

ACMI GAUGE FOR FSX

Taking FSX to the next level and beyond.



User's Manual

Background

ACMI is a system used on the Nellis Ranges during Red Flag and other air exercises. ACMI stands for Air Combat Maneuvering Instrumentation. The ACMI system involves state of the art sensors on the aircraft that allow the ground controllers of the air war to 'see' a 3-D picture of the simulated air combat, including air-air engagements, air-ground strikes etc. in real time. The data can be recorded and played back in the pilot debriefing for training purposes. The data transmitted from the aircraft is picked up by a network of repeaters on the ground and transmitted back to Nellis AFB via microwave links and fiber optic broadband data cables.

The original ACMI system has since been replaced by a system called RFMDS (Red Flag Measurement and Debriefing System), which allows an increased range by using newer, more powerful hardware. Recently RFMDS in turn has been replaced by NACTS (Nellis Air Combat Training System), which increases the precision and the amount of available data. For the purpose of this article we will continue to refer to the system as ACMI, since that still is the most commonly used name for the system.

Introduction of the VUSAF ACMI system:

Until April 2012 we simulated dogfights by performing air combat maneuvers with our jet until we managed to put our opponent in a predefined position within HUD frame and under 0.4nm) If certain conditions were met such as acceleration (G's) and heading of the other plane (3-9 line) we called this a good kill and had to validate it by submitting a screenshot. The idea came up to have an automated system that could validate a good kill instantly without the need of waiting for confirmation i.e. stopping the action , uploading the screenshot and arguing if the kill is valid or not. At the same time the missile guidance technology was made available to us and we took the opportunity to introduce Surface to Air Missile defense system as well as Anti-Aircraft Artillery.

During our Red Flag event that took place in April 2012 we introduced the ACMI version 1. Gun Dogfight became realistic. SAM's were quite deadly and the entertainment level was raised to new height. A second event was held in August for Red Flag Alaska and the Team system was introduced with two groups in the war theater with their own air defense system.

Based on the feedback from RFA2012, we felt that an improvement was needed to more accurately simulate air combat. We decided to implement the use of Air to Air missiles between players. This led us to developing a proprietary protocol that logs and transmit combat event between the players without the need to be an standard FSX multiplayer session. Having this protocol also helped us to get rid of manually entering codes to disable a SAM after another pilot destroyed it. More importantly it allowed us to automatically send damage to the plane we hit with gun or missile. With the new system when you get a hit from another player you will have damage ranging from electrical failure to complete plane destruction.

This ACMI version contains the first ever military ACAR system that logs position and combat events on our website for post action analysis and evaluation.

Finally the best feature of this system is that it is available for FREE to any active VUSAF member.

Test Pilot Team:

We would like to thank the following test pilots for their availability and patience during the development of the ACMI Gauge

- vCol Bryan Bedwell (F-16)
- vMaj John Hootman (F-15E)
- vMaj Maciej Urbaski (C130 H60)
- vCol Hajo Lippke (C-130, CV-22, B-52)

Licensing:

This software is the property of the vUSAF. We grant you the right to use this software, as long as you are a member in good standing in accordance with the rules set by vUSAF.

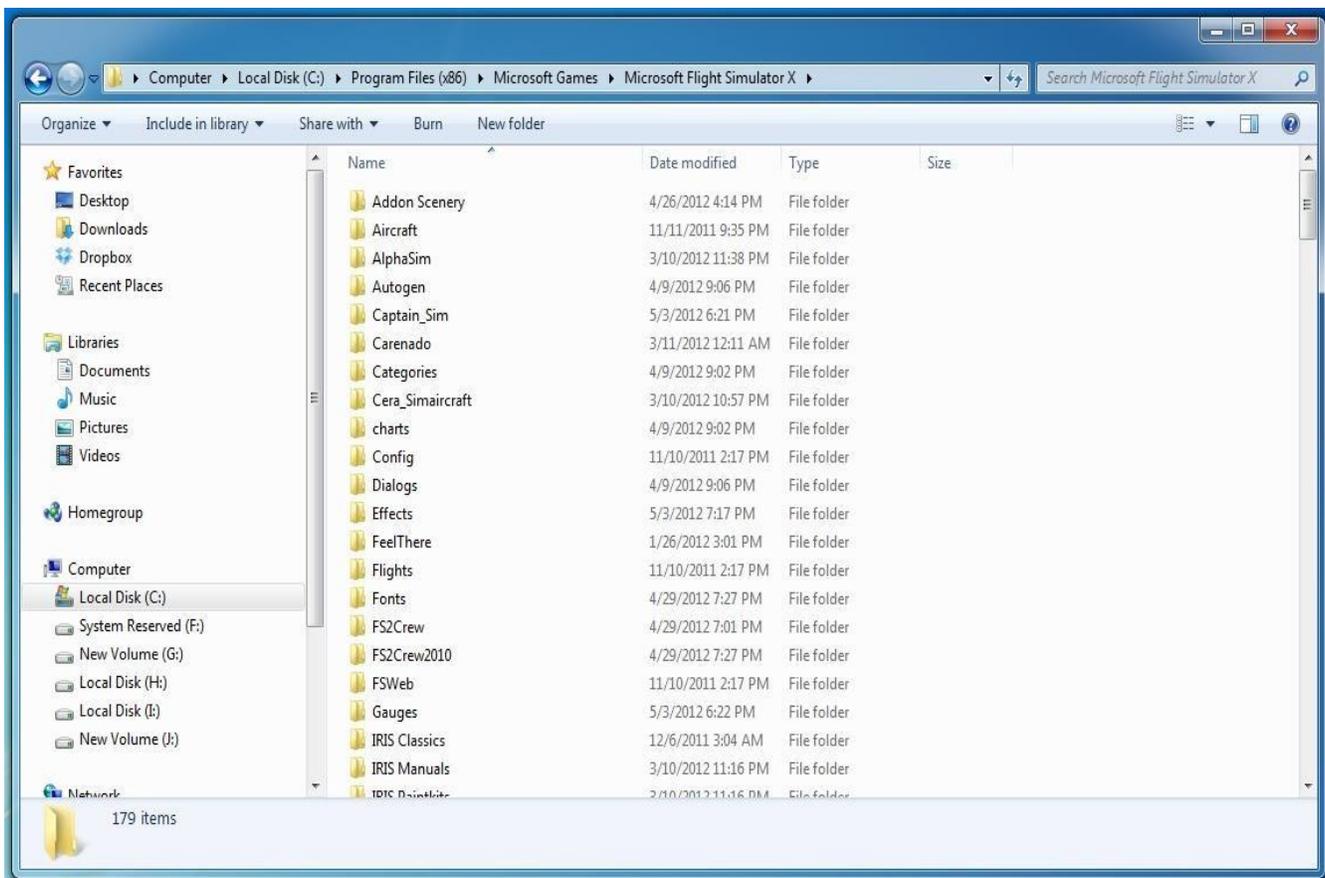
Installation Instructions:

- Download ACMI Gauge Installer.
- Run the installer and it will place the necessary files to their correct locations. □ Add the necessary line of code to the panel.cfg for your plane.

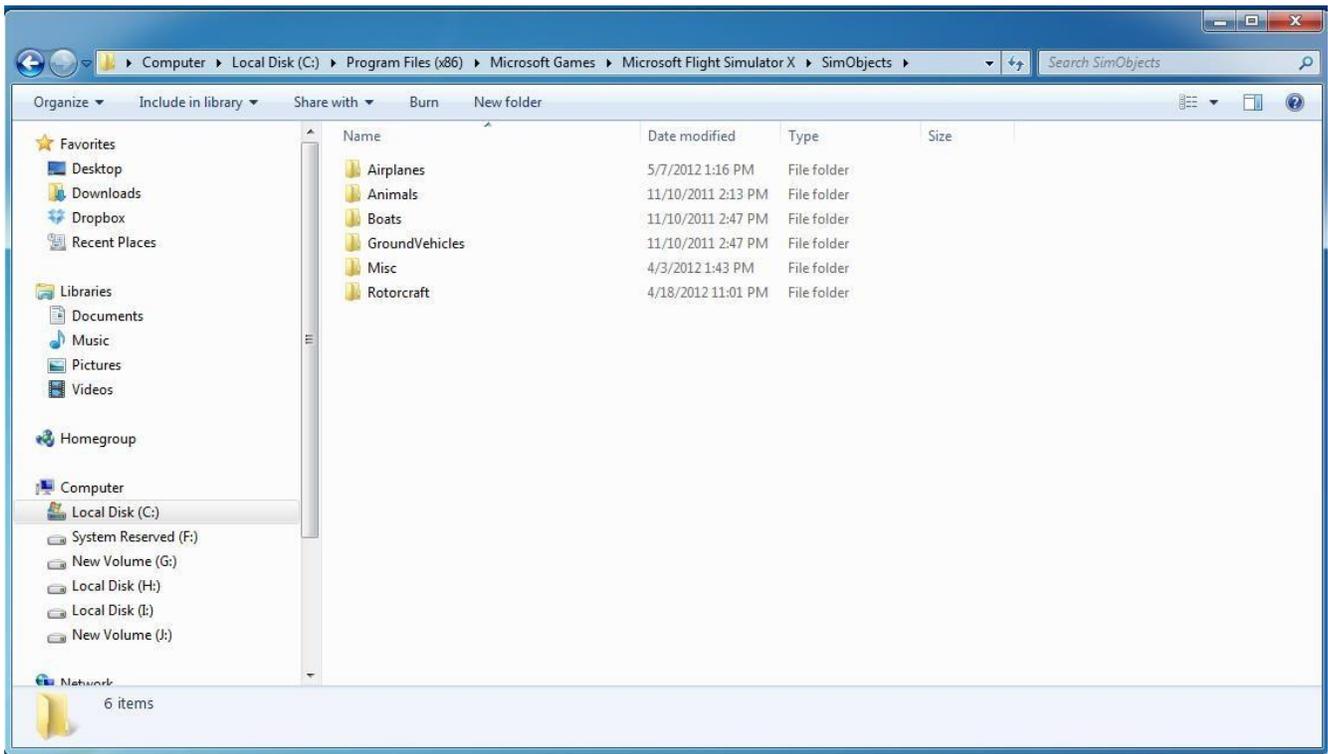
Installation Diagrams:

Location of your aircrafts .air, aircraft, and panel configuration files.

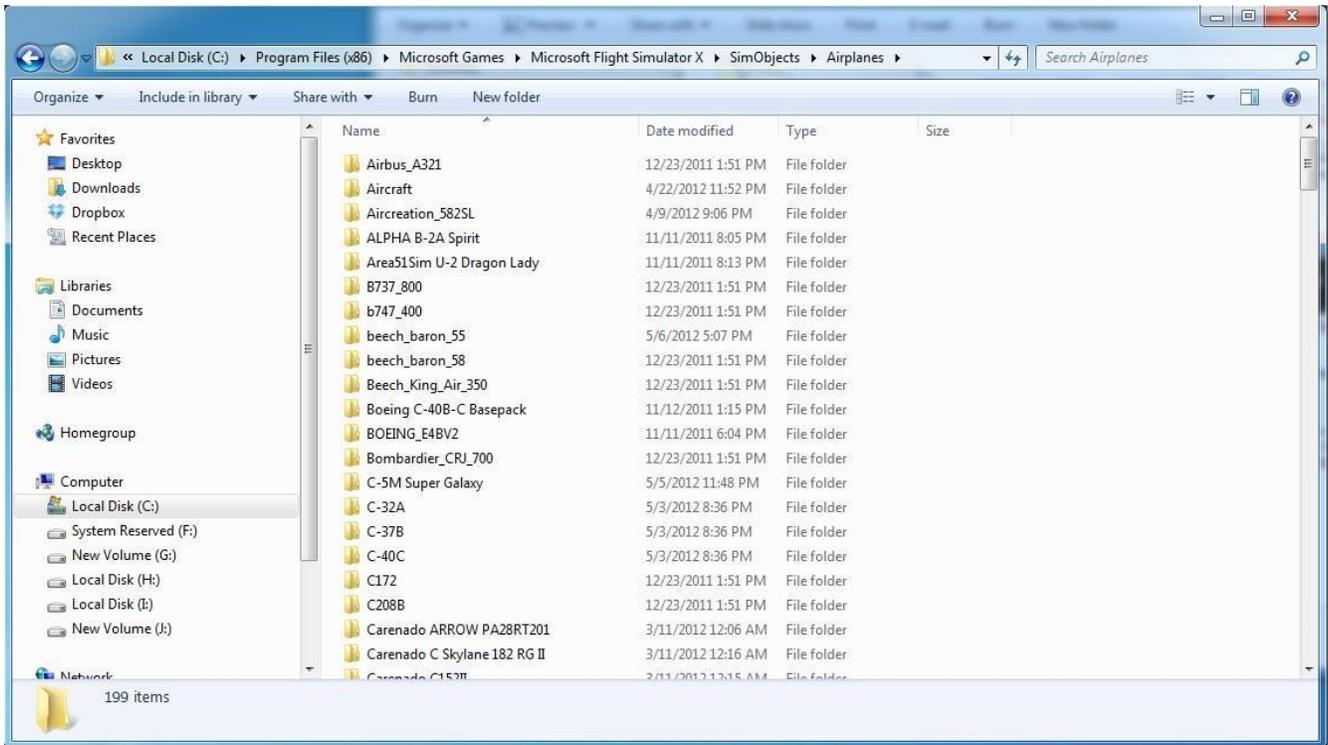
Main FSX directory:



