

Common Questions from RC Pilots

Part 1 (June 2017)

Before takeoff

• Will this plane be stable?

Takeoff

- How does the prop affect the airplane?
- Do I need right thrust?
- Wind
- Is the "downwind turn" a myth?

Cruise

- How to fine-tune the cg
- Do I need down thrust?

General Handling

- Plane snaps out of a tight turn
- Does dihedral help or hinder me?
- Won't respond to aileron when slow
- Unstable or too sensitive?

Part 2 (Feb 2018)

Approach

- How can I slow down safely?
- Should I re-trim for approach?
- Use elevator or thrust?
- What will flaps do?

Judge what a new plane will be like

- Wing Loading and stall speed
- Power loading
- Aspect Ratio
- Servo size

Part 3

• How can I use my computer transmitter to make the airplane more enjoyable or easier to fly?

Before takeoff Will this new plane be stable?

- Where should I put the cg?
 - Ahead of the center of lift.
 - Where is the center of lift?
 - How *much* ahead of the center of lift?
- Is the tail big and/or long enough?

Centers of Lift and Gravity Determine Pitch and Speed Stability



Where's the Center of Lift?



Airfoil Shapes

Flat bottom airfoil

- More camber (mid-line is curved)
- Trainers and Cubs (Clark Y)
- Good at low speeds



Symmetrical airfoil

- Zero camber mid line is straight
- Used on aerobatic airplanes

"Semi-symmetrical" airfoil

- has some camber
- sometimes used on trainers
- Good all-around airfoil



Center of lift is very close to 25% chord for almost any airfoil (subsonic) -- usually near max thickness, best place to put the spar.

1.14

114

Mean Aerodynamic Chord (MAC)



Is the horizontal tail big or long enough?

- Even if CG is right, too small or too short tail:
 - difficult to fly
 - sensitive to CG position
- Tail Volume takes tail length and area into account

$$V_{h} = \frac{S_{h}L_{h}}{Sc}$$

- V_h horizontal tail volume
- S_h horizontal tail area (includes elevator)
- L_h tail length: .25 mac wing to to .25mac of horizontal
- S wing area
- c is mean aerodynamic chord (mac)
- V_h should be from 0.3 to 0.6 for full scale planes (generally more for RC planes, much more for a pattern plane)

Compare your plane to one of similar size with known flying characteristics

Is the vertical tail big or long enough?

- Even if CG is right, too small or too short tail:
 - difficult to fly
 - sensitive to CG position
- Tail Volume takes length and area into account



- $V_{\nu}\,$ vertical tail volume
- S_v vertical tail area (includes rudder)
- L_v tail length: .25 mac wing to to .25mac of vertical area
- S wing area
- b wing span

V_v should be from 0.02 to 0.05 for full scale planes (generally more for RC planes)

Compare your plane to one of similar size with known flying characteristics

https://ocw.mit.edu/courses/aeronautics-and-astronautics/16-01-unified-engineering-i-ii-iii-iv-fall-2005-spring-2006/systems-labs-06/spl8.pdf

Takeoff

- How does the prop affect the airplane?
- Do I need right thrust?
- Wind
- Is the "downwind turn" a myth?

Propeller effects in Roll and Yaw

Slipstream (Likely the largest effect)

Torque



http://www.free-online-private-pilot-ground-school.com/propeller-aerodynamics.html

https://www.aircraftspruce.com/catalog/pdf/13-09032.pdf

Propeller Effects

What the pilot experiences

Swirling slipstream hits vertical fin	Yaw Left*	- noticeable on early takeoff roll
Gyroscopic effects	Yaw Left*	 Early takeoff when taildragger lifts up tail
Torque	Roll left	 large prop and short span Torque roll hanging from prop not noticeable if gear on the ground
"p-factor"	Yaw left*	 noticeable in the air with aoa on ground for taildragger in tail-down position

* Sudden left yaw in the air will also cause left roll if airplane has dihedral

Right Thrust

- Helps!
- Must experiment for your airplane
- Most ARF's come with the right thrust built in
- Start with a couple washers under the left engine mount bolts
- Do the experimenting before final mounting of your cowl

The Downwind Turn



- The airplane doesn't "feel" a steady wind
- If pilot controls by reference to the ground (not instruments) can pitch up too much and stall by perceiving ground speed
- RC pilots stand on the ground and therefore tend to reference their airplane control relative to the ground

Down-wind turn hazards are a real thing for RC pilots

Wind on Takeoff

- Takeoff into the wind....of course!
- Crosswind will cause:
 - Yaw into the wind
 - Upwind wing to pick up, esp for high wing with dihedral
- Example: Crosswind from the right
 - Causes right yaw initially
 - Causes left roll as you rotate into the air (if dihedral)
 - Prop effects also cause left turn
 - Can lead to a downwind turn at low altitude

Cruise

- How to fine-tune the cg
- Do I need down thrust?

