

H6K Flying-boat Airliner Manual

5 Mar. 2025 by Tanzai

1. Over view

H6K Flying-boat Airliner is a homemade airliner that operated in early days of Japanese air transportation in a flash just before the Pacific War.

Length: 25.6 m

Width: 40.0 m

Height: 6.27 m

Weight: 11,600 Kg

Max. Fuel: 4647 Kg (6427 liter, about 13.6 hr or 4690 km flight)

Number of crew: 6 (Pilots 2, Navigator 2, Engineer 1, Radio operator 1)

Number of passengers: 9, as for the rest 4 beds which can be used as seats of 6 person

This manual describes how to use the add-on model of this plane in X-Plane 12 which has the following features.

- Automatic pilot is equipped for a long range flight.
- Hatches and doors are clickable to open or close. you can move view location quickly by number keys or mouse wheel from nose to aft in the plane.
- When starting X-Plane on airport, this plane appears with temporal gear. You can take off with this gear in X-Plane but it is not true.
- Tail deck (former tail gunner seat) is not used in this plane. But this model has it as viewing deck.
- This model was tested with X-plane 12.1.4 (64bit)



2. Install / Uninstall

2.1 Install

Download **H6K-Airliner-4.0.zip** install **H6K Airliner 4.0** folder in **Aircraft** folder.

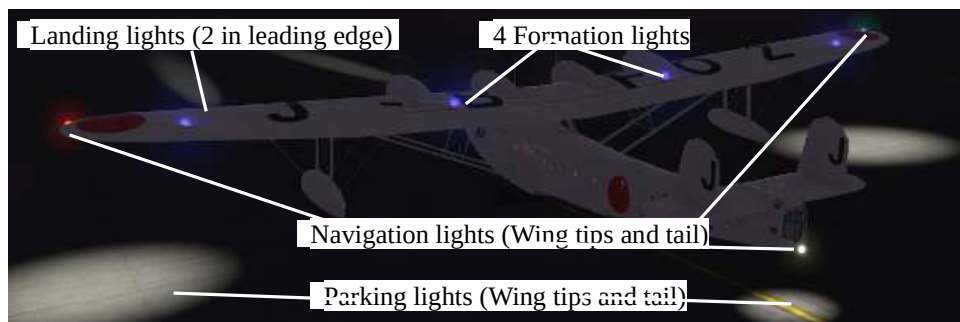
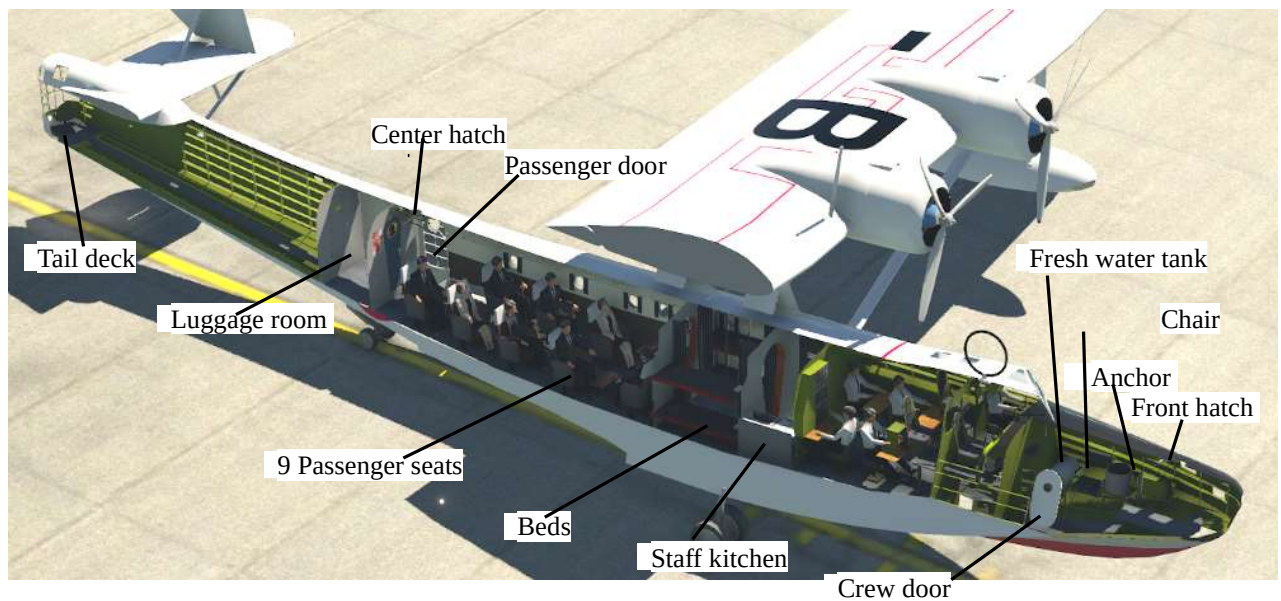
When X-Plane is activated, an icon shown in the right may appear in **Flight Configuration** window. You can select it to start.

