

# Introduction to RC Airplanes

RC Airplane Types - Trainers, Sport RC Planes, 3D Acrobat RC Airplanes, Jets & More

**RC** airplanes come in a few distinct categories. Each category generally emphasizes certain features or abilities while sacrificing others. Some of the fun in the RC airplane hobby comes from trying these types and discovering which is for you. Finally, tons of fun is the reward for figuring out which type you prefer and focusing on it.

The first type, because it is commonly a first RC model airplane, is the trainer. The trainer is identified by the wing mounted high on the fuselage and quite a bit of dihedral – the angle between the two wing halves. It is designed to be stable, easy to fly, and simple to build





Multiplex Easy Star – 3 Ch











A few of RCSMP Member's RC Planes

Often a pilot's second RC model airplane, the sport type, drops the wing to the middle or bottom of the fuselage and emphasizes performance. The airfoil thins out, the wing shrinks, and the fuselage is thinner, all in the name of increased performance and speed. These designs allow for aerobatic maneuvers, including inverted flight, knife edge flight, and snap rolls.

An example of an RC model airplane that crosses the gap between a trainer and a sport type is this T-28 Trojan RTF.



Expanding the possibilities in aerobatic maneuvers are 3D acrobats. These r c planes are designed to fly at slower speeds, and to have incredible control surface authority. Often the control surfaces are as big as the flight surfaces! They are also built extremely light and given the strongest motors for mind-boggling performance, unrivaled in the full-scale world.

An example of a 3D acrobatic RC model airplane is the <u>SX3 (Southern Cross 3)</u>



Focused on speed and sometimes scaleappearance, jets are a thrilling RC model airplane type. They are often powered by ducted-fans, or even miniature kerosene turbines.

#### Examples of turbine powered jets.



Vou can experience all the joy of flying airplanes without being inside one. Using a few special technologies, you can pilot an RC airplane from the ground. It's cheaper and easier to get into than full-scale piloting. As well, RC model aviation is much safer and offers higher performance. It's a great outdoor hobby where you will enjoy scenery, freedom, and friendship.

The first technology used is the <u>radio control</u> <u>system</u>. As an RC model pilot, you hold a <u>transmitter unit</u> and move two control sticks. By moving these control sticks (which function like two joysticks on a game controller) you will control the airplane's flight

#### <u>transmitter unit</u>



The transmitter communicates your stick positions, via a radio signal, to the RC model airplane. The RC model airplane contains a <u>receiver</u>, which decodes this transmission and tells the <u>servos</u> to move a position corresponding to what you commanded on the sticks. The servos are a cool piece of technology. They rotate to whatever position they are told to go to, and are very strong and very accurate.

#### Receiver Servos





#### Flight Pack



How does a servo rotating make your RC model airplane fly? This is where the technology becomes entirely mechanical. A linkage, in the form of a cable or strong rod, connects the servo's rotating shaft and arm to the airframe's flight control surface.

The flight control surface is literally a movable section of wing. By controlling the orientation of the control surface (the servo's job), you can generate the fundamental airframe rotations that all aircraft since the Wright brothers have used for control.

Roll, pitch, and yaw are the fundamental airframe rotations. Each is generated and controlled by a specific control surface. Roll is generated by the ailerons, pitch by the elevator, and yaw by the rudder.

It's a complicated process involving a series of interesting technologies, but when you're flying, RC model airplane control is as simple as can be. You move a pair of control sticks with your fingers, and the RC model airplane immediately responds by changing its flight path. Piloting an RC model airplane is a lot like driving a car or playing a video game.

### Introduction to RC Airplanes: Your First Radio Control Airplane

Our last article, <u>Fundamentals of the Sport /</u> <u>Hobby</u>, prepared you for the decisions that lay ahead. With the context of RC airplanes in your pocket, let's look at choosing your first airplane.

# Introduction to RC Airplanes: Your First Radio Control Airplane

There are a lot of <u>RC model airplanes to choose</u> from, and a ton of equipment possibilities. All you need to know is what you are looking for, what each option means, and then you can go shopping. Fortunately, there's a market for entry-level RC model airplanes and equipment. After all, every current RC pilot has at one time needed a first RC model airplane.

One way to focus your RC model airplane search is to look for RC model airplanes designated as trainers. Trainer is the term used for RC model airplanes that are designed to be simple, durable, easy to fly, and forgiving. You can spot them by their high wing position, abundance of dihedral, and large fuselage.



#### **PT-40** Trainer

Dihedral is the angle between the two wings halves. An RC model airplane with no dihedral has flat wings. An RC model airplane with dihedral has the wing halves sloped upwards away from center. Dihedral induces slight roll stability, so the RC model airplane will want to return to wings-level

Once you've started to spot trainers that interest you, it's time to choose between the two types of motors, nitro and electric. Nitro motors are internal combustion engines that burn an alcohol and nitro methane fuel. Electric motors are powered by batteries. They both work very well, so choose between them based on personal attractiveness.

