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THANK YOU FOR BUYING MY SE5 A v2.X.X

This model has many features unique to SecondLife, and many custom options.
Please take the time to read this manual.

The SE5 package contains one SE5 'A' and an unscripted display option.
ACS Hud with mouse steer option and utility package.
Albatros BII dual gunner Drone package.

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

QUICK START GUIDE

Rez your plane choose sit.

To start Your Plane, Type 'autostart' in open chat.

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).

For on screen help type "help" in open chat.

That's it, your up and running.

For extended features, handling options, settings and customisation please read this manual.

FEATURES

MOUSE STEER

This SE5 A sports an experimental Mouse Steer system. Not to be confused with Lindens MOUSELOOK_STEER, this is a unique ... but highly experimental system. It functions globally in all camera modes and does not require MouseLook to function. As such this system will be upgraded periodically. The Mouse Steer system works in tandem with conventional key controls, and can be enabled and disabled on the fly.

VICE COMBAT SYSTEM

150 HP / HMG

1 x .303 in (7.7 mm) Vickers machine gun with Constantinesco interrupter gear.

1 x .303 in (7.7 mm) Vickers 'K – GO' machine gun on Foster mounting on upper wing.

The wing mounted and fuselage mounted guns alternate automatically.

2 VICE SMB 20 LB Cooper Bombs are provided.

The SE5 did not generally carry any bombs. Although some models carried wing or fuselage mounted 20lb cooper bombs – they were mostly discarded as pilots sought to shed unnecessary weight. The bombs are not a visible asset on this model, but function as per usual VICE configuration.

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

Bank Indicator. Air Pressure Indicator. Airspeed Indicator. Type 5/17 Compass. Oil Pressure Gauge. Water temperature. Tachometer. Altimeter. Clock Chronometer.

Required for Starting: Fuel Prime Switch, Hand Prime Pump, Fuel Switch, Magneto Switches.

ADDITIONALLY

Articulated control surfaces, and wheels.

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

'help' to bring up on screen help.

'autostart' to start motor. (If you prefer not to use the instruments)

'stop' to stop motor.

'chocks' toggles the wheel breaks.

'cmenu' to open camera options menu (Camera adjustment)

'smenu' to open seat adjustment menu.

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

'Hudoff' / 'Hudon' / 'Hud50' toggles Vice / Acs Hud text transparency on- off and 50% - 100%visibility.

'e' to enable Pro Gun (When VICE and Pro Mode 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.

Autopilot altitude automatically updated if you increase/decrease your altitude.

'c' or 'cc' to toggle dynamic camera options. 'cc' is for dash cam starting routine.

'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.

'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. Toggle 'ccc' will exit Cinema camera mode to default cam view.

Leaving dynamic camera mode in [Pro-Mode](#), will align your view with the ALDIS gunsight

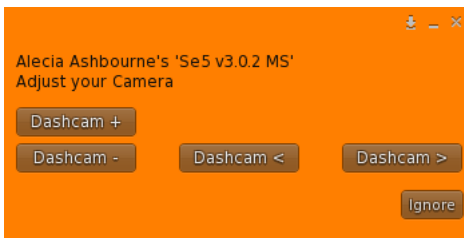
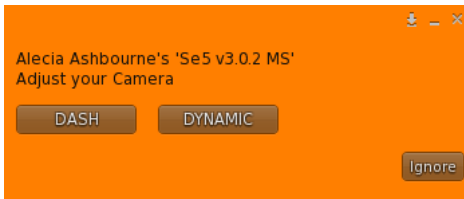
Repeat 'cc' command will exit dynamic camera mode to default cam view.

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

'r' followed by a number from ' 1 to 60 ' will alter your roll behaviour. This changes the speed with which your plane will roll, bear in mind, this is an inverse logarithmic multiplier, you will notice most effect between 1 and 10, (10 being default), above which its the law of diminishing returns. However, this is also multiplied by the speed of your plane, it's a dynamic setting, in that the faster you travel, the greater the effect/increase the roll setting has. To return to the default setting at any time, simply type 'r'. This setting can change on the fly, and will be saved if you take the plane to your inventory.

'cmenu' Opens The Camera Adjustment Menu.

'smenu' Opens Sit Adjustment Menu.

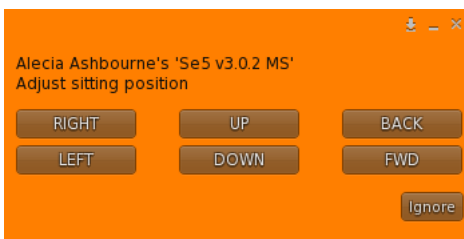


The sit adjustment 'smenu' adjusts your sit position.

