

SeaMax

X-plane 9.30



Hello, and Thank You for purchasing the SeaMax! By purchasing this product you are supporting my ongoing efforts to develop quality add-ons for X-Plane. My first project (the Texan AT-6G cockpit) began only one year ago. The X-Plane community has been extremely supportive of my efforts, and motivating myself to continue with the add-ons you see today.

The SeaMax project was born amidst the completion of the 3D modeling for the up and coming CRJ-200, and is the second payware release for me. It is my fourth aircraft in total for X-Plane. Over time you will see more news on the CRJ-200 project as technical systems programming is accomplished. You can stay up to date with this on X-Pilot.com.

After some sitting and waiting for the CRJ, I decided to utilize my time more efficiently and begin working on a new project. The criteria for the next project was very simple: a non-complex programmed aircraft that could also be in the seaplane category. My perception on seaplanes has never appealed to me very much, mainly because I find the overall look and design of them to be not my style (don't like to have 'bananas' (floats) below my wings!). So, I decided to find a plane that more resembled a boat with wings. This ultimately led me up to what you have purchased today: the SeaMax! I instantly fell in love with the overall look of this aircraft, which makes it easier to model. It's definitely more motivating to build an aircraft that looks appealing to not only myself, but others as well. After doing some research on the aircraft itself, I sent off an email to the manufacturer of the SeaMax in Brazil. Not long after I received a response from the designer himself, and to make circumstances even better, he sent me documentation and blue prints for the actual aircraft! I was more than delighted, and was now ready to begin building the 3D mesh.

After two months and 6 to 12 hour days, I am happy to tell you that this aircraft is finally finished, and it's very stylish as well! With the introduction of specular lights in X-Plane 9.30, the surface of this aircraft looks stunning! It is also now possible to see every object and the lighting through glass material. This aircraft also utilizes manipulator technology to make the instruments easier to control, while also making them more realistic for a fantastic simulation experience! The aircraft itself is comprised of 40,000 polygons, and is very frame rate friendly.

Thank You for your continued support!

I would also like to thank Cameron of X-Pilot and X-Aviation for his continued support throughout the months, as well as Tom and Ben (indy-) for their technical help. I would, of course, also like to thank Austin Meyer and Ben Supnik for fixing little things reported to them and for supporting other Jrollon products both in the past and future. To the developer community, as well as the X-Pilot.com and X-Plane.es communities. Last, but not least, I would like to thank Miguel from Airmax. Without his help this plane would not have come to fruition

Javier Rollon

Instruments & Cockpit



1 All the instruments on the SeaMax can be mapped to a joystick. If you would like to use an alternative method, you can utilize the manipulator functionality. To use this, you need to pick and drag instruments. For instance, if you need to grab the flap switch, simply put your mouse over the flap switch and hold down the left mouse button while moving the mouse up and down. With this aircraft, every flap step requires you to release the switch before deploying or retracting flaps another notch. As a real life example, if you would like to move the flaps from 0 degrees to fully deployed, you will need to grab and release the flap switch four times.

2 This is the Revolutions Per Minute for the engine. To calculate this, multiply the number by 100 times the value you see. All gauges of this type has a color arc around them. It should be your goal to keep the plane in the green zone as much as you can

3 This is the manifold pressure. The amount of oxygen present dictates the most efficient manner that fuel can be converted to energy, also known as horsepower. The higher the manifold air pressure, the more oxygen present, and the more fuel you can add for the flight conditions to obtain better horsepower. The engine in the SeaMax is a 100 horsepower engine.

4 This is the turn coordinator. It show you the bank angle of your aircraft from left to right on two minute marks (it takes two minutes to complete a 360 degree turn). This is important for following good holding patterns.

5 This is the indicated airspeed gauge. This instrument shows you the indicated (not true) airspeed of the aircraft. It is important to know that the outer number is calculated in km/h. The knot/h is on the inner scale. The yellow to red color arcs act as warning labels for when flaps should and should not be out. This aircraft has a -5 degree flap position set as 0 degrees within the planemaker flight model. Because of this, it is important to know that if you have a zero degree indication on the flap and you oversped, then you will face the risk of breaking your flaps altogether.



