



FAULCON DELACY SIDEWINDER 'CLASSIC NAVY EDITION' OWNER'S MANUAL

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OVERVIEW

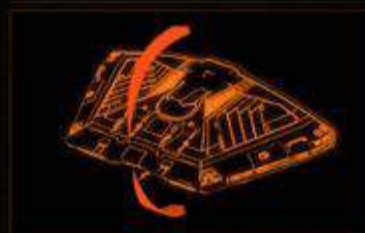
Faulcon deLacey thanks you for choosing Sidewinder Classic Navy Edition.

- ✦ Use **PITCH, ROLL, YAW, VERTICAL THRUST** and **LATERAL THRUST AXES** to manoeuvre vessel.
- ✦ Use **THROTTLE AXIS** to set desired speed. Drives will accelerate and decelerate to match desired speed.
- ✦ Optimum manoeuvre capability is achieved at 50% of current maximum speed.
- ✦ Use **ENGINE BOOST** to engage emergency thrust.
- ✦ Use **TOGGLE FLIGHT ASSIST** to enable/disable automatic flight.

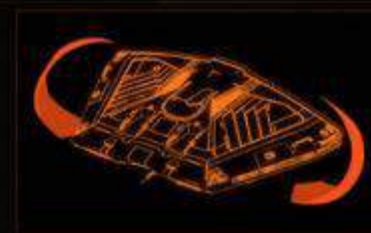


ATTENTION! If **FLIGHT ASSIST** is disabled, no automatic counterthrust is available, **THROTTLE** is set to apply momentary thrust.

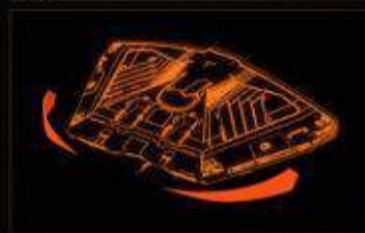
Pitch



Roll



Yaw



Vertical\Lateral Thrusters



Note: Players can customise their key-mapping settings using the options menu and selecting 'controls'

Note: A number of control presets are available for various controller types

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FLIGHT CONTROL

Sidewinder Classic Navy Edition features an elegantly functional interface; make real-time decisions with confidence.

- ✎ Hold **UI FOCUS** and use **Left/Right** to view side panels.
- ✎ Use **SELECT** to activate highlight cursor on side panel.
- ✎ Use **Left/Right/Up/Down** to manipulate highlight cursor on side panel.
- ✎ Tap **UI FOCUS** to return to main view.



WARNING! Please read this operations manual before attempting spaceflight. Incorrect operation of Sidewinder Classic Navy Edition may result in damage to the vessel/death.



Note: When using the side panels, your ship will continue to travel on the course and at the speed selected. Warning systems will alert you if you are on a collision course or about to make contact with an obstacle

SHIELD SYSTEM

Sidewinder Classic Navy Edition comes with a high grade shield generator fitted as standard.



When absorbing incoming attacks, shield regeneration will temporarily cease; this is normal behaviour, regeneration will resume after a short delay once attacks have ended.



ATTENTION! To prevent feedback damage to the shield generator, shield emission will cease if emission integrity is reduced to zero percent; shield emission will resume once integrity is restored to 50%.



ATTENTION! To prevent feedback damage to the shield generator, shield emission will cease in the event of ship overheating; shield emission will resume once normal ship operating temperature has been restored.




WARNING! In the eventuality of shield emission cessation, please take precautions to avoid permanent damage to ship structure and systems.



Note: Different ships and configurations can have stronger or weaker shields than those installed on the Sidewinder Classic Navy Edition

POWER DISTRIBUTOR

Sidewinder Classic Navy Edition has integrated power distributor functions.

-  Use **DIVERT POWER TO WEAPONS** to increase WEAPONS COOLING capability.
-  ATTENTION! Weapons may become inoperable if WEAPONS COOLING system is overloaded.
-  Use **DIVERT POWER TO SYSTEMS** to increase SYSTEMS CAPACITOR charge rate.
-  ATTENTION! Shields and utility systems may not be able to activate/replenish if SYSTEM CAPACITOR charge is too low.
-  Use **DIVERT POWER TO ENGINES** to increase top end speed and change EMERGENCY THRUST CAPACITOR.
-  ATTENTION! Emergency thrust may not be able to activate if EMERGENCY THRUST CAPACITOR charge is too low.
-  Use **BALANCE POWER DISTRIBUTION** to restore power distribution to factory default ratios.




FIRE CONTROL

Sidewinder Classic Navy Edition incorporates deployable hard points and integrated twin fire control.

- ✎ Use **DEPLOY HARD POINTS** to deploy/retract selected fire group hard points.
- ✎ Use **PRIMARY FIRE** and **SECONDARY FIRE** to activate selected fire group systems.
- ✎ To customise fire groups, cycle **PRIMARY/SECONDARY/OFF** switch for modules in the FIRE GROUP system menu.
- ✎ Use **CYCLE NEXT FIRE GROUP** to cycle through available fire groups.



 **ATTENTION!** In order to maintain combat efficiency, Falcon deLacey does not recommend simultaneously deploying different targeting systems.

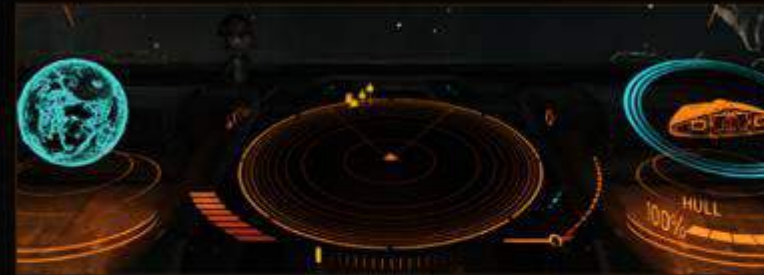


Note: The Sidewinder Classic Navy Edition supports up to 8 custom fire groups

SENSORS

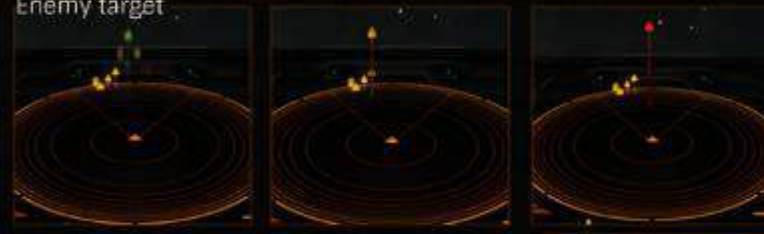
Sidewinder Classic Navy Edition's sensor system is capable of resolving contacts and performing subsystem scans as standard*.

- ✎ Flickering SIGNATURE indicates potential pattern match, manoeuvre closer to resolve contact.
- ✎ Use **SELECT TARGET AHEAD** function to LOCK CONTACT and calibrate ballistics assist computer.
- ✎ Face LOCKED CONTACT to initiate subsystem scan.
- ⚠ ATTENTION! Facing away from contact during subsystem scan may cause failure to complete.



Potential Match
Enemy target

Neutral target



WARNING! * Falcon deLacy does not guarantee subsystem scan capabilities initiated against protected systems



Note: Special equipment can facilitate scanning ships for more detail. Using special scanning equipment requires the pilot to target a ship, equip the scanner, assign a fire group and continuously activate the scanner while facing the target for a period of time.

MODULE MANAGEMENT

Sidewinder Classic Navy Edition features advanced module management functions.

- ✖ You can power up/down individual modules from the MODULES system menu.
- ✖ Powered up modules increase power plant DRAW and HEAT.
- ✖ Highlight and use **SELECT** to turn on/off.
- ⚠ **ATTENTION!** Excessive HEAT will increase your vessel's SIGNATURE, increasing your visibility to enemy sensors.
- ✖ In the event of power loss, modules are automatically shutdown based on PRIORITY; use **LEFT/RIGHT** on a selected module to increase/decrease PRIORITY.



