Miltech Fighters: M2K-C

Air to Air Operations (Missiles)

> Note
> UNSUPPORTED: Missile animations and effects are not rendered across multiplayer.

In order to use Missiles, you must first load them. Refer to Loading Weapons to familiarize yourself with the loading procedures. Please also familiarize yourself with the PCA and PPA panels here PCA and PPA Panels

Assuming your missiles are now loaded (S530 or R550s) and you are in the air, follow these procedures to prepare for and shoot missiles. Please be aware that target tracking and locking is currently unavailable, though planned for a future update. After shooting, missile trajectories are random, only to provide the illusion of tracking targets.

1. ↔ **Switch on** the Red master arm switch in PCA.
2. **Use the PCA** (lower row of buttons) to select the weapon type to use.
3. MAG represents R550, 530 represents S530 missiles.
4. If the weapon selected is loaded, S (SELECTED) will light up on the button. After a few seconds, P (PRET) displays to indicate weapon is armed.
5. **HUD will automatically display the Missile HUD Mode.** This mode provides extra information, such as angle of attack and G load. At this time, this mode is rather basic, but we have plans to expand the symbology in the future to display tracked and locked targets.
6. **On the PPA**, Select MIS (Radar Tracking Missile) for S530, select MAG (IR Tracked Missile) for R550. P lights up to indicate that the weapon is Ready (“Pret”).
7. Use keybind **TOGGLE WATER RUDDER** to shoot missiles.
8. Beware that no explosion or damage is simulated.



A correctly configured PPA and PCA for Air-to-Air Operations. Note how PCA has 530 (S530) selected and ready (SP). Also note in PPA that it has been configured for MIS (P), which indicates Radar Tracking Missiles are armed.