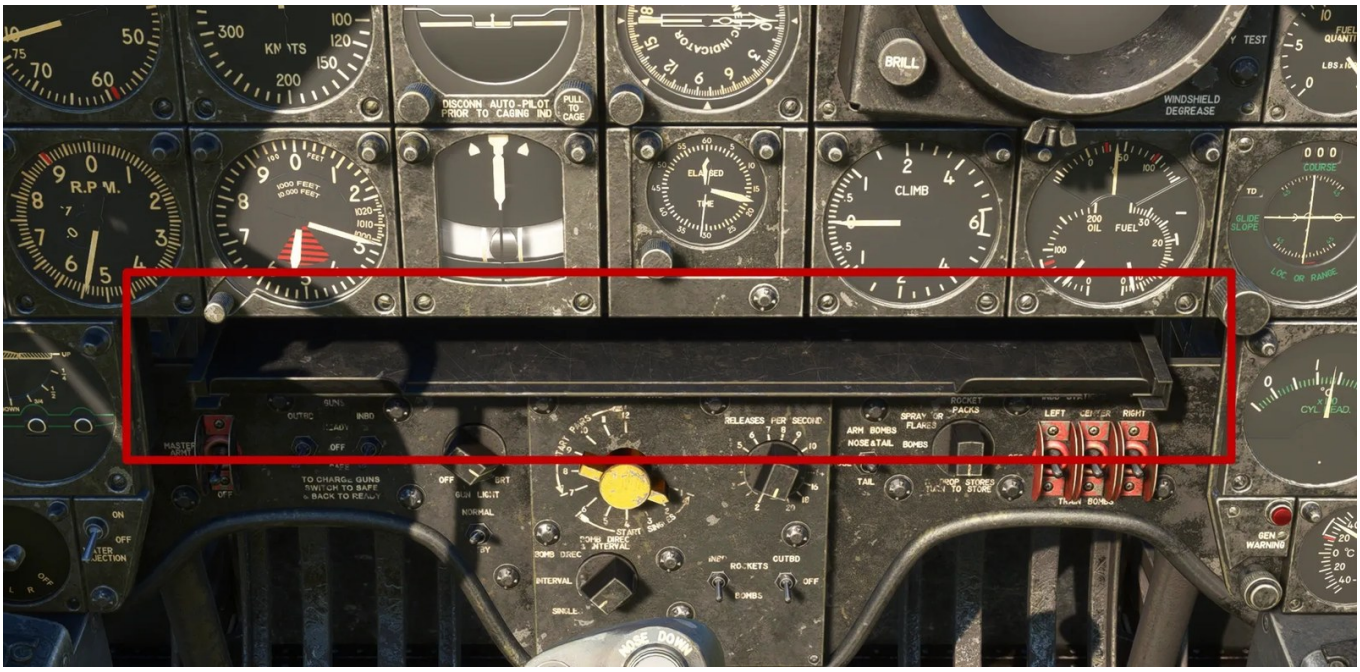
Miltech Simulations Skyraider

# Loading Weapons

To load weapons, locate and open the tray table loadout configurator menu. Click on the upper left corner to change from Map view to Loadout view.

- Aircraft must be on the ground, stationary and with the parking brake on to load weapons.
- Armament Master Arm must be off to load weapons.

