

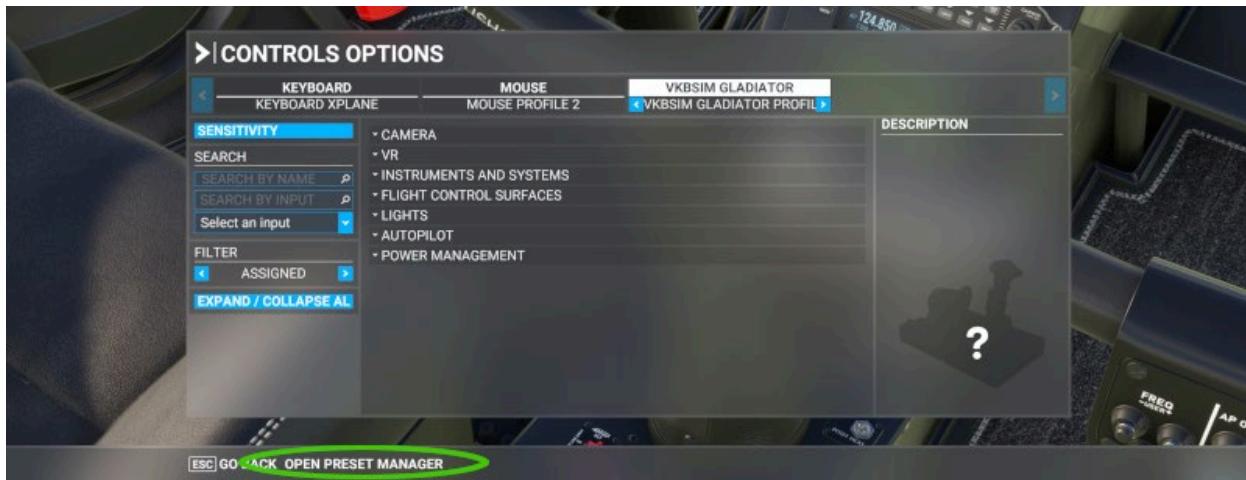
COWANSIM MSFS R22

USER MANUAL

Mapping Your Hardware

READ THIS: When flying a helicopter, you use the collective to provide power input and to go up/down, **NOT** the throttle. Make sure you map the collective and throttle to a **DIFFERENT** axis. You do not need to adjust the throttle manually; the governor does that for you automatically. (unless the governor fails or if the breaker is pulled) Simply roll the throttle to maximum, then use the collective to fly. If you do not have a dedicated axis for the throttle, then **DO NOT** use it, use the mouse instead. The throttle and collective **MUST** have their own axis.

Always set a unique profile for each aircraft to prevent double bindings and headaches. You can set up custom profiles by clicking “OPEN PRESET MANAGER” at the bottom of the CONTROLS OPTIONS page.



Collective:

Search for “**coll**” to find **COLLECTIVE AXIS** and map it to any axis.

You may have to reverse it.



Throttle (Twist Grip):

Search for “**heli**” to find **SET HELICOPTER THROTTLE AXIS** and map to any axis.

You may have to reverse it.



IF YOU DO NOT HAVE A DEDICATED HELICOPTER THROTTLE, THEN DO NOT USE THIS. (SEE ABOVE)

Cyclic Stick:

You can use the default aileron and elevator axis for the cyclic, but it is recommended to use the provided **SET CYCLIC LONGITUDINAL & LATERAL AXIS**.

Search for “cyc” to find **SET CYCLIC LONGITUDINAL & LATERAL AXIS** and map them to your stick axis.

You may have to reverse them.



Anti-Torque Pedals:

You can use the default rudder axis for the anti-torque pedals, but it is recommended to use the provided **TAIL ROTOR AXIS**.

Search for “tail” to find **TAIL ROTOR AXIS** and map it to your pedals or joystick twist axis.

You may have to reverse it.



Governor Switch:

The governor switch is a toggle located on the tip of the collective. The governor will automatically control the throttle to attempt to maintain RPM. Turn the governor off to roll the throttle down when using the throttle binding.

Search for “gov” to find **TOGGLE ENGINE GOV SWITCH** and map it to any button or switch.



Trim:

The trim hat switch is usually located on the cyclic so you can trim the helicopter during flight. The R22 does not have this system but you can still use the binding.

