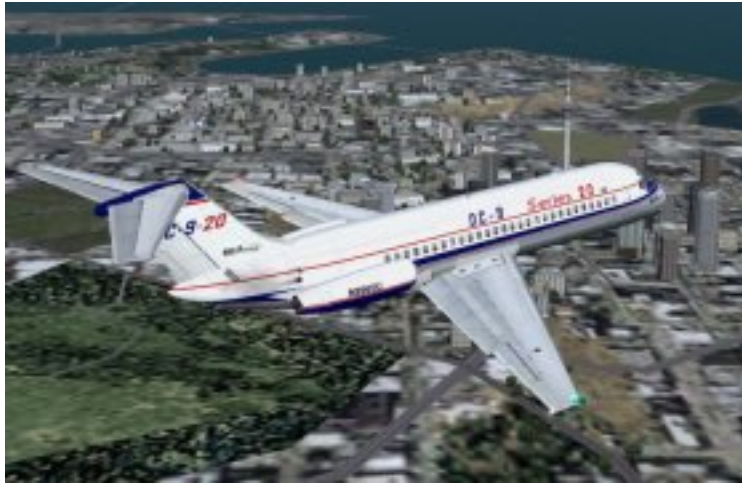


JET CITY AIRCRAFT

PRESENTS

JET CITY COLLECTIONS: THE DC-9

For Use with
Microsoft Flight Simulator 2004: A Century of Flight
or
Microsoft Flight Simulator 2002



THE DC-9 SERIES 20

The DC-9 collection showcases America's first short-haul jetliner and twinjet workhorse, the McDonnell Douglas DC-9, and features a 5-part release covering the entire DC-9 product line from the Series 10 through the Series 50.

The aircraft included in this release is the DC-9 Series 20. As with all of our aircraft releases, this product features "full line" development, meaning all models and variants of a given aircraft type are represented. For the DC-9 Series 20 release, we have included only the DC-9 Series 21 passenger variant as that was the only model produced by McDonnell Douglas.

The repaints that we provide are paired up with the correct aircraft model to ensure that the plane you fly is the same as the one the real airline flew. In addition to the repaints offered in the base package, you can download all your favorite repaints by visiting our DC-9 Series 20 Product Support page on our web site. As with all Jet City Aircraft repaints, the ones for the DC-9-20 are completely free of charge.

Our DC-9 aircraft are feature-rich enough to fly on their own, yet inexpensive enough to accompany, enhance, or upgrade your existing freeware or purchased panel and sound packages. Flight One *Iron Knuckles DC-9* owners will be pleased to know that the Jet City DC-9 seamlessly integrates with the Iron Knuckles package, allowing you to take advantage of their excellent panel, sounds, and even the virtual cockpit.

THE DC-9 SERIES 20 – AN OVERVIEW

First proposed in 1947 as a twin engine piston-powered airplane, the DC-9 grew out of the desire of the Douglas Aircraft Company to build a successful replacement for the DC-3. Over the years the DC-9 designation was applied to a number of designs, from various four engine turboprops to a miniature DC-8 design with either two or four engines.

In the end, the chosen design was that of a jet powered airplane that sat low to the ground with two engines mounted on the rear of the fuselage and featured a "T" shaped tail.

The DC-9 Series 20, although numbered second in the sequence of models, actually is the fourth member of the family. This high-performance version was announced in December 1966, and the first delivery was made in December 1968. The Series 20 is designed for operation from very short runways. It combines the fuselage of the DC-9 Series 10 with a high-lift wing developed for the Series 30. Power is provided by two JT8D-9s with 14,500 pounds thrust each, or 15,000-pound JT8D-11s.

After a takeoff roll of only 2700 feet, the first flight of the DC-9-20 was on September 18, 1968. When DC-9 production ceased in 1982, 10 DC-9-20s had been produced. All 10 were originally delivered to Scandinavian Airlines and most saw service with several other carriers later in their careers.