2.2 Uninstall

Uninstall **H6K Airliner 4.0** folder from **Aircraft** folder in X-Plane.



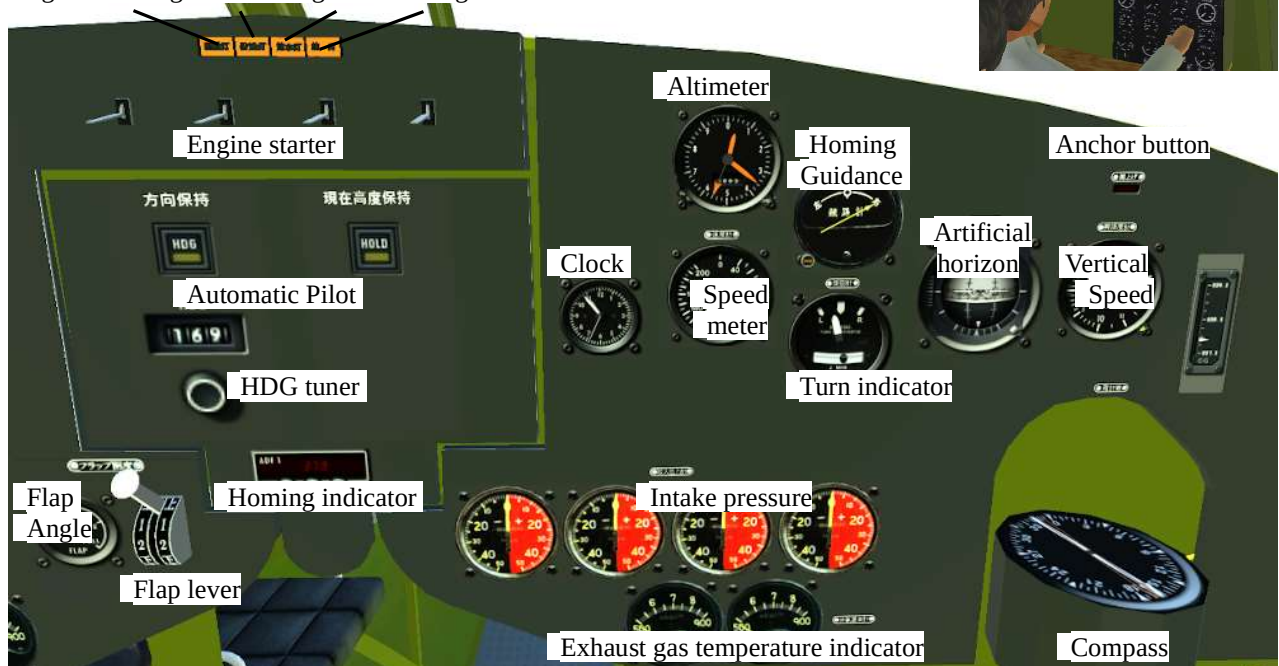
3. Model Specification



Instrument panel:

Formation light SW Parking light SW Landing light S Navigation light SW

Fuel



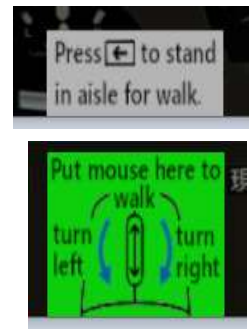
4. Model-specific Operation

4.1 On-board walking

A panel shown in the right may appear in internal view. Click Left Arrow Key to stand in aisle for on-board walking. Put your mouse on this panel to;

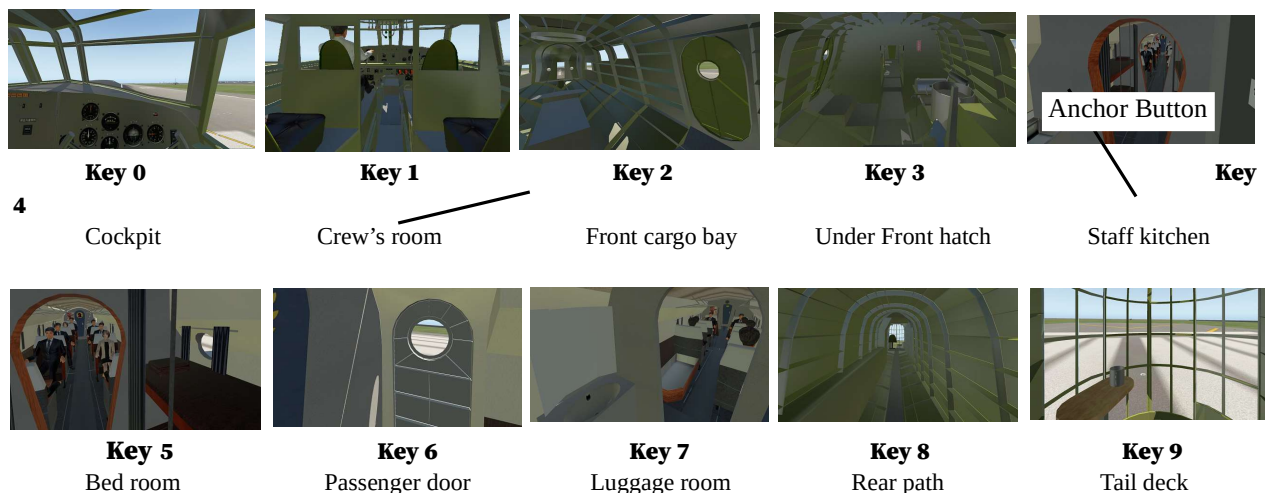
- walk aisle forward or backward by Scroll Wheel.
- turn around by clicking Right Mouse Button or Left Mouse Button.