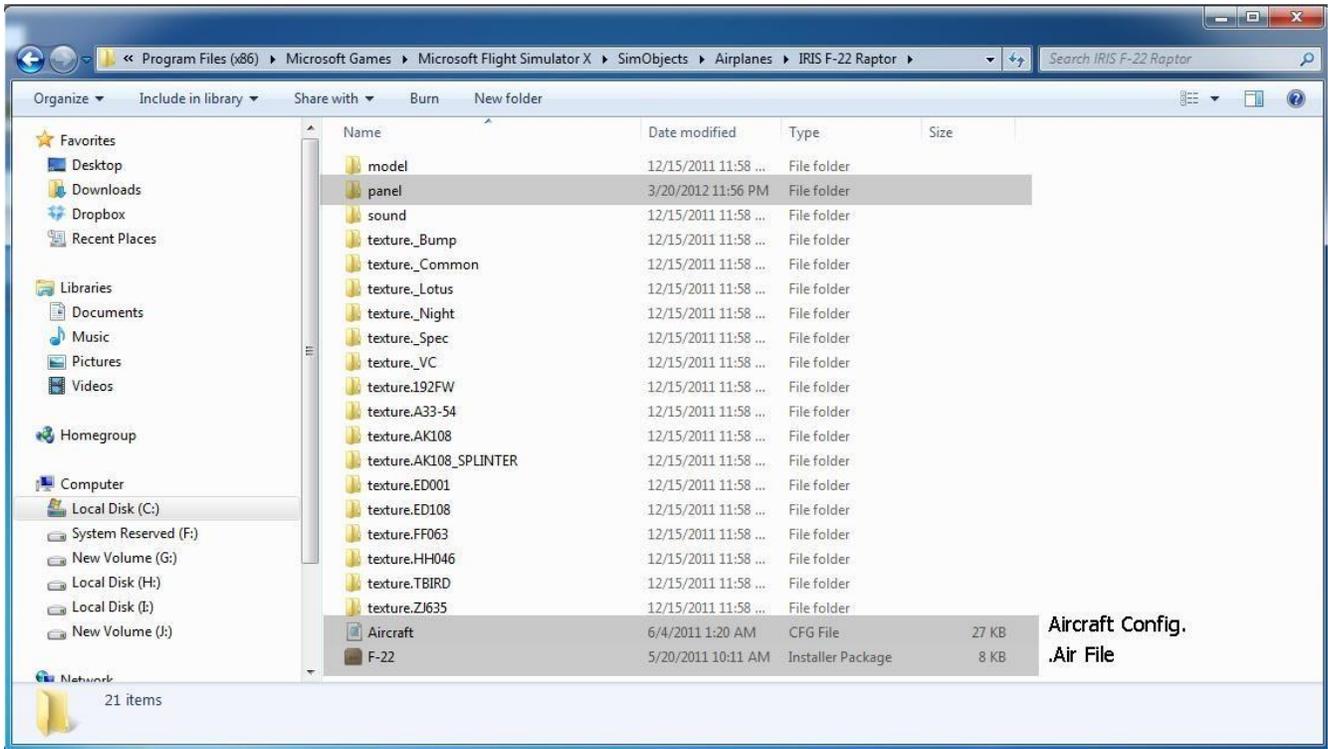
SimObjects Folder:

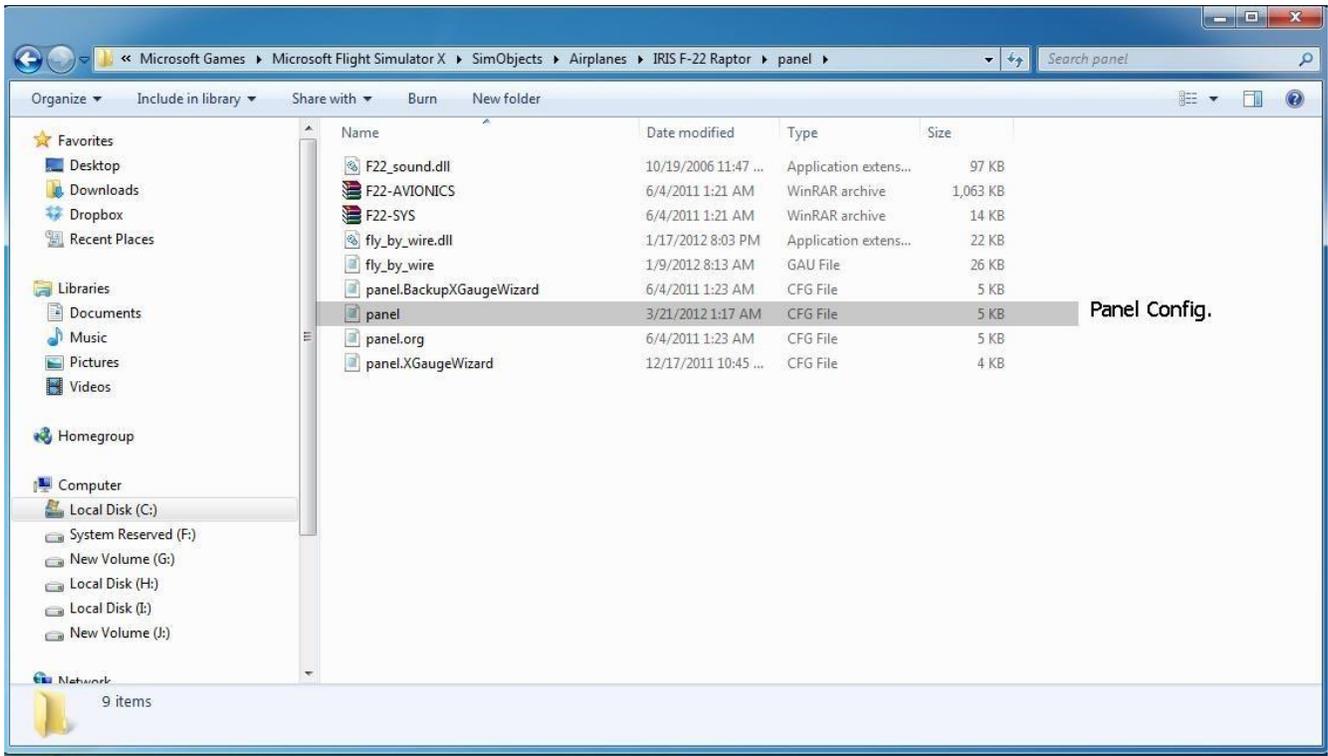


Airplanes: Select desired airframe.



Iris F-22:





F-22 Edited Panel Configuration File. **Make sure that your panel look similar to the one show below and don't contain the word "alias="**

```
panel - Notepad
File Edit Format View Help
gauge05=Bendix_King_Radio!Bendix-King Radio Xpndr,      0,217,156,49
gauge06=Bendix_King_Radio!Bendix-King Radio AP,        0,262,156,48
window_size_ratio=1.000
window_pos=0.756,0.358
window_size=0.243,0.641

//*****

[Vcockpit01]
Background_color=0,0,0
size_mm=512,512
visible=1
pixel_size=256,256
texture=$HUD

gauge00=F22-AVIONICS!HUD-F22,      6,6,500,500
gauge01=F22-AVIONICS!ICP_Keypad,   0,0,1,1
gauge02=F22-AVIONICS!ICP,         0,0,1,1
gauge03=F22_sound!dtd_xm1_sound3,  1,1,1,1,      .\simobjects\Airplanes\IRIS F-22 Raptor\sound
\F22sound.ini
gauge04=F22-SYS!SYS-ELECTRICS,     0,0,1,1
gauge05=F22-SYS!SYS-APU,           0,0,1,1
gauge06=F22-SYS!SYS-AUDIO,        0,0,1,1
gauge07=F22-SYS!SYS-EFFECTS,      0,0,1,1
gauge08=F22-SYS!SYS-SAS,          0,0,1,1
gauge09=F22-SYS!SYS-LIGHTING,     0,0,1,1
gauge10=F22-SYS!SYS-STARTERS,     0,0,1,1
gauge11=F22-SYS!SYS-EXITS,        0,0,1,1
gauge12=F22-SYS!SYS-FUEL,         0,0,1,1
gauge13=F22-SYS!SYS-INIT,         0,0,1,1
gauge14=F22-SYS!SYS-RF,           0,0,1,1
gauge15=F22-SYS!SYS-VMS,          0,0,1,1
gauge16=F22-SYS!SYS-ORDNANCE,     0,0,1,1
gauge17=F22-SYS!SYS-FLCS-TEST,    0,0,1,1
gauge18=F22-SYS!SYS-MUSIC,        0,0,1,1
gauge19=F22-AVIONICS!MFD,         0,0,1,1
gauge20=acmi!multiplay, 1,1,1,1
gauge21=fly_by_wire!fbw, 1,1,1,1

Added line of code for Fighters

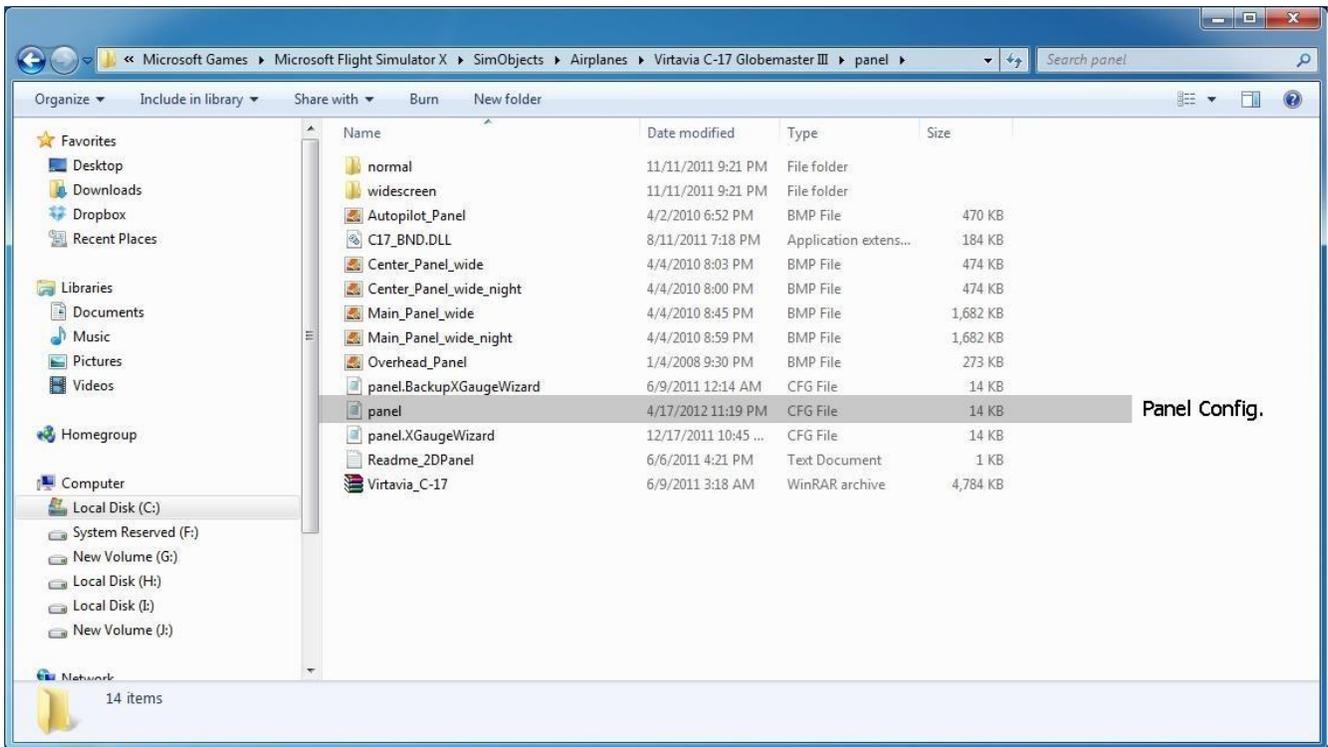
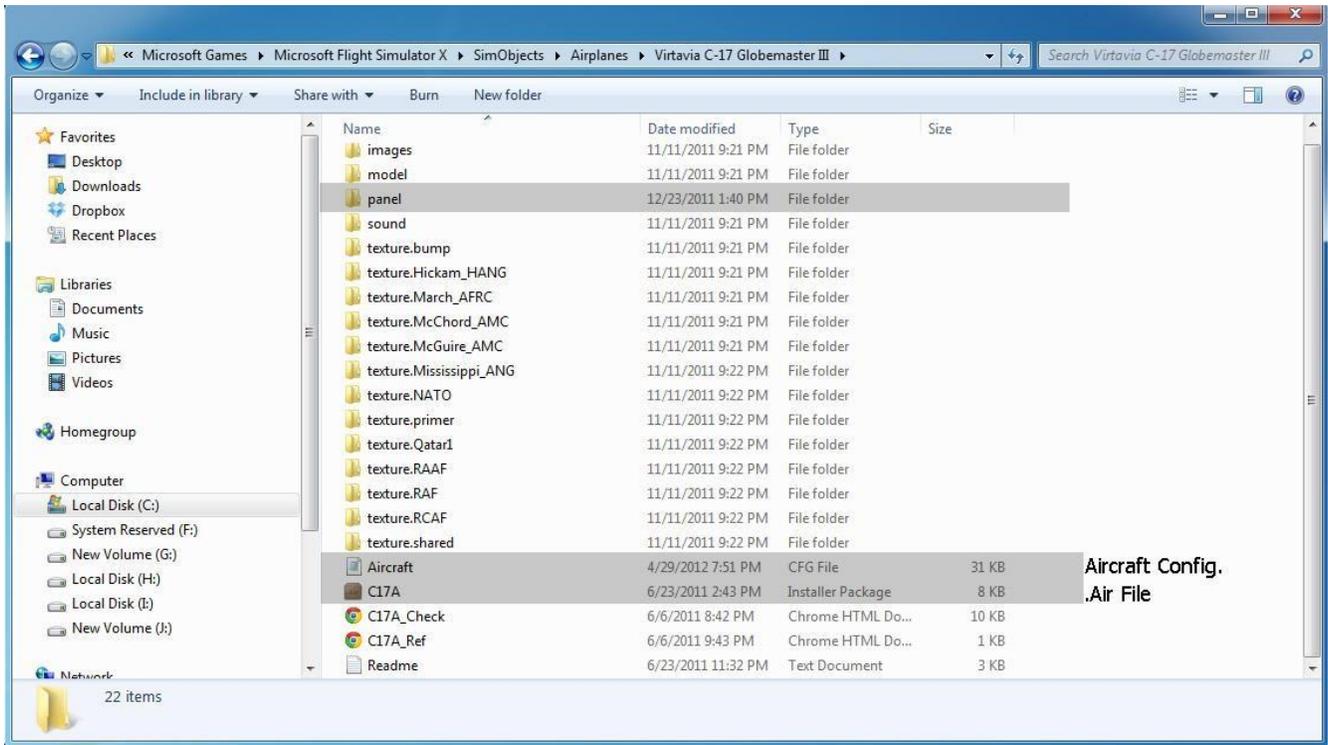
//*****

[Vcockpit02]
Background_color=0,0,0
size_mm=512,512
visible=1
pixel_size=512,512
texture=$glass

gauge00=F22-AVIONICS!SMFD-HSD,     0,0,256,256
```

****The line gauge21=acmi!multiplay, 1,1,1,1 was added to the panel config then saved. You need to change the number 21, where the gauge21 is located, to the next number available in your panel.cfg.****

Virtavia C-17:



C-17 Edited Panel Configuration File.

```
panel - Notepad
File Edit Format View Help
ident=10006
sizeable=1

gauge00=virtavia_C-17!ESCP, 3, 1, 258, 300
gauge01=virtavia_C-17!X_FSP, 268, 1, 280, 300
gauge02=virtavia_C-17!X_PWS, 555, 2, 139, 114
gauge03=virtavia_C-17!AICP, 556, 120, 139, 182
gauge04=virtavia_C-17!X_LCP, 2, 309, 693, 89

//*****

[window07]
Background_color=0,0,0
size_mm=684,567
window_size_ratio=1.000
position=3
visible=0
ident=225
sizeable=1

gauge00=fs9gps!gps_500, 0,0,684,567

//*****
//*****

[Vcockpit01]
; MFDS
file=$vpanel.bmp
Background_color=0,0,0
size_mm=1024,1024
visible=0
pixel_size=1024,1024
texture=$vpanel

gauge00=virtavia_C-17!MFDX1_vc, 93, 56, 403, 422
gauge01=virtavia_C-17!MFDX2_vc, 544, 56, 403, 422
gauge02=virtavia_C-17!MFDX3_vc, 93, 520, 403, 422
gauge03=virtavia_C-17!MFDX4_vc, 544, 520, 403, 422
gauge04=virtavia_C-17!AP_N1_7, 0, 0
gauge05=virtavia_C-17!REFUEL, 0, 0
gauge06=C17_BND!BND, 1,1,1,1
gauge07=acmi!multiply, 1,1,1,1

//*****
```

Added line of code for Cargo/Tanker/Transpot

****The line gauge07=acmi!multiply, 1,1,1,1 was added to the panel config then saved. You need to change the number 07, where the gauge07 is located, to the next number available in your panel.cfg.****

Diagrams of setup procedures:

SETTINGS - REALISM

Current realism settings:

Custom

Flight model

General:

E-factor:

Torque:

Gyro:

Crash tolerance:

easy

realistic

Instruments and lights

Pilot controls aircraft lights

Enable gyro drift

Display true airspeed

Display indicated airspeed

Display flying tips

Crashes and damage

Ignore crashes and damage

Detect crashes and damage

Aircraft stress causes damage

Allow collisions with other aircraft

Engines

Enable automixture

Unlimited fuel

Engine stress damages engine

Special Effects

G-effects

Flight controls

Autogudder

HELP

CANCEL

OK

SETTINGS - CONTROLS

CALIBRATION

BUTTONS / KEYS

CONTROL AXES

Controller type:

Logitech Extreme 3D Pro USB

Event category:

All events

Flight mode

Normal

Slow

Assignment list:

Event	Keyboard	Joystick	Repeat
Radios (cycle backwards)			
Radios (cycle)			
Refresh scenery			
Release Droppable Objects	Shift + D	Button 05	<input type="range"/>
Repair and refuel			
Request Fuel Truck	Shift + F		
Reset flight	Ctrl + ;		
Rotor brake (apply)	Shift + B		
Rotor governor(on/off)	Shift + ,		
Rudder (yaw left)	Num 0		

New Assignment...

Delete Key Assignment

Change Assignment...

Delete Joystick Assignment

Reset Defaults

HELP

CANCEL

OK

SETTINGS - CONTROLS

CALIBRATION

BUTTONS / KEYS

CONTROL AXES

Controller type: Logitech Extreme 3D Pro USB

Event category: All events

Flight mode

- Normal
- Slew

Assignment list:

Event	Keyboard	Joystick	Repeat
Brakes (apply/release)			
Brakes (set parking)	Ctrl + .		
Brakes anti-skid (on/off)			
COM 1 radio (transmit)			
COM 2 radio (transmit)			
COM radio (select)			
COM radios (receive all)			
Cabin alert - No Smoking (on/off)	Shift + A		
Cabin alert - Seatbelts (on/off)	ACMI GUN	Button 01	
Capture Screenshot			

New Assignment...

Delete Key Assignment

Change Assignment...

Delete Joystick Assignment

Reset Defaults

HELP

CANCEL

OK

SETTINGS - CONTROLS

CALIBRATION

BUTTONS / KEYS

CONTROL AXES

Controller type: Logitech Extreme 3D Pro USB

Event category: All events

Flight mode

- Normal
- Slew

Assignment list:

Event	Keyboard	Joystick	Repeat
COM 2 radio (transmit)			
COM radio (select)			
COM radios (receive all)			
Cabin alert - No Smoking (on/off)	Shift + A	ACMI INVENTORY	
Cabin alert - Seatbelts (on/off)		Button 01	
Capture Screenshot			
Carb heat/eng anti-ice (on/off)	H		
Chase distance (decrease)	Ctrl + -		
Chase distance (increase)	Ctrl + =		
Chat Window (make active)	Enter		

New Assignment...

Delete Key Assignment

Change Assignment...

Delete Joystick Assignment

Reset Defaults

Select an event to change or delete an assignment.

HELP

CANCEL

OK

SETTINGS - CONTROLS

CALIBRATION

BUTTONS / KEYS

CONTROL AXES

Controller type:

Logitech Extreme 3D Pro USB

Event category:

All events

Flight mode

Normal

Slew

Assignment list:

Event	Keyboard	Joystick	Repeat
Propeller (increase RPM quickly)			
Propeller (low RPM)	Ctrl + F1		
Propeller de-ice (on/off)			
Propeller sync (on/off)			
Pushback (start/stop)	Shift + P	ACMI JETISSON (airborne)	
Race Results Window (display/hide)			
Radios (cycle backwards)			
Radios (cycle)			
Refresh scenery			
Release Droppable Objects	Shift + D	Button 05	

New Assignment...

Delete Key Assignment

Change Assignment...

Delete Joystick Assignment

Reset Defaults

HELP

CANCEL

OK

SETTINGS - CONTROLS

CALIBRATION

BUTTONS / KEYS

CONTROL AXES

Controller type:

Logitech Extreme 3D Pro USB

Event category:

All events

Flight mode

Normal

Slew

Assignment list:

Event	Keyboard	Joystick	Repeat
Concorde nose & visor (extend)			
Concorde nose & visor (retract)			
Concorde nose/visor (decrease angle)			
Concorde nose/visor (increase angle)			
Concorde reheat/afterburner (on/off)	Shift + F4		
Coordinates/frame rate (cycle)	Shift + Z		
Cowl flaps (close incrementally)	C	ACMI CHAFF/FLARE	
Cowl flaps (open incrementally)	V		
Cycle through other players	Ctrl + Shift + O		
DME (select)	F		

New Assignment...

Delete Key Assignment

Change Assignment...

Delete Joystick Assignment

Reset Defaults

HELP

CANCEL

OK

SETTINGS - CONTROLS

CALIBRATION

BUTTONS / KEYS

CONTROL AXES

Controller type: Saitek X52 Flight Controller

Event category: All events

Flight mode

Normal

Slew

Assignment list:

Event	Keyboard	Joystick	Repeat
G1000 MFD Page (decrease)			
G1000 MFD Page (increase)			
G1000 MFD Softkey 1 (activate)			
G1000 MFD Softkey 10 (activate)			
G1000 MFD Softkey 11 (activate)			
G1000 MFD Softkey 12 (activate)			
G1000 MFD Softkey 2 (activate)			
G1000 MFD Softkey 3 (activate)	Shift + 9	AIM-9 ON/OFF	
G1000 MFD Softkey 4 (activate)			
G1000 MFD Softkey 5 (activate)			

New Assignment...

Delete Key Assignment

Change Assignment...

Delete Joystick Assignment

Reset Defaults

HELP

CANCEL

OK

Booking and plane configuration on version 2.0.1.4460 and above.

Home

User Login

ACMI Login

Username :

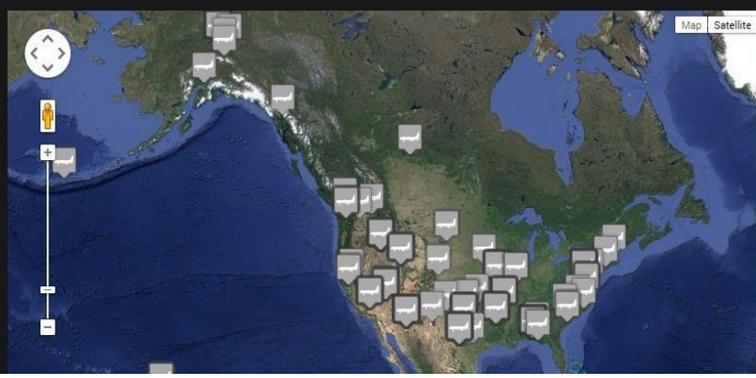
Password :

Login with First and Last name and PIN number

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
ACMI User	0	0	0		No Loadout

Click on Book Tail Number



Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQ/VUSAF Conf. Rm. (Sups & Invite Only)
- Founders Beardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-ARA Office
 - A1002 LtGen Sean "Dad" Petersn
 - A1005 vLtGen Chris "Bushman" Dub
 - A7712 vCOL Hajo Lippke
- Operations Department
 - Director Air & Space Ops Office
 - Plans & Programs
 - Director Plans & Programs Office
 - Logistics
 - Director Logistics & Mission Support
 - CRAF Partners
 - Website Operations
- AETC
 - AETC/CC Office
- ACC Operations
 - ACC/CC Office
 - 335th Fighter Squadron
 - 389th Fighter Squadron
 - 9th Bomber Squadron
 - 13th Bomber Squadron
 - 421st Fighter Squadron
 - 96th Bomber Squadron
 - 27th Fighter Squadron
- AMC Operations
 - AMC/CC Office
 - Presidential Airlift Group
 - 1st Airlift Squadron
 - 50th Airlift Squadron
 - 22nd Airlift Squadron

User Control Panel

Pilot: ACMI User
Tail Booked: 0

- Book AETC plane
- Book ACC plane
- Book AMC plane
- Book AFSOC plane
- Assign Tail Number(ALL)



Select Aircraft Majcom

Last Known Fuel: Last Known Payload:

No Logout

Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- A1002 LtGen Sean "Dad" Petersn
- A1005 vLTGen Chris'Bushman'Dub
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners
- Website Operations
- AETC
- AETC/CC Office
- ACC Operations
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- 335th Fighter Squadron
- 389th Fighter Squadron
- 9th Bomber Squadron
- 13th Bomber Squadron
- 421st Fighter Squadron
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office
- Presidential Airlift Group
- 1st Airlift Squadron
- 50th Airlift Squadron
- 22nd Airlift Squadron



Assign Aircraft Tail Numbers

Pilot's Name: ACMI User

Book Aircraft Tail Num: A10 / 810991 / KDMA / Sean "Da"

Submit

Select Your Tail Number

Hit Submit Button



Home ACMI Gauge Book Tail # Aircraft Configuration Repair My Tail # Inventory CP Log Out

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
ACMI User	810991	A10	KDMA	33990	170

Loadout: x lbs xBullets xFlares x AIM9 STA()

Aircraft Condition 100 % Safe



Map Satellite

Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQ/VUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-ABA Office
- A1002 LtGen Sean "Dad" Petersn
- A1005 vLtGen Chris "Bushman" Dub
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners
- Website Operations
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- AETC/CC Office
- ACC Operations
- ACC/CC Office
- 335th Fighter Squadron
- 389th Fighter Squadron
- 9th Bomber Squadron
- 13th Bomber Squadron
- 421st Fighter Squadron
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office
- Presidential Airlift Group
- 1st Airlift Squadron
- 50th Airlift Squadron
- 22nd Airlift Squadron
- 15th Airlift Squadron
- 6th Air Refueling Squadron
- 4th Airlift Squadron
- AFSOC Operations
- AFSOC/CC Office
- 8th Special Operations Squadron
- 4th Special Operations Squadron

This page displays your tail number booked, type of aircraft, and where it's parked at. It also gives you information on how much fuel was left in the plane and payload. This will come into use when repair your plane later in the guide.

You will see that your planes lead-out is empty and will need to be configured. The last thing displayed is your planes damage condition. This will be explained later on in the guide.

Home ACMI Gauge Book Tail # **Aircraft Configuration** Repair My Tail # Inventory CP Log Out

User Control Panel

Pilot: ACMI User Tail Booked: 810991 Plane Booked: A10 Last Known Payload: 170

Loadout: x lbs xBullets xFlares x AIM9 STA()

Aircraft Condition 100 % Safe

Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HOyUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-AGA Office
- A1002 LtGen Sean "Dad" Petersn
- A1005 vLtGen Chris Bushman Dub
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners
- Website Operations
- AETC
- AETC/CC Office
- ACC Operations
- ACC/CC Office
- 335th Fighter Squadron
- 389th Fighter Squadron
- 9th Bomber Squadron
- 13th Bomber Squadron
- 421st Fighter Squadron
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office
- Presidential Airlift Group
- 1st Airlift Squadron
- 50th Airlift Squadron
- 22nd Airlift Squadron
- 15th Airlift Squadron
- 6th Air Refueling Squadron
- 4th Airlift Squadron
- AFSOC Operations
- AFSOC/CC Office
- 8th Special Operations Squadron

Select Appropriate Aircraft Configuration Button

Configuration Manager for a Fighter:

Home
ACMI Gauge
Book Tail #
Aircraft Configuration
Repair My Tail #
Inventory CP
Log Out

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Bullet Loaded Qty:

Payload:

Payload Quantity:

Station ID (0 = Disabled)

AIM9 Quantity:

Bomb Units Available:

Missile Units Available:

SAM Units Available:

Trooper Units Available:

Pallet Units Available:

Weight Per Unit	Units Per Item	
Bomb (1 unit = 500 lbs)	MK-82 = 1 bomb unit	GBU-32 = 4 bomb units
Missile (1 unit = 200 lbs)	MK-84 = 4 bomb unit	GBU-38 = 1 bomb units
SAM (1 unit = 3000 lbs)	GBU-10 = 4 bomb units	AGM-65 = 3 missile units
Trooper (1 unit = 275 lbs)	GBU-12 = 1 bomb unit	AGM-88 = 4 missile units
Pallet (1 unit = 1000 lbs)	GBU-15 = 7 bomb units	AGM-130 = 15 missile units

This screen is one of the most important and used screens you will use. There is quite a bit of information on this page, so I will break it down into sections.

On the left side, you will see your information, type of plane, and the load out section. This is where you select the munitions you want to load on your plane. This must be done before claiming your plane in FSX. We will get into the loading of your airframe, in the next section.

On the right side, you will see the different types of inventory located at the base your plane is at and how much of each one is there. This is important when loading out your plane. In the picture above, you will see that there are only 200 bomb units available. This means you would only be able to load bombs at this airport. Currently flares and bullets are not be tracked in the inventory system so they can be loaded as needed.

At the bottom, you will see the weight per unit breakdown, as well as the unit amount per item.

Example for the configuration of a fighter aircraft:

This does not apply to aircraft such as the Milviz F-15 and Chris Dub's F-16 with their own weapons loading system.

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Bomb Units Available:

Bullet Loaded Qty:

Missile Units Available:

Payload: (Dropdown menu open showing Mk82 500lbs and Mk84 2000lbs)

SAM Units Available:

Payload Quantity:

Trooper Units Available:

Station ID (0 = Disabled)

Pallet Units Available:

AIM9 Quantity:

The user selects the type of bomb they want to load on their aircraft from the drop-down menu.

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Bomb Units Available:

Bullet Loaded Qty:

Missile Units Available:

Payload:

SAM Units Available:

Payload Quantity: (Dropdown menu open showing 0, 1, 2, 3, 4, 5, 6, 7, 8, 9)

Trooper Units Available:

Station ID (0 = Disabled)

Pallet Units Available:

AIM9 Quantity:

Depending on the available inventory and how many the plane can hold, you select the amount from the drop-down menu.

