

MAULE M7-235 ORION

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USER MANUAL

last revision :03/07/2023



TABLE OF CONTENTS

| | |
|-------------------|----|
| Variations..... | P2 |
| Features..... | P3 |
| Installation..... | P4 |
| Operations..... | P5 |
| Support..... | P8 |



VARIATIONS

1. Maule M7-235-Orion

- Liverie 1= Registr: NH928 /Color: Yellow and black /Variations : white panel ; white leather seats
- Liverie 2= Registr: NH927 /Color: Beige and white /Variations : white panel ; white leather seats
- Liverie 3= Registr: NH929 /Color: Black/Variations : white panel ; white leather seats
- Liverie 4= Registr: PM257 /Color: Yellow and black /Variations :black panel ; black leather seats
- Liverie 5= Registr: PM217 /Color: Beige and white /Variations : black panel ; black leather seats
- Liverie 6= Imat: PM123 /Color: Black /Variations : black panel ; black leather seats

2. Maule M7-235-Orion tundra version

- Liverie 1= Registr: HU528/Color: Yellow and black /Variations : white panel ; white leather seats
- Liverie 2= Registr: HU527 /Color: Beige and white /Variations : white panel ; white leather seats
- Liverie 3= Registr: HU529 /Color: Black/Variations : white panel ; white leather seats
- Liverie 4= Registr: TR257 /Color: Yellow and black /Variations :black panel ; black leather seats
- Liverie 5= Registr: TR217 /Color: Beige and white /Variations : black panel ; black leather seats
- Liverie 6= Registr: TR123 /Color: Black /Variations : black panel ; black leather seats

3. Maule M7-235-Orion floaters version

- Liverie 1= Registr: KV928/Color: Yellow and black /Variations : white panel ; white leather seats
- Liverie 2= Registr: KV927 /Color: Beige and white /Variations : white panel ; white leather seats
- Liverie 3= Registr: KV929 /Color: Black/Variations : white panel ; white leather seats
- Liverie 4= Registr: CT257 /Color: Yellow and black /Variations :black panel ; black leather seats
- Liverie 5= Registr: CT217 /Color: Beige and white /Variations : black panel ; black leather seats
- Liverie 6= Registr: CT123 /Color: Black /Variations : black panel ; black leather seats

VERSION SOON AVAILABLE

4. Maule M7-235-Orion Skis version

- Liverie 1:
- Liverie 2:
- Liverie 3:



FEATURES

- Optimized FPS
- Accurate hand made custom HD detailed design
- HD PBR texturing
- Accurate Maule M7-235 flight model
- Custom accurate lighting system
- Adapted realistic sounds
- Included Lycoming IO-540-W motorisation
- Every moving parts in real animated
- Accurate Gear deformation
- Custom accurate fuel system
- Custom accurate electrical system
- All buttons and systems working included breakers
- Added Interactive checklist
- Included Garmin 530 and Garmin 430
- Included radio KMA28
- Included Optional GTNX750 / 650 by TSD sim for owners
- Included Clipboard with interactive features
- Included payload stations
- Included 3 liveries + 3 interior color variations
- Included Tundra / Floaters variations
- Added documentation



INSTALLATION

ONLY FOR NON-MARKET PLACE USERS WITH OUR INSTALLER

DO NOT UNCHECK THE LAUNCH SOFTWARE BOX AT THE END

- You must be connected to the internet and right click on the installer, run as administrator (valid for all utilities).
- Have the serial number provided when purchasing the license .

***THIS PRODUCT USE SETUP GENERATION 3 _NG / PLEASE READ THIS POST ON FORUM TO BE SURE YOU YOU'VE MADE THE SWITCH WITH OLD SETUP GENERATIONS .YOU NEED TO USE DEDICATED SIMULATOR SETUPS (MSFS/MSFS24).**

<https://pilot-experience-sim.forumactif.com/t7-pilot-experience-sim-products-installation-and-working>

UPDATES

Updates are made online from PESIM Central.

If you have PESIM CENTRAL 2.1.4

uninstall it from windows panel and re install PESIM CENTRAL V2.1.7

SYSTEM REQUIRED

- * MSFS2020 / MSFS24
- * Windows 10 /11
- * Active connection for activation



OPERATIONS

INTERACTIVE CHECKLIST:

-Note on "auxiliary fuel pumps":

In assisted mode the validation will be automatic but this verification must be done manually

- Note on fuses:

In the "before starting checklist" the checking of the fuses and the depression is done manually

- Note on Fuse Camera:

The fuse camera is positioned on the right block, you will have to turn the point of view to the left to check the second block

-Note on Getting Started:

In the "starting checklist", if the automatic help mode is activated, the engine starts alone nevertheless in this mode is not activated and you manually check the points, be sure to chain the last two points before checking them.

*You have to click on the magneto to the right and immediately set the wealth lever to the max.

-Note on green arc:

If you are in assisted mode, you will need to put in a little engine power for the values to rise as expected and for them to be validated.

*Engine instrumentsCheck in green arc

- Note on alternate air:

The "alternate air control" checks are automatically validated in assisted mode but you must manually position the lever in the required position..