As you know from the previous article, RC model airplanes are controlled by their control surfaces. Each control surface requires its own radio channel. You will find radio systems and RC model airplanes rated by the number of channels they use. A 2-channel system of throttle and rudder is the most basic – just enough for basic flight – and will limit the maneuvering that you can do with your RC model plane. A 3-channel system offers good control for casual flight, and a 4-channel system is best for advanced sport and acrobatic flying.

RC airplanes are available in Ready to Fly (RTF) versions which only require minutes of preparation to plug the components together, and Almost Ready to Fly (ARF) versions in which the airplane is mostly assembled but may take a few hours of final assembly. Another option would be buying the airplane as a kit and building it yourself. This is a very labor-intensive process, expect to spend thirty to sixty hours building this type of RC model airplane.



ARF (Almost Ready to Fly Kit

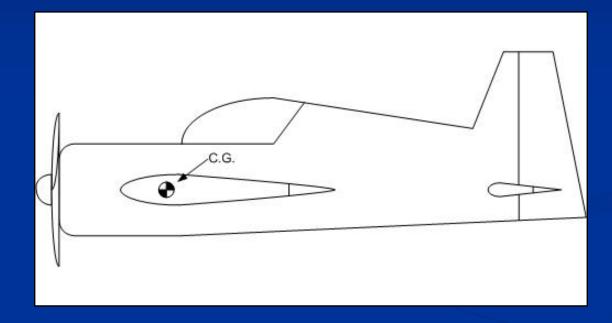
- Whatever RC model airplane you choose, it's possible it may crash eventually. If that happens, you will need spare parts. Spare parts availability is important to the success you have in this hobby.
- There's one final tip I can offer to those in the market for an entry-level airplane. You can, in fact, try before you buy. An RC flight simulator, like FMS, has two benefits to you. By spending some time flying FMS Flight Simulator, you get a head start learning to fly and can try many different types of airplanes. Flying a <u>flight</u> <u>simulator with a true RC controller</u> is the best investment of time and money a new pilot can make.

With the help of the previous article, <u>Your First</u> <u>Radio Control Airplane</u>, and a little work, your remote control airplane is ready to fly. But we have a little more preparation to do before you can send it skyward.



Hobbico Nexstar

■ Your remote control airplane's center of gravity (CG) is a vital setting. You determine where it is by balancing the remote control airplane – fully assembled, fueled, and ready to fly – at two points on the bottom of the wing. You are trying to find out where, front to back, the remote control airplane balances, so keeping both fingers (or sticks, whichever you use) at the same frontto-back location on opposite wing halves is very important. Once you've found that point, mark it somehow.



Center of Gravity (CG)

■ Now you know where you remote control plane's CG is. The correct CG position depends on the remote control airplane, so check the manual. It should give you a range of acceptable CG locations. The CG for a typical trainer remote control plane is about one third of the width of a wing back from its leading edge. If your CG isn't in that range, you need to make some changes. You can move RC model equipment or the batteries around internally or add lead weight. Lead should be placed at the very front or very back of the remote control plane, where it has the most effect. Attempting to fly with a CG outside the range is a recipe for disaster.

The next check is to ensure the remote control airplane won't fall apart or stop working once it takes off. You should give a firm pull on all sections of the remote control airplane to ensure the wind won't pull them off or break them. Concentrate on the wing, ailerons, vertical fin, rudder, horizontal fin/stabilizer, elevator, landing gear, and motor.

• We're getting closer. Next, use your transmitter to confirm that all control surfaces (and throttle!) move in the right direction with the sticks. Pull back on the elevator stick, and the elevator should rise. Push the rudder stick right, and the rudder should move right (when looking at the plane from behind). Push the aileron stick right, and the right aileron should rise and left aileron should fall. Full throttle should fully open the carburetor or run the electric motor at full speed, and idle throttle should almost fully close it; it should fully close when throttle trim is brought all the way down or in the case of an electric motor the prop should slow to a halt.

Now the remote control plane is ready, but it is important to understand that it is possible to crash. Even if a crash occurs you don't need to worry. The key question here is, how well will your remote control plane survive a crash, and are the spare parts you may need available? Some planes, like trainers, are very durable and designed to survive crashes.

Others, mostly sport planes, can suffer major damage and require hours of repair. If your remote control plane is the former durable type, then visit a large open tree-free field and start learning to fly.

For the other types of remote control plane, finding local experienced pilots to test fly your remote control plane and take over when you get in trouble is absolutely necessary. Find and join the local flying club, and your flying experience should be highly successful.

- With the first flight under your belt, the remote control airplane becomes secondary. It's now about improving your piloting skills and having fun. Protect your remote control airplane, diligently practice your landings, and enjoy the sky.
- Join the AMA (Academy of Model Aeronautics)

Join the RCSMP (Radio Control Society of Marine Park)