Miltech Simulations MH60

# Overhead Panel




1. **Engine Power Control Levers 1/2:** OFF, IDLE, FLY. Also equipped with their corresponding starter buttons.
2. **Fuel Control Levers 1/2:** OFF, DIR, XFED. Determines from which tank does fuel feed into the engines.
3. OFF: Fuel valves are closed, no fuel enters the engine.
4. DIR: Direct fuel feed, Tank 1 feeds Engine 2, Tank 2 feeds Engine 2
5. XFED: Both tanks feed both engines.
6. **Anti-Ice and De-Ice System Panel:** Controls the activation of engine inlet anti-ice, pitot tube heat, and blade de-icing systems.
7. **Console and Instrument Lights Panel:** Adjusts the brightness of cockpit console and instrument panel lighting.
8. **↔ Engine Ignition Switch:** Enables or disables ignition circuitry for engine start.
9. **Windshield Wipers:** Controls the speed and activation of the pilot and copilot windshield wipers for visibility in rain or wet conditions.
10. **Cargo Hook Panel:** Controls the status of the hook and external cargo hook system.
11. CONTR/ARMED Switch will power on and arm the Cargo Hook. Arming is required for Sling Load operations. Armed ALL and Armed COCKPIT positions both will power on and arm the hook.
12. EMERG RELEASE has no utility in the simulator.

13. **Utility Hyd Pump:** Not used in the simulator.
14. **Rescue Hoist:** Powers on, and arms the rescue hoist system.
15. PWR/ARMED provides power to the rescue hoist system. You may either use the ALL or COCKPIT positions to power it on.
16. CONTROL switch provides Up/Down control of the rescue hoist.
17. **Electrical System Panel:** Provides control of the aircraft's electrical power sources and distribution. Includes generator switches, battery, etc. For more information, Electrical System
18. ◉ **Fire Test Knob:** Used to test the fire detection and warning systems for the engines and APU.
19. ↔ **APU Control Switches:** Starts, stops, and controls the Auxiliary Power Unit, which provides electrical and pneumatic power for ground operations.
20. ◉ **Interior Lighting Panel, Formation Lights Knob:** Controls cockpit glareshield lights, console lamps, and copilot instruments lighting. The formation lights knob adjusts brightness of external low-visibility lighting used during formation flight.
21. **Exterior Lighting Panel:** Controls aircraft position lights, anti-collision lights, landing/search lights, and other external lighting for ground and flight operations.