Stratoware/Miltech Simulations Bo105

Exterior Features

Interactive Exterior Elements

This section covers interactive and cosmetic elements of the aircraft exterior. For information about the various operational variants and liveries, please refer to Configurations.

Covers

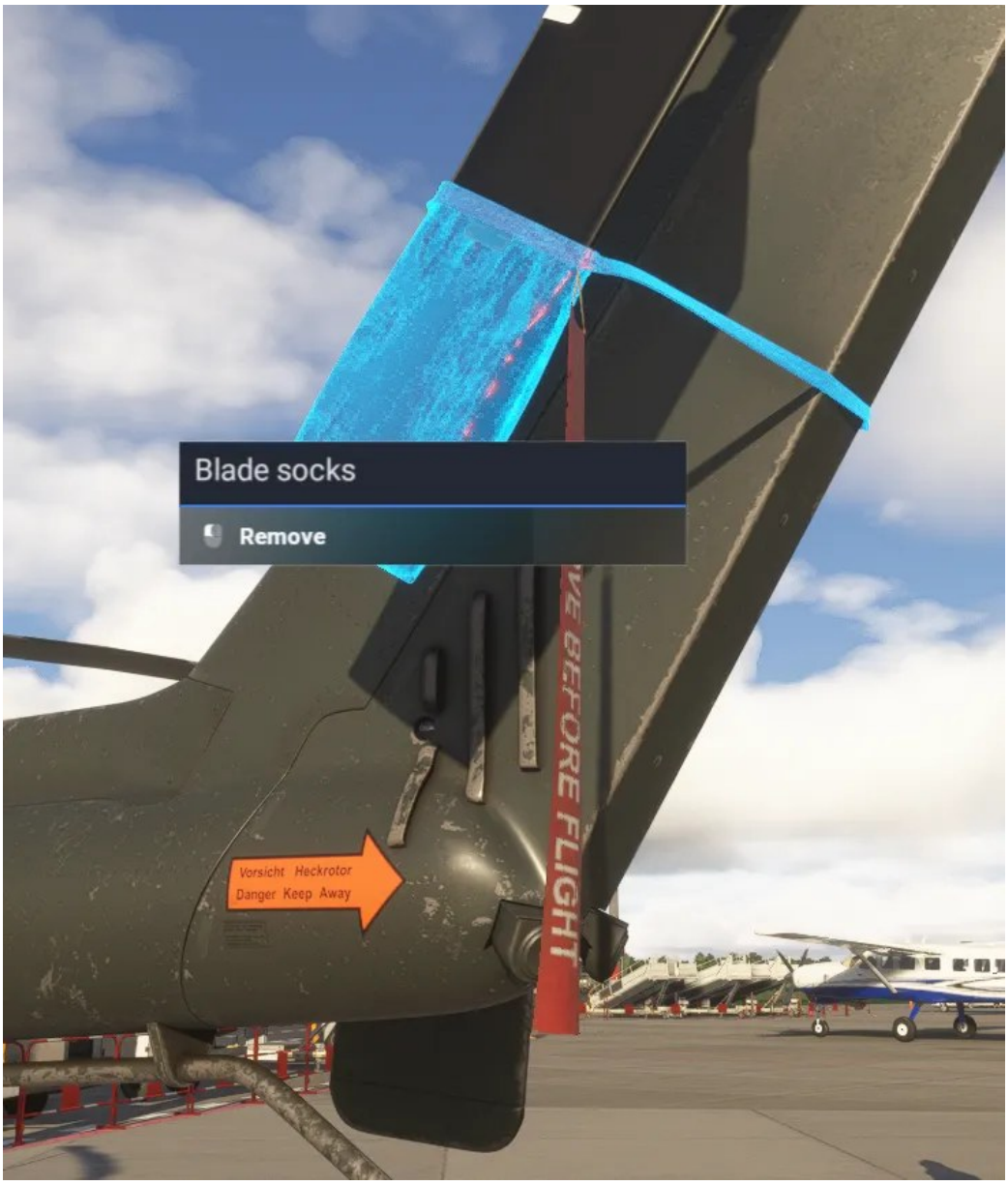
All covers must be removed before flight in walkaround mode, in accordance to procedures described in Quick Start Guide and Standard Procedures.

