

Tutorial Description

Hello and welcome to the Flight Tutorial.

This is the second in a series of tutorials designed to teach players the fundamentals of airplane operations in CMANO. In this tutorial, the following topics will be covered:

- Using Reference Points.
- Setting up Air Patrol Missions.
- Setting up Support Missions.

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Briefing

Welcom to the Unattended Flight Tutorial.

In this scenario you will be guided through the following topics::

- Using Reference Points.
- Setting up Air Patrol Missions.
- Setting up Support Missions.

In this scenario pop-ups will appear with important messages. You can find them in the document that comes with the tutorial or you can open the message history in a second window by pressing Ctrl+Shift+M and scrolling to the appropriate message.

Message 1

Good morning!

Today you will impersonate the commander of the Ramat David Air Base in Northern Israel and you will learn how to assign your air assets to missions.

You have 6 F-16I Sufa and 2 Gulfstream G550 AEW Nahshon under your command.

Two 707 Saknayee tankers and two Hermes 900 Star UAV have arrived to Ramat David to support you.

One F-16I is under maintenance and will not be available today, while a 707 tanker is being prepared and will be ready in 3 hours.

Message 2

To establish a mission you first need to place a few Reference Points.

Select "Define Area" under "Missions + Ref. Points" and drag the mouse to form a rectangle-shaped patrol area delimited by four Reference Points.

When a Reference Point is selected it will be bright yellow, and when not selected it will be a dull white cross. You can set reference point visibility to be Normal, small or not show at all in the Map Settings menu. To create a mission you need to select the Points that define the perimeter of the desired zone.

You can do that by holding down the left mouse button and drag-selecting them, or by the "CTRL + right mouse button" shortcut and then selecting "Define Area – Rectangle".

When you have selected at least 4 Reference Points, then key "Ctrl+F11", or go to the Mission menu and select the second option "New Mission" and a box will appear.

Name your mission and chose "Patrol" from the third menu and "AAW Patrol" from the fourth menu. Leave the Status as active and click OK.

In the new Mission Editor window select your mission name in the upper left (You can change the name in the box below this area).

Moving to the center of the screen, leave the 'Try to keep...' box to 0 and the 1/3 rule checked.

Uncheck 'Investigate contacts outside the patrol area' and 'Investigate contacts within weapons range', so your airplane will remain inside the patrol area.

Leave the 'Active emissions...' box unchecked.

Below, you can see the settings for the flight size. For this mission, you will not need to change that.

Then, at the bottom, uncheck the "Enforce flight size" box.

Moving to the right, in the Patrol Area box there should be 4 RPs with the same name as those of the desired area. If they are not there go back to the map, select them and hit 'Add points currently highlighted'.

Select "Validate Area" just to the right of the Edit Patrol area RP box. If you get a "WARNING Area validation had failed" message, using the up or down arrows in the box change to order of the RPs until you have a square.

Below you will then find the mission flight parameters. You can change them at will.

Now going up to the 'Unassigned units' selector box, click the '+' sign beside the 6x F-16I.

Check the boxes beside the green airplanes (Sufa #1 to Sufa #5). Sufa #6 should be red, meaning it's not ready to take off.

Press << to move the 5 aircraft you have selected to the "Units assigned to mission" box".

Then close the mission editor and run the game.

Note 1: The Mission Editor window is a bit complex and you will need some time to know every option well.

Note 2: Deselecting Reference points can be done with Ctrl+End. Be careful because Ctrl+Delete will delete them.

Note 3: Defining another area will de-select all reference point and only leave the new ones selected.

Message 3

Now that your F-16I are airborne, you need to create a Support Mission for your AEW (Airborne Radar) and ECM (Airborne Jammers) planes.

First, you need to de-select the RP of the AAW Patrol.

Go to the Mission menu and select the option "De-Select All Reference Points".

Now you need to place two RP for the Support Mission.

Go to the Mission menu and select "Add Reference Point". Place them on the map and then key "Ctrl+F11" to create the new mission.

This time select "Support" from the third menu and press OK, then assign your 2 Nahshon and 2 Star to the mission.

Message 4

The F-16I Sufa loaded with AIM-120 can stay airborne for more than 4 hours before going Bingo.

To increase that time, you need to create another Support Mission, this time for your Saknayee tankers.

As before, put a couple of RP on the map and key "Ctrl+F11".

Select "Support" and add the two 707 tankers.

Message 5

Well done! You are now ready to start shooting down some enemy planes!