VIRTUAL INTELLIGENCE SERVICE
VICTORIA PER INTELLECTUM
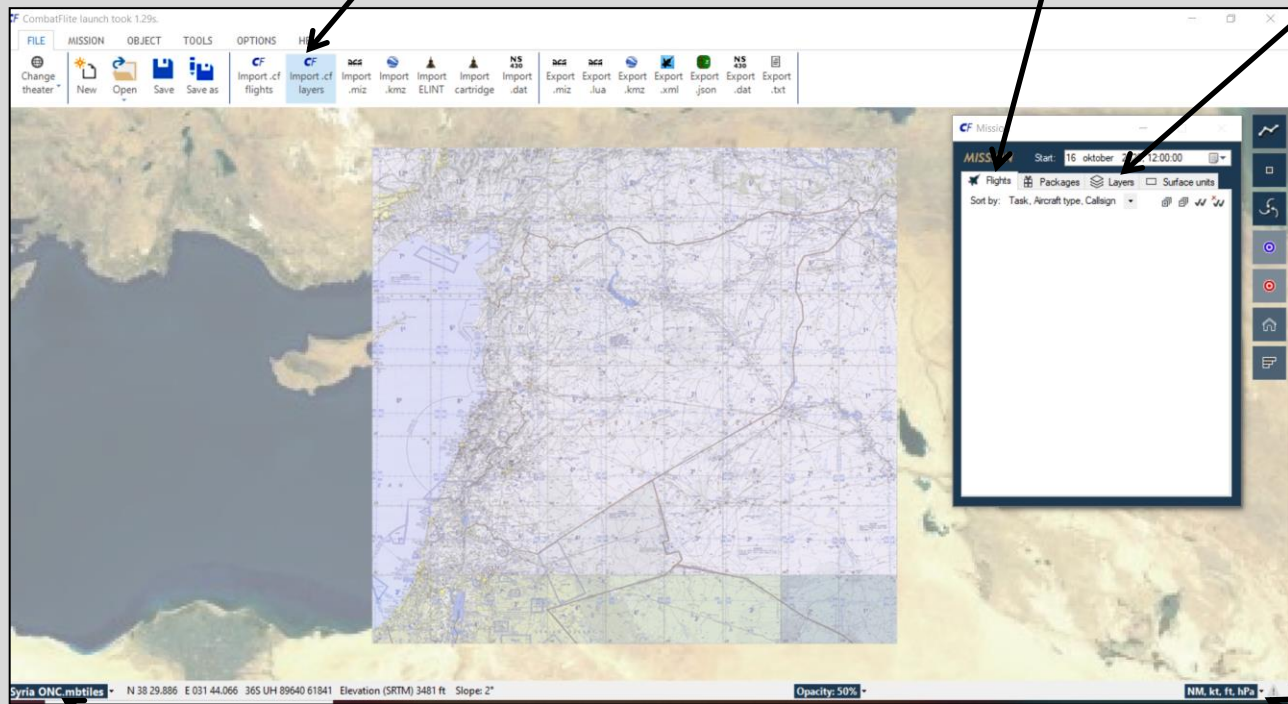
CombatFlite tutorial

Version: 1.0
Published: 2020-10-16

Import CombatFlite layers (from other CombatFlite files)
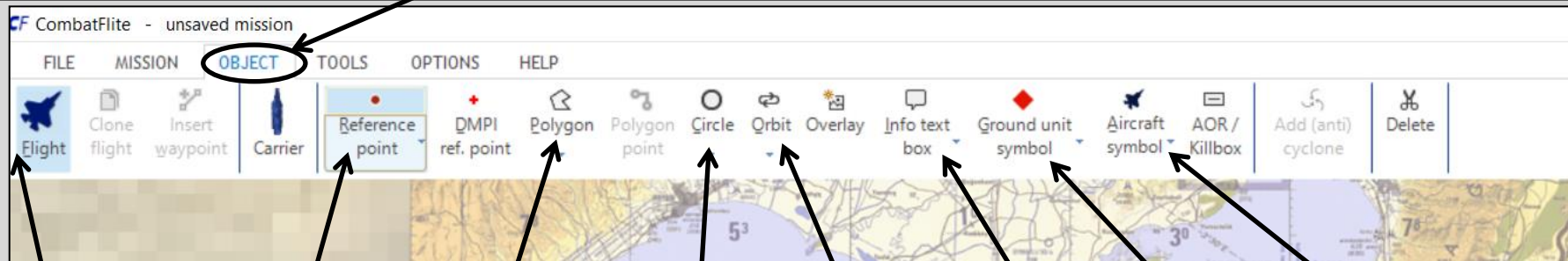
Select flights

Select layers

Turn on/off flightroutes

Turn on/off bullseye

Change units of measure

Set map opacity (40 % used for briefings / products)

Select map (Syrian TPC.mbtiles is used in OPAR)

