1
00:00:10,314 --> 00:00:14,320
[Music]

2
00:00:39,723 --> 00:00:41,723
[Electronic Sounds]

3
00:01:15,400 --> 00:01:17,690
>>This is our X-59 Sim Lab.

4
00:01:17,690 --> 00:01:22,630
The X-59 project is can we fly supersonic
without making much of a boom on the ground

5
00:01:22,630 --> 00:01:25,770
and set standards for quiet supersonic flight?

6
00:01:25,770 --> 00:01:32,700
>>The cockpit is going to be exactly like the
inside of the actual aircraft.

7
00:01:32,700 --> 00:01:36,440
We want the pilots to be to train for any
emergency procedures or whatever they need

8
00:01:36,440 --> 00:01:41,080
to do before they actually fly the aircraft
so they're familiar with the views of the

9
00:01:41,080 --> 00:01:44,450
aircraft, what it looks like to fly it, what
their kind of visuals will be, what they can

10
00:01:44,450 --> 00:01:49,750
use to help them…Also we're putting the
wings in to limit how far down they can look

11
00:01:49,750 --> 00:01:50,880
in the aircraft.

12
00:01:52,622 --> 00:01:55,229
We don't have a forward-looking window,
we have a camera.

13
00:01:55,229 --> 00:02:00,160
When we train for emergency procedures, maybe
that will require a landing without that Forward

14
00:02:00,160 --> 00:02:02,252
Vision System.

15
00:02:05,750 --> 00:02:10,390
The switches and the dials and knobs are as
close to the real thing as we can get it and

16
00:02:10,390 --> 00:02:15,020
are located physically as close as we can
get it, from the throttle, the landing gear,

17
00:02:15,020 --> 00:02:16,020
everything.

18
00:02:16,020 --> 00:02:19,010
Instead of having to read all the labels or
read al the switches to figure out what it

19
00:02:19,010 --> 00:02:23,550
is that they need to do for a specific emergency
procedure, they'll have their muscle memory