

Test of

Bell UH-1Y Venom

Produced by Area-51 Simulations

The Bell UH-1Y Venom is a twin-engine, medium size utility helicopter featuring a four bladed rotor, upgraded avionic and a glass cockpit from its predecessor and is intended to replace the aging UH-1N helicopters used by USMC (United States Marine Corps). The helicopter is built by Bell Helicopters and nicknamed the Super Huey or Yankee for its variant letter Y.

Original thought was to remanufacture the UH-1N to be UH-1Y in the H-1 program, but in 2005 it was approved for the helicopters to be built as new. The helicopter is currently in full-rate production and the biggest improvement is the incensement of engine power which will return the Huey to its utility role as it was original designed for. The Venom has already been used in combat and played a crucial role for the USMC aviation in Iraq.

Specs:

- **Produced by** *Bell Helicopter*
- **First flight** *20th December 2001*
- **Introduction** *2008*
- **Role** *Utility helicopter*
- **Status** *In production and active service*
- **Unit cost** *US\$ 21.6 million*
- **Primary users** *United States Marine Corps*



I received this add-on directly from Area-51 Simulations and the download went perfectly – no problems and the connection to the download server was really good, so the download did not take much time which is very good.

The installation also went as scheduled. I just had to activate the installation wizard and that was more or less it. It was quick and easy and the installation wizard was very user friendly, so this was again a plus.

After the download and installation I wanted to check the installation in FSX, just to see if everything was installed correctly and of course it was. I found the helicopter together with other add-ons from Area-51 Simulations in the FSX folder. Hereafter I opened FSX to verify that everything was also working, and I here also found the helicopter together with other add-ons from Area-51 Simulations.

Together with this add-on you also get various different liveries, which all are nicely shown by mini pictures inside FSX. The pictures are equal to the corresponding helicopter, so you get a good overview when looking for a specific version or livery.

I started my test by taking a walk-around the outside of the helicopter to get a complete view of the quality that this model has. The model is indeed a very well made model with a lot of great details, good quality textures and a nice finish.

The external model features multiple animations as doors, tail collective and main and tail rotor, where the main rotor actually have additional animations for the rotor blades bending downwards or upwards, when at either stand still or during flight. The model also features effects like the lighting, which is very good and placed with precision. The lights are very clean and bright and they are very realistic. All animations and effects are made with an eye for the detail and they are all placed and modeled with precision.

I also noticed that included in this helicopter add-on is animated crew which I think is really superb. This was a delight to see, and these animations are also very realistic and do contributes to an even better overall picture of this helicopter.



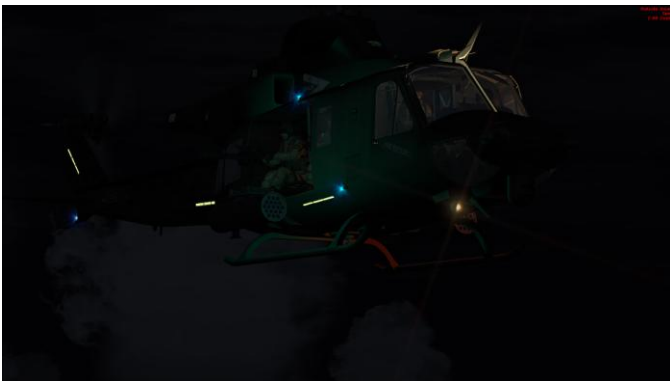
Going from the outside to the inside of the helicopter, you now find both a virtual cockpit, but also a virtual cabin. The virtual cabin is really well made with again a huge number of details, good texture quality, superb depth and a great finish.

The virtual cockpit is as the cabin and external model, made with an eye for the details, multiple animations, superb depth, great finish and good quality gauges and textures. In the cockpit you find animations as various buttons, switches and controls and the internal lighting is also very elegantly made and fits the model perfectly.

As an addition to this model, you also get various different views to select from the top bar, and this is quite fun to check them all out. This also does contribute to added realism and overall the cockpit has a very realistic atmosphere and it feels good to sit in the pilot's seat and take the helicopter for a ride.