1. **Pitot Cover**: located below the cockpit door on LHS:



2. **Blade socks**: located on all four main blades and tail rotor blade. Clicking on one hides all others:


Blade socks
Remove



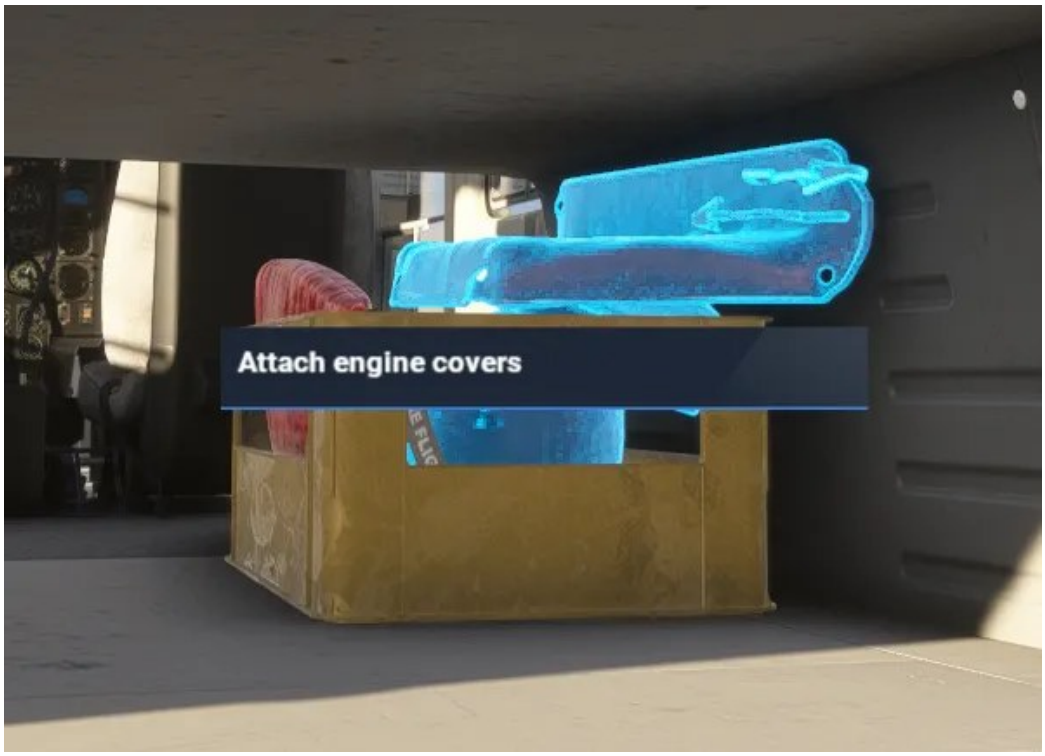
3. **Engine covers**: covering exhausts and inlet (except on military variant, as shown). Clicking on either hides both:



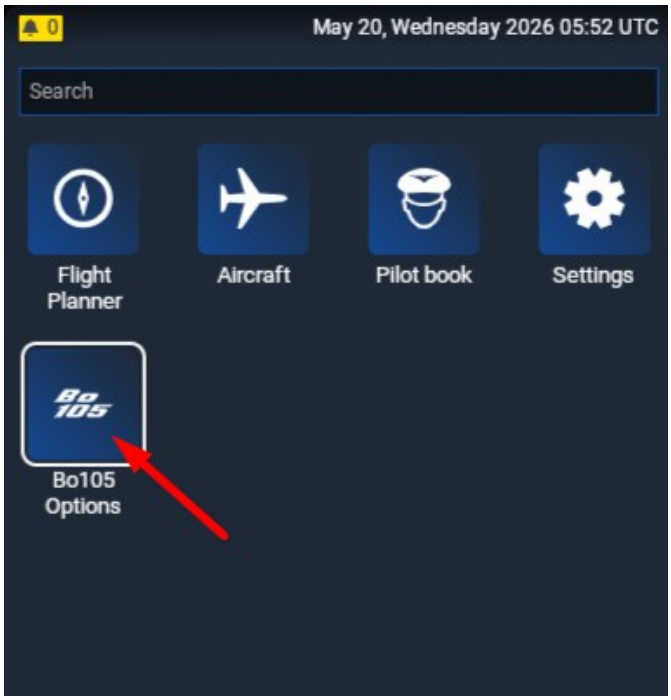
The pitot cover and engine covers can be **REATTACHED** by first accessing the cargo bay via the rear clamshell doors:

