

Instructions and Interface Guide

Take Command! SR22 Series

The Take Command! SR22 Series has been designed from the start to use as few menus as possible - our focus has been on immersion with as few distractions as possible. In this guide, the menus that do exist and other “sim-isms” (quirks of being a simulated aircraft) are described.



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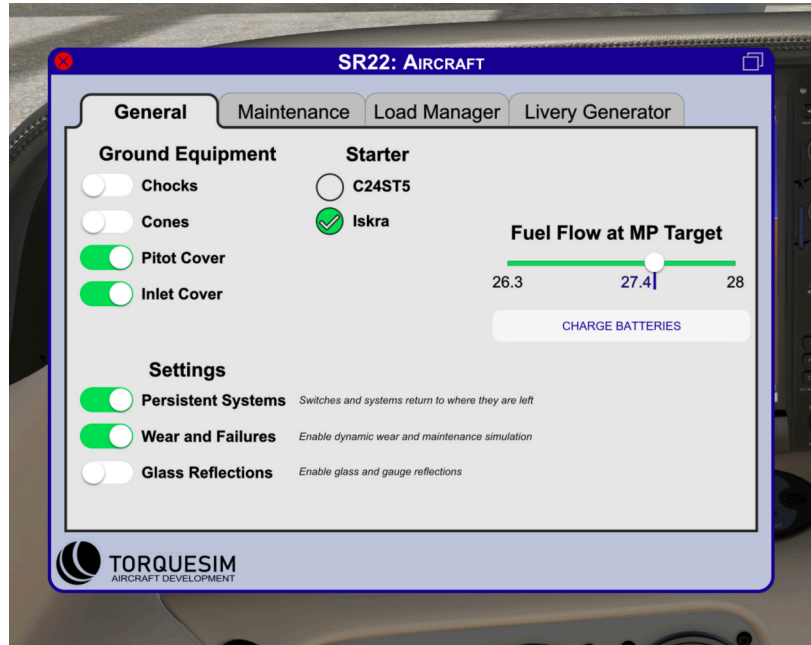


The main menu for the TorqueSim SR22 is available either through the X-Plane Menu Bar (shown above, note that it on some systems it displays as shown, with others it shows on the main bar directly inside of “Plugins”). Also available are triggers to show the electrical or engine system window, along with G1000 bezel-less popups.

There is also a side tab menu which appears when your mouse is hovered near the left edge of the X-Plane window.