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Bullet Loaded Qty:

Payload:

Payload Quantity:

Station ID (0 = Disabled)

AIM9 Quantity:

Bomb Units Available:

Missile Units Available:

SAM Units Available:

Trooper Units Available:

Pallet Units Available:

This text box is very important to properly load your munitions. You must pick the station you want the weight of your munitions added to. If you leave the station at 0, it disables the user payload system and the weight would have to be added manually (not recommended). If you're not sure which station to use, it will be explained further in another section below.

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Bullet Loaded Qty:

Payload:

Payload Quantity:

Station ID (0 = Disabled)

AIM9 Quantity:

Bomb Units Available:

Missile Units Available:

SAM Units Available:

Trooper Units Available:

Pallet Units Available:

Here you can see there are no AIM-9's available to load because the missile units available are at zero.

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Bomb Units Available:

Bullet Loaded Qty:

Missile Units Available:

Payload:

SAM Units Available:

Payload Quantity:

Trooper Units Available:

Station ID (0 = Disabled):

Pallet Units Available:

AIM9 Quantity:

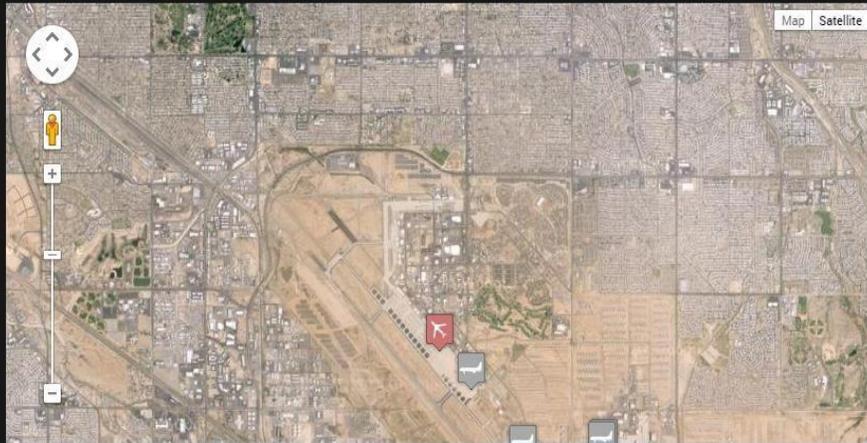
Weight Per Unit

Units Per Item

Bomb (1 unit = 500 lbs)	MK-82 = 1 bomb unit	GBU-32 = 4 bomb units
Missile (1 unit = 200 lbs)	MK-84 = 4 bomb unit	GBU-38 = 1 bomb units
SAM (1 unit = 3000 lbs)	GBU-10 = 4 bomb units	AGM-65 = 3 missile units
Trooper (1 unit = 275 lbs)	GBU-12 = 1 bomb unit	AGM-88 = 4 missile units
Pallet (1 unit = 1000 lbs)	GBU-15 = 7 bomb units	AGM-130 = 15 missile units
	GBU-27 = 1 bomb unit	AIM-9 = 4 missile units

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
ACMI User	810991	A10	KDMA	33990	170
Loadout:			4 x CDMk82 500 lbs 500 xBullets 60 xFlares 6 x AIM9 STA(1)		
Aircraft Condition 100 % Safe					



Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- A1002 LtGen Sean "Dad" Peters
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners
- Website Operations
- AETC
- AETC/CC Office
- ACC Operations
- ACC/CC Office
- 335th Fighter Squadron
- 389th Fighter Squadron
- 9th Bomber Squadron
- 13th Bomber Squadron
- 421st Fighter Squadron
- A7216 vCapt Tom Bonnes
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office
- Presidential Airlift Group
- 1st Airlift Squadron
- 50th Airlift Squadron
- 22nd Airlift Squadron
- 15th Airlift Squadron

In the example in the page above, after hitting the submit button it brings you to this page where you can review your load-out. There are 4 MK-82's loaded, 500 bullets, 60 flares, and 6 AIM-9's **loaded on station one**. Your plane is now loaded ready to fly.

Configuring aircraft with a built in weapons management system (Milviz F-15, Dub F16, etc.):

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Bomb Units Available:

Bullet Loaded Qty:

Missile Units Available:

Payload:

SAM Units Available:

Payload Quantity:

Trooper Units Available:

Station ID (0 = Disabled):

Pallet Units Available:

AIM9 Quantity:

When configuring these aircraft, the steps are a bit different. If you are going to load 8 bombs onto your aircraft, you must select 8 from the dropdown menu. You can use either MK-82's or MK-84's. At this time an AGM-65, AGM-88, AGM-130, etc. are considered bombs and must be accounted for that way. With these types of aircraft, you will leave the station number at zero due to the weapons management system adding the weight for you. You will also need to add the amount of AIM-9's you intend on loading, as well as flares and bullets. Once you are happy with your load-out you can hit submit.

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Bomb Units Available:

Bullet Loaded Qty:

Missile Units Available:

Payload:

SAM Units Available:

Payload Quantity:

Trooper Units Available:

Station ID (0 = Disabled)

Pallet Units Available:

AIM9 Quantity:

Submit

<u>Weight Per Unit</u>	<u>Units Per Item</u>	
Bomb (1 unit = 500 lbs)	MK-82 = 1 bomb unit	GBU-32 = 4 bomb units
Missile (1 unit = 200 lbs)	MK-84 = 4 bomb unit	GBU-38 = 1 bomb units
SAM (1 unit = 3000 lbs)	GBU-10 = 4 bomb units	AGM-65 = 3 missile units
Trooper (1 unit = 275 lbs)	GBU-12 = 1 bomb unit	AGM-88 = 4 missile units
Pallet (1 unit = 1000 lbs)	GBU-15 = 7 bomb units	AGM-130 = 15 missile units
	GBU-27 = 4 bomb units	AIM-9 = 1 missile unit

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
ACMI User	037514	F15	KLSV	20174	440
Loadout:			6 x CDMk82 500 lbs 500 xBullets 60 xFlares 4 x AIM9 STA(0)		
Aircraft Condition 100 % Safe					



Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- A1002 LtGen Sean "Dad" Petersn
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners
- Website Operations
- AETC
- AETC/CC Office
- ACC Operations
- ACC/CC Office
- 335th Fighter Squadron
- 389th Fighter Squadron
- 9th Bomber Squadron
- 13th Bomber Squadron
- 421st Fighter Squadron
- A7216 vCapt Tom Bonnes
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office
- Presidential Airlift Group
- 1st Airlift Squadron
- 50th Airlift Squadron
- 22nd Airlift Squadron
- 15th Airlift Squadron

In the example in the page above, after hitting the submit button it brings you to this page where you can review your load-out. There are 6 MK-82's loaded (remember this included any of the air to ground missiles listed above., 500 bullets, 60 flares, and 4 AIM-9's **loaded on station 0**. Your plane is now loaded ready to fly.

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Last Known Payload:		
ACMI User	600050	B52	KMUO	299644	850
Loadout:		0 x 0 0 lbs -1 xBullets 0 xFlares 0 x AIM9 STA(0)			
Aircraft Condition 100 % Safe					

- Fighter Configuration
- Bomber Configuration
- Cargo Configuration
- Helicopter Configuration

Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- A1002 LtGen Sean "Dad" Petersn
- A1009I vLTGen Don Price
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners
- Website Operations
- AETC
- AETC/CC Office
- ACC Operations
- ACC/CC Office
- 335th Fighter Squadron
- 389th Fighter Squadron
- 9th Bomber Squadron
- 13th Bomber Squadron
- 421st Fighter Squadron
- A7000I vMajGen S "Motown" Polk
- A7201I vCol J "Torch" Ramos
- A7216 vCapt Tom Bonnes
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office
- Presidential Airlift Group

Select Appropriate Aircraft Configuration Button



Configuration Manager for a Bomber: (Notice the AIM-9 selection is not available)

Plane Configuration

*** Compatible With Version 4460 & Above ONLY ***

Pilot's Vatsim ID:	<input type="text" value="3545658"/>	Bomb Units Available:	<input type="text" value="490"/>
Pilot's Name:	<input type="text" value="ACMI User"/>	Missile Units Available:	<input type="text" value="694"/>
Pilot's Aircraft Type:	<input type="text" value="B52"/>	SAM Units Available:	<input type="text" value="30"/>
Flare Loaded Qty:	<input type="text" value="0"/>	Trooper Units Available:	<input type="text" value="24"/>
Bullet Loaded Qty:	<input type="text" value="0"/>	Pallet Units Available:	<input type="text" value="242"/>
Payload:	<input type="text" value="Mk82 500lbs"/>		
Payload Quantity:	<input type="text" value="0"/>		
Station ID (0 = Disabled)	<input type="text" value="0"/>		

Submit

The bombers are loaded the same way as the fighters. You select the type of payload and quantity of payload from the drop-down menus. Remember to keep in mind the bomb units available and how many you're loading at that location. Make sure you have the correct station id selected to load the payload weight. You can load your flares from the drop-down menu. Even though the bullet qty. dropdown appears, it will not let you load or fire bullets from a bomber.

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Bullet Loaded Qty:

Payload:

Payload Quantity:

Station ID (0 = Disabled)

Bomb Units Available:

Missile Units Available:

SAM Units Available:

Trooper Units Available:

Pallet Units Available:

Weight Per Unit

Bomb (1 unit = 500 lbs)

Missile (1 unit = 200 lbs)

SAM (1 unit = 3000 lbs)

Units Per Item

MK-82 = 1 bomb unit

MK-84 = 4 bomb unit

GBU-10 = 4 bomb units

GBU-32 = 4 bomb units

GBU-38 = 1 bomb units

AGM-65 = 3 missile units

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
ACMI User	600050	B52	KMUO	299644	850

Loadout: 50 x CDMk82 500 lbs 0 xBullets 60 xFlares 0 x AIM9 STA(3)

Aircraft Condition 100 % Safe



Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HOVUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
 - Aggressor Tactical 1
 - Blue Tactical 1
 - AAR Channel
- AFOTEC Operations
 - A6-A6A Office
 - A1002 LtGen Sean "Dad" Petersn
- Operations Department
 - Director Air & Space Ops Office
 - Plans & Programs
 - Director Plans Codec: Unknown | Quality: 6
- Logistics
 - Director Logistics & Mission Support
 - CRAF Partners
- Website Operations
- AETC
 - AETC/CC Office
 - ACC Operations
 - ACC/CC Office
 - 335th Fighter Squadron
 - 389th Fighter Squadron
 - 9th Bomber Squadron
 - 13th Bomber Squadron
 - 421st Fighter Squadron
 - A7000 vMajGen S "Motown" Polk
 - A72011 vCol J "Torch" Ramos
 - A7216 vCapt Tom Bonnes
 - A7500 vLtCol Hoot Hootman
 - 96th Bomber Squadron
 - 27th Fighter Squadron
- AMC Operations
 - AMC/CC Office
 - Presidential Airlift Group
 - 1st Airlift Squadron

In this example, after hitting the submit button it brings you to this page where you can review your load-out. There are 50 MK-82's and 60 flares **loaded on station 3**. Your plane is now loaded ready to fly.

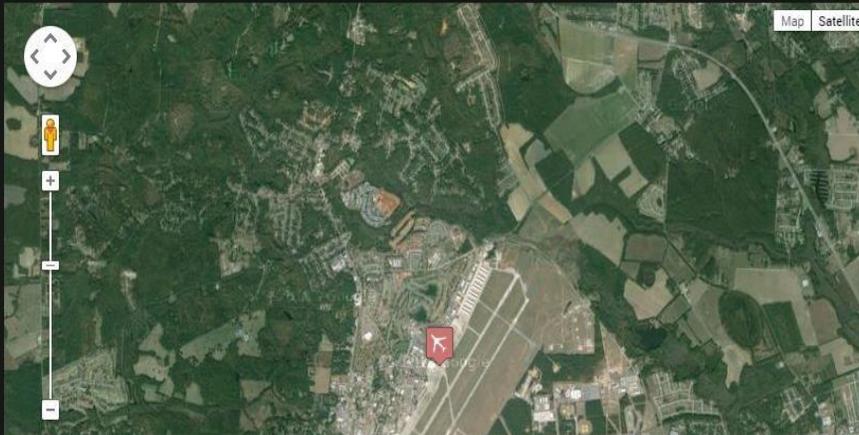
User Control Panel

Pilot: ACMI User Tail Booked: 010186 Plane Booked: C17 Loadout: x lbs xBullets xFlares x AIM9 STA() Last Known Payload: 557

- Fighter Configuration
- Bomber Configuration
- Cargo Configuration
- Helicopter Configuration

Aircraft Condition 100 % Safe

Select Appropriate Aircraft Configuration Button



Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQVUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- A1002 LtGen Sean "Dad" Petersn
- A1009J vLTGen Don Price
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
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- 9th Bomber Squadron
- 13th Bomber Squadron
- 421st Fighter Squadron
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- A7201I vCol J "Torch" Ramos
- A7216 vCapt Tom Bonnes
- A7500 vLtCol Hoot Hootman
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office

Configuration Manager for a Cargo plane: (Notice the passengers instead of bullets)

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Passengers:

Payload:

Payload Quantity:

Station ID (0 = Disabled)

Bomb Units Available:

Missile Units Available:

SAM Units Available:

Trooper Units Available:

Pallet Units Available:

Submit

Weight Per Unit

Bomb (1 unit = 500 lbs)

Missile (1 unit = 200 lbs)

SAM (1 unit = 3000 lbs)

Units Per Item

MK-82 = 1 bomb unit

MK-84 = 4 bomb unit

GBU-10 = 4 bomb units

GBU-32 = 4 bomb units

GBU-38 = 1 bomb units

AGM-65 = 3 missile units

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Passengers:

Payload:

Payload Quantity:

Station ID (0 = Disabled)

Bomb Units Available:

Missile Units Available:

SAM Units Available:

Trooper Units Available:

Pallet Units Available:

Submit

	<u>Per Unit</u>	<u>Units Per Item</u>
Bomb (1 unit = 500 lbs)	MK-82 = 1 bomb unit	GBU-32 = 4 bomb units
Missile (1 unit = 200 lbs)	MK-84 = 4 bomb unit	GBU-38 = 1 bomb units
SAM (1 unit = 3000 lbs)	GBU-10 = 4 bomb units	AGM-65 = 3 missile units

When loading the cargo plane there are some noticeable differences than in the other types of airframes. You will notice the passenger's drop-down menu. This is where you will select the amount of standard passengers you are carrying. At this time, this does not add weight to your aircraft.

