

These are sections not yet included or updated in the Manual distributed with the game (Getting Started And Troubleshooting Guide.pdf)

Options

PLANE

General Remarks

There are 4 layers of Plane Configuration definitions:

1. *plane-default* (what the game pre-defines)
2. *user-default* (what you configure in Options => Plane)
3. *mission-set* (what the mission's creator defined)
4. *user-set* (what you configure for the individual plane you're about to spawn in)

The final Plane Configuration active when you actually enter the cockpit is the sum of these four applied in exactly that sequence.

As an example lets take a Spitfire Mk I with 8 guns: *plane-default* defines all 8 belts. You changed the default belting for gun 1 only, so *user-default* contains only a belt for gun 1. The mission builder defined special belts for guns 2 through 7, so the *mission-set* contains belts for those 6 guns. The 'sum' of that (level 1, 2, and 3) will be: gun 1 belted from *user-default*, guns 2 through 7 belted from *mission-set*, and gun 8 belted from *plane-default*. This is what you see when you enter Plane Configuration just before hitting "Fly" and entering the cockpit. You now decide to reconfigure belt 3, so belt 3 will be belted from *user-set*.

There are some restrictions: In Multiplayer the *mission-set* may restrict the "Weapon-Sets" you are allowed to choose from for *user-set*. In Singleplayer, the *mission-set* fixes the Weapon-Set (including Fuel) and also "Army", "Country", "Type", "Regiment", "Squadron", and "Callsign" - so these are not configurable as *user-set*. But by using "Custom" before you start the Singleplayer mission, however, you can choose any of the presets as Weapon-Set of the respective flight group.

In the game exist four different scenarios where you can view and edit Plane Configuration(s), and they behave and effect differently - even if they *look* very similiar.

(A) Main Menu => Options => Plane

Page's title says "Plane Default Configuration".

This is where you configure your *user-default*(s) for the planes: These will be saved permanently (user.ini) and applied on top of *plane-default* to any plane you will spawn in. The configuration you see here is *plane-default* plus *user-default*.

(B) Singleplayer, after mission started, before spawning, page "Battle Intro", button "Plane"

Page's title says "Plane Configuration".

This is where the you configure the actual, specific plane you're about to spawn in. Any changes you make here are *user-set* and valid for **this** plane in **this** mission only. The configuration you see here is *plane-default* plus *user-default* plus *mission-set* plus *user-set*.

(C) Multiplayer, connected to a server, page "Battle Intro" ("Server Briefing" on self-hosted) Page's title says "Configure And Select Plane".

This is where you select the plane you want to spawn in and you can configure that specific plane-type for the duration of the session. Any changes you make here are *user-set* and valid for **this plane-type** during **this session** only. The configuration you see here is *plane-default* plus *user-default* plus *mission-set* plus *user-set*.

(D) This is when you are actually in the cockpit. In this scenario you can inspect the active configuration, but you cannot change it anymore. In Singleplayer you reach this with <Esc>, Options => Plane; In Multiplayer you reach this with <Esc>, button "Plane".

The "Presets" you can create, load, and delete in "Weapon sets", "Guns", and "Bomb fuzes" are always editable and saved immediately. Loading a preset is subject to possible restrictions from the *mission-set*, e.g. not possible for "Weapon sets" in a Singleplayer mission.

There are two small "exceptions from the rule":

- Gun convergence is not part of gun-presets and is not available as *mission-set*
- Fuel (in "Weapon sets") is exempt from *user-default*: it only exists as *plane-default*, *mission-set*, and *user-set*.

Configuring a Belt's Residual

You can configure the last rounds in a belt to have a different (combination) of bullet types – usually a different colour of tracers - so that you will know when you're approaching the end of your belts.

To do so, first choose the gun, then switch from 'Main' to 'Residue' (A). The number of rounds (B) considered as residue is initially '0' and you cannot change that as long the 'used-list' (C) below is empty. So choose a bullet type in the 'available-list' (D) and 'Insert' or 'Add' it (E) to the 'used-list' (C). The moment you so add a bullet type, the number of rounds (B) will increase accordingly.



The last bullet type added/inserted to the 'used-list' (C) will be automatically the selected one and 'Add' will put the next after it, while 'Insert' will put the next before it (if you wondered what's the difference ;-)). Naturally you can always select any other by clicking on it.

Once there is at least one bullet type in the ‘used-list’ (C), you can edit the number of rounds (B). The number of rounds (B) can be bigger than the number of bullet types in the ‘used-list’ (C) but not smaller(*). If the number of rounds (B) is bigger than the number of bullet types in the ‘used-list’ (C) the actual residue will be a repetition of that bullet type list until the number of rounds is reached. In this example, only the last 12 rounds are residue and the 3 bullet-type-sequence is repeated 4 times.



Select a bullet type in the ‘used-list’ (C) and you can ‘Remove’ (E) it. The number of rounds (B) will stay unchanged – until you removed the last: Then it will drop to ‘0’.

(*) Yes, you can enter a number smaller, even ‘0’ or nothing in the number of rounds (B), but what actually will be saved then is the number of bullet types in the ‘used-list’ (C).

Multiplayer - Mission Briefing

When you return (with <ESC> key) from the cockpit (or vehicle) to the Mission Briefing, there'll be a new button on the bottom: "Exit Aircraft". With clicking this you can (after a confirmation) leave the vehicle you were in and choose or create another one. Mind: Once you have left the vehicle you cannot go back into it. This functionality is also available by clicking on one of the flags at the top.

