

Taylorcraft BC12-D

For X-Plane 11.52

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Version: 2.0

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Data for this project has mostly come from Aircraft Specification No. A-696



This aircraft is a full object model created using Blender 2.65 and 2.49. <http://www.blender.org>

Blender to X-Plane scripts are available at:

- <http://marginal.org.uk/x-planescenery/tools.html> - Blender 2.49
- <https://github.com/der-On/XPlane2Blender/wiki> - Blender 2.65

Special Thanks goes to:

Dave Knapp – for requesting and testing the flight model and supplying technical advice. N5488M was Dave's own real world aircraft.

Dataroots <http://forums.x-plane.org/index.php?showuser=6360> – Sound files

Danklaue - <http://forums.x-plane.org/index.php?showuser=3424> for his awesome video tutorials: http://wiki.x-plane.com/Plane_Maker_Video_Tutorials

Jonathan Harris and "der-On" for their work developing the Blender export scripts.

Beber (<http://forums.x-plane.org/index.php?showuser=3814>) for the pilot object. <http://forums.x-plane.org/index.php?app=downloads&showfile=4648>

Modifications including paint designs are welcome however a courtesy email or PM (X-Plane.org) would be welcomed with appropriate credits.

Installation:

Copy the entire aircraft folder into the aircraft folder in your X-Plane

What's New?

| | |
|-----|---------------------------|
| 2.0 | 25/4/22 – Initial release |
| 1.1 | 8/11/13 – Initial release |
| 1.0 | 3/11/13 – Pre-release |

The Panel Switches



| | | | | | | | |
|-------------|-----|-------------|-----------------------|----------|------------|-------------------------|-------------|
| | | Batt ery | Car bi He at | Throttle | Pri mer | Ca bin He ater | Mix ture |
| Transponder | Com | | | | | | |

Performance

Maximum speed: 120 mph (193 km/h; 104 kn)
Cruise speed: 110 mph (96 kn; 177 km/h)
Stall speed: 38 mph (33 kn; 61 km/h)
Range: 300 mi (261 nmi; 483 km)
Service ceiling: 17,000 ft (5,182 m)
Rate of climb: 700 ft/min (3.6 m/s)

GPS Operation

Select a new location

Click to the “Goto/Nav” button



Moving the cursor

Click either to the wide left or right of the center toggle button as seen here



Scroll through characters

Click either to the inner left or right of the center toggle button as seen here



Activate the Target
Click “Enter” Button



Zoom In the Map Screen

Click "In"



Zoom Out the Map Screen

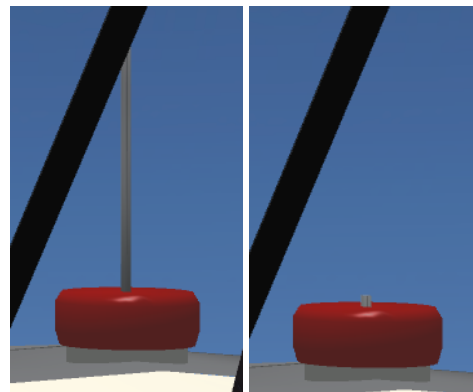
Click "Out"



Fuel Gauge

The fuel gauge is a stick with a float sitting in the fuel tank through the fuel cap.

The stick is extended when full and retracted when empty.



Other Animations

The following items are animated:

- The Doors: Use the handles
- The Trim: There is a spot either side of the center of the rim that will move the trim. The trim is overhead.
- The Panel Storage Boxes: Pull up and down on the handle to open or close.



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