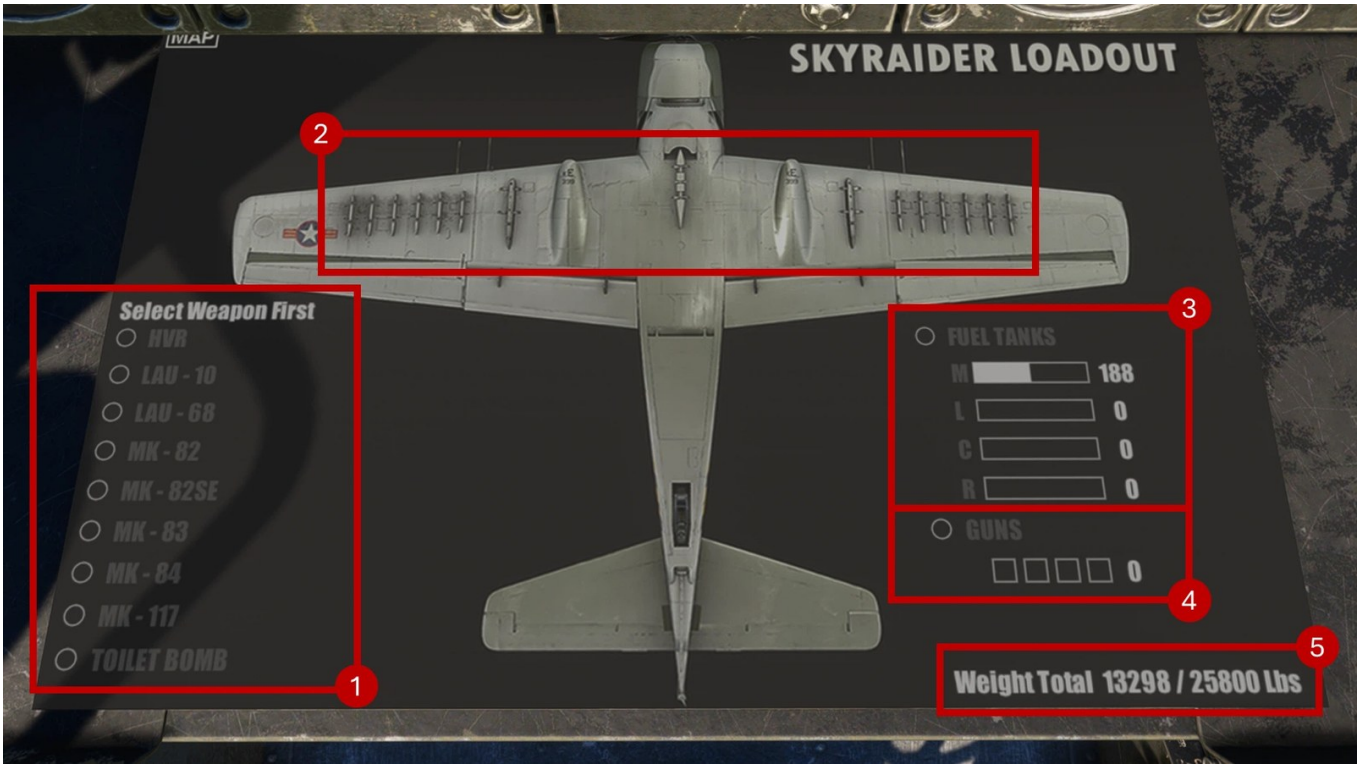



*Location of Work Tray Table*




*Change from Map Mode to Loadout*

# Loadout UI




1. ◇ **Weapon Selector Menu:** Select weapon to load on the pylon.
2. ***Hover*** *on any option to display available pylons for such weapon type.*
3. ***Click on the circle*** *to select weapon type for loading.*
4. ◇ **Pylon Selector:** Configure weapons freely by adding any combination of weapons to each corresponding pylon.
5. *Select a weapon, then click a pylon to attach a weapon or fuel tank. Click a loaded pylon to remove it.*
6. ◇ **External Fuel Tank Selector:** Configure external tanks and modify the fuel quantity on them.
7. ***Click on the circle*** *and load external tanks to their corresponding pylons.*
8. ***Hover*** *on the fuel quantity selectors to modify the quantity of fuel on each corresponding tank.*
9. ◇ **Gun Selector:** Select ammo quantity to load.
10. **Weight Indicator:** Displays the current aircraft weight alongside the maximum takeoff weight for reference.

# Functional Demo

1. Load and Unload Weapons. *Weapons are loaded and indexed by pylon. Hover over a weapon type to highlight compatible pylons. Select a weapon, then click a pylon to install it.*




2. Load Fuel Tanks and Gun Ammo. *Fuel Tanks are loaded similarly to weapons, by attaching to an available pylon. Hover over fuel selector to adjust fuel quantity. Load gun ammo by rounds of 200.*