OBJECT MENU

CF CombatFlite - unsaved mission

FILE   MISSION   OBJECT   TOOLS   OPTIONS   HELP

| Flight | Clone flight | Insert waypoint | Carrier | Reference point | DMPI ref. point | Polygon | Polygon point | Circle | Orbit | Overlay | Info text box | Ground unit symbol | Aircraft symbol | AOR / Killbox | Add (anti) cyclone | Delete |

Create a flight

Add a point

Create a zone

Create a circle

Create a orbit (AWACS / AAR /CAP)
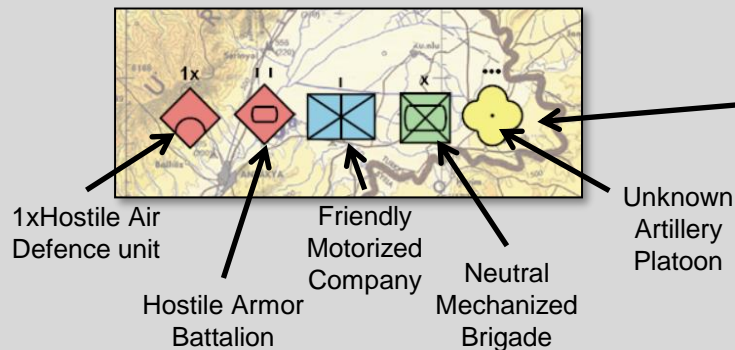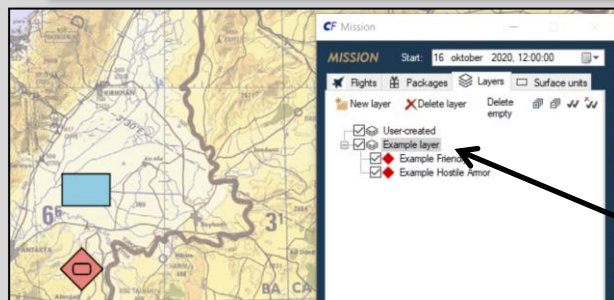
Add a info text box

Add a ground unit symbol

Add a aircraft symbol

CF CombatFlite - unsaved mission

FILE   MISSION   OBJECT   TOOLS   OPTIONS   HELP

Flight | Clone flight | Insert waypoint | Carrier | Reference point | DMPI ref. point | Polygon | Polygon point | Circle | Orbit | Overlay | Info text box | Ground unit symbol | Aircraft symbol | AOR / Killbox | Add (anti) cyclone | Delete

MISSION Start: 16 oktober 2020, 12:00:00

Flights | Packages | Layers | Surface units

New layer | Delete layer | Delete empty

- User-created
  - Example layer
    - Example Friendly
    - Example Hostile Armor

__Ground unit symbols__

HOSTILE

UNKNOWN

FRIENDLY

NEUTRAL

1x
1xHostile Air Defence unit

Hostile Armor Battalion

Friendly Motorized Company

Neutral Mechanized Brigade

Unknown Artillery Platoon

-Both the color and shape is uniqe for Friendly, Hostile, Neutral and Unknown.
- Each ground unit symbol will be placed under layers
- Each ground unit symbol can have a unit size
- Each ground unit symbol can have a unit type
- Can use copy / paste on ground unit symbols
- Need to manually set color and classification (Friendly/hostile/neutral/unknown when making the unit)
-Tip: Make a friendly unit and hostile unit, and copy/paste as needed (as color and type is then already set)

Ground unit symbols

Lock (if you dont want to move it any further. The lock prevents it from beeing moved)

Input name

Input location (if you have it. You can also just click on the map

Input unit type

Input unit size

Set color
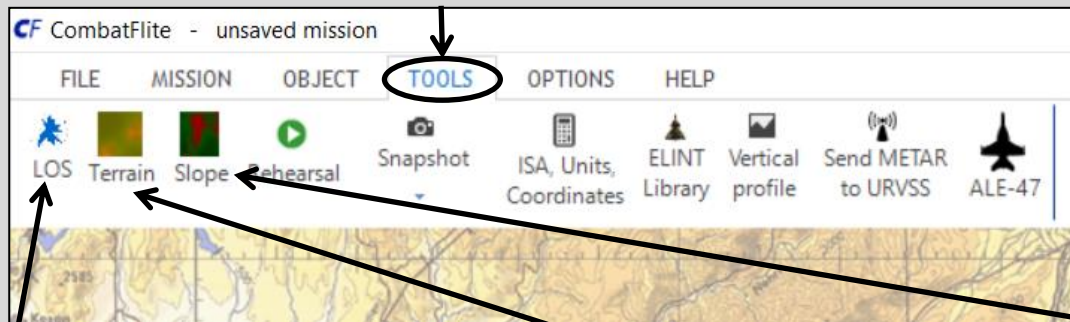
Set symbol size

SYMBOL

BASIC PROPERTIES

Name — Example Friendly

Position — N 36 57.164 E 034 40.858

Unit type — [Friend] Motorised Infan

Unit size — Company/Battery/Troo

STYLE

Color — Preset:

Symbol size — 1.0

TOOLS MENU

CF CombatFlite - unsaved mission

FILE | MISSION | OBJECT | TOOLS | OPTIONS | HELP

LOS | Terrain | Slope | Rehearsal | Snapshot | ISA, Units, Coordinates | ELINT Library | Vertical profile | Send METAR to URVSS | ALE-47

LOS = Line Of Sight
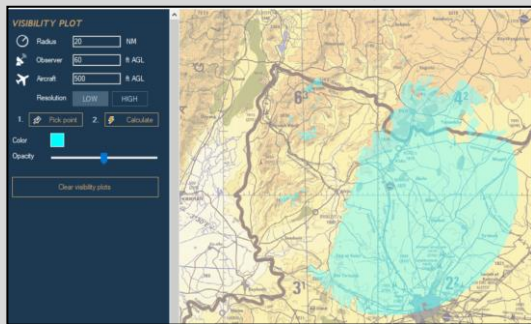
Shows what can be seen from the selected position. Can set radius, height of observer, and altitude of aircraft. Can also be by clicking on the map, or on a unit/symbol on the map.

Good for seeing what enemy SAMs can see, and what altitude friendlies need to stay away from.
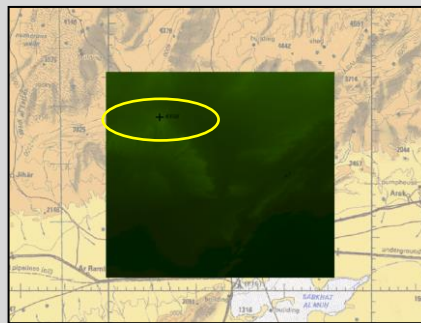
Terrain

Shows the terrain. But most importantly, finds and shows the highest location within the selected area, as shown in the yellow circle. Gives altitude of the highest location.
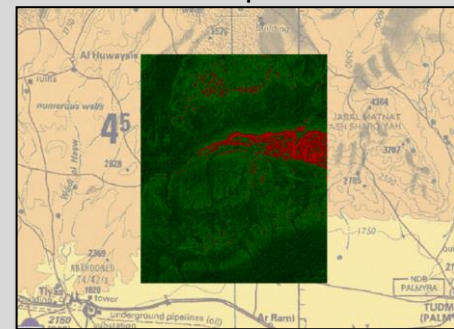
Slope

Shows the slopes and terrain in greater detail. Can be used for detailed planning of routes as required.

HOW TO ADD THREAT CIRCLES
(For SAM ranges)

HOW TO ADD THREAT CIRCLES (FOR SAM RANGES)
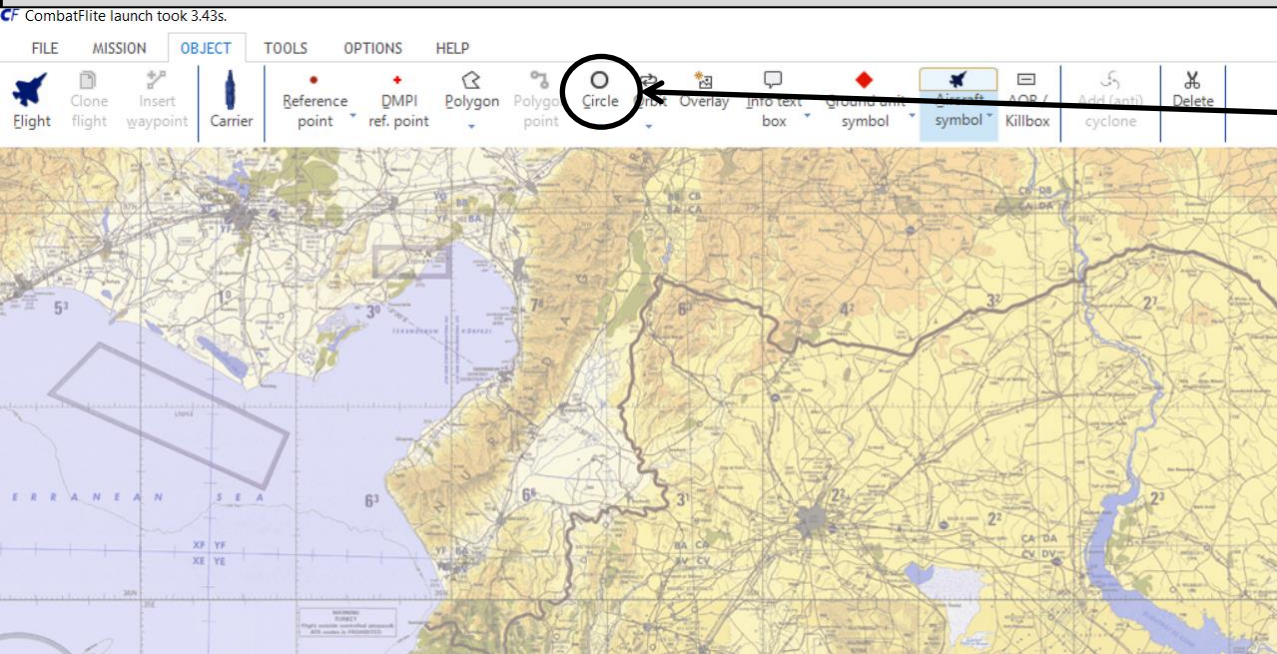
STEP 1:
Click on the Circle button and click on the map.

