

Test of

Boeing MH-47G Chinook

Produced by Area-51 Simulations

The Boeing MH-47G is a part of the Boeing CH-47 family which is a twin engine, tandem rotor, heavy-lift helicopter originally built by Boeing Vertol back in the early 1960s (today Boeing Rotorcraft Systems). It is primarily used by the military but there are also manufactured civilian versions and is sold to 16 nations

The primary military roles include troop movement, artillery emplacement and battle field resupply. It has a huge internal cargo area, a wide loading ramp and three external cargo hooks which can carry up to 26,000 pounds of external payload as containers, bulldozers or e.g. jeeps.

Specs:

- **Produced by** *Boeing Rotorcraft Systems*
- **First flight** *September 21st 1961*
- **Introduction** *1962*
- **Role** *Transport helicopter*
- **Status** *In production and active service*
- **Built** *1,179+*
- **Unit cost** *Average US\$ 35 million*
- **Primary users:**
 - *United States Army*
 - *Japan Ground Self Defense Force*
 - *Royal Netherlands Air Force*
 - *Royal Air Force*



I received this add-on directly from Area-51 Simulations and the download went as usual, perfect and without any issues. The connection to the download server is good, so the download was quick and easy.

The installation of the add-on was just like other installations I have had with products from Area-51 Simulations – quick and easy and without any problems. Just activate the installation wizard and you don't have to do much more than that. The installation wizard is simple and very user friendly and the add-on was installed in no time.

After the installation was completed I opened up FSX to check if everything was installed properly and placed as I wanted it to be. I quickly discovered that the helicopter was nicely placed within the Area-51 Simulations folder inside my FSX, so this was perfect.

Together with this add-on you also get additional liveries to choose from, which I think is a must and it was nice to see that Area-51 Simulations had also included this.

I started the test with a view around the external part of the model to get the overall picture of the model quality. The model does resemble the real world MH-47G Chinook quite well and I was happy to see that Area-51 Simulations had included so many details as e.g. the probe used for air re-fueling.

The model is also made with good quality textures, a great finish and features multiple animations and effects as door, ramp, rotors, wheels turning, lighting etc and all animations are very well made. The lighting is well placed and the light quality is good. It is clear and bright and made superbly to this model. I compared the model to pictures from the internet, and I found the helicopter to be spot-on and actually quite fun to see this version of the Chinook. I am not sure I have seen this version for flight simulator before- well not as payware anyway.



When entering the inside of the helicopter I found a virtual cabin/cargo area, a virtual cockpit and a 2D cockpit. The virtual cabin/cargo area is okay made with many details and fair texture quality but the finish is a little rough. The 2D cockpit is not perfect but looks realistic and has multiple animated buttons, switches and gauges.

Taking a look at the virtual cockpit, then this is much better. The model features a virtual cockpit that does look quite realistic according to the pictures that I found of the G-model. The best upgrade is the conversion of the old analogue cockpit to be the new and improved glass cockpit. The textures used here are fair, the quality of the gauges is not overwhelming but also fair, the depth is good and the finish is also good. The virtual cockpit also features several animations and effects as animated buttons and switches together with control and various systems. The lighting in the virtual cockpit is good and the overall atmosphere here is in my opinion quite realistic.

The sound set included is good – you can really hear the deep chook chook sound that these two huge main rotors / rotor blades provide. The sound is very realistic and fits the model very well. I compared the sound set to several clips I found on youtube, and it does sound like a Chinook. I tested the sound set in both stereo and 7.1 surround sound and both worked perfectly.



The handling of this helicopter on the ground is quite easy and it reacts quickly on the control inputs that I gave. Even though it is a big helicopter it taxis with ease and you can turn the helicopter on a nickel. The wheel brakes are efficient and combine that with the “reverse thrust” you can gain from both main rotors will enable you to come to a full stop in no time.

