

MedicationDelivery (2.6)

Flight created on 17.11.2021 (12.10.2023 V2.5 English)
(Amended on 10.01.2024, V2.6: Many translation errors corrected.)

Estimated flight duration 1.5 - 2h

Difficulty normal/difficult (with/without help)

Mission: Deliver medicine to the island.

Prerequisite: **For this flight, the seaplane "D18S CAFNM" is absolutely necessary.**

Download this aircraft here:

<https://www.rikoooo.com/downloads/viewdownload/343>

If the download link does not work, contact me: p3d@andi20.ch

Introduction

You are in a small village in Tunisia, about 15nm away from the airport "Borj El Amribei", which is in great need because of floods.

Yesterday you made a relief delivery to the village for the boss.

On the way you had to make a deep island overflight at a fishing island to drop a delivery of medicine.

Unfortunately, you didn't make the approach, so now you have to deliver the medicine by seaplane.

At the beginning you choose the flight mode:

1) Random flight (default).

One of 4 flight modes will be randomly selected.

2) Random Flight (Hard)

As above, but completely unassisted, no mistakes are tolerated!

- Speed above 185 overloads the aircraft.

- 100% propeller speed (for a longer time) overloads the aircraft.

- Deviation from the specified altitude by 500 feet will cause the flight to fail.

For practice, the 4 flights can be selected individually:

3) Flight1

4) Flight2

5) Flight3

6) Flight4

After that you choose with/without help:

With help:

- The mission compass will show you the current destination.
- The co-pilot will give you help on speed, propeller speed, altitude, flight direction, flaps, landing gear, etc.
- Incorrect altitude will not cause the flight to fail.

Without help:

- Mission compass is disabled.
- No help on landing gear, flaps, propeller speed, etc.
- Wrong altitude leads to failure of flight.
- Few helps are given for random flight (default) and flight1-4, e.g. for altitude and flight direction.

Attention. No matter if with/without help:

- Landing on land, with landing gear retracted will result in a crash.
- Landing on water, with landing gear extended leads to crash.

Start

Take off, climb to 3000 feet and follow the GPS.

Once you reach cruising altitude, reduce power to 27inHG (power lever about 70%) and reduce propeller RPM to 2000RPM (propeller lever about 85%).

Now follow the instructions of the co-pilot.

If you need to find someone, you will fly a search grid.
A search grid looks something like this:



Don't worry, the co-pilot will always tell you..,

when you should turn and whether to the left,
or right.
So pay close attention to his announcements!

Tips

- Look in the knee board under "Mission" for the current goals.
For a flight variant, for example, slow flight is the order of the
day (to avoid having to set up tents).
Depending on the flight, there are up to 8 mission objectives to
complete.

- Do not stop directly at the jetty. Rather a few meters further
away, because the wind and sea drift will cause the plane to
drift. If you collide with the jetty, you may crash.
The co-pilot comes to the jetty anyway, he has a bright red,
invisible rubber boat ;-)

- Even with "With help" the co-pilot doesn't pray you everything.
So remember alone to reduce power and propeller speed as soon as
you reach cruising altitude.
It doesn't matter if 3000 or 300 feet are given.

- The autopilot on this airplane doesn't work very well, so you'd
better fly "by hand".
Turn on the GPS so you can see the flight path and stay on course
(red line).

- Climb at 500-1000 feet/min each time.

- Use 100% propeller speed only during takeoff, climb and just
before landing. Reduce when cruising.

I hope you enjoyed this flight, if so please give feedback to
p3d@andi20.ch . Also send error messages (spelling mistakes, wrong
information, etc.) to p3d@andi20.ch, I appreciate any feedback.