Supercarrier Pro

# Tricks and Tips for a Successful Flight

Caution

- Pausing the sim does not pause the movement of the carriers (moving carriers only)
- **Crash detection** must be turned **off** at all times.
- This product is fully compatible with any other Carrier product in the market.

## Selecting the Aircraft

Any aircraft, Stock or 3rd Party, from Cessnas to Fighter Jets are fully compatible with Miltech's Supercarrier Pro product. Just go for your favorite aircraft.

We recommend you practice on the Stock F/A-18 for realism.

## Selecting the Carrier

### Ford Class vs Nimitz Class?

It's up to you! Both are nuclear CATOBAR Supercarriers from the United States Navy, both have 4 catapults and arrestor cables, both have moving elevators, crew, accessible hangar (moving locations only), both have static and moving locations.\ \ Both are beautifully modeled ships. However, Ford-Class may be slightly easier for a beginner to start with, as the carrier deck has more space to move around.

### Static vs Moving Locations?

The pack includes a total of 14 Static Locations (7 CVN-76 and 7 CVN-78) and 14 Moving Locations (7 CVN-76 and 7 CVN-78).

- **Static locations** are meant to simulate "anchored ships". These are spawnable on deck and feature ILS and TACAN to make your flights easier. Static locations are identified by 4-alphanumeric ICAO codes.
- **Moving locations** are arguably more fun - landings are more challenging, carrier can be aligned to the wind and hangar is fully accessible. However, no ILS or TACAN is available. Moving locations are identified by 4-alphanumeric ICAO codes.

It's up to you which one you prefer. Static carriers offer an easier landing to practice, but crossed winds may be an issue. Moving carriers offer a more immersive experience, but lack navigation equipment. If you want more information, visit: Moving vs Static Locations

### Worldwide Locations

A total of 28 locations are available at this time. A detailed list of locations, as well as a map, is available here: Worldwide Locations

It is recommended that you decide whether you prefer a static or moving ship, and then pick one of the locations from the list.

### ✈ Launched the sim - now what?

1. **Locate the Miltech Supercarrier Toolbar.** For more information, visit here Miltech Universal Carrier Toolbar
2. **Static Carriers**: You are now at the carrier deck, ready for Takeoff. If you prefer to start C\&D, teleport to parking using the Supercarrier Toolbar, under the Controls Tab. You can also teleport to approach to start your Recovery training.
3. **Moving Carriers:** You are now at the carrier deck, ready for Takeoff. If you prefer to start C\&D, teleport to parking using the Supercarrier Toolbar, under the Controls Tab. You can also teleport to approach to start your Recovery training.

# Catapult Launch

### Get your Aircraft Ready

1. Follow your checklist until aircraft is "ready for taxi"
2. Configure your aircraft for takeoff - make sure Fuel is loaded, flaps are out, lights on. Do not extend your wings of launchbar just yet (if applies to your aircraft).
3. Open Miltech's Supercarrier Toolbar and select your desired catapult for takeoff. The crew will prepare the catapult for you and guide you to the correct alignment.

### Taxi to Catapult

1. Follow the crew instructions for a correct alignment with the catapult. Once aligned and you've come to a stop, click on the yellow checkmark on your Supercarrier Toolbar
2. The crew will prepare your aircraft and raise the JBDs now. Extend your wings and catapult launchbar if it applies to your aircraft. Wait for the crew to clear you for takeoff.

For more information, follow the Launch Operations Guide

### Launch!

1. Once aircraft is ready for takeoff, a green arrow shows up on the Supercarrier Toolbar. Click on it to prepare catapult.
2. Quickly apply full throttle. Wait for the aircraft to accelerate and vacate the catapult.
3. Now you're in the air! Retract gear and flaps as required.

# Recovery and Landing

### Locate the Ship

Understand where the ship is located, if it's moving, and which direction the ship is moving. You can find the ship with the inGame Marker (if enabled in panel settings) and with the Smart Camera (if close).

Begin preparing your approach by "Breaking the Deck" - within a 10nm radius of the ship, begin by flying around the ship in a Counter-clockwise direction, descending and decelerating for your approach. For more information, Approach and Landing Equipment and Operations

## Beware of the Winds

Landing on a carrier with crossed winds can be very challenging. Check wind direction and speed, and make sure it is favorable for your approach. If it's not:

1. **Moving Carriers:** Click on "Align to Wind" on the Supercarrier Toolbar, under Controls Tab. The carrier will rotate to a direction in which the runway is perfectly aligned with the winds.
2. **Static Carriers:** Either go for the landing, or simply change your weather - it's a Sim after all ;)

## Landing Pattern and Final Approach

1. Enter your final approach at less than 5nm from the ship. Align yourself visually with the runway, and identify the approach lighting - FLOLS on the Port (left) side of the ship and LRLS on the stern (back) side of the ship. These are your glideslope indicator lights and horizontal alignment respectively. More info in Approach and Landing Equipment and Operations
2. Aim for Solid Amber on the LRLLS. Red means your are far left, Green means you are far to the right.
3. Aim for the Ball (moving amber light on the FLOLS) to be aligned with the Green bar.
4. Continue flying the approach until the aircraft is "BALL". You will hear the pilot say this word to the LSO. As soon as the aircraft is "BALL", keep your eyes on 3 things: FLOLS, LRLS and AOA Indicator.
5. The FLOLS and LRLS will become available on the Miltech Supercarrier Toolbar for easier visibility as soon as the aircraft is BALL. **We highly recommend you use this one for final approach. It is also available for VR Users.**
6. Configure your aircraft. Flaps, Gear, Tailhook. **We highly recommend you use the Modern Arrestor Cables**, more information here: Arrestor Cables

## LSO, Speed and Lights

1. Keep your eyes on the lights instead of the runway, and listen to your LSO. As long as you keep the Ball aligned with the green bar and LRLS in Amber, you will be perfectly aligned with the runway. Looking at the runway may be deceiving.
2. Keep your speed controlled. If your aircraft has an autothrottle, use it. The ideal landing speed for the F/A-18 is 135-140KIAS
3. Listen to your LSO. Act if you hear You're Low/You're High/You're Left/You're Right/You're Slow/You're Fast
4. **Go around immediately if you hear "Waveoff"**
5. More information on LSO here: Landing Signal Officer (LSO)

## Catch the Cables

If you followed the LSO and Lights, you will arrive safe to the ground. Set power to Full Military Power (MIL) in case a last-minute Waveoff or Bolter occurs, and do not flare - no soft landings on aircraft carriers.

Touch the deck, catch the cables and wait for the aircraft to come to a full stop. Power to IDLE, Retract Tailhook (if used) and you're good to go.

You may hear **BOLTER** - this indicates the aircraft has not waved off (may have landed correctly), but no cables were caught. Apply full throttle and perform a go-around. Immediate action is required as the aircraft is in danger of stalling or falling off the deck.

## Practice, Practice, Practice

Taking off from an aircraft carrier is easy, Recovery is incredibly challenging. Practice a lot until you master landing in good weather conditions. Then go for the crossed winds, bad visibility, bad weather, etc.