

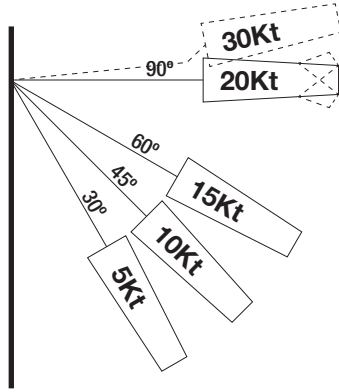


# FOR FLIGHT SIMULATOR ONLY

You can not be used in actual flight.

X-PLANE JAPAN

www.imagea2.com/xplane/



## CROSSWIND CORRECTION

ANGLE BETWEEN WIND DIRECTION AND TRUE COURSE

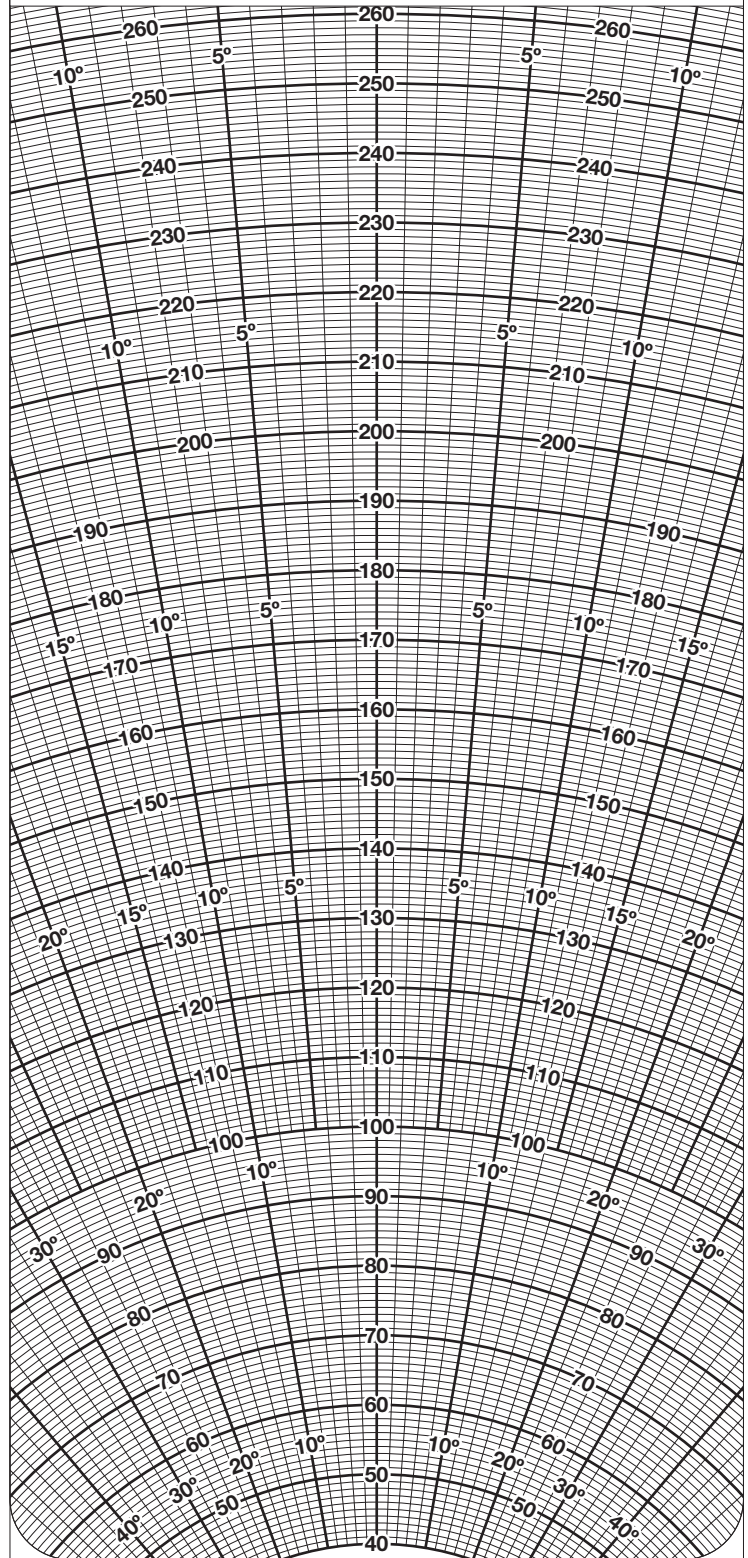
	0°	10°	20°	30°	40°	50°	60°	70°	80°	90°
10	10	10	9	9	8	6	5	3	2	0
20	0	2	3	5	6	8	9	9	10	10
30	30	30	28	26	23	19	15	10	5	0
40	0	5	10	15	19	23	25	28	30	30
50	39	38	35	31	26	20	14	7	0	
60	0	7	14	20	26	31	35	38	39	40
70	50	49	47	43	38	32	25	17	9	0
80	0	9	17	25	32	38	43	47	49	50
90	60	59	56	52	46	39	30	21	10	0
100	0	10	21	30	39	46	52	56	59	60
110	70	69	66	61	54	45	35	24	12	0
120	0	12	24	35	45	54	61	66	69	70

HEADWIND / CROSSWIND

## FOR GROUND SPEED AND TRUE HEADING

- Set Wind Direction under True Index
- Mark Wind Velocity up from center point
- Set True Course under True Index
- Slide Wind Velocity mark to True Air Speed
- Ground Speed reads under center
- Wind Correction Angle reads between center line and Wind Velocity mark

$$TC \begin{matrix} -E \\ +W \end{matrix} VAR = MC \quad MC \begin{matrix} -L \\ +R \end{matrix} WCA = MH \quad MH \pm DEV = CH$$

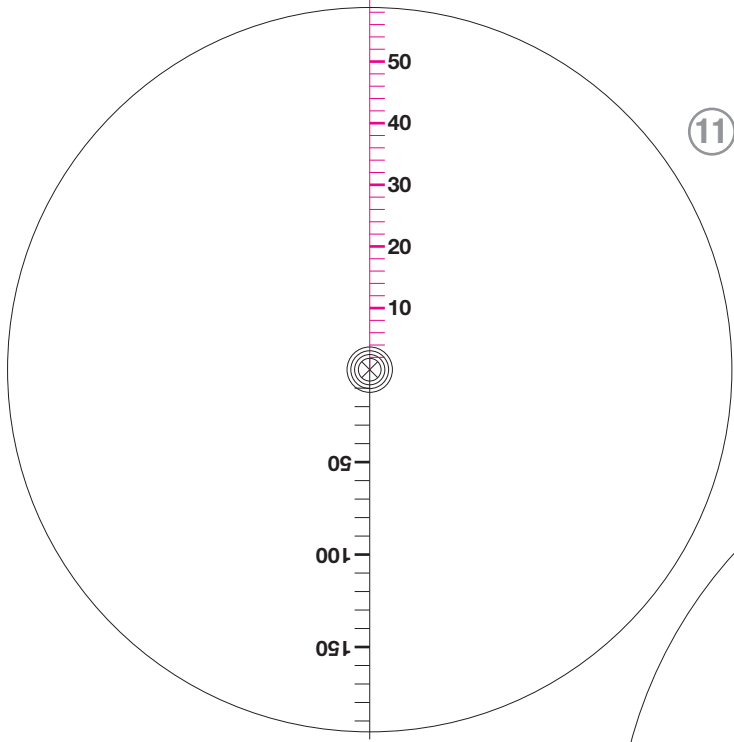


5

3

4





for OHP SHEET

