

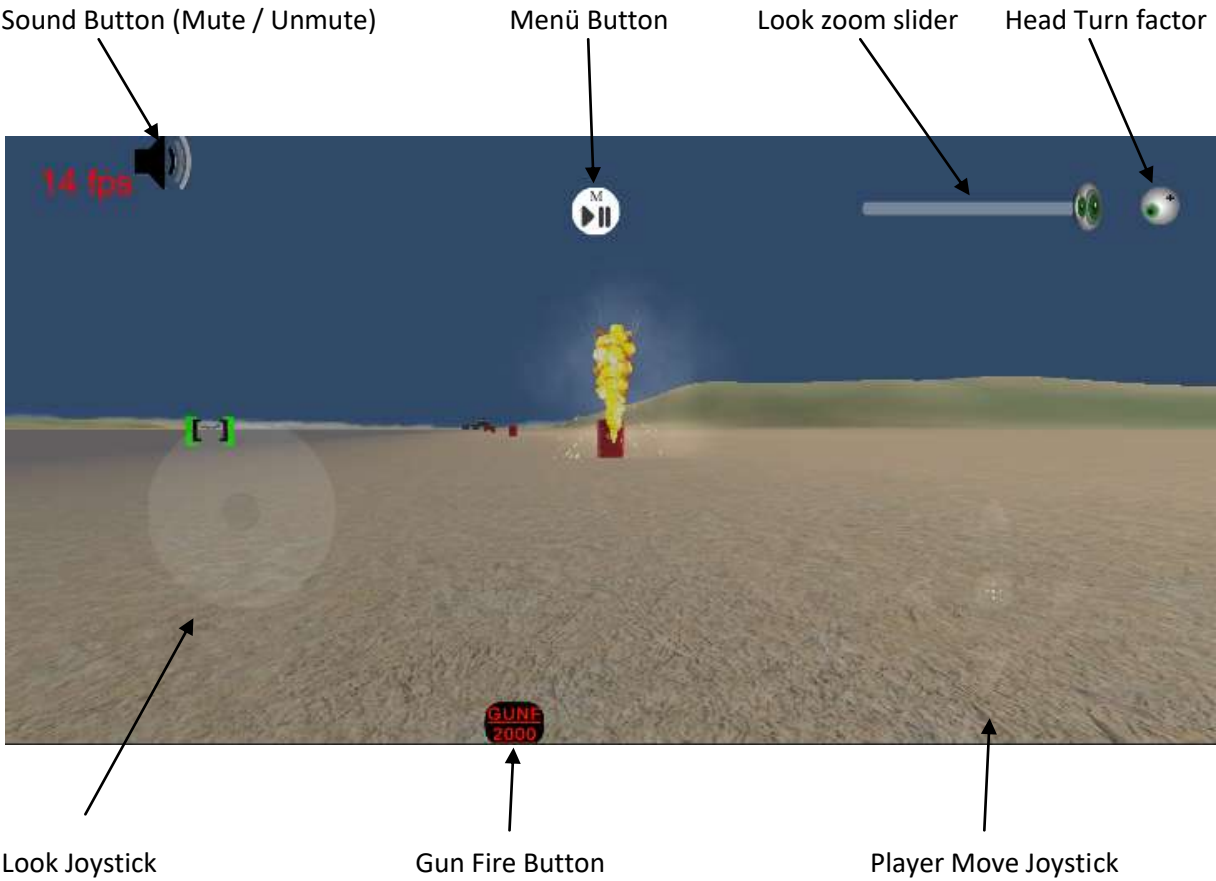
Index of Game Controls

Player controls 1

F16 controls 2

1. PLAYER CONTROL

Fig.1



2- F16 CONTROLS

Fig. 2

a) Displays & Controls



Fig.3

Mouse Indicator (user interface for switches control)



F16 – Startup Sequences

Use Look joystick Fig.1 , If mouse indicator speed is fast then change slow. Use Look zoom slider. (Zoom +/Zoom-)

Fig.1

1. Look at F16's power switch in Game..... >

Tap The [Power On] Button (Showing Right Side of screen)



2. Look at F16 engine switch and Engine On

3. Wait Engine RPM going zero to idle RPM.

4. Check Flap, MFD modes (Nav,A2A,A2G).

5. Nav mode: Nav point change (np+ np-), A2A mode: target design cursor,(< ^ v >)

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