

# Saab JA 37D Viggen

## FlightGear Flight Manual



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# Introduction

## The Saab 37 Viggen

The Saab 37 Viggen is a Swedish, supersonic, single-seat military aircraft, notable for its short takeoff and landing capability offered by a thrust reverser. It was developed in the 1960's, entered service in 1971, and was retired in 2005. While the Viggen was intended as a multi-role aircraft, it never truly achieved that goal—unlike its successor the JAS 39 Gripen. Instead, the Viggen was developed into a multitude of versions for different roles: surface attack (AJ 37), reconnaissance (SF 37, SH 37), and fighter interceptor (JA 37).

### Specification (JA 37)

Wing span	10.60m
Length	16.40m
Height	5.93m
Main wing area	46.00m <sup>2</sup>
Max takeoff weight	ca. 20000kg
Max static thrust	66.6kN dry, 110.3kN with afterburner

## FlightGear Model

This flight manual is intended for the Saab 37 Viggen model for the FlightGear flight simulator. The model is available through FlightGear's official hangar FGAddon. Alternatively, development versions can be found in the Github repository<sup>1</sup>. Two variants of the Viggen have been developed in this model:

**JA 37D** A modernised fighter interceptor version from the 1990's. It notably features some of the glass instrument panels used in the JAS 39 Gripen.

**AJS 37** Primarily a surface attack version, which resulted out of a modification programme providing some existing Viggens with limited multi-role (attack, fighter, and reconnaissance) capabilities.

This version of the manual is for the JA 37D.

**Compatibility Note** This manual was designed for version 5.0.0 of the Viggen model. Minimum supported FlightGear version is 2020.3.1. Using the latest stable FlightGear version is generally recommended.

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<sup>1</sup><https://github.com/NikolaiVChr/flightgear-saab-ja-37-viggen>

# Part I

# Aircraft Description

# 1. Cockpit Overview



1. Thrust reverser status light
2. Thrust reverser handle
3. Backup attitude indicator
4. Altimeter
5. Backup altimeter
6. Autopilot pushbuttons/lights
7. G-meter
8. Master warning lights and button
9. Angle of attack indicator
10. Autothrottle lights
11. Airspeed/Mach indicator
12. Afterburner zone lights
13. Attitude/director indicator (ADI)
14. RPM indicator (N2)
15. Engine pressure ratio indicator
16. HUD brightness knobs
17. Target display (MI)
18. Parking brake handle
19. Heading indicator
20. Backup heading pushbutton/light
21. Fast-reset pushbutton/light
22. Transonic / low speed reverse light
23. Horizontal situation display (TI)
24. Fuel gauge
25. Left warning lights panel (cf. fig. 2.1).
26. Right warning lights panel (cf. fig. 2.1).

Figure 1.1: Cockpit—front panel



1. Autothrottle lever
2. Landing gear lever
3. Cycle selected pylon button
4. Warning sounds volume
5. Air conditioning controls
6. Instruments light knob
7. Panel light knob
8. Backup trim controls
9. Yaw trim centered light
10. Trim reset button
11. Radio control panel (not implemented)
12. Canopy jettison button
13. Radar control panel (not implemented)
14. Engine start switch
15. Generator switch
16. Master power switch
17. Fuel cutoff switch
18. Comm. radio channel selector KV1
19. Datalink channel selector KV3
20. Warning lights test button
21. Roll trim centered light
22. Pitch trim indicator
23. Brake pressure indicator
24. Cabin pressure indicator
25. Taxi/landing lights switch

Figure 1.2: Cockpit—left panel



1. Automatic fuel regulator switch
2. Afterburner cutoff switch
3. Emergency ram air turbine switch
4. Pitch gearing switch
5. Fuses panel
6. ILS switch
7. Weapons panel
8. Countermeasures panel
9. Manual fuel control switches
10. Ignition plug switch
11. Oxygen pressure indicator
12. Oxygen cutoff switch
13. Navigation panel
14. Radar altimeter switch
15. GPWS switch
16. Windshield defogging knob
17. Test panel
18. Nozzle position indicator
19. Exhaust temperature indicator
20. Data panel
21. RWR control panel
22. Navigation radio panel
23. Transponder
24. Formation lights switch
25. Navigation lights switch
26. Anti-collision lights switch
27. Identification transponder panel
28. Formation lights intensity knob

Figure 1.3: Cockpit—right panel

## 2. Instrumentation and Indicators

## 2.1 Flight Instruments

**Altitude Indicator (fig 1.1:4)** The long pointer is graduated in 100m, the short one in 1000m. The indicator can only display altitudes in the range 0–10km, after which it will cycle back to 0.

