

# FS2004 Hawker Sea Fury FB11 RN Update V2.00



## Introduction

This is an update for the Sea Fury FB11 for FS8 and FS9 by Paul Barry, David Hanvey and Jerry Beckwith. It was the last propeller fighter-bomber to serve with the Royal Navy and one of the fastest production piston-engined aircraft ever built.

## Development history

Designed in 1942 by Sir Sydney Camm, the Hawker Fury was the evolutionary successor to the Hawker Typhoon and Tempest fighter-bombers of the Second World War. It met the Royal Air Force's requirement for a lightweight Tempest Mk.II replacement by using modified Tempest semi-elliptical outer wing panels, bolted and riveted together on the fuselage centreline. The fuselage itself was similar to the Tempest, but fully monocoque with a higher cockpit for better visibility.

In 1943, the design was modified to meet a Royal Navy request for a carrier-based fighter. Both prototypes were undergoing carrier landing trials when the Japanese surrendered in 1945, ending development of the land-based Fury; but work on the navalized Sea Fury continued. The first production model, the **Sea Fury F10**, flew in September 1946.



## Operational History

The **F.10** was followed by the **Sea Fury FB.11** fighter-bomber variant, which eventually reached a production total of 650 aircraft. The Sea Fury remained the Fleet Air Arm's primary fighter-bomber until the introduction of the Supermarine Attacker in 1951 and Hawker Sea Hawk in 1953 and continued to serve with the RNVR until early 1955.

A total of 74 *Sea Furies* served in the Royal Canadian Navy between 1948 and 1956 and a further 50 with the Royal Australian Navy.

## Roll of Honour: Korean War

The FB.11 served throughout the Korean War as a ground-attack aircraft, flying from the Royal Navy light fleet carriers HMS Glory, HMS Ocean, HMS Theseus, HMS Unicorn, HMS Triumph and the Australian carrier HMAS Sydney.

Sea Furies had to dog-fight Russian MiG-15 on several occasions and more than once the piston engined fighter-bombers out turned and destroyed their opponents! FAA pilot Lieutenant Peter "Hoagy" Carmichael Royal Navy, downed a MiG-15 jet fighter in air-to air combat, making the Sea Fury one of the few prop-driven fighter-bomber aircraft to shoot down a jet-powered fighter. The engagement occurred when his mixed flight of Sea Furies and Fireflies was engaged by eight MiG-15s, during which one Firefly was badly damaged while the Sea Furies were able to escape unharmed.

## Today

Fortunately the Sea Fury was considered by some people to be the ultimate racing plane, and as a result a good number survived. They can be seen at the Reno air races competing with Mustangs and Bearcats.



### V2.0 consists of:

- ✓ Photographic quality Cockpit Panel by Lobo da Silva, gauges repositioned and Lights Panel by Peter Forster
- ✓ Repaint of RN VX639 Culdrose by Steven Beeny
- ✓ Repaint of RCN TF999, 803 Sqn HMCS Magnificent by Steven Beeny
- ✓ Repaint of HMS Ocean & Glory using Colossus Class Arromanches as a base by Peter Forster
- ✓ Carrier Operation using RCBO-20 by Rob Barendregt, Doug Dawson and Nick Needham, Catapult Panel Peter Forster
- ✓ Wing-tip G operation refined by Peter Forster
- ✓ Flap drag effect and toe brakes readjusted by Peter Forster
- ✓ Default Planes 'touch up' by Peter Forster





Photographic Cockpit bitmap by Lobo da Silva



Carrier Operation via external panel

## V1.2 consisted of:

- ✓ **Re-adjusted lights**, strobes deleted, red beacon fitted
- ✓ **Repaints** representing various Sea Furies serving around the World
- ✓ A stall effect, wind, canopy open and close **sounds added**
- ✓ Start-up **sound remodelled**
- ✓ Added **supercharger sound effect** at higher revs
- ✓ Aircraft **Reference & Check Files added**
- ✓ Automatic wing contrail **G-effects added**
- ✓ **Period radio** added
- ✓ **Cannon effect** added
- ✓ **Flight envelope** subtly tuned
- ✓ **Modified cockpit panel** for easier viewing of the main instruments  
Original panel.cfg is included to change back

## Optional features:

- ✓ ATC programmed to use **Editvoicepack3.1** <http://www.editvoicepack.com/> (Please Install for the effects to be heard\* ) Plane will be referred to as a **Hawker Sea Fury**
- ✓ **Positioning for Shockwave 3d redux lights V1.2** (must be installed first)  
<http://www.shockwaveproductions.com/store/shockwavelights/> )

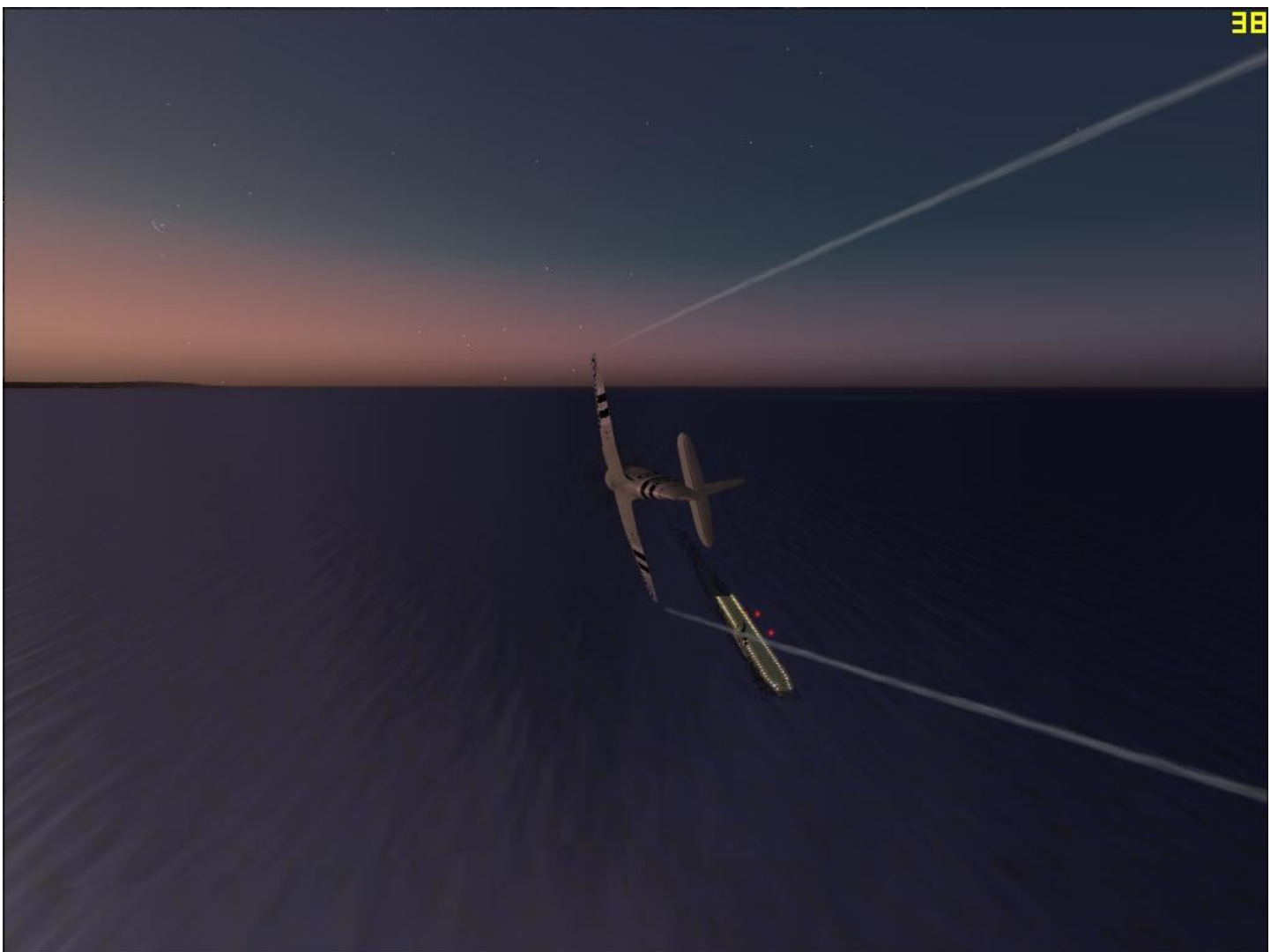
\* optional



Shockwave old-style 3d lights being tested at RNAS Ford



Period radio and navigation set



Refined G-effect contrails operate at 5G



Cannons tested at Dave Maltby's Ringway



Exhaust effects added and lights modified

## Installation WITHOUT Shockwave 3d redux V1.2

- 1/ Download and install aircraft  
**Sfrel1.zip** from:  
<http://www.flightsim.com>
- 2/ Then download and install update for improved ground handling:  
**sfrel1u.zip** from:  
<http://www.flightsim.com>
- 3/ Unzip this update to a spare folder on desktop.
- 4/ Place in your main FS2004 directory.  
If you are asked to overwrite any files, then just say yes!

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- 4/ Place in your main FS2004 directory.  
If you are asked to overwrite any files, then just say yes!
- 5/ Copy **aircraft.cfg** from folder **I HAVE SHOCKWAVE 3D LIGHTS redux v1.2**
- 6/ Paste in **Sea Fury FB11 folder** overwriting file that is there

### [Review of Shockwave 3d lights Redux 1.2](#)

## Setting up Cannon effect:

Startup FS9, select the aircraft and press the key assigned to the FS9 function "Reheat/Afterburner On/Off" (default: Shift-F4)

You should see the cannon effect from both wing cannons (in all views) and hear the sounds via your speakers. Especially in Spot Plane view, observe the smoke, tracer and falling shells.

## Credits:

**Full credit goes to David Hanvey, Paul Barry, Jerry Beckwith and Jan Rosenberg for creating the Sea Fury FB11 which inspired me to create this Update.**

- Rob Barendregt for the implementation of the 3D Cannon effect
- Rob Barendregt, Doug Dawson and Nick Needham for Carrier Operation Package
- Doug Dawson, for his perfect solution to play sounds from an XML gauge
- Jan Rosenberg, for his visual Cannon effect, engine exhaust flames and start-up smoke.



- Lobo da Silva for photographic panel bitmap

### **Repaints:**

- Barry Magann
- Christophe Gaudin
- Torben Schioler – 1948 VR930
- Vincent van Yperen
- John Terrell
- Steven Beeny - RN VX639 Culdrose, RCN TF999, 803 Sqn HMCS Magnificent

### **Beta Testing:**

- James Pettigrew
- Paul Kyte
- Steven Beeny

### **Sea Fury Update concept and execution:**

Peter Forster

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