

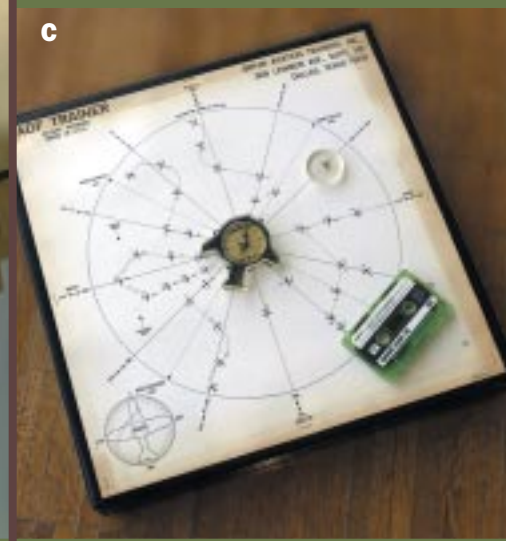
EAA's Attic



A



B



C



D

Practice Makes Perfect *Early simulators and trainers*

A. "Flying" around the EAA AirVenture Museum is this 1934 Link C-3 Trainer. The U.S. Army Air Corps embraced the Trainer that year after several pilots crashed in bad weather during the first week of military airmail operations. Besides replicating instrument flying, the trainer turned, pitched, and banked like a real plane.

B. In EAA's attic is this Aero Products Research's 1965 board game trainer, which improved cross-country proficiency through a question and answer air race. Correct flight and weather-related answers advanced the plane; incorrect answers were reviewed until mastered.

C. This 1969 ADF Trainer by Bryan Aviation Trainers was a self-teaching tool for VFR pilots. It simulated the operation of cockpit equipment and promised to reduce the learning time of ADF (automatic direction finder) navigation.

D. GA pilots first saw this desktop ATC-510 Personal Flight Simulator, complete with rudder pedals, in 1974. Users listened to cassettes of actual flight conditions while practicing several flight skills. A built-in computer indicated errors made throughout the trip. Pilots could apply three hours of simulated flying time toward IFR currency requirements.

—Kathleen L. Witman

JIM KOERNICK PHOTOS