The knob is used to set reference pressure, which is displayed in hPa on a digital counter. Pulling the knob (click the center of the knob) sets the altimeter to the standard reference pressure 1013hPa. The pressure counter is covered with the text 'STD' in this case.

The altimeter requires AC power. A red-white flag indicates power failure.



**Airspeed/Mach Indicator (fig 1.1:11)** The airspeed indicator is graduated in km/h on a pseudo-logarithmic scale, up to 1500km/h. The airspeed indicator is fully mechanical.

The digital Mach indicator has a range of M 0–2.5. It is partially covered at M <0.4. The Mach indicator requires AC power. A red-white flag indicates power failure of the Mach indicator (but not of the airspeed indicator).

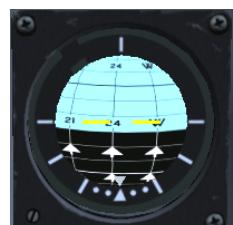


**Heading Indicator (fig 1.1:3)** The heading scale itself rotates to indicate aircraft heading, read against a fixed index. The thin pointer indicates commanded heading, or bearing to the destination. The wide pointer indicates track angle to the target, or runway direction (at landing). The heading indicator requires AC power. A red-white flag indicates power failure.

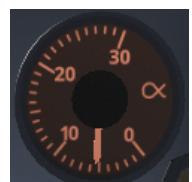
The heading indicator can also display the output of the backup gyrocompass, cf. section 2.2.



**Attitude/Director Indicator (fig 1.1:13)** The ADI consists of a sphere which rotates in 3 axes, indicating pitch, roll, and course. The two flight director needles (horizontal and vertical) show ILS deviation for landing. The ADI requires AC power. A red flag indicates power failure.



**Angle-of-Attack Indicator (fig 1.1:9)** The AoA indicator is graduated in degrees, from  $-4^\circ$  to  $30^\circ$ . When on the ground, the indicator displays pitch angle instead of AoA. The AoA indicator requires DC power. In case of power failure, the pointer returns to the  $-4^\circ$  position.



**Accelerometer (fig 1.1:7)** The accelerometer shows G-load (acceleration along the vertical axis), between -2g and +9g. A second pointer shows the maximum (positive) acceleration reached. The button resets the maximum acceleration pointer. The accelerometer is fully mechanical.



## 2.2 Backup Instruments

**Backup Altimeter (fig 1.1:5)** The long pointer is graduated in 100m, the short one in 1000m. The indicator can only display altitudes in the range 0–10km, after which it will cycle back to 0. The knob is used to set reference pressure, which is displayed in hPa on a digital counter. The backup altimeter is fully mechanical.



**Backup Heading Indicator (fig 1.1:20)** The JA 37 does not have a separate backup heading indicator. Instead the main heading indicator can display the output of the backup gyrocompass. The button BACKUP HEADING (RESERVKURS) toggles this functionality. When the button light is lit, backup heading is displayed. The backup gyrocompass requires AC power.

**Backup Attitude Indicator (fig 1.1:3)** The backup horizon indicates pitch and roll angles. The display is mechanical, but the gyro uses AC power. A red-white flag indicates power failure. The instrument will continue to function with reasonable accuracy for a few minutes after loss of AC power.



## 2.3 Engine Instruments

**RPM Indicator (fig 1.1:14)** The RPM indicator shows the high pressure compressor speed (N2), on a scale graduated up to 110%. It requires AC power.



**Engine Pressure Ratio Indicator (fig 1.1:15)** The EPR indicator shows the pressure ratio between the intake and the outlet of the turbine (before the afterburner stage). It requires AC power.



**Exhaust Gas Temperature Indicator (fig 1.3:19)** The EGT gauge indicates gas temperature after the turbine (before the afterburner stage) in °C. It requires DC power.



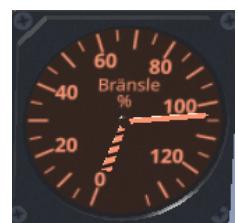
**Nozzle Position Indicator (fig 1.3:18)** The nozzle indicator shows the position of the engine exhaust nozzle and the current afterburner zone. It requires DC power.



