Miltech Simulations MH60

FLIR (Forward Looking Infrared)

The Forward-Looking Infrared (FLIR) system on the MH-60 (Sierra, Romeo, and Tango variants) is simulated as a cosmetic-only feature. While the external 3D model is fully articulated and integrated into the cockpit controls, users should be aware of the following functional limitations:

- **Articulated Turret:** The FLIR ball on the nose of the aircraft is fully animated. It will respond to control inputs (Pan/Tilt) via the assigned keybinds:

Function	MSFS Key Bindings	Clickable in Cockpit
Move FLIR Right/Left	INCREASE MIXTURE 3 DECREASE MIXTURE 3	
Move FLIR Up/Down	INCREASE MIXTURE 4 DECREASE MIXTURE 4	
Increase/Decrease Zoom	INCREASE MAGNETO 3 DECREASE MAGNETO 3	

- **No Thermal Overlay:** The system does not generate a true "thermal" (infrared) image. While you may see a camera feed on the Multi-Function Displays (MFDs), it functions as a standard daylight or low-light digital camera with filters, rather than a heat-signature sensor.
- **Target Tracking:** The "Cosmetic Only" designation means the FLIR cannot autonomously slave to, lock onto, or track AI entities (vehicles, ships, or people) based on heat signatures.
- **Objects rendering limitations:** The FLIR implementation will not render SimObjects (Buildings, Ships, vehicles, aircraft or people). It is limited to render terrain, satellite imagery, and airport grounds, as fed by the Synthetic Vision engine in MSFS.

The primary reason the FLIR system is restricted to a cosmetic or "synthetic" view is the absence of Camera-in-Gauge support within the MSFS SDK.


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35 11 58 N / 077 12 01 E
04:54:44
HELO
LAT 35 11 58 N
LONG 077 12 01 E
GT/GS 311°/51KT
W C/S 229°/2KT
RAD ALT 2067FT
BOOST PUMP ON
R118.750C1 INIT
R124.850C1 INIT
M3 1200
ZOOM: 1.0
MODEL L01
NEXT MSL
RESET LCHR
C1GE>25J
ARM LRD
C/S XXX/ 0
RNG: XXX
BRG: 311°
LAT:35 11 58N
LON:077 12 01E
CRS: XXX
PRI MSL: NONE
FLIR
IR
TACT
B2
RDR
INTG
ESM
ACST
ACK
MODE
CRS
DH
BARO
ZOOM