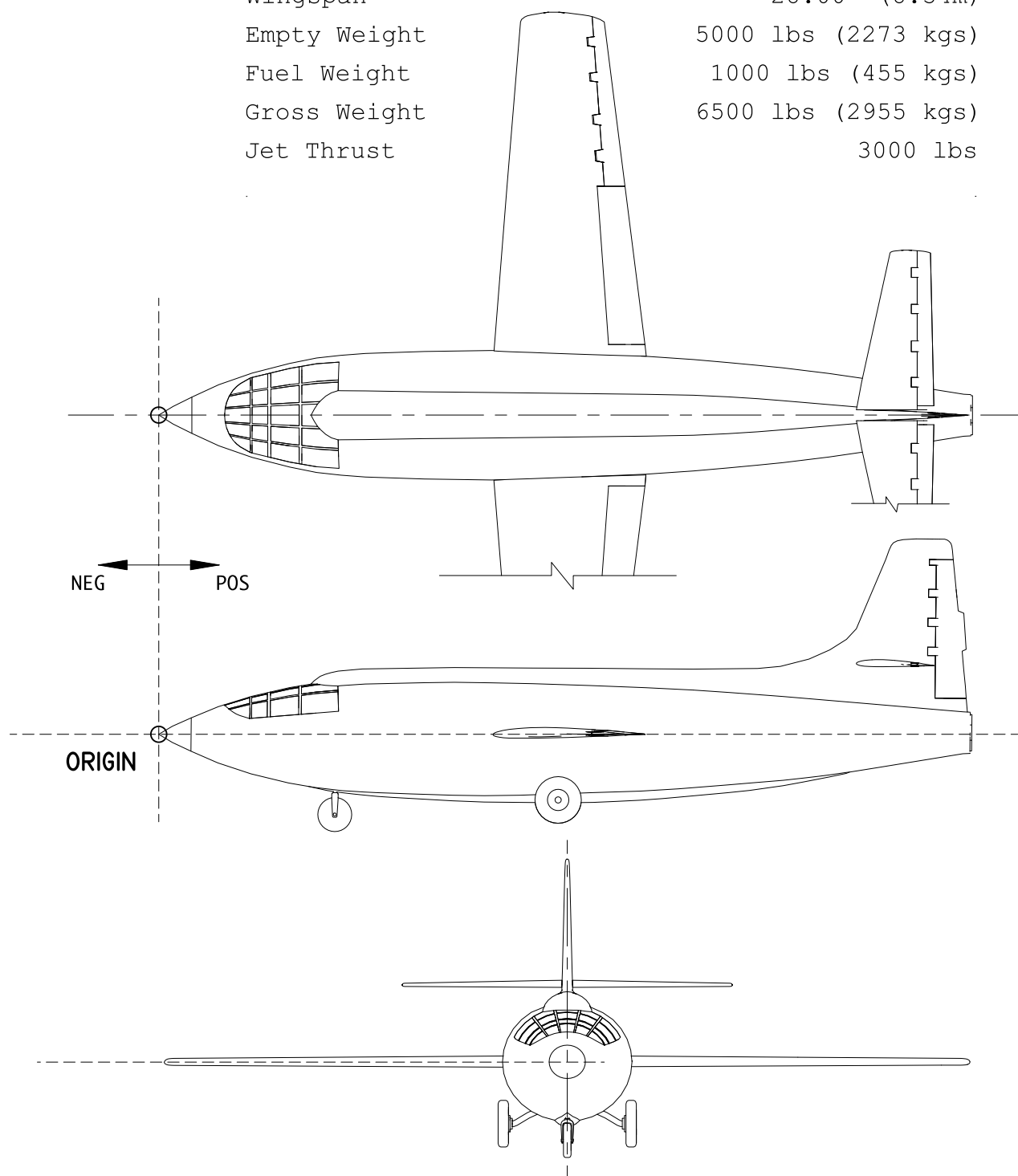



All length units in feet

Length	28.17' (8.59m)
Wingspan	28.00' (8.54m)
Empty Weight	5000 lbs (2273 kgs)
Fuel Weight	1000 lbs (455 kgs)
Gross Weight	6500 lbs (2955 kgs)
Jet Thrust	3000 lbs