**Afterburner Zone Indicator (fig 1.1:12)** The afterburner zone lights activate to indicate the afterburner zones (1 to 3) commanded by the throttle lever position. The lights are commanded purely by the throttle position, and not the afterburner zones which are actually lit: for instance moving the throttle in the afterburner zone during thrust reverse causes the lights to activate, despite afterburner being inhibited during reverse.



**Fuel Gauge (fig 1.1:24)** The fuel gauge indicates fuel quantity as a percentage. Under standard conditions, the gauge indicates 112% with full internal tanks, and 136% with the external tank in addition. A second black-white pointer indicates required fuel quantity (not implemented). The fuel gauge requires AC power.



## 2.4 Warning Lights Panels



Figure 2.1: Left and right warning panels (fig 1.1:25 and 26)

**Fire (x2)** Engine fire (blinking).

**Fuel distrib** Fuel distribution system failure (blinking, steady if hydraulics failure).

**X-Tank fuel** Blinking: external fuel tank pump failure. Steady: external fuel tank pump inactive due to low engine RPM.

**Tank pump** Fuel pump failure (blinking, steady if electrical failure).

**Gear** Blinking: gear up at low speed and altitude. Steady: landing gear extending/retracting.

**Stuck in rev.** Thrust reverser engaged and failed (blinking).

**Nose/Left/Right gear** Gear down and locked (steady).

**Speedbrake** Blinking: speedbrakes failure. Steady: speedbrakes extended.

**Electrical** Failure in electrical system (blinking).

**Elec. Reserve** Emergency ram air turbine failure, or abnormal engagement (blinking).

**Hydraulic 1/2** Low pressure in hydraulic systems (blinking).

**Auto throttle** Steady: normal auto-throttle disengagement. Blinking: abnormal auto-throttle disengagement, or failure. Pull auto-throttle lever to off (up) position to reset.

**No reverse** Failure of thrust reverse or tertiary air intake (blinking).

**Hydr. Reserve** Low pressure in backup hydraulic system (blinking).

**Oil pressure** Low pressure in engine oil system (blinking).

**Oil temp.** High engine oil temperature (blinking).

**Flightstick, Attitude, Altitude** Abnormal disengagement of corresponding or higher autopilot mode (blinking). To reset, acknowledge master warning, then press any autopilot button.

**Fire GTS** Fire in engine start system (blinking).

**Pitch gearing** Failure in elevator reduction gearing (blinking).

**Cabin alt.** Low cabin pressure (blinking).

**Canopy/Seat** Failure of canopy or ejection seat (blinking).

**Ignition sys** Engine ignition active (blinking).

**Start sys** Engine start sequence in progress (steady).

**Man. fuel reg** Automatic fuel regulation disengaged (steady).

**Central CPU** Main computer failure (blinking).

**Primary data** Flight data computer failure (blinking).

**Inertia nav.** Inertia navigation central aligning (steady).

**Radar** Radar failure (blinking).

**Transponder** Identification transponder failure (steady).

**Alpha** Failure in angle of attack sensor (blinking).

**Oxygen** Oxygen supply closed, or low pressure (blinking).

**Outlet temp** High exhaust gas temperature (blinking).

**Fuel amount** Low fuel quantity (blinking).

**Weapons** Weapon systems failure (blinking).

## 2.5 Other Indicator Lights

**Master Warning (fig 1.1:8)** The master warning consists of two flashing red lights, together with a sound warning. It generally lights up together with a light on the warning panels. Pressing the button between the lights acknowledges the warning. Depending on the nature of the warning, the master warning lights may remain steady after acknowledgement.

**Reverser (fig 1.1:1)** Green light, indicates that the reverser handle (fig 1.1:2) is pulled, and the reverser is armed (but not necessarily active).

**Autopilot (fig 1.1:6)** Three green pushbuttons/lights. Used to select one of the autopilot modes: stability assist (STICK/SPAK), attitude hold (ATT), altitude hold (ALT/HÖJD). When an autopilot mode is active, the light for it and any lower mode are lit. The lights can blink to indicate special flight conditions under which the autopilot is not fully functional.

**Autothrottle (fig 1.1:10)** The orange A/T (AFK) light indicates that autothrottle is active. The pushbutton/light 15,5° is used to select the high-alpha landing mode (requires landing gear down).

