



# EAA CHAPTER 175 SMOKE SIGNALS

## NEXT MEETING

February 24, 2018

Breakfast 8:00

Meeting 9:00

Program: Aero Simulation,  
Inc.

## EVENTS

Events in our area from EAA, AOPA, SPA, and others:

Each Friday, 10:30AM Airport Manatee. Pilot Coffee & Conversation.

### [Ford Tri-Motor Tour Stop](#)

Sunday, March 4 · 9:00 AM - 5:00 PM  
Venice, FL

### [Twelve Oaks Airpark Spring Flyin](#)

Saturday, March 10 · 11:30 AM - 1:30 PM  
Hernando, Florida

### [Young Eagles Rally and Pancake Breakfast](#)

Saturday, March 24 · 8:30 AM - 1:00 PM  
100 StarPort Way, Sanford, Florida

### [ELSA Airplane Repairman Inspection](#)

Sunday, April 8 - Monday, April 9 · 8:00 AM - 5:00 PM  
Apopka, Florida

### [Ford Tri-Motor Tour Stop](#)

Thursday, April 19 · 2:00 PM - 5:00 PM  
Ocala, Florida

## Minutes

Prior meeting minutes from last year can be found on the website. This is the first regular meeting of 2018.

## PRESIDENT'S CORNER

[Rich Denton is the new President, as well as Sun 'N Fun Activities boss. But you can get to know him, if you don't, over breakfast Saturday.] I know that the chapter needs to expand its membership and hopefully add some younger members. What we have done in the past has kept our current members but hasn't gained us many new ones. We also need to focus on the Young Eagles program to foster the love of aviation in the youth and our community.

Take some time before the meeting and come up with a suggestion or two and bring them to the meeting.

I know that if we put our heads together we can expand the chapter and get back to what EAA is. The fun and camaraderie of participating in the flying, building, and restoring of recreational aircraft with the most passionate community of aviation enthusiasts!!!!!!!!!!!!!!

## PROGRAM NOTES



## **Guest Speaker: Aero Simulations**

**Aero Simulations is a Tampa based company that provides support and upgrades to existing flight simulators. They also manufacture new and innovative full flight and part task simulators and training devices. Their clients include military customers, as well as commercial airlines and aircraft manufacturers.**

## **X-PLANE CORNER**

The Florida VFR project.

X-Plane is about flying the airplane, and not so much about scenery. A good world geography is presented with the program, with pretty accurate terrain meshes. The terrain mesh is the 3d contour of the land, and the junction between land and water. A wide range of generic textures are provided. Textures “paint” the terrain mesh with design features; green for grass, brown for dirt, blue & waves for waters, streets and building for cities. The textures show a plausible world, especially from jet flight altitude.

All the world’s airports are provided. Runways are numbered, marked and textured. Some default generated scenery is provided for some airports. Night lighting is very good. Many sim pilots prefer to fly at dusk or in the evening as the simulated world is most realistic then.

One of the differences between MS simulator and X-plane has always been that MS provided landmarks and features in familiar places, and flight adventures to match. X-plane focused on an accurate flight model based on physics, allowing custom planes, and has always provided the tools to build your own plane.

But X-plane has also always had an open scenery model, and provided the tools to build and modify the sim world. The Default Seattle demo area shows some of what can be done with custom scenery.

So with a little work, and downloading, it should be possible to make a VFR environment that resembles the areas we fly and train in....I've always found it so annoying to "fly" in an area that I know well that doesn't look right that I usually go somewhere I don't know and have never flown to, which makes it easier to believe what I'm seeing.

What I thought would take a few hours has taken a great many, spread out over a year. And an immense amount of disk space. And it has turned out to be both an open ended project, and one that requires updating from time to time. But you folks ( if any are interested) get to jump the line, and start where I've finished (or with some alternatives or part of what I've done). I've sorted out most of the incompatibilities and errors, and tried a bunch of stuff. Some even worked. All the stuff I've grabbed and all of the tools are open, public, and free. All of the files are online, and I'll publish the sources, but I'll provide a drop-in version once I figure out the best way to transfer about 60 Gigabytes ---A set of borrowable Dvd's?

Here are the elements:

A set of aerial photo underlays of Florida. There are two versions, I think of one as 'brown' and the other as 'green'.

There is a difference.

A set of objects to fill in the world with far more detail and texture than the default, so that cities look like cities rather than farmland with the odd building.