	WHAT to DO	WHERE in PLANEMAKER	NOTES
Baseline Data	<input type="checkbox"/> Create New Aircraft	File > New (or just open PM if first time)	DON'T SAVE YET! You'll get warning dialogs.
	<input type="checkbox"/> Name the Plane	Standard / Author	Name will show up in X-Plane UI
	<input type="checkbox"/> Enter VNE Speed	Standard / Viewpoint / General Tab	for reference only. 600
Weights and Cg	<input type="checkbox"/> Enter Empty Weight	Standard / Weight & Balance / Weight & Balance Tab	5000 lbs (2273 kgs)
	<input type="checkbox"/> Enter Fuel Weight	Standard / Weight & Balance / Weight & Balance Tab	1000 lbs (455 kgs)
	<input type="checkbox"/> Enter Max Weight	Standard / Weight & Balance / Weight & Balance Tab	6,500 lbs (2955 kgs)
	<input type="checkbox"/> Configure the Cg	Standard / Weight & Balance / Weight & Balance Tab	CG location per Drawing
	<input type="checkbox"/> Set fuel tank ratios & location	Standard / Weight & Balance / Tanks Tab	0.5 ratio each tank. Tank locations per drawing
Wing Plan	<input type="checkbox"/> Configure main wing plan	Standard / Wings / Wing 1 Tab	Dimensions / location per drawing
	<input type="checkbox"/> Configure horizontal stab plan	Standard / Wings / Horiz Stab Tab	Dimensions / location per drawing (use 4 elements)
	<input type="checkbox"/> Configure vertical stab plan	Standard / Wings / Vert Stab 1 Tab	Dimensions / location per drawing (use 5 elements)
Engine(s)	<input type="checkbox"/> Add Jet Engine, set thrust location	Standard / Engine Specs / Location Tab	3000 lbf thrust
	<input type="checkbox"/> Configure compressor area	Standard / Engine Specs / Jets 3 Tab	enter 1.5 sq. ft.
SAVE ACF	<input type="checkbox"/> Save the Aircraft (use 'Save As')	File / Save As (see path and name at right)	XPlane/Aircraft/Laminar_X1_Tutorial_ACF/Laminar_X1.acf
Body 1 	<input type="checkbox"/> Set 'number stations' to 8	Standard / Bodies / Body 1 Tab / Section Tab	Better shape matching with more stations
	<input type="checkbox"/> Set Grid Radius to 2.05	Standard / Bodies / Body 1 Tab / Section Tab	per Drawing. note body max radius
	<input type="checkbox"/> Set Station [8] to tailpipe location	Standard / Bodies / Body 1 Tab / Section Tab	per Drawing (28.17')
	<input type="checkbox"/> Set Station [7] to 15'	Standard / Bodies / Body 1 Tab / Section Tab	temporary. Ensures [7] is between [6] & [8]
	<input type="checkbox"/> Copy Stations	Standard / Bodies / Body 1 Tab / Section Tab	[6] > [7] then [7] > [8]
	<input type="checkbox"/> 'Pinch' section [1], to make a point	Standard / Bodies / Body 1 Tab / Section Tab	click anywhere in section, move point to center axis
	<input type="checkbox"/> Load Left Background Bitmap Image	Standard / Bodies / Body 1 Tab / Side Tab	/DEV/References/BKG_side_view.png
	<input type="checkbox"/> "Total Smooth" the body	Special / Total Smooth Bodies (F2)	hit the F2 keys until the forward fuse looks good
	<input type="checkbox"/> Shape the tailpipe section	Standard / Bodies / Body 1 Tab / Section Tab	MUST shape [7] as tailpipe, THEN copy to section [8]
	<input type="checkbox"/> Shape the body as required	Standard / Bodies / Body 1 Tab / [Tab as required]	
Landing Gear	<input type="checkbox"/> Configure Landing Gear	Standard / Landing Gear / Gear Loc Tab	Gear config / locations per drawing
Control Surfaces	<input type="checkbox"/> Configure control surfaces	Standard / Control Geometry / Controls Tab	Dimensions / movement per drawings & specs