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Passengers:

Payload:

Payload Quantity:

Station ID (0 = Disabled)

- Pallet 1000lbs
- Pallet 1000lbs**
- Pallet 3000lbs
- Pallet 5000lbs
- Pallet 7000lbs
- Pallet 9000lbs
- Pallet Bombs 1000lbs
- Pallet Bombs 3000lbs
- Pallet Bombs 6000lbs
- Pallet Missiles 600lbs
- Pallet Missiles 1200lbs
- Pallet Missiles 1800lbs
- Pallet Missiles 3000lbs
- Pallet ADF 3000lbs
- Pallet ADF 6000lbs
- Paratrooper

Submit

Bomb Units Available:

Missile Units Available:

SAM Units Available:

Trooper Units Available:

Pallet Units Available:

Units Per Item

Bomb (1 unit = 500 lbs)	MK-82 = 1 bomb unit	GBU-32 = 4 bomb units
Missile (1 unit = 200 lbs)	MK-84 = 4 bomb unit	GBU-38 = 1 bomb units
SAM (1 unit = 3000 lbs)	GBU-10 = 4 bomb units	AGM-65 = 3 missile units

The loading of the payload is done the same way as the other aircraft; you just have much more to choose from. You have Pallets, Pallet Bomb's with varying weights, Pallet Missile's with varying weights, Pallet ADF's with varying weights, and paratroopers. You will load your plane according to your mission assignment. The varying weights are there so if you have 90,000lbs of pallets to load, you would select Pallet 9000lbs. and quantity of 10. This goes for the rest of the pallet types as well.

- Pallets are used when hauling misc. equipment, supplies, etc.
- Pallet Bombs are used when hauling bomb units.
- Pallet Missiles are used when hauling missile units.
- Pallet ADF's are used when hauling air defense units such as SAM's and AAA.
- Paratrooper's selection is self-explanatory.

Make sure you select the proper Station Id or your payload won't load correctly. The Station ID selection process will be explained in the next section.

Plane Configuration

***** Compatible With Version 4460 & Above ONLY *****

Pilot's Vatsim ID:

Pilot's Name:

Pilot's Aircraft Type:

Flare Loaded Qty:

Passengers:

Payload:

Payload Quantity:

Station ID (0 = Disabled)

Bomb Units Available:

Missile Units Available:

SAM Units Available:

Trooper Units Available:

Pallet Units Available:

Weight Per Unit

Bomb (1 unit = 500 lbs)

Missile (1 unit = 200 lbs)

Units Per Item

MK-82 = 1 bomb unit

MK-84 = 4 bomb unit

GBU-32 = 4 bomb units

GBU-38 = 1 bomb units

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
ACMI User	010186	C17	KSSC	22959	557
Loadout:			10 x vusaf_pallet 9000 lbs 0 xBullets 60 xFlares 0 x AIM9 STA(4)		
Aircraft Condition 100 % Safe					



Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- A1001 Brick DCoS
- A1002 LtGen Sean "Dad" Petersn
- A1005 vLtGen Chris'Bushman'Dub
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners
- National Cargo - David Walton
- Website Operations
- AETC
- AETC/CC Office
- ACC Operations
- ACC/CC Office
- 335th Fighter Squadron
- 389th Fighter Squadron
- 9th Bomber Squadron
- 13th Bomber Squadron
- 421st Fighter Squadron
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office
- Presidential Airlift Group

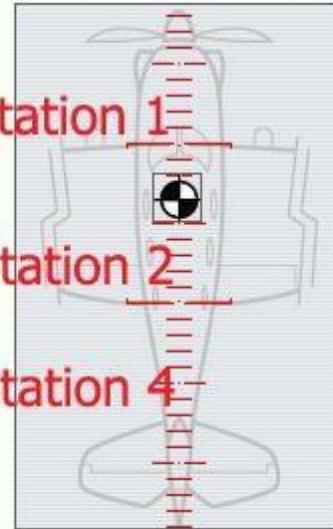
In this example, after hitting the submit button, it brings you to this page where you can review your load-out. There are 10 9000lbs. Pallets and 60 flares loaded on station 4. Your plane is now loaded ready to fly.

PAYLOAD SETTINGS

Boeing C-17A

Station	Pounds
Pilot	180
Copilot	167
Load Master	210
Payload	0

Total: 557



HELP

CANCEL

OK

You don't need to do anything in FSX. once you choose the station number that you want ACMI to take control you just set it on the webpage

Remember as a pilot it's your responsibility to choose the correct station that won't affect your center of gravity

Some aircraft may not have a payload station and one will need to be added.
If you are not familiar with doing this contact the AFOTEC Dept. for assistance.

Finally if you are using the Milviz F-15 or the vUSAF F-16 just leave the station ID to zero



90,000 lbs. of cargo was loaded through the website configuration page and the correct station was loaded, giving you the proper COG. This aircraft is ready for its mission.

Plane Selection from FSX

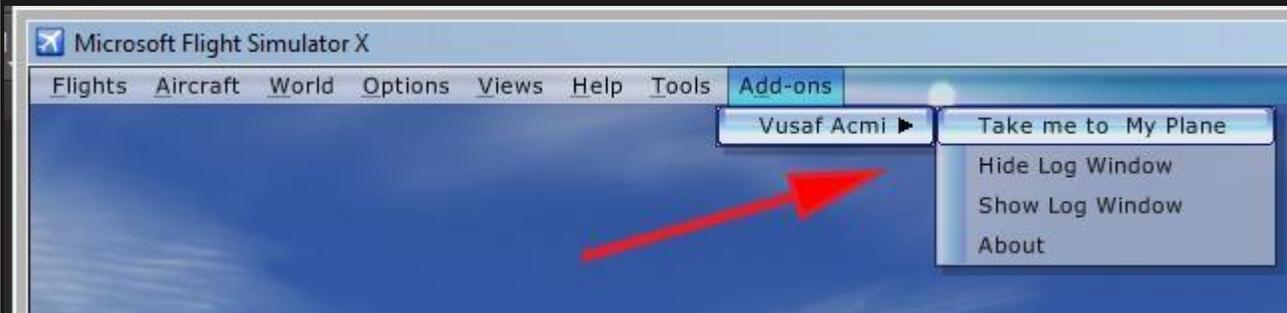
After booking a Tail number from the website and configuring your aircraft, you will have to claim that airframe inside FSX

On the Add-on menu click on

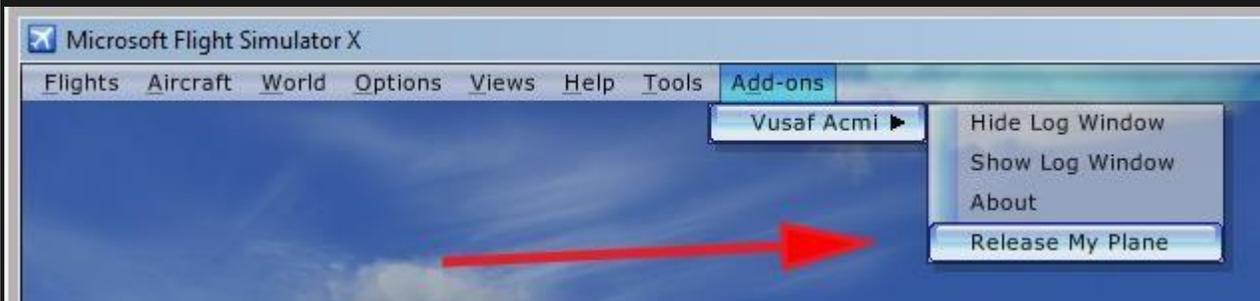


Click on "Take me to My Plane"

Warning: Clicking on this menu will warp your FSX position to the exact location where the plane was last parked. You are now in charge of this Airplane. You must put on the parking brake to arm your plane. You will hear an audible warning telling you your plane is now rearmed. It's your responsibility to move the airplane without crashing it to your destination.

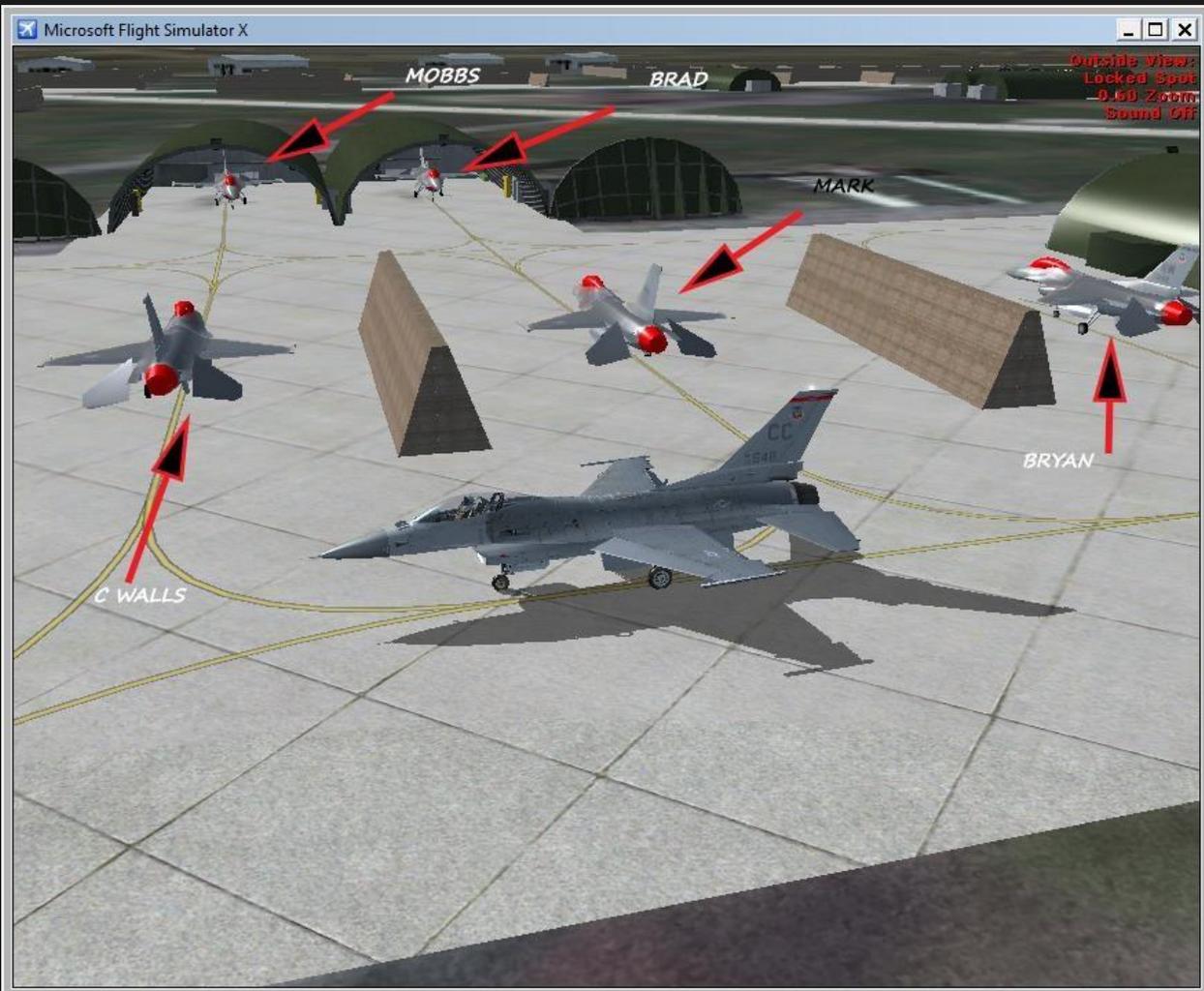


Once you finish your flight you have to park your airplane and then click the "Release My Plane" as shown below



Warning:

It is your responsibility to park the plane in the correct spot. You must use approved scenery in order to have the good parking spot. Our scenery match real world positions so you should not have any problems. You should not park your plane on the Taxiway. You should check that your plane is not blocking any traffic. You must not park on top of another aircraft (All static plane you see on the ground represent an airplane parked by another pilot) !!!!! If the apron is full refuel and fly to another airport!!!!!!



Notes:

The gauge has the function to put you back in to the air when the plane was not released. This might happen if your FSX terminated unexpectedly or if you decided to close FSX while in Flight.

In this situation the plane will still be booked to your name. you can't reselect another one you have to finish your flight. Clicking on Take me to My Plane will put you in the air at the last airborne known position.

It's your responsibility to check where the plane is (on the ground or airborne) and to configure it (engine running or not with the correct fuel load and payload) before claiming the plane. The ACMI gauge will automatically turn on the FSX auto-pilot to maintain current heading and altitude when continuing a flight. Make sure you adjust or disable the auto-pilot as needed. Your previous known payload and fuel information can be found in the example below.

*****When continuing a previous flight and reconnecting to Vatsim, make sure you check you indicated airspeed. It is very possible that the wind direction may have changed, and this could cause you to over speed, causing damage. If you notice an over-speed upon reconnection, reduce thrust, adjust the pitch or your airplane nose up, and activate your spoilers. This should slow your aircraft down quickly*****



- Home
- ACMI Gauge
- Book Tail #
- Aircraft Configuration
- Repair My Tail #
- Inventory CP
- Log Out

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
ACMI User	010186	C17	KSSC	22959	557
Loadout:			10 x vusaf_pallet 9000 lbs 0 xBullets 60 xFlares 0 x AIM9 STA(4)		
Aircraft Condition 100 % Safe					

Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Supps & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-AGA Office
- A1001 Brick DCoS
- A1002 LtGen Sean "Dad" Petersn
- A1005 vLtGen Chris "Bushman" Dub
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners
- National Cargo - David Walton
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- 13th Bomber Squadron
- 421st Fighter Squadron
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office
- Departmental AirB Group



Repairing a crashed plane

ACMI Login

Username :

Password :

Login with First and Last name and PIN number

When a crash occurs, the aircraft will be re-spawned back to the airbase where you originally departed and any payload on board will be destroyed. There is a fifteen minute wait time before your tail number will appear in the dropdown menu. This wait is written in the code to prevent instant re-spawning. The 15 minute re-spawn time is disabled when there are no events going on.

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last known Fuel:	Last Known Payload:
ACMI User	0	0	0		
No Loadout					

Re-activate Crashed Aircraft

Repair Damaged Plane

Select Re-activate Crashed Plane



Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HOvUSAF Conf. Rm. (Supps & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
 - Aggressor Tactical 1
 - Blue Tactical 1
 - AAR Channel
- AFOTEC Operations
 - A6-AGA Office
 - A1002 LtGen Sean "Dad" Petersn
- Operations Department
 - Director Air & Space Ops Office
 - Plans & Programs
 - Director Plans & Programs Office
- Logistics
 - Director Logistics & Mission Support
 - CRAF Partners
 - Website Operations
- AETC
 - AETC/CC Office
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 - 96th Bomber Squadron
 - 27th Fighter Squadron
- AMC Operations
 - AMC/CC Office
 - Presidential Airlift Group
 - 1st Airlift Squadron
 - 50th Airlift Squadron
 - 22nd Airlift Squadron
 - 15th Airlift Squadron

Repair Tail Numbers

Pilot's Name:

Tail Number(s) to repair:

Select tail number to repair and hit Submit button.

