



FLIGHT MANUAL

GEE BEE R3 SPECIAL



REMASTER



Flightsim.to



Jonx Got Gravel 270Inc MyKrode

Version: 2.0.1. (Flightsim.to, SimMarket & Official MSFS Marketplace)

NOTICE

This new version of the Gee Bee R3 is optimized for VR. If you currently have the old VR Ready Sub-Model installed, please delete that add-on from your Community Folder. If you wish to utilize GTN 750 capability, please download one of our Replacement Packages on Flightsim.to. Then head over to PMS50's website and download/install the latest version of the GTN 750.

Introduction

Got Friends is a development group that was organized by common service. Jonx, Got Gravel and 270Inc decided to collaborate on the Gee Bee R3 Special in light of their Naval Military Service backgrounds. This aircraft was our team's first payware aircraft and since then, we have been able to grow tremendously! Our team has recently grown to four members and we now have Mykrode as our team's dedicated 3D Modeler. He was able to revisit this aircraft with us and helped resolve some major 3D modeling hurdles. Thank you for purchasing this aircraft and supporting future development projects!

History

The Gee Bee R3 is a concept modern racing aerobatic aircraft. Although this aircraft never made it from paper to the real world, it has made its way across many communities. The Gee Bee R3 is very popular in the RC (Remote Control) community. We hope that this rendition suits your needs in the flight simulation community as well. From the beginning of development we aimed to bring you the most modernized Gee Bee the aviation community has ever seen. Designed to support a custom Got Friends' Jimmy Doolittle Turbo NOS Injected engine, delivering 1000HP to 3 blades at a constant 2,700RPM. This plane is fast and agile giving you the ability to do knife edges, flick rolls, hammerheads, 9G turns, and way more! If you're looking for some extra flair, the Gee Bee R3 is equipped with multiple smoke canisters (Red, White, Orange, Blue, and Green), a Garmin 430/330 set that can be swapped out for the GTN 750 (PMS50 Mod Required), and automatic asymmetric speed-brake activation on the nose when you need to perform sharp turns or manual deployment for when you need it most. Not only can it cut through the sky, but it is also designed to be a high performance racer. During flights, you'll have access to 75 Quarts (10-Minutes) of Nitrous Oxide Injection! Just like emergency boost provided in many WW2 Warbirds, you'll have the ability to ramp up your engine to an additional 25% performance increase to take lead and take 1st during any race!



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Specifications:

Max Permitted All-Up Weight	3,500 lb / 1,588 kg
Empty Weight	2,500 lb / 1,134 kg
Pax	1 Pilot
Wingspan	37.20 feet / 11.34 meter
Length	33.15 feet / 10.10 meter
Trim Available	Elevator (Pitch)

Performance:

Max Permitted Speed	262 knots / 485 kph (with NOS)
Service Ceiling	25,000 feet / 7,620 meter
Max Range	863 miles / 1,600 km

Speeds & Climb:

Never Exceed Speed	285 knots / 527 kph
Stall Speed	55 knots / 102 kph
Cruise Speed	200 knots / 370 kph



Main Console:

The main console is equipped with a Airspeed Indicator, Attitude Gauge, Tachometer, Altimeter, Manifold Pressure Gauge, Clock, Vertical Speed Gauge, Wet Compass, G-Meter Lightbar, GNS 430 Navigation, GTX 330 Transponder, and various Lights, Indicators, and Switches.





Lower Console:

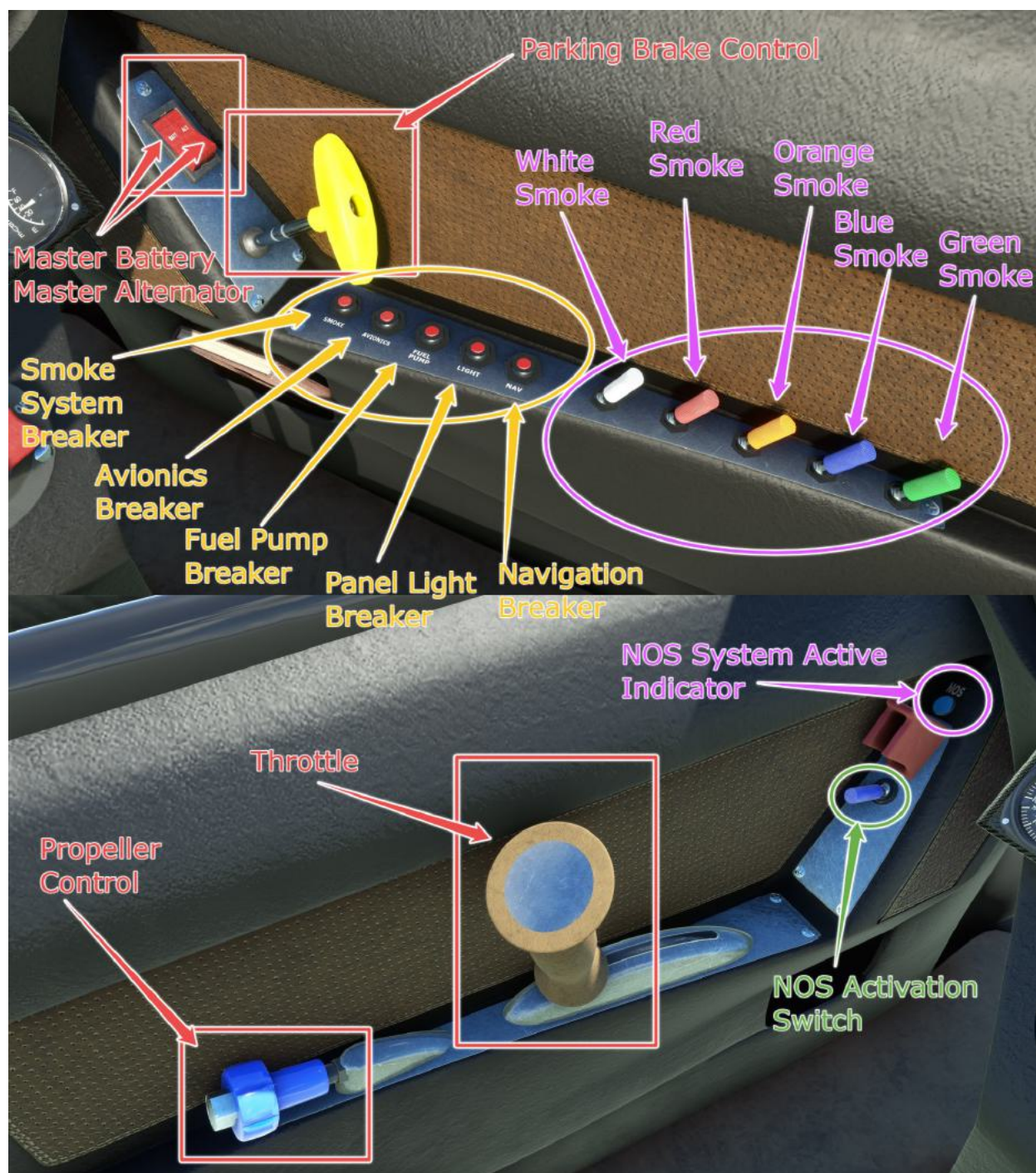
The lower console is equipped with a NOS Quantity Gauge, Oil Pressure Gauge, Volt/Amp Meter, Turn Coordinator, Fuel Pressure Gauge, Fuel Quantity Gauge, Fuel Selector and Magneto/Keyset. On the visible Yoke/Stick you will find Anti-Skid Control and Elevator Trim Control.





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Side Consoles:





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Checklist:

NOTE

Checklists are available in-game under the "Checklist Toolbar" option. Each item on the checklist can be "Observed" using the "Eye" icon next to the item. The camera will slew to the indicated checklist item and highlight the component blue.