6 This is the compass. At this time it is simply that; the compass! In time I plan to update this to a turn director. The round selector is not functional at this time

7 This is the artificial horizon. It has a functional round selector for calibration. To do this, you will need to grab and drag in a horizontal left to right motion.

8 This is the elevator trim view gauge. If you decide to map your elevator trim on a button (or better yet a rotary of your joystick mapped inversely) you will see the green lights shifting up or down depending on your trim settings. The two green lights signify you have centered the elevator trim. You can also view the trim moving from the exterior view of the aircraft.

9 This is the vertical speed gauge. This gauge allows you to see if your plane is climbing or descending. It calculates the rate as feet per minute, from 0 to + or - 2000 feet. Be sure to closely watch this gauge on landings, especially when on water!

10 This is the altimeter. Just like the elevator trim, you can also calibrate the altimeter with the round selector by grabbing it and moving your mouse from left to right. While doing this, you will see numbers instead



1 This is the radios button. It makes certain radios active or inactive. When you tune the frequency of the com radio you do this on the "standby" side. To make the frequency active you must press this button. Doing so will move the previously active frequency to standby.

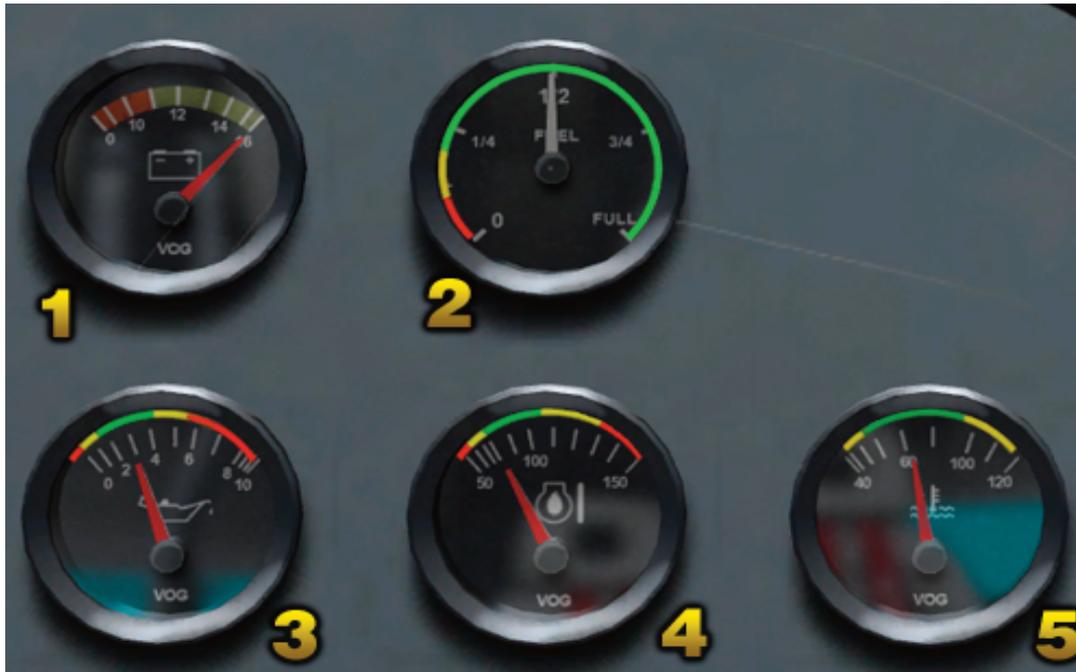
2 This is the On-Off button. As the title suggest, you can power the radio on or off with this. All you have to do is grand and move to the left to power off, or right to power on.

3 This is the tuning knob. It is a grab select, and is actually comprised of two knobs. The larger knob will control the bigger numbers, and the small knob will do the after decimal numbers. A good way to tune in a frequency is to move the larger knob until the first three numbers are set to what you want. You will also notice the numbers after the decimal place will move with it. After this, adjust the remaining numbers with the smaller knob, and this time only the numbers after the decimal will move. This is planned to be changed in the future.

