



Heli marshaller

Object

Version 1.0

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Austrian X-Plane Design Group

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1. The example

For the handling of rescue helicopters on the scene of action there are rules in place what the marshaller has to do. Via a friend of mine who is member of the Austrian Mountain Rescue Brigade I've got a manual for that topic. Unfortunately I couldn't realize all the signs in use because of lack of DataRefs from X-Plane.

But this is only version 1.0 and maybe someone want to participate in this project. I can help with the manual of the signs.

2. The object

The object is based on the marshaller of Jonathan („marginal“) from his Auto-Gate-Kit.

3. Installation



The desired .obj file

- "Heli-Marschaller_15m.obj" or
- "Heli-Marschaller_20m.obj"

And both textures:

- "Marshaller.png" and
- "Marshaller_LIT.png"

Must be copied into a folder of the scenery and must be placed with WED or OE:

The filename of the .obj means the distance between the handle and the marshaller.

The object with its handle should be placed into the center of the helipad or the place the helicopter should land. The object must be set with the direction 0°.

Finished!

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4. Functions

The marshaller automatically stands with the wind in his back all the time. That is the reason why the direction of the object should always be 0!



As long as the flight altitude is more than 10m AGL the marshaller shows the signal „land here“. Both arms are straight up.



Between 10m and 5m AGL the marshaller shows the signal „slow hover“. Both arms are to the sides.

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Between 5m and 0.5m AGL the marshaller shows the signal to land. Both arms are showing to the ground.



Under 0.5m AGL the marshaller shows the signal to shut down the engines. Both arms are crossed above the head.

Comments:

- Due to the fact that there are no DataRefs from which the position of the helicopter relative to the landing place could be read out, the marshaller also shows the signals when the helicopter is landing somewhere else.
- For the moment only the above shown signal are realized because otherwise it would only be possible using a plug in.



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5. Necessary software

X-Plane® version 10.32+ or 9.7

6. Credits

LAMINAR RESEARCH®

Ben Supnik

marginal

X-Plane®

[WED](#) (Version 1.2.1r3 used)

[Sketchup-Plugin](#)

Auto_Gate_Kit

7. Betatester-Team

Members of the AXDG.

8. Terms of license

This object is freeware and stays in the possession of the developers. Upon installation of the freeware the user accepts the terms of use. It is not allowed to upload the object or parts of it to other websites without the explicit permission in writing of the developers. Furthermore it is forbidden to use the object or parts of it on a commercial basis without the explicit permission in writing of the developers.

Changes and modifications for the private use are allowed. But it is not allowed to share such changed or modified versions without the explicit written permission from the developers.

Apart from that the respective terms of copyright law are applicable.

The developers are not responsible for any malfunctions or possible failures of hard- or software in connection with this object. Under the following link, <http://forum.aerosoft.com/index.php?/forum/621-freeware/>, the developers are available for questions or remarks regarding this object but cannot give the guarantee that this object will work on all computer systems.

Have fun with landings and starts with the helicopter

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