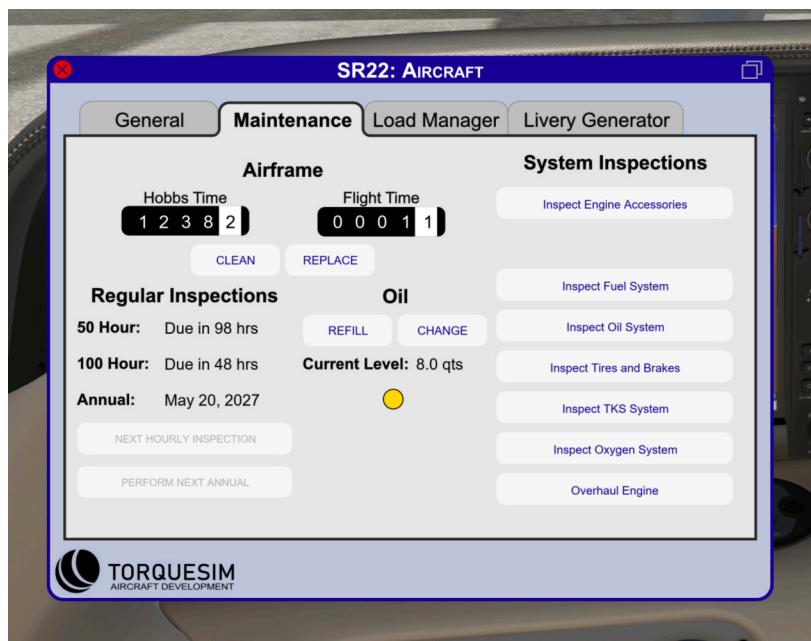


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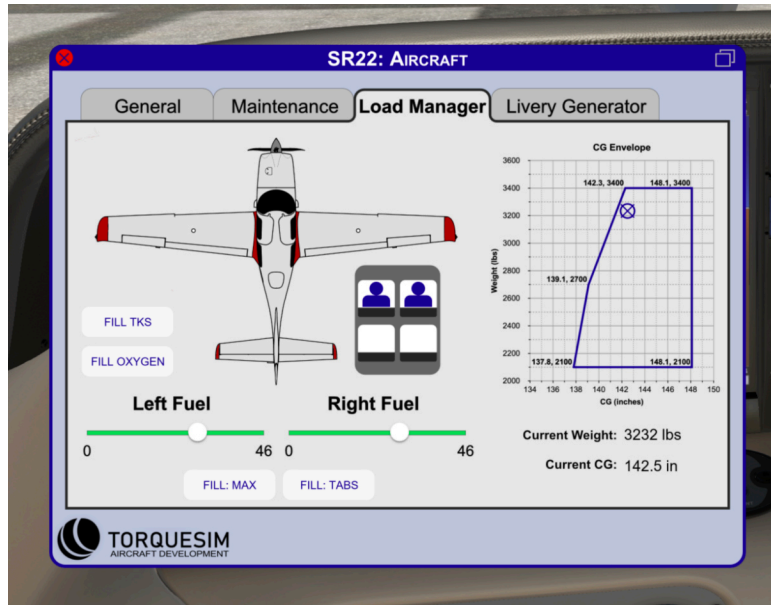
The first tab of the SR22 menu has toggles for ground equipment, starter selection, settings, and other general configuration options. The options will differ between the SR22 and SR22TN.

The second tab of the SR22 menu contains the maintenance system. Here you can clean the airframe, replace it, as well as perform maintenance inspections and oil changes. Inspections will be carried out when ordered, and necessary repairs will be made.



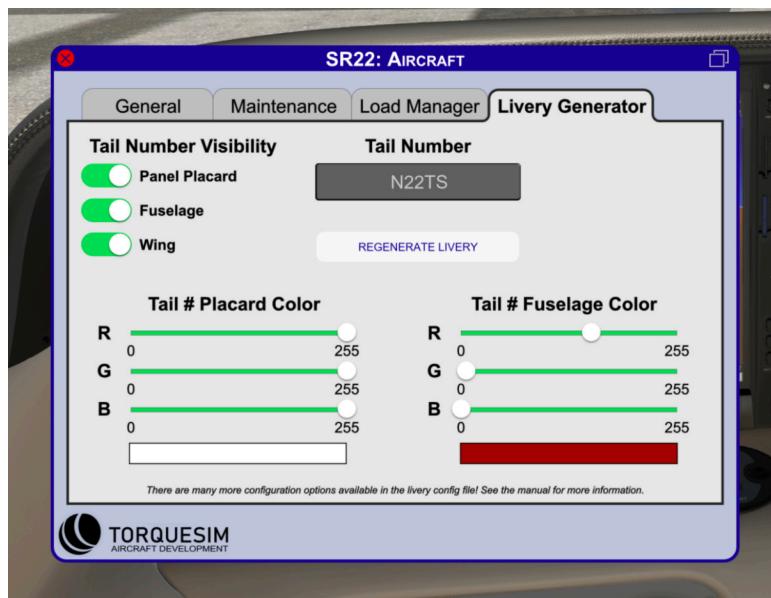
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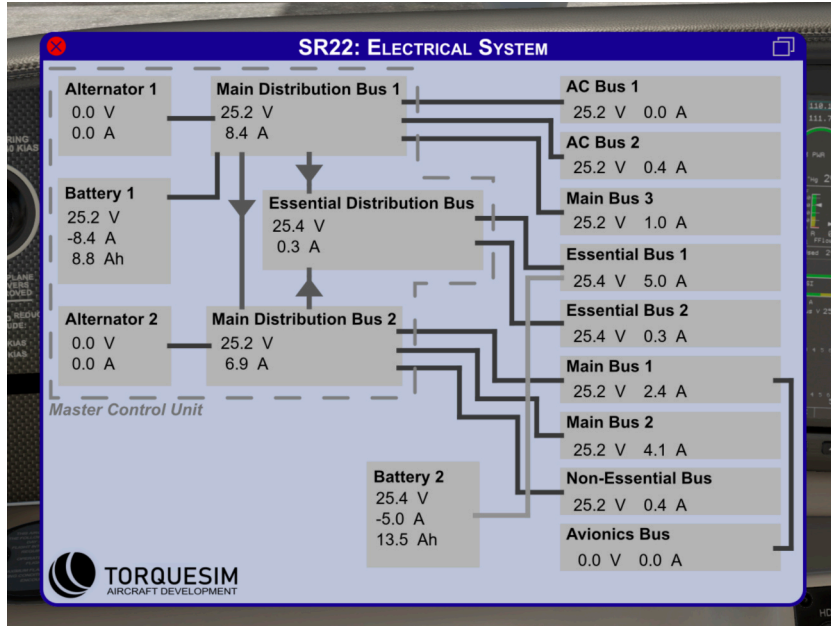
The third tab of the SR22 menu contains the Load Manager. TKS and Oxygen can be refilled using the buttons along the side. Fuel can be filled using the sliders and buttons on the bottom. Passengers can be set using the seat buttons in the center. The right side shows a current graph of the Weight and Balance profile of the aircraft with current loading.

