Miltech Fighters: M2K-C

Frequently Asked Questions

1.Why do features (Weapons System) differ on MS Marketplace vs. Other Distributors?

MS Marketplace has strict guidelines regarding the modeling of weapons in MSFS. Though cosmetic depiction of weapons is now permitted, usability of these weapons is still severely regulated. We must comply with these rules and regulations.\ Refer to Weapon and Defensive Systems for more information.

2.How to Release Bombs/Missiles/Use the Gun?

Release of ordinance makes use of keybind TOGGLE WATER RUDDER

Please make sure this keybind is correctly configured on your keyboard or hardware controllers to make use of it during weapon operations. For general procedures, refer to Weapon and Defensive Systems

3.How to Release Flares?

Release of flares makes use of keybind TOGGLE ALTERNATOR 3

Please make sure this keybind is correctly configured on your keyboard or hardware controllers to make use of it during flare release operations. For general procedures, refer to Countermeasures

4.How to Align/Use the INS System?

The Inertial Navigation System requires user familiarization with flight planning, alignment and use in navigation. Please refer to the following section in this manual: Inertial Navigation System

5.(CAMBRAI SCENERY) Orb Lights are visible near the runway, during the night, FS24

This is a known issue. Cambrai is no longer an active airbase, and several warehouses and roads have been built in the area where formally there was a runway.

FS24 includes recent street data, and as a result of this, lighting is automatically spawned along these roads. This can generally be easily excluded, but due to an existing FS24 Bug, it cannot. This issue has been reported to Asobo, and we continue experimenting with other solutions at this time: https://devsupport.flightsimulator.com/t/streetlights-exclusion-not-working-on-fs20-scenery-loaded-in-fs24/12885

In the meantime, we recommend using Cambrai in FS24 during daytime, or FS20 during day or night.

6.Afterburner Effects are not visible

This issue may occur the first time the aircraft is loaded. On initial load, the WASM module is compiled for the first time. As a result, this initial load may sometimes fail to correctly render effects.

The issue is easily resolved by closing the simulator and restarting the flight. From the second flight onwards, this issue should not occur anymore.

If the issue persists, it may be a case of control bindings or deadzones. Afterburner only engages when throttle axis is set to exactly 100%. You will see the green "PC" advisory light up in the cockpit to confirm Afterburner is correctly engaged. If this advisory fails to light up, please verify your throttle axis deadzones.

Be also aware that FS24 renders lighting completely differently, and in clear skies conditions the AB effects may be very faint. AB is significantly more visible in cloudy/darker conditions.