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

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

Save a copy of your SE5 after setting your sit and or camera position, to retain these setting. Then use that copy. NB* You should always disable your AO before sitting !!



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.

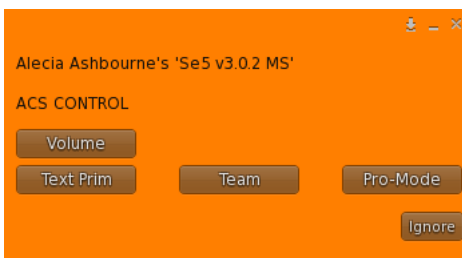
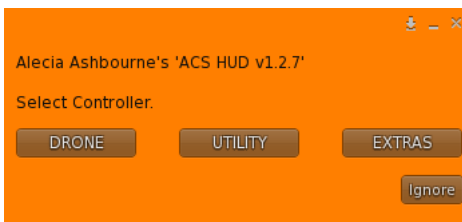
Pro-Mode is similar to MouseLook, but is fixed for both Pitch and Yaw.

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

The Pro-Mode non dynamic camera is specifically intended to service the ALDIS gun sight and is fixed for all avatar sizes and sit positions to align with the ALDIS gun sight

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

To toggle Pro Mode, type in chat on channel 100 'promode' (Before sitting), alternatively Pro Mode can be activated via the ACS Hud. 'UTILITY' > 'Pro-Mode'.



When in Pro-Mode, typing 'c' 'cc' and 'ccc' in open chat, toggles between the dynamic cams, and cockpit cam. Exiting either of these dynamic camera settings will automatically return you to the Pro Mode camera setting – cockpit view through the ALDIS gun sight.

ALDIS GUNSIGHT Pro-Mode



*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

MOUSE STEER OPERATION

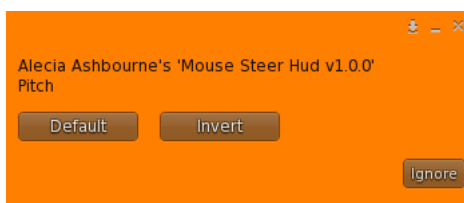
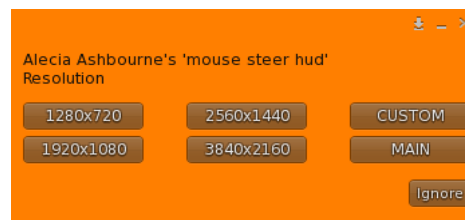
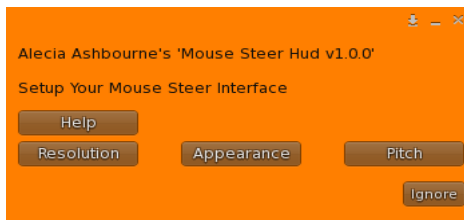


The (optional) Mouse Steer is toggled via the SE5 Hud.

Pressing the mouse icon toggles mouse steer on and off, the menu icon offers setup and usage options.

The mouse steer system is resolution dependant, meaning that the size of your monitor will affect its functionality. The default configuration is for 1920 x 1080 16:9, or full HD. Choosing 'Resolution' from the main menu. A number of preset resolutions are available. If your monitor is not supported by the defaults, you can set your own resolution by choosing 'CUSTOM', and entering your resolution in chat.

The Pitch control can be inverted for those that feel more comfortable with a reversed pitch function.



Mouse Steer mode will disable some legacy mouse functions, you will be able to continue to interact with your interface Hud's, but will not be able to interact with the world until you toggle mouse steer off. All other key controls and functions persist. You can reposition the Hud by manual edit selection, and place it anywhere on the screen you prefer (edit Hud position whilst mouse steer is inactive). Choosing 'Appearance' will allow you to change interface options. There are two assistive interfaces for training, and a blank interface for normal use. In Mouse Steer mode, you will see an icon of an arrowed mouse on screen to indicate you are in Mouse Steer mode - Note, this is not a functioning icon.

Outer Cross Hairs Interface



Inner Cross Hairs Interface



Blank Interface



The Mouse Steer functionality is very intuitive. Unlike Lindens MOUSELOOK_STEER, Mouse steer does not control your vector according to pointer position, but rather the mouse is used to interact with the existing key controls and your monitor.

