

H135

Hype Performance Group



H135 Helicopter

Build .447 (Freeware)

User Guide V 1.4

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Step-by-step instructions to download, install and run the Airbus H135 in Microsoft Flight Simulator 2020.

Based on Version 1.3 by Hype Performance Group

You can find other manuals and translations on <http://dvrgl.georgl.info>

With thanks to Dave and the HYPE team for their excellent product, have fun

D-VRGL

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Installation and preparation

Download from flightsim.to

<https://flightsim.to/file/8970/airbus-h135-helicopter-project>

Version	0.90
Initial Release	February 27, 2021
Last Updated	April 21, 2021
File Size	298.46 MB
Downloads	155,117

1733 likes, 1,501 reviews

Download 0.90

This file has been scanned for viruses and is safe to download.

47.1k shares

Share, Tweet, Share, etc.

What does the Community say?

4.63 Superb! Based on 363 ratings

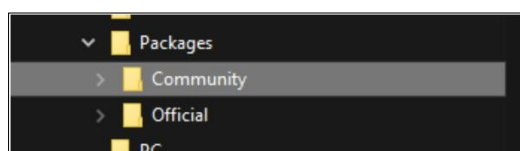
91 sad, 22 angry, 26 shocked, 429 thankful, 56 amused, 850 in love

Date	Rating
Apr 20	1960
Apr 21	1851
Apr 22	4940
Apr 23	3324
Apr 24	2702
Apr 25	2415

Unpack the zip file to your community folder

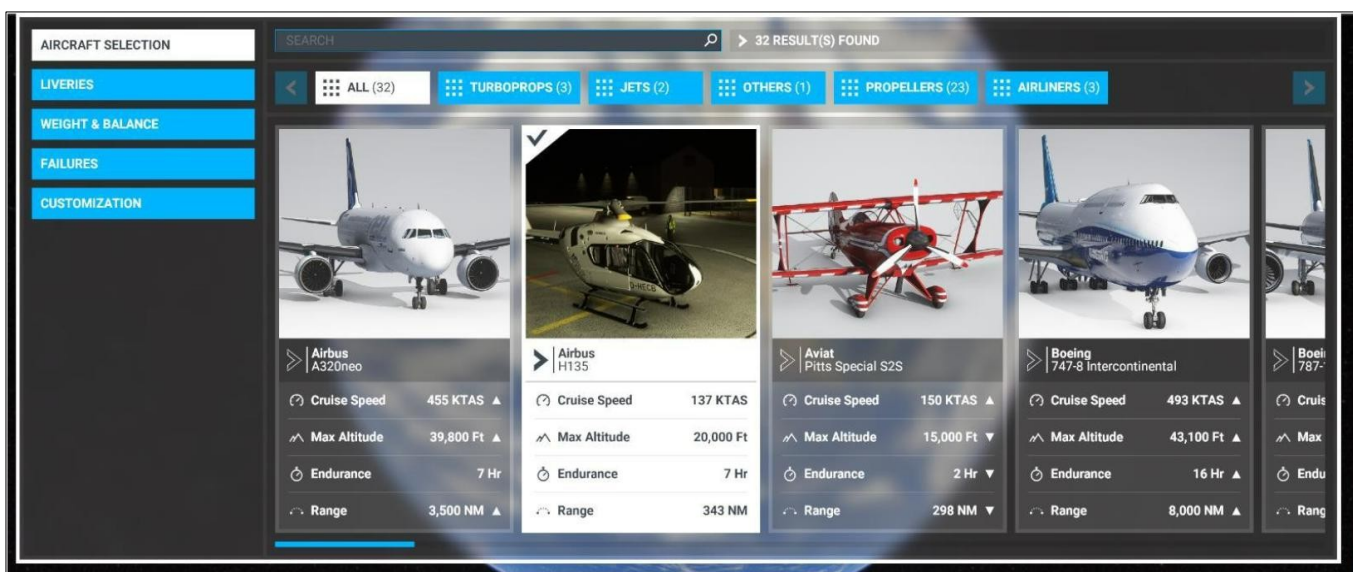
Unzip and place the **hpg-airbus-h135** folder into your Community folder:

