Miltech Fighters: M2K-C

Gun

> Note
> Guns are for visual effects only. No Damage is rendered, and impacts are not tracked.
> UNSUPPORTED: Gun effects are not rendered across multiplayer.

The gun has ammunition loaded by default, on initial spawn of the aircraft. Ammo is limited to 125 rounds per cannon, and can only be reloaded on the ground through the Loads Management Menu.

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

1. ↔ **Switch on** the Red Master Arm switch in PCA.
2. ↔ **Switch on** the Red Gun Arm switch, located in the gear panel, just next to the landing gear handle.
3. **Use the PCA** (leftmost button on the lower row of pushbuttons) to select the cannon configuration. K1 indicates only left cannon is used, K1K2 indicates both cannons are used.
4. Now Use keybind **TOGGLE WATER RUDDER** to use the gun. Gun sight will be automatically visible on the HUD, and you will be able to see the shots and tracers.
5. For FS24 Users, make sure the keybind has INPUT REPETITION enabled, in order to press+hold for continuous rounds.
6. **An alternative gun sight ("HAUSSE") is available.** Refer to Head-Up Display (HUD) for more information.
7. **The HUD provides plenty of useful information,** such as rounds left, gunsight, AoA, etc. Refer to Head-Up Display (HUD) for more information.