MODULES		FIRE GROUPS		
NAME	TYPE	POWER	PRIORITY	HEALTH
DRIVES	ENG		< 1 >	100%
SHIELD GEN	SYS		< 1 >	100%
BURST LASER	WEP		< 1 >	100%
L-SUPPORT	SYS		< 1 >	100%
SMALL MISSILES	WEP		< 1 >	100%
PWR DIST	SYS		< 1 >	100%
SENSOR SUITE	SYS		< 1 >	100%
HEAT SINK	WEP		< 1 >	100%

TOTAL POWER USAGE: ||||| 100%
TOTAL HEAT GENERATED: ||||| 41%

Note: Disabling systems on your ship will reduce ship functionality. Systems can also be damaged and disabled by taking damage

*Note: When fitted with an Auto-Field Maintenance Module, highlight and use SELECT to cycle **ON/OFF/REPAIR***

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NAV COMPASS

The **Sidewinder Classic Navy Edition** interface is designed to work for you.

- The Nav Compass allows rapid alignment with selected targets in multiple modes.
- When the target dash in the Nav Compass is faint, the target is behind you, when the target dash is bold, in front.
- Targeted stellar bodies (stars, planets etc.) are indicated by the Nav Compass.
- Nearby Starports are indicated by the Nav Compass.
- When docking, the Nav Compass indicates your allotted pad when inside the starport.

LANDING GEAR AND CARGO SCOOP

Sidewinder Classic Navy Edition is fitted with articulated landing gear and cargo scoop as standard.

- Toggle landing gear and cargo scoop using **Functions Tab** selections.
 - ATTENTION! Super cruise/Hyperspace jumps require hardpoint/gear/scoop to be in the retracted position.
 - ATTENTION! Do not attempt to dock with landing gear retracted/ cargo scoop deployed.
- When cargo scoop is deployed and a valid cargo canister is selected, target schematic is replaced with scoop helper interface.
- To scoop, position vessel so that target cargo is centred in the scoop helper interface.
- Fly towards cargo, ensuring that it remains centred.
- Reduce speed until movement lines in the scoop helper interface are blue.
 - ATTENTION! Failure to correctly align or reduce speed may damage vessel/cargo.

FRAMESHIFT DRIVE – HYPERSPACE JUMP

Sidewinder Classic Navy Edition is fitted with hyperspace jump capable Frameshift Drive as standard.

- Highlight and select destination system in the **Galaxy Map** or the **Locations Tab**.
- Highlight and select **Lock & Engage Hyperdrive** on selected system to initiate jump, or use **HYPERSPACE JUMP** control.
 - *ATTENTION! Jump is unavailable when mass-locked by stellar bodies – increase distance to remove mass-lock.*
 - *ATTENTION! Jump is unavailable when hardpoints/landing gear/cargo scoop are deployed.*
- Frameshift Drive will charge.
- Once Frameshift Drive is charged, align with destination target and throttle up to initiate jump.
 - *ATTENTION! Navigation Compass update to show locked destination.*
- Upon arrival at new system ship will slow to super cruise.

FRAMESHIFT DRIVE – SUPER CRUISE

Super cruising with **Sidewinder Classic Navy Edition** is smooth and responsive.

- Use **ENABLE SUPERCUISE** control to charge Frameshift Drive.
 - *ATTENTION! Super cruise is unavailable when mass-locked by stellar bodies – increase distance to remove mass-lock.*
 - *ATTENTION! Super cruise is unavailable when hardpoints/landing gear/cargo scoop is deployed.*
 - *ATTENTION! Frameshift Drive charge time will increase if ship is mass-locked by larger vessels.*
- Once Frameshift Drive is charged throttle up to engage super cruise.
- Use Flight controls and throttle to manoeuvre at super cruise.
- Maximum super cruise speed is determined by proximity to stellar bodies.
 - *ATTENTION! Maximum super cruise speed only prevents acceleration and will not prevent excessive speed on approach to stellar bodies.*
- Use **ENABLE SUPERCUISE** control to disengage super cruise.

FRAMESHIFT DRIVE – TARGETED DISENGAGE

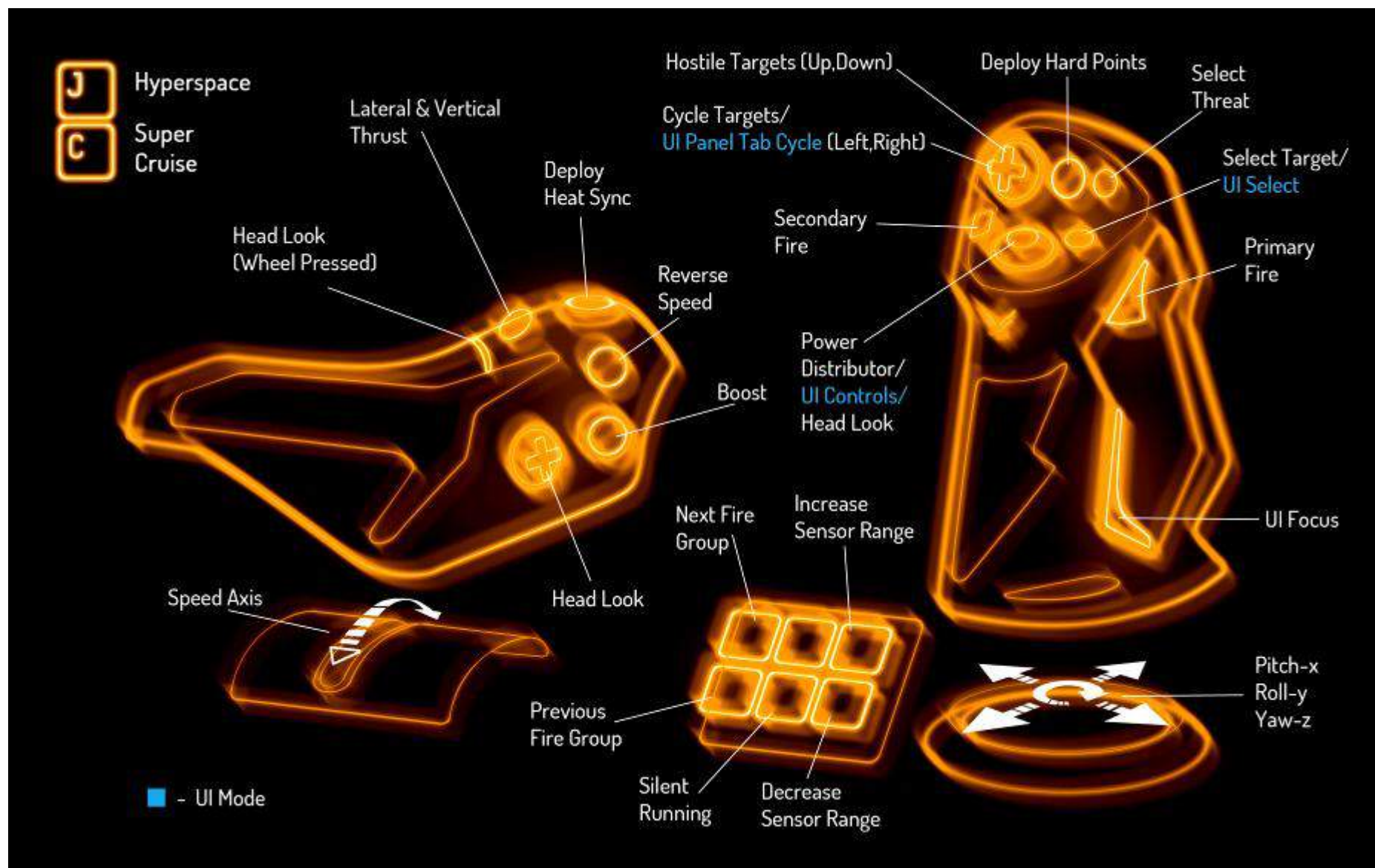
Sidewinder Classic Navy Edition's Frameshift Drive allows precise super cruise disengage. Arrive exactly where you need to be.