- For those who purchased the game from Windows Store (paste this link into File Explorer address bar):
%LocalAppData%\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\LocalCache\Packages\Community\



- For those who purchased the game from Steam Store – look in your Steam games install folder. NOTE: Ensure that you do not have an extra folder in the path. Community\hpg-airbus-h135\layout.json. Check that your unzipping program did not add a second folder which will prevent the aircraft from being recognized by MSFS.
- TIP: For Advanced users that cannot locate Community folder: Enable Dev Mode, Tools -> Virtual File System, then look at Mounted Bases.

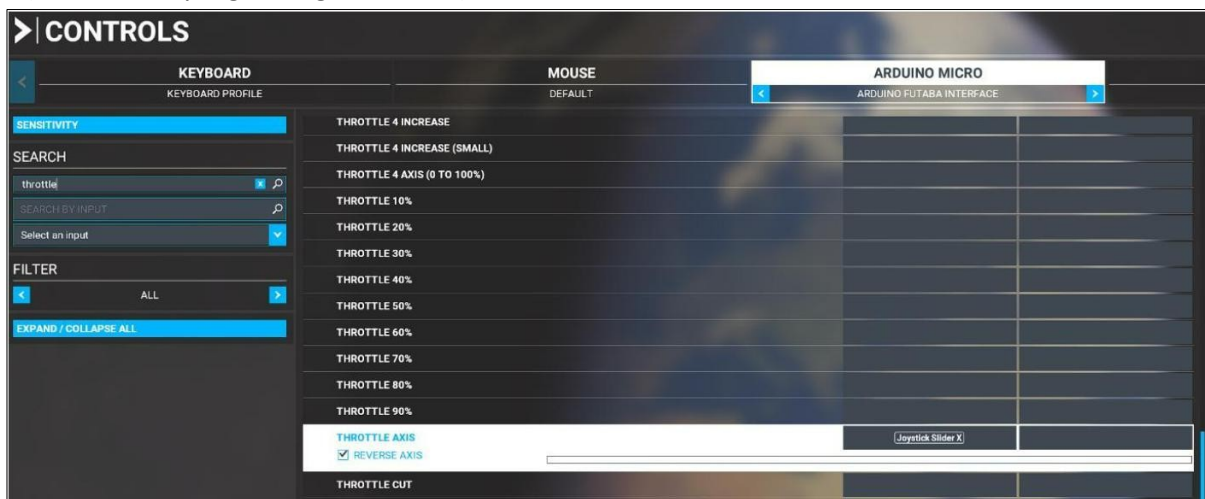
Start (or re-start) Microsoft Flight Simulator and Select the Airbus H135



Map Controls: THROTTLE AXIS

THROTTLE AXIS => controls the helicopter 'Collective' => up and down

IMPORTANT NOTE – mapping 'Throttle Axis' is critical, (not THROTTLE 1, 2,) This will control the collective pitch of the main rotor which controls climb and descent. The H135 will manage the engine RPM automatically through the FADEC (Full Authority Digital Engine Control).



NOTE: After the flight control module has loaded, you should see your collective move the lever within the cockpit. If you don't, you should check that you don't have a file called **SimConnect.cfg** in your PC's main Documents folder. If so,

rename the file to any other name and restart the sim.