HOW TO ADD THREAT CIRCLES (FOR SAM RANGES)

STEP 2:

Click on the Circle you have just placed on the map.
If you have coordinates for a SAM system, add the coordinates in Lat/Lon

STEP 3:

If you know what kind of SAM system it is, select the SAM under other properties

HOW TO ADD THREAT CIRCLES (FOR SAM RANGES)

CIRCLE

BASIC PROPERTIES

Name   SA-2

LatLon   N 36 25.001 E 037 05.220

Radius   23   NM

STYLE

Color   ■ Filled

Line thickness   2

Line opacity

Fill opacity

Line style   Solid

☑ Center label

☐ Labels around the circle

OTHER PROPERTIES

Predefined   Select...

Max Alt   82000   ft

☑ Export to DCS as a nav point

Show LOS

SA-2

STEP 4:
In this example SA-2 was chosen. The name will be automaticly be changed to SA-2. In Step 4, change the name to the name you want.

HOW TO ADD THREAT CIRCLES (FOR SAM RANGES)
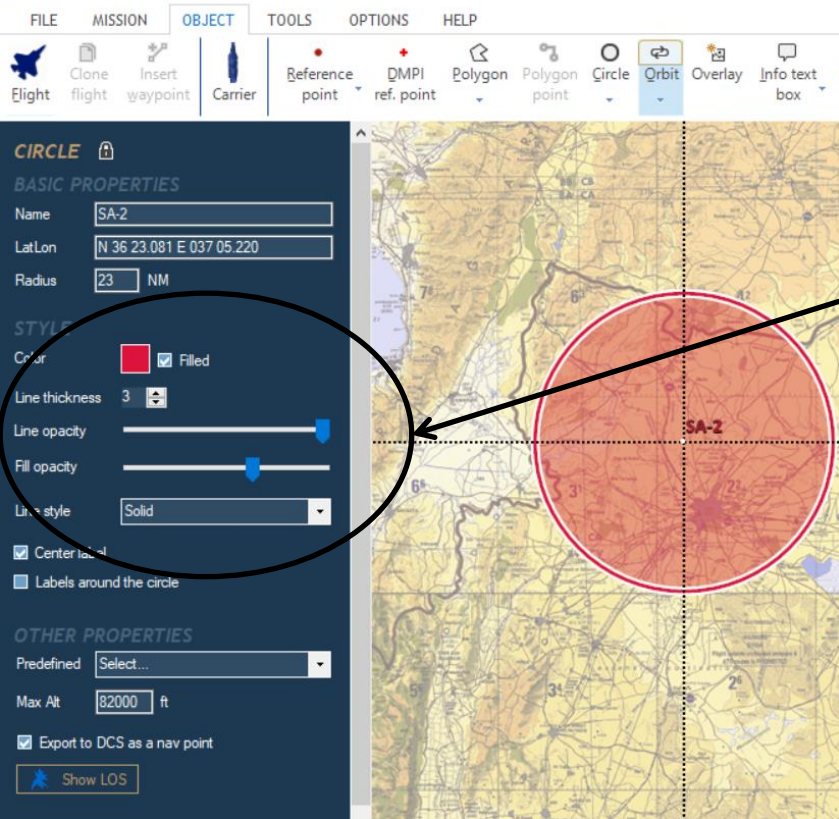
STEP 5 (Alternative 1) :
In this step, if you have a confirmed or highly likely enemy SAM, use the following settings for marking the SAM.
Line style: solid
Line thickness: 3
Line opacity: As shown
Fill opacity: As shown
Filled: Yes
Color: Red

HOW TO ADD THREAT CIRCLES (FOR SAM RANGES)

STEP 5 (Alternative 2) :

In this step, if you have a unconfirmed location or assessed position for a SAM, use the following settings for marking the SAM.
Line style: Dash
Line thickness: 3
Line opacity: As shown
Fill opacity: As shown
Filled: Yes
Color: Red

HOW TO ADD THREAT CIRCLES (FOR SAM RANGES)

Flight Clone flight | Insert waypoint | Carrier | Reference point | DMPI ref. point | Polygon | Polygon point | Circle | Orbit | Overlay | Info text box | Gro

CIRCLE

BASIC PROPERTIES

Name: SA-2
LatLon: N 36 23.856 E 037 04.739
Radius: 23 NM

STYLE

Color: ☑ Filled
Line thickness: 3
Line opacity: ───────
Fill opacity: ───────
Line style: Dash