Some textures more suited to Florida than the generic ones.

Some enhancement to water...good looking water is important in Florida

Some really good airports that are available online, and look like the real thing. Some of these are startlingly good, like Sarasota.

Some Ok airports and auto gen airports.

A do-it-yourself-quick-and-dirty airport example.

And a tool to allow you to turn stuff on and off with great detail, to handle anomalies without losing whole feature sets as with the standard menus.

To begin our explanations, here are three local airports, on about a two mile final, 1000 ft. on a clear day.

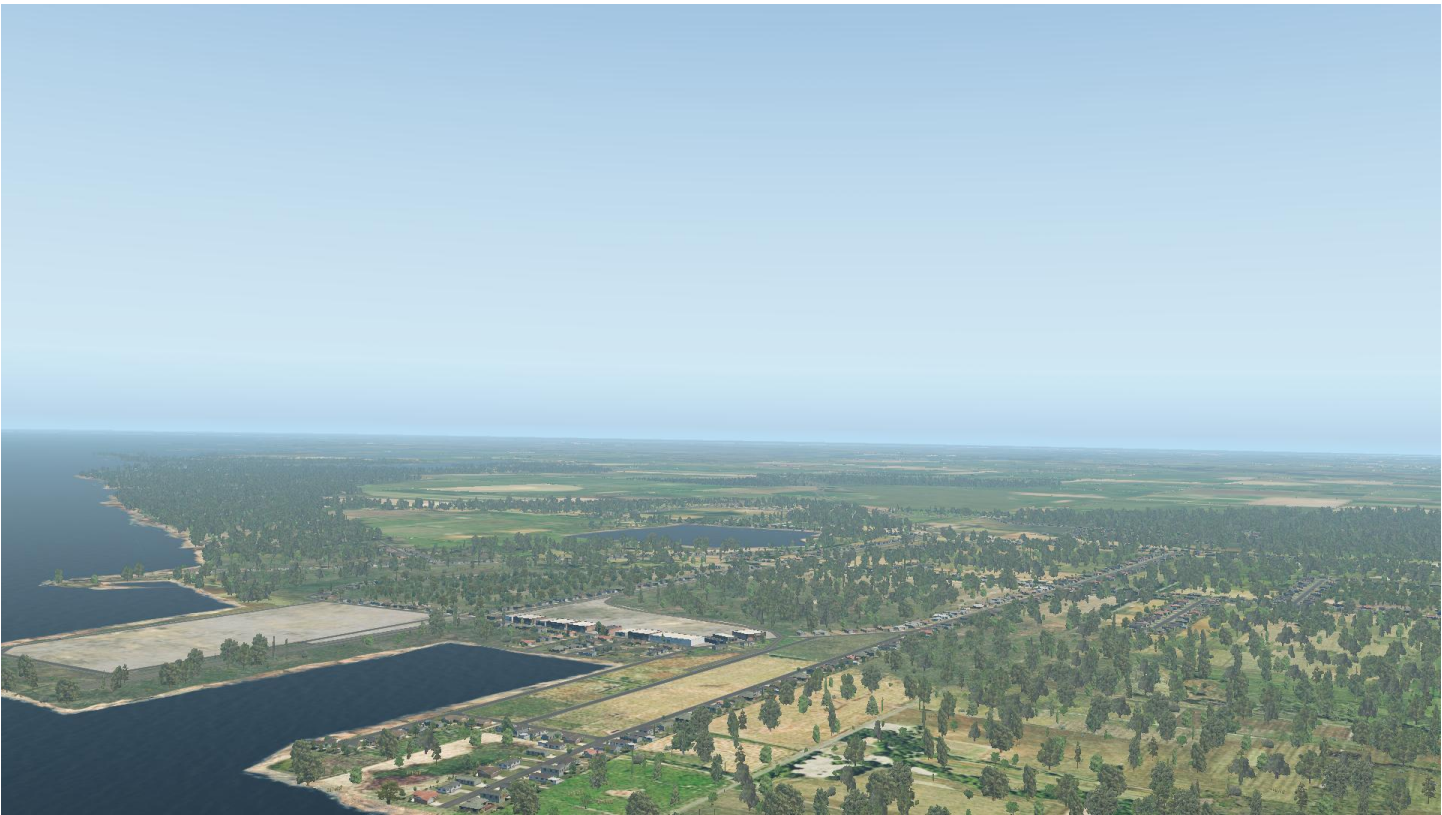
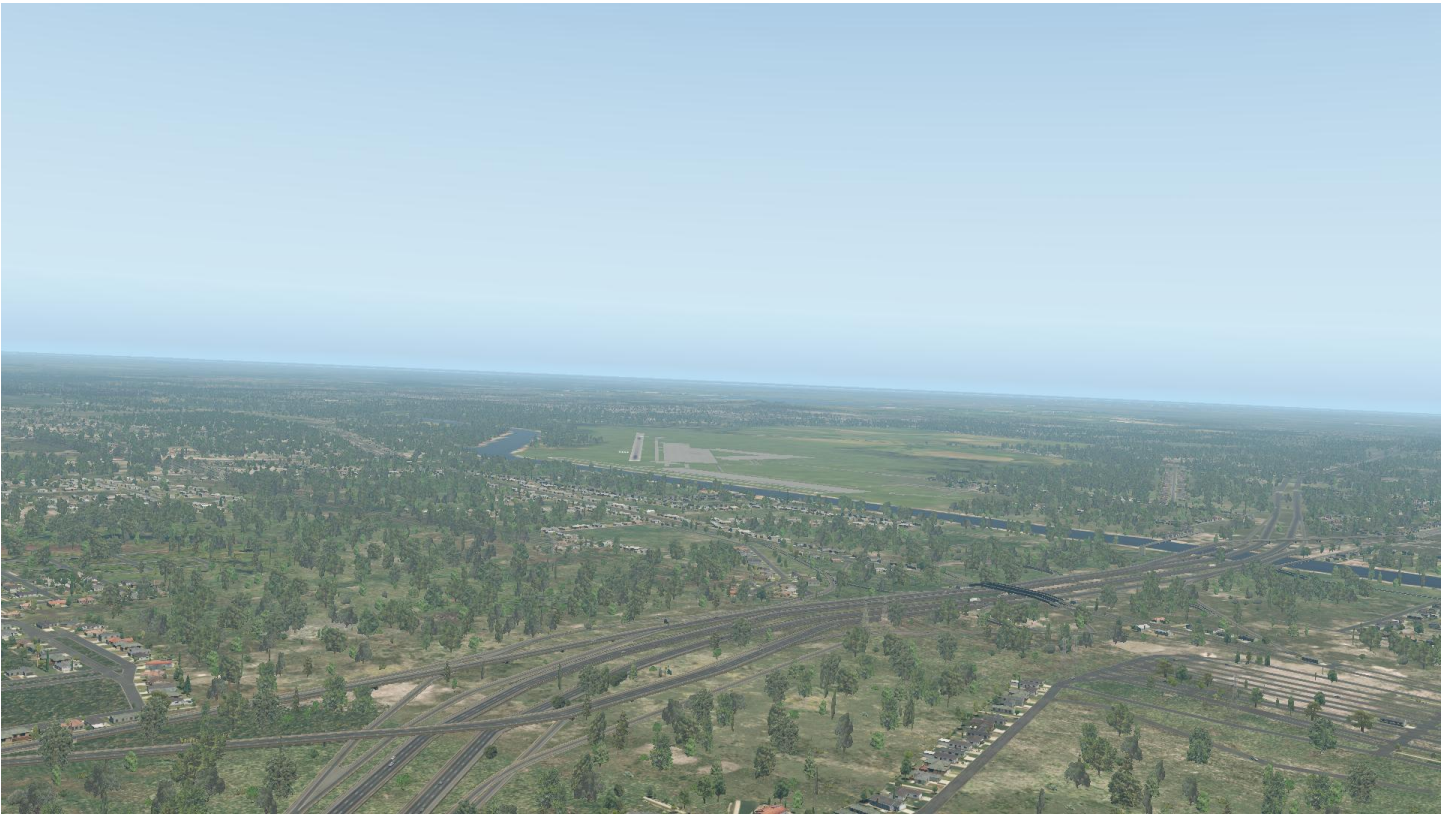
The first is Tampa Exec, Runway 5.

