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THANK YOU FOR BUYING MY SUPERMARINE SPITFIRE MKIX

This model has unique functions, and many custom features.

Please take the time to read this manual.

PLEASE NOTE

If you want to retain any custom settings or livery customisation -
your plane must be saved to your inventory.

Details of savable settings and save routine can be found at the [end of this](#) manual

FEATURES

VICE COMBAT SYSTEM

150 HP / HMG

2 x 20 mm Hispano Mk II cannons and 2 x 0.5 in Browning MG.

The cannons and guns alternate automatically.

2 VICE SMB 200 LB Bombs are provided.

The MK IX did not carry any bombs. Although some earlier models carried wing bombs – they had been discarded by the arrival of the MK IX - and so for aesthetic purposes this model does not display any bomb load.

ACS COMBAT SYSTEM

ACS Combat is also featured on this model.

ACS Combat is a plug-in, enabling combat with other ACS compatible vehicles and weapons, in particular, ACS combat drones.

FUNCTIONING INSTRUMENTS

TR.1143 Radio. Artificial Horizon Indicator. Airspeed Indicator. Gyro compass. Oil Pressure Gauge. Fuel Pressure Gauge. Boost Gauge. Oil temperature. Water temperature. Tachometer. Vertical Speed Indicator. Turn/Slip Indicator. Altimeter. Clock chronometer. Ammeter. Radio. Lights. Brake pressure indicator.

ADDITIONALLY

Articulated control surfaces flaps and landing gear, cockpit door and canopy, landing gear control lever and flaps control lever, rear wheel steering.

Nav lights wing and tail.

23 livery skins and specular textures, 8 preset insignia markings. Customisable (paintable) insignia markings, pilot art, Name, Group and application codes and templates.

KEY PRESS CONTROL

e/c 'key' (PgUp/PgDn) - Increment/Decrement Throttle by 6%.

w/s 'key' (fwd back arrows) - pitch down/up.

a/d 'key' (left right arrows) - roll left/right.

e 'key' : fires guns in pro gun mode*

Left Mouse button: fire guns (when combat is enabled).

CHAT COMMANDS

'start' to start motor.

'stop' to stop motor.

'br' toggles the wheel breaks.

'a' Autopilot engage*

'g' to raise or lower landing gear.

Deploying the landing gear, will lose lift – lowering the flaps will increase lift for landing.

A warning 'beep' will sound if the gear remains deployed over a certain speed. Retract gear to resolve.

'f' to raise or lower flaps.*

'radio' (if sitting) or '/100 radio' if not sitting. The radio can also be activated by touch.

'cmenu' to open camera options menu.

'smenu' to open seat adjustment menu.

'vice on' to enable VICE combat. (and ACS on ACS fitted models)

'hudoff' / 'hudon' / 'hud50' toggles hud on- off and 50%

'e' to enable Pro Gun (when vice is enabled).*

'b' drop a bomb(s).

'team 1': join Team 1 (other options are 'none','2','3','4'). Changes vice and ACS teams

'channel': choose a private combat channel.

'channel reset': reset to default combat channel.

'manual' or '/100 manual' if not sitting - to read this manual and in depth features.

'a' toggles the Autopilot. In autopilot mode, your present altitude will be retained.

Autopilot will not function below 26% throttle.

'c' 'cc' or 'ccc' to toggle dynamic camera options.

"c" toggles between dynamic and non dynamic camera.

'cc' will give you a cockpit camera view - note, this will track your 'Yaw", but will not track your Pitch or Roll. (the 'Pro Gun' feature is recommended for this view.)

'cc' cockpit cam is not [Pro-Mode](#), but a dynamic cockpit view.

Repeat 'cc' command will exit dynamic camera mode to default cam view.

Selecting another camera view from chat or menu, will take you directly to that view.

'ccc' will give you a Cinema fixed viewpoint view.

Upon execution, your camera takes position at that location, and will track you from that fixed point of view.