If you crash your plane with the current ACMI gauge you must do the following:

The pilot must first re-activate crashed plane, then repair the damage to the plane. The pilot must then login in FSX and click take to my plane. Once this is done, you must PARK THE PLANE IN A PARKING SPOT. (If warp is allowed the pilot can warp to a different location) then the pilot must release the plane. If the directions above are not done properly, the pilot won't be able to configure their plane with any payload.

There are two repair features now, one to repair the tail (crashed plane) and one to repair damage to the plane. The repair damage to your plane will be covered in the next section. If you don't keep track of the damage to your plane, you may find yourself with failures to your aircraft in flight. You can repair basic damage to your plane only when it reaches 50%.

There is also a chance of random failures in flight if your plane condition drops below 10%. You must monitor all your aircraft's instruments and watch for failures now.

If you have a CTD or shut down FSX, you will be required to enter in the amount of payload and fuel you had in the plane, before you can continue your flight. This information is given to you in your User Control Panel and in your ACMI log. Make sure you have your engines running and navigation ready before resuming your flight.

**** Don't forget to hit take me to my plane before starting your flight ****

- Book AETC plane
- Book ACC plane
- Book AMC plane
- Book AFSOC plane
- Assign Tail Number(ALL)

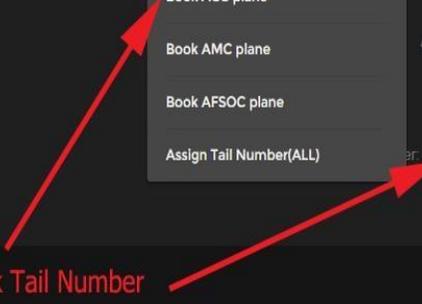
Assign Aircraft Tail Numbers

ACMI User

A10 / 810991 / KDMA / Sean "Da

Submit

Re-book Tail Number



Repairing a damaged plane

The screenshot displays the Virtual US Air Force interface. At the top left is the logo with the text "VIRTUAL US AIR FORCE" and "NO ONE ELSE COMES CLOSE". The navigation bar includes: Home, ACMI Gauge, Book Tail #, Aircraft Configuration, Repair My Tail #, Inventory CP, and Log Out. A dropdown menu for "Repair My Tail #" is open, showing "Re-activate Crashed Aircraft" and "Repair Damaged Plane". The "Repair Damaged Plane" option is highlighted with a red arrow. Below the navigation bar is the "User Control Panel" with the following data:

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
ACMI User	810991	A10	KDMA	33990	170

Below the table, the "Loadout:" is listed as "0 x 0 0 lbs -1 xBullets 0 xFlares 0 x AIM9 STA(0)". A red arrow points to the "Aircraft Condition 0 % Safe" text. On the right side, there is a "Team Speak" chat window with a list of channels including "VUSAF Team Speak Server v2", "TS 3 Info", "Lobby", "Officers Lounge", "HQVUSAF Conf. Rm. (Sups & Invite Only)", "Founders Boardroom (Invite Only)", "Chief of Staff Office (Invite Only)", "RFA Range Control", "Aggressor Tactical 1", "Blue Tactical 1", "AAR Channel", "AFOTEC Operations", "A6-AGA Office", "A1002 LtGen Sean 'Dad' Petersn", "Operations Department", "Director Air & Space Ops Office", "Plans & Programs", "Director Plans & Programs Office", "Logistics", "Director Logistics & Mission Support", "CRAF Partners", "Website Operations", "AETC", "AETC/CC Office", "ACC Operations", "ACC/CC Office", "335th Fighter Squadron", "389th Fighter Squadron", "9th Bomber Squadron", "13th Bomber Squadron", "421st Fighter Squadron", "96th Bomber Squadron", "27th Fighter Squadron", "AMC Operations", "AMC/CC Office", "Presidential Airlift Group", "1st Airlift Squadron", "50th Airlift Squadron", "22nd Airlift Squadron", and "15th Airlift Squadron". At the bottom, there is a satellite map of an airfield with a red arrow pointing to a specific location.

You can repair your damaged airframe when your aircraft condition drops below 50%. Once this occurs you need to book the aircraft you want to repair and select Repair Damaged Plane. If your plane is above 50% the following page will not appear, allowing you to repair your aircraft. You do not have to worry about random failures until your condition drops below 10%.

Repair Damaged Aircraft

Pilot's Name:	ACMI User
Damaged Aircraft:	A10
Aircraft Tail #:	810991
Aircraft Condition %:	0

Not Enough Pallets Available at
KDMA To Repair Aircraft. Cost of
Repair 17 Pallets.

Damage to Plane: Electrical, Hydraulic, Trim, Spoiler, auto pilot, flaps, Fuel Leak 10000 ft +, Engine 1 Fire, Engine 4 Fire, Aileron
Jammed Max, Engine 1 Failure, Engine 4 Failure, Elevator and Aileron Trim Up Max

In the example above, you will see all the damage that occurred to your plane. It also shows the cost in pallets, for the repairs to be done to your aircraft. Think of each pallet needed as parts, tools, etc. needed to repair the aircraft. In this example there aren't enough pallets to repair the aircraft, so pallets will need to be flown in by AMC, AFSOC, or one of our CRAF partners. Once the pallets arrive, the plane can be repaired and flown as normal.

Repair Damaged Aircraft

Pilot's Name:

Damaged Aircraft:

Aircraft Tail #:

Aircraft Condition %:

Damage to Plane: Electrical, Hydraulic, Trim, Spoiler, auto pilot, flaps, Fuel Leak 10000 ft +, Engine 1 Fire, Engine 4 Fire, Aileron
Jammed Max, Engine 1 Failure, Engine 4 Failure, Elevator and Aileron Trim Up Max
Cost of repair 17 Pallet(s)

In this example it shows you the same information as the one in the previous page except this one has the Repair Damaged Airframe button. This indicates that there are enough pallets to repair your aircraft back to its 100% condition. You can find out the amount of pallets, etc. at each base by using the Inventory CP. The use of this CP will be explained in the next section.

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
ACMI User	810991	A10	KDMA	33990	170
Loadout:			x lbs xBullets xFlares x AIM9 STA()		
Aircraft Condition 100 % Safe					



Team Speak

- VUSAF Team Speak Server v2
- TTS 3 Info
- Lobby
- Officers Lounge
- HQyUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- A1002 LtGen Sean "Dad" Petersn
- A1005 vLtGen Chris'Bushman'Dub
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners
- Website Operations
- AETC
- AETC/CC Office
- ACC Operations
- ACC/CC Office
- 335th Fighter Squadron
- 389th Fighter Squadron
- 9th Bomber Squadron
- 13th Bomber Squadron
- 421st Fighter Squadron
- 96th Bomber Squadron
- 27th Fighter Squadron
- AMC Operations
- AMC/CC Office
- Presidential Airlift Group
- 1st Airlift Squadron
- 50th Airlift Squadron
- 22nd Airlift Squadron

In this example, the plane has been repaired and the condition is back to 100%. Once this is done, you can select take me to my plane in the FSX add-ons menu or log off. (Remember if you are repairing damage after re-activating a crashed airframe, you must park and release the plane.)

Inventory Tracking System

Home

User Login

ACMI Login

Username :

Password :

Login with First and Last name and PIN number

Inventory Tracking System (User Level Interface)

VIRTUAL US AIR FORCE **NO ONE ELSE COMES CLOSE**

Home | ACMI Gauge | Book Tail # | Aircraft Configuration | Repair My Tail # | **Inventory CP** | Log Out

User Control Panel

Pilot:	Tail Booked:	Plane Booked:	Parked location:	Last Known Fuel:	Last Known Payload:
Hajo Lippke	0	0	0		

No Loadout

Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
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- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAP Partners

Map | Satellite

VIRTUAL US AIR FORCE **NO ONE ELSE COMES CLOSE**

Home | ACMI Interface | Air Base Details | Trooper Location | **Pilot Requisition Orders** | Log Out

INVENTORY TRACKING 3

PROPER PLANNING MAKES ALL THE DIFFERENCE

Inventory Location Map

Map | Satellite

Team Speak

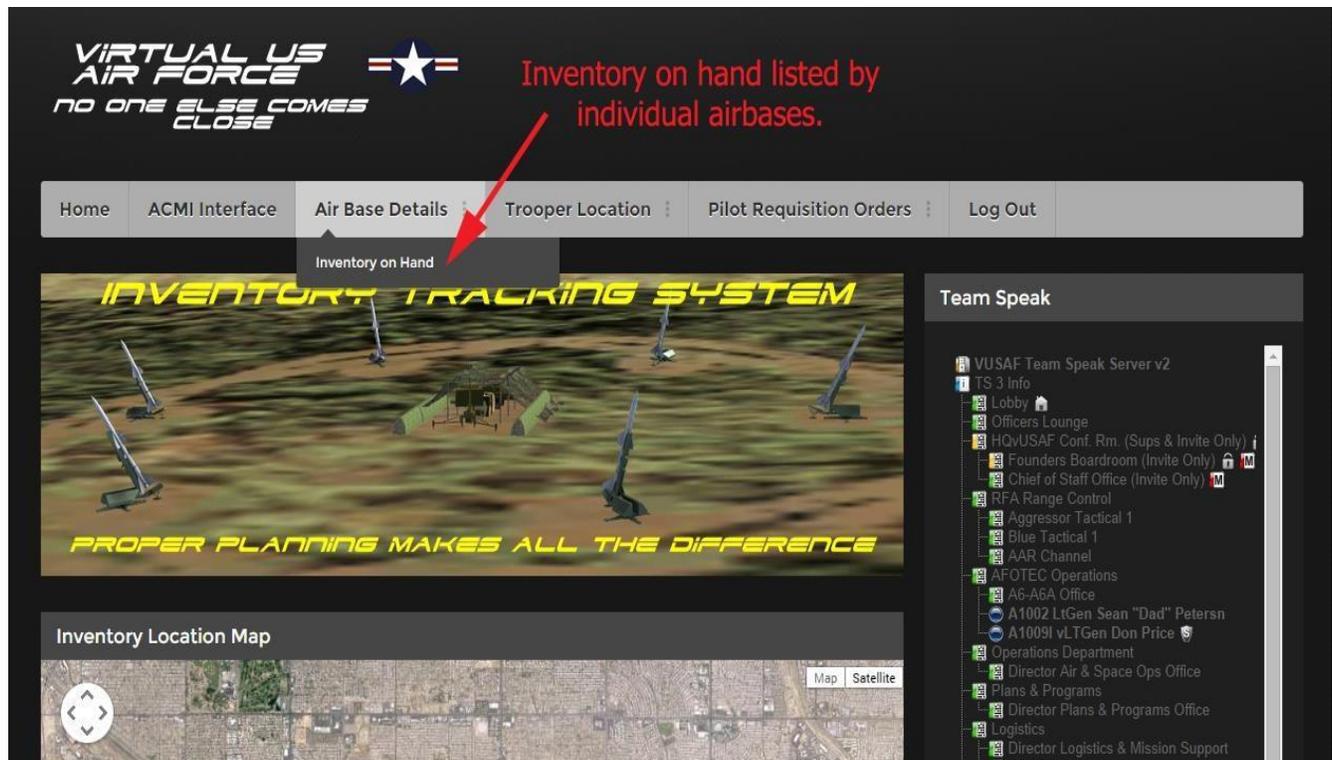
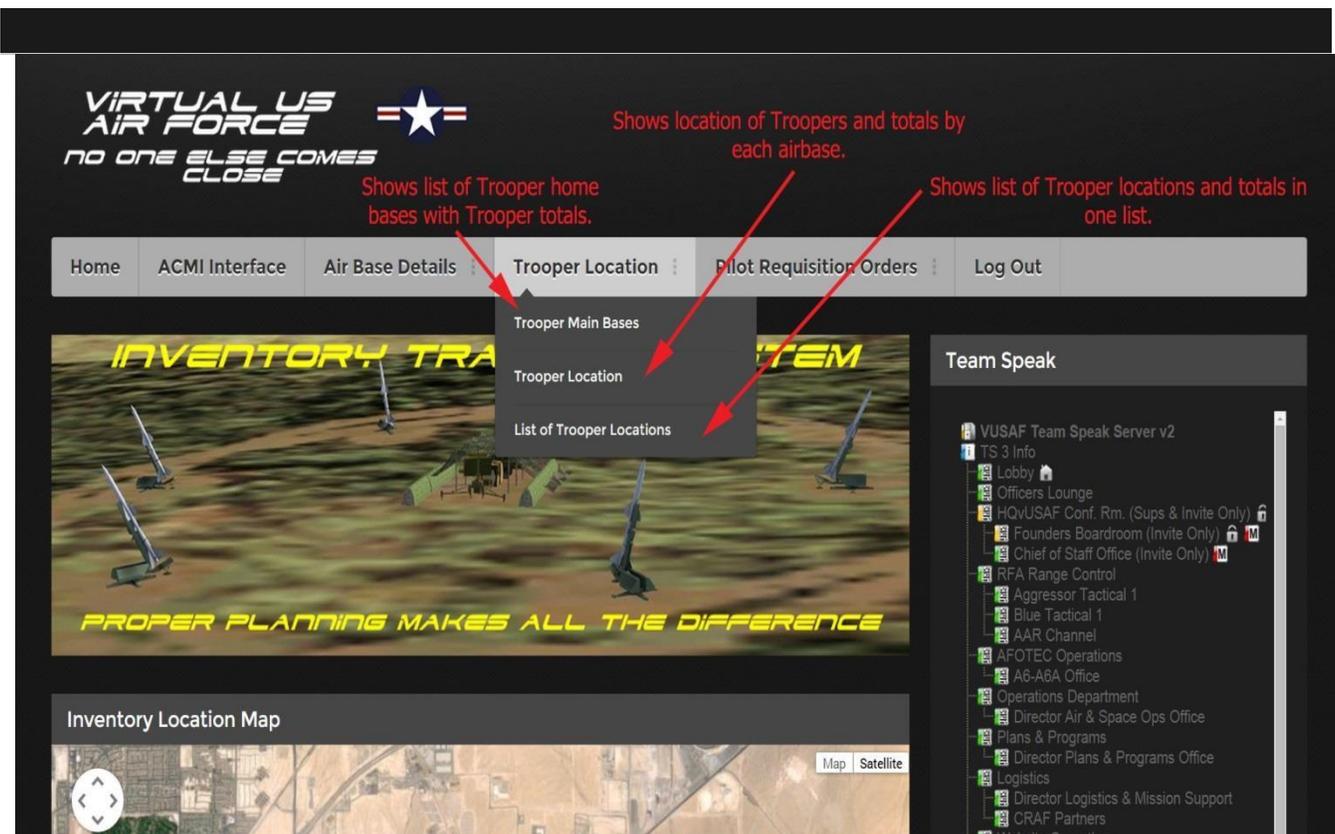
- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
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- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAP Partners

Select to claim you assigned PRO.