The sound set included in this model is good, but it actually sounds a lot like some of the other helicopter add-ons from Area-51 Simulations, so I came to think if Area-51 Simulations just re-used the sound set which I think is not the best solution for this aircraft. I don't know if that is correct, but some of the helicopter really does sound a lot like each other.

I found some video files on the internet to compare the sound against, and the sound is not perfect but does fit the model quite nicely. I tested the sound set in both stereo and 7.1 surround sound and both worked perfectly.



To fly this helicopter does require some practice. If you are not familiar with helicopters, then this is absolutely not a helicopter to begin with. Start with the default R22 Robinson and go on to the default Bell 206B. When you are familiar with these two helicopters, I would say you could give this helicopter a try. This helicopter is for simmers on a medium level when talking about helicopters.

I flew the helicopter on several flights and in regards to handling on ground, well then this is your first challenge because this helicopter features skids instead of wheels, so taxiing is actually flying. However this is probably the most complicated thing when coming to fly this helicopter, so when you first master this, then you can really enjoy the helicopter completely.

The helicopter reacts very quickly on the control input that I gave and is actually very easy to fly. The engines are very efficient and provides more than enough thrust so you can actually fly the helicopter almost like a gunship. The vertical climb rate is good and according to specifics it should be around 2,520' per minute and that is very close to what I experienced with this model.

Landing the helicopter was not that big of a challenge because I am quite used to fly the twin twelve from Cera Sim, and that is just an older version of the Bell series, but for simmers that are only familiar with the default Bell 206B then this could be a challenge. This helicopter is bigger and heavier and you do need to calculate differently than if you were landing the Bell 206B.



The flight characteristics are very realistic and I found the helicopter to be much fun and a great experience to fly. I also tested the helicopter on day versus night missions and also during foul weather, and in regards to the foul weather, then the helicopter is not easy to control during e.g. a thunderstorm. That was really a challenge, but on the other hand it tough me a lot about the helicopter and my skills, and after some tries, I got to master it quite well.

Overall you here have an add-on of good quality. Perfect made model with a huge number of details, good animations, high textures quality, good light effect and a very nice finish. Furthermore the model also features both a virtual cockpit but also a virtual cabin which both are made with an eye for the

details, good animations, great depth and good quality textures. The sound set is good and fits the model, and overall you here get a very realistic helicopter add-on.

I rate this add-on with 4/5-Stars and thank Area-51 Simulations for this very well made helicopter. This is a helicopter that I haven't seen before for flight simulator, so this was indeed a delight to test and review.

Rays Aviation



Specifications

General characteristics

- **Crew:** One or two pilots, plus crew chief, other crew members as mission requires
- **Capacity:** 6,660 lb (3,020 kg) including up to 10 crashworthy passenger seats, 6 litters or equivalent cargo
- **Length:** 58 ft 4 in (17.78 m)
- **Rotor diameter:** 48 ft 10 in (14.88 m)
- **Height:** 14 ft 7 in (4.5 m)
- **Disc area:** 1,808 ft² (168.0 m²)
- **Empty weight:** 11,840 lb (5,370 kg)
- **Useful load:** 6,660 lb (3,020 kg)
- **MTOW:** 18,500 lb (8,390 kg)
- **Power plant:** 2 × General Electric T700-GE-401C turboshaft, 1,828 shp for 2.5 min; 1,546 shp continuous (1,360 kW for 2.5 min; 1,150 kW continuous) each

Performance

- **Never exceed speed:** 198 kts (227 mph, 366 km/h)
- **Max speed:** 164 knots (189 mph, 304 km/h) for 30 minutes
- **Cruise speed:** 158 kts, 182 mph, 293 km/h (long range cruise (LRC) 135 kn, 155 mph, 250 km/h)
- **Combat radius:** 130 nmi (150 mi, 241 km) with 2,182 lb, 990 kg payload
- **Endurance:** 3.3 hr
- **Service Ceiling:** 20,000+ ft (6,100+ m)
- **Rate of climb:** 2,520 ft/min (12.8 m/s)