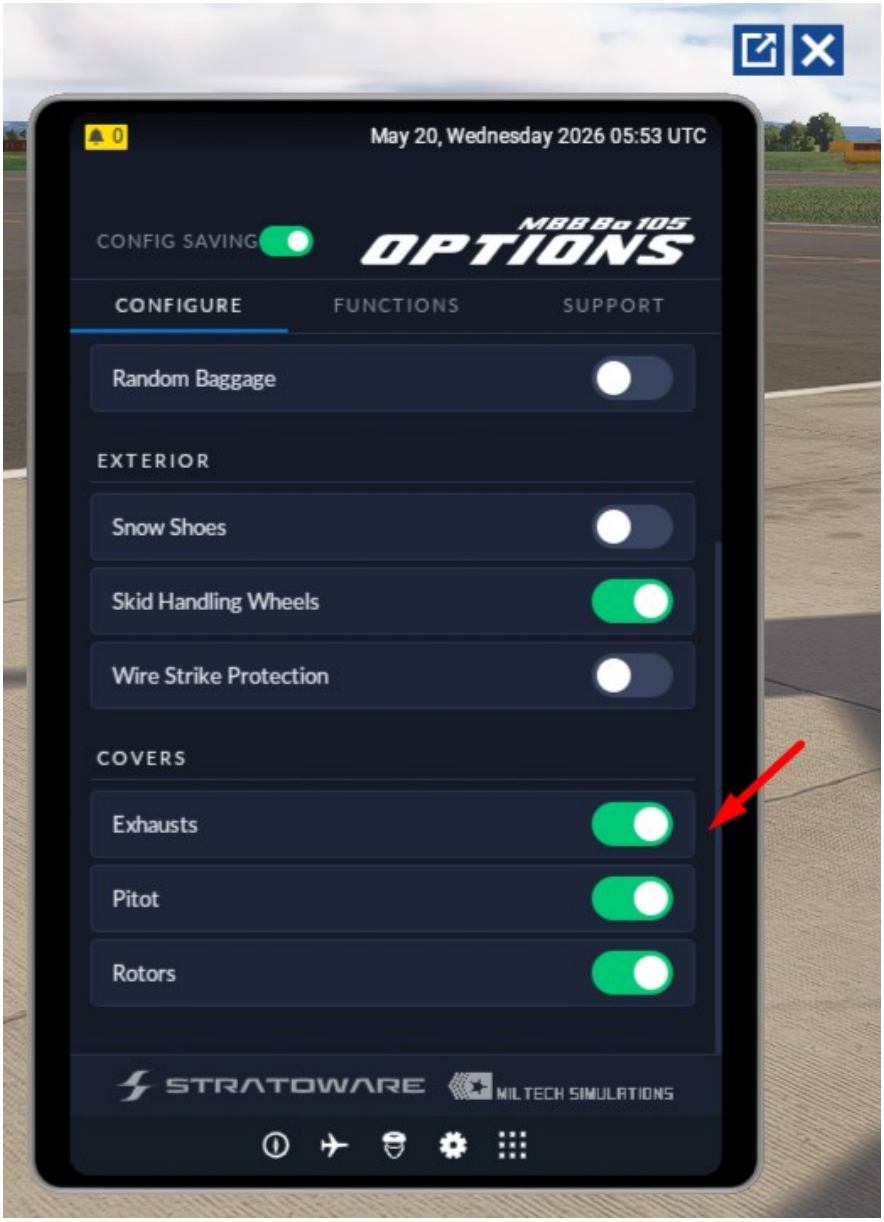


And then clicking on the stowed covers:



Note
Alternatively, all covers and attachments can be toggled via the EFB "Bo 105 Options" app (below).


