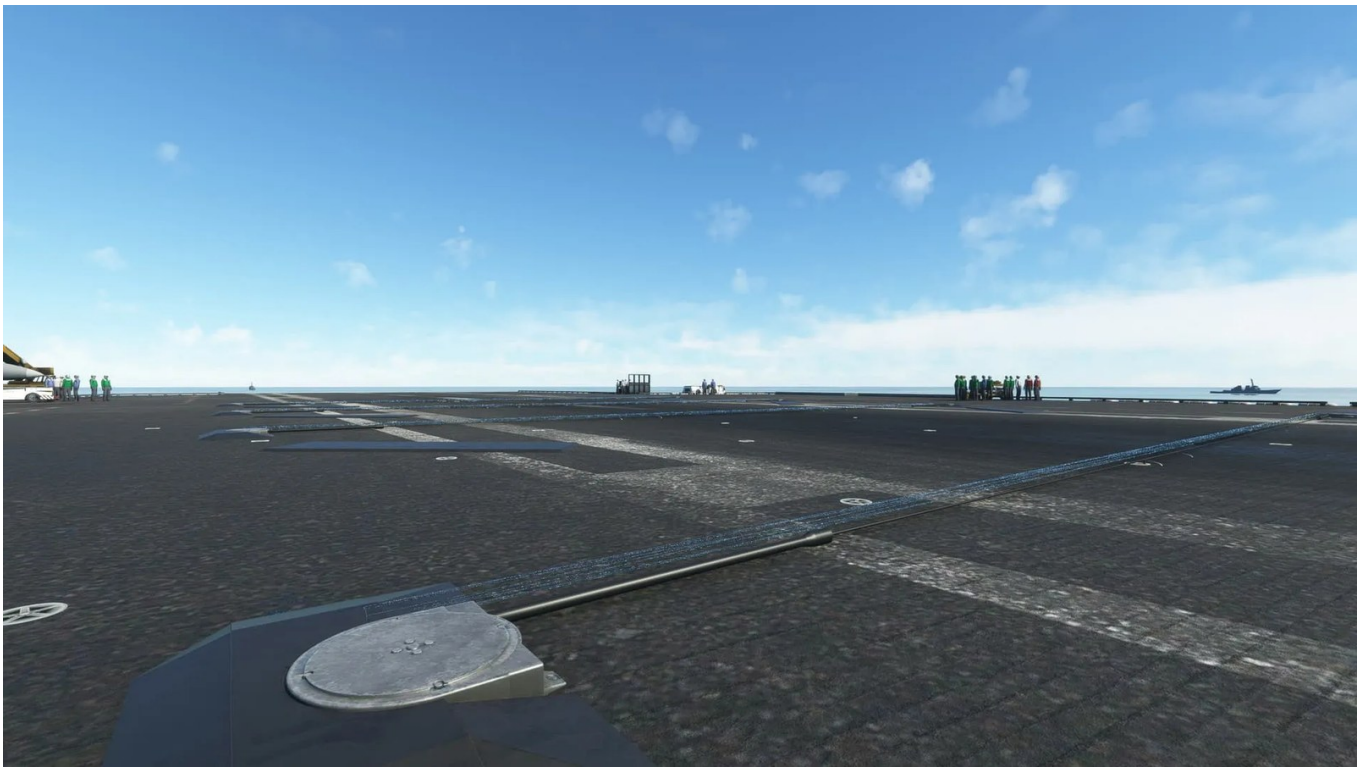
Supercarrier Pro

Shimmering "Bounding Box" on Arrestor Cables



If you look closely at the arresting gear, you may see these "shimmering bounding boxes" around them. This has unfortunately been a long-time MSFS bug, and has been reported to Asobo many times by us and other developers. This graphical anomaly may also result in flickering artifacts all across the screen for some users, particularly in FS24 and in VR. We have been unable to find an exact root cause for why it only occurs to selected users.

These anomalies are caused by the **stock Asobo arrestor cables.** Any carrier ships using the stock arrestor cables have these bounding boxes that represent where the cables should be located. If you catch one of the cables (when using an aircraft with tailhook) you will see how these “bounding boxes” attach to the tailhook as the cables should.

Unfortunately, this bug has been around since the Top Gun expansion was released, and was never fixed. In general, Stock arrestors are a hit-or-miss - not only the visible texture issues, but also they can be more or less effective depending on the carrier location. **For that reason we have developed the “modern arrestors”, which replace and improve upon the functionality of stock arresting gear**, but decided to also keep the stock arrestors for those who prefer using them.

Luckily, there is a (partial) solution to this issue - you can easily remove the stock arrestors, and get rid of the “bounding box shimmering effect”:

- delete ***reference_points.cfg*** on both
- miltechsimulations-supercarrier-pro\SimObjects\Boats\Miltech CVN78
- miltechsimulations-supercarrier-pro\SimObjects\Boats\Miltech USS76.

However, if you decide to do that, you must use “Modern Arrestors” on all landings - regardless if the aircraft has a tailhook or not.