B7A Ryusei Operation Guide

Model name: **B7A Ryusei 3.0**

1. Cockpit view location

1.1 Non-VR Case

Press NumLock key (lamp turns on) to activate numpad, and click numeric key on numpad to change cockpit view as follows. The views from Numpad 0 to Numpad 7 are internal view, so you can click the view to operate parts.

Numpad 0		**Front view** Same as default internal view (W Key) (See section 2 or 3)
Numpad 1		**Lower panel view** You can click switchese or levers in lower area of the panel. (See section 2 or 6)
Numpad 2		**Carrier approach view** This is an angle to see the carrier on the cowling to keep glide slope correct. You can check airspeed and engine RPM on the panel. (See section 8)
Numpad 3		**Rear seat view** Click handle to open/close canopy. Click map board to slide it to you or away from you. (See section 4)
Numpad 4		**Bombsight view** Set altitude hold and heading hold against target. Open bomb bay door, unlock bomb safety. When the target comes under the red line, press drop button. (See section 7.3)
Numpad 5		**Rear seat gunner position** Click handle on canopy to open/close it. Gun raised. Drag arrow icon on the end of the gun to move it. You can not fire this gun. Click handlw again to retract these. (See section 5)
Numpad 6		**Engine engineer view** Click cowling area to check engine. Click 🟥 near bomb bay door to open/close it. (See section 6)
Numpad 7		**Wing engineer view** Click 🟥 under the right wing to retract/extract it. (See section 6)
Numpad 8		**Pilot view** See pilot in cockpit. Opening/closing canopy is available in Numpad 0 view.
Numpad 9		**Chase view** Same as chase view (Shift+8 Key)

1.2 VR Case

This model includes following hotspots. Change hotspot with the button on VR controller that **Move To Next Hotspot** is set.

| Front view | Rear seat view | Bombsight view | Engineer view (*1) |

*1: This is the case that VR Goggle is turned to left.

2. General operation (Numpad 0 or 1)

Canopy Click the area around **Canopy lock lever** to toggle the canopy open and close.

Gear Click **Gear lever** to toggle the gear position up and down. When the gear position is up, the red lamp lights in the Gear indicator. When the gear position is down, the green lamp lights in it.

Parking Brake Click **Parking brake button** to toggle parking brake on and off. "BRAKES" turns on when brake applied.

Arrester hook Press **Arrestor button** down to apply the arrestor hook. Press the button again to retract arrester hook.

Flap Click popup icon of ↓ on **Flap lever** to lower the flap one notch. You can lower up to 3 notches.
Click popup icon of ↑ on Flap lever to retract flap one notch. Flap position is shown in Flap indicator above.
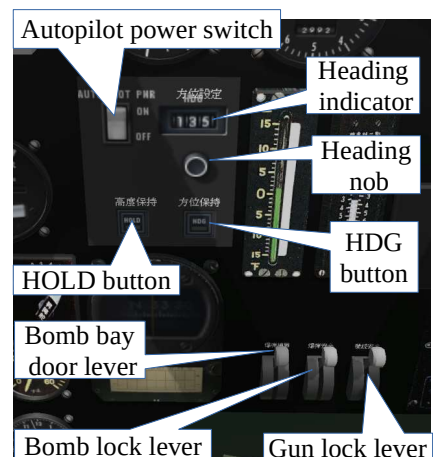
Speedbrake Click **Speedbrake lever** to toggle the speedbrake on and off. When the speedbrake is on, "SPEEDBRK" tuns on in the indicator above.

3. Autopilot (Numpad 0)

Altitude hold Press **HOLD** button (lamp lights), your plane keeps altitude at the time. To cancel altitude hold, turn the Autopilot power off. Note that heading hold is turned off at the same time too.

Heading hold Set airplane heading with the indicator beforehand. Press **HDG** button (lamp lights), your plane keeps specified heading shown in Heading indicator. Heading is adjusted by Heading button. To cancel heading hold, turn the Autopilot power off. Note that altitude hold is turned off at the same time too.

4. Rear seat view (Numpad 3)

Canopy   Click handle on the canopy to open/close.

Map board   Click map board to move it toward you or away from you.

Handle on canopy

Map board

5. Rear seat gunner position (Numpad 5)

Rear Canopy   Click handle on the canopy to open it. The gun rise and become ready to rotate. Click the handle again to retract gun and canopy.

Gun handling   Drag an arrow icon on the end of gun to rotate but you can not fire it.

Handle on canopy
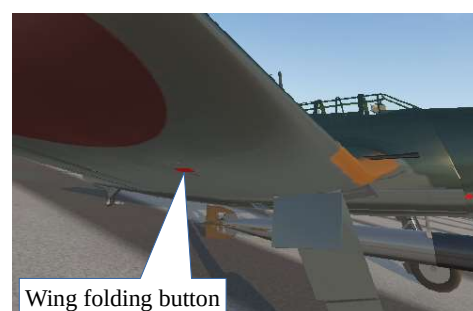
Drag here

6. Engineer view (Numpad 6)

Engine check   Click cowling to see engine.

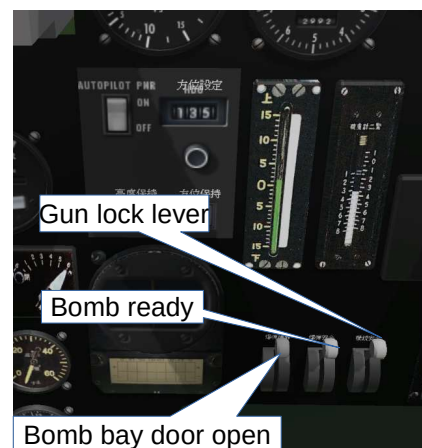**Bomb bay door**   Click the area ▇ near bomb bay door to open/close it.