Select to report completion of assigned PRO.

Claim Pilot Requisition Order

Mark Pilot Requisition Order Completed



Inventory Tracking System (Majcom Level Interface)

VIRTUAL US AIR FORCE 
NO ONE ELSE COMES CLOSE

Select to claim your assigned PRO. Select to report completion of assigned PRO.

Home ACMI Interface Order Info Warehouse Details **Inventory Info** **Pilot Requisition Orders** Log Out

INVENTORY TRACKING SYSTEM

PROPER PLANNING MAKES ALL THE DIFFERENCE

Inventory Location Map

Map Satellite

Claim Pilot Requisition Order
 Mark Pilot Requisition Order Completed

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQVUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
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- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners

VIRTUAL US AIR FORCE 
NO ONE ELSE COMES CLOSE

Used to request an inventory shipment from Logistics Used to request troopers from Logistics.

Same as in the user level.

Home ACMI Interface Order Info Warehouse Details **Inventory Info** Pilot Requisition Orders Log Out

INVENTORY TRACKING

PROPER PLANNING MAKES ALL THE DIFFERENCE

Inventory Location Map

Map Satellite

- Air Base Inventory on Hand
- Trooper Main Bases
- Trooper Location
- List of Trooper Locations
- Air Base Requisition Form
- Trooper Requisition Form

Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQVUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners

Inventory on hand listed by warehouse location.

Home ACMI Interface Order Info Warehouse Details Inventory Info Pilot Requisition Orders Log Out

Inventory on Hand

INVENTORY TRACKING SYSTEM

PROPER PLANNING MAKES ALL THE DIFFERENCE

Inventory Location Map



Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Supps & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
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- Blue Tactical 1
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- Operations Department
- Director Air & Space Ops Office
- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners

List of unclaimed PRO's.

List of unassigned PRO's.

List of completed PRO's

Home ACMI Interface Order Info Warehouse Details Inventory Info Pilot Requisition Orders Log Out

- Unassigned Requisition Orders
- Unclaimed Requisition Orders
- Completed AMC/AFSOC Pilot Requisition Orders

INVENTORY TRACKING SYSTEM

PROPER PLANNING MAKES ALL THE DIFFERENCE

Inventory Location Map



Team Speak

- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Supps & Invite Only)
- Founders Boardroom (Invite Only)
- Chief of Staff Office (Invite Only)
- RFA Range Control
- Aggressor Tactical 1
- Blue Tactical 1
- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- Operations Department
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- Plans & Programs
- Director Plans & Programs Office
- Logistics
- Director Logistics & Mission Support
- CRAF Partners

Inventory Tracking System (Admin Level Interface)



Inventory Location Map



Tear

- Air Base Inventory on Hand
- Trooper Main Bases
- Trooper Location
- List of Trooper Locations
- Air Base Requisition Form
- Trooper Requisition Form

- AAR Channel
- AFOTEC Operations
- A6-A6A Office
- Operations Department
 - Director Air & Space Ops Office
 - Plans & Programs
 - Director Plans & Programs Office
 - Logistics
 - Director Logistics & Mission Support
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 - ACC/CC Office
 - 335th Fighter Squadron
 - 389th Fighter Squadron
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 - 13th Bomber Squadron
 - 421st Fighter Squadron
 - 96th Bomber Squadron
 - 27th Fighter Squadron
- AMC Operations
 - AMC/CC Office
 - Presidential Airlift Group
 - 1st Airlift Squadron
 - 50th Airlift Squadron
 - 22nd Airlift Squadron
 - 15th Airlift Squadron
 - 6th Air Refueling Squadron

Everything you see in this drop-down menu has been explained in the example earlier.

Inventory on Hand

Factory Requisition Form

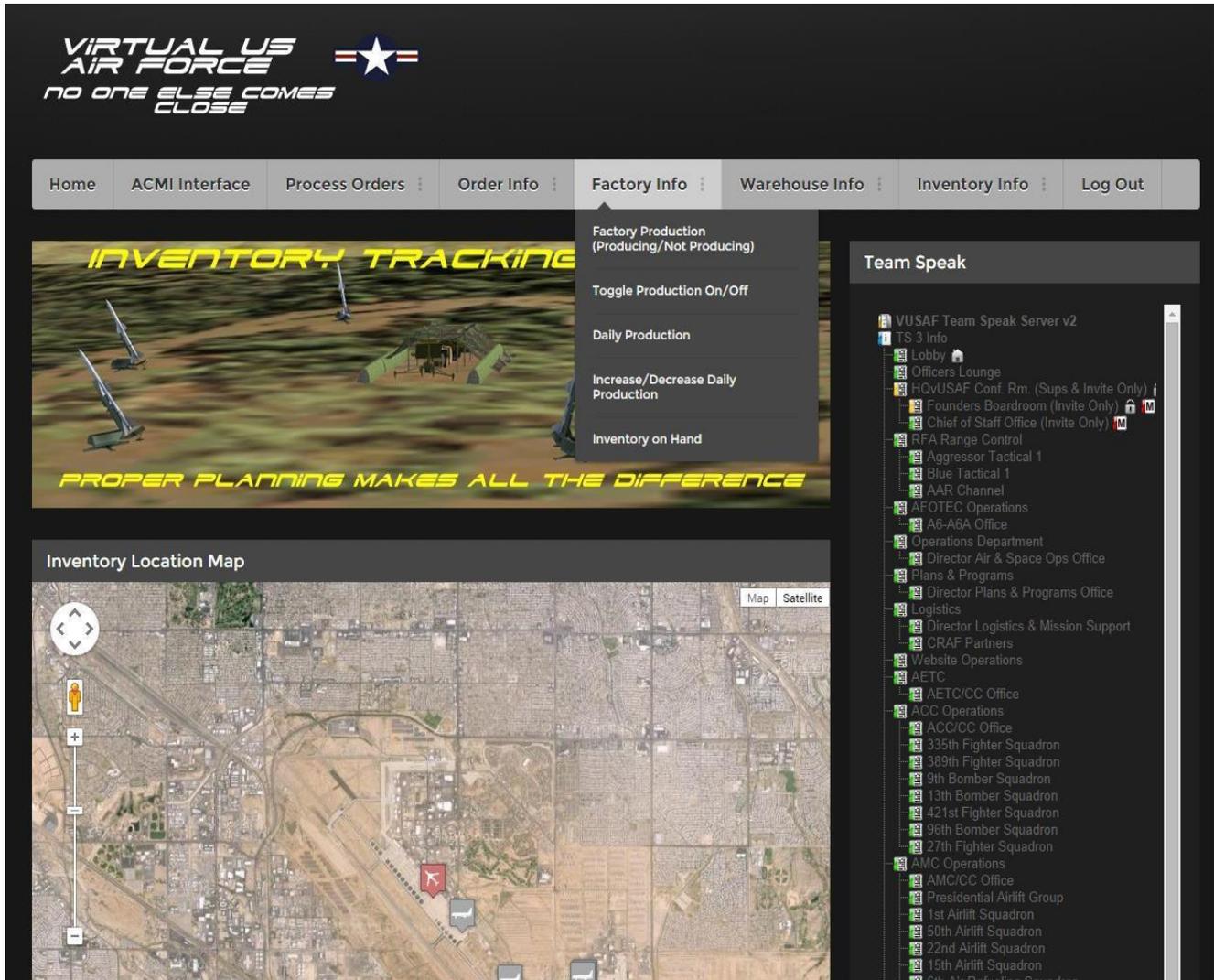


Inventory Location Map

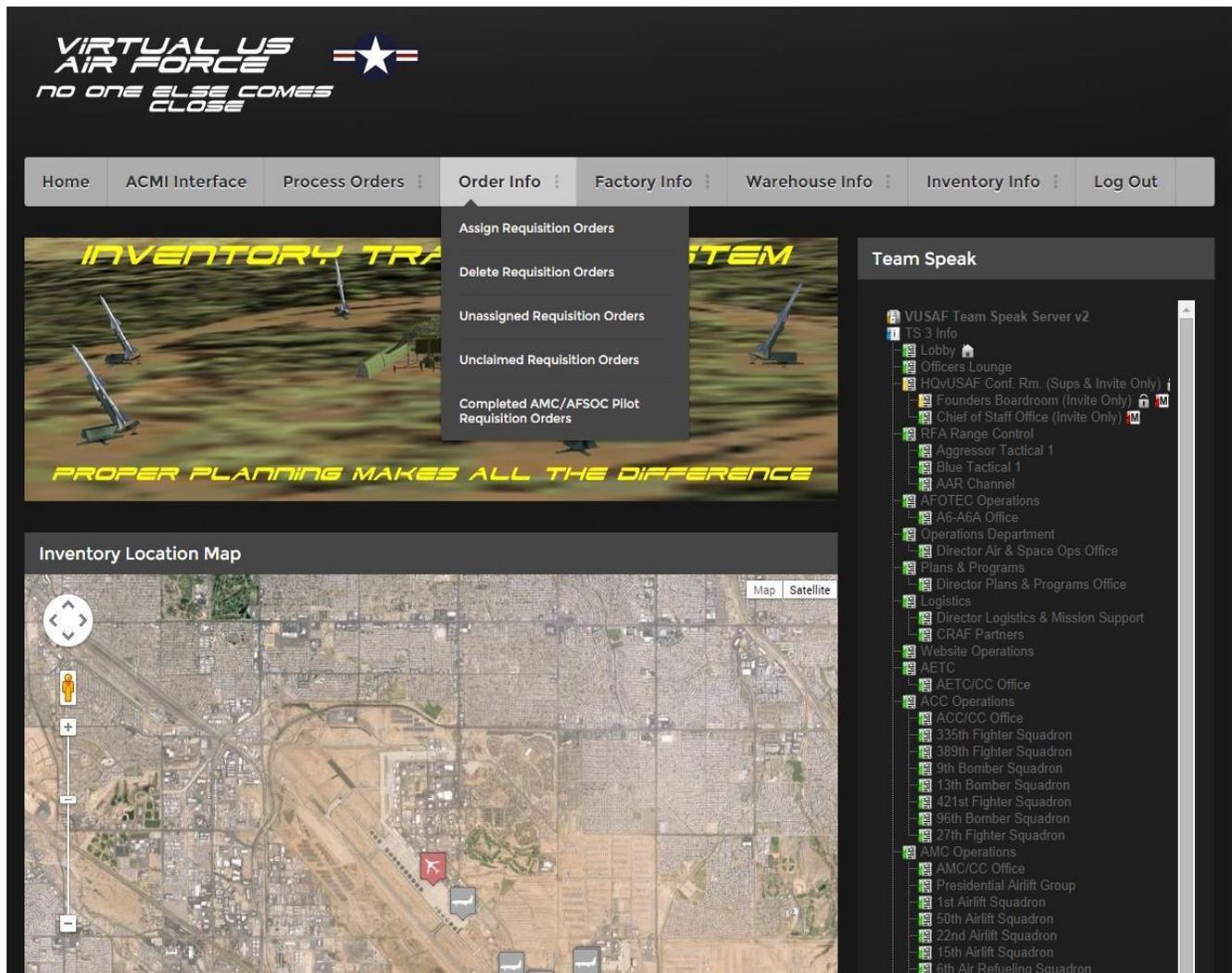


- VUSAF Team Speak Server v2
- TS 3 Info
- Lobby
- Officers Lounge
- HQvUSAF Conf. Rm. (Sups & Invite Only)
- Founders Boardroom (Invite Only)
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 - 50th Airlift Squadron
 - 22nd Airlift Squadron
 - 15th Airlift Squadron
 - 6th Air Refueling Squadron

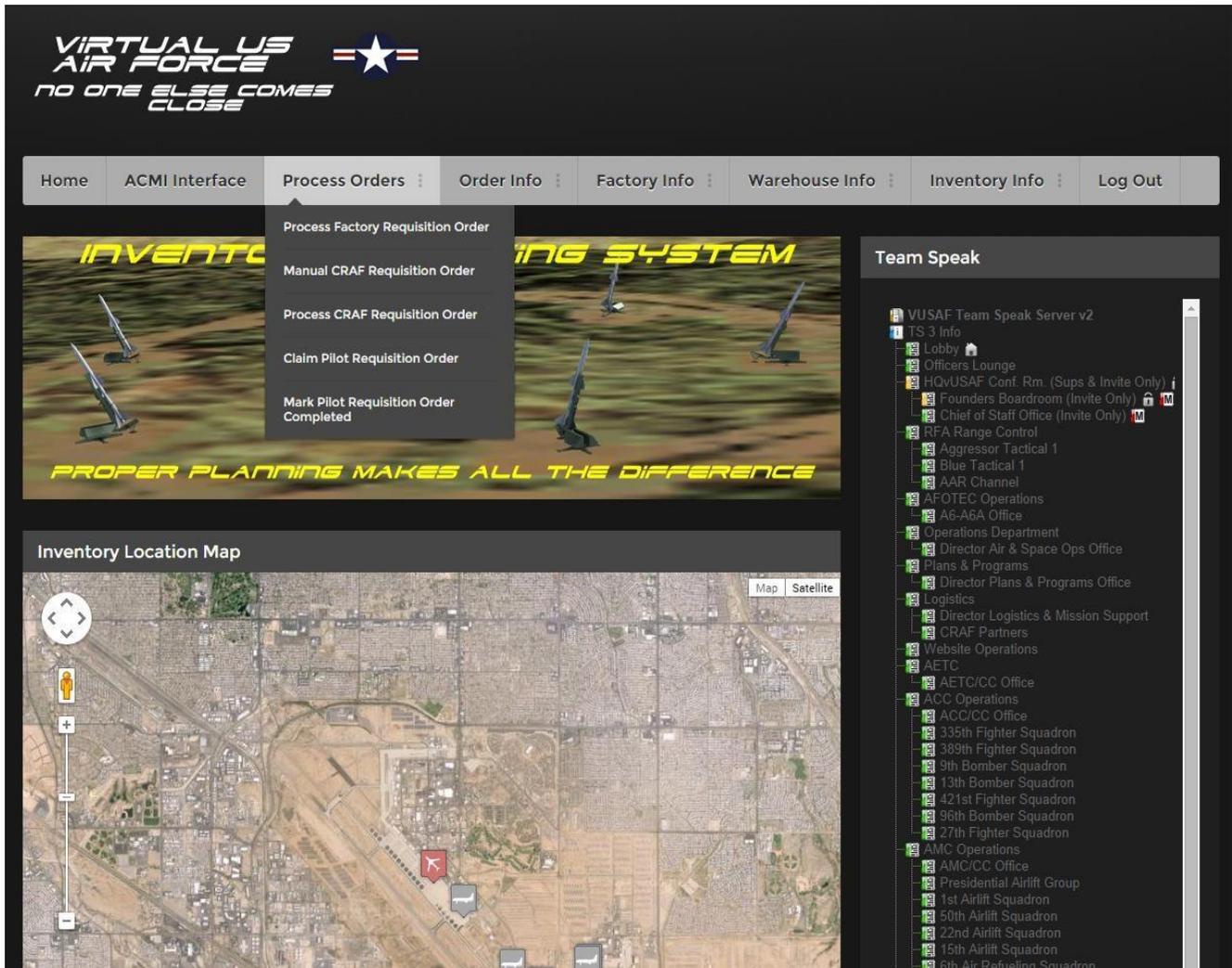
In this example, in the Warehouse Info dropdown, there is Inventory on Hand and Factory Requisition Form. The Inventory on Hand will show you the amount of inventory listed per airbase. If the airbase you're looking for isn't listed, there is no inventory at that airbase. The Factory Requisition Form is used to request inventory be shipped to one of our existing warehouses. These shipments are done automatically by Ship, Truck, or Train. At this time it happens immediately, in the near future it will take a certain amount of days for each one to be shipped.