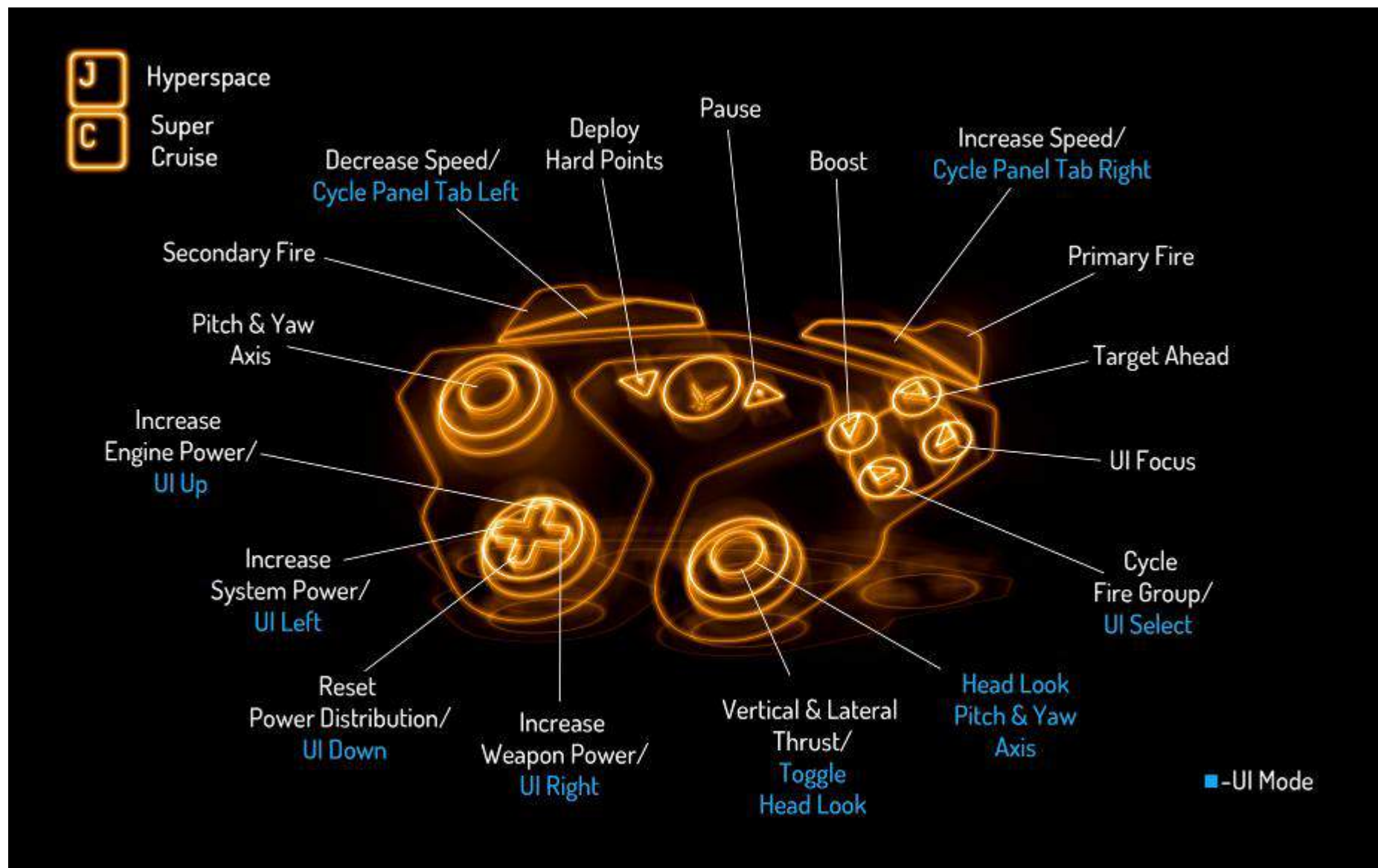
- Highlight and select destination location in the **Locations Tab**.
- Highlight and select **Lock & Engage Supercruise** to initiate Jump, or use **ENABLE SUPERCruise** control.
- Whilst in super cruise, locked destination will display as HUD element, showing name and distance.
 - *ATTENTION! Navigation Compass update to show locked destination.*
- Target Panel will show destination name and current/target distance and speed for successful targeted disengage.
- When both target distance/speed are met, SAFE DISENGAGE READY message will display.
- Use **ENABLE SUPERCruise** control to perform targeted disengage and arrive at precise location.