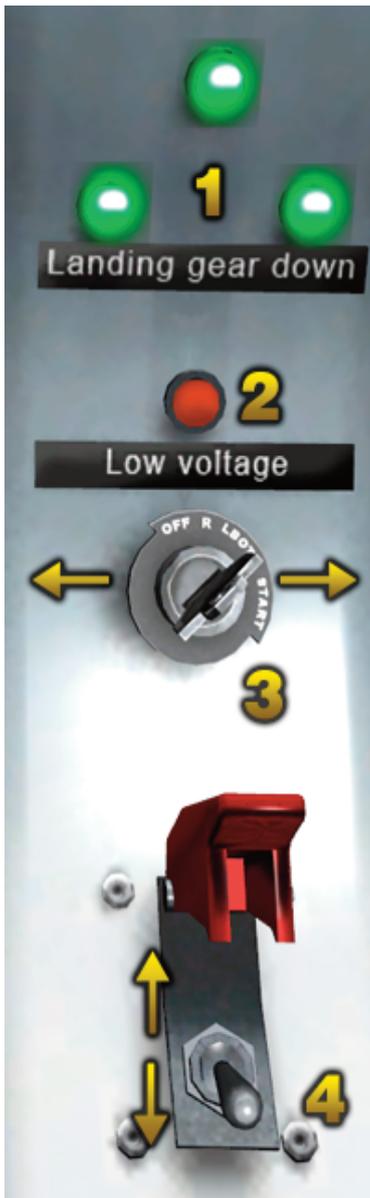
5 This is the transponder modes. Unlike the other instruments, this one is NOT using manipulator technology, so you must interact with it like you have with default X-Plane aircraft. The mouse pointer on the right turns to right. If on the left, it turns to the left on every left click. The modes are: Off (no transmitting), Standby (when you are parked), On (when you are on the runway and flying), and Test (to test the device)

6 This is the ident button. When a signal is being sent, the bulb will illuminate depending on how strong the signal is. If a controller asks you to ident, you would press this button.

7 There are the selectors. Each round knob is a selector for every number you see. You can go from 0000 all the way to 7777. This is a VFR aircraft, so be sure to put a VFR code in the area you fly!



- 1** This is the battery indicator. It displays the amount of voltage the plane has. If you don't activate the generator, you will lose battery power.
- 2** This is the fuel quantity indicator. The SeaMax has two fuel tanks (one on each wing). This gauge displays the total amount of fuel onboard.
- 3** Oil Pressure.
- 4** This is the oil temperature. If the plane is not running and the engine is full, keep a close eye on the temperature as oil is meant for cooling the engine. The aircraft needs to be flying cool the oil down.
- 5** Water temperature

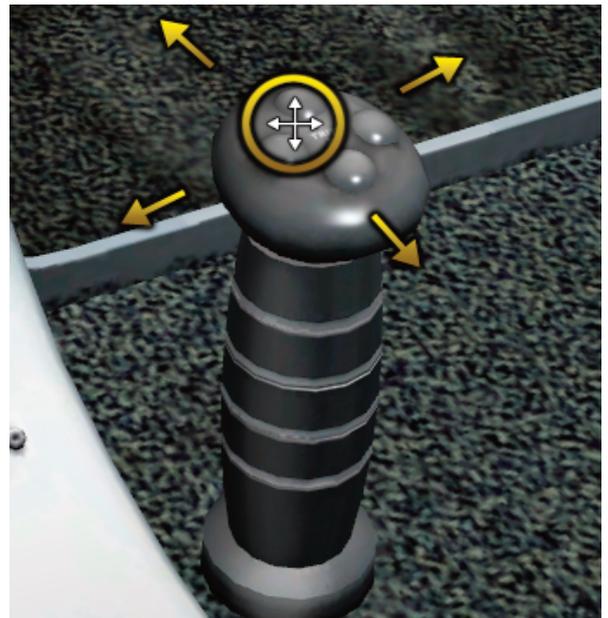


1 These are the landing gear indicators. These lights will indicate green when the landing gear are down. If they gear is raised, then no lights will be present. It is also possible to see the position of the gear in the little mirrors on the wings. You can look to the left and right. It's never bad to look as well as trust those indicator lights!

