

# SRN4 HOVERCRAFT

Rebuild by Andrew Benzie  
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for X-Plane v8.50

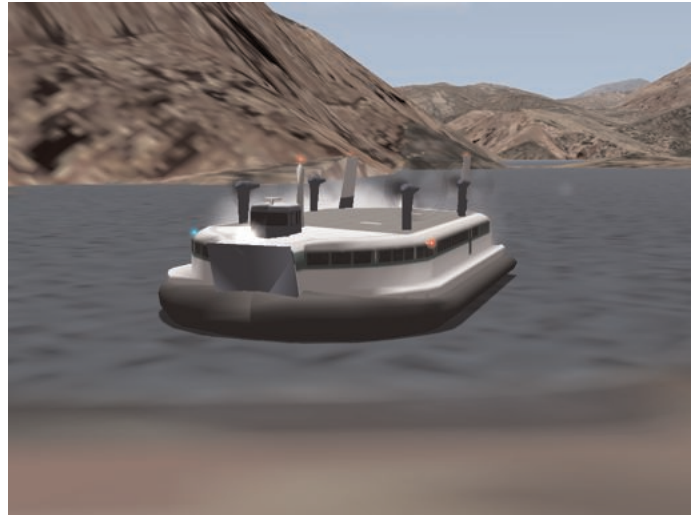
AB Air Version 1.0  
October 2006

**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.

## HISTORY

This is a remake of an original model of an SRN4 Hovercraft created by 'Dad'. Please see the ReadMe Original folder for more information.

I've always wanted to fly a hovercraft, ever since crossing the English Channel in one as a child. Flies on both water and land like the real thing. Reworked cockpit includes animated ship's steering wheel, HUD, and horn. Includes original opening front cargo door.



*srn4 hovercraft coming in for a landing*



*an animated steering wheel and sound effects enhance the sim hovercraft experience*

## WHAT'S NEW

- new exterior paint job/lighting
- retooled engines for easier control
- new easier to read/operate custom cockpit with animated steering wheel, HUD, GPS, cruise control, etc.
- ship's call, horn, new custom sounds
- other tweaks here and there

A flight yoke works great for the rudder. Ship's call can only be operated manually. The horn can be accessed manually or use your flaps key. Open the cargo door via the gear key (see upper console).

Comments are always appreciated:  
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