UK Carrier Strike Group V2

Multiplayer Operations

Note
Miltech's UK Carrier Strike Group is fully compatible with Multiplayer. However, there are a few thigs you must consider when flying on multiplayer

Caution
Restarting a flight after Multiplayer Sync may freeze the simulator. Launch a new flight from the WorldMap every time you wish to restart a flight.

Static vs Moving

Static Carriers are inherently compatible with multiplayer as there are no "moving parts". This means that the carrier is static at that location on all systems on the network.

On the contrary, Moving carriers can be located at slightly different locations due to their moving nature. For that reason, moving carriers must be "synced for multiplayer" through the Miltech Universal Carrier Toolbar under the Controls tab.

- After syncing for multiplayer, the aircraft will spawn on the carrier deck automatically.
- Align to Wind cannot be used over multiplayer. All other functions are available.
- Multiplayer syncing resets every hour. A countdown is visible on the Supercarrier Toolbar. After the counter reaches 0, Multiplayer Sync will deactivate. To continue flying over multiplayer and synced with other players, click on "Multiplayer sync" again.
- It is recommended that if little time is left before the counter reaches zero, you wait until the syncing restarts so it doesn't interrupt your flight.

Limitations over Multiplayer

Unfortunately, Multiplayer on MSFS is still quite limited. We are engineering ways around these limitations, but these will only come at a future update. As of initial release, the limitations are the following:

- Multiplayer on moving carriers require syncing. Syncing restarts every hour.
- Animations do not sync over multiplayer. Eg. if an aircraft goes down on the elevator, you will not see the animation, only the aircraft.
- It is possible that you may see aircraft floating beyond the bounds of the aircraft carrier flight deck. This is due to inaccuracies in the aircraft position synced over Multiplayer.