Touching the screen above the horizontal line will alter the pitch angle upwards. Touching the screen below the horizontal line alters the pitch angle downwards. This is reversed if 'Inverted' is selected from the mouse steer 'Pitch' menu. Left of screen will cause you to roll to the left, and right of the screen will cause you to roll to the right. The coordinates will combine i.e. left down or up, right down or up, or any combination thereof.

The vector control is logarithmic, meaning, the further left, right, up or down you choose, the greater your angular velocity (turn speed), e.g. slightly to the left of centre will move the vehicle only slowly to the left, whereas far left will move your vehicle faster in that direction. This is an advantage over key controls which are either on or off and have a preset angular vector and velocity. Mouse Steer remains functional in Taxi mode on the ground.

The Mouse buttons may be continuously or momentarily pressed, a continuous press will continuously update the vectors, as if holding down a key or keys, and a momentary press will momentarily update the vectors as if pressing and releasing a key momentarily. Keys may also be used in combination with Mouse Steer.

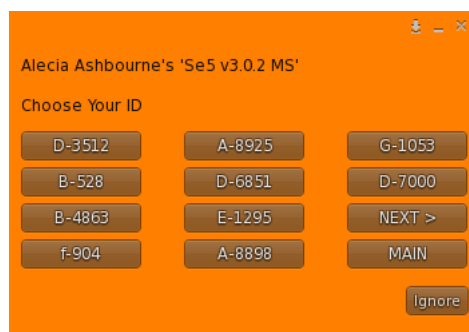
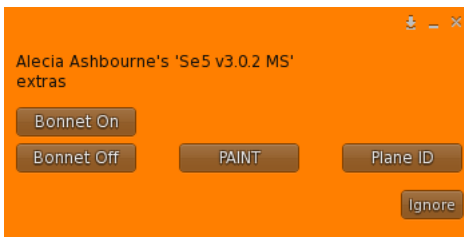
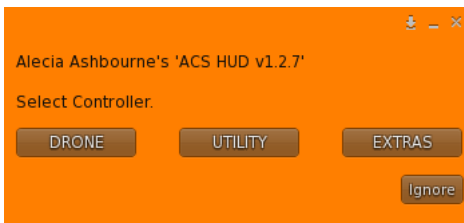
Whereas I have not found this functionality very useful in combat, it makes for a very relaxing and intuitive cruising experience. As mentioned previously this is currently an experimental system. All control surface movements remain active in Mouse Steer mode.

LIVERY

Although the SE5 saw service in other air forces internationally, the SE5 'A' WW1 version featured here was primarily in service with United Kingdom forces of the R.F.C Royal Flying Corps (prior to the formation of the R.A.F).

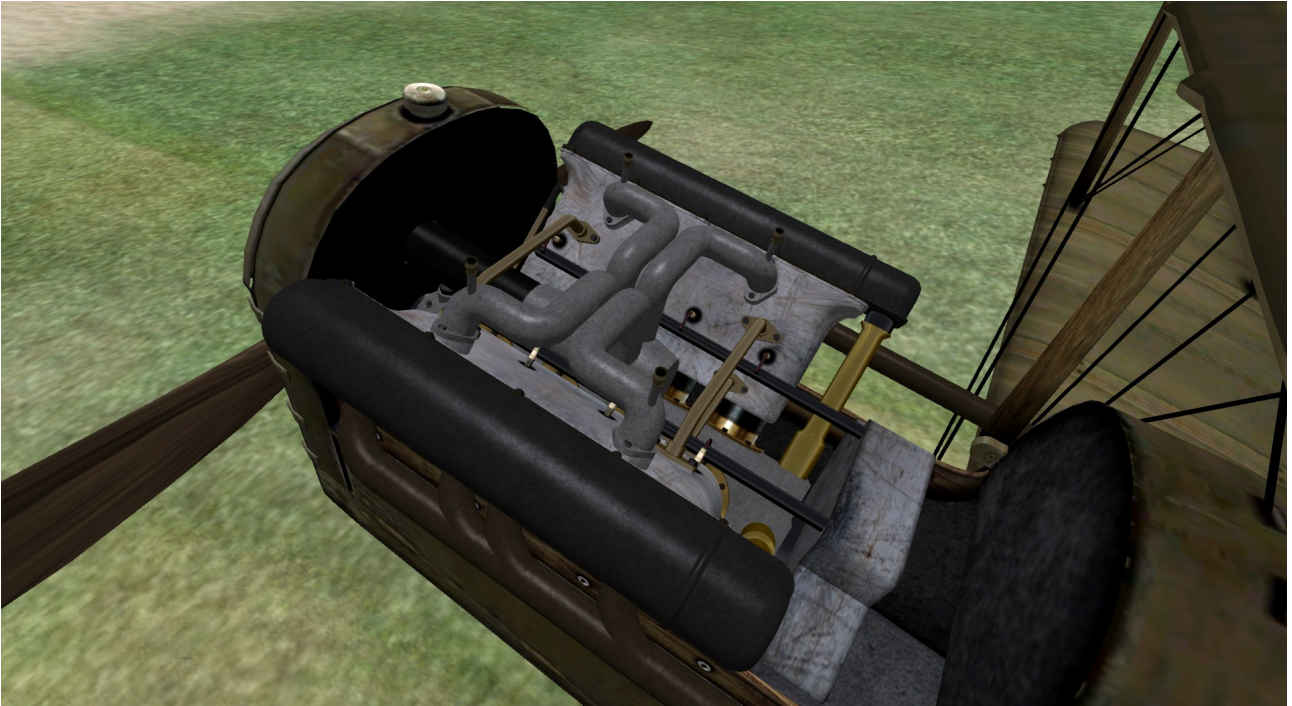
As such, I have not provided any livery options. There is a paint option for aircraft markings (plane ID numbers), and likely a further custom paint option with the next update.

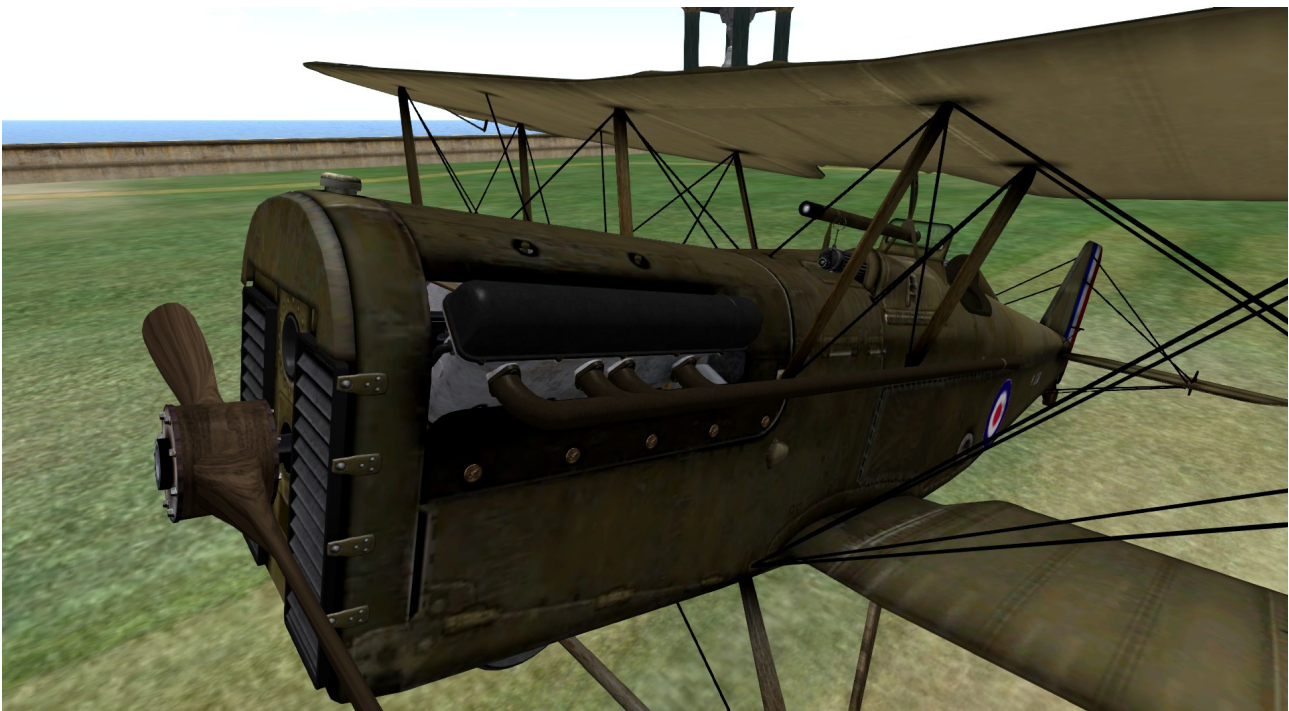
Aircraft ID's can be accessed via the ACS Hud. 'EXTRAS' > 'Plane ID'.



BONNET ON OFF OPTION

ACS Hud. 'EXTRAS' > 'Bonnet On' & 'Bonnet Off'.





SAVE FUNCTION AND SETTINGS

NOTE: Always use a freshly rezed plane to customise, so that the default systems are retained. After setting up your aircraft, you can add a custom name suffix to identify your Aircraft in your inventory. The following settings can be saved on this vehicle:

Aircraft name suffix.

Seat position.

Camera adjustments.

Pro Mode toggle mode (on or off).

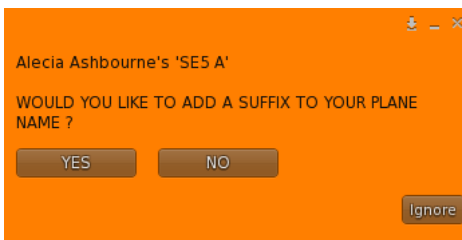
Plane ID.

Bonnet on off.

Roll adjustment.

Mouse Steer invert.

You can call the rename function on channel '-55' as follows: "/ -55 rename"



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

Example: /100 Special-One

Your SE5 will then have the name 'SE5 a v2.x.x Special-One'.

If you choose NO, your plane will be given a default custom suffix "C".

Your SE5 will then have the name 'SE5 a v2.x.x - C '

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

FIRST USE

After sitting and when ready, type 'cc' in open chat, this takes you to the cockpit position camera where you can switch the prime switch to hand pump, (touch any control key if you do not enter cockpit view) then touch the hand pump to pressurise the fuel, then switch the fuel switch to carburettor – after which you can throw the magneto switches to start the engine. To stop the engine, either toggle the magneto again or type 'stop' in open chat.

Alternatively, you can type "autostart" in open chat, and this sequence will be carried out for you and the plane will autostart.

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.



VICE and ACS combat

When enabling the VICE combat system 'vice on' you will be presented with a menu asking of you wish to enable the ACS combat system also. If you intend to engage ACS vehicles then you should enable this otherwise choose no for VICE only.

For a more detailed explanation and description of the ACS combat system, please refer to the Drone Main Manual here:

http://alecianagrid.com/Acs_Stuka_Drone_manual.pdf

and:

http://alecianagrid.com/Drone_Quick_Start_Guide.pdf

Once enabled The ACS system, like VICE, cannot be reset, even if taken to your inventory. You must rez a fresh plane for a new combat session.

Setting VICE and ACS Hud Text Position

You have the option to set your VICE and ACS Hud text display to a non default position.

ACS Hud: 'UTILITY' > Text Prim'



This will display all the prim numbers on your vehicle.

You can choose 'Say Links ACS', or 'Say Links VICE'. You will be prompted to type the number of your choice on channel -55. e.g. "/-55 23". If you chose 'Say Links VICE', your VICE Hud text will now appear over prim number 23. If you chose 'Say Links ACS', your ACS Hud text will now appear over prim number 23.

'Hudon', Hudoff, and 'Hud50', changes the visibility from on (100%), to 50% and to off. 'Hudon' will always restore the value to 100%.

Choosing 'Volume' from this menu will allow you to set the hit volume of strikes against you.

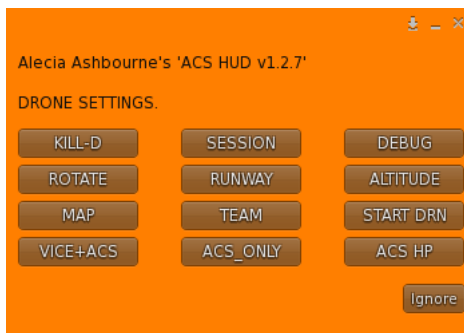
Choosing team will let you set a team other than the default team. Setting a team from this menu will set both ACS and VICE to the same team. You can also set the VICE team in chat as per VICE protocol.

ACS – VICE FOOTNOTES

With respect to ACS combat on Drone vehicles – unlike VICE - Drones with default team '0', will not engage in combat, whereas they will take fire and damage from any team, both piloted and Drone vehicles, they will not return fire. To fully engage a Drone, you must change its team to any number other than '0' and you must choose a piloted planes team to a different channel, as per VICE protocol. Drones, will not shoot their own team. Drones will engage other Drones not of the same team on behalf of that team.

Your SE5 team can be chosen either from the ACS Hud menu prior to flight, or you can select or change your team in chat, either after sitting, during flight or after activation of VICE.

You can change your Drone team from the Drone menu incorporated in the ACS Hud.



For further information on the Drone ACS menu system, please refer to the Drone Main Manual here:

http://alecianagrid.com/Acs_Stuka_Drone_manual.pdf

and:

http://alecianagrid.com/Drone_Quick_Start_Guide.pdf

DISPLAY MODEL

A display model is a static model of your SE5 A without scripts.

To create a display model - rez your SE5. After it settles move it to your desired position.

You can change the Plane ID as you prefer.

After you have set up your SE5, you can delete the scripts and create your display model by typing "mkdisplay" on channel 100.

```
'/100 mkdisplay'
```

Your SE5 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](https://secondlife.com/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>

PLANE ID SUFFIX AND PILOT HISTORY

This list is not a comprehensive history of these planes and their pilots, nor does it suggest that the pilots in this list who used these particular planes were the only pilots that used these planes:

Major Lanoe Hawker

Major Lanoe Hawker was a notable British pilot during World War I and the first pilot of the Royal Flying Corps to receive the Victoria Cross (VC) for his actions in combat. He flew the following aircraft:

A-8898

A-8925

Captain Arthur "Joe" Collishaw

Captain Arthur "Joe" Collishaw was a Canadian fighter ace during World War I, credited with 60 confirmed aerial victories. He flew with the Royal Flying Corps (RFC) and later with the Royal Air Force (RAF). Captain Collishaw is associated with the famous No. 10 Squadron RFC, and the SE5a was one of the aircraft he flew during his combat missions. He flew the following aircraft:

B4863

E1295

G1053

Captain Edward "Mick" Mannock

Captain Edward "Mick" Mannock was one of the most famous British fighter aces of World War I. He was credited with 61 aerial victories and was awarded the Victoria Cross for his bravery and skill in combat. Captain Mannock flew with the Royal Flying Corps (RFC), and later the Royal Air Force (RAF), and was a key figure in the success of the SE5a during the war. He flew the following aircraft:

B528

D6851

D7000

Lieutenant Colonel William "Billy" Bishop

Lieutenant Colonel William "Billy" Bishop was a renowned Canadian fighter ace during World War I, credited with 72 confirmed kills. He was awarded the Victoria Cross for his bravery. He flew the SE5a during his service with the Royal Flying Corps (RFC) and later with the Royal Air Force (RAF). He flew the following aircraft:

C1096

D3512

F904

F904 was also involved in a significant final aerial victory in November 1918, flown by Major C.E.M. Pickthorn.

F904 was flown by Lieutenant Colonel William "Billy" Bishop, a Canadian fighter ace during World War I. Bishop was one of the most successful aces of the war, credited with 72 confirmed kills, and he was awarded the Victoria Cross for his bravery.]

F904 was one of the SE5a aircraft he flew during his time with the Royal Flying Corps (RFC), and later with the Royal Air Force (RAF). His accomplishments with the SE5a and his leadership in aerial combat made him one of the most celebrated pilots of World War I. F904 still flies today and is a part of the Shuttleworth Collection.

F904 was built by Wolseley Motors and issued to No 84 Squadron RAF in France in November 1918, RAF SE5a F904 claimed one of the final aerial victories of the first world war when Major C E M Pickthorn MC, the squadron commander, successfully destroyed a Fokker DVII in the vicinity of Chimay in Belgium, just one day before the armistice came into effect.

Captain John Baldwin

Captain John Baldwin was a British fighter pilot during World War I and served with No. 56 Squadron RFC, which was equipped with the SE5a. Captain Baldwin was one of the pilots who flew the SE5a in combat but is not as widely remembered as other aces. The aircraft he flew include:

C1149

F5436

Major Thomas Alfred "Tommy" Black

Major Thomas Alfred Black was a British flying ace during World War I, credited with 15 confirmed aerial victories. Black served with No. 56 Squadron RFC, one of the most successful squadrons of the RFC. He flew the following aircraft:

C6474

F8946

Captain James McCudden

Captain James McCudden was a notable British fighter ace during World War I. McCudden was credited with 57 aerial victories and was one of the leading aces of the Royal Flying Corps (RFC). He was highly regarded for his skill and tactical knowledge and played a significant role in the success of the SE5a. He flew the following aircraft:

C9518

E1325

G1128

Captain Charles Niven

Captain Charles Niven was a British fighter ace during World War I. He served with No. 56 Squadron RFC, which was equipped with the SE5a and became one of the most successful squadrons during the war. Captain Niven was credited with several aerial victories and was one of the many skilled pilots who flew the SE5a. He flew:

D3511