Miltech Fighters: M2K-C

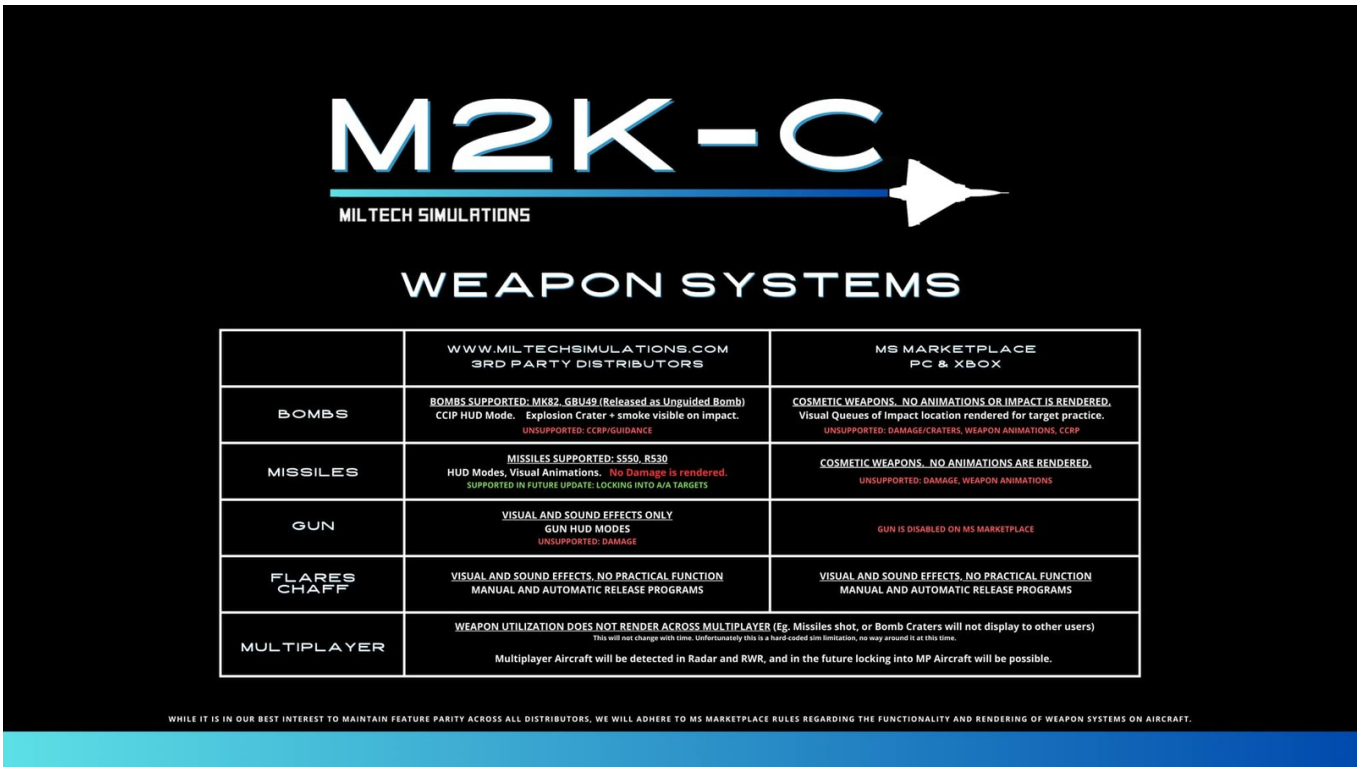
Weapon and Defensive Systems

Note
Familiarize yourself with the limitations and capabilities of the Weapons System.

Miltech Simulations M2K-C features the very first semi-functional Weapons system on any 4th-Gen Fighter in MSFS. The weapons system is designed to support Air-to-Air and Air-to-Ground operations, with some degree of interactability with other aircraft.

The system is limited in various ways due to current MSFS hard-to-bypass limitations. This is just the first stepping stone in a long road of continuous innovation with the final objective of fully fledged combat training simulation in MSFS.

Due to MSFS Marketplace rules, weapons systems only fully available on product sold from our Store and 3rd Party distributors. MS Marketplace gets a more limited rendition of these systems, as per the table below.



Design Considerations and Objectives

The objective of M2K-C Weapons System is to provide the user with a comprehensive, yet simplified experience in aerial combat and weapons training.

- Allows the user familiarization with the weapons system aboard a 4th Generation Fighter jet. Weapons can be loaded on the ground, and used throughout the flight.
- Allows the user to engage in **unguided** Air to Ground operations, by releasing ordinances and observing visual queues on the ground for target accuracy training.
- Visual, persistent queues will display where the bombs have impacted the ground, in the form of craters. No explosions are rendered. In MS Marketplace, impact locations are instead tagged with an orange

smoke flare.

- Guided A/G is not currently supported. GBU Bombs will act as unguided ordnance.
- Allows the user to shoot missiles. Currently, tracking and locking into targets is not supported, however this may be supported in the near future. Instead, missiles are simply following random trajectories.
- Damage by air-to-air attacks is not simulated. Multiplayer aircraft do not get notifications or visual queues of missile impact.
- Allows user to engage in dogfights using the aircraft gun, limited to visual effects only. Hits are not monitored, nor are visual queues sent over multiplayer.
- Inert Tracer Rounds are used to evaluate the accuracy of shots during dogfights
- Allows the user to deploy flares and countermeasures, for cosmetic purposes only. Flares do not prevent impact by weapons, nor it has any practical function.

Current Limitations

- Due to MSFS Policy, no explosions or damage to any other aircraft is displayed in any of the weapon modes.
- Other aircraft across multiplayer will not be able to see the missiles or bombs as they are shot. This addon relies on SimConnect, which is executed locally on the user machine, with no built-in synchronization over the network. This is the area where we are investing the most amount of resources in R\&D.
- Guided Air-to-Ground attacks are not supported.
- The gun serves no practical function, only cosmetic. Gun impact or damage is not simulated.
- Flares, Chaff or Countermeasures serve no practical function, nor prevent other users from registering impacts against your aircraft, only cosmetic.

Procedures

Procedures to use the different weapon systems are outlined here:

PCA and PPA Panels

Loading Weapons

Air to Ground Operations (Bombs)

Air to Air Operations (Missiles)

Gun

Countermeasures