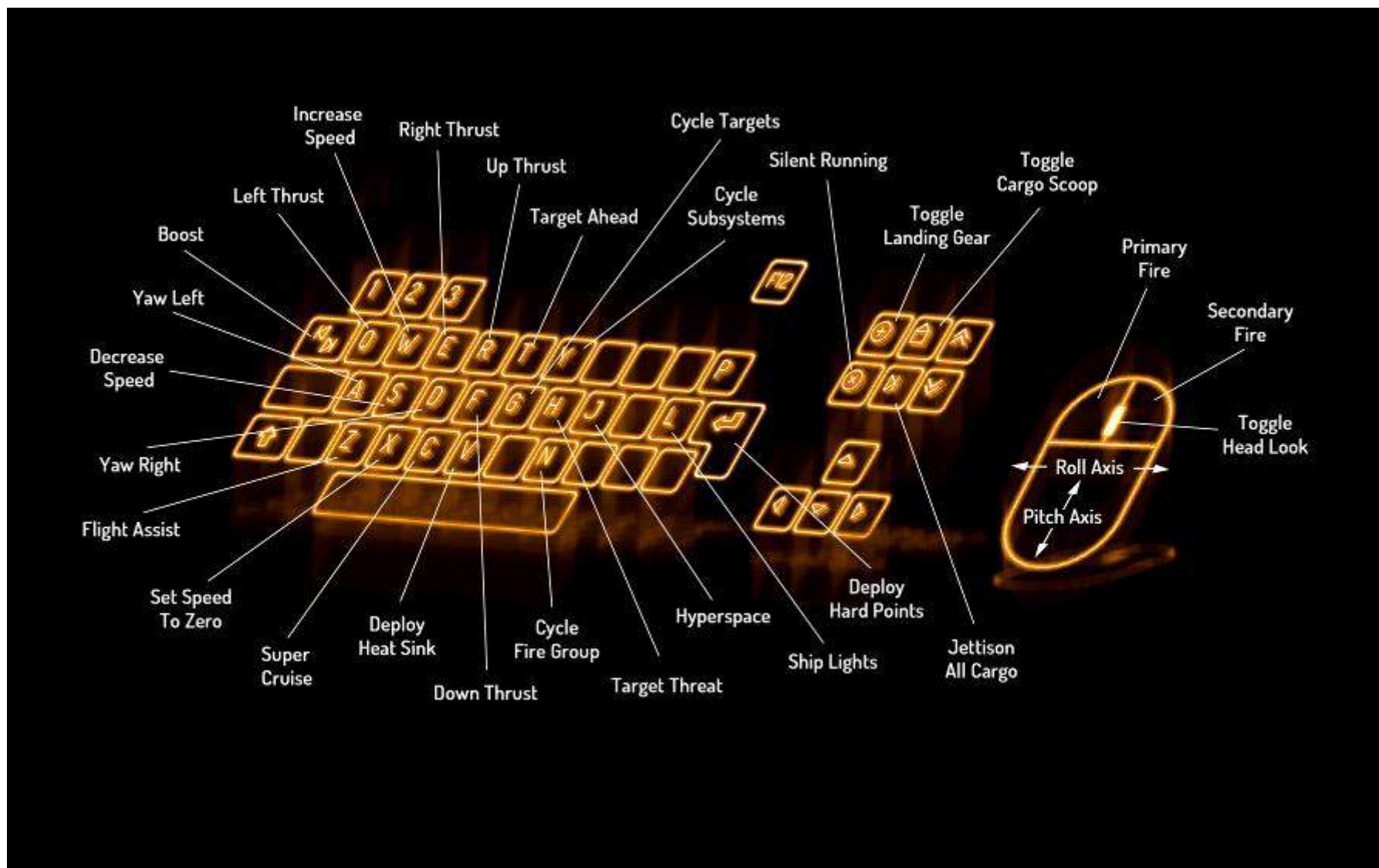
FRAMESHIFT DRIVE – INFO AND WARNINGS

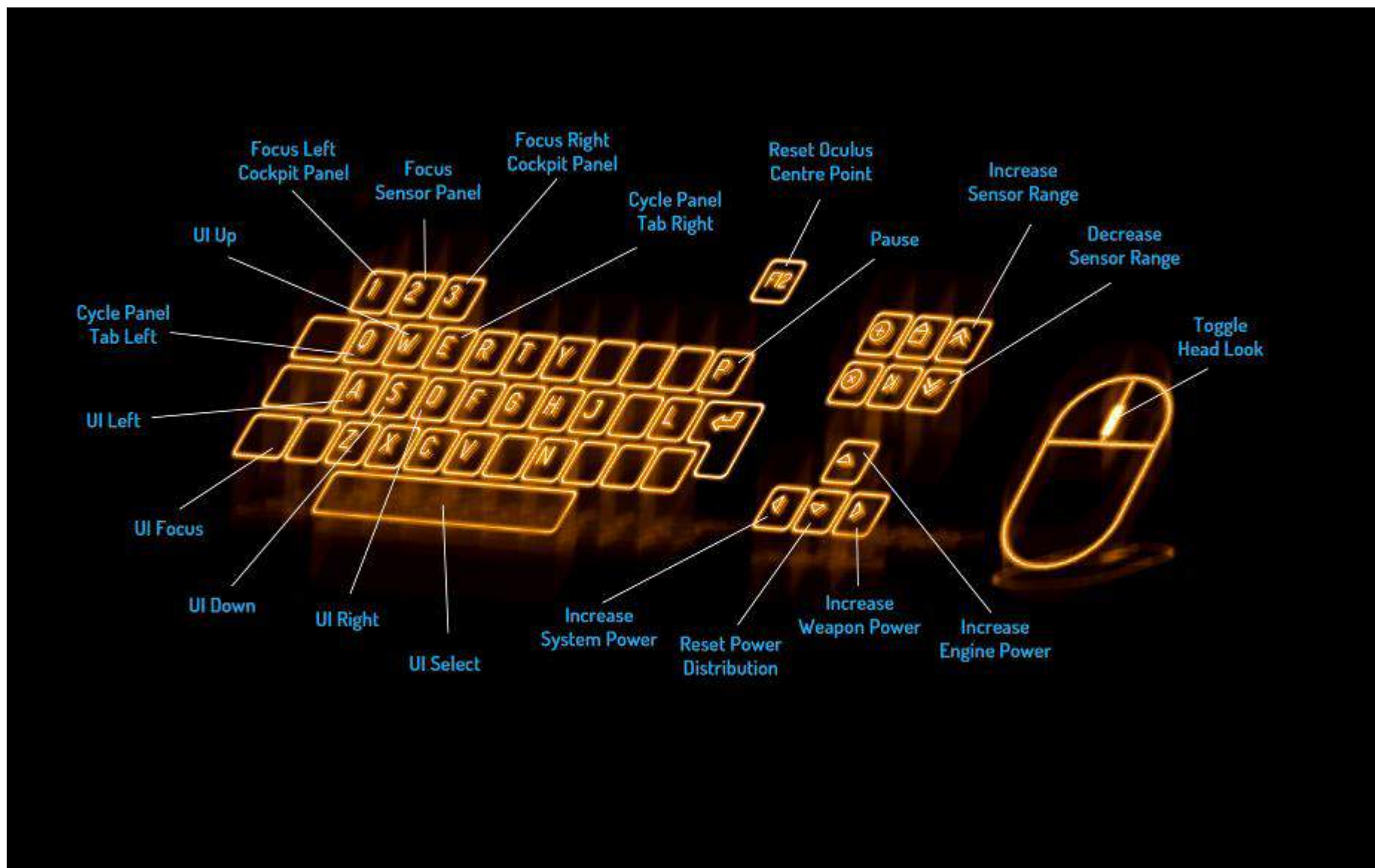
Sidewinder Classic Navy Edition's Frameshift Drive features

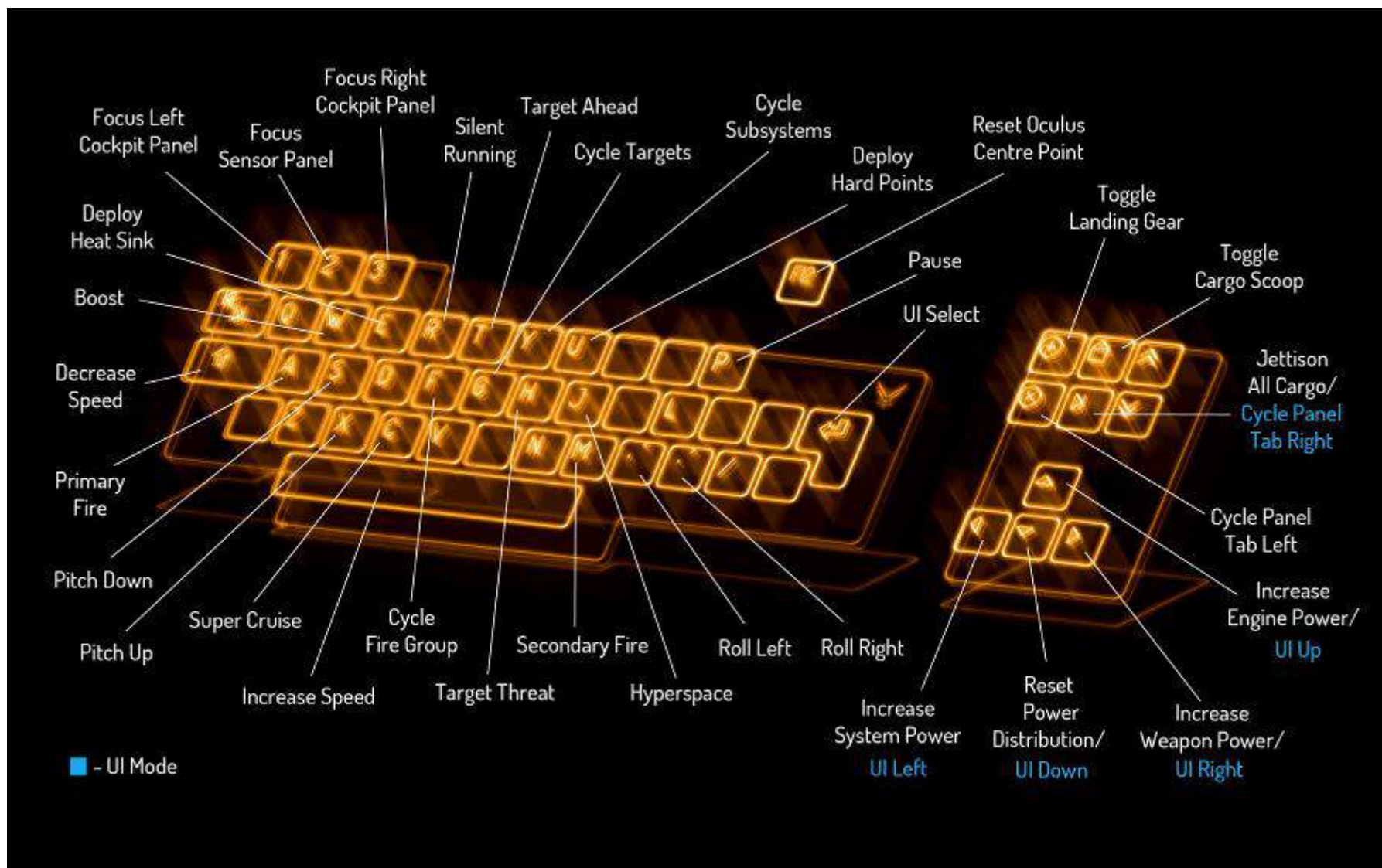
- For convenience, orbits and stellar bodies are represented by HUD elements.
- When approaching stellar bodies, minimum super cruise safe distance is represented by a ring around the body
 - *ATTENTION! Direct vessel outside of safe ring to avoid breaching minimum safe distance.*
 - *ATTENTION! Breaching minimum safe distance will trigger automatic emergency drop.*
- When approaching stellar bodies, NAV/PROX warnings indicate collision threat.
- Use **ENABLE SUPERCRUISE** twice in succession to trigger emergency drop when super cruising above minimum speed.
- Interdiction by third party may cause emergency drop.











