Ra or Radio altimeter is a digital readout and part of the ILS system. A reflected radio signal from the ground measures the height in feet of the airplane from the ground to the wheels. It gives a precise measurement for landing.

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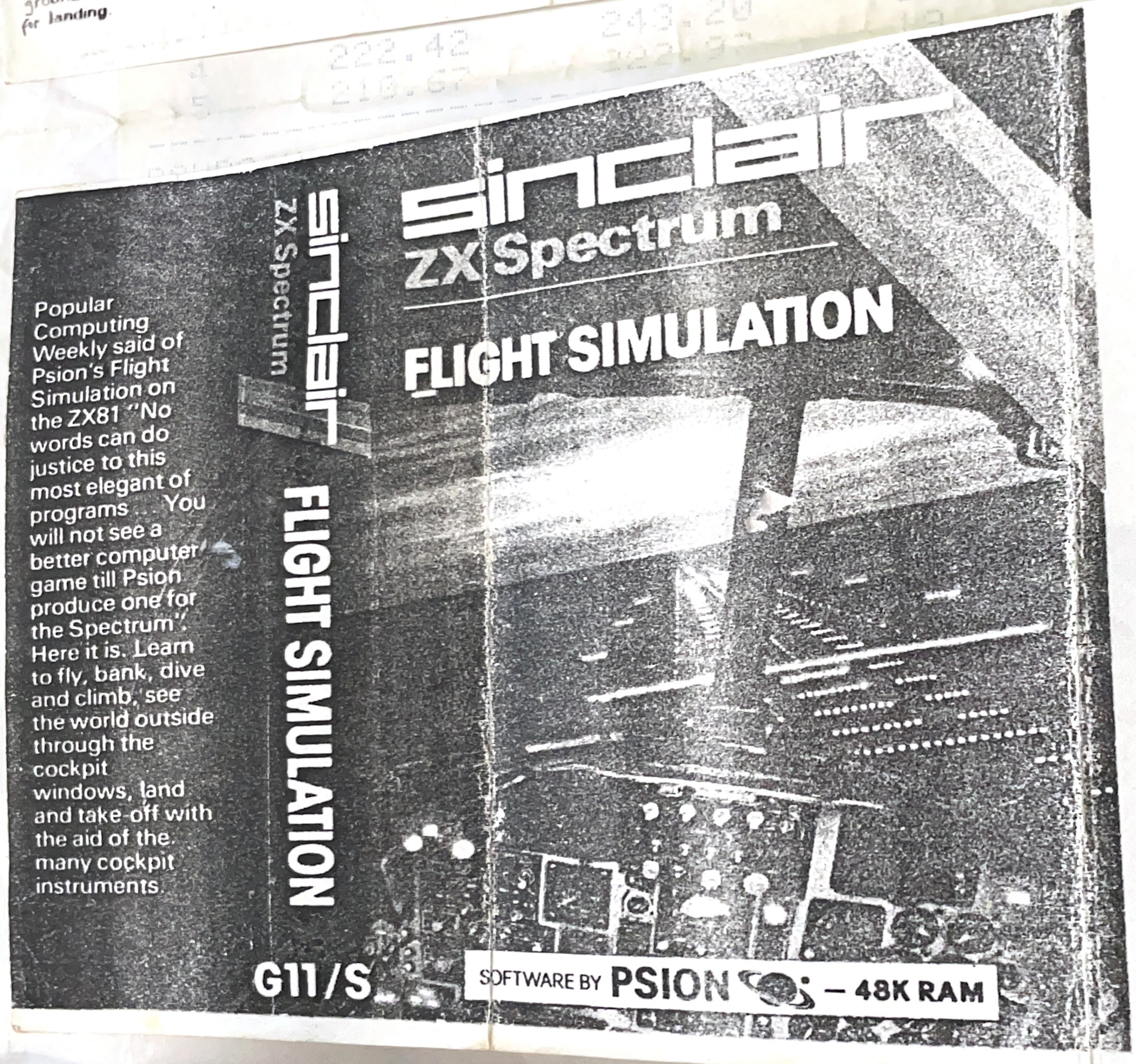

Sinclair ZX Spectrum with 48K RAM

FLIGHT Simulation

from PSION

Load and run by typing LOAD "flight"

Over the last decade, with the increasing power of computers, pilots have been trained to "fly" new airliners on large scale, computer-controlled simulators on the ground. Even on a small microcomputer like the Sinclair ZX Spectrum the essential parameters of flight, the dynamics of the airplane, the navigation of the airplane, the main instruments and the representation of the outside world can be portrayed in real-time. "FLIGHT Simulation" includes these effects and represents a small, high-performance, two-engined, propeller-driven airplane.

ASPECTS OF FLYING

The essential controls of an airplane include the joystick, flaps, rudder and engine power. Moving the joystick sideways affects the ailerons on the wings causing the plane to bank to the left or right. Moving the joystick forwards and backwards affects the elevators on the tailplane so that the nose of the airplane moves down or up respectively.

The aerodynamics of an airplane are extremely complicated. Changing one control usually has more than one effect. For example the ailerons do not simply cause the plane to roll, but produce a sideways airflow which causes the plane to turn as well. You may learn and experience these effects in the simulation.

The attitude and motion of an airplane is shown by many instruments and navigational aids in the pilot's