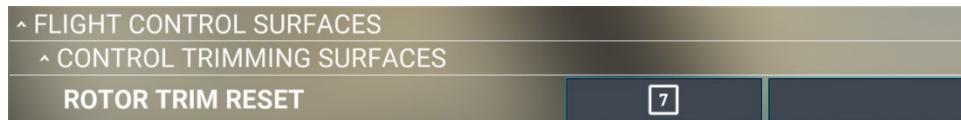
Search for “**rotor l**” to find **INCREASE/DECREASE ROTOR LONGITUDINAL/LATERAL TRIM** and map them to any 4 buttons or toggles, typically the hat switch on your stick, as illustrated below.



Trim Reset (Force Trim):

The force trim button is located on the cyclic. **Please read the SAS/AP manual.**

Search for “trim re” to find **ROTOR TRIM RESET** and map it to any button/switch.



Rotor Brake:

The rotor brake is located up and to the left of the pilot.

Search for “brake” to find **TOGGLE ROTOR BRAKE** and map it to any button/switch.



MAIN ELECTRICAL PANEL (NEXT 6)



Battery:

The battery switch is located on the center switch panel.

Search for “**bat**” to find **TOGGLE MASTER BATTERY** and map it to any button/switch.

- ^ INSTRUMENTS AND SYSTEMS
- ^ ELECTRICS
- TOGGLE MASTER BATTERY** 3

Alternator:

The alternator switch is located on the center switch panel.

Search for “**alter**” to find **TOGGLE MASTER ALTERNATOR** and map it to any button/switch.

- ^ INSTRUMENTS AND SYSTEMS
- ^ ELECTRICS
- TOGGLE MASTER ALTERNATOR** 4

Strobe Lights:

The strobe lights switch is located on the center switch panel.

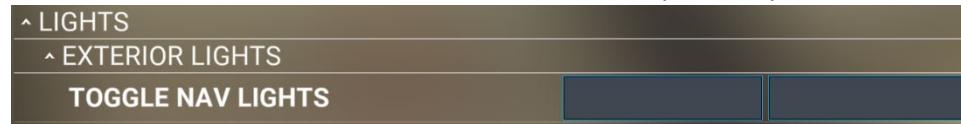
Search for “**stro**” to find **TOGGLE STROBES** and map it to any button/switch.

- ^ LIGHTS
- ^ EXTERIOR LIGHTS
- TOGGLE STROBES**

Navigation Lights:

The navigation lights switch is located on the center switch panel.

Search for “**nav l**” to find **TOGGLE NAV LIGHTS** and map it to any button/switch.



Starter/Magneto:

The starter/magneto (key) switch is located on the center switch panel.

Search for “**magn**” to find **MAGNETO START** and map it to any button/switch.

Note: You can use this with any hardware by using the other bindings available.



Clutch:

The clutch switch is located on the center switch panel.

Search for “**clu**” to find **TOGGLE ROTOR CLUTCH SWITCH** and map it to any button/switch.

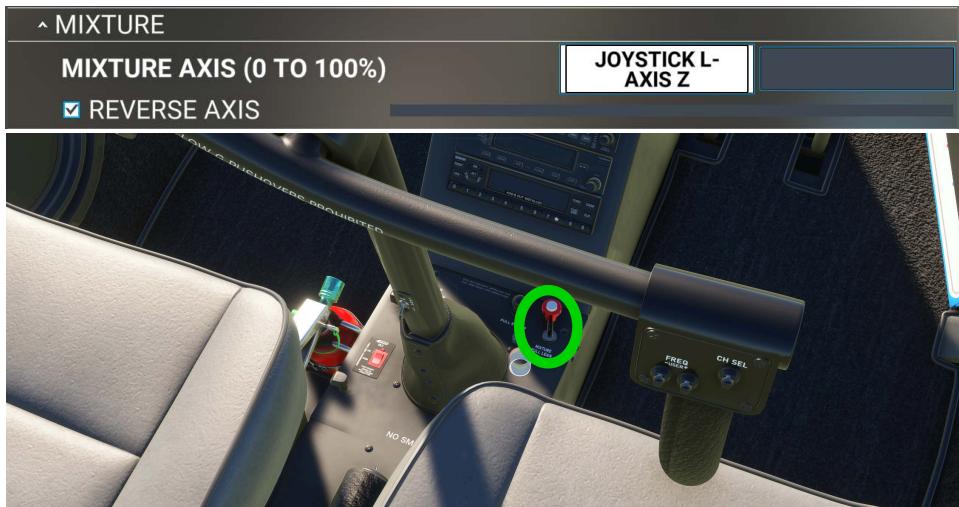


Fuel Mixture:

The fuel mixture is located on the center console.

