

Tricked Out Stalwart for CIRP

By Doug Linn and Jeff Greene

One of the most interesting experiences you can have in a flight simulator is to drive a Stalwart vehicle at ground level over the ice fields and glaciers of the Cambria Range. With [RTMM's C.I.R.P.](#) You can [download the ice stations](#) and several addon locations that will give you an entire “community” to visit on the glaciers above Misty Fjords.



The Stalwart is our vehicle of choice. It is basically “overpowered” for the job and can climb very steep slopes when necessary. In CIRP, we have placed tiny “weather stations” out on the ice for research purposes. These are even “strobed” for night operations. We have several “dispatches” in which you will drive out to check these weather devices. Other dispatches are supply runs from one ice station to another ... all by using the Stalwart vehicle, “flight” plans from the dispatches (CIRP Land Operations) and your GPS.

3D REDUX Lighting (optional and needs a purchase)

You can enhance the vehicle by making adjustments on the motor (power), lights and speed control. If you want amazing night lighting, you will need the 3D REDUX Light system. You can get these at <https://a2asimulations.com/product/3d-lights-redux-fsx/>. These lights are not only great for the Stalwart, but they can be used on your simulator aircraft and and some amazing landing light (and other) effects. (If you do not purchase this, you can still use this “tricked out” Stalwart ... it just won't have the night lighting). This will also give you a smoke effect for the vehicle.

Ground Handling Gauge ... Free

The other “must have” for this is the Ground Handling System that you can get at: [FlyAway Simulation](#). You can download it there at no charge. Install it as recommended. But the “Tricked Out” Stalwart already has the panel set up to use it, modified for the vehicle.

In the “tricked out” Stalwart, this gauge has been modified to not use “push back” or the “voice commands” ... the visible gauge only has the “Taxispeed” gauge showing ... that’s all you will need. (But of course you can use these on any other aircraft you have).

When driving the Stalwart, “speed control” becomes necessary. As you are going up and down crests much of the time and if you are not careful you can stall (stop) or find yourself doing 100 mph! Setting the “taxispeed” to 25mph gives you a comfortable 50 kph on the speedometer. If you are going down a hill, it will “brake” to try to maintain the speed you have set, or accelerate if going up a hill.

One of my favorite ways to “drive” the Stalwart is from the “outside spot view”. The “tricked out” Stalwart panel gives you ground handling to the left, radio to the right and a minipanel bottom center. So you can see all your instruments while watching the vehicle traverse the vast ice fields.

[Download the Stalwart Tricked Out Vehicle HERE](#)

Installation: If you already have the Stalwart, “archive it” (take it out of Simobjects and save it somewhere). Then put the “Stalwart Tricked Out” vehicle in your Simobjects folder.

Add the Ground Handling gauge (from FlyAway Sims), it must be in the “gauge” folder of your sim.

If you want the 3D REDUX lighting, you'll have to purchase/download and install it.

What to expect: This is what you will see.

You can drive the Stalwart in “spot view” from the outside and still have all the gauges you need to control it. Any of these can be turned on/off ... they are panel windows. This is with all three panel windows open, groundhandling, minipanel and radio. All of the ice stations have an NDB, so you can tune the ADF to help you navigate toward a particular station.



And here's the Stalwart at night.



Hope you enjoy the ride!

Doug & Jeff