Miltech Simulations CH47D

Cargo Load Operations - External

Caution

- **Beware of sling load limitations** - must fly at maximum 120kts and avoid violent maneuvers when carrying external loads.
- External Cargo dropping and loading are currently incompatible with our carrier products. We are actively looking for solutions to this issue.

Loading Procedure

The Electronic Flight Bag (EFB) is used to load and unload internal cargo to the aircraft.

1. Turn on the EFB screen by pressing the ▣ **HOME** Button
2. Navigate to the **LOAD** page
3. Select "External Loads"



Loads Page

4. Load/Unload cargo by pressing on the available options.
5. A single cargo load type (External or Internal) can be active at any given moment.
6. Selecting a different load type will unload the active option, and load the selected option.
7. **Select the correct Sling Mode on the overhead panel.** Sling mode depends on the type of load (Tandem or Mid).
8. The tablet will display a blinking red error message if the sling mode is not configured correctly.
9. If not configured correctly, the aircraft won't be able to pick up loads.



UH60 Load Selected. Note Red Blinking message to "Set Hook Mode to MIDDLE"



Overhead Panel - CARGO HOOK Panel. Note HOOK MODE SEL is set to MID

6. **The selected object will spawn near the aircraft - usually at 9 o'clock.** Takeoff and establish a hover.
7. Use the Tablet Radar to slowly approach the object:
8. Sustain a controlled hover. Altitude must be **at or slightly above the target altitude as indicated on the tablet.**
9. Approach the object slowly.
10. **Object (Red Dot) must be within the area marked by the green circle.** Keep altitude as close to the target as possible.
11. Sustain hover for a few seconds while the cargo is loaded.
12. Upon confirmation that cargo has been successfully loaded, apply collective and increase altitude.



Tablet Radar - Note the horizontal radar (Left side), with RED Dot representing the position of the object. Height radar on the left, with the target set at 40ft.

8. **Cargo will be automatically dropped upon crossing below 50ft.**
9. **The cargo sling may break in high G/violent maneuvers/overspeed.**
10. **Dropped cargo can be picked up again. However, you must increase the altitude >100ft before dropped cargo is available for pickup again.**

Included External Loads

- **[TANDEM] UAV Container**
- **[MID] Blackhawk Helicopter Fuselage**
- **[MID] Cargo Nets**
- **[TANDEM] Large Rhib**
- **[TANDEM] Humvee**
- **[MID] Water Bucket**

Note
Water can be manually deployed using TOGGLE WATER RUDDER