Search for “**mixture a**” to find **MIXTURE AXIS (0 TO 100%)** and map it to any axis.

Note: You can use this with any hardware by using the other bindings available.

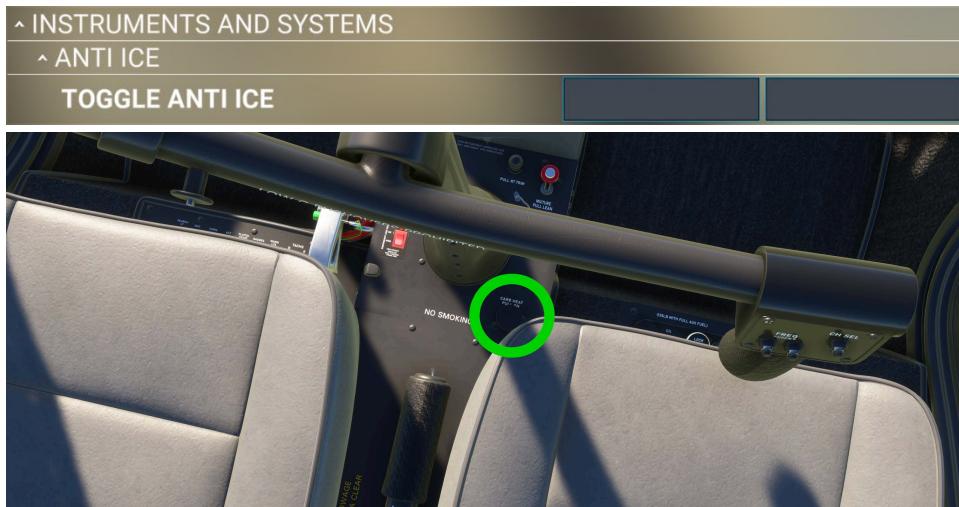


Carb Heat:

The carb heat/anti-ice is located on the center console.

Search for “**anti i**” to find **TOGGLE ANTI ICE** and map it to any button/switch.

Note: You can use this with any hardware by using the other bindings available.



ELT:

The ELT switch is located on the center console.

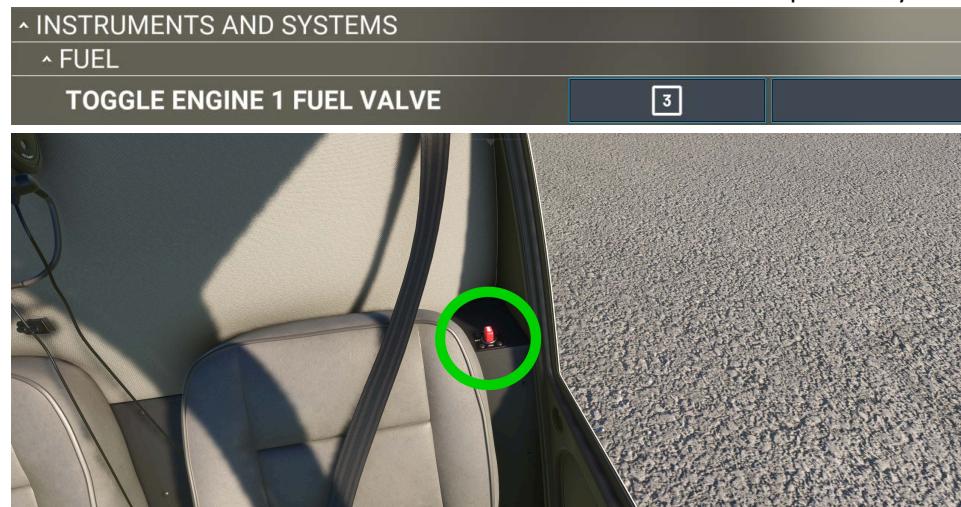
Search for “elt” to find **TOGGLE ELT** and map it to any button/switch.