**Transonic / Low Speed Reverse (fig 1.1:22)** Yellow light, indicates that the aircraft is in the transonic regime.

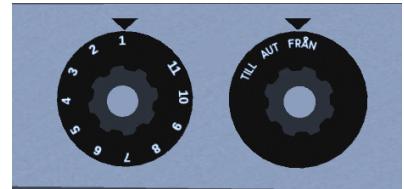
On the ground, it instead indicates that the reverser is active at low airspeed, causing a risk of hot air ingestion and engine fire. A low throttle setting ( $EPR < 1.4$ ) should be maintained in this case.

# 3. Control Panels

## 3.1 Identification Friend or Foe (IFF)

IFF is a radar system designed to identify friendly aircrafts.<sup>1</sup> Each aircraft can set a *query code* for its IFF system, and aircrafts with the same query code set will be identified as friendly. Thus, allied aircrafts can identify each other by using a shared code, chosen before the mission. In FlightGear, other aircrafts with a compatible IFF system include the F-16 and Justin Nicholson's MiG-21<sup>2</sup>.

**Control Panel** The IFF control panel fig 1.3:27 is located on the rear right side of the cockpit. The right knob is the power knob, with 3 positions: OFF/FRÄN, AUTO (on when airborne), ON/TILL. The left knob is used to set the query code, between 1 and 11.



**Identification of Contacts** When a radar contact is selected, an IFF interrogation is automatically performed. If the aircraft is identified as friendly, it is displayed with a cross on the MI and the HUD, and with a green symbol on the TI.

Additionally, pressing [Ctrl]+[F] sends an IFF interrogation to the radar contact on which the MI cursor is pointing. If it is identified as friendly, a cross is displayed over this contact on the MI (such manual IFF interrogation are not displayed on the HUD or the TI).

**Friendly Callsigns** The menu [JA-37Di] > [Friends (IFF)] allows to set a list of friendly callsigns. Aircrafts with these callsigns will always be identified as friendly by IFF, even if they do not have the same IFF query code. This allows to operate with other aircrafts which do not have a compatible IFF system.

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<sup>1</sup>Despite the name, IFF can by no mean identify foes. An enemy aircraft is undistinguishable from e.g. a civilian aircraft, or an aircraft with a non-functioning IFF system.

<sup>2</sup><https://github.com/10k1/MiG-21bis>

# 4. Displays

## 4.1 Generalities

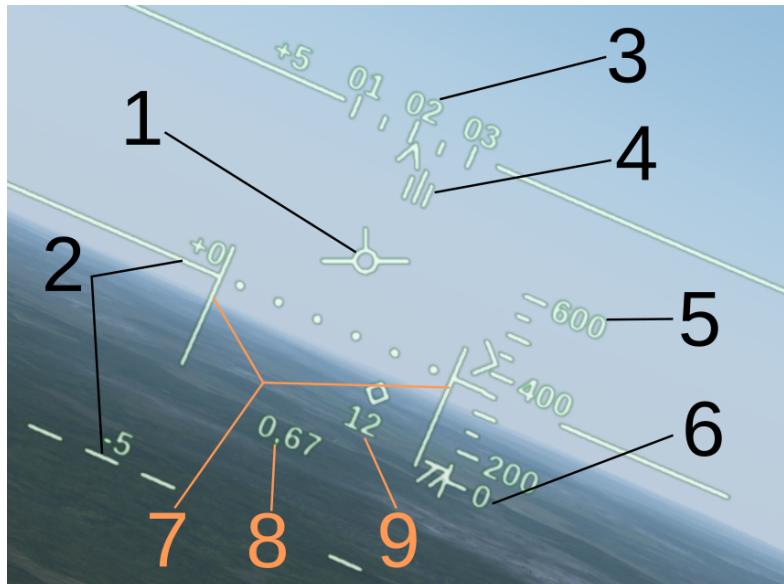
### 4.1.1 Power

All primary displays use electrical power from the secondary AC bus. The displays are turned on by the yellow top-left button on the TI (fig 1.1:23). In addition, displays are turned on at takeoff when RPM exceeds 90%.

The HUD requires 40 seconds of preheating after AC power is available, before turning on.