Repeat 'ccc' command will exit dynamic camera mode to default cam view.

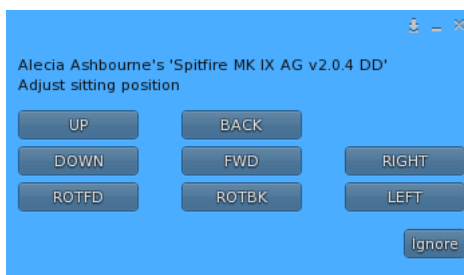
Selecting another camera view from chat or menu will take you directly to that view.

'radio' Opens radio menu.

'lights' toggles lights on or off.

'cmenu' will open the camera selection menu where these same options can be found.

'smenu' Opens Sit Adjustment Menu.



The sit adjustment adjusts your sit position and rotation.

Whilst you adjust your sitting position, the camera will automatically be offset to compensate your view.

The sit position will only be retained on the vehicle you are setting up.

Save a copy of your spitfire after setting your sit position to retain this setting. Then use this copy.

NB* You should always disable your AO before sitting !!

The following chat commands, control the transparency of the Vice and Acs floating (Hud) text on your plane, when Vice / Acs is enabled.

'hudoff' 'hudon' 'hud50' toggles Vice / Acs (if fitted) hud text on - off and 50%.

Pro-Mode

Pro-Mode, is a preset camera alternative to the default cam (non dynamic)

Pro-Mode, must be set before you sit, and cannot be changed after sitting.

Pro-Mode is similar to mouselook, but is fixed.

Pro-Mode is intended for those of you that prefer cockpit view.

*In Pro-Mode it is recommended you use the 'Pro Gun' feature.

To set Pro Mode, type in chat on channel 100 'promode' (Before sitting) e.g. `"/100 promode"`

When in Pro-Mode, typing 'c' 'cc' or 'ccc' in open chat, toggles between the dynamic cams, and cockpit cam.

*Pro Gun Key = 'e'

When vice is enabled, typing 'e' in open chat enables pro gun mode.

Pro Gun mode, changes your throttle 'e' 'key' to a Vice Gun trigger.

When this mode is enabled, your 'e' key, become your Gun trigger, and no longer functions as a throttle.

Throttle is re-enabled and pro gun disabled, by either re-typing 'e' or, throttling down, 'c' key or pgdn

TOUCH FUNCTIONS

CANOPY

Touch the canopy to open and close cockpit canopy and door.



ACTIVATE LIVERY

To activate the livery, group, pilot name, and all custom livery options - you must first 'touch' the rotary knobs located below the gun sight, next to the flaps warning tag. Touch either of these switches to activate livery functions.



Touch, Cockpit Landing gear control lever: Deploys Landing Gear - *for demonstrations.*



Touch, Cockpit Flaps control lever: Deploys Flaps - *for demonstrations.*



Touch TR 1143 radio set to open radio menu.

The radio menu can also be accessed whilst sitting, by typing 'radio' in open chat.



Touch flood light switches to toggle lights on or off.

Lights can also be toggled by typing 'lights' in open chat.



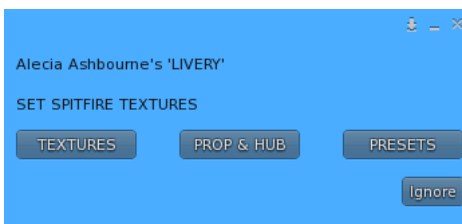
LIVERY

LIVERY MENU

When [activated](#), the livery channel is 88.

To open livery menu type "/88 livery" like this:

/88 livery



Listen on channel 88 will timeout after 480 seconds. Reactivate to continue.

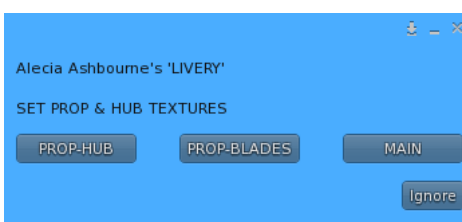
'PRESETS' >

Offers a number of preset marking options, as well as no markings, and template assignment markings to view custom template position.

