Miltech Fighters: M2K-C

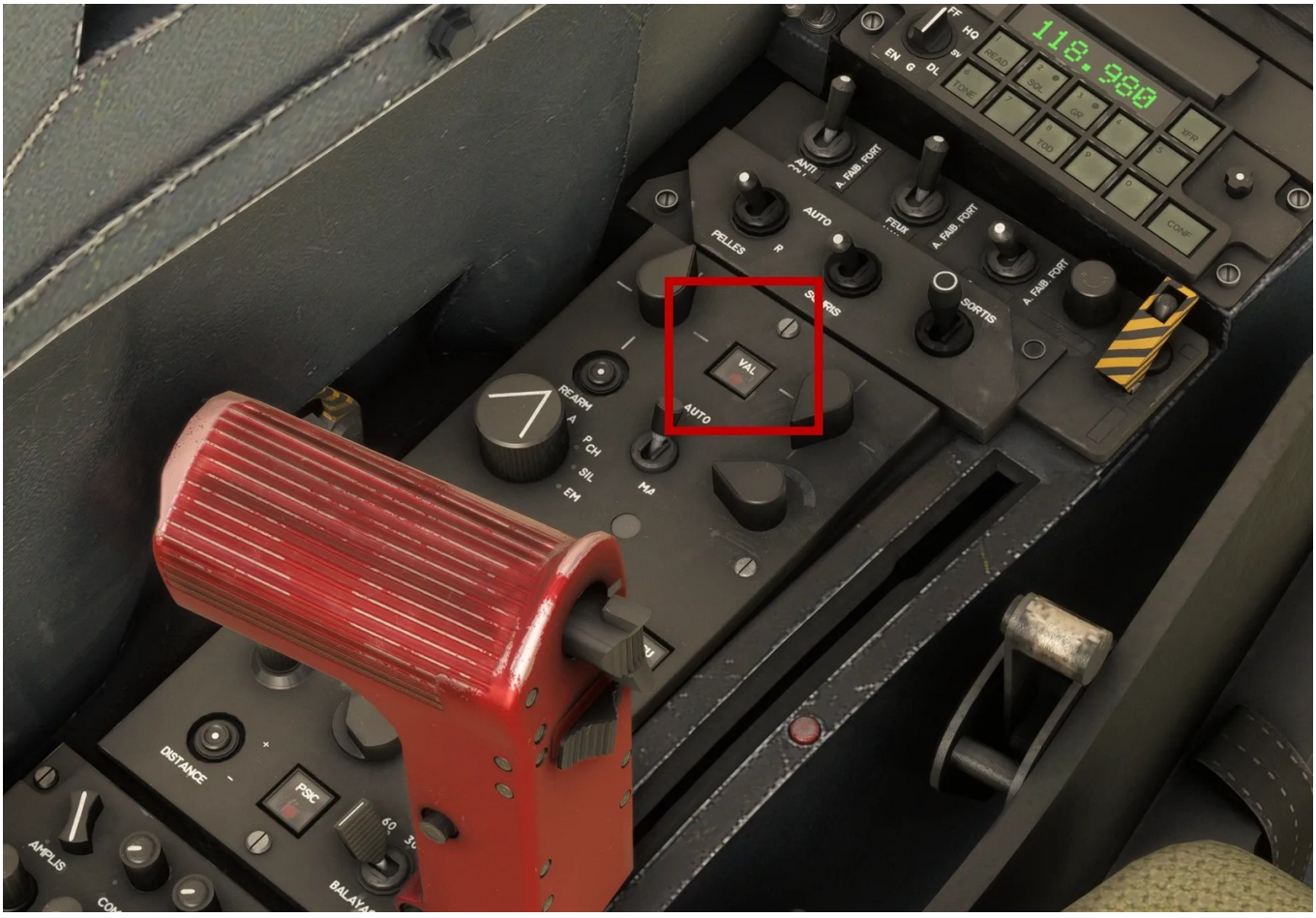
Loading Weapons

Caution
NOTE - in the (rare) occasion that this display freezes during its use (after switching modes to Weapons Loadout, for example), we recommend deactivating Traffic and restarting the flight. After a flight restart, you may reenable traffic again. We are investigating this problem.

Loading of Weapons can only occur while the aircraft is on the ground and with the parking brake on. The system is designed in a "realistic manner" - there is no such thing as infinite ammo, or any way to reload while in the air. You must return to the ground and manually reload weapons on the aircraft.