Main Fuel Valve:

The main fuel valve is located to the left of the passenger/copilot seat.

Search for “fuel v” to find **TOGGLE ENGINE 1 FUEL VALVE** and map it to any button/switch.



Primer:

The primer is located in front of the pilot seat.

Search for “**prime**” to find **TOGGLE PRIMERS** and map it to any button/switch.



Landing Lights:

The landing lights switch is located on the bottom of the cyclic stick.

Search for “**landing l**” to find **TOGGLE LANDING LIGHTS** and map it to any button/switch.



Other Bindings:

All other bindings are default and can be mapped at your discretion. Just remember to always use a unique profile for each aircraft to prevent double bindings and other issues. You can set up custom profiles by clicking “**OPEN PRESET MANAGER**” at the bottom of the **CONTROLS OPTIONS** page.

Some custom coded items cannot be mapped to an axis or switch since we currently have no way to make custom bindings, only overriding the current bindings available to us all. Please refer to MSFS documentation for all other bindings.

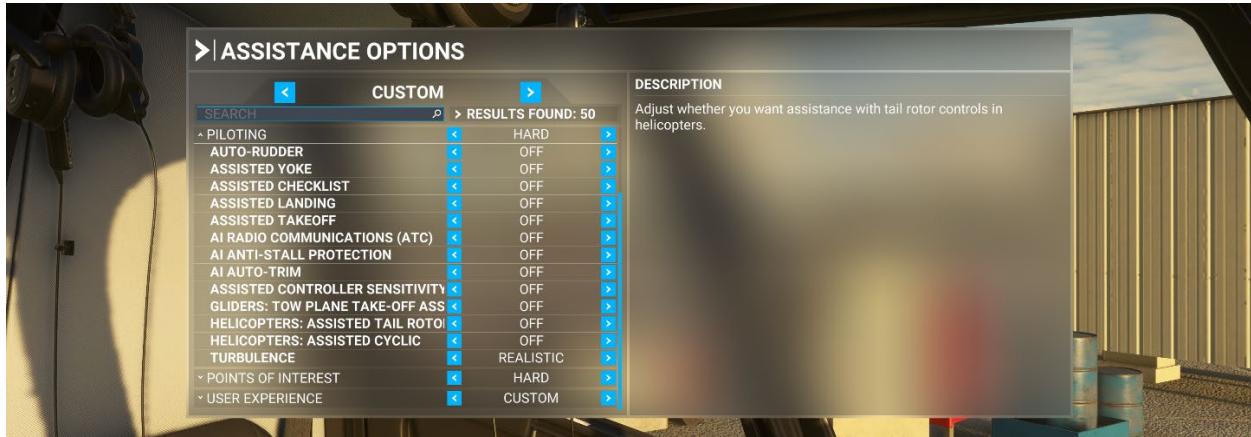
Flight Model

In general settings make sure that you have MODERN flight model selected. This was an issue in the past where this needed to be cycled through LEGACY and MODERN to correct some bugs. If you have issues, then try that first.