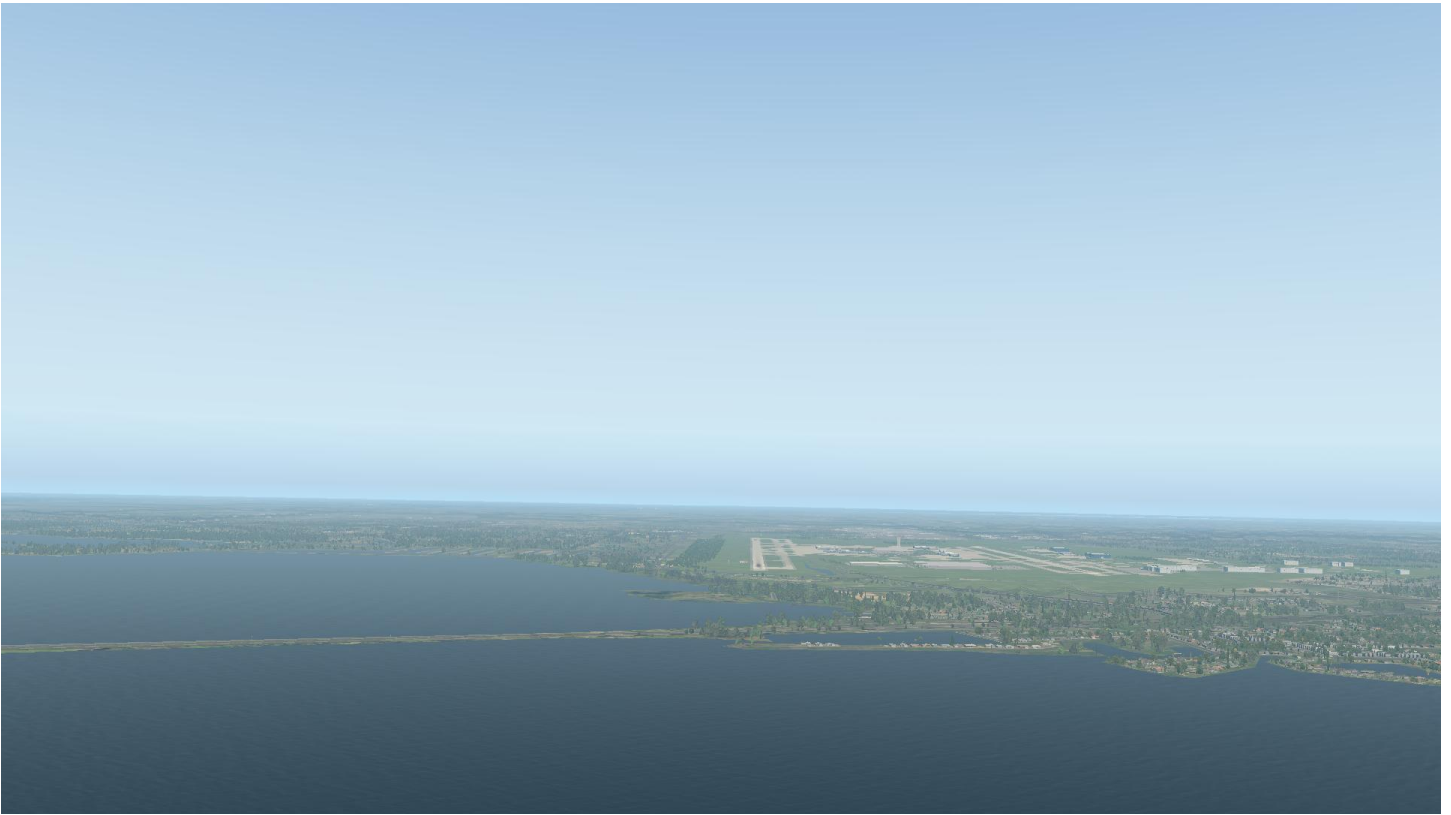
The second is airport Manatee (over Port Manatee), runway 7

The third is Tampa International, Runway 01L.