TRANSMISSION EXCERPTS

Universal Cartographics Galaxy Map Upgrade: Preview

Controls

The map is driven either through keyboard and mouse or using a controller, with standard UI navigation for the left hand panel where you can search and filter and modify display modes.

- ASWD or left analogue allows you to move the cursor around the horizontal plane of the galaxy
- Right mouse hold or hold X and use left analogue to move the cursor up and down in space
- mouse wheel or triggers to zoom you in and out
- Right analogue to rotate around location or left mouse down and drag
- Y on controller or Home on key pad to return home
- Select location in range by pressing A on the controller or enter on keypad when the cursor is over its map point

The map allows you to explore the available data on the galaxy and target destinations.

The blue arrow represents your location.

Only items in the white sphere are within your current Hyperspace capabilities.

Selecting a location within your hyperspace capability will lock your navigation system on to that location.

When the cursor is over a location it provides the currently available details for that location.

Note: Due to the proprietary nature of this software system views are not available - please refer to the supplementary documentation provided

System Maps Supplemental

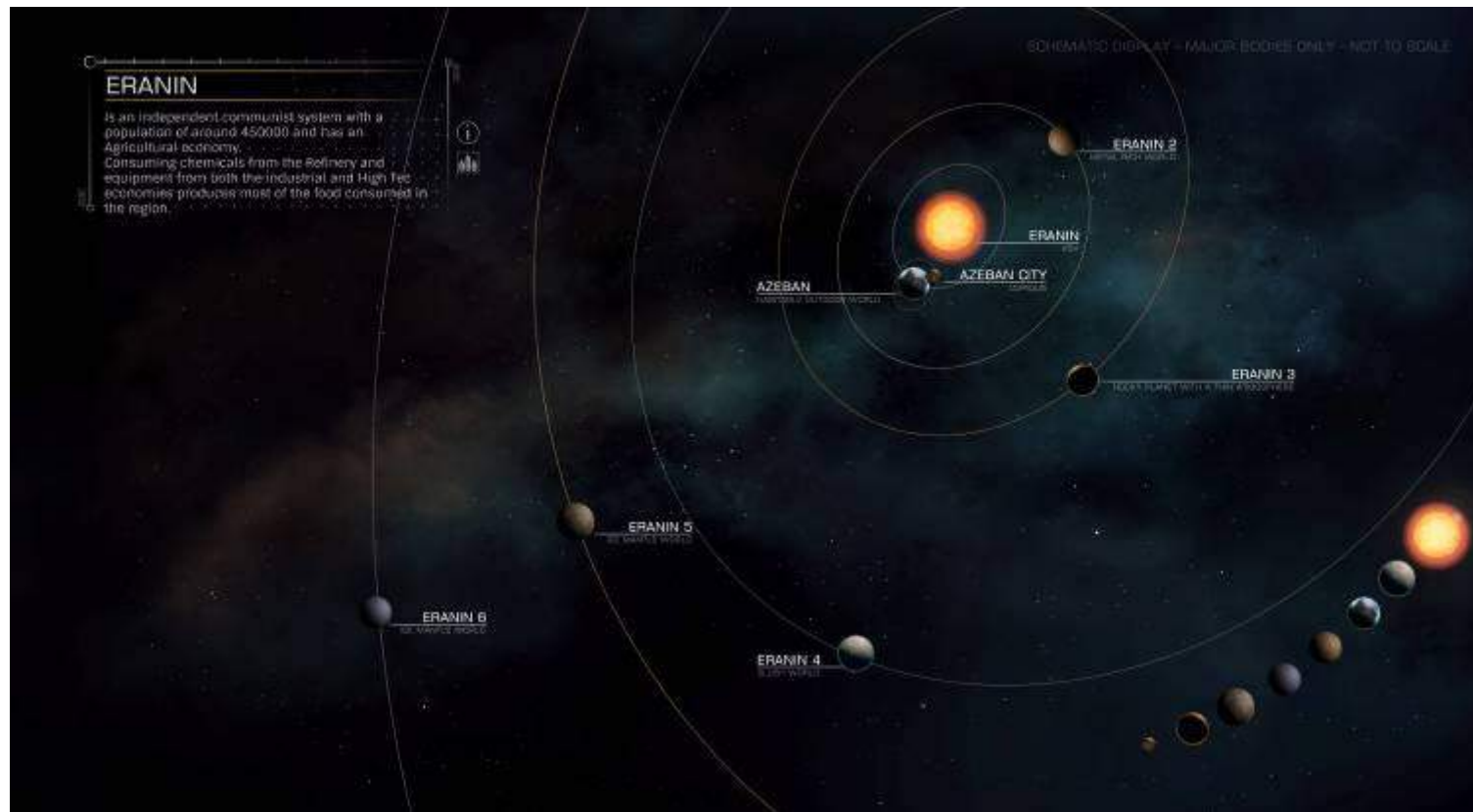
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“Trade Safe” Guide: the Boötes Constellation

Eranin

This system includes the outdoor world Azeban, with an extensive agricultural economy specializing mainly in grain and livestock, with tea and coffee plantations in the equatorial regions. Its territorial borders are currently being contested by an aggressive Federal expansion programme originating from Dahan; traders are advised to avoid conflict zones.