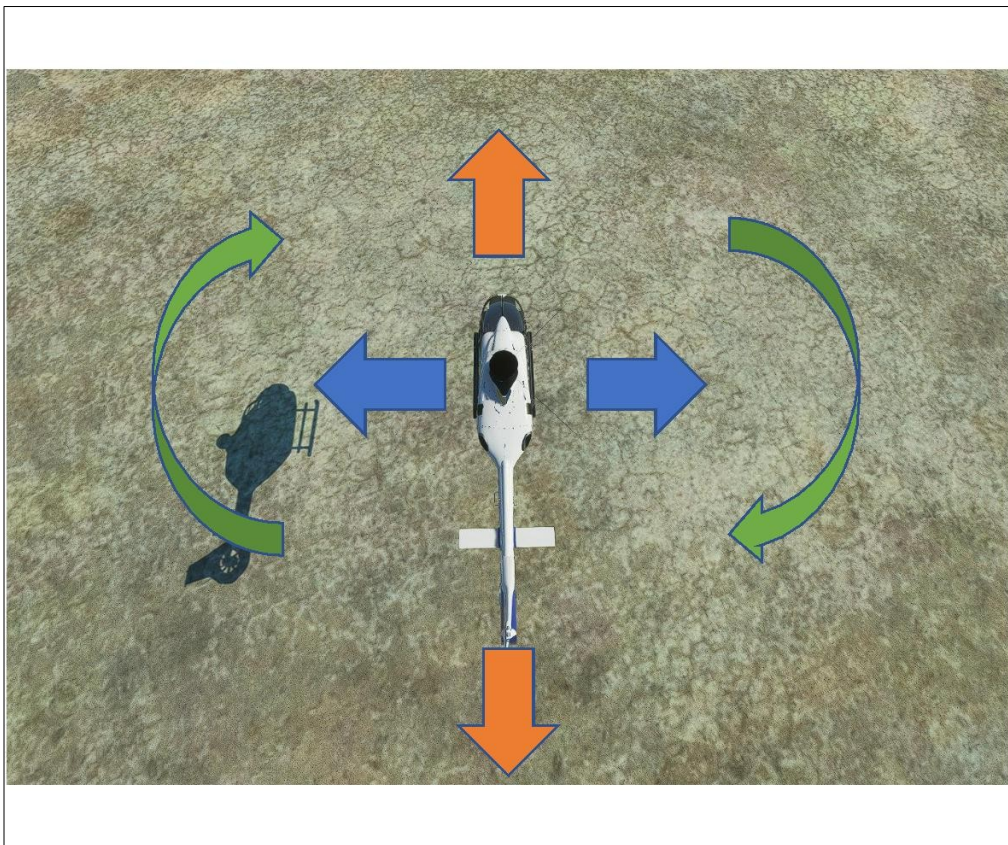
Map Controls: PRIMARY CONTROL SURFACES



AILERON => controls left & right sideways motion 'cyclic'

ELEVATOR => controls forward & backwards motion 'cyclic'

RUDDER => controls rotation 'yaw' (right pedal turns clockwise)



Your first flight

Pick an airport and runway and get Ready to Fly

Picking a runway start will have the engine running, switch engines to FLIGHT



(Optional) Cold start power up if you started off runway

Power is turned on through the overhead panel:

Note – **Ctrl + 4** shortcut will show overhead switch panel:

- Switch on BATTERY (down)
 - Avionics should also be on: AVIO 1 and 2 (down)



Move your throttle through: Min -> Max -> Min

This will remove the "COLLECTIVE POSITION UNSAFE" warning.

Note – Ctrl + 1 shortcut will show primary displays:



Turn on full pumps: PRIME pumps for start, and FWD and AFT pumps for flight



Engage the auto pilot and Stability Augmentation System

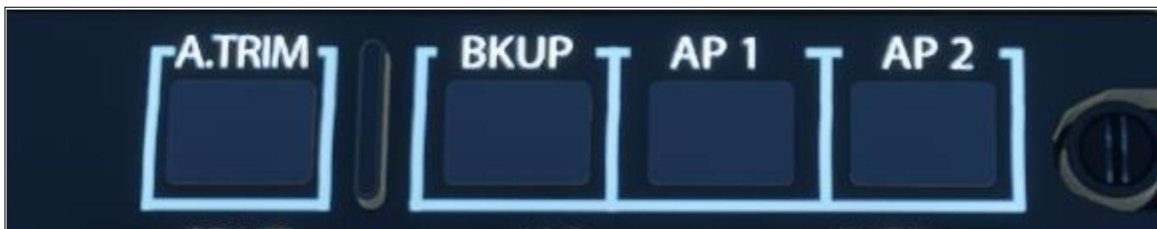
Before flight, you must first engage the system which provide stability augmentation and auto pilot functionality.