## 4.2 Head Up Display (HUD)

### 4.2.1 Overview



- |                                       |  |
|---------------------------------------|--|
| 1. Flight path vector                 | 6. Radar altimeter index and reference |
| 2. Artificial horizon and pitch lines | 7. Altitude bars                       |
| 3. Heading scale                      | 8. Airspeed / Mach indicator           |
| 4. Destination bearing                | 9. Distance indicator                  |
| 5. Altitude scale                     |  |

Figure 4.1: HUD overview

**Artificial Horizon (fig 4.1:2)** The artificial horizon and pitch scale provide an attitude reference. The pitch scale consists of a line every 5 degrees. Lines above the horizon are solid, lines below the horizon are dashed. The artificial horizon itself is distinguished by six center dots. Only the three pitch lines closest to the flight path vector are displayed.

**Flight Path Vector (fig 4.1:1)** The FPV marker indicates the aircraft path direction relative to the ground. Most of the HUD is centered around the FPV marker.

**Heading Scale (fig 4.1:3)** The heading scale is located above the FPV. The fixed wedge index indicates aircraft track angle. The second index consisting of 3 vertical lines (fig 4.1:4) indicates bearing to the next waypoint.

**Altitude Scale (fig 4.1:5)** The altitude scale is located right of the FPV. The fixed wedge index indicates aircraft altitude. At low altitude the scale zooms in, allowing to read the altitude more precisely for low level flight.

When the radar altimeter is active and in range, the altitude 0 mark is displayed just below the altitude scale (fig 4.1:6). The radar altitude index, consisting of two wedges, can be read against this mark. This can be used to set the altimeter QFE in flight.

**Altitude Bars (fig 4.1:7)** The two altitude bars indicate the reference altitude (also called commanded altitude) relative to the current altitude.

The top of the altitude bars represents commanded altitude, while the artificial horizon represents current altitude. If the top of the bars is on the horizon, the aircraft is at the commanded altitude. If the top of the bars is above (resp. below) the horizon, the aircraft is below (resp. above) the commanded altitude.

When the FPV is within 1° of the horizon, the altitude scale index is fixed on the horizon. Under these conditions, the top of the altitude bars can be read on the altitude scale to obtain the commanded altitude.

Altitude bars are only displayed below 1000m. When autopilot altitude hold is active, boxes are displayed together with (below 1000m) or instead of (above 1000m) the altitude bars.

**Reference Altitude** The reference altitude displayed by the altitude bars is set as follows.

- During takeoff, the altitude bars are fixed over the horizon. After leaving takeoff mode, reference altitude is set to 500m.
- During flight, the reference button (keybinding **[↑]+[R]**) sets the reference altitude to the current altitude.
- If autopilot altitude hold mode is active, the reference altitude is the autopilot altitude.
- When entering landing mode, reference altitude is set to 500m. It can still be modified with the reference button or by engaging autopilot altitude hold.

**Airspeed / Mach Indicator (fig 4.1:8)** Digital airspeed is displayed below the FPV, with a minimum of 75km/h and a precision of 5km/h (40kts and 1kts respectively in imperial units mode). Above M 0.5, airspeed is replaced by a Mach indicator.

**Distance Indicator (fig 4.1:9)** Displays digital distance to the next waypoint.

**Radar Altitude** When radar altitude is less than 100m, it is displayed digitally in the lower left part of the HUD, with the format e.g. ‘R 45’. It is hidden for 30s after exiting takeoff mode, and in landing mode.

**Ground Collision Warning** Ground collision warning is displayed on the HUD as a flashing arrow over the FPV, pointing in the pull-up direction.

**Text Indications** To the lower left of the FPV, plain text indications can be shown in the following priority order:

1. Altimeter setting warning ‘QFE’ (flashing). At takeoff, indicates that the altimeter is incorrectly set. In flight, indicates that the altimeter should be switched to/from STD mode (assumes transition altitude 1500m).
2. In landing mode, ‘TILS’ indication when receiving ILS signal. (flashing if glideslope is not available or not in range).
3. Selected weapon type (at the earliest 30s after leaving takeoff mode).