All length units in feet

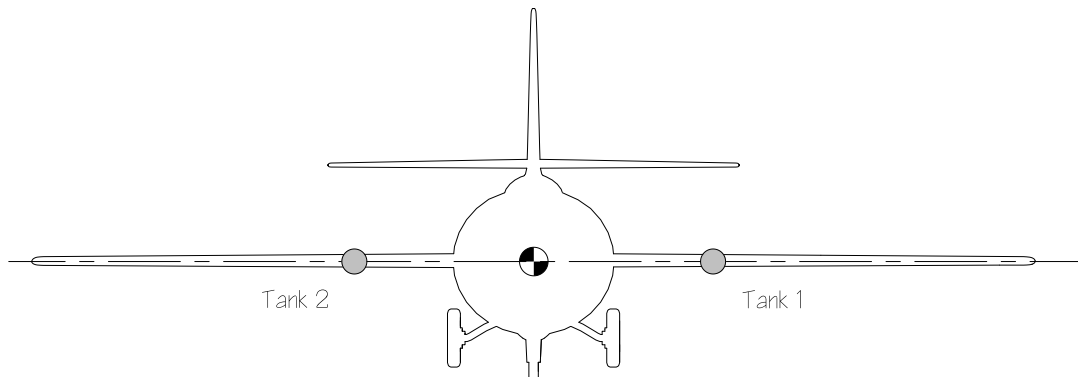
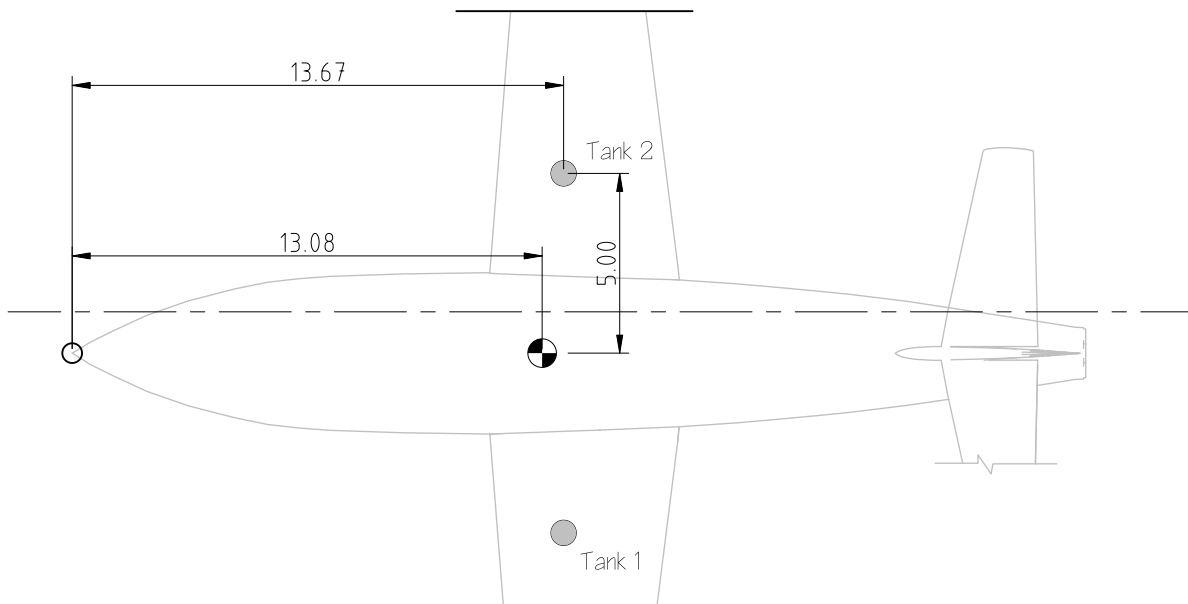
# Weights / Fuel / CG

