

# 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 4FA-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**

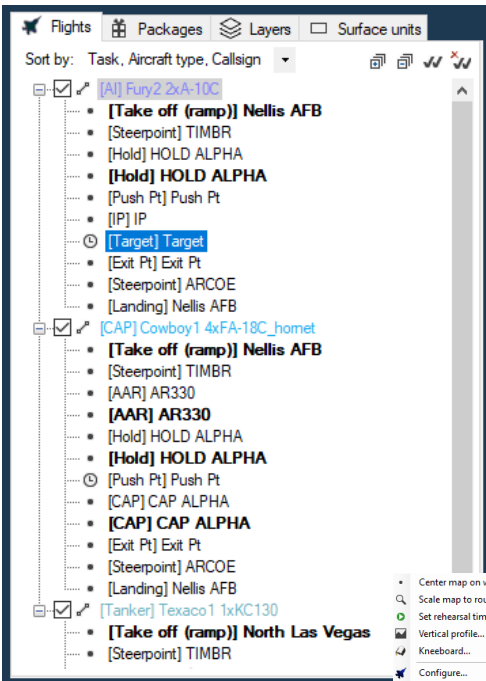
**Alerts (if any, can be clicked)**

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**.

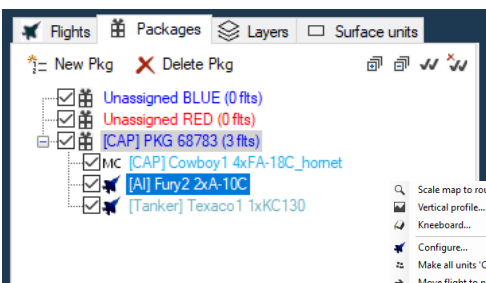
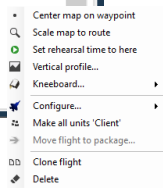


## Flights tab

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*

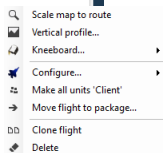


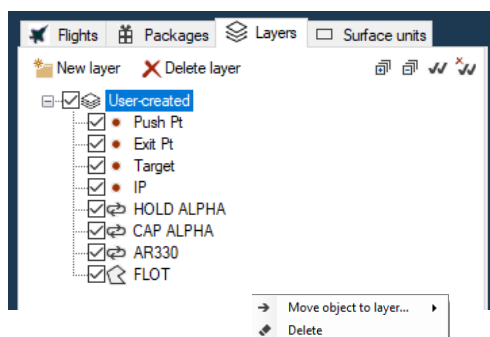
## Packages tab

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*



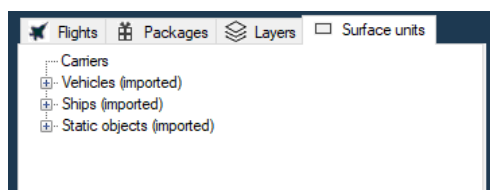


*Right-click menu*

## ← 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.



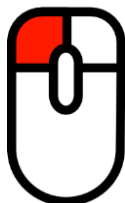
## ← Surface units tab

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

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



# Mouse



## Left button

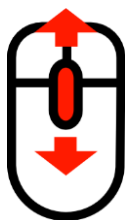
Selects objects. Drags objects.

Double-click zooms map to 100%.



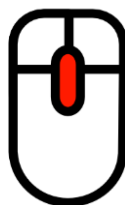
## Right button

Moves the map around. Unselects objects.



## Wheel scroll

Map zoom in/out.



## Wheel click

Activates the **ruler** function.

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



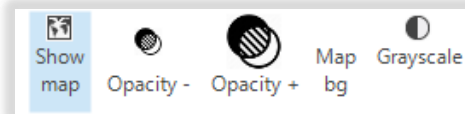
**Note:** Doghouses can be moved around by dragging the top of their roof.



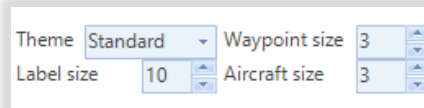
# Map Options

## 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.