The fourth tab of the SR22 menu contains the livery generator for altering the tail number. The tail number rendering locations can be chosen using the selectors in the upper left. The Tail number can be changed by clicking on the center tail number box and typing in the tail number (A-Z, 0-9, and "-" are permitted). The color of the text on the placard and fuselage can be selected using the RGB sliders near the bottom, with a preview of the color shown beneath. The central "Regenerate Livery" button can be used to trigger the rendering the process (it will take a few seconds). More customizations can be made in the livery configuration file itself (see separate manual included for details). **When altering the configuration file, do not have the SR22 menu open.**



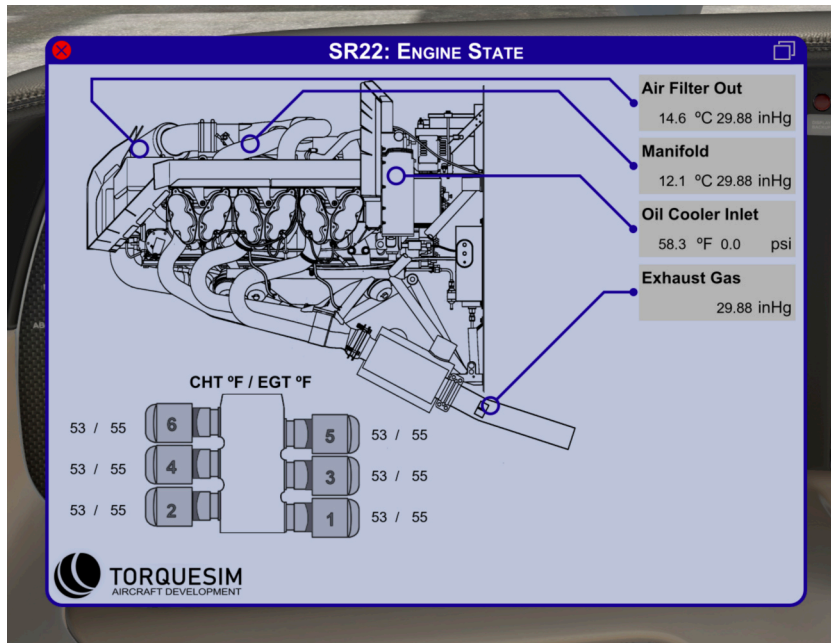
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The Electrical System detail view is opened through the X-Plane menu bar as described earlier. This view will show the current status of the electrical items in the aircraft. Please note, with our battery simulation, the battery voltage will show 0V when dead (even if in reality the voltage is just out of applicable range).

The Engine State detail view is opened in the same fashion as the Electrical System detail view. Shown below is the SR22 Normally Aspirated page. The SR22TN page has even more details shown. This shows the current rolling averages of the the main engine parameters from our custom physics model.



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Synthetic Vision can be turned on and off through a menu located within the G1000 PFD. When the G1000, turn on SVS by:

1. Selecting the **PFD** softkey
2. Selecting the **SYN VIS** softkey
3. Selecting the **SYN TERR** softkey
4. Configure the various options on the first four soft-keys to configure
 - **PATHWAY** (flight plan boxes in 3D)
 - **HRZN HDG** (heading indicator rendered along the 3D horizon)
 - **APTSIGNS** (airport signs rendered on the 3D terrain)

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To improve the immersion of the aircraft, the most popular setting to adjust before flying - setting how much fuel is onboard - can be configured through the G1000. Simply use the FMS knob to set the fuel quantity. When **ENTER** is pressed, the fuel will be loaded on board (or pumped off, if unloading fuel). There are also convenient soft-keys to set **FULL** tanks or fill the tanks to the **TABS**.

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Anti-ice can be configured through the G1000 MFD Engine Page. The ANTI-ICE softkey can be selected to show the tank selection options.

Once set, the options are either **LEFT**, **AUTO**, or **RIGHT** tank selection.