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May 20, Wednesday 2026 05:52 UTC
Search
Flight Planner
Aircraft
Pilot book
Settings
Bo 105
Bo105 Options


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May 20, Wednesday 2026 05:53 UTC
CONFIG SAVING
MBB Bo 105 OPTIONS
CONFIGURE
FUNCTIONS
SUPPORT
Random Baggage
EXTERIOR
Snow Shoes
Skid Handling Wheels
Wire Strike Protection
COVERS
Exhausts
Pitot
Rotors
STRATOWARE
MILTECH SIMULATIONS

Ground-Handling Wheels

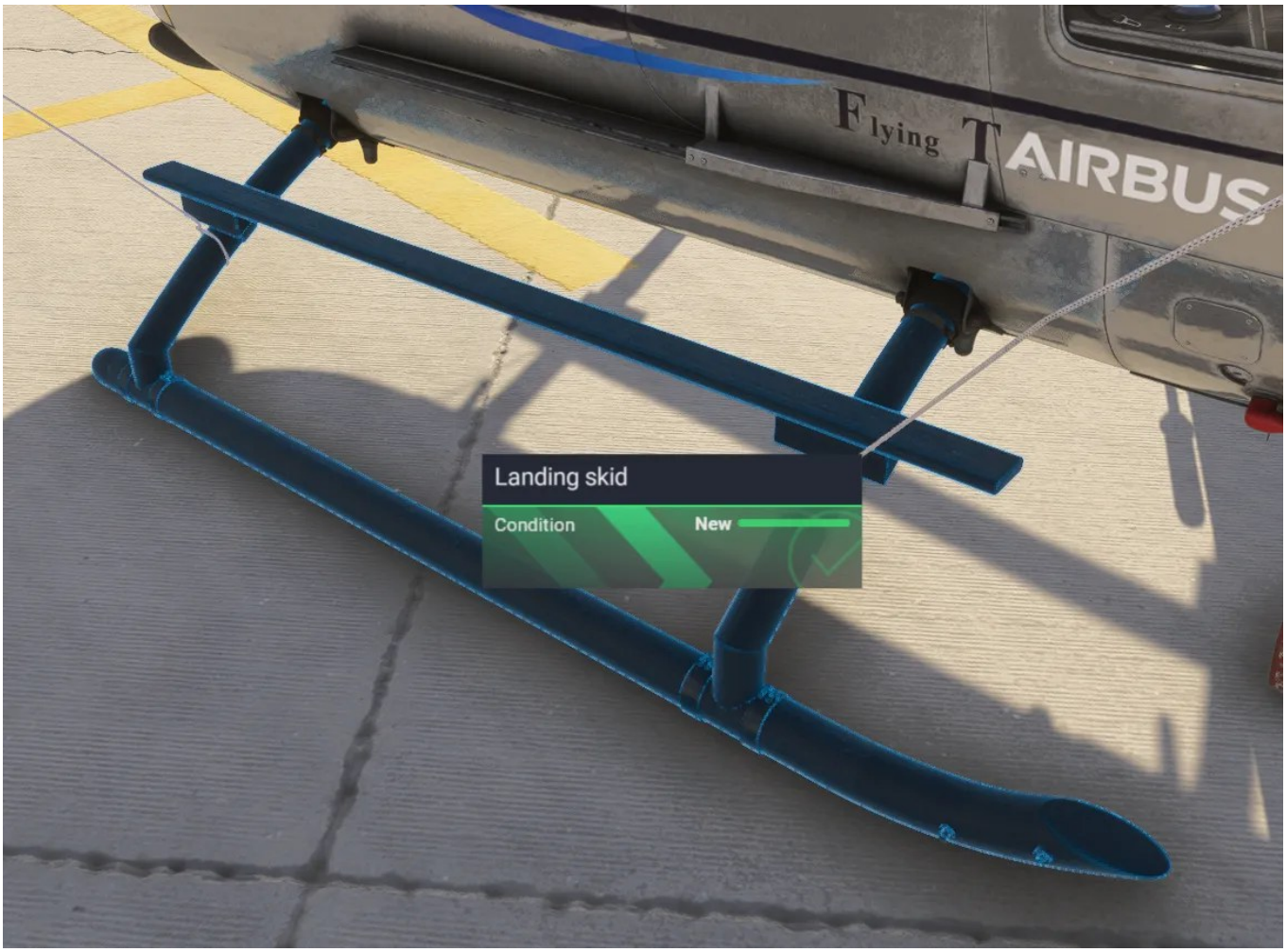
Located on both sides of the landing gear. Clicking on either hides both. They can also be toggled via the EFB "Bo 105 Options" app, similar to the covers:



