

SANDPIPER SAILBOAT

Rebuild by Andrew Benzie
andrew@andrewworld.com

for X-Plane v8.50

AB Air Version 1.0
October 2006

Please Note: This vehicle is an updated and/or modified version of another author's original work. Please refer to the original README file (located within the same directory as this file, if available) for more information. I have obtained the original author's permission whenever necessary. I would like to sincerely thank the original author(s) for providing me a solid foundation on which to build; without their work this release would not be possible. This guide is not to be misconstrued as a reference for real-world applications.

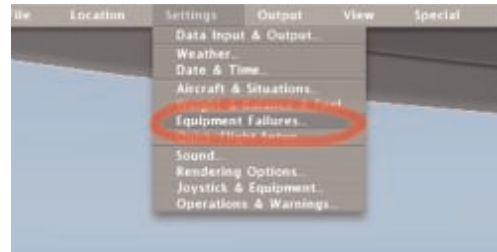
HOW TO ADD/REMOVE THE SAILS

- Adjust the sails to suit the current weather conditions

Removing and adding sails is easy in the Sandpiper. In the Settings menu, select Equipment Failures and navigate to the Flying Surfaces tab.

MISC WING 1 = Main Sail
MISC WING 2 = Mizzen Sail
MISC WING 3 = Spitfire Jib Sail

Inoperative means sail is furled (down).



just give the order, captain