IDG PA28X: Fuel Management

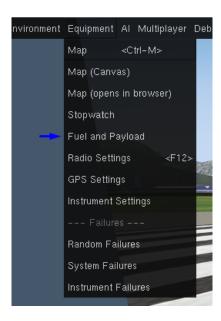
For detailed technical specs you may wish to refer to the authentic Pilot Handbook (POH). A fuel system schematic can be seen on page 136.

http://www.sfcaero.com.au/pdf/PA-28-161%20Warrior%20II.pdf

Although the total fuel capacity is stated as 2×24 gallons US, by default, the aircraft is loaded with 2×17 gallons US, known as fuel to tabs. This is because 17 gallons is marked inside the tank with a small tab, visible from the opening inside the fuel cap.

However, excess fuel translates into excess weight, causing more consumption, and higher costs.

To change the amount of fuel in the aircraft, select Fuel and Payload from the Equipment menu.



You will be greeted with the following dialog:



Here you can adjust the fuel in the left and right tanks.

Do not adjust the fuel in the Engine Pipe, it will do nothing. This pipe is only here to transfer fuel from the tanks, to the engine. This is done by the fuel system in the aircraft, and does not need any user interaction.

Do not touch the check boxes besides the tanks. They will not do anything, because this aircraft has a custom fuel system. To change tanks, you need to switch the tanks via the lever in the cockpit.

When the fuel in the fuel gauge becomes low, you will need to switch the tanks. You may want to also switch them if the capacity difference in the left and right tanks is more than 5 gallons, to keep the tanks balanced.

Be aware that the fuel tank indicators may not be fully accurate. This is true to the real aircraft. Always check the fuel level on the ground, and do not fully rely on the indicators!



There are 3 ways to switch the tank. You can use the fuel knob located on the left side panel, the Fuel Tank slider in the Control Panel dialog, or the "j" key on the keyboard.

Note: The "j" key only switches between left and right tanks. It will not switch the fuel feed to the "OFF" position.

Warning: Switching the fuel tank selector to the "OFF" position will cause the fuel feed to the engine to be cut off!