☑ Center label
☐ Labels around the circle

OTHER PROPERTIES

Predefined: Select...
Max Alt: 82000 ft
☑ Export to DCS as a nav point

Show LOS

SA-2

STEP 6:
For further analysis you can also use the Line Of Sight tool to see what the SAM unit is able to see at various altitudes

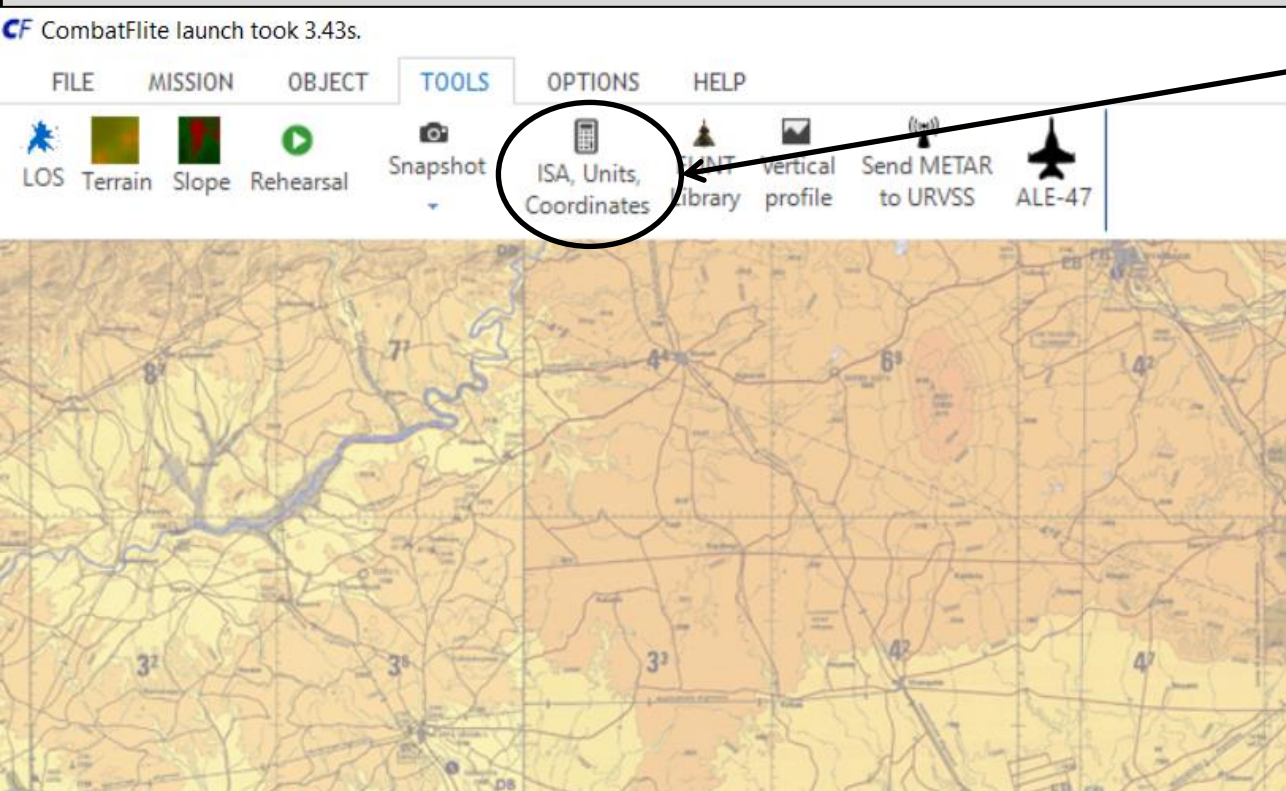This will give you a good visual representation.
If you want to adjust the values (height of observer, height of aircraft, distance, go to the TOOLS menu, and select LOS to adjust values.

HOW TO CONVERT COORDINATES

HOW TO CONVERT COORDINATES

STEP 1:
Go to the TOOLS menu, and click on ISA, Units, Coordinates

HOW TO CONVERT COORDINATES

STEP 2:
Add your coordinates and click on convert

HOW TO CONVERT COORDINATES

psi | 0.00
bar | 0.00

Coordinates conversion

Lat Lon DD MM.MMM	N 36 23.856 E 037 04.739	Convert	Copy to clipboard
Lat Lon DD MM SS	N36°23'51 E037°04'44	Convert	Copy to clipboard
MGRS	37S CA 27727 29764	Convert	Copy to clipboard

STEP 3:
Now you have the coordinates in 3 different options.

