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Arma 3 helicopter gunner controls

The commander of the cars gives orders to the driver and the shooter. Commands are displayed in the message log so that crew members can execute them. Issue move commands by pressing the [W], [S], [A], [D] buttons. Control acceleration with [W+left Shift], [W+left Ctrl]. Issue fire commands by pointing to the target and pressing [R]. * Switch shooter's weapons with [left Ctrl +F]. The commander can acquire manual fire - [']. This is best combined with the optics view [Sec. Mouse Btn.]. Other important driver commands: [1-1-1] Stay in formation. The driver follows your driving vehicle, maintaining the formation. [1-1-9] Move on to the next point. The driver moves to the current point. Countermeasures As commander or pilot, you control the countermeasure of the vehicle. Press [C] to launch a countermeasure when you see an incoming missile or when a missile target warning appears. * Press [left Ctrl+ C] to switch to accelerate fire protection mode For vehicles [W] and [W] are used to accelerate. [A] and [D] are used for steering. You can use [W+left Ctrl] or [W+Left Shift] for constant slow speed or fast forward acceleration. The view and free third-party view can be especially useful when driving. Switch to the third-party camera with [Enter [NUM]]. Or use a free look with [Left Alt]. Enter a vehicle To enter a vehicle: Point the cursor at it until the icon appears. Use the default action [Space]. Alternatively: Open the action menu [Mouse wheel down] Select Input. You will be given a seat related to a role in the vehicle. For example, type as driver to drive, type as shooter to shoot. Some roles may not be available for some vehicles. Different roles in the vehicle have a different action icon indicating the default action. Use them to quickly determine the role you take by entering the vehicle. Exit or remove There are two ways to exit a vehicle, both available from the action menu. Get out of there to get out when the car stops and it's safe to get out. Removal may be used for exit at any time, including when moving or in the air. Obviously, the catapult can have some consequences. It's like falling off a plane without a parachute. Weapons in vehicles work in the same way as infantry. Fire with [Bn. Mouse Bn. Scaling with [+ [NUM]], [- [NUM]]. Go to the optics with [Sec. Mouse Btn.]. Switch weapons and fire modes with [F]. Recharge different ammunition with [Mouse wheel down] Some vehicles have guided weapons. point to it and press [T]. Use [R] for cycle purposes. Radar Most vehicles contain top-down radar, which provides information about the orientation of the towers, targets and incoming threats of the vehicle. The relative inscription of the dome is displayed with a light cone. The targets are marked as color icons. Red - Enemy Green - Ally Grey Grey Unknown square – ground triangle – air commutation Seats While in a vehicle, you can change your location and role: Open the action menu [Mouse down wheel]. Select a different position. Usually you can choose from a driver, commander and shooter. When you are in a vehicle, be sure to use the optics [Sec. Mouse Bn.]. They differ for each role and can provide a significant advantage. Some positions may not be available in certain vehicles. It is not possible to switch during air or similar conditions. Helicopters take off starting the engine by pressing [left Shift]. Hold [left shift] to increase the throttle and increase the altitude. Hold [Z] to reduce throttle and lose altitude. Manoeuvre sideways on the helicopter with [A] and [D]. Pull the nose down (W) to accelerate and lose it. Use the rudder [Q] and [E] to rotate left/right. Use your mouse to control the helicopter smoothly. Guided missiles are only useful when the target is blocked. As a shooter, point to the target and press [T] to lock the target. Normal targets have a square sign , the locked target has an additional diamond mark. To switch to the next destination, press [R]. Missiles are best fired from a distance. You don't have to fly over the target. Changing ammunition Some vehicles come with different types of ammunition for different applications. To change the ammunition type: Open the action menu [Mouse wheel down]. Select the option to reload the desired type of ammunition. Information about the vehicle In the upper left corner is the information panel of the vehicle. It shows the name of the vehicle, indication of damage, fuel bar and current speed, direction and height. Fault indicators shall be divided between the vehicle housing, tools, rails, wheel, engine or rotors. The damage is