

INTEGRATED VEHICLE RADAR SYSTEM

OPERATING MANUAL

Version 1
Revision 1





Table of Contents

Table of Contents	2
Interacting with the Remote Control	3
Basic Power Functionality	4
Setting-Up the Radar Pattern	4
Reading the Radar	6
Speed Lock Functionality	7
Volume Control	8

Interacting with the Remote Control

The radar system is an 'active' UI. This means you use your mouse cursor to press the buttons on the radar and its remote.

To open the remote and unlock your cursor, press your radar-remote key. By default, this is the **F5** key.

The remote will only work if you are sitting in a vehicle which has a radar installed. By default, this only applies to police vehicles.



The Remote for the Radar System

Although you can control the radar's power and lock functions on this remote, the main purpose of the remote is to toggle the available UIs.

Start by pressing the **RADAR UI** button. This will bring up the radar's main UI.

You are now ready to start using the radar.

Basic Power Functionality

The main radar UI looks like this:



The Main Radar UI

To turn on the radar, you can use the **POWER** button on the right-hand side of the UI. Clicking this with your mouse will start the power-on sequence.

Keep in mind you can only interact with the UI when the remote control is open. This is to prevent having the mouse visible and moveable during gameplay.

Once the radar has gone through its power-on sequence (where all LEDs turn on momentarily), the radar should look like this:



The Main Radar UI in the Default State

The same power button can be used to turn the radar off.

Setting-Up the Radar Pattern

Once the radar is powered on, the 'pattern' can be set.

It's recommended that you have a basic understanding of the 'Opposite' and 'Same' terminology, and what it entails.

This radar supports two simultaneous antennas: a front radar, and a back radar.

To set the pattern of the radars, press the **PAT SET** button.

You will notice that the **TARGET SPEED** and **ANTENNA** displays now show the following:

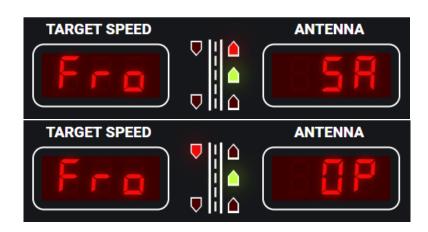


The Main Radar UI

The **TARGET SPEED** Display will show you which antenna is being used. You can see that the **FRONT** antenna is now selected.

Use the **UP** and **DOWN** keys to choose between **SAME** and **OPPOSITE** settings respectively.

You can see that the indicator lights between the two displays shows the antenna directions, where the green arrow represents your vehicle.



Once you have selected a pattern for the **FRONT** Antenna, press the **OK** button to move on to the **BACK** Antenna:



Select the pattern in the same way you selected it for the **FRONT** Antenna.

Once you have selected a pattern for the **BACK** antenna, press the **OK** key to return to the main menu.

Reading the Radar

You will now notice that the radar is picking up speeds of other vehicles.

The **ANTENNA** Display will show the speed of the **FASTEST** vehicle picked up by either antenna. That is, if a vehicle is picked up on both the **FRONT** and **BACK** antenna simultaneously, the radar will display the **FASTEST** of the two speeds.

To determine which antenna is being used to display the reading, the *Kustom Eagle II* includes **DIRECTIONAL INDICATORS** which are labelled with **DIR.** and are located to the left of the **ANTENNA** Display.



The directional indicators consist of two arrows. Only one arrow will be illuminated at a time, if any.

Notice how the arrow on the left points downwards, and the arrow on the right points upwards. These are the **BACK** and **FRONT** indicators, respectfully.

You can remember the directionality of these by referring to the pattern diagram, where the green indicator refers to your vehicle and is pointing upwards.

When a reading is displayed on the **ANTENNA** Display, one of the two **DIRECTIONAL INDICATORS** will illuminate, specifying which antenna supplied the speed reading.

Speed Lock Functionality

The radar system includes abilities for manual and automatic speed lock.

You can manually lock the speed shown on the **ANTENNA** Display by pressing the **LOCK / REL** button. When the speed is locked, the **TARGET SPEED** Display will show the following:



You can unlock the speed manually by pressing the **LOCK / REL** button again.

To setup the automatic speed locking, you must set a **TARGET SPEED**. This will be the minimum speed that must be reached for the radar to lock. By default, this will be set to **OFF**.

To adjust the **TARGET SPEED**, press the **TGT SET** key. An indicator LED will illuminate to the left of the **TARGET SPEED** Display.

While the LED is illuminated, use the **UP** and **DOWN** keys to change the **TARGET SPEED** in increments of 5. Adjust the **TARGET SPEED** to 0 to turn the automatic speed lock **OFF**.

Once you have set the **TARGET SPEED** to the desired speed, press the **OK** key to confirm the number and activate / deactivate the automatic speed lock.

Now if a vehicle is recorded over the **TARGET SPEED**, the speed displayed on the **ANTENNA** Display will 'lock'.

Keep in mind that whilst 'locked' the display can still change to a higher speed, will not display any lower speeds. This gives you the ability to lock in their maximum speed, even if you didn't 'lock' the speed at the maximum.

Volume Control

The volume control can be used to change the audio volume of the 'beep' sound emitted from the radar system.

To adjust this, ensure you are in the main menu of the radar, and press the **UP** or **DOWN** keys to adjust the volume.

When the volume is at a satisfactory value, press the **OK** key to save the preference.

EAGLE II Operating Manual, Version 1, Revision 1

Published in August of 2023

Copyright © 2020 - 2024 Aston Bolwell. All Right Reserved.

The wk_wars2x resource itself is created by WolfKnight and falls under the MIT Licence. The resource is provided 'As Is' without warranty or liability of actions arising from the use of the resource. For the full MIT Licence please refer to https://opensource.org/license/mit

Permission is hereby granted for use of this document as a part of the modified wk_wars2x resource within FiveM servers listed under 'Platypus Gaming' and their subsidiaries, including test servers and others alike. Rights are therefore granted to 'ItsNate' to use and distribute the resource and this document at their own discretion.

Platypus Gaming, the 'Platypus Gaming' logo, and other affiliated items are registered trademarks ™ of the Platypus Gaming FiveM Server.

AB-Scripts, AB-SCRIPTS, the 'AB' logo, and other affiliated items are registered trademarks ™ of AB Scripts Inc., a subsidiary owned and operated by Aston Bolwell.

KUSTOM SIGNALS INC, EAGLE II, and DIRECTIONAL GOLDEN, along with their associated logos and typefaces, are registered ® subsidiaries of MPD, Inc.