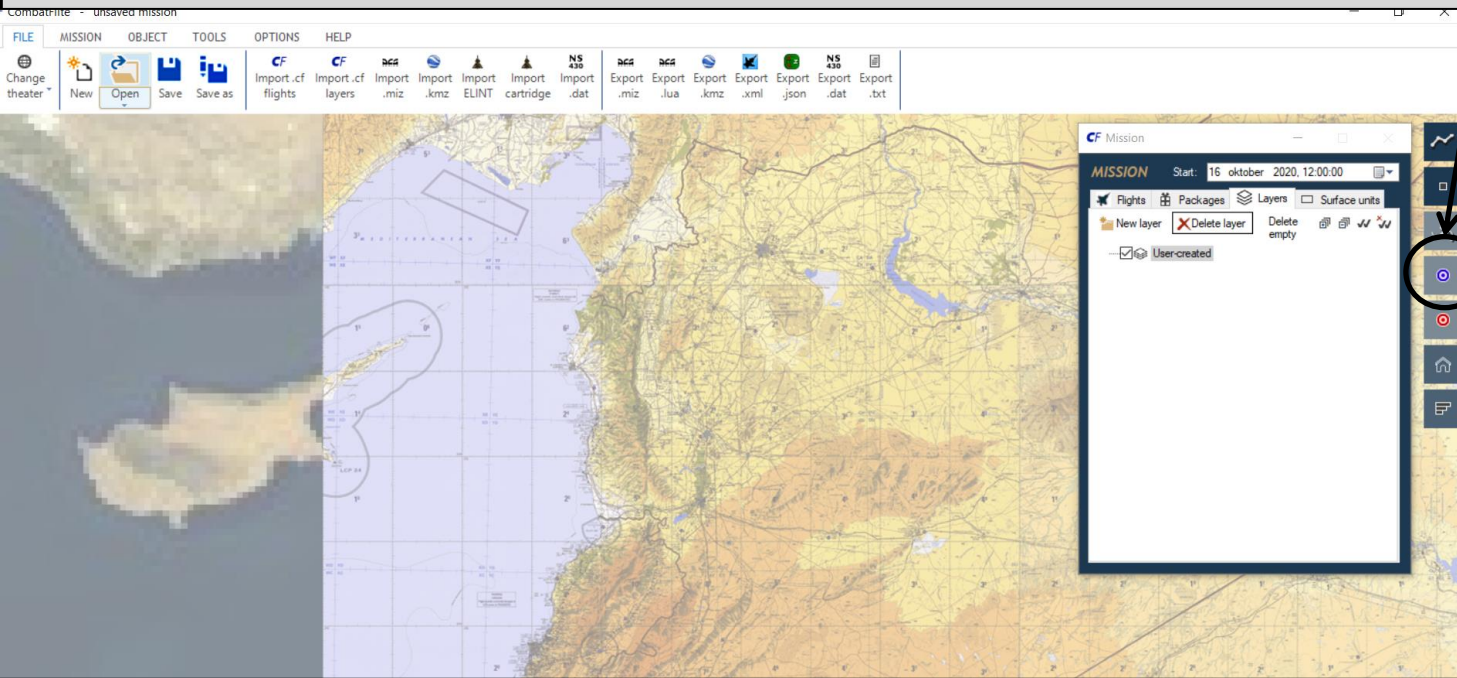**NOTE:** 132nd Virtual Wing standard are DD MM.MMM

HOW TO GET COORDINATES FROM A BULLSEYE LOCATION
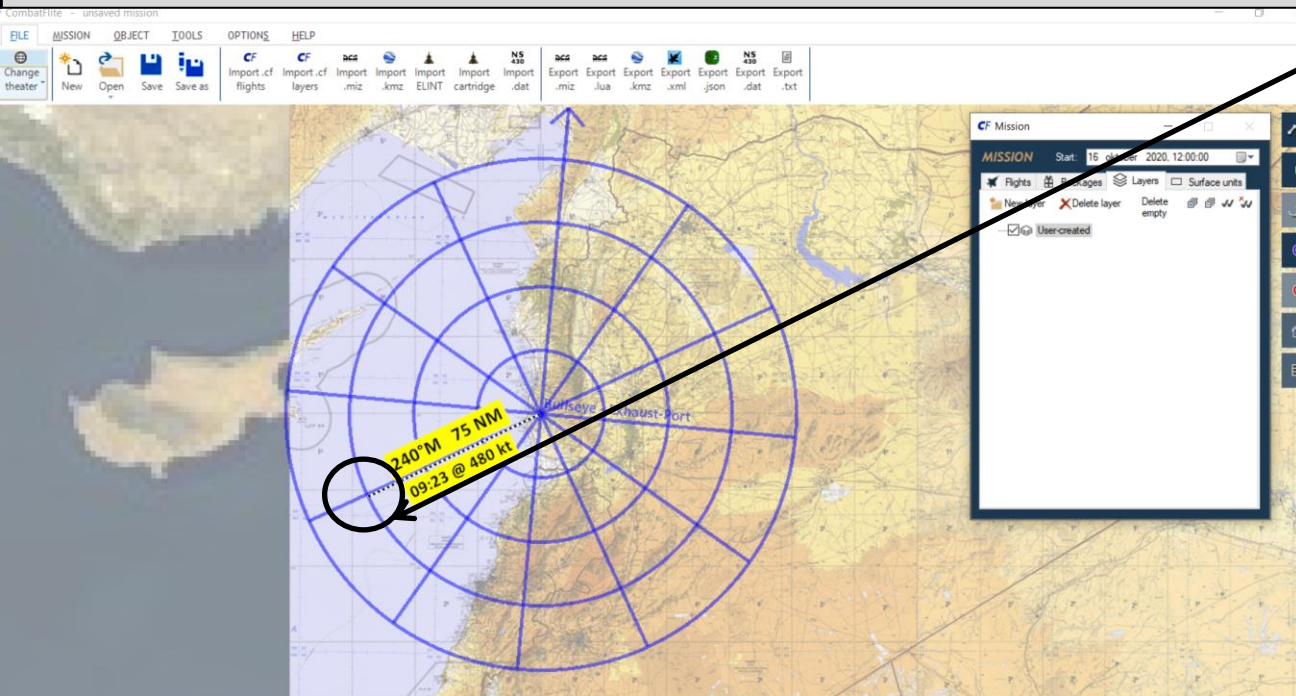
(For BDA or intelligence reports)

