

CombatFlite

Quickstart Guide

User Interface



OBJECTS tab

Data panel

FLIGHT Bogus QFE Blue Red

Color: Country USA

Aircraft: A-10A Task: AI

DCS callign: Erifield 1

Package: Unassigned BLUE

MC Package Leader

MSN#: 10673

Total distance: 13 NM

Total time: 00:12:35

Spawn time: 12:00:00

UNIT 1 of 2

WAYPOINT

Name: 2

Type: Steepoint

LatLon: N 37 47.036 W 115 31.561

Altitude: 15000 ft

TAS: 300 kt

ETA locked: 10 Sep 2018, 12:12:35

Activity: 00:00:00

A/A TCN: Freq

Navigation info:

- Distance: 8 NM
- GS: 300 kt
- TAS: 300 kt
- CAS: 240 kt
- Mach: 0.47
- HDC: 344 M
- TRK: 344 M
- ETE: 00:01:36
- ETA: 12:12:35
- Elevation: 6526 ft
- QFE: 799 hPa
- Beacon: GRL (18X) 010/36
- Declination: -12.1'
- Wind direction: 000'
- Wind speed: 0
- Sun elevation: 56'
- Sun azimuth: 195'



Map area

MISSION Start: 09 September 2018, 12:00:00

Flights Packages Layers Surface units

Sort by: Task, Aircraft type, Callsign

- [A] Fury2 2xA-10C
 - [Take off (ramp)] Nellis AFB
 - [Steepoint] TIMBR
 - [Hold] HOLD ALPHA
 - [Push Pt] Push Pt
 - [IP] IP
 - [Target] Target
 - [Exit Pt] Exit Pt
 - [Steepoint] ARCOE
 - [Landing] Nellis AFB
- [CAP] Cowboy1 4xFA-18C_homel
 - [Take off (ramp)] Nellis AFB
 - [Steepoint] TIMBR
 - [AAR] AR330
 - [Hold] HOLD ALPHA
 - [Push Pt] Push Pt
 - [CAP] CAP ALPHA
 - [Exit Pt] Exit Pt
 - [Steepoint] ARCOE
 - [Landing] Nellis AFB
- [Texaco1 1xKC130
 - [Take off (ramp)] North Las Vegas
 - [Steepoint] TIMBR

Tree views

Show / hide options

Raster map selection, online tiles

Status bar

Units of measure

Map opacity

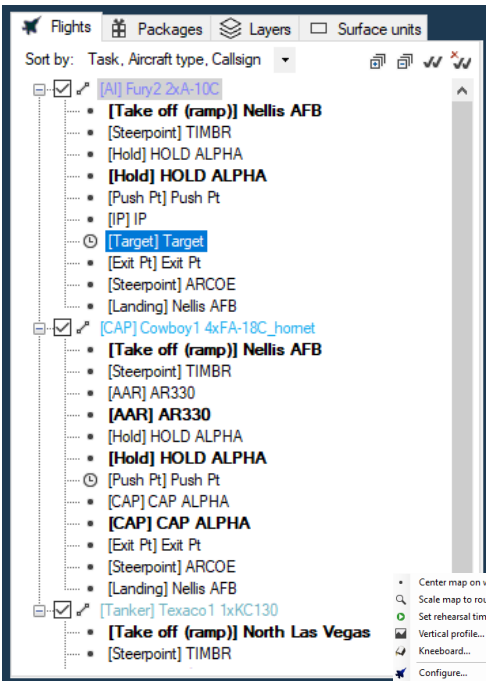
Alerts (if any, can be clicked)

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**.

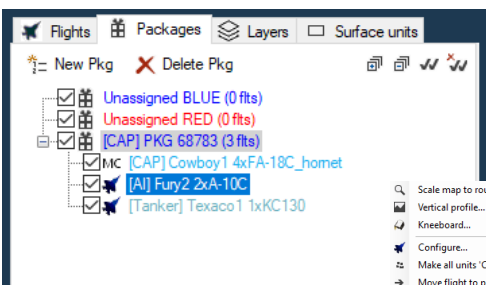


Flights tab

Contains a tree with all flights and their waypoints.

- You can **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 menu

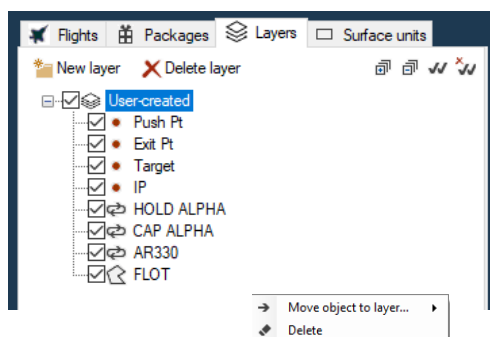


Packages tab

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

- You can **show/hide** routes of an entire package by checking or unchecking the box next to its name.

Right-click menu

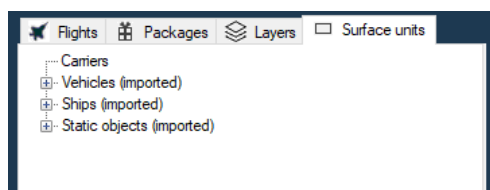


Right-click menu

← Layers tab

Contains a tree with all layers and their objects.

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

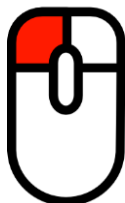


← Surface units tab

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

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

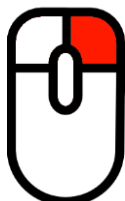
Mouse



Left button

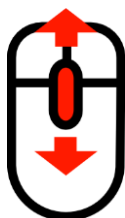
Selects objects. Drags objects.

Double-click zooms map to 100%.



Right button

Moves the map around. Unselects objects.



Wheel scroll

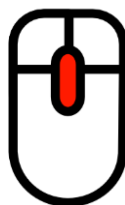
Map zoom in/out.

Ctrl + Wheel scroll

Cycle through waypoints.

Shift + Wheel scroll

Cycle through routes.



Wheel click

Activates the **ruler** function.

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



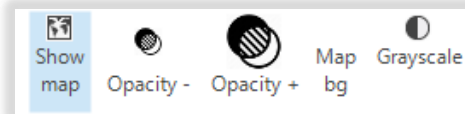
Note: Doghouses can be moved around by dragging the top of their roof.



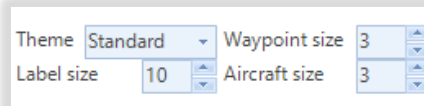
Map Options

Controlling the flight planning map area

- You can adjust quite 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 turn the raster map **on/off**, 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.