Click here

Click here

➔

(Numpad 7)

Wing folding   Click the area ▇ under the right wing to retract/extract it.

Wing folding button

➔

7. Weapon (Numpad 1)

7.1 Firing Guns

(1) In settings window, set function "**Fire Guns**" to a button of joystick or keyboard in advance.

(2) Click the targeting on gunsight to move it upper position.

(3) Click and lower the **Gun lock lever** to unlock it. Press the button you set in (1) above to fire.

Gun lock lever

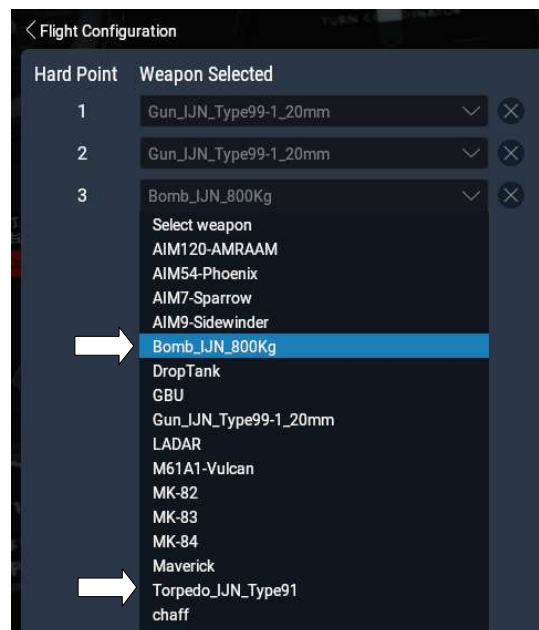Bomb ready

Bomb bay door open

7.2 Dropping bomb or torpedo

(1) Selecting weapon
In X-Plane flight window, select **Flight → Edit Weight & Balance** in sequence, and click **Done** button. Click **Weapons** button. Select one of the following weapons in Hard point 3.

> For torpedo: **Torpedo_IJN_Type91**
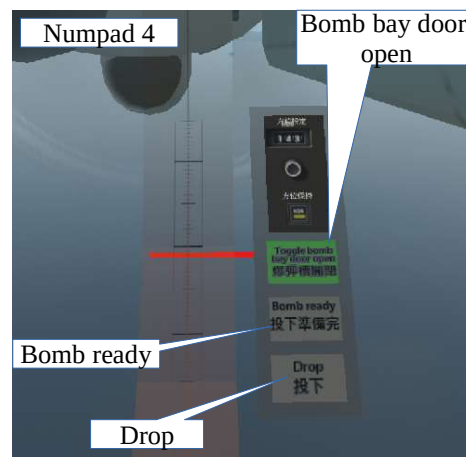> For bomb (default): **Bomb_IJN_800Kg**

Note: If you want to select the same weapon as before, click X button in the right, then select the same weapon

(2) Setting Trigger button
In settings window, set the function "**Fire selected weapon**" to a button on joystick or keyboard in advance.

(3) Dropping torpedo
Lower the Bomb lock lever by clicking it, and click the button you set above.

(4) Dropping bomb (general)
Press Bomb bay door lever to open it. Lower the Bomb lock lever by clicking it. Then click the button you set above.

7.3 Horizontal bombing

(1) Select **Bomb_IJN_800Kg** by the procedure in section 7.2 (1).

(2) Keep the altitude and direction of airplane toward target, and set Altitude hold and Heading hold.

(3) Click numpad 4 to open bombsight view. A vertical line on the scale shows the direction where aircraft is flying. Red line across the scale shows where the bomb may hit. This bombsight automatically sets ground speed and absolute altitude at that moment in time.
A control panel is shown in the right side. Upper half is the heading hold controller as shown in the main panel. Lower half contains buttons to control bomb bay door, bomb unlock, and bomb drop control.

(4) Click **Bomb bay door open** button to open it.

(5) Adjust flight direction by rudder if necessary.

(6) Click **Bomb ready** to unlock it.

(7) On the moment when the target comes under the red line, click **Drop** button. Quickly look right under the airplane around circle marking, then you can find a bomb falling

Numpad 4

Bomb bay door open

Bomb ready

Drop

8. Using carrier ZUIKAKU

How to use   Start flight in some aircraft. Select a menu in **Plugins --> Start ZUIKAKU:** as follows.
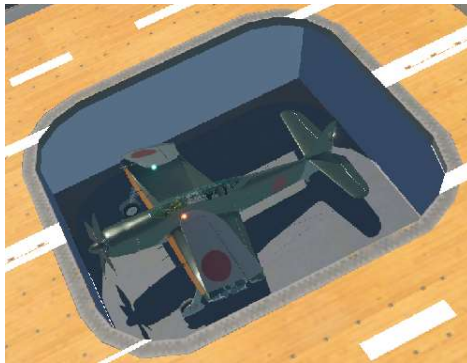

on board   Airplane appears on the deck of Zuikaku. Pressing space key lower or raise the elevator.
When engine stops, the plane moves forward or backward by pushing or pulling the joystick.

Tips:
Stop engine: F7 key
Start engine: Shift + Ctrl + e key

in approach   Airplane appears in the air to land on carrier. Gears, flaps and arresting hook (if any) extend fully automatically.
Control your joystick and throttle lever to keep the airplane speed around 70 kt and land on the deck of carrier carefully.
The plane stops when gears touche down on the deck.