

# GROUND VEHICLE DRIVER OPERATION HANDBOOK

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Suggested Settings for or X-Plane v8.50

AB Air Version 1.0  
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**Please Note:** This guide is not to be misconstrued as a reference for real-world applications.

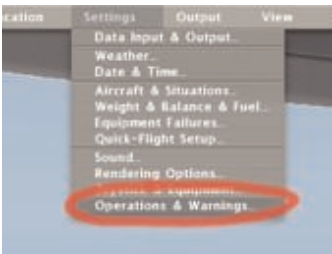
## X-GROUND MANUAL

Please read/print/save this document to assure you get the most out of your X-Ground experience. X-Plane was not built as a ground vehicle simulator, but if you follow these suggestions you should have just as much fun on the ground as you do in the air.

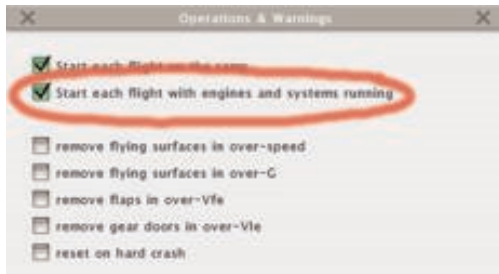
### OPTIMIZE SYSTEM PERFORMANCE

- Start each flight with engines and systems running

Certain ground vehicle systems (i.e. engine thrust, digital speedometers, etc.) will not function properly unless you start each flight with the engines and systems running.



Under the Settings Menu, select Operations and Warnings, and check the box marked Start each flight with engines and systems running. I also suggest you uncheck the “remove \_\_\_” boxes.



*suggested operations and warning setup*

After you load a running vehicle, you may shut-down and power-up the vehicle as many times as you wish, provided you have enough fuel and battery power to do so.

### CARS ON ROADS

- X-Plane 8.50 reintroduces cars on roads

For a more realistic journey, turn on Cars on Roads under the Settings Menu in Rendering Options.

### REVERSE THRUST

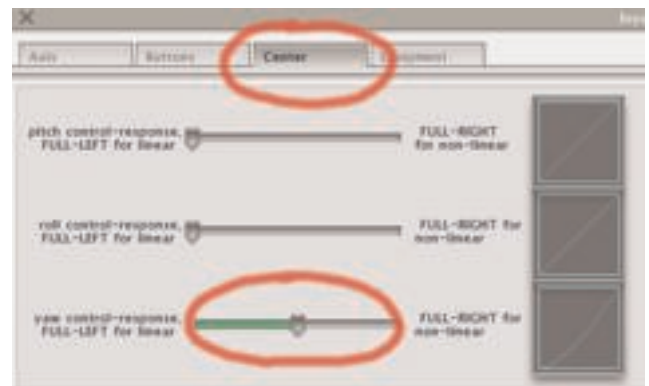
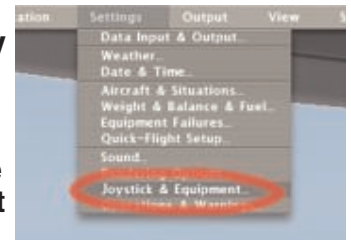
- Reverse the engine to stop in a hurry

X-Plane 8.50's new anti-lock brakes work great, but if you need to stop in a hurry, or ease yourself down a steep grade, throw the engine in reverse and give it full-throttle.

### STEERING CONTROL OPTIONS

- Fine tune steering wheel sensitivity to suit your driving style

You can adjust the steering wheel sensitivity in the Joystick and Equipment window, under the Center tab. I like the Yaw control to be somewhere in the middle. Experiment to find out what works best for you.



*fine tune your joystick controls for optimum performance*