2 This is the low voltage light. This light will illuminate red when your voltage is lower than a reading of 11. Remember to switch the generator on!

3 This is the key starter. Just hold down the mouse on the most right position and the engine will start. You may also need to increase fuel flow to get it going. Unfortunately in X-Plane there is no dataref to control the start position of the key, so I created a trick. When you push the throttle you will see how the key is on the start position and not on both magnetos. It will be on the both position inside the systems of the plane, but not on the animation itself. This will require programming down the line, and a patch will be released when this is ready.

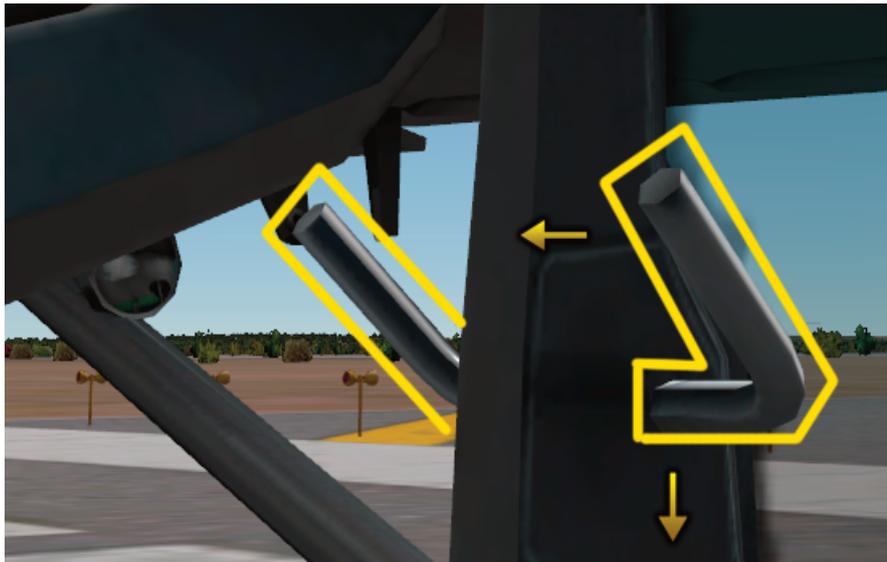
4 This is the main battery switch. This switch has a protective cover over it, so if you wish to turn the battery on or off, you must first raise the cover. All animations here use manipulators, so you will need to grab and move. The up position turns the batter off. The down position (closest to the pilot) turns the batter on.



The most important parts for controlling the aircraft are the throttle, joystick, and the pedals. The throttles and the joystick utilize manipulators so that you may move them very easily with the mouse. Beware that the joystick is very sensitive with the movement of the mouse. Of course, it goes without saying that the ultimate experience for the axis movement of the aircraft would be with it mapped to your joystick!



Towards the rear part of the cockpit is a switch that will select which of the two fuel tanks the engine is taking fuel from. Most of the time you do not need to move this lever because it is already taking fuel from both tanks. If you move it out of the center you will not be able to move it back to the center position. This lever moves like others with the manipulator functionality from left to right. The position the lever indicates is also the tank that is selected for fuel.



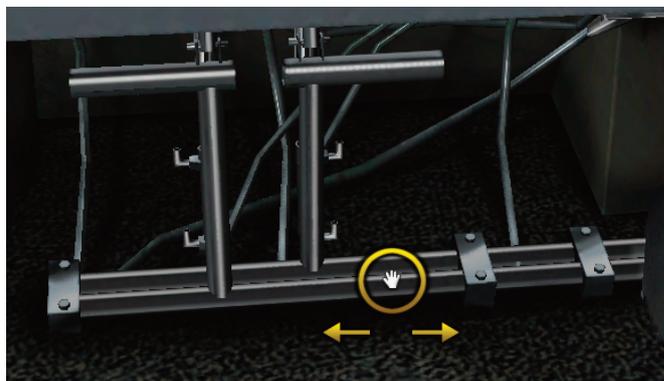
To open the cockpit while on the ground, move this lever with your mouse (again, this uses manipulator functionality). It is a little tricky to use, especially when you are closing it. You will not be able to open or close the cockpit door once you are airborne, so be sure to close the door before getting up in the air!



As said earlier, to activate the elevator trim you had to use your joystick or keyboard. This is because the trims are on the joystick buttons of the real plane. You can also map your joystick to do the aileron trim, or by grabbing and dragging these cylinders behind the seats. Each one controls one of the wings. You will usually need to trim this for engine torque



The real SeaMax doesn't have any parking brake button or brake lever. Because it is sometimes hard to have the plane stopped with heavy wings, I have put chocks on the front landing gear. It is very easy to use them: First of all, you must be inside the 3D cockpit view and then move outside. With the pilot view plug-in there is a view setting for this. If you don't have pilot-view you can just move outside using the default X-Plane key commands. The manipulator can be accessed on the low point of the pedals.





1 This is the landing gear lever. This is a click to activate lever, and only has two positions: Up and Down. You can raise the landing gear on water, or lower them if you would like to park on a beach (be very careful, because X-Plane doesn't model a good transition from water to land. It is much easier from a ramp).

2 This is the generator, and it is always activated. When you park the plane, however, you should switch this off. The generator generates power to the electrical bus of the plane..

3 This is the water rudder. From the start it will be turned on. All of these switches use the dragging manipulator functionality. When you are on water it is good to lower the water rudder. This allows you to turn the plane like a boat with pedals.

4 This is the pitot heat. When the indicated air speed or altimeter is dropped to zero then you need to turn this on. Switching this on in low temperatures or ice on the pitot tubes will also help with melting any ice that forms.

5 This is the fuel pump. In some instances you may need to use this switch to start the engine.

6 This is the bilge pump. When you land on water you risk getting water where the landing gears are. This switch will pump the water out.

7 These are the navigation lights. They are on the tips of the wings, and are green on one side, red on the other. This aircraft has no beacon light, so it's better to turn these on when starting the engine

8 These are the strobe lights. You should turn these on when on the runway and flying

9 These landing lights are also used as taxi lights.

Issues

If you wish to change the color of the plane you can do so. For one, if you don't feel like creating your own textures, you can go to the livers menu and select the blue version of the SeaMax. If you wish to create your own liveries, then inside of the SeaMax folder you will see Photoshop template files (night and day). Be sure to save these as .png files!

If you would like to change the registration number you must go to the text layer and type your desired registration number in, even inside of the cockpit. This is a very easy change!

You can open .psd files in Photoshop. However, if you don't have Photoshop, you can download Gimp (a free texture editing program)

<http://www.gimp.org/>

X-Plane continues to get better by the day. However, with this said, there are still some unresolved issues that need to be addressed. One of these issues is landing on water with waves. If you have a high cockpit viewpoint then you won't have any issues landing, however, the SeaMax sits very low to the ground and sometimes becomes a challenge. If you land on zero meter waves you won't have any issues, however, changing your waves to one meters or more your viewpoint in the cockpit will sometimes jump around. It is better to lower the waves in the weather/water tab. We have alerted Laminar of this problem and hope they fix this in the near future. An alternative is to land on one meter or higher waves in the 2D cockpit mode.

This is a VFR aircraft. With that said, it's better to use this aircraft for scenic flying rather than looking at a cockpit all the time. Follow roads, rivers, cities, coastlines, and mountains. Have fun!

When I started flying I didn't find it fun to follow a line on a GPS, so I started to fly planes without using it.

Some time ago it was not possible to easily make a VFR flight, but with the data in X-Plane today, things have changed. Add-Ons like RealScenery also offer a tremendous amount of realism to VFR flying. You can get those here:

http://www.x-aviation.com/catalog/index.php?manufacturers_id=14

While it is easy to follow the land to get to where you want to go, some people prefer a GPS. Such a solution is available on the payware market.

As told before, you can use PilotView. A plugin to have a better solution for views inside the cockpit (and outside). If you have trackir and want to limit your vision and not be able to see outside the cockpit install this one:

http://www.xpluginsdk.org/pilot_view.htm