All length units in feet

2 WING TANKS

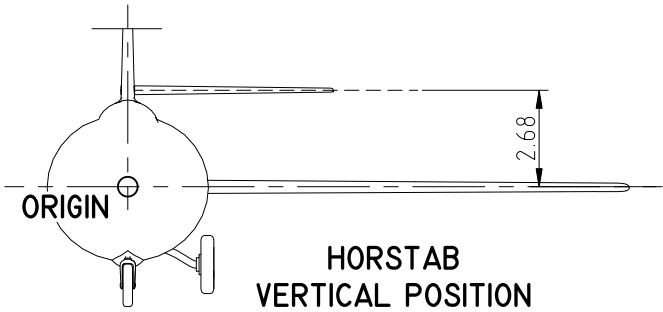
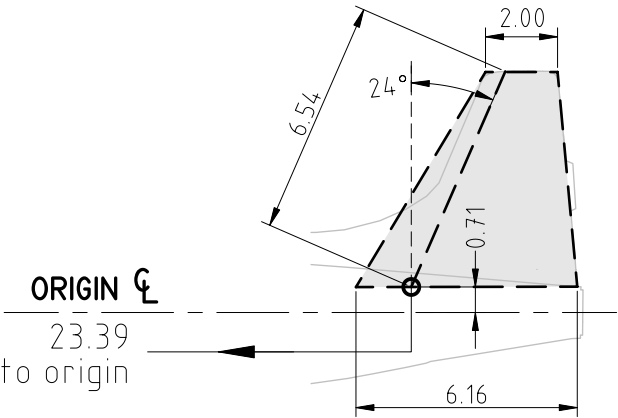
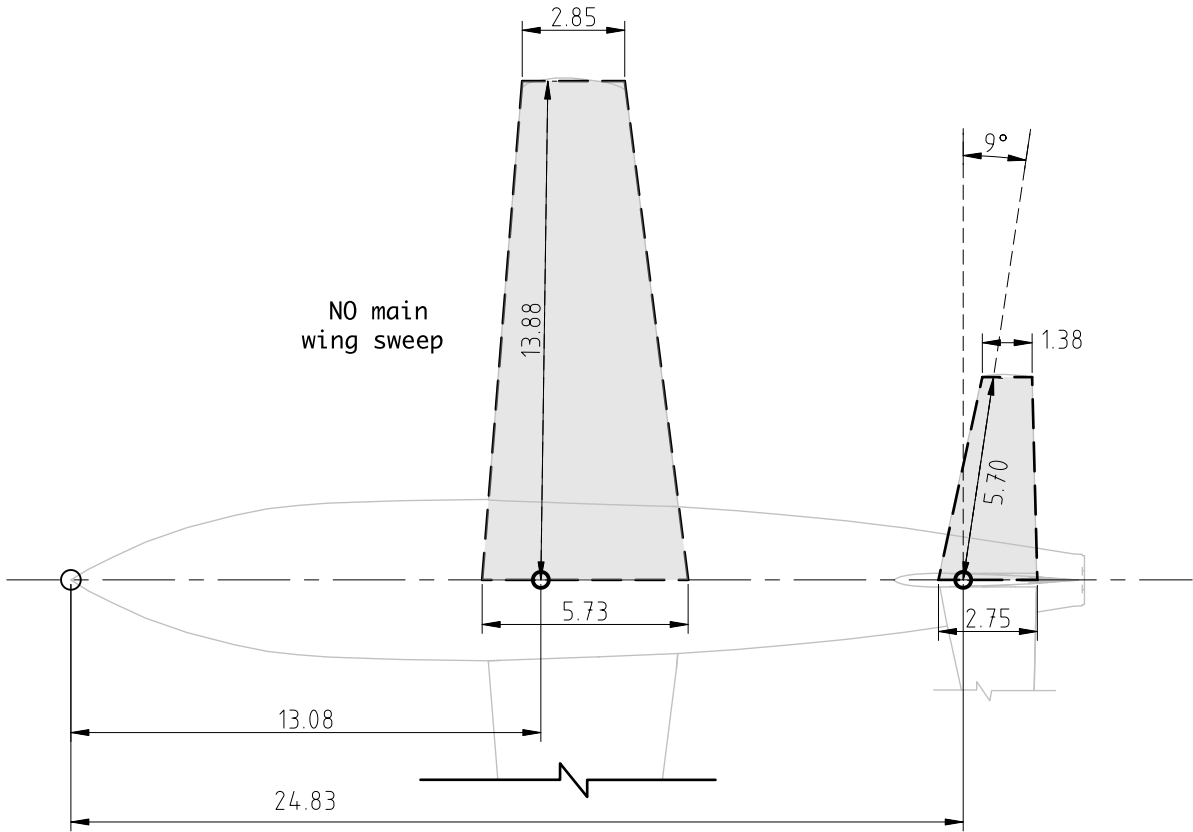
EACH TANK = 50% OF TOTAL FUEL