Note
These wheels are purely cosmetic and are not functional.

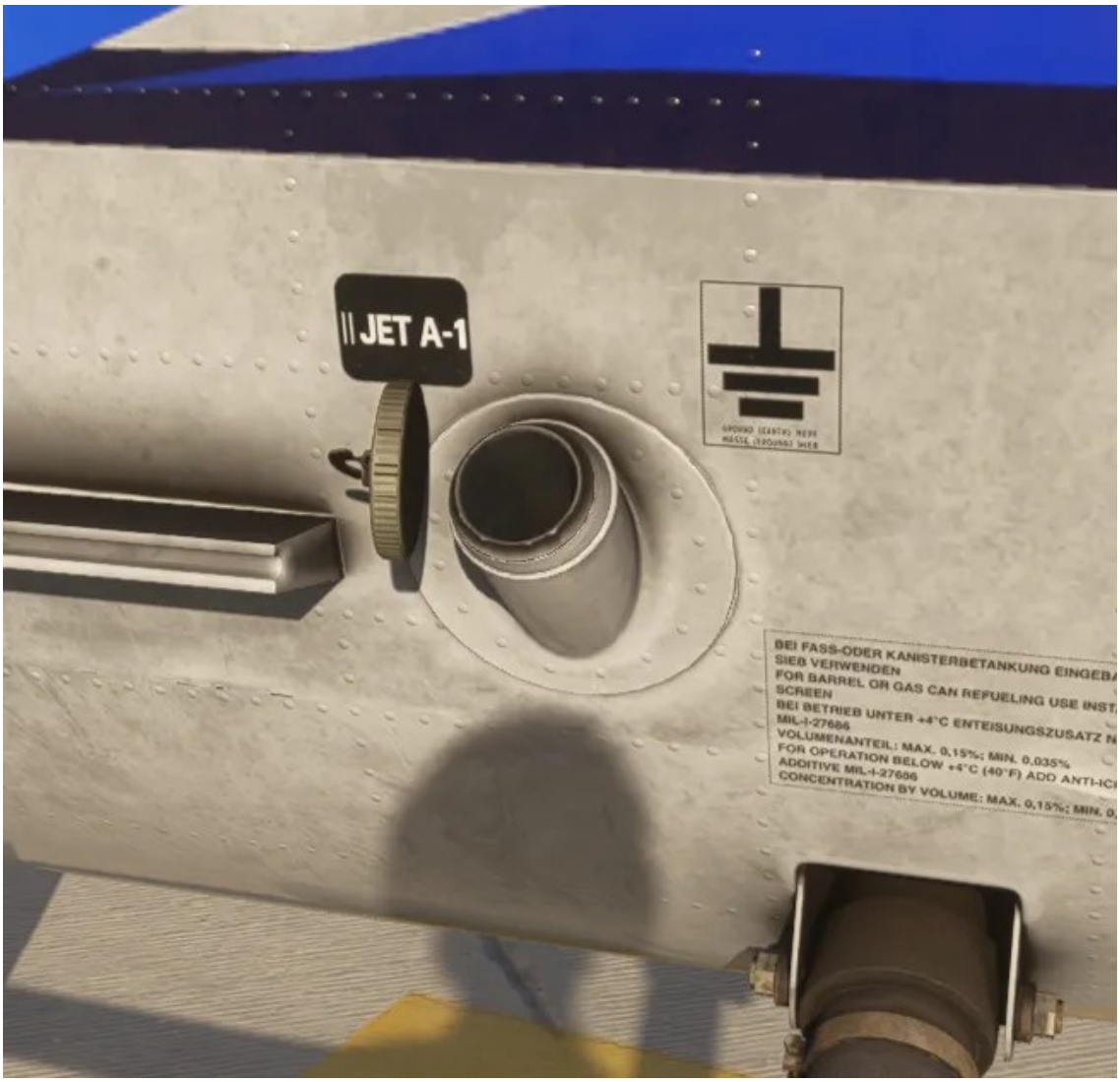
Landing Gear Condition

You may confirm the condition of the landing gear in certain variants (optional):