HOW TO GET COORDINATES FROM A BULLSEYE LOCATION

STEP 1:
Make Bullseye visible

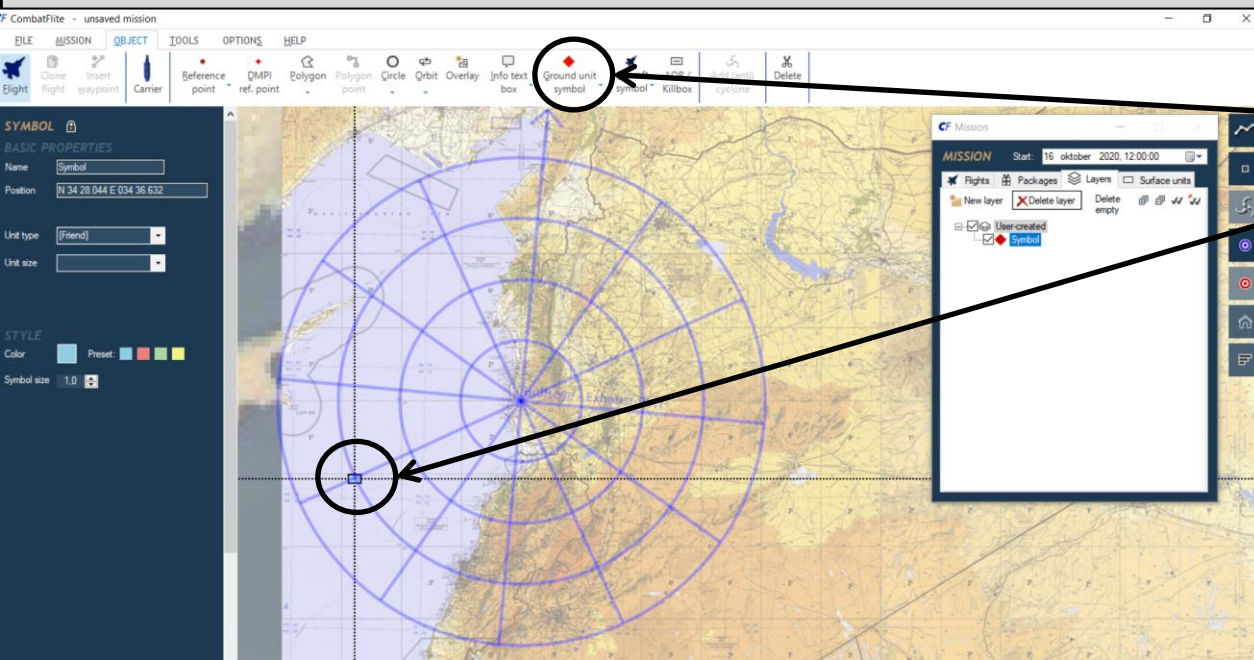# HOW TO GET COORDINATES FROM A BULLSEYE LOCATION

STEP 2:
If you have a bullseye location of 240 / 75, you go to the center of bullseye, click and hold and drag until you get a course of 240 and 75 nm distance from the bullseye.