PANEL S STATUS :

We currently provide 3 pre-configured statuses:

- * "Cold and Dark" at the gate
- * "Cold and Dark" at the hangar
- * Ready for take-off on the runway



CUSTOM CAMERAS AVAILABLES:

PILOT

- 1.Pilot
- 2.CoPilot

INSTRUMENTS

- 3.Transponder
- 4.Avionics
- 5.Instruments-1 (Left side)
- 6.Instruments-2 (Right side)
- 7.Flaps-Trim
- 8.Left-Breakers (Left Breakers)
- 9.Right-Breakers (Right Breakers)
- 10.Electrical
- 11.Fuel-selector (Fuel selector)
- 12.Dome-Light

QUICK VIEWS (COCKPIT)

- 1.Rudder
 - 2.Right passenger
 - 3.Above the cabin
 4. Left passenger
 - 5.Under gear
 - 6.Left wing
 7. Right wing
 - 8.Hood / Propeller
-

FLAPS OPERATIONS :

The Maule has a high flap position for some cruising needs.
This position corresponds to the fully lowered lever, therefore position 0.
To be in retracted flap, you must be in position 1 (first notch)

REMINDER :

- Flaps 0= -7 degrees (Cruise position if necessary)
- Flaps 1= 0 degrees (Neutral Position)
- Flaps 2= 24 degrees (Take off position)
- Flaps 3= 40 degrees (Landing Position 1)
- Flaps 4= 48 degrees (Landing Position 2))

AMPHIBIOUS VERSION OPERATIONS :

Landing gear should never be extended for in-water operations

-The rudder must be raised in flight using the tab provided for this purpose and lowered into the water

We will add more information about this version in the "Flight Manual" soon.



HIDE YOKES :

To hide or make the yoke appear again, just click on the base of the yoke

TDS Sim GTNX 750 / 650 :

If you have a license you can use our partner's GTNX750 and 650

<https://tdssim.com/>

PMS50 GTN 750 / 650 :

You can use the free PMS50 GTN750 and 650 from PMS50

<https://pms50.com/msfs/>

EFB :

We have included an EFB to activate / deactivate functions

*Click on the pocket to open it or tidy up it / you can click on ON/OFF button to shut down it.

Here are the available functions:

PAGE 1 (Equipment)

1. Activate /Deactivate garmin 530 /430 / Radio KMA 28
2. Activate /Deactivate TDS Sim GTNX 750/650
3. Activate /Deactivate PMS50 GTNX750/650
4. Engine realistic simulation

PAGE 2 (Ground Equipment)

1. Enable/Disable "wheelshocks"

FLOAT VERSION

2. Ancre
3. Padle movment

PAGE 3 (Fuel and Payload)

1. Show/Hide copilot
2. Enable/Disable baggages
3. Enable/Disable rear left loading
4. Enable/Disable rear right loading
5. Fuel lever

PAGE 4 (Checklist)

We have added 6 blank pages as decals so you can edit your own



LOAD :

We have included 3 loading stations:

1. Back
2. Left Passenger seat
3. Right Passenger seat

The objects can be activated from the EFB, some weight has been pre-seted for you but you can manage the masses and balance yourself

REMOVAL DOORS :

1.Click on the corresponding screws to remove or add the left and right doors:

AUTOPILOT :

1.Read flight manual to understand how it works.

A test sequence needs to be done before to set it to ON.



ENGINE CONDITIONS :

***YOU NEED TO BE ON ENGINE REALISTIC SIMULATION FROM THE EFB IN ORDER TO ENJOY THIS FEATURE**

A.ENGINE IS COLD :

You need to prime the engine between 3 to 5 seconds max using fuel mixture full rich , throttle set to 1/4 and boost pump ON

CAUTION = *If the engine won't start ,the engine maybe flooded.*

To unflood the engine , you have to set throttle full forward , mixture set to 1/4 and turn magneto switch to start position until the engine is firing. When engine is firing , you have to advance mixture to full rich and reduce throttle to maintain between 800 and 1000 rpm.

B.ENGINE IS HOT (Cylinder head temperature above 200 °F) :

You don't need to prime the engine , but you have to set mixture full rich , advance throttle to 1/4 and set again the mixture to 1/4. To recap , you will have mixture and throttle set to 1/4. The engine must running well.

CAUTION = *If the engine won't start ,the engine maybe flooded.*

To unflood the engine , you have to set throttle full forward , mixture set to 1/4 and turn magneto switch to start position until the engine is firing. When engine is firing , you have to advance mixture to full rich and reduce throttle to maintain between 800 and 1000 rpm.

NOTE :

Despite all procedures listed above, if the engine won't start you can suspect that the engine is flooded. Remember, when the engine is hot you DON'T have to prime using fuel boost pump otherwise the engine will be completely flooded so you will need to follow the unflood process.

If the engine is cold and after engine start , if you move the throttle full forward, you will have a thermal shock during a few seconds then the engine will rich between 2300 and 2450 rpm.

SPARK PLUG SIMULATION:

During cold days , after the first engine start, if the throttle lever is set to idle, the engine will not run nicely at idle.Remember you have to maintain rpm between 800 and 1000 rpm .

NOTE :

The best cylinder head temperature to maintain engine set to idle is more than 270°F

