Miltech Fighters: M2K-C

Air to Ground Operations (Bombs)

Note
UNSUPPORTED: Bomb animations and effects, as well as impact craters, are not rendered across multiplayer.

Caution
Bomb impact predictions as displayed on the HUD are subject to calculation uncertainty, which increases with speed and varies with attitude. Do not take these as a precise indication of where a bomb may impact the ground, but rather an approximate impact location. We will do continuous work to improve the accuracy of these predictions over time.
Ideal airspeed for best target accuracy: 200-300 Kts, neutral pitch/roll attitude OR dive bombing.

Caution
Bomb Drop is disabled under high-g, high speed or attitude-beyond-limit maneuvers. An "X" is displayed on the HUD if the bomb is unable to drop for this reason. \ Bomb drops are currently limited to +/- 30-degree pitch/roll attitude, 380 KIAS maximum airspeed and altitude greater than 40ft above ground.

In order to use Bombs, 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

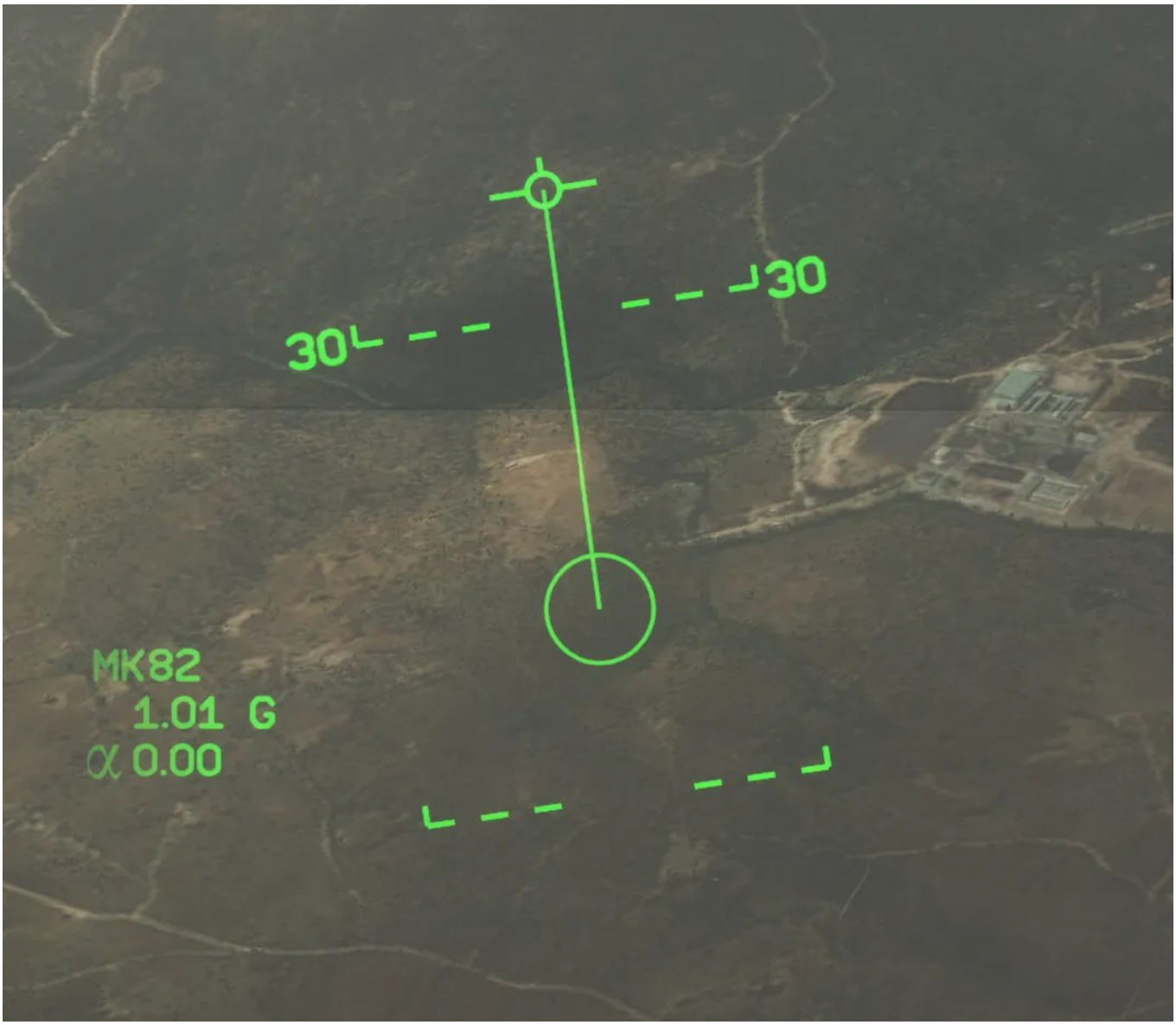
Assuming your bombs are now loaded (MK82 or GBUs) and you are in the air, follow these procedures to prepare for and release bombs. Please be aware that both bomb types are treated as UNGUIDED weapons. Guided bombing is UNSUPPORTED, with no plans to support.

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. BL1 represents MK82, LGB represents GBU bombs.
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 CCIP Impact Prediction Indicator.** If a flashing X displays instead, speed, roll or pitch is unsafe for bombing, and system is temporarily disabled. CCIP stands for Constantly Computed Impact Point.
6. This will render a possible impact location as calculated based on aircraft speed, altitude and attitude, and a launch vector that connects this target area with the aircraft´s FPV.
7. On the bottom left corner, selected weapon type, as well as G-load and aircraft AoA is displayed.
8. Beware that CCIP only provides a real-time estimate of the impact location. Bomb impact predictions as displayed on the HUD are subject to calculation uncertainty, which increases with speed and varies with attitude. Do not take these as a precise indication of where a bomb may impact the ground, but rather an approximate impact location. We will do continuous work to improve the accuracy of these predictions over time. Ideal airspeed for best target accuracy: 200-300 Kts, neutral pitch/roll attitude OR dive bombing.
9. **You may also use** the PPA NB and DIST selectors to change the number/distance between bomb drops. This step is not necessary, as you may just use the default values of 01 and 00 respectively, to release one single bomb on command.
10. Use keybind **TOGGLE WATER RUDDER** to drop bombs.

11. **Upon impact,** bombs will persistently and indefinitely display an impact crater and white smoke. Instead of the crater and smoke, MS Marketplace users will see an orange smoke flare to indicate the impact location instead.



A correctly configured PPA and PCA for Air-to-Ground Operations. Note how PCA has BL1 (MK82) selected and ready (SP). Also note in PPA that it has been configured so two bombs are released with the trigger, with a spacing of 20 meters between them.



CCIP HUD Symbology.
The circle indicates an approximate impact location, subject to calculation uncertainty, speed and altitude.