Loading Procedure

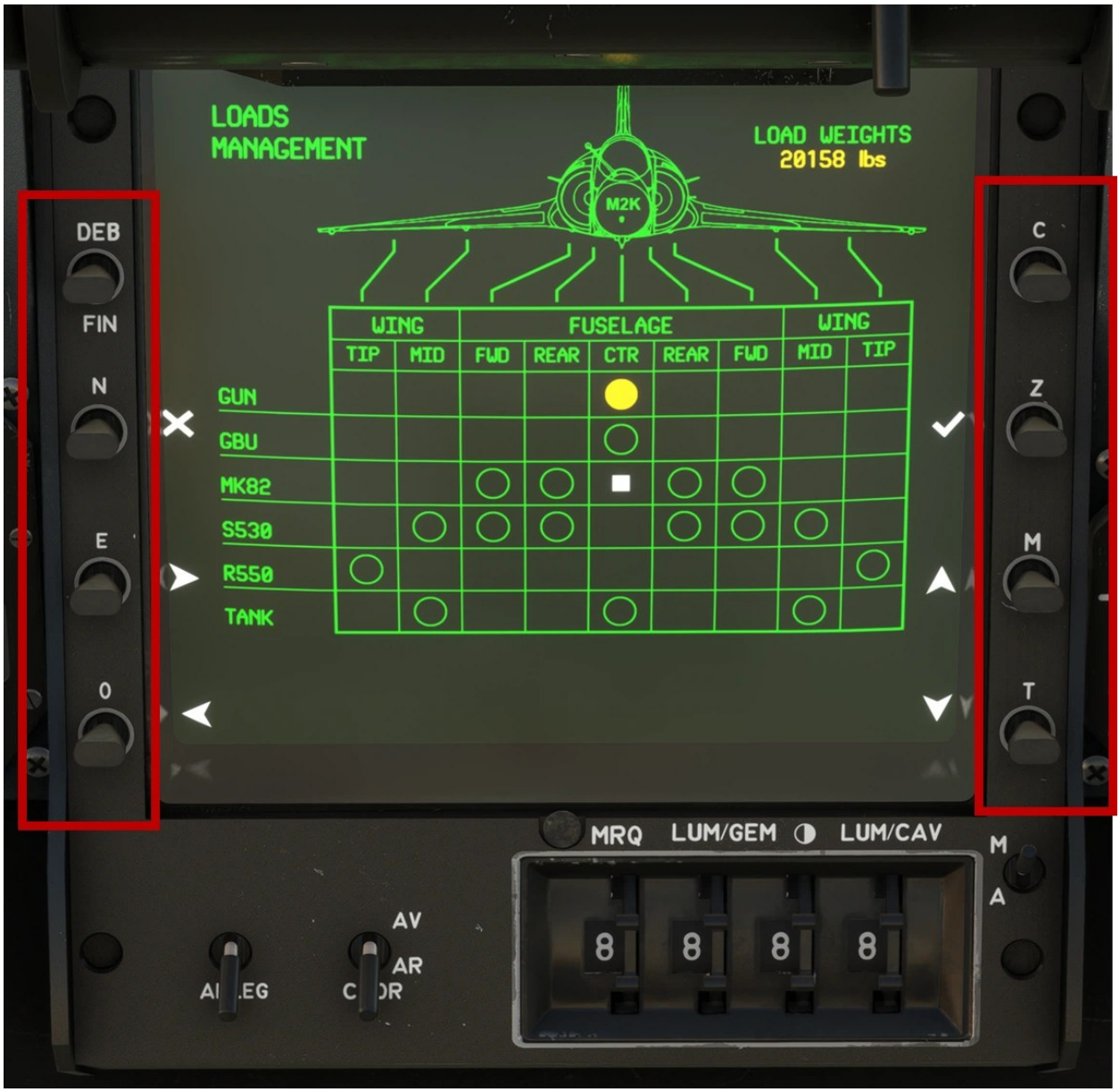
1. While stationary and on the ground, press the "VAL" Button located on the top of the Radar console, on the left side panel.