CHECKLIST		—	👁	✕
✓ PRE-FLIGHT CHECKS	4 / 4			
✓ BEFORE STARTING ENGINE	11 / 11			
✓ STARTING ENGINE	8 / 8			
✓ TAXI	9 / 9			
TAKE-OFF	0 / 6			
CRUISING	0 / 5			
BEFORE LANDING	0 / 4			
AFTER LANDING	0 / 16			



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Speed Brakes:



Large pneumatically powered speed brakes have been installed left and right of the engine. They are activated manually (use the Spoiler keybinds) or automatically. Manual activation will deploy both left and right speed brakes fully (60 deg) and will have you slow down in no time. Take caution when using these for landing, you need to add power or you'll land sooner than planned. Automatic activation happens during sharp rolls. Only the speed brake on the roll-to side will activate, and will deploy only halfway (30 deg). This will aid in your roll without dragging too much. Great for hammerheads when control authority is low but you need it most! It also looks really cool, and may distract you during your races. If you ever need an indication as to what set of speed brakes are deployed, look at your left and right arrow indicator lights on the main dashboard.

Note: We highly recommend you map your "Spoiler Axis" to an easily accessible slider on your gaming controls to give you incremental control during landing, aerobatics and tight maneuvers.



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Nitrous Oxide System (NOS):

This aircraft comes with a NOS injection system installed, giving you up to 5 minutes of about 25% engine boost. The Nitrous is supplied from two cylinders located behind the pilot seat and is operated by flipping the red guard and activating a switch on the left arm console.

Note: We highly recommend that you map your "Emergency Power" to an easily accessible button on your controller to ensure 100% control during all situations. Why look down at the left panel to flip a switch? You're racing!

Aerobatic Smoke:

The Gee Bee R3 comes equipped with 6 colors of aerobatic smoke: Red, White, Orange, Blue and Green. Smoke is activated on the right arm panel.

Note: By default all smoke color deployments are mapped to the "Flaps Increase and Decrease" switches on your controller. This is to facilitate multiplayer functionality.

The various positions of the flaps indicate active color:

- 00° = Smoke Off
- 10° = Red Smoke
- 20° = White Smoke
- 30° = Orange Smoke
- 40° = Blue Smoke
- 50° = Green Smoke

Support, Community, & Downloads:

- GTN750 & WTT Replacement Package: Available at <https://flightsim.to>
- GTN750 Official Download: Available at <https://pms50.com/msfs/>
- Additional Community Liveries: Available at <https://flightsim.to>
- Official Paint Kit: Available at <https://flightsim.to>
- Official Flight Manual: Available at <https://got-friends.com/documentation>



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Aerobatic Figures:

The Gee Bee R3 is fully capable of executing any of these aerobatic maneuvers with pin-point accuracy. Do note that due to MSFS's built-in "minimum" moment, an instant roll stop/start is currently not possible. It is, however, good enough for now and the skills required to execute each will be the same. Here is a non-comprehensive list of the most common ones you could experiment with:

- Inverted Flight
- Aileron Roll
- Barrel Roll
- Slow Rolls
- Snap Rolls
- Loops
- Avalanche
- Immelman
- Split-S
- English Bunt
- Half Cuban Eight
- Cuban Eight
- Hammerhead
- Knife Edge





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A Big Thanks

Finally and most importantly, a big thanks from **Got Gravel, Jonx, 270 Inc, and Mykrode** for your support and for purchasing this remastered package of the Gee Bee R3 Special.

This project would also not have been accomplished without the help of these individuals:

Mirco Pecorari: Gee Bee R3 Designer

Makbeton: Initial Exterior 3D Model

Carlocestra285: Initial Gauge 3D Models

Touching Cloud: Visual Effects Library

OzWookiee: Critical XML Help

Davux3: Critical Development Help

TechnoTech: Critical 3D Modeling Help

PMS50: *GTN750 Integration Support*

Asobo: *General Assets & SDK*

Got Gravel Beta Testers: *Extensive Testing*

Flight Simulator Freelance Society: *Various Support*

"Without the support of the community and other 3rd Party Developers, Got Friends wouldn't have been able to update projects and bring you new projects at Ludicrous Speed!"