#### 4.2.2 Takeoff Mode

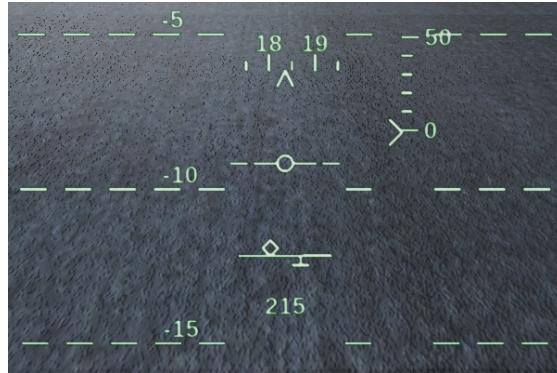


Figure 4.2: HUD during takeoff

Takeoff mode is enabled when the nose gear is compressed.

During takeoff, the FPV is fixed vertically  $10^\circ$  below the aircraft forward axis, and its symbol changes. Horizontally, the FPV functions as in navigation mode, and will e.g. move due to sidewind after rotation.

The distance line is displayed below the FPV, and represents airspeed. The diamond upper index indicates aircraft speed, and the inverted-T bottom marker indicates recommended rotation speed. When the rotation angle reaches  $5^\circ$ , the distance line is hidden.

Takeoff mode stops once the airspeed exceeds M 0.35, when the climb angle is at least  $3^\circ$ , or at landing gear retraction.

#### 4.2.3 Landing Mode

In landing mode, the HUD changes when starting the final. The  $-5^\circ$  pitch line is removed, and a glideslope line is added  $2.86^\circ$  below the horizon (corresponding to a slope of 5%). Altitude scale,

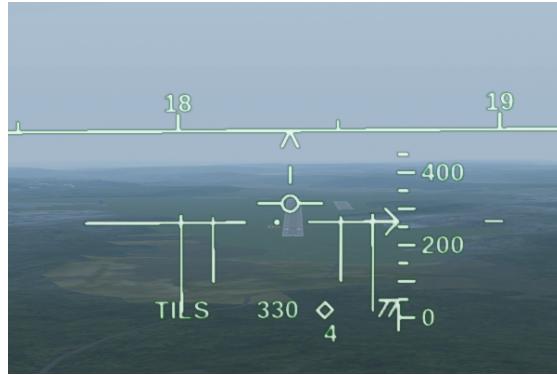


Figure 4.3: HUD during final

digital airspeed, and distance indicator are positioned around the glideslope line. Heading scale is positioned over the horizon, and changes to a 1:1 scale. Altitude bars are hidden.

If the climb or dive angle exceeds  $\pm 7.5^\circ$ , the default presentation of the pitch scale, digital airspeed, and distance indicator is restored, while the heading and altitude scales are hidden.

**Speed / AoA Indicator** In landing mode, the vertical fin ('tail') of the flight path vector symbol moves vertically to indicate deviation from the target speed or angle of attack.

The speed is correct when the bottom of the tail is on the FPV circle (default position in navigation mode). If the tail is higher than the circle, the aircraft speed is too high. If the tail is lower (inside the circle), the aircraft speed is too low.

While the landing gear is up, the target speed is 550km/h. Once the landing gear is down and locked, the target angle of attack is computed based on aircraft weight, with a maximum of  $12^\circ$  ( $15.5^\circ$  if the button fig 1.1:10 is pressed and lit).

When the landing gear is down, the fin will blink if the angle of attack is critically high.

**ILS Guidance** If ILS guidance is used, the reference point on the glideslope line indicates the heading to follow to align with the localizer. Four vertical bars on the glideslope line indicate ILS glideslope deviation: if the top of the bars is above, resp. below the glideslope line, the aircraft is below, resp. above the ILS glideslope.

If ILS is not used (optical landing mode), the reference point is aligned with the FPV, and the vertical bars are hidden.

**Touchdown** Below 35m, the HUD switches to optical landing display (ILS indications disappear). Below 15m radar altitude, the HUD switches to flare mode. The glideslope line moves up to indicate the descent angle which gives a vertical speed of 2.8m/s, the maximum for touchdown. If radar altitude is unavailable, transition to flare mode occurs at 35m.

Once the nose gear is compressed, the HUD switches to takeoff mode.

#### 4.2.4 Tactical Information

Some tactical information is displayed on the HUD when a weapon is selected, when a radar contact is tracked, and while in aiming mode.

## **Part II**

# **Operation**

# 5. Generic FlightGear Operations

## 5.1 Key Bindings

A summary of the key bindings can also be found in [Help > Aircraft Help](#).

