

# [Crj 200 automatic flight control system](https://assignbuster.com/crj-200-automatic-flight-control-system/)

Bombardier CRJ 200 – Automatic Flight Control System Bombardier CRJ 200 – Automatic Flight Control System What happens to the autopilot and flight director when the TOGA switches are pressed?   
Depending on the phase of flight, the following happen when the TO/GA switches are pressed:   
i. If the plane is about to land, and the autopilot set to approach mode, pressing the TO/GA switch will disable autopilot, initiating the Go Around mode of the auto throttle. This will make the flight director provide guidance on climb altitude for the best climb rate.   
ii. If the autopilot is set to take-off, pressing the TO/GA switch will activate the take-off mode of the auto throttle. The flight director pitch for climbing after ground clearance will be set.   
2. In what mode does the autopilot remain if no other mode is selected?   
If no other mode is selected, the autopilot remains in the lateral and vertical mode.   
3. Why are there two lights on either side of the flight control panel buttons?   
The lights on either side of flight control panel buttons are called Flight Control Computer Status Indicator Lights; they are normally green in color. When a pilot presses any of the buttons on the Flight Control Panel, Flight Control Computers, (FCCs), have to evaluate the request (input) to ascertain whether it meets the prevailing conditions for the selected mode. If the FCCs are satisfied that conditions are met, they send an acknowledgement message back to the Flight Control Panel by illuminating the green lights next to the button (Smart Cockpit, n. d.). The two lights on either sides of control panel buttons, therefore, serve as communication channels between FCCs and the pilot.   
References   
Smart Cockpit (n. d.). Bombardier CRJ 200 – Automatic flight control system. Retrieved from http://www. smartcockpit. com/aircraft-ressources/Bombardier\_CRJ\_200-Automatic\_Flight\_Control\_System. html