The DC-9 Series 20 has proven itself as a true performance workhorse since its first flight in 1968. Nearly 40 years later, those still in service see daily use, a true testament to its durability and reliability.

INSTALLATION

To install the Jet City DC-9-20 package, run the program "JCA_DC-9-20_Setup.exe" and follow the on screen prompts. After reading and acknowledging acceptance of the terms of the EULA, the installer will attempt to locate your Flightsim installation folder to help simplify the installation process. Simply follow the prompts and your aircraft will be installed in moments.

Our aircraft do not feature a virtual cockpit, but instead provide a spectacular view of the wings, which is great for replaying those perfect landings! By default the pilot's viewpoint is set to be from the cockpit, so if you would like to use the "wing view" option, you will need to move the viewpoint closer to the wings to get a better view of them in flight. To do this, simply open the aircraft.cfg of the airplane you want to change and edit the [VIEWS] section using MS Notepad. We have included simple instructions inside the aircraft.cfg file for changing viewpoints.

If you have the *Iron Knuckles DC-9* from Flight One Software and would like to use the 2D panel and sounds from that package, as well as activate the 3D virtual cockpit, you need to run the special merge application called "Jet City DC-9-20 Merge". A shortcut to this file is provided in the "Jet City Aircraft" folder in your Windows start menu (e.g. click "Start", then "All Programs" then "Jet City Aircraft" then "DC-9 Series 20").

There are three options available from within the merge application. The first option, "Default Jet City Setup" uses the default settings which include the panel and sounds from the default 737-400 that comes with *Microsoft Flight Simulator 2004* and wing views in place of a virtual cockpit. The second option, "Merge With Flight 1 Iron Knuckles DC-9" will set up your aircraft to use the 2D panel and sounds from the *Iron Knuckles* package, as well as the virtual cockpit. The third option, "Use Virtual Wing View" will use the *Iron Knuckles* 2D panel and sounds (but not the virtual cockpit) while retaining the Jet City wing views. You can switch between these three options at any time by running the merge application.

SETTING UP THE AIRCRAFT

The Jet City Aircraft DC-9 Series 20 has several unique animations, including opening doors and animated ground service equipment. In order to use them all, it is necessary to assign some key commands that are not included by default in the simulator. Below is a list of these special animations and the key commands used to operate them. For those animations that do not have assigned commands by default, we have listed what command you will need to assign key strokes to in order to view the animations.

Forward Left Passenger Door	"Shift" + "E"
Forward Right Service Door Animated Catering Truck Aft Stairs Extend/Retract	Tail hook up/down **
Forward and Aft Lower Cargo Doors Animated Bag Loaders	Wing fold/unfold **

Forward Stairs Extend	Extend Concorde Nose and Visor Fully **
Forward Stairs Retract	Retract Concorde Nose and Visor Fully **
Wingtip Landing Lights Extend/Retract	"Shift" + "W"

** These items are not assigned by default, so you will need to assign them manually. To do this, start the simulator and from the toolbar, select "Options", then "Controls", then "Assignments". In the "Event Category" box, select "All Commands". You can now scroll through the list of settings and assign keystrokes and/or joystick buttons for the items listed in the table above. Make sure that you do not confuse "Increase (or Decrease) Concorde Nose/Visor Angle" with the "Extend (or Retract) Concorde Nose and Visor Fully." Select the options that have the exact phraseology as listed in the table. When you have everything assigned, click "OK" and you're ready to go!

Please note that based upon factory installed options chosen by the originally ordering airline, aftermarket modifications, and individual airline operations, not all aircraft models feature all of the available doors, ground service equipment, or aft stairs. If the key stroke is assigned properly and the commanded door/ground equipment does not function, then that particular option is not available for that specific aircraft.

FLYING THE DC-9

We won't go into great detail here, but there are a few things to remember when flying the Jet City Aircraft DC-9 Series 20.