Taking off and hovering with this helicopter is another matter. This requires a lot of skills and that the simmer is familiar with larger helicopters. The general view from the cockpit is overall good, but since this is a huge helicopter, the simmer cannot see everything, which will give the simmer a challenge.

Flying the helicopter is easy – as mentioned before, the helicopter reacts quickly on the control inputs, it has furthermore very efficient engines, so you have more than enough power, and it lies very steady when cruising. The general flight characteristics are very realistic but I cannot confirm that 100% since I have never tried to fly an actual Chinook. On the other hand I have flown several other Chinooks for flightsimulator, and the characteristics for this version were very similar to what I had experienced before.

The most difficult part of flying the Chinook is the landing. This is a huge and heavy helicopter where the pilot/simmer does not have a complete view of the helicopter and probably doesn't have 100% feeling with it either. This was for me a challenge when trying to make a spot landing, because I didn't have the feeling of where and how close the rear end of the helicopter, was to the ground. To land the helicopter on a runway is no problem, but to calculate a spot landing will require more practice – for me anyway.

When slowing down and landing the helicopter I found that I had to lift the nose quite a lot, just to keep the helicopter above the point where I wanted to set down. When touching the ground I sat down the “tail” wheels first before the front wheels and this was something that I had to get used to since I didn't have the feeling of when the tail wheels would hit the ground.

To make a spot landing you have to calculate the pitch angle and the length from the cockpit to the tail wheels – I have seen that normally in real life, there is a person on the ground guiding the pilot down to the spot. I was indeed very challenging, but never the less, also a lot of fun.



I flew the helicopter on various flights that also included foul weather. Just to handle the helicopter can be a challenge, and then try to combine that with a thunderstorm with heavy winds gusting to 30-40 knots just makes it even worse. I managed to master landing the Chinook under these conditions on a runway, but I do need more practice if I want to master a proper spot landing under these conditions.

Overall this is a good quality helicopter add-on. A very realistic model covered with good textures and lots of details, animations and effects. The helicopter also features cockpits and cabin which also are very well modeled with nice details, fair textures, good depth and multiple animations + includes a glass cockpit. I rate this add-on with 3/5-stars and thank Area-51 for contributing with this special version of the Chinook to the flightsim community.

Rays Aviation



Variants / military

HC-1B

The pre-1962 designation for model 114 development aircraft – later re-designated CH-47 Chinook

CH-47A

Upgraded with improved engines (Lycoming T55-L-7C)

ACH-47A

Armed version of the CH-47A

CH-47B

This version was an interim solution while Boeing worked on a more substantially improved CH-47C

CH-47C

Upgraded engines and transmissions to Lycoming T55-L-11 and nicknamed the Super C

CH-47D

Upgraded engines first to be Lycoming T55-L-712 but later Lycoming T55-GA-714A – also upgraded with the triple-hook external cargo system

MH-47D

CH-47D version for the special forces with in-flight refueling capability, fast rope rappelling system and several other upgrades

MH-47E

Special forces upgraded MH-47D but with increased fuel capacity and terrain following/terrain avoidance radar

CH-47F

Upgraded D-model with Honeywell engines, improved avionics and an upgraded airframe

MH-47G

Upgraded special forces E-version that features a more sophisticated avionics (CAAS = Common Avionics Architecture System also known as a glass cockpit)

CH-47J

Export version for the Japan Ground Self Defense Force

CH-47JA

The CH-47J fitted with larger fuel tanks to add extra range

HH-47

Upgraded MH-47G version that are intended to replace the aging HH-60G helicopters for combat search and rescue missions

CH-47SD

Export model to the Republic of Singapore Air Force

Variants / civilian

Model 234LR

Commercial transport helicopter (long range)

Model 234ER

Commercial transport helicopter (extended range)

Model MLR

Commercial transport helicopter (multi-purpose and long range)

Model 234UT

Commercial utility transport helicopter

Model 414

An international export version of the CH-47D