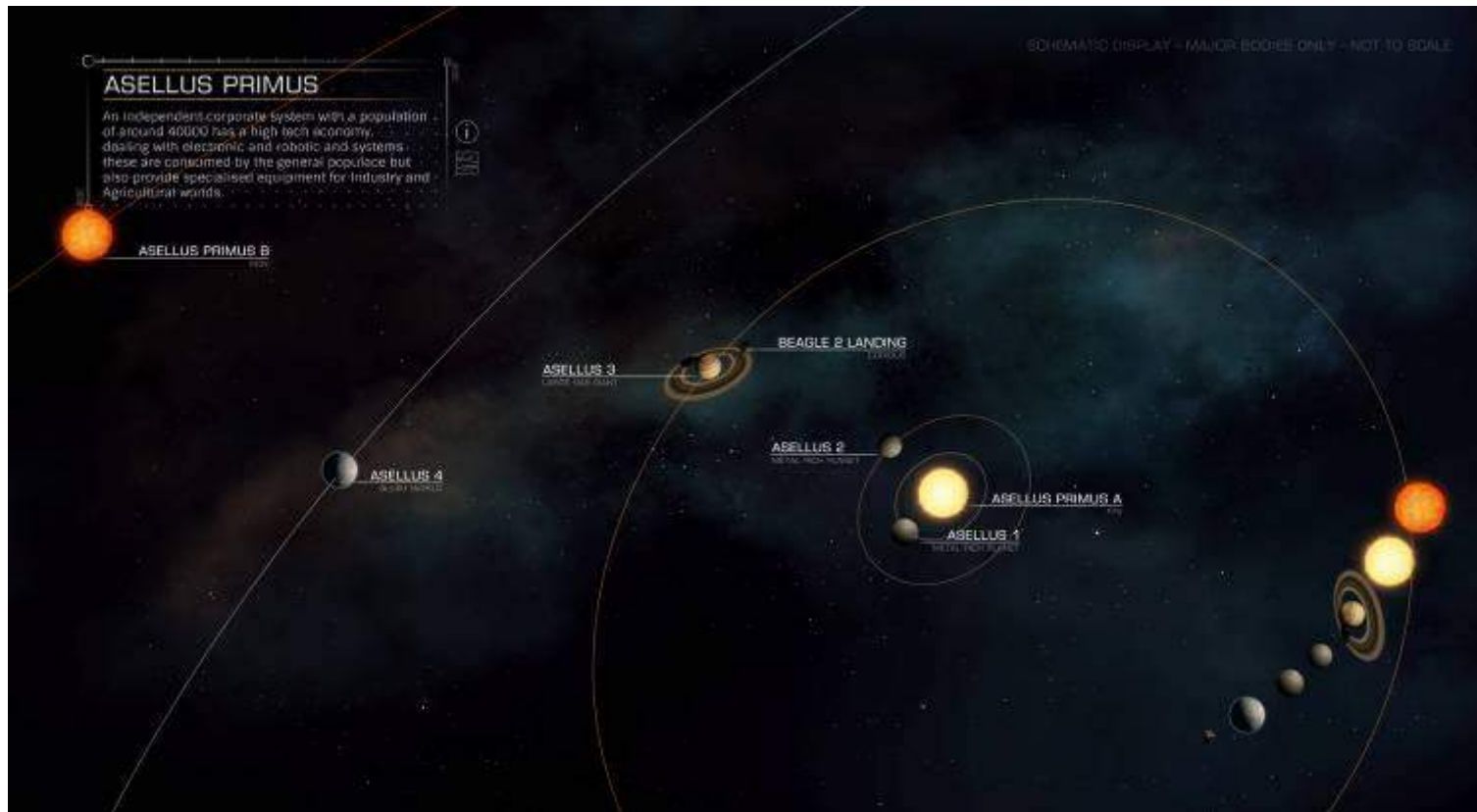


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Assellus Primus

An independent corporate-run binary system, with a central white F7V star, and far out a captured planet-less M3V red dwarf - the capture event millions of years earlier doubtless stripped Assellus Primus B of any planets that might have formed with it. Assellus Primus is known for its high-tech manufacturing. Also known as 23 Theta Bootis.

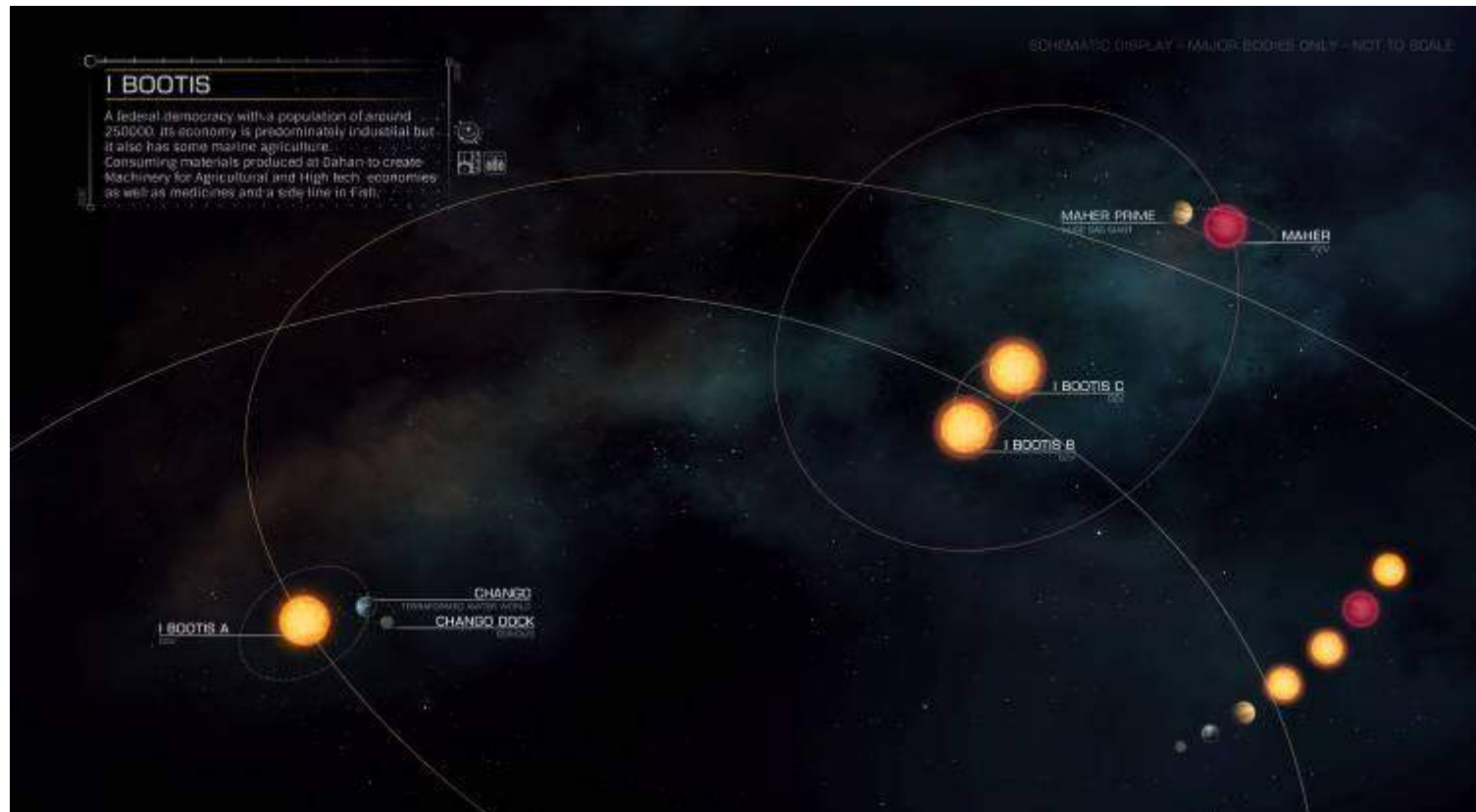


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I Bootis

i BOOTIS is an interesting and unusual quaternary system with a mixed Industrial and Marine economy, and also a member of the Federation. Chango is an outdoor water world and orbits i Bootis A - a G0V white-yellow star similar to Earth's Sol. Chango is essentially a giant fish farm. People live on giant floating cities that slowly move with the seasonal migration of the fish - mostly species imported from ancient Earth. This system enjoys a high level of security.

