Stratoware/Miltech Simulations Bo105

Overhead Panel



1. **Power Control Lever ENG 1 (Left):** Controls the gas generator (N_1) speed of Engine 1. Three positions: OFF, IDLE, and FLY. A positive lock holds the lever at IDLE, moving it to any other position requires depressing the lock button. At FLY, the N_2 governor takes over to automatically maintain the selected power turbine speed.
2. **Power Control Lever ENG 1 Guard**: Hinged guard protecting the Engine 1 power lever against inadvertent displacement.
3. **Power Control Lever ENG 2 Guard**: Hinged guard protecting the Engine 2 power lever against inadvertent displacement
4. **Power Control Lever ENG 2 (Right)**: Controls the gas generator (N_1) speed of Engine 2. Positions, locking mechanism, and operation are identical to the Engine 1 lever. Each lever is independent, allowing individual engine management.
5. **↔ Light Switches**: Controls for exterior and interior lighting systems, including position lights, anti-collision lights, and cabin interior lights. Position lights (red/green/white) and anti-collision lights (high-intensity flashing red) are powered from the Main Bus.
6. **↔ Fuel Pump Switches**: Four switches controlling the helicopter's fuel pumps: two main tank xfer pumps (MAIN TANK 1 and 2) and two supply tank pumps (SUPPLY TANK ENG 1 and ENG 2).
7. **↔ Generator Reset Switches (INOP)**: In the real aircraft, these are the generator field switches (GEN RES / GEN TRIP) used to energise or de-energise each generator field and to reset a tripped generator back online. Not functional in this addon.