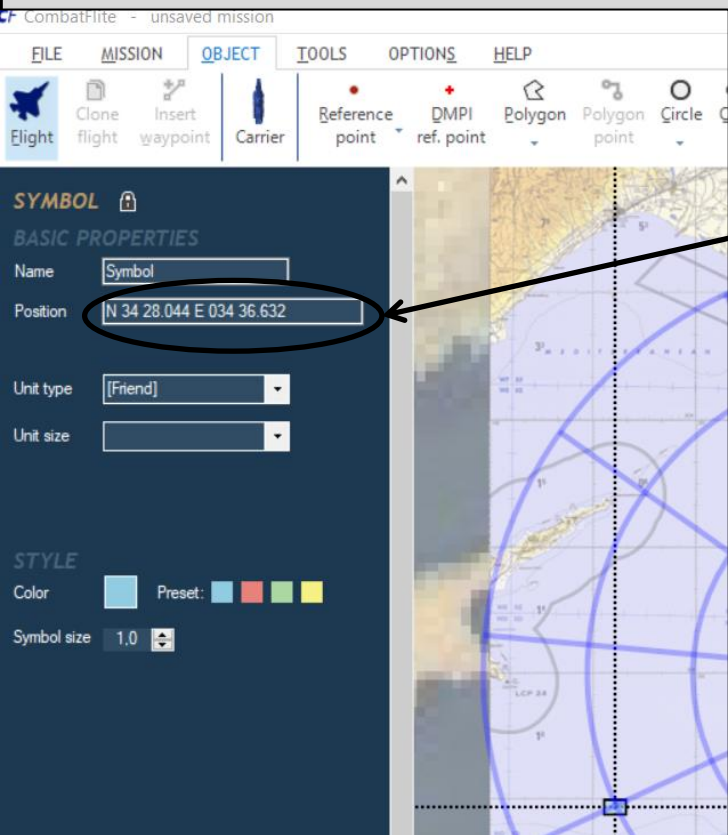# HOW TO GET COORDINATES FROM A BULLSEYE LOCATION

STEP 3:
Click on add ground symbol

Place it at the location from step 2
(240 / 75NM)

HOW TO GET COORDINATES FROM A BULLSEYE LOCATION

CF CombatFlite - unsaved mission

FILE   MISSION   OBJECT   TOOLS   OPTIONS   HELP

Flight | Clone flight | Insert waypoint | Carrier | Reference point | DMPI ref. point | Polygon | Polygon point | Circle

SYMBOL 🔒

BASIC PROPERTIES

Name   Symbol

Position N 34 28.044 E 034 36.632

Unit type [Friend]

Unit size

STYLE

Color   Preset:

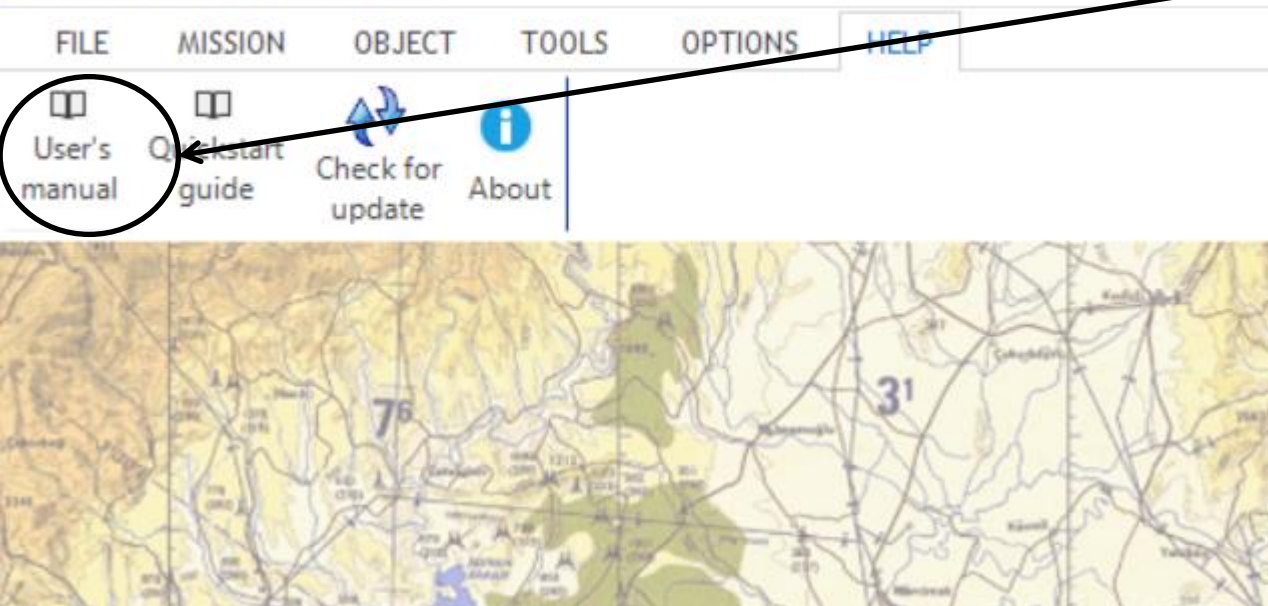Symbol size 1,0

STEP 4:
Readout the coordinate

If you are using the location for additional planning or other purposes, you can edit the other values depending on what kind of unit it is

ADDITIONAL RESOURCES

CF CombatFlite launch took 3.43s.

FILE   MISSION   OBJECT   TOOLS   OPTIONS   HELP

User's manual   Quickstart guide   Check for update   About

STEP 1:
Go to the HELP menu. Select User's manual. This will give you the full CombatFlite manual that can describe any other function or question you may have.