As with any airliner, it is of great importance to watch your aircraft weights and always plan ahead.

This aircraft features accurate aircraft loading information and the ability to customize the passenger, cargo, and fuel loads for each flight. This is accomplished by using the aircraft payload feature of Flight Simulator 2004. Every time you fly a Jet City airplane, you can specify the weight of the passengers and cargo.

The DC-9-21 was designed specifically for performance. Commonly referred to as the "DC-9 Sport" or "Hot Rod", this is one airplane that can get away from you speed-wise if you aren't paying attention.

Although the DC-9 Series 20 shares a fuselage with the Series 10, it features the high-lift wing from the DC-9-30 and more powerful engines than on the DC-9-10. The result is a true performance airplane. Expect short takeoff rolls and quick climbouts.

Like most other T-tailed, rear-engine aircraft, the DC-9 has the ability to push back from a gate without the use of a tug. The process is called a "Powerback" and it uses reverse thrust to move the plane backwards. The process is not approved at all airports, but you do have the option to powerback in the simulator as our DC-9 has that capability.

Under most situations, you will not need to take advantage of the extra power offered by the DC-9-21, but when you need it, it sure is nice to have it available!

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ACKNOWLEDGEMENTS

We at Jet City Aircraft would like to thank Steve Halpern and the fine folks at Flight One Software for their assistance and continued support. Additionally, we would like to show our appreciation to the designers of the Iron Knuckles DC-9 package for providing an excellent panel and sound package for the DC-9 and for the inspiration for us to develop the complete DC-9 product line to compliment their product. And of course, many thanks to our friends and supporters.

PRODUCT SUPPORT

If you need assistance with the Jet City Aircraft DC-9-20, please visit our Jet City Forums and review the

Frequently Asked Questions section and the **DC-9 Product Support** area. Our staff frequently monitors the forums, and those messages in the Product Support areas are addressed with the highest priority, so you will most certainly receive a quick response.

If you would prefer to e-mail us, you can do so at... customer_support@jetcityaircraft.com

We do tend to discourage e-mail support because the forum support allows for a much more immediate response, but we'll leave the option up to you. With that in mind, please realize that the time it takes to get you an answer via e-mail will vary due to the volume of mail that we receive. Our goal is to get back to you within 12 hours, however, so hang tight and we'll get you all fixed up as soon as we can.

Please note that we do not accept or acknowledge requests for aircraft or repaints via email.

You can also find product updates, enhancements, documentation, and dozens of official Jet City repaints at the **DC-9 Series 20 Product Support** page.

AIRCRAFT REPAINT POLICY

Users are free to repaint the DC-9 airliners provided a few simple conditions are met:

- 1) Abide by all rules and procedures established in our **Repainter Support** area in the Jet City Forums. If you are unsure about any of our policies, please do not hesitate to ask us for clarification.
- 2) Understand that Jet City Aircraft provides no email support for third party repaints.
- 3) Please do not repaint a livery that has already been completed by Jet City Aircraft painters (unless we've really messed one up!). We are certain that folks would appreciate new liveries rather than duplicates of ones that are already available.
- 4) Repainted textures can be made available for free download at any of the major flight simulation libraries, particularly www.avsim.com and www.flightsim.com, although uploads to www.fsplanet.com are strictly prohibited.

An official repaint kit will be available for this aircraft on the DC-9 Series 20 Product Support page at our website. We have tried to keep the repaint process as easy as possible and we offer a **Repainter Support** area in our Jet City Forums to assist you in preparing and properly distributing your repaints. For those individuals wishing to repaint our planes, we appreciate your efforts and look forward to seeing your creations!

We thank you for purchasing The DC-9 Series 20 collection and hope you enjoy the aircraft! Be sure to take advantage of the other aircraft we have available, and be on the lookout for some very exciting future projects from us as well.

Enjoy!

THE JET CITY AIRCRAFT TEAM

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