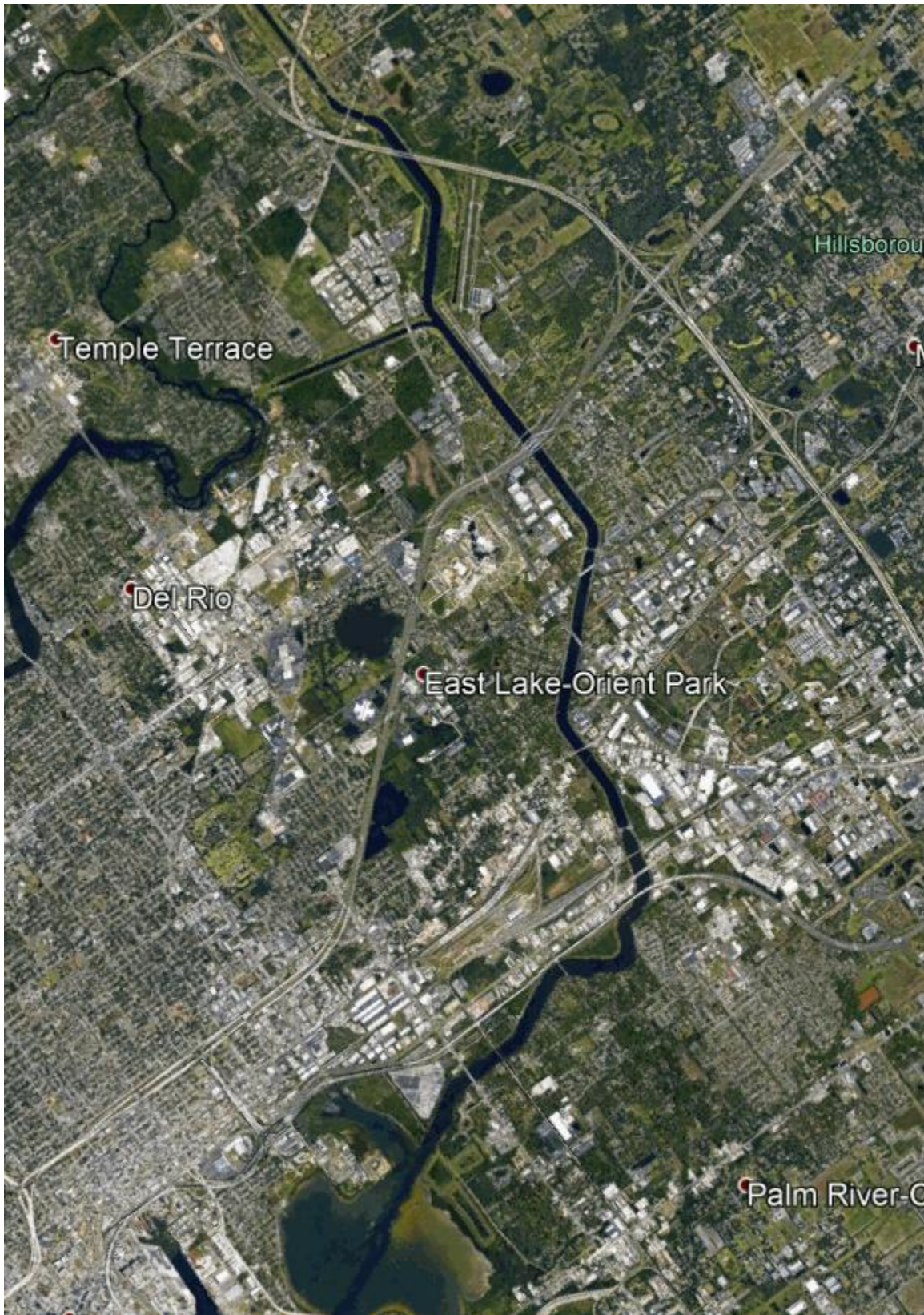
All three look like "reasonable" geographies, and would certainly satisfy someone simply flying around to see what Florida is like VFR in the Sim. The Roads are pretty much in the right place, the water shapes look like the charts, There are trees, buildings, etc.

But, if you know the area, things aren't right at all.





To demonstrate here's the Google Earth view of our track to KVDF



There's a lot there we don't see in the sim. Our goal is to make the sim view more "real". We'll work on it next month

## GYROS

Not the sandwich.

Most of us think gyro (copter) = Bensen.



Flying for 50 years and still going strong.

Of course there were some ambitious designs that looked sorta like airplanes:



And some of us may have seen updates like this:



But quietly and perhaps a bit out of sight fling-wing enthusiasts have been developing the hardware:













If you want to see more, there is a significant show coming to our area:

*45th Annual*  
**Bensen Days 2018**  
*Wauchula, Florida - April 4-7*



<http://www.bensendays.com>

The collage features various images related to the event: a helicopter on a lift, a large group of people seated under a tent, a helicopter in flight, a helicopter on the ground, a helicopter in flight, a helicopter on the ground, and a helicopter in flight.



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Keep em flying!