### General

- ←** Toggle thrust reverser.
- ↑ + R** Set reference altitude (cf. section 4.2.1).
- ↑ + H** Cycle HUD brightness.
- I** Display target type/callsign on MI.
- ↑ + I** Toggle between english/imperial and swedish/metrics display modes.
- ↑ + PageUp / ↑ + PageDown** Raise/lower seat position.
- O** Open/close canopy.
- Ctrl + E ×3** Eject
- J** Jettison drop tank (in flight only).
- ↑ + S** Acrobatic smoke.
- ↑ + Y** Engage landing mode.
- Ctrl + Y** Display landing airport informations (requires runway selected in route manager).

### View

- Q** Reset view.
- Ctrl + Q** Zoom on radar display.
- Ctrl + ↑ + Q** Zoom on HUD.

### Autopilot

- Ctrl + T** Autopilot stability assist mode.
- Ctrl + W** Autopilot attitude hold mode.
- Ctrl + A** Autopilot altitude hold mode.
- Ctrl + D** Disengage all autopilot modes.
- Ctrl + S** Toggle autothrottle lever.
- Ctrl + G** Autothrottle quick disengage.
- Ctrl + ← / Ctrl + →** Trim yaw, or adjust autopilot heading/bank angle.

### Radar Controls

See also section 5.1.1.

- R** Toggle radar.
- I** / **J** Decrease/increase radar range (positions: 15km, 30km, 60km, 120km).
- Y** Use flight controls to control radar cursor.
- L** Cursor click.
- ↑** + **N** Select center-most radar track.
- Ctrl** + **N** Set next waypoint as radar target.
- ↑** + **F** Unlock radar track.
- Ctrl** + **F** IFF contact under MI cursor.

### Combat

- H** Toggle HUD aiming mode.
- C** Cycle weapons.
- ↑** + **C** Cannon quick select.
- U** Missile quick select.
- ↑** + **E** Toggle trigger safety.
- E** Fire weapon.
- Q** Release flare/chaff.

#### 5.1.1 Radar Stick Controls

The radar stick is used to control the cursor on the MI and TI. There are three ways to control it:

- Enable the option **JA-37Di** > **Options** > **Arrow keys control radar cursor**, and use the arrow keys to move the cursor, **↓** to click/select.
- Add joystick bindings to control the cursor. This can be done under **File** > **Joystick Configuration**, the controls are named **Cursor Horizontal**, **Cursor Vertical**, and **Cursor Click**. Alternatively, manually edit joystick configuration files to bind the properties

```
/controls/displays/cursor-slew-x
/controls/displays/cursor-slew-y
/controls/displays/cursor-click
```

- Press **Y** to use the main flight controls (joystick, mouse, arrow keys, whatever you use to control the aircraft) to instead control the cursor. In this mode, elevator and aileron controls are used to move the cursor. Normal flight controls are restored by pressing **Y** again. A ground collision warning will also immediately restore normal flight controls.

Consider using autopilot when controlling the cursor in this way.

In all cases, **L** can also be used to click.

## 5.2 JA 37D Menu

The menu [JA-37Di] contains Viggen-specific dialogs and menus. The following entries are present.

**Manual (open in browser)** Open this manual in a browser or PDF reader.

**Select Livery** There is a variety of liveries available, both historical and fictional.

**Auto start/stop** Lets you start and stop the plane without needing to switch switches etc. yourself. The progress is shown in the top centre of the screen in blue text. The final notification of the start-up sequence is ‘Engine ready’. The shut-down sequence is done, when the aircraft is dark.

**Repair** Repairs system failures when on the ground. In case of a full crash, this option is mostly useless; one should restart instead, for instance with [Location] ➤ [Select Airport].

**Fuel/Loadout** The fuel slider allows quick selection of fuel quantity, while ensuring proper fuel balance. Fuel quantity is indicated as a percentage, which corresponds to the fuel gauge reading. A level of 100% corresponds slightly less than full internal tanks.

The loadout selection buttons in the rest of the screen allow fast selection of preset historical weapon loadouts. The button [Clean loadout] removes any loaded weapon. The button [Reload ammo/flares] reloads ammunition for guns, rocket pods and bomb racks, as well as flares.

Compared to the standard dialog [Equipment] ➤ [Fuel and Payload], this dialog is quicker and ensures some realism, but allows less choices.