indicated by color. Once the icon turns red, the corresponding part of the vehicle no longer functions. If the tank is damaged, the vehicle may even explode. Recharging and rearm vehicles are rearm and refuelled at any time when they happen to be near a fuel truck or repair truck. Repairs You must be an engineer or repair specialist and have a Car Repair Toolkit. If you meet these conditions, then a repair option will appear near damaged vehicles. The car will be repaired automatically when near a repair truck or APC. The unpret made missiles were fired right in front of the car. As a pilot, the position or angle of the vehicle must be adjusted in order to change the target of the non-guided missiles. Countermeasures As commander or pilot, you control the countermeasures of the vehicle Press [C] to launch a countermeasure when you see an incoming missile or when a missile target warning appears. SDV Use SDV with [W], [S], [A], [D]. Use [X] and [Z] to get up and down. Access the action menu for periscope commands. When the periscope is up, its view is accessible through the commander's optics Mouse Bn. Fixed wing take-off Standard horizontal take-off for stationary winged aircraft follows this procedure: increase thrust with [left Shift] to bring the engine to full power. When the speed is high enough, pull the nose up with [S]. You can use flaps [Right Ctrl+K] to increase the generated lift and reduce the ground roller, but for the cost of climbing speed. Airline controls Thank you for choosing Arma Airlines. Control the nose of the aircraft with [S] for upstream and [W] for descent. Hold [Left Shift] to increase throttle, hold [Z] to reduce throttle. Left/right with [A] /[D]. Use the rudder [Q] and [E] to navigate left/right. Specific actions available from the action menu are

available when on an aircraft. Use the action menu to control valves, land gear, or fire control. Landing a non-VTOL plane is a challenge. 1. Reduce the speed [Z] while carefully reducing altitude [W]. 2. Open the landing gear and turn down using the action menu. 3. Carefully approach the landing site, while reducing speed and height. 4. Keep the plane still and land. 5. Keep slowing down until you get to full braking. Good luck. You can always use the auto-landing option from the action menu. Then the computer will take over and perform the landing procedure. Dome clusters and grenade launchers are reinforcements to cover fire for the infantry. Usually they are processed by two men who are able to collect and dismantle the weapon in a short time. This allows for fast and flexible coverage of the coating. VTOL takeoff vertical takeoff and landing aircraft are easy to operate. Select Automatically point the cursor from the actions menu. This will stabilize the vehicle. Use [Left Shift] to increase thrust and go up. Use [Z] to reduce thrust and lower. For non-VTOL aircraft, follow standard procedure: Gain speed with increasing thrust [Left Shift] and pulling nose up [S]. You can move the valves upwards to increase lift up and shorten take-off [Right Ctrl+K]. 目录 显示 commander in the vehicles issues orders to the driver and the shooter. Commands are displayed in the message log so that crew members can execute them. Issue move commands by pressing the [W], [S], [A], [D] buttons. Control acceleration with [W+left Shift], [W+left Ctrl]. Issue fire commands by pointing to the target and pressing [R]. * Switch shooter's weapons with [left Ctrl +F]. The commander can acquire manual fire - [']. This best combined with the optics view [Sec. Mouse Btn.]. Other important driver commands: [1-1-1] Stay in formation. The driver follows your driving vehicle, maintaining the formation. [1-1-9] Move on to the next point. The driver moves to the current point. Countermeasures 编辑 as commander or pilot, you control the vehicle's countermeasures. Press [C] to start the interceptor or when a missile target warning appears. * Press [left Ctrl + C] to switch to speed up fire protection 编辑 to use to accelerate. [A] and [D] are used for steering. You can use [W+left Ctrl] or [W+Left Shift] for constant slow speed or fast forward acceleration. The view and free third-party view can be especially useful when driving. Switch to the third-party camera with [Enter [NUM]]. Or use a free look with [Left Alt]. Enter 编辑 vehicle to enter a vehicle: Point the cursor at it until the 24px icon appears. Use the default action [Space]. Alternatively: Open the action menu [Mouse wheel down] Select Input. You will be given a seat related to a role in the vehicle. For example, type as driver to drive, type as shooter to shoot. Some roles may not be available for some vehicