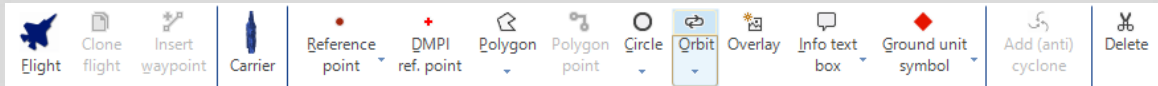


***CombatFlite***  
FLIGHT PLANNING TOOL

# QUICKSTART GUIDE



# User Interface



**OBJECTS tab**

**Data panel**

**Map area**

**Tree views**

**Show / hide options**

**Raster map selection, online tiles**

**Status bar**

**Units of measure**

**Alerts (if any, can be clicked)**

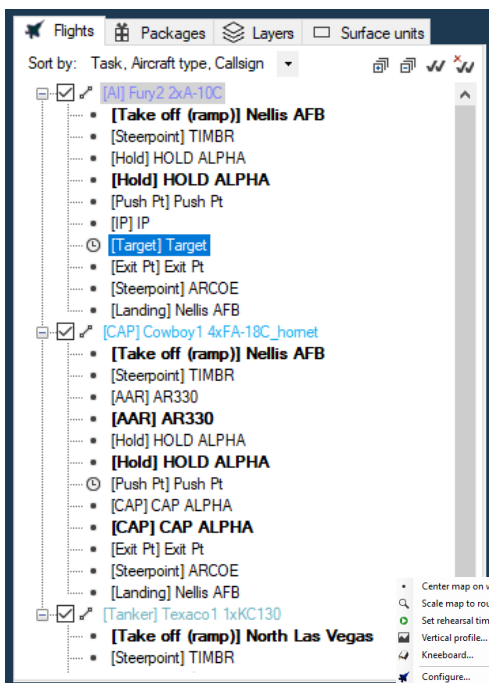
**Map transparency**

FAA Sectionals N 37 53.385 W 115 20.714 115 PB 45506 94873 Elevation (SRTM) 4911 ft Slope: 0° 356°T / 96 NM 090°T / 83 NM Opacity: 50% NM, kt, ft, hPa 1 alert(s)



## Mission start date and time

You can change the **mission start date and time**. A window will pop up asking if you want to **shift the routing times** or not.

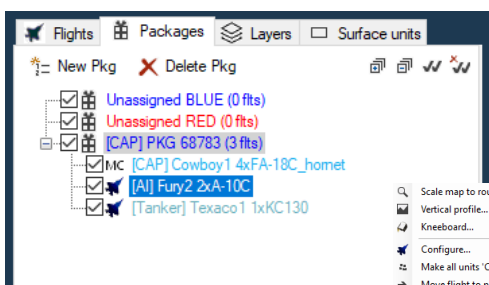


## Flights tab

Contains a tree with all flights and their waypoints.

- **Show/hide** the flight's route by checking/unchecking the box next to its name.
- The waypoints in **bold** have an **activity** of a certain **duration**.
- The waypoints with the **clock icon** have a **locked ETA**.
- The flights with a **CL** icon have all units' skill set to **"Client"**.
- The flights with a **P** icon contain a **"Player"** unit.

*Right-click context menu*

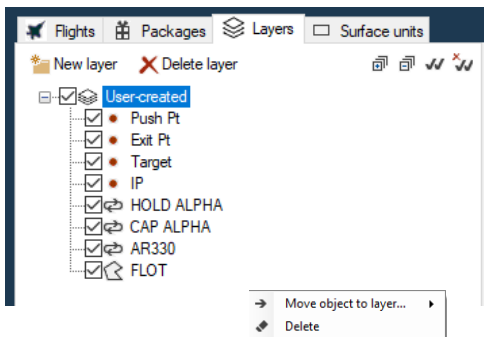


## Packages tab

Contains a tree with packages into which flights can be grouped.

- **Show/hide** routes of an entire package by checking/unchecking the box next to its name.

*Right-click context menu*



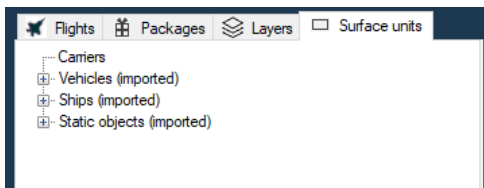
*Right-click context menu*



## Layers tab

Contains a tree with all layers and their objects.

- **Show/hide** an entire layer and its objects on the map by checking/unchecking the box next to its name.



## Surface units tab

Contains a tree with all carriers and imported ground units and static objects.

*(At the moment, it is just a list.)*



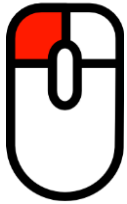
# Key shortcuts

- New mission **Ctrl+N**
  - Open mission **Ctrl+O**
  - Save mission **Ctrl+S**
  - Save mission as... **Ctrl+A**
  - Copy object **Ctrl+C**
  - Paste object **Ctrl+V**
- 
- Map opacity decrease/increase **-/=**
  - Map opacity 10-100% **1,2,3,...,9,0**
  - Toggle grayscale map **Ctrl+G**
  - Toggle all minute marks on/off **Ctrl+M**
  - Show/hide nav data **N**
  - Snapping to objects on/off **S**
- 
- Create new flight **F**
  - Create new reference point **R**
  - Create new orbit **O**
  - Create new polygon **P**
  - Create new DMPI reference point **D**
  - Create new circle **C**
  - Create new ground unit symbol **G**
  - Create new aircraft symbol **A**
  - Create new info text box **I**
  - Select predefined object subtype **1,2,3,...,9,0**
    - (e.g. Orbit – CAP, key shortcut O-3)
- 
- Insert new waypoint **W**
  - Delete flight/object **Del**
- 
- User's manual **F1**
  - Mission rehearsal **F5**
  - Portrait snapshot **F6**
  - Landscape snapshot **F7**
  - Show Coordination Card **F8**
  - Vertical route profile **V**



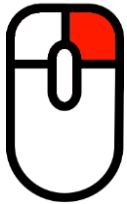


# Mouse



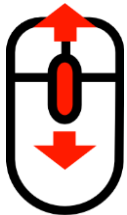
## Left button

Selects objects. Drags objects.  
Double-click zooms map to 100%.



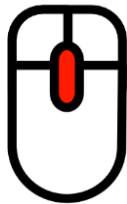
## Right button

Moves the map around. Unselects objects.



## Wheel scroll

Map zoom in/out.



## Wheel click

Activates the **ruler** function.

*(The default ground speed for ruler time calculation can be set in the Settings)*

### FLIGHT

**Ctrl + Wheel scroll**  
Cycle through waypoints.

**Shift + Wheel scroll**  
Cycle through routes.

### CIRCLE

**Ctrl + Wheel scroll**  
Change radius.

### ORBIT / AOR

**Ctrl + Wheel scroll**  
Change width.

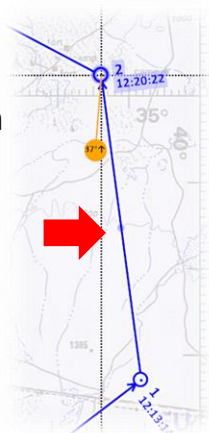
### AIRCRAFT SYMBOL

**Ctrl + Wheel scroll**  
Change heading.

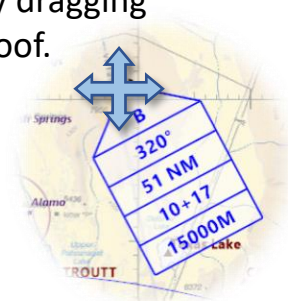


### Note:

Waypoints can be also inserted by clicking and dragging the **mid-point**.



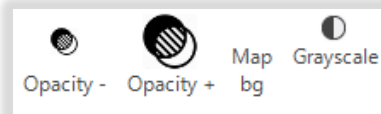
**Note:** Doghouses can be moved around by dragging the top of their roof.



# Map Options

## Controlling the flight planning map area

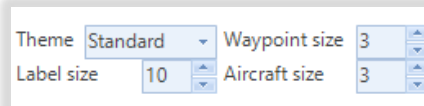
- You can adjust a lot of properties related to the map area and to the flight planning process
- Use either the [key shortcuts](#), the controls in the OPTIONS tab, the drop-down lists in the status bar, or the show/hide option buttons on the right side of the screen
- The first section of the OPTIONS tab allows you to adjust its **opacity**, switch between white and black **background**, and toggle the **grayscale** mode



- In the next section, you can change the **Theme**. Doing so changes the font of the text in the map, the color palette, or the map background color. Also, a different visual style is applied to the mission data card. The following themes are available:

- Standard, High Vis, Cold War, WWII

- Also, you can adjust the size of various labels in the map, the size of waypoint marks, or the size of aircraft symbols during mission rehearsal



- The last section allows you to toggle the **Snap-to mode**, which during dragging a waypoint (or other object) will snap it to another object (e.g. a reference point, airfield etc.)
- You can also switch on/off the **Autoname waypoints** function, which will automatically name a waypoint after an object it was snapped to
- You can show/hide various map objects or make some of them visible only for the selected route. You can also use the show/hide toggle buttons on the right side of the screen.