0.5 RATIO PER TANK



All length units in feet

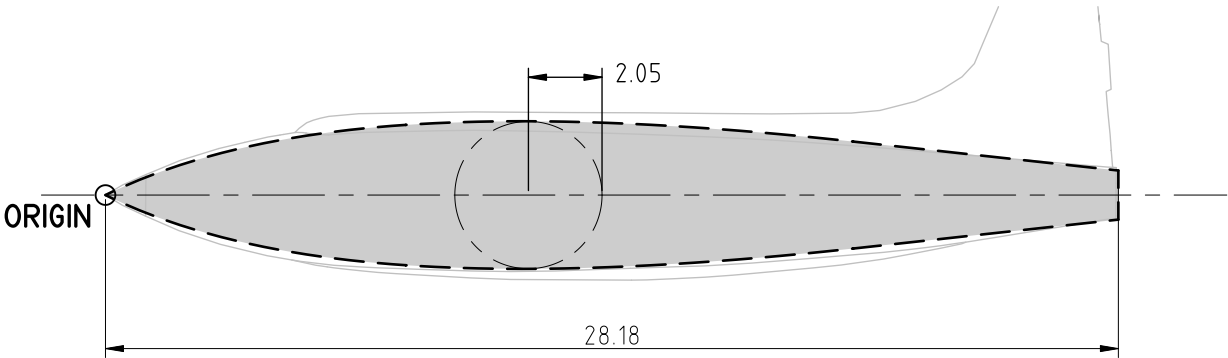
# Wing Plan



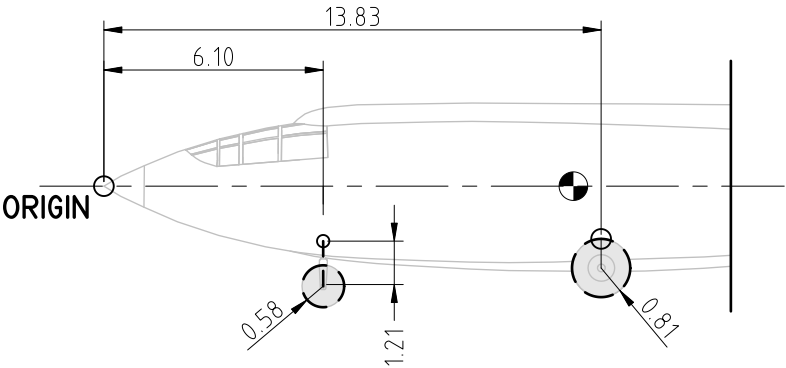
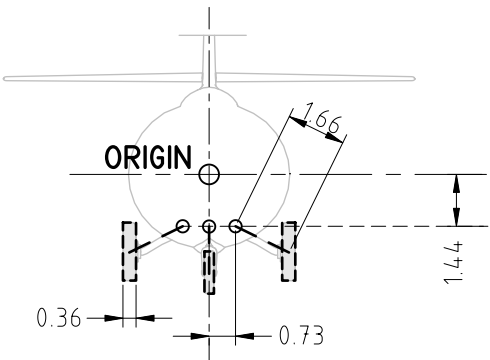
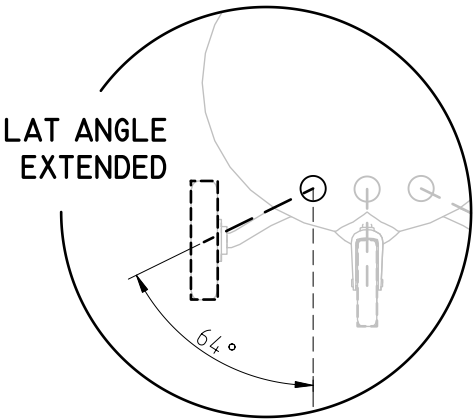
All length units in feet