**Performance monitor** Display aircraft performance (mostly for development).

**Systems monitor** Display internal status of some systems (mostly for development).

**Combat log** Multiplayer damage log (damage dealt and received).

**Friends (IFF)** Allows to set a list of friendly callsigns for IFF (cf. section 3.1).

**Toggle external power** External electrical power, normally used for startup. An electrical power truck is shown to the right of the aircraft when enabled. Only available when fully stopped.

**Options** Viggen specific configuration options, see section 5.3.

## 5.3 JA 37D Options

The dialog [JA-37Di] ➤ [Options] contains the following configuration options.

**G-suit quality** Changes resistance to blackout under high G-load.

**Cockpit labels in Swedish** Enable historical Swedish cockpit, instead of the English translation. (Cockpit translation is very incomplete.)

This option is for *physical labels* only, and should not be confused with the next one which affects displays.

**HUD/TI in metric units and Swedish** Change the unit system and language used in displays. Shortcut: + .

This option is for *displays* only, and should not be confused with the previous one which affects physical labels.

**TI Display: show non-functional menu items** On the TI display (HSD), show non-implemented menus.

**TI Display: use Internet to fetch map** Enable download of the world map displayed on the TI (HSD).

**Rust on fuselage** Purely visual. Only available when using the Atmospheric Light Scattering (ALS) FlightGear renderer.

**Rust in cockpit** Purely visual. Only available when using the Atmospheric Light Scattering (ALS) FlightGear renderer.

**Arrow keys control radar cursor** When enabled, the arrow keys will control the radar stick to move the cursor on the different displays, and is used to ‘click’ (select the target under the cursor, or other depending on context).

When disabled, the arrow keys are used for elevator and aileron, and is used for rudder (FlightGear default behaviour). Cf. section 5.1.1 for more details regarding cursor controls.

**Enable multiplayer damage** Allows to deal and receive damage from other compatible aircrafts (other Viggens, F-14, F-15, F-16, M-2000, MiG-21, etc.) in multiplayer. This requires *both* involved aircraft to enable damage.

For fairness, this option can only be toggled when stopped on the ground. It also enforces some realism options: blackout, normal simulation speed, no external views, and disabling fuel, payload, repair, and combat log menus while in flight.

# 6. Standard Procedures

To come! Please check FlightGear built-in checklists [Help > Aircraft Checklists](#) in the meantime.

# 7. Weapons Operation

## 7.1 Generalities

The generic weapon employment procedure is the following.

1. Select weapon type with **C**, or through the TI display, or with **↑+C** / **U** to quick-select the cannon and A/A missiles respectively.
2. Engage aiming mode with **H**. (If quick select keys **↑+C** / **U** are used, aiming mode is automatically engaged).
3. Open trigger safety with **↑+E** to arm the selected weapon.
4. For missiles, lock onto the target.
5. Fire the weapon with **E**.
6. Secure the trigger with **↑+E**.

Remarks:

- Upon switching to aiming mode, the HUD changes to a weapon-specific aiming presentation.
- It is possible to fire without using the aiming mode. In this case, a simplified aiming presentation is engaged when opening the trigger safety.

### 7.1.1 Trigger Safety Usage

The trigger safety role is not merely to prevent unintentional fire. It is an import part of the fire control system as it arms the weapon. As a consequence, improper use of trigger safety will prevent weapon usage.

General guidelines are:

- Only open the trigger safety once the target is in sight / on radar, and the decision to engage it has been made.
- Only open the trigger safety after the desired weapon is selected. If a new weapon is selected while the trigger is unsafe, the new weapon will not be armed (until the trigger is safed and unsafed again).
- Secure the trigger shortly after firing.
- When firing several missiles in succession, it is necessary to secure the trigger between each weapon.

# A. Viggen Swedish Dictionary

	Swedish	English
	TILL	ON
	FRÅN	OFF
Instruments:		
	Höjd	Altitude
	Fart	Speed
	Kurs	Course/Heading
	Varv	Revolution (RPM)
	Bränsle	Fuel
Autopilot:		
	SPAK	Stability assist mode (lit. Stick)
	ATT	Attitude hold
	HÖJD	Altitude hold
	AFK (Automatisk FartKontroll)	Auto-throttle
Displays:		
	SI (SiktlinjesIndicator)	HUD
	CI (CentralIndicator)	AJS radar screen
	MI (MålIndicator)	JA radar screen (lit. Target Display)
	TI (TaktiskIndicator)	JA Horizontal Situation Display