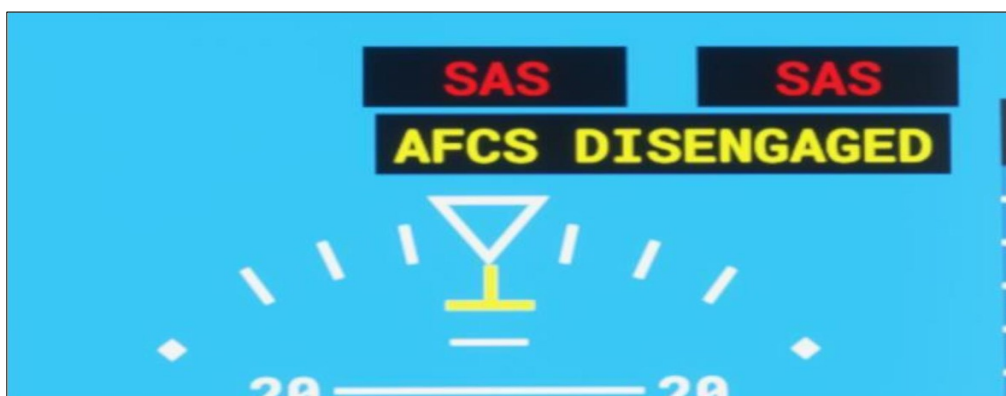
Each amber OFF must be extinguished, by pressing it. When the button is blank, it means the system is ON.

A.TRIM is required for auto pilot functionality. AP1 AP2 and BKUP each provide stability augmentation on 3 axis' (pitch, roll and yaw). If you disengage all of AP1, AP2 and BKUP you will be in an unstabilized configuration. Modern helicopters are not intended to be flown like this and you should land immediately if you find all 3 systems inoperative.

When you are ready to fly, all 4 buttons will be blank:



If you see the warning AFCS DISENGAGED on the primary flight display, you should check the configuration above.



Enable FLIGHT mode using MOUSE WHEEL UP on the red/yellow ENG I or ENG II switches

Note – **Ctrl + 3** shortcut will show ENG engine control panel:



Warm start: (from runway)

Bring one engine from IDLE to FLIGHT to fly, or press Ctrl+E

Cold & dark start: (from parking)

- Use your mouse wheel to bring each engine from OFF into IDLE, wait for primary display to show 'IDLE', then from IDLE to FLIGHT.

Engine RPM is managed automatically based on collective input.

TIP: You can also press Ctrl+E to get going right away, or click **READY FOR TAKEOFF** on the tablet.

IMPORTANT - Wait for the main rotor RPM to increase and ROTOR RPM warning to clear.

Primary display will then show the following – you're ready to fly!

- LDG ON = Landing light is on
- A.TRIM RELEASED = AP is not on for takeoff



TIP: Press the ACK soft key to dismiss the messages, so you may see new messages in bright colour.

Increase collective (your Throttle control) to take off and go fly!

If you're new to helicopters then you may find the external view easier to see how the helicopter tilts as you control it.



FLIGHT MODES – Control the level of difficulty of your experience

The tablet home page has a tile which lets you select between the three flight modes:

- XBOX = Designed for the Xbox and PS4 controllers. This is the easiest mode.
- **BASIC** = Default mode, powerful control but torque effects removed.
- ADV = Advanced mode, more real helicopter characteristics including needing to control the antitorque.



Higher performance mode – “NR HI”

The “NR HI” button to the left of the ENG engine control switches enables a higher performance mode with faster climb rate and more sensitive collective. Click the button to enable and max vertical speed from a hover increases from approx. 550ft per minute to 1,100ft per minute.



Hotkeys

CONTROL Input	H135 Function	Default keyboard binding
TOGGLE VARIOMETER	FADEC On/Off	
TOGGLE WING LIGHTS	SPOT LIGHT On/Off	
MIXTURE 3 AXIS (0 TO 100%)	SPOT LIGHT Up/Down	
MIXTURE 4 AXIS (0 TO 100%)	SPOT LIGHT Left/Right	
AUTOPILOT MASTER	Basic Auto pilot including HDG, ALT, NAV modes. Note: VS mode is not supported, even though it visibly engages.	Z
AUTOMATIC ENGINE START	Start engines and engage FADEC	Ctrl+E
	Control panel view shortcuts	CTRL+1, 2, 3, 4

TIP: See the tools\KEY BINDINGS.txt for a complete listing of special hotkeys.