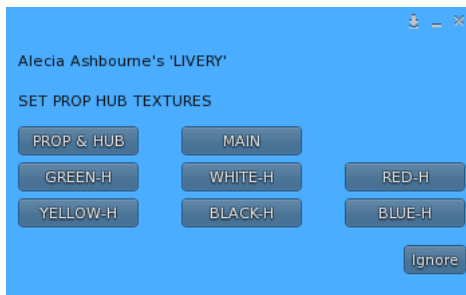


'PROP & HUB' >

Gives access to prop and hub texture options.



'PROP - HUB' >



'PROP - BLADES' >



'TEXTURES' >

There are as of writing this manual, 23 texture pairs ('Skins') in four groups.

When applying a texture – a matching specular texture is also added, for advanced graphics materials. Please note, all instruments and cockpit fittings also have specular textures. Face lights and body lights may add 'glare' to your instruments. Disable face / body lights as necessary, if you use advanced graphics.

Paint markings (stripes etc.) are grouped, A,B,C,D, so you should mix and match textures within these design groups.

Textures are sorted as upper and lower sets. You can mix and match upper and lower textures within their groups.



For example:

'UPPER A 2' and 'LOWER A 2' are a matching pair in the same group (A).

You might also choose for example 'UPPER A 1' and 'LOWER A 2' as they share the same group (A).

You would not choose 'UPPER B 2' and 'LOWER A 2'. This would be a mismatch,

NEXT > Will take you to the next menu set.

MAIN > Will return you to the main menu.

CUSTOM LIVERY INPUTS

Custom livery inputs are for setting custom livery options - loading custom marking textures, setting nose and pilot art, setting pilot name and group.

Text input livery commands, are commands that request a response after a channel 88 call, and will request your input on channel 100. As follows:

/88 group

Will call a group input request, permitting you to set your fuselage group code. Maximum 3 characters, alpha numeric. full alphabet and numbers 1 to 9.

Group text can be input as upper or lower case, but will always display as upper case.

Respond on channel 100.

/88 autoname

Will automatically set your 'display name' on the fuselage both sides of the cockpit. Maximum 16 characters, including spaces. If you want a more specific label, then you can use the 'name' command as bellow.

/88 name

Will call a name input request, permitting you to set your pilot name. Maximum 16 characters, full alphabet - upper and lower case. Permits comma, full stop/period, space, numbers 0 to 9.

Name text can be input as upper or lower case, and will display as upper or lower case accordingly.

Respond on channel 100.

ADDITIONAL CUSTOM OPTION CODES

The following codes will allow you to change the colours of your group or pilot name text:

Note: the asterisk * is an integral part of the code, so must not be omitted.

/88 gcolor* //Group Text colour
/88 ncolor* //Pilot Name Text colour

Use the relevant code, followed directly, by the vector as shown in example bellow.

/88 gcolor*<1.000, 0.941, 0.592>
/88 ncolor*<1.000, 0.941, 0.592>

CUSTOM MARKING CODES

/88 FSRNDL* To change, add your own custom fuselage roundels.
/88 RNDFLP* To flip the RH fuselage roundel horizontally.
/88 NSELGO* To change, add your own custom nose logo /art.
/88 PLTLGO* To change, add your own custom pilot logo /art.
/88 PLFLIP* To flip the RH pilot art horizontally.
/88 WNGUPR* To change, add your own custom upper wing roundel.
/88 WNGUDR* To change, add your own custom under wing roundel.
/88 TLFLSH* To change, add your own custom tail flash.

The above commands will be followed by your texture uuid for texture application codes.

RNDFLP* and PLFLIP* , do not require a uuid.

HERE ARE SOME EXAMPLES YOU CAN TRY OUT

/88 FSRNDL*b2dc8c37-302a-0748-f9f2-21e1a22899af	//rooster roundel
/88 FSRNDL*4071ca3c-4850-a14e-a8dd-4ec4a2cdec73	//bomb roundel
/88 FSRNDL*ea0387c7-28aa-2980-6c10-29eba9e9f2f3	//Bomb Round - roundel
/88 NSELGO*973e0d14-e72a-b483-8bac-f873abe12621	//lucky seven nose logo
/88 PLTLGO*9934d0d9-ce3d-a125-af2e-0183e4f1a87c	//lucky 7 pilot logo
/88 NSELGO*e8304ea3-01ab-63fb-bd8d-2d3590382284	//4 aces nose logo
/88 PLTLGO*5bafe501-ecb0-0741-6b44-cc319e101ad2	//4 aces pilot pilot logo
/88 PLTLGO*71b63c4e-b67c-a779-9a16-064ba014ef53	//Donald duck pilot logo
/88 PLTLGO*10139b93-beb0-734f-266d-0936bd4f3961	//Kills Art pilot logo
/88 NSELGO*8f3ff29f-47fe-5c70-57af-5ccb1fab4a0b	//Kills Art nose logo

CUSTOM TEMPLATES

I have provided a set of custom templates in png format for you to use for custom insignia markings creation.

Download the zip file [here](#)

You can also view and test these templates in world, by applying the templates from the [presets](#) menu.

SAVE FUNCTION AND SETTINGS

NOTE: Always use a freshly rezed plane to customise, so that the default systems are retained. The following settings can be saved on this vehicle:

All Textures, custom roundel and art work applications

Pilot name (fuselage) - group insignia (fuselage)

Seat position

Radio on / off and volume setting

Lights on / off

Pro Mode camera setting

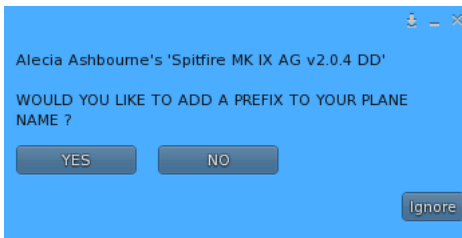
Vehicle orientation

In addition, you can add a unique custom prefix to your plane for identification.

To save your vehicle, livery must be active - activate it by following the instructions under [touch functions](#)

Once active, you can call a save function on channel 88 as follows:

/88 save



You will be asked if you want to add a custom prefix, If you choose YES, you will be prompted to type your custom prefix on channel 100.

Example: /100 Special-One

Your spitfire will then have the name 'Spitfire MK IX Special-One'

If you choose NO, your plane will be given a default custom prefix.

Your spitfire will then have the name 'Spitfire MK IX -C'

Now saved, you can take your vehicle to your inventory.

FIRST USE

Your plane will have a default livery and art design. You can explore the livery section of this manual on how to customise and save your plane.

Touching the cockpit canopy will open and close the canopy and door.

After sitting and when ready, you may type start in open chat to start your plane.

For further 'basic' flight instructions, you can type "help" in chat. This will display all your basic flight controls. For advanced settings and control options, refer to this manual.

DISPLAY MODEL

A display model is a static model of your Spitfire without scripts.

To create a display model - rez your Spitfire. After it settles move it to your desired position. You may deploy flaps, open close canopy as desired.

You can change the artwork, Group / Pilot name, insignia and textures as you like.

After you have set up your spitfire, you can delete the scripts and create your display model by typing "mkdisplay" on channel 100.

`'/100 mkdisplay'`

Your Spitfire is now a non scripted display model.

BUG REPORTS

Bug reports direct to me please on a notecard.

Usage help, you can ask in A.R.A.F group chat.

You can Join the group here :

<secondlife:///app/group/cc0b6e59-0720-df8e-375e-7ded3a974b32/about>

You can visit the A.R.A.F Display and vendor area here :

<http://maps.secondlife.com/secondlife/Meridas/225/136/3002>

Alecia.