Note: Do not forget to press **HDG** and **HOLD** buttons before on-board walking. (See 4.7)



4.2 Moving view location

Activate Numlock key (Numlock on) and press a number key to move view location quickly as follows.



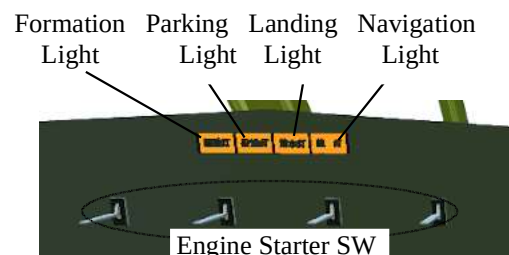
4.3 Anchorage

Anchor is dropped at first, so **Anchor Button** is On (BRAKES is turned on) in the upper-right corner of the instrument panel. Each time **Anchor Button** is pressed, the anchor is set either in up position or in drop position. You need to pull up the anchor (BRAKES turned off) before take off. Actually a crew opens Front hatch and drop or pull the anchor.



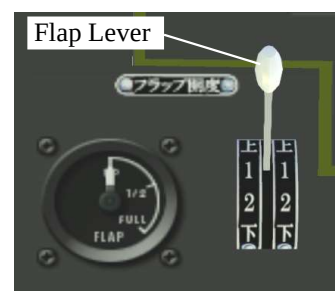
4.4 Switches

When engines are shut-down, clicking an **Engine Starter SW** starts correspondent engine. Pressing **Parking Light** or **Landing Light** toggles lights. **Navigation Light** and **Formation Light** are always On.



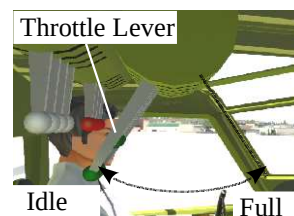
4.5 Wing control

Other than default X-Plane wing control, flaps are operated by the **Flap Lever** in this model. Place mouse cursor on **Flap Lever** and click ↓ to apply flaps one notch down. Or click ↑ to apply flaps one notch up. The indicator in the left-side of the lever shows flap apply ratio.



4.6 Throttle control

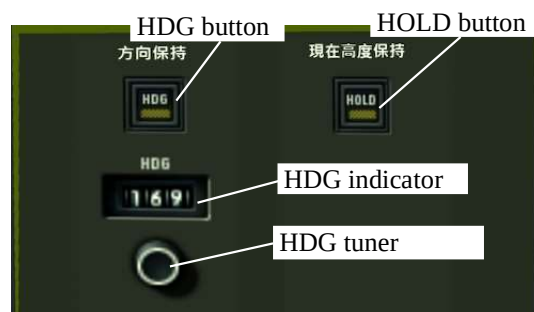
Ceiling-mounted Throttle lever in cockpit can control engine power (See figure right).



4.7 Automatic Pilot

Automatic Pilot keeps flight direction and/or altitude automatically. **HDG indicator** shows targeted flight direction and **HDG button** alternately engage or release heading hold. **HOLD button** alternately engage or release altitude hold.

Set scheduled flight direction by **HDG tuner** before take off. When the airplane climbs up and flaps retracted, press **HDG button** and confirm that the lamp in HDG button turned On for heading control. When the airplane gain scheduled altitude, press **HOLD button** to engage altitude hold, a lamp in HOLD button turned On. Each time **HDG** or **HOLD button** pressed, the control is engaged or released alternately.



4.8 Takeoff

Before starting takeoff on water press Anchor button to turn off BRAKE lamp. Lower flaps one notch and apply full throttle to start take off. Plane may take off around 90 kt.

4.9 Landing

Lower flaps fully and adjust throttle to start take off. Plane may touch down around 90 kt.