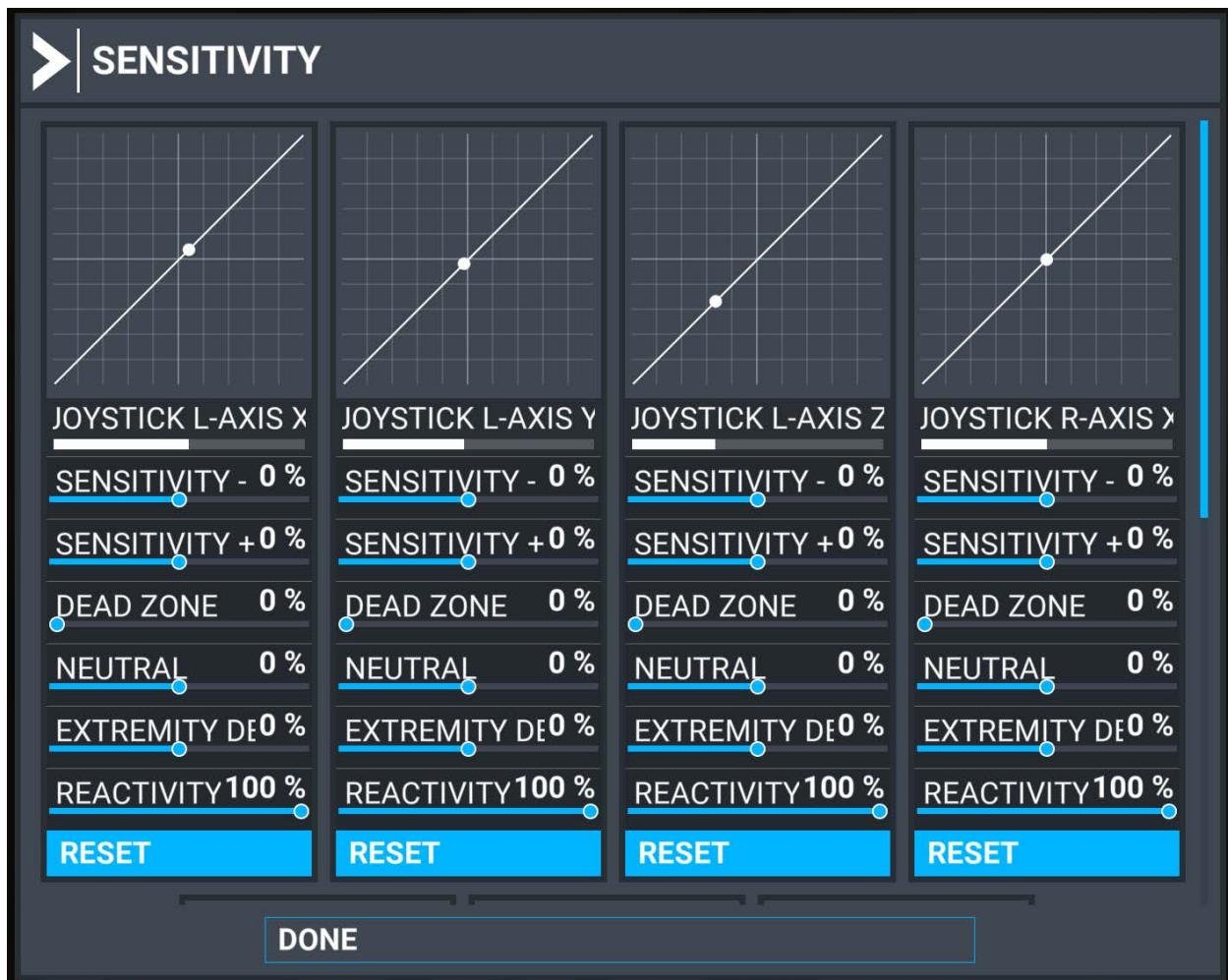
Assistance options

In assistance options, under the PILOTING drop down, make sure that you have HELICOPTERS: ASSISTED TAIL ROTOR and ASSISTED CYCLIC turned OFF for realistic flight dynamics. If you are a beginner or would like an easy game like flying experience then you can switch them on, and the helicopter will become extremely easy to fly. Helicopters are not easy to fly unless you are experienced.



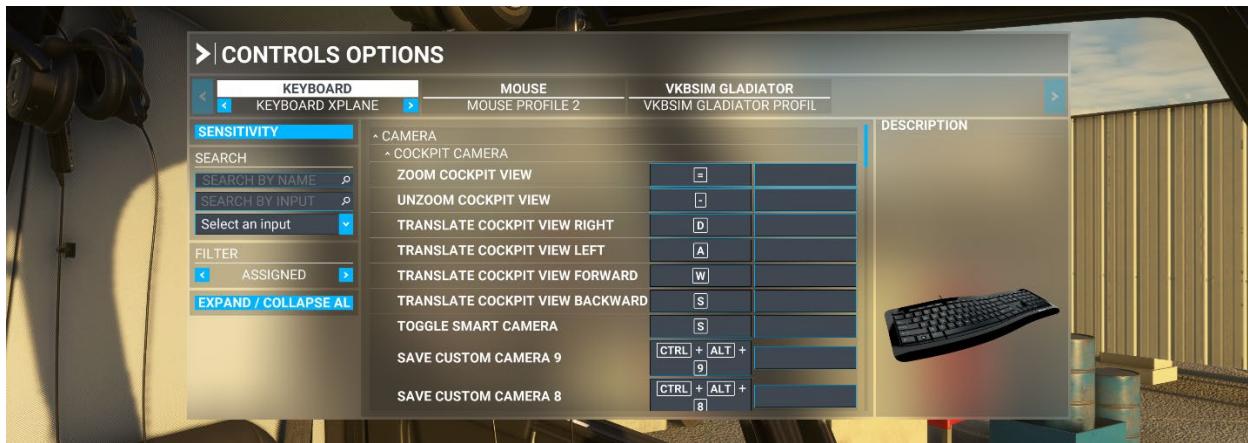
Sensitivity Curves/Settings:

What are the most realistic sensitivity settings? That is a question asked way too often. These settings are for you, and only you. Everyone has a different perception and idea of what seems realistic. You will NEVER get the same answer from anyone. These are personal settings to fine tune to your own preference. The fight model is designed to be neutral and this is where you can make it your own. There are too many variables involved with flight sims and the biggest one of all is hardware. Even if people are using the same hardware, everyone experiences the sim differently. Use your own judgment here.



Moving Around

To move around, like opening the doors and “walking” around outside, then map your keyboard just like you would with any first-person game like in the example illustrated below.



Click Spots

There are click spots tied to objects throughout the cockpit. Click spots can only be used in cockpit view, which is why the moving around explanation up above is important if you would like to open and close the doors while outside. It is not possible from the external view. Some click spots are hidden and some will glow when hovered over. The image below shows where the click spot to hide the door is. It helps to turn tool tips on.

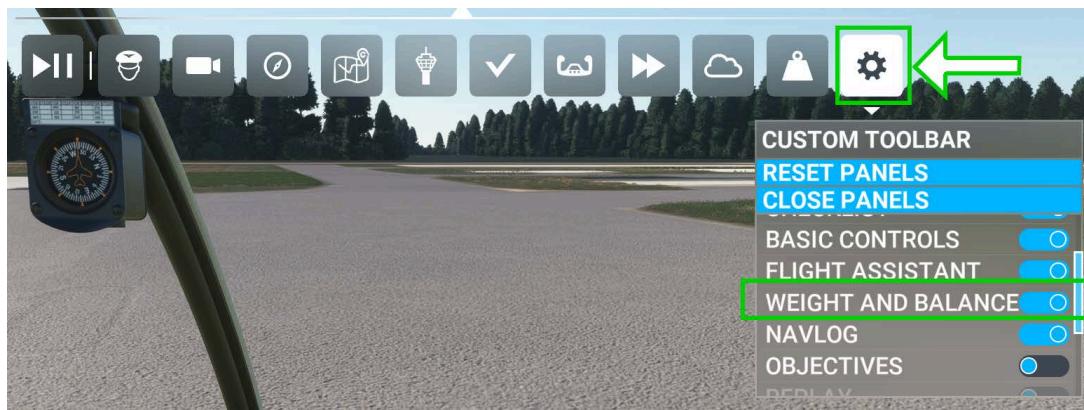


Accessing Options

Weight and Balance:

To access options like passengers and other objects, make sure that the weight and balance options window is ticked on in the upper menu settings window, as illustrated below.

Due to the persistence code that remembers your settings, you will have to change options while the helicopter is loaded. It remembers your last flight, so setting the weight and balance before the flight from the main menu will be overwritten when loading, and it will load with the last flight's options and weights instead.



Once activated, you can add/remove weight to show/hide all options available.



Panel Options

To switch between panel options simply flip the 3-way panel option switch. If you're on PC and have the PMS or TDS GTN650/750 installed then there will be a second 3-way switch for swapping the PMS, TDS and G530.





Freeware & Payware GTN650 & GTN750 Integration

This model comes with both **PMS** and **TDS GTN** software integration. If you have either one installed, you will be able to use the **GTN OPTION** switch in the cockpit to cycle through your preferred choice.

Please refer to the official PMS and TDS product support for installation instructions. On our side, everything is already set up. Once the PMS or TDS software is correctly installed (and the CowanSim PMS package added for PMS users), either product will work automatically inside the simulator.

- TDS GTNXi (Payware only)

You can find the TDS software here: <https://tdssim.com/index>

- PMS GTN (Freeware and Payware options)

You can find the PMS software here: <https://pms50.com/msfs/>



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FOR NO REASON, JUST BECAUSE.

ENJOY THE SOFTWARE!

www.CowanSim.com