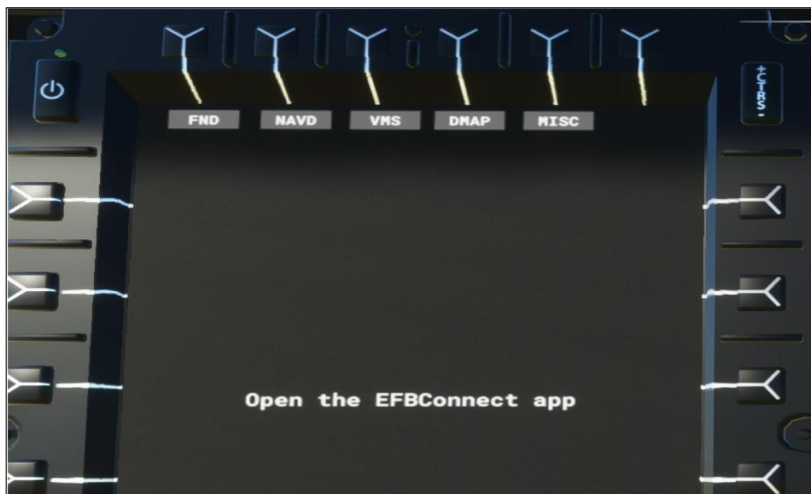
TIP: MSFS generic keyboard shortcuts - <https://www.gamesradar.com/uk/microsoft-flight-simulator-2020-keyboard-controls/>

Co-Pilot and doors

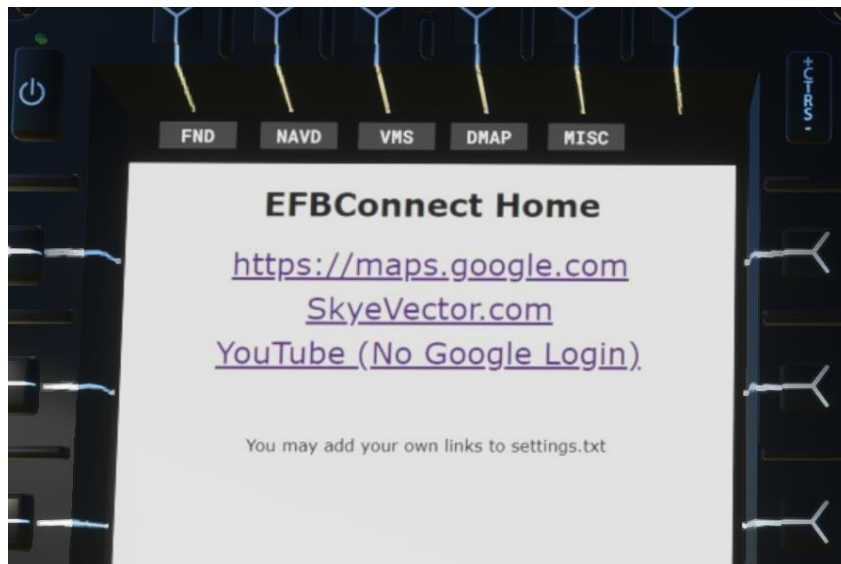
- Co-pilot show / remove – simply click on the left seat co-pilot / seatbelt
- Doors – click on the front inside handle, or use tablet menu to open / close

(OPTIONAL) EFBConnect – display webpages in the cockpit

When switching to the EFB page, you will see a notice to start the EFBCoconnect app:



You may join our discord for the EFBCoconnect download (free, but beta): <https://discord.com/invite/2atu5xQ>



Feedback on this guide

Message me on Discord:

- Maintainer: davux3 (Dave)
- Originator: OneSeventyTwo (Neil) (Helpfully created this documented and pushed Dave to update it – we all thank Neil!)