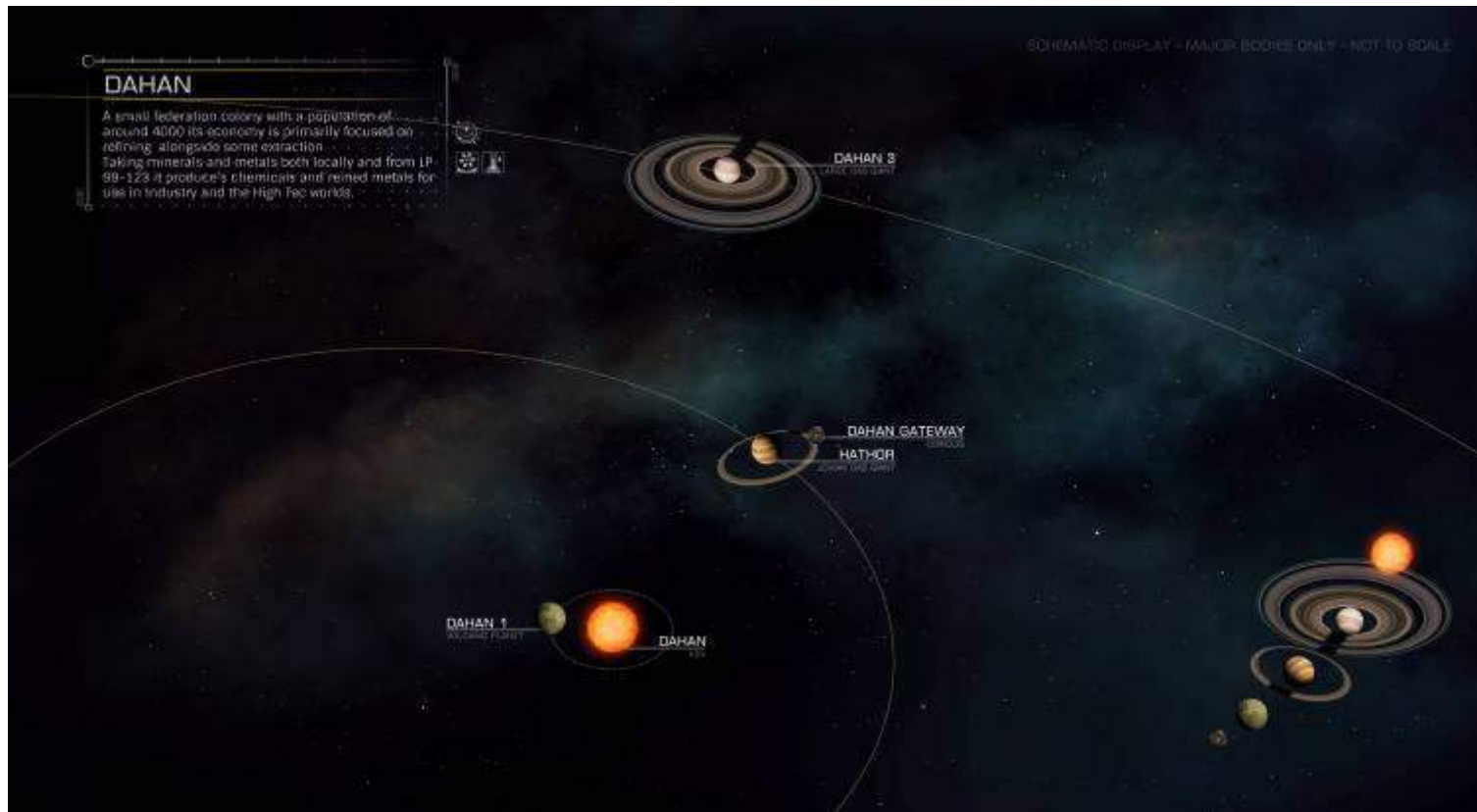


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Dahan

A pretty conventional corporate system belonging to the Federation, with industrial-scale extraction of a range of ores and refineries too, producing metallic Tantalum, Titanium, Aluminium and more for nearby manufacturing industries. Currently engaged in military skirmishes with Eranin forces; traders are advised to avoid conflict zones.

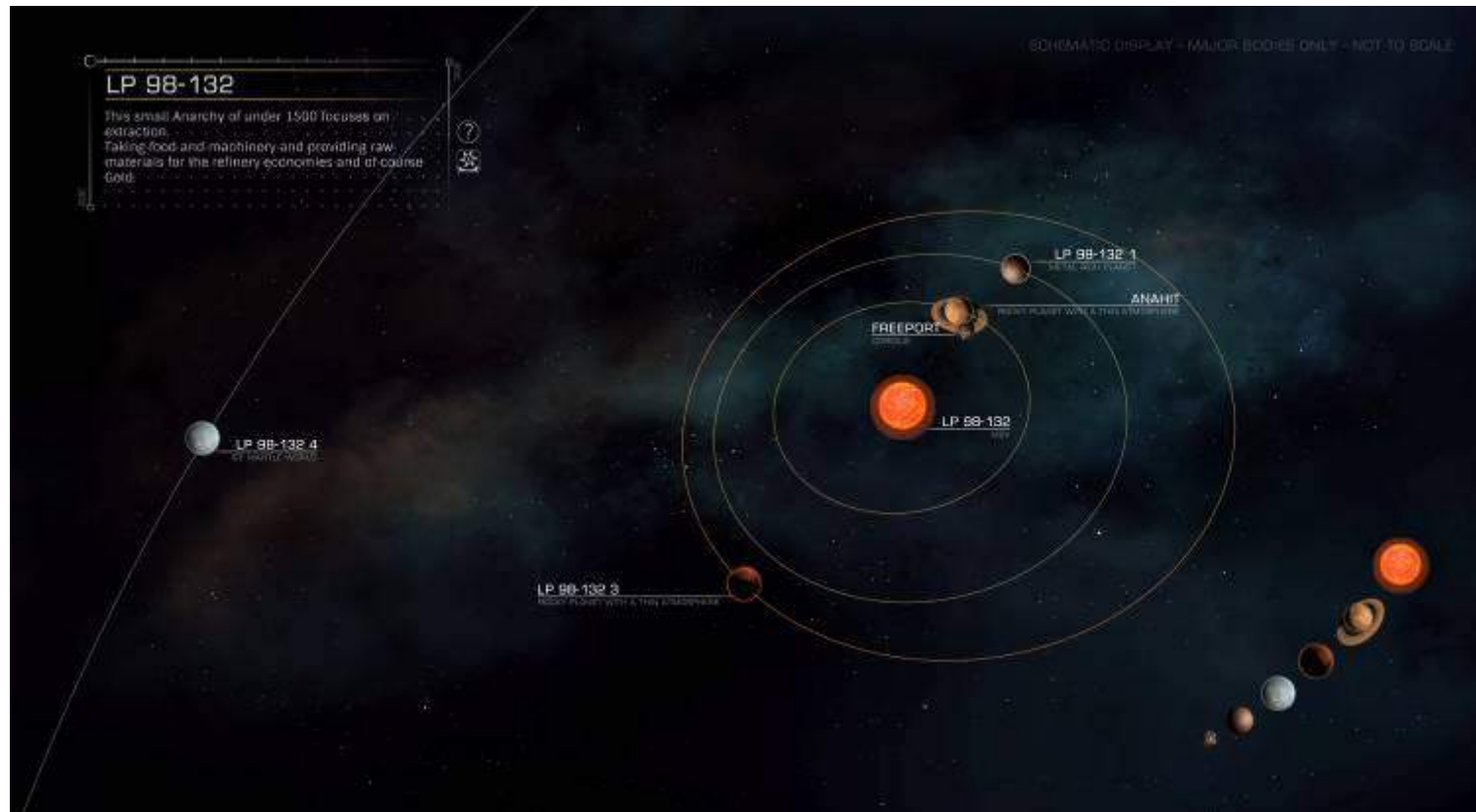


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LP 98-132

LP 98-132 is an anarchic system with a solitary small M2V type dim red star. There isn't a lot here, though there is some mining of valuable minerals like cobalt, rutile and coltan, and very occasionally of gold. Piracy is rife here with pirates on the look-out for those high value cargoes. There is a station Freedom City operated by group of locals, and this is the nearest thing to law that exists in the system. Extreme caution is advised.



Freeport Shipyard Brochure: *Spanning the Gulf*

Sidewinder (Faulcon DeLacy)

With classic utilitarian lines harking back to Delacy's original military reconnaissance specification, the consumer model has undergone a series of updates; adding cargo capacity, shield generator, and most recently, a class 1 Frameshift Drive unit as standard. For traders on a budget and pilots looking to avoid attention, this nimble, single-seater still offers great value for money.