# Body Dimensions

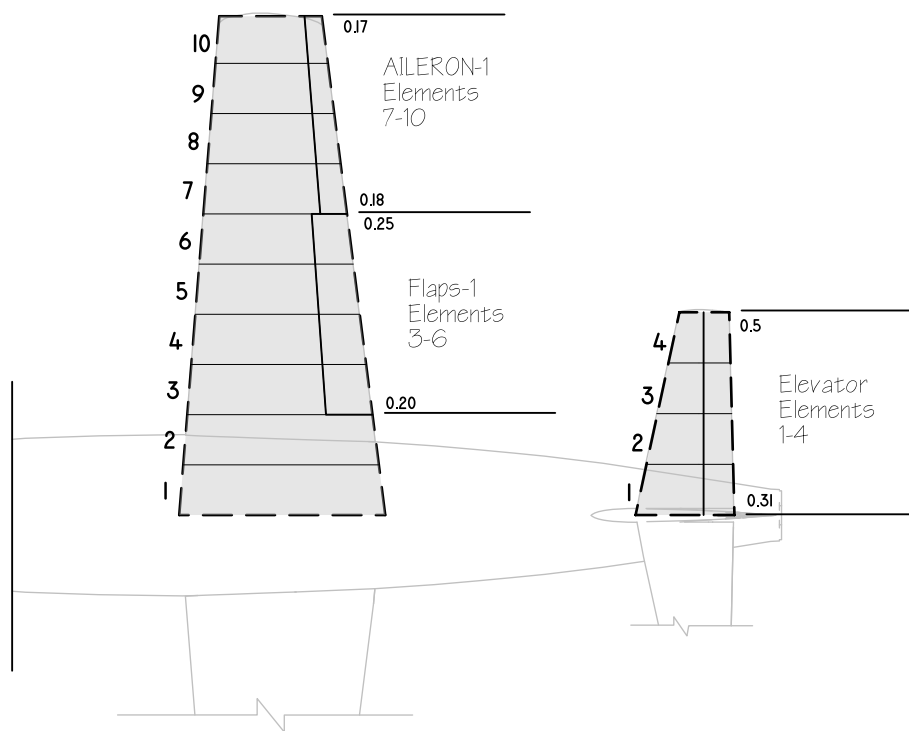
All length units in feet



# Landing Gear

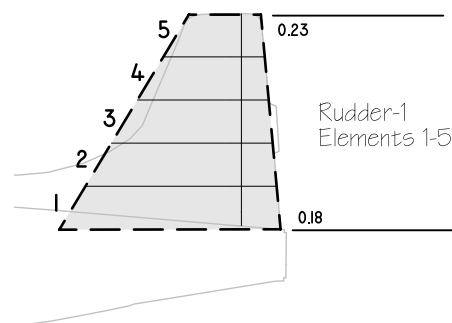


# Control Surfaces



## SURFACE DEFLECTIONS

AILERONS:  $\pm 25^\circ$   
 ELEVATOR:  $\pm 30^\circ$   
 RUDDER:  $\pm 30^\circ$   
 FLAPS:  $15^\circ, 30^\circ$



## VERTICAL STABILIZER