Here, in the Factory Info dropdown, there are five different buttons. The Factory Production button will display the location of each factory, and if it's producing inventory. The Toggle Production On/Off allows you to turn off an individual factory if there are enough inventories on hand there. The Daily Production button shows you the amounts produced at each factory. The increase/decrease daily production allows you to update the amounts you want produced at each factory. The Inventory on Hand displays the total amount of inventory at each specific factory.



Above, in the Order Info button, there are five buttons to choose from in the dropdown menu. Starting from the top, the first one is where you assign a PRO to CRAF, AMC, or AFSOC. The second button allows you to delete any PRO. The third button gives you a list of unassigned PRO's. The fourth button displays a list of unclaimed PRO's that needs to be completed. The last button displays the completed PRO's from AMC and AFSOC.



Above, in the Process Orders dropdown, there are five buttons to choose from. The first one, starting from top to bottom, is where a factory requisition order is processed. The next button is used to assign CRAF missions. The third button is used to process the CRAF PRO, which places the inventory the CRAF partner hauled at its correct location. The fourth button is used to claim your PRO and the last button is to mark your PRO complete.

Gun Employment

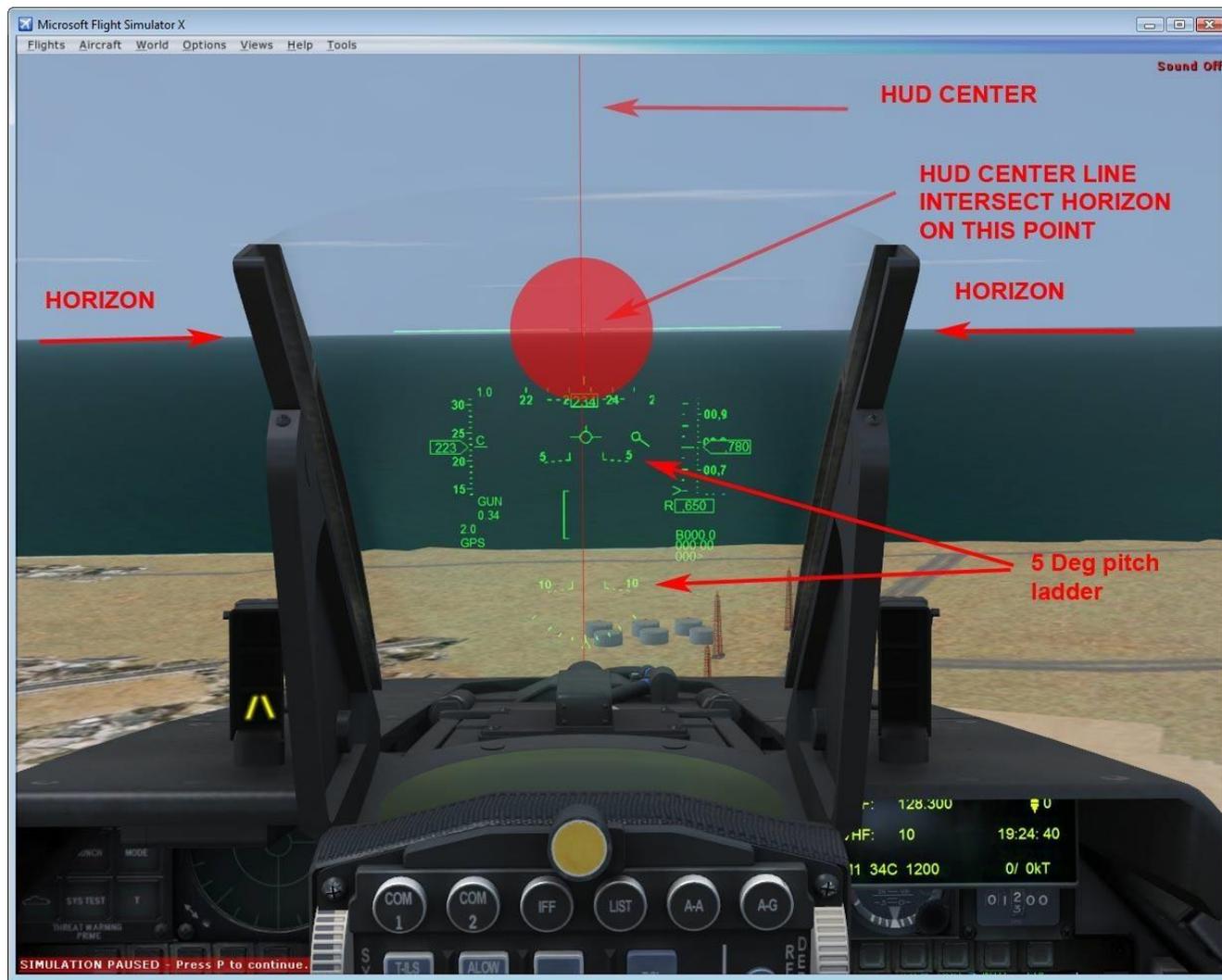
The pressing the trigger once will release a burst of 15 to 25 simulated bullets, path will be calculated and if you manage to maintain the target within the kill zone then your opponent will receive damage.

While on the ground re-arm your plane, confirm the bullets are loaded by checking your inventory. Be aware that gun works now on a head on course!!!

ACMI Gun Kill Center:



ACMI Gun Kill Zone:



BombEmployment

On the ground rearm your jet and get confirmation of your payload by checking your inventory. Once airborne, provided that you don't hear the Aim9 Growl sound, pressing the release droppable object will drop one bomb. Only High drag bombs are simulated, so it's best to release within 1 to 1.5nm to target on 45 deg. dive. A bomb impacting the ground to close to your plane may have fragment the will damage your jet.

AIM9 Employment

On the ground rearm your jet and get confirmation of your payload by checking your inventory. Once airborne, toggle the AIM9 key, to turn on the IR seeker. Any hot, fast moving object that passes in the field of view of the seeker head will be detected and high pitch sound will indicate a valid target. Pressing the release droppable object will launch the missile. Launch decision is at pilot discretion

Good Range is from 0.7nm to 4nm. It's possible to fire under the minimum range but you have a high chance to just loose this missile (IOW, no time to turn to the target). It's best to fire when you are behind your opponent, you will have the highest PK, but heads on is also possible.

ECM Employment

Your plane will be loaded with Flare that represent all type of ECM. Make sure to rearm your jet before take-off and get confirmation of your payload by checking your inventory.

ECM against AIM9 simulates flares. Drop them anytime and as needed to force the missile go after them.

ECM against SAM simulates Chaffs they are to be dropped when the SA2 is almost reaching you.

ADS INFORMATION

Currently, we have three types of Air Defense Systems (ADS) in use. They are the SA-2 SAM, the ZSU-23 AAA Battery, and the KS-19 AAA Battery. There will be more added in the near future.

SA-2 = Maximum altitude range 60000 ft. AGL

ZSU-23 = Maximum altitude range 6500 ft. AGL KS-

19 = Maximum altitude range 20000 ft. AGL

Training Information

If you enter the code 7777 into your transponder, your plane will be set to training mode. This allows you to go out to the range and practice evading SAM's and bombing targets without the risk of being shot down. The ADS's will still shoot at you but there will be no damage done to your plane. In your ACMI log it will tell you what kind of damage you would have incurred if you weren't in practice mode.

If you enter the code 7770 into your transponder, this will enable the quick release of bombs on the B-2, B-1, and B-52. It will also enable the quick release for paratrooper and cargo for air-drops. You will also need to make sure that your repeat slider for release droppable objects is all the way to the right. To disable this function enter 7770 into your transponder.

ACMI Radar Installation Instructions.

This gauge has radar built into it. **If you are flying a plane that doesn't have onboard radar, or you don't have pay ware radar installed, you will need to make the following changes to your panel config. file.**

Open the panel cfg and locate the [window titles] section then add a new line with a new window number

```
[Window Titles]
Window00=HSI
Window01=GPS
Window02=VUSAF_RADAR
```

Then add the following section

```
[Window02] zorder=0
file=Panel_POD.bmp
size_mm=300,300
position=5
BACKGROUND_COLOR=0,0,0
visible=0 sizeable=0
gauge00=acmi!vusaf_radar ,1, 1 ,512,512
```

The Window number, shown here as Window02, will vary depending on aircraft. Make sure that the number in the Windows Titles match the line added below.

Here are the keys to control the radar:

```
G1000_PFD_SOFTKEY12: // Radar cursor up
G1000_PFD_SOFTKEY11: // Radar cursor down
G1000_PFD_SOFTKEY10: // Radar cursor right
G1000_PFD_SOFTKEY9: // Radar cursor left
G1000_PFD_SOFTKEY8: // Radar elevation decrease
```

G1000_PFD_SOFTKEY7: // Radar elevation increase
G1000_PFD_SOFTKEY6: // Radar Aperture decrease
G1000_PFD_SOFTKEY5: // Radar Aperture increase
G1000_PFD_SOFTKEY4: //Radar decrease range
G1000_PFD_SOFTKEY3: //Radar increase range
G1000_PFD_SOFTKEY2: //Radar TMS up (LOCK)
G1000_PFD_SOFTKEY1: //Radar TMS down (UNLOCK)

There are 2 new warning sounds indicating what team is locking you on the radar.

Radar Warning Receiver (RWR) Installation.

RWR download link: [vUSAF ACMI RWR](#)

Installation instructions included in download.

ACMI Damage System Information

The ACMI damage system is broken down into four failure levels:

Initial Failure Level 1

Electrical Failure
Hydraulic Failure
Trim Disabled Rudder
Disabled
Flaps Disabled

Medium Failure Level 2

Fuel Leak above 10,000 feet
Fuel Leak

Engine Fire
Engine Fire
Engine Fire
Engine Fire
Aileron Trim set to MAX

Serious Failure Level 3

Engine Failure
Engine Failure
Engine Failure
Engine Failure
Elevator Trim up MAX Elevator
& Aileron Trim up MAX
Elevator Trim set to MAX Down

Severe Failure Level 4

Aileron Disabled
Elevator Disabled
Complete Fuel Loss
Aileron & Elevator Disabled

These failures will begin to occur for the following reasons and will lower your aircraft condition %:

- Shot by a SAM site
- Shot by a AAA site
- Shot by another aircraft

Additional information monitored that will add damage points and lower your aircraft condition %:

- Over-speed of aircraft as determined by FSX. (Checked every 4 seconds)
- Over-speed of aircraft as determined by aircraft's configuration file.
- Flap and Slat speeds
- Overstressing of aircraft (Over-G)
- Landing rate (Over 600 fpm considered hard anything over 1300fpm will cause significant damage)
- Maximum Landing Weight (See MLW information below)
- Landing Gear speed

Maximum Landing Rate List:

****All fighters are designed to land with their maximum take-off weight with exception of the second and third generation fighters****

****All rotorcraft can land with their max take-off weight****

C-130 130,000lbs.

C-17 447,000lbs. B-1
310,000lbs.

B-2 310,000lbs. C-40
158,000lbs. VC-25
652,000lbs.

C-32 200,000lbs. B350
15,000lbs.
B-52 290,000lbs.
BE-40 15,000lbs.
C-5 769,000lbs. KC-10
408,000lbs.
E-3 325,000lbs. GLF5
75,300lbs.
TEX2 5,800lbs.
U-2 21,000lbs.
PC-12 10,000 lbs.
LJ45 19,200 lbs. KC-135
200,000lbs.

**** When flying a mission, you will want to make sure that you have a plan for an alternate airbase, if damage where to occur. You will want to check the pallet totals to make sure you are able to repair your damaged plane without having to wait for pallets to be flown in ****

Inventory Tracking System:

The Inventory Tracking System keeps track of all cargo movements done through the PRO system. This system allows the user to see what's at a certain airbase, request cargo/munitions to be delivered to an airbase, and much more. All this information is very important as it's an essential part of the ACMI gauge. As explained earlier there must be munitions, cargo, troopers, etc., at an airbase, for a pilot to configure their plane.

If a Squadron/Wing Commander needs something delivered to an airbase they must email their Majcom CC their request. The Majcom CC can then put in a request to logistics for assignment and delivery. This is done by choosing the Air Base Requisition Form and filling in the necessary info. If

there are Troopers needed, the Trooper Requisition Form is used. Once the PRO has been received, processed, and assigned by the logistics department, the request will be flown. When you are assigned a PRO, the pilot must claim it before flying the mission. Once the mission is completed, the pilot must mark the PRO as completed. If you crash your aircraft, all cargo/munitions on board will be lost, and you will be placed back at your original departure airbase. You will then need to go through the re-activate and repair process.

FSInn Airplane Configuration

Open FSInn Control Panel



Click on Advanced



Click on Edit Current Used Aircraft



Enter your correct aircraft ICAO code in the box under User (See list at end for codes). If you enter the proper code the box will turn green, if you don't it will turn red. You may also add Aircraft wake (Heavy, Medium, Light) and Texture Resolution (Last two are optional)



Input Aircraft ICAO Code

Once the info is filled out, hit apply.

List of ICAO codes (should be read as Aircraft Name = ICAO Code)

Fighter

- F-15C/D/E = F15
- F-16 = F16
- F-22A = F22
- F-35 = F35 □ A-10 = A10

Cargo

- C-5 = C5
- C-17 = C17
- C-130 = C130
- C-27J= C27J
- KC-10 = DC10
- KC-135R = K35R
- VC-32A = B752
- C-40B/C = B737 □ VC-25 = B742

Bombers

- B-1B = B1
- B-2A = B2
- B-52H = B52

Rotary

- V-22 = V22
- HH-60 = H60 □ UH-1 = UH1

Other

- E-3 = E3TF
- U-2 = U2
- E-4B = B742
- Eurofighter Typhoon = EUFI
- Panavia Tornado = TOR