Miltech Simulations Skyraider

Quick Start Guide

Getting Started

The **A1 Skyraider** is a powerful, single-seat attack aircraft equipped with a large radial engine, robust carrier-capable landing gear, and a wide range of mission equipment. This Quick Start Guide is designed to help you get airborne as fast as possible.

What You Need to Know Before Flight

- The aircraft requires **proper mixture, fuel boost, and propeller settings** to start and run smoothly. Good mixture management is required to achieve optimal performance from the engine as you fly higher (e.g., leaner mixtures will increase manifold pressure at higher altitudes, thereby providing more power).
- The **tailwheel locks** for takeoff and landing; unlocking improves taxi maneuvering.

> Caution
> **Beware of Engine Failure Conditions**
> Familiarize yourself with the system. Engine and Failures System

- **Cowl flaps**, **carb air**, and **blower** settings directly affect engine temperatures and performance. High temperatures may lead to engine failures. You may deactivate the engine failure system by switching **off** the **↔ Beacon Audio switch, located on the front panel**, left of the Manifold Pressure Gauge.
- **Negative G and Inverted Flight Limitations:** The fuel system is gravity-fed. **Negative-G or inverted flight beyond 5-10 seconds** will cause fuel starvation and complete engine loss. You may deactivate these conditions by using the Beacon Audio switch as explained above.
- **Propeller Collision Risk:** The A-1H's large four-blade propeller sits **low** to the ground. Any prop-to-ground contact causes instant and catastrophic engine failure. You may deactivate collision detection using the Beacon Audio switch as explained above.
- Takeoff and landing speeds vary depending on **field** or **carrier** operations, and weight of the aircraft. Optimal landing speed for a 3-point landing is 80 knots, with approach speeds of 90-100.
- The aircraft configuration varies slightly between variants. A1-H features a dive break, weapons system and supports external fuel tanks. AD-3W and AD-4W Variants do not support external fuel tanks or weapons, nor have a dive break.
- This aircraft uses the **PMS GTN750 GPS** module, which is a **required PC** download to enable full GPS and navigation functionality. You can download the PMS GTN750 for free from the official developer's website: https://pms50.com/msfs/

This download is **not required on Xbox**

Starting the Aircraft

We strongly recommend reviewing the Keybinds Guide and configure your controls accordingly.

Follow our checklists for detailed startup procedures: Normal Procedures

Quick System Overview

Autopilot Systems

What might come as a surprise to those not familiar with the aircraft, the Skyraider comes fitted with an autopilot, albeit a very primitive one.

This autopilot system only provides PITCH and ROLL hold modes. For more information, Autopilot System

Weapons Systems

The Skyraider features a comprehensive and historically inspired weapons suite, offering an extensive selection of rockets, bombs, and forward-firing guns modeled within the limitations of Microsoft Flight Simulator.

While the system delivers immersive visuals, authentic handling, and functional release logic, it is restricted to PC and is **unavailable on Xbox or Marketplace copies** due to platform rules. All armament operates cosmetically only: rockets, bombs, and guns produce visual and training effects without damage, scoring, or network synchronization, ensuring a realistic but non-destructive representation of the Skyraider's ground-attack capabilities.

More information: Weapons Systems

Communications

The Skyraider is originally equipped with a UHF radio set, which historically served as the aircraft's primary communication system. For MSFS functionality and compatibility with AI and online traffic, this panel has been adapted to operate on VHF frequencies instead. Additional radio tuning and controls are also available through the PMS GTN750 unit.

For more information, Communication and Navigation Systems

Navigation

The Skyraider's navigation suite blends period-accurate equipment with modern avionics. Its primary navigation aid is the Automatic Direction Finder (ADF) to follow NDB-Based navigation. For contemporary operations, the aircraft also incorporates the PMS GTN750 GPS as an optional secondary aid, providing full modern flight-planning, VOR/ILS tuning, and moving-map capabilities.

For more information, Communication and Navigation Systems

Configure Aircraft

The aircraft is equipped with a Tray Table configuration system, which allows you to manage all external stores and fuel options. From this panel, you can load weapons onto the pylons, set gun ammunition, and install external tanks or additional fuel as needed.

For more information, Loading Weapons



Engines and Failure Systems

The A1 Skyraider is powered by the Wright R-3350, one of the most powerful piston engines ever fitted to a single-engine aircraft. The A1H Skyraider’s radial engine requires careful management of manifold pressure, cylinder head temperature (CHT), and water-injection duration. Exceeding the limits below may result in partial or complete engine failure.

Refer to the Engines page: Engine and Failures System