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Eagle (Core Dynamics)

The Eagle has a chequered history, covering multiple manufacturers and costly redesigns. This latest model seeks to redress the balance, improving offensive capacity by adding a third hardpoint whilst simultaneously increasing cargo capacity to 4 units. This configuration is catching the eyes of government officials; the unashamedly aggressive design is seeing growing usage as a first response authority vessel in many systems.



Cobra Mk III (Faulcon DeLacy)

Despite its age, the Mark Three is consistently listed as one of Faulcon DeLacy's most successful production ships. In its long life, surprisingly little has changed, testament to the quality design decisions that shaped its inception. The current model allows for a thirty six canister cargo capacity and quad hardpoint configuration, allowing the Cobra to retain its status as a top tier multipurpose vessel for the lone agent.



Type 9 (Lakon Spaceways)

Lakon Spaceways have pulled out all the stops with the new Type 9 light freighter; increased structural integrity, improved cockpit visibility and strong defensive potential with quad hardpoints, two of which are turret capable. Of course, the real jewel in the Type 9's arsenal is its phenomenal 440 unit cargo capacity. A serious ship, for serious traders, the type 9 is making a splash in the haulage industry, allowing smaller companies to punch above their weight.



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Anaconda (Faulcon DeLacy)

Another Delacy entry, and for good reason; after a massive design overhaul, the Anaconda has improved in almost every respect, eclipsing former glories with brutal efficiency and brute power. Sporting a massive array of hardpoints, a cargo capacity of over 220 units, and one of the most effective standard shield arrays currently available, this monster can be seen in all manner of roles. And if you have the credits, you should be seen it too.



Dahan Starport Docking Protocol: the Federal Way, *the Right Way*

1. Ensure your vessel is within sensor contact range before requesting docking permission. Your **navigation compass** will target the starport, enabling you to correctly orient your ship for approach.
2. Navigate to your **Contacts** panel. Highlight and select the starport from your contact list, and activate the **Request Docking** signal.
3. Upon successful processing, you will be authorised to enter the starport, and assigned a landing pad. Pay careful attention to your **allotted pad number** – attempting to alight on an incorrect pad is a crime, and will trigger a lethal response.
4. Note the **docking assist interface**, now showing your **authorisation window countdown**. Failure to dock within the allotted time will require you to restart the process from the beginning.
5. Match rotation with the starport and proceed directly through the airlock into the docking bay. Remember, the airlock is a no-stop zone – loitering is a crime.
6. Once inside the docking bay, starport control will enable automatic rotation correction.
7. Your **navigation compass** will update to show your **allotted pad**, which will activate landing lights to enable identification.
8. Failure to observe docking protocol before entering the docking bay is a crime, and will trigger a lethal response.
9. Ensure that your **landing gear** is deployed for final approach. Note the docking assist interface changes to show **ship orientation and position**. Use this interface to help align your ship above the centre point and in a parallel attitude to the pad, with the rear of your ship visible in the interface.
10. Correct alignment causes the interface to light up; employ a controlled descent to complete the docking procedure.
11. Follow Federal protocol to avoid ship destruction, and enjoy a safe and profitable stay at our facilities.

Chango Dock Service Announcement: Starport Link

Chango Dock offers a wide variety of services, available to ships fitted with the standard info-link communications suite. Simply select the **STARPORT SERVICES** option from the starport link menu to connect to the starport net once you have successfully docked.

The following is a brief rundown of services currently on offer at Chango Dock:

1. **Munitions:** You will find all your ammunition needs met by our extensive supplies. Space can be an unforgiving host, so remember to restock here before you depart Chango Dock.
2. **Repairs:** Chango Dock maintains a dedicated team and parts sourced from across the galaxy. Our engineers are well versed in the effects of battle damage to vessels, and our prices won't be beat.
3. **Commodities Market:** Chango Dock is pleased to announce that it has finished upgrading its automated market transfer system and is now able to broker purchases and sales of a wide range of commodities.
4. **Outfitting:** We have a wide range of ship modules and fixtures. Check back often as new stock is continually being sourced to our starport.
5. **Shipyard:** We have a fully fitted shipyard at Chango dock and can cater to all of your ship requirements. As standard we accept part exchanges regardless of ship type, and will cover the logistics transfer cost, because we care about your custom.
6. **Contacts:** Our starport net offers direct communications contact with specialised services, including a locally stationed representative from the Pilot's Federation who is ready to deal with all your legal matters.

Remember, at any time you can use the interface to exit starport services and manipulate your standard cockpit interface/initiate ship launch. We thank you for visiting our little haven among the stars, and hope you enjoy your stay at our facility.

Pilot's Federation Guide: the *Law* and *You*

Pilot, it is imperative that you are aware of your legal rights as a star ship operator and Pilot's Federation member. The following transmission describes common regulations present in this sector. Take time to familiarise yourself with its contents:

1. Regions of space are governed by various organisations. It is their legal duty to transmit jurisdictional boundaries to all sectors within a system. This allows pilots to determine under which authority they act at all times. **Your cockpit interface will display any current active jurisdiction.**
2. Crimes committed and reported within a jurisdiction will cause a bounty to be automatically assigned to the perpetrator and they will be informed via low bandwidth transmission.
3. If a jurisdictional authority has assigned a bounty to you your cockpit interface will report your **local status** as **WANTED**. Be warned, whilst within the jurisdictional boundary, any vessel is legally allowed to engage and destroy you, but responding in kind is illegal, unless the aggressor also has a bounty in the jurisdiction.
4. If you detect a vessel that has a bounty from the current jurisdictional authority you are legally allowed to engage. REMEMBER, you must perform a basic scan to determine a target's local criminal status; you are legally allowed to engage if the target displays a **WANTED local status** on your cockpit interface.
5. The **K-Warrant advanced scanner** allows you to cross-reference a target's criminal status across a number of systems, and can detect bounties assigned by authorities outside the current jurisdiction. Any bounties detected will be combined and displayed in your ship's cockpit interface **Contacts** panel.
6. REMEMBER, just because a target vessel has an assigned bounty value, you are only legally allowed to engage at least part of the bounty is for crimes committed in the current jurisdiction (though upon successful target destruction bounties are always paid). To ensure a clean legal status, ALWAYS check the **local status** of a target before engaging.
7. We advise caution when travelling in warzones and systems with no functioning authority (anarchies). In such regions of space no law is respected; vessels can engage each other with impunity; no bounties will be issued (though bounties can still be claimed for successful target destruction).
8. Some active conflict zones may have **combat bonds** available from the sides involved. Simply choose a faction using the cockpit interface **Functions** panel; you will be temporarily co-opted and able to earn rewards for the destruction of enemy vessels in the zone.

Pilot's Federation Guide: Insurance Policy Memo

This document is a reminder of your legal rights regarding claims for lost/damaged vessels.

1. You are responsible for the upkeep and maintenance of the insured craft, including all repair costs incurred.
2. Your policy covers your current vessel only. Should you change your craft, your policy will be automatically updated to match the details of the new vessel.
3. Should your vessel be destroyed, your policy entitles you to a fully refitted vessel, providing your credit balance can cover the excess payment
4. The excess payment is calculated based on the value of the vessel and fitted modules.
5. Your premium package covers any class and type of vessel, though claim excess payments will be adjusted accordingly.
6. Your policy does not cover any cargo carried at the time of destruction.
7. Should you be unable to cover the excess payment, your premium package covers the cost of a standard specification *Faulcon DeLacy* Sidewinder replacement vessel which will be delivered to your starport location.

Pilot's Federation Guide: Trouble shooting

Should you encounter any problems with your game experience, your ship is fitted with state of the art error reporting and diagnostics to help us resolve them. However we can provide more detailed tracking of you issues if you report crashes/bugs/exploits directly to us.

You can submit issues by using the following link:

<http://support.orerve.net/http/user/loginform>

Login with you game/store credentials and use the ticket system provided.

The Pilot's Federation thanks you for your cooperation in building a brighter future.