Fuel Cap

You may open/close the fuel tank cap, purely for cosmetic purposes:



Battery Compartment

You may open the battery compartment and toggle the battery connection:



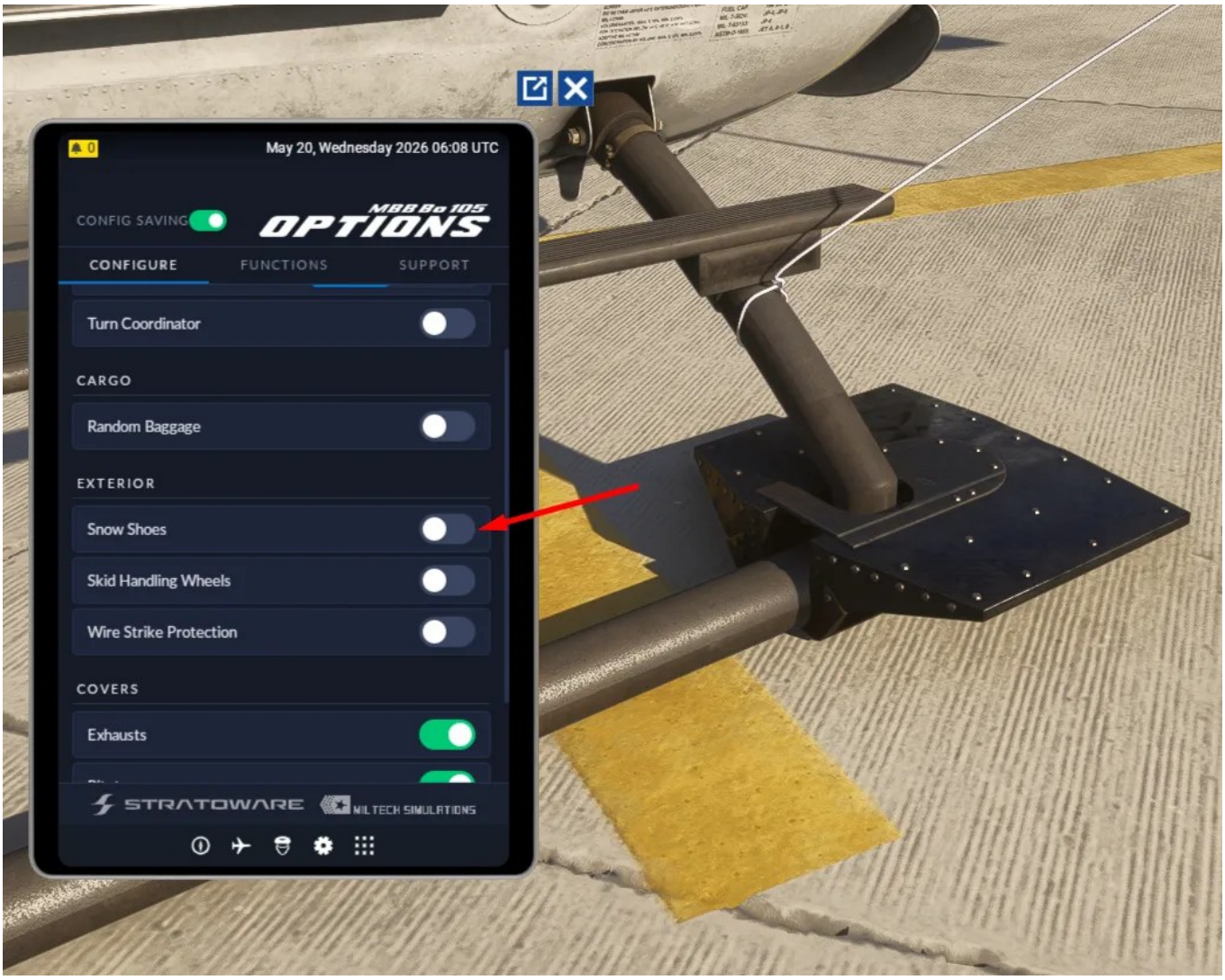
Cargo Bay

You may load or unload cosmetic items in the cargo bay by clicking Left Mouse Button and Right Mouse Button respectively. This can also be controlled via the EFB app.



