we will use Arduino micro controllers to interface with some instruments to drive the needles and gauges. Once again the interface is via a USB port,