Centers of Lift and Gravity Determine Pitch and Speed Stability





Now, increase speed without re-trimming Symmetrical 🗣 🗣 Increased Airspeed **Tail down-force** W More lift

- More tail down-force
- Weight stays the same

Airplane climbs, and pitches UP

... airplane begins to decelerate

Speed decreases ...

Decrease speed from trimmed state





Tail down-force

- Less lift
- Less tail down-force
- Weight stays the same

Descends and pitches down

- ... Airplane begins to accelerate
- ... Speed increases
- ... Cycle begins again

Result? Phugoid



- Airplane is seeking the trimmed speed "speed stable"
- Small, relatively slow changes. Pilot corrects without knowing
- Undesirable for aerobatics

https://en.wikipedia.org/wiki/Aircraft_dynamic_modes

Fine-Tuning the CG (Choosing your Speed Stability)

- Trim for mid-power
- Fly high and level
- Nose down about 45°
- Hands off controls
- Let airplane accelerate



Another way: http://www.flyrc.com/aerobatic-trimming/

Down-Thrust compensates for pitch changes due to increase in speed from throttle



... and reduces the need to re-trim at approach speed

General Handling

- Snaps or spins out of a tight turn
- Does dihedral help or hinder me?
- Won't respond to aileron when slow
- Unstable or too sensitive?

Snaps or Spins out of a Tight Turn

Stall

- Stall with G's
- How many G's in a turn?
- Why does it Snap? (one wing stalls first)
 - Wings at different incidence
 - Torque (if highly powered)
 - Wing planform stall characteristics
 - Airfoil stall characteristics
 - Reynolds number
 - Washout and other preventive measures

Lift is reduced when the Wing Stalls

- Flow separation occurs at the critical angle of attack, around15 degrees, depending on
 - thickness
 - camber
 - LE radius
 - wing planform
- Critical angle of attack can occur when:
 - Too slow
 - Too many g's
 - Or both
 - ...in any attitude





Effect of apparent weight and bank angle on 1g flight, 1.5g flight, and 4g flight



https://www.caa.govt.nz/fig/advanced-manoeuvres/steep-turns/

Stall progression for different planforms

(perfectly built wings with no twist)



Tip may stall first on a tapered wing



The Reynolds Number

- $R_n = \rho V x / \mu$
 - The ratio of *inertial* forces to *viscous* forces
 - ρ is density of air
 - V is speed
 - x is a reference length, usually the chord of a wing section
 - μ is the viscosity coefficient of air
- Correlates with boundary layer behavior
- We fly at low R_n and there is little wind tunnel data for us
- There is computed data for airfoils airfoiltools.com
- For small, slow models and park flyers, a flat plate is almost as good as an airfoil
- In some 3D models, thin airfoils with sharp leading edges are used, and yet the stall is still gentle and controllable. Opposite what is expected for a full scale airplane

Airfoils Stall Differently NACA 2412 NACA 2415



Prevent tip stall



- Washout
- Stall strips
- Different airfoil at tip
 - Thicker
 - Rounder LE

high angle of incidence at root

> moderate angle of incidence mid-wing

> > low angle of incidence at tip

Airfoil Tools

Search 1636 airfoils

Applications

Airfoil database search My airfoils Airfoil plotter Airfoil comparison Reynolds number calc NACA 4 digit generator NACA 5 digit generator

Information

Airfoil data Lift/drag polars Generated airfoil shapes

Searches

Symmetrical airfoils NACA 4 digit airfoils NACA 5 digit airfoils NACA 6 series airfoils

Airfoils A to Z

A a18 to avistar (88) B b29root to bw3 (22) C c141a to curtisc72 (40) D dae11 to du861372 (28) E e1098 to esa40 (209) F falcon to fxs21158 (121) G geminism to gu255118 (419) H hh02 to ht23 (63) I isa571 to isa962 (4) J j5012 to joukowsk0021 (7) K k1 to kenmar (11) L 11003 to lwk80150k25 (24) M m1 to mue139 (95) N n0009sm to nplx (174) O oa206 to oaf139 (9) P p51droot to pw98mod (16) R r1046 to rhodesg36 (63) S s1010 to supermarine371ii (174)T tempest1 to tsagi8 (8) U ua2 to usnps4 (36) V v13006 to vr9 (17) W waspsm to whitcomb (4) Y ys900 to ys930 (3) List of all airfoils

Site

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NACA 2415 (n2415-il)