VAL Button

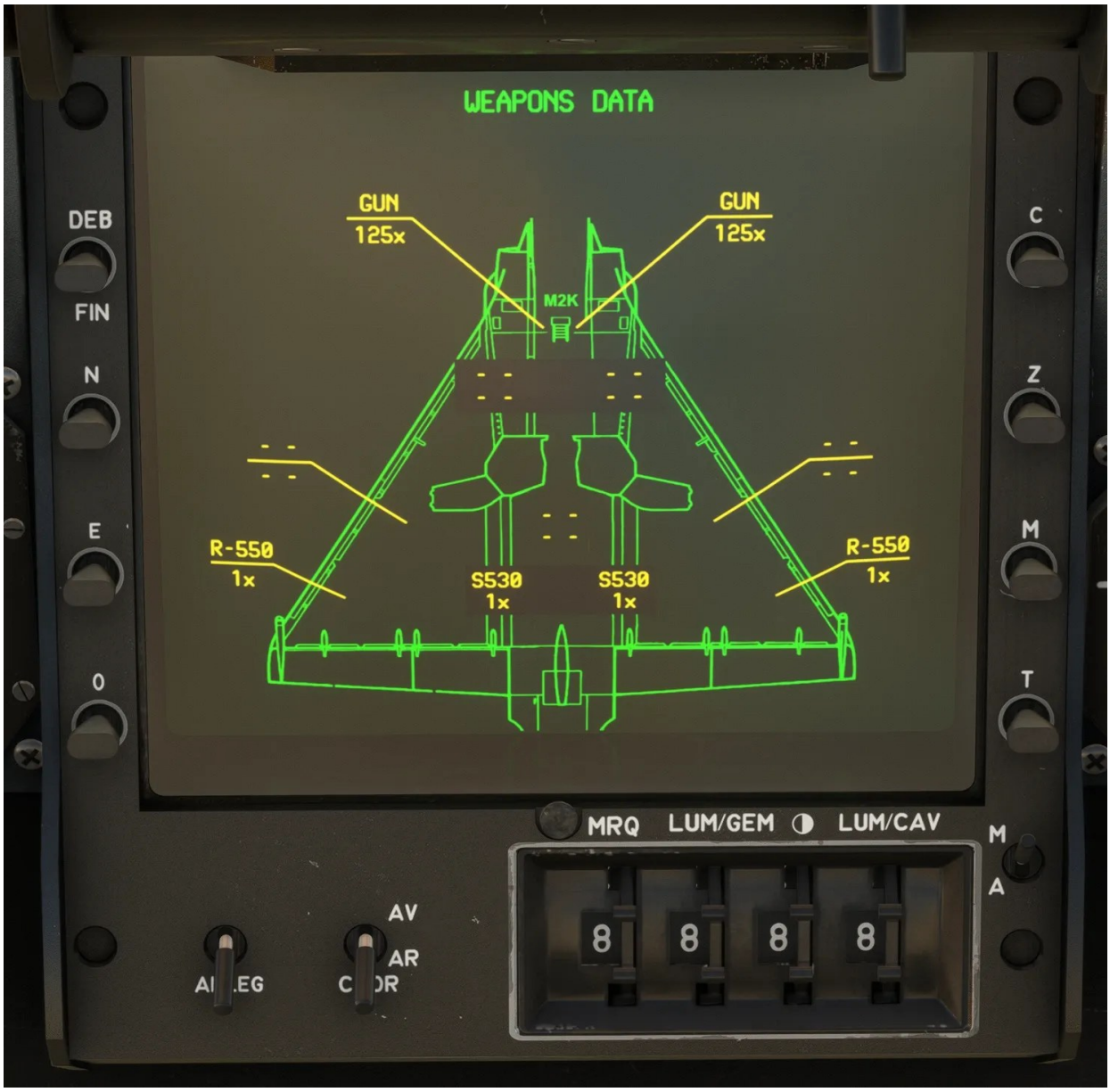
2. Use the switches around the VTB Display to navigate through the menu and load the weapons. By default, GUN is always loaded, indicating a full load of bullets.
3. Navigate using the flashing white square cursor (use the left and right multifunction switches to navigate/click/unclick) and highlight the "circles" (representing valid hardpoints) to load a weapon or fuel tank onto a hardpoint. Beware of the weight, as a fully loaded aircraft may result in a load weight higher

than MTOW.



VTB Display - Loads Management

4. Once weapons have been loaded, press VAL again to return to the radar screen. You may also press "DEC" on the radar panel to access the Weapons Data page, at any time during the flight.



VTB Display - Weapons Data