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About This Content

Few aircraft define 'stick and rudder' flying more faithfully and distinctly than the Piper Cub. Aeroncas, Taylorcrafts, Stinsons, Luscombes and Cessnas are but refinements and alternatives to this flying legend.

Even if you have never actually seen a Cub in the real world (this is getting harder to do every year), and if aircraft are your thing, you may have a good idea of what a Cub is all about. Virtually every pilot has either flown a Cub or knows someone who has.

The most important thing this little airplane will bring to you is honest, true-to-life stick-and-rudder flying. This is often an experience pilots often forget after flying large, heavy, fast, complex aircraft. Backed by A2A Simulations' cutting-edge Accu-Sim technology, you will be actively engaged in flying the J-3 Cub for nearly the entire duration of your flight. Even after flying it for a short time, you will feel your skills improve.

Features

- Flying qualities built by pilots with unprecedented stall and spin realism
- Includes standard J-3 Cub, Tundra tires, Floats, and Skis (nine liveries)
- Visual Real-Time Load Manager, with the ability to load fuel, oil, pilot, passenger and cargo in-game
- In-cockpit pilot's map for handy in-flight navigation

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- All models include A2A specialized materials with authentic metal effects
 - Accu-Sim physics creates an entirely new world including true wing, airframe, engine, ground, water, and internal systems behaviour
 - Passenger On Board adds a new dimension of piloting realism with an intelligent passenger that is aware of the surroundings, talks when appropriate, including being able to spot and call out traffic
 - Third generation Accu-Sound now allows for a direct connection to the Accu-Sim and FSX physics engine with airflow through the airframe, window, and door, structural creaks, bumps, jolts, etc. with 390 sounds in all
 - Piston combustion engine modelling - air comes in, it mixes with fuel and ignites, parts move, heat up, and all work in harmony to produce the most accurate combustion engine simulation available
 - Engine has an actual life - good piloting skills are rewarded with longer life and more reliable performance
 - New propeller physics means the propeller is constantly active and allows for both hand and air starting of the engine
 - Ground physics realistically rock your wings and buck your tail. Regular tires, skis, and large tundra tires all have their own distinctive ground handling benefits and limitations. Each aircraft comes with its own sound set which is tied in with the physics of the airframe
 - Water physics simulate waves, water drag, and creates an authentic 'on the step' experience
 - Total audible cockpit experience made with professional recordings from three actual Piper J-3 aircraft
 - Fuel system allows for an authentic primer system with fuel in lines, tank, and authentic gravity-fed fuel-air mixture
 - Third generation engine wear and oil system including an engine that sputters, spits, and runs rough when damaged
 - Both engine and airframe physically vibrate and shake, based on real world conditions
 - Advanced carburettor icing modelling, which is critical for the proper management of the Continental A-65-8 engine

Title: FSX: Steam Edition - Piper J-3 Cub Add-On

Genre: Simulation

Developer:

A2A Simulations

Publisher:

Dovetail Games - Flight

Release Date: 9 Sep, 2015

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English







Where is the Accu-Sim version?. I think \$40 is a little steep for this aircraft. I purchased a bundle of the J-3 with "Air Alaska" for \$25 -- what a deal! This plane's owner manual was virtually impossible to find (finally an A2A employee sent me the PDF on a forum).

I love the "realistic lifespan" of the engine; however, without the manual it took me HOURS of key-hunting to overhaul my engine after a prop strike. I became so frustrated I almost requested a refund. After finding out that "Shift+7" was the secret combo to overhaul the prop/engine, this became my favorite plane for VSTOL/bush piloting and pattern work.

8V10. i cant even get the engine to work. All the planes work as expected except for the float plane. The engine never starts. If anybody out there can figure out how to start the engine please post it.. This thing is the other side of the coin to things like the PMDG 737 NGX. It's simplicity is what makes it a challenge, and it does everything well. I highly suggest this for anyone who wants to put the FMS aside and try flying with nothing more than a map, a compass and a stopwatch.

If you're concerned about VATSIM, it does come with a radio!

(Hint for VATSIM users, for this to work right edit your default flight to set GeneratorSwitch=True and BatterySwitch=True or the radio won't work, even if you set the plane to Cold and Dark using the menu). Really magnificent add-on!

I just can't believe how far one can go to achieve the real as it gets. This is the plane I feel sad when I need to land. It's that good! One of the few that is masterpeace, almost as the simulator itself.

Absolutely recommended!. One great add on! Highly detailed! I like how you have to actually start the prop with your mouse and that you can manage your payload and even add a passenger that will talk to you. Highly recommended! You get a few versions of the cub, you get one on skies, one on floats, and one on wheels.. Best bush flyer out there! Select cold start and crank it up yourself (the Piper Cub is not complicated) then go tackle that 175 foot Alaskan field. Or, if you prefer the inlet sitting on the other side of that mountain, switch to one of the float planes. Unlike some add-ons, this does not have exaggerated flight characteristics, so you can leave your sliders where they are. A few words of advice though, (and this goes for the real Cub too) use the carburetor heat as much as possible, just not on the ground, as this will suck dirt into the engine, and start rolling the plane before you think you need to, especially when rolling out of a turn. The turn rate is surprisingly tight, but the Cub does not have a 400+ DPS roll rate, so you might turn a little more than you wanted to. I particularly like the ability to hand turn the propeller, which you have to do to start it, just like the real one. Other features are being able to airstart the engine, and use the oar that is lashed on the float of the floatplane, to row the plane around. Shift-7 is the magic keypress to overhaul the wearing engine, or if you brake too much on landing and manage to nose the plane over. I don't think it gets more realistic than that! For those who can't get the engine to start, this plane does not have an electric start system. Also, you can not spin the propeller from the f11 view. Either lean out the side from the cockpit view, or press A on your keyboard a few times from the virtual cockpit view, and it will take you to the engine start view where you can hand spin the propeller. For those who said their aircraft was shutting down mid flight, it could be because you did not have the carburetor heat on. Without it, even in warm weather, the carburetor will freeze up. I hope that helps!. amazing aircraft, nothing better for its type just be careful with her, she is tough but fragile

Not happy with the flying. Needs work on the control surface input and reaction. Does not bank past 20-25 degrees. Not happy at all. If you like flying the J-3 Cub, don't get this add on.. Overall this is a pretty good addon. The only reason I bought this is for the Tundras, The J-3 with that set of gear wont start and when it is started it shuts down mid flight..... Without doubt this add-on is supurb, if you want to get back to dead simple flying with all the A2A high standards, this is the one. I love it, especially flying from Barrow in the UK out over the lake district, or down to Blackpool, its worth every penny. I hope they develop a Super Cub, if so I'll be first in line. This is, without a doubt, the most detailed, immersive and well thought-out add-on I've purchased. Highly recommended.. Words cannot describe how great this addon is, I would highly recommend purchasing it!

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