Snow Shoes / Bear Claws

Toggled via the EFB app:



Wire Strike Protection

Toggled via the EFB app:



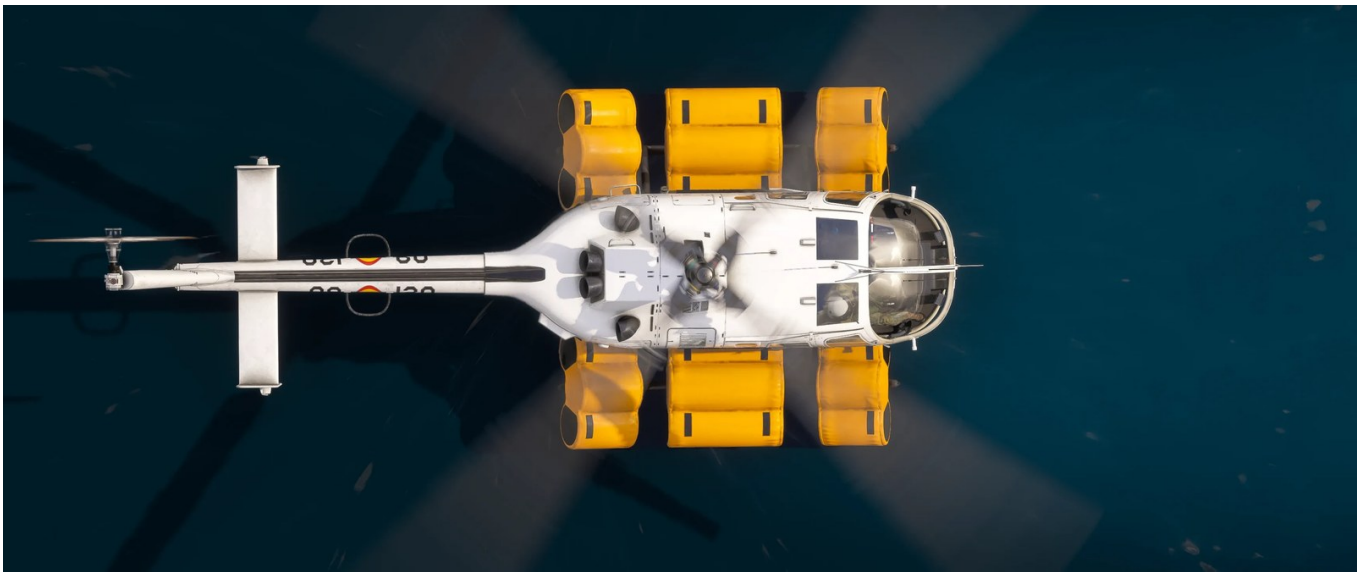
Aerobatic Smoke Canisters

For an operational smoke effect during flight, the smoke canisters MUST BE LOADED during WALKAROUND. This is achieved by clicking on the canister holders and cycling through colours using Left Mouse Button and Right Mouse Button. Each side acts independently and you must load both sides for two smoke effects to spawn successfully.



Floats

Using the floats variant, yellow floats are triggered when the helicopter makes contact with water:



These floats are functional and cannot be reset.

ATGM Pods

The Military ATGM (anti-tank guided missile) variant comes equipped with 3 pod options. These options can be cycled through by using the Left and Right Mouse Buttons. Pods on the left and right hand side are synced and cannot be set separately.

State 1: Empty



State 2: Missiles



State 3: German Flag Colours



Note
Missile pods are purely cosmetic and are not functional.