G 😏 Tweet 👍 Like 1.2K

NACA 2415 - NACA 2415 airfoil

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Similar airfoils

NACA 2415	Preview	Details
GEMINI (smoothed)	Preview	Details
S2027	Preview	Details
AVISTAR	Preview	Details
RAF-48 AIRFOIL	Preview	Details
USA 48 AIRFOIL	Preview	Details
MB253515 15.0% smoothed	Preview	Details
EPPLER 715 AIRFOIL	Preview	Details
MH 104 15.28%	Preview	Details
NACA 2414	Preview	Details

You have 0 airfoils loaded. Your Reynold number range is 200,000 to 200,000. (201)

Google Custom Search

Search

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⊳

Polars for NACA 2415 (n2415-il)

Plot	Airfoil	Reynolds #	Ncrit	Max CI/Cd	Description	Source	
	n2415-il	50,000	9	26.3 at α=9.5°	Mach=0 Ncrit=9	Xfoil prediction	Details
	n2415-il	50,000	5	31.6 at α=7.5°	Mach=0 Ncrit=5	Xfoil prediction	Details
	n2415-il	100,000	9	46.6 at α=7.5°	Mach=0 Ncrit=9	Xfoil prediction	Details
	n2415-il	100,000	5	47.2 at α=6.75°	Mach=0 Ncrit=5	Xfoil prediction	Details
	n2415-il	200,000	9	64.2 at α=6.75°	Mach=0 Ncrit=9	Xfoil prediction	Details
	n2415-il	200,000	5	61.5 at α=6°	Mach=0 Ncrit=5	Xfoil prediction	Details
	n2415-il	500,000	9	87.1 at α=5.75°	Mach=0 Ncrit=9	Xfoil prediction	Details
	n2415-il	500,000	5	79.2 at α=5.5°	Mach=0 Ncrit=5	Xfoil prediction	Details
	n2415-il	1,000,000	9	103 at α=5.75°	Mach=0 Ncrit=9	Xfoil prediction	Details
	n2415-il	1,000,000	5	89.9 at α=6.25°	Mach=0 Ncrit=5	Xfoil prediction	Details
Upd	ate plots	Reynolds number ca	lculator				





Airfoil Tools

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You have 0 airfoils loaded. Your Reynold number range is 200,000 to 200,000. (sei)

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Reynolds number calculation

The Reynolds number is a dimensionless value that measures the ratio of inertial forces to viscous forces and descibes the degree of laminar or turbulent flow. Systems that operate at the same Reynolds number will have the same flow characteristics even if the fluid, speed and characteristic lengths vary.

The Reynolds number is calculated from:

$$\operatorname{Re} = \frac{\rho v l}{\mu} = \frac{v l}{\nu}$$

Where:

- v = Velocity of the fluid
- l = The characteritics length, the chord width of an airfoil

 ρ = The density of the fluid

 μ = The dynamic viscosity of the fluid

 ν = The kinematic viscosity of the fluid

Air			
Kinematic Viscosity m ² /s	°C	۴F	
1.2462E-5	-10	14	Use
1.3324E-5	0	32	Use
1.4207E-5	10	50	Use
1.5111E-5	20	68	Use
Water			
Viscosity m ² /s	°C	°F	
1.6438E-6	1	33.8	Use
1 267E-6	10	50	Use
1.207 2-0			C

Does Dihedral Help or Hinder?

 Tends to restore airplane to wings level



Easy-to-build cabin model with a contest performance. For 1.5 to 2.5 c.c. engines, Wingspan 50"





Dihedral Effect - Roll due to Sideslip

 v_{∞} ·sin β

- High wing
- Sweep gives dihedral effect (roll stability) upright or inverted!
- Tall T-tail and butterfly tails will also add to dihedral effect

... so the F-104 has **anhedral** to compensate





Zero Dihedral Effect

Mid-wing, no sweep

No rolling tendency in knife-edge flight (very high sideslip angle)



My Plane Won't Respond To Aileron

- "Adverse Yaw"
 - long wings
 - vertical fin too small
 - most noticeable when slow
- Fixes:
 - Use your rudder thumb!
 - Aileron > Rudder mix (about 50% for a trainer)
 - Differential Ailerons (more up travel than down)
 - Frise Ailerons



"My plane is hard to control." Is it Unstable or Too Sensitive?

- Roll and Yaw:
 - Not likely to be "unstable" (unless it has anhedral) or fin and rudder too small
- Pitch:
 - If CG dive test is OK, then surfaces too sensitive or horizontal stabilizer is too small
 - If dive test is not OK, move CG forward
- First, reduce throws
 - Second, try expo.... Unless it's a 3D plane, then use for expo for sure
 - Last, try adding horizontal tail area