

# KMA28 Audio Panel



Version 1.5

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**EULA**

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**Getting Started**

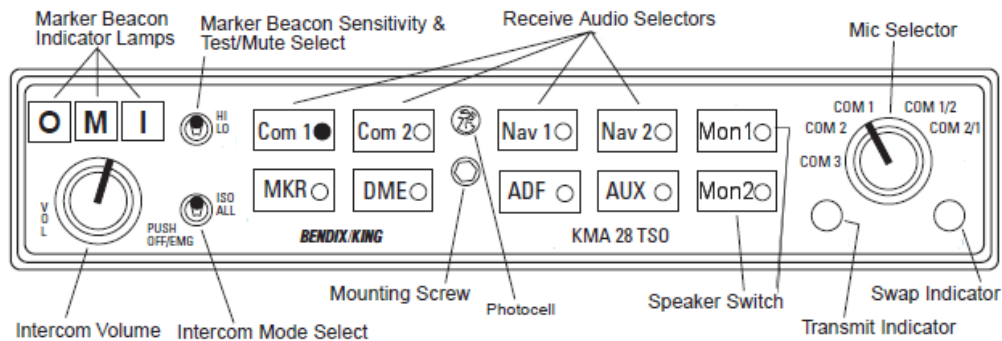
This system utilizes advanced computer technology normally found only in high-end general aviation avionics. It does this by utilizing state of the art computer components. It is strongly recommended that pilots acquaint themselves with the features and controls described in this manual prior to using it in flight.

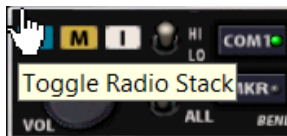
**System Requirements**

- Microsoft Flight Simulator X
- Windows XP, Windows Vista, or Windows 7 - 32 or 64 bit versions.

**1. Basic Operation**

All controls required to operate the KMA28 are located on the unit front panel.



**TOGGLE RADIO STACK POPUP**

In the upper left-hand corner of the unit, a small mouse hotspot can toggle the radio stack popup panel on/off, for convenience.

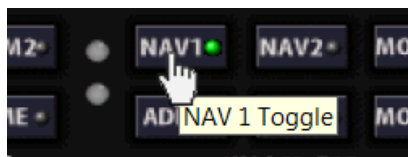
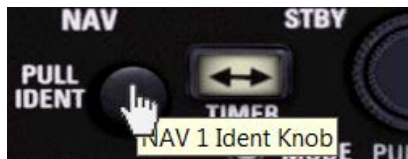
**RECEIVE AUDIO SELECTORS**

Receiver audio is selected through two momentary and six latched, pushbutton, backlit switches. When Com 1 and Com 2 are both selected, both radio's audio will be available (Com Both).

You will always hear the audio from the transceiver that is selected for transmit by the rotary mic selector switch. The users can identify which receivers are selected by noting which of the green switch LEDs are illuminated. Push buttons labeled Com 1, Com 2, Nav 1, Nav 2, DME, MKR (Marker), ADF, AUX (auxiliary), and Mon1 or Mon2 (Speaker) are "latched" type switches. When one of these buttons is pressed, it will stay in the "in" position. Press the switch again and it be in the "out" position and remove that receiver from the audio.

**POWER SUPPLY**

Operation Unit power is turned on and off by pushing the aircraft panel's Avionics Master. Any time power is removed or turned off, the audio from the radio stack will be unavailable.

**NAV SIGNAL IDENT SIGNAL**

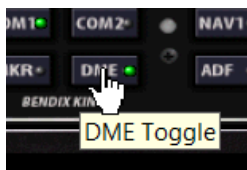
The Morse Identity signal from the Nav 1 or Nav 2 receivers can be channeled through the audio panel as follows:

1. Pull the IDENT knob on the respective Nav receiver out by clicking on it.
2. Select the respective Nav receiver on the KMA28 Audio Panel.

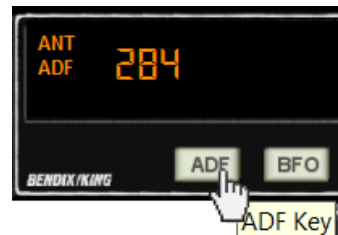
*Note: If both steps are not followed, no audible signal will be played through the speakers.*

**ADF SIGNAL IDENT**

Antenna (ANT) mode is selected by pressing the "ADF" button. "ANT" will be annunciated in the upper left corner of the display. ANT provides audio reception of the *Morse Identity Code* from the station tuned, and is usually used for identification. Press the ADF key again to return to normal mode.



The "ADF" key on the KMA28 Audio Panel must also be ON in order to hear the audible identification code.

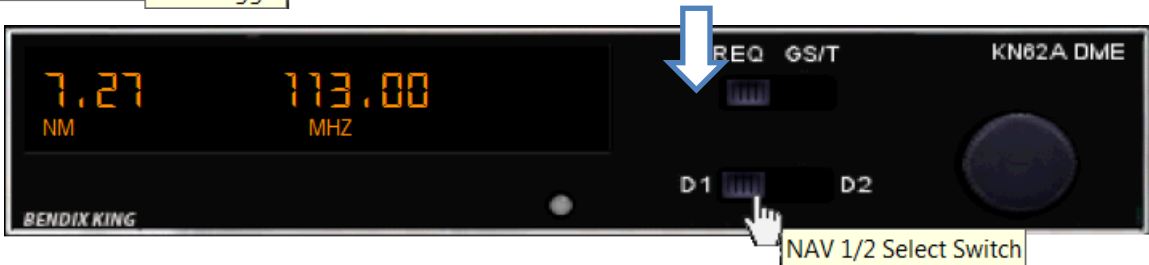


**DME MORSE IDENTITY SIGNAL**



Press the DME Key to channel the audio from the DME Morse Identity signal.

The audio will be from the NAZV radio selected on the KN62 Radio Receiver NAV 1/2 Select Switch.



**MARKER BEACON RECEIVER**

The complete three-light marker beacon receiver built into the KMA 28 gives you an accurate visual and aural signal when you pass over a 75 MHz beacon. The blue, amber, and white lights on the faceplate, as well as the audio tones, identify the beacon type (outer, middle, or inner/airway marker, respectively).



The "MKR" Audio Select button must be pushed so that the green annunciator is illuminated for the marker beacon receiver to provide an audio signal at beacon passage.



The toggle switch on the upper left side on the faceplate provides the choice of two receiver sensitivities. When the switch is in the "HI SENS" (upper) position the high sensitivity is selected which permits you to hear the outer marker tone as far from the marker beacon as possible. Many pilots choose to leave the switch in the low sensitivity position.