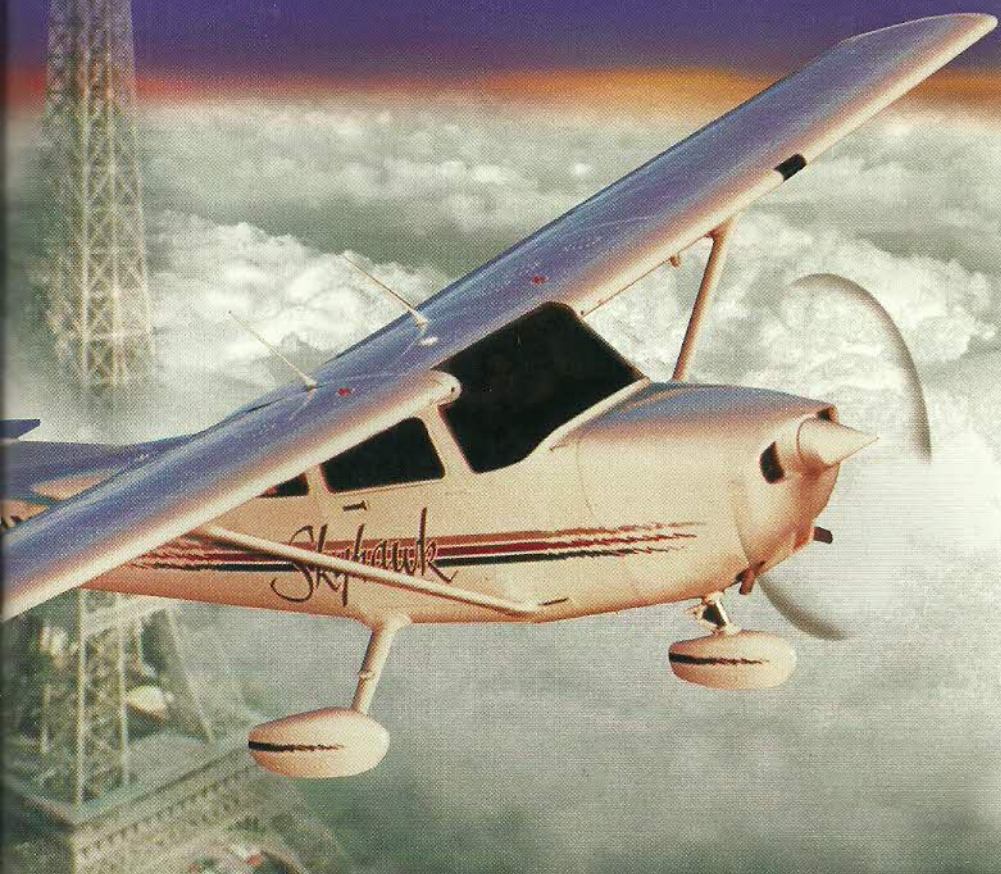


3D GRAPHIC ACCELERATION

PRO+PILOT '99

THE COMPLETE FLIGHT SIMULATOR

GETTING STARTED



Dynamix
A SIERRA COMPANY

PRO-PILOT'99

THE COMPLETE FLIGHT SIMULATOR

GETTING STARTED MANUAL


Dynamix[®]
A SIERRA COMPANY

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INTRODUCTION

If you're like most people, you've always dreamed of learning how to fly... now you can! Welcome to *Pro Pilot '99*. Climb into one of six different civilian aircraft and travel to thousands of destinations all over the United States, Canada and Western Europe.

Whether you're just starting out or already have a logbook the size of a telephone directory, *Pro Pilot '99* will have you adding up your frequent flier miles in no time. We believe that *Pro Pilot '99* is simply the most authentic and visually stunning flight simulation on the market today. So... if you think you've got the right stuff, get ready for some pure adrenaline entertainment.

Pro Pilot '99 is a valuable learning tool geared toward helping novice and experienced pilots alike. But, no matter what group you belong to, *Pro Pilot '99* gives you the ability to practice your flight skills in the safety and security of your own home.

Thank you for purchasing *Pro Pilot '99*. On behalf of the entire development team, I wish you blue skies and soft landings.

— Douglas Kiang

HOW TO USE THIS MANUAL

Pro Pilot '99 comes with two print manuals; a Flight Companion and this Getting Started Manual. The Flight Companion is a detailed look at flight operations in general. This Getting Started Manual is specifically designed to help you learn to play the simulation. Here you will find numerous tips on "gameplay" as well as information on the many new features that *Pro Pilot '99* has to offer.

When you have questions concerning any aspect of the simulation, *Pro Pilot '99* features a menu-driven On-line Help system. It can be accessed from the Preflight menu, or by right-clicking on any cockpit instrument. For detailed information on actual flight procedures, as well as a number of pre-written flight assignments, check the *Pro Pilot '99* Flight Companion.

Whether you are a seasoned pilot or an enthusiastic novice, the best way to learn more about *Pro Pilot '99* is to simply to get up in the air and start flying. Consult the Quick Start section on the following page for instructions on getting off the ground in a hurry.

Finally, if you are upgrading from a previous version of *Pro Pilot*, check out the list of new features to see what has been added to *Pro Pilot '99*. In particular, you will want to read up on how to use the Pilot's Operating Handbook.

There are two types of supplementary notes in this manual: Tips and Sidebars. Be sure to read Tips and Sidebars as you come to them in the text. Tips are helpful hints that the *Pro Pilot* team considers important to highlight. A Sidebar is a body of text that has been placed on a cloud background. Sidebars are used to clarify a particular point or concept.

Pro Pilot '99 Online Manual

Introduction: Three Kinds of Help
Using the Online Manual
Post-Installation Notes
The Cockpit and Instrument Panels
The *Pro Pilot '99* Menus
Using the GPS Simulator
Customer Service
Guarantee
Technical Support

QUICK START

How to take off in the Cessna 172P, 172R, or Bonanza

1. Press **Z**, **F**, **F**, **S**, and **X** to start your engine and avionics system.
2. Make sure your aircraft is pointed down the runway, and increase the throttle to 100% by pressing **backspace** or using the throttle control on your joystick.
3. As the aircraft accelerates, it should lift off the ground on its own. If this doesn't happen, pull back gently on the joystick as you approach the end of the runway.
4. If you are flying the Bonanza, press **G** to raise the landing gear once you are in the air.

How to take off in the Baron, Super King Air, or CitationJet

1. Press **8**, **Z**, **F**, **S**, and **X** to start your engines and avionics system.
2. Make sure your aircraft is pointed down the runway, and increase the throttle to 100% by pressing **backspace** or using the throttle control on your joystick.
3. As the aircraft accelerates, it should lift off the ground on its own. If this doesn't happen, pull back gently on the joystick as you approach the end of the runway.
4. Once you are in the air, press **G** to raise the landing gear.

Why won't my engine start?

1. Make sure you have turned the master switch on (press **Z**).
2. Make sure that your fuel switch is not set to OFF.
3. If you're flying the Cessna 172R Skyhawk, make sure you have turned the fuel pump on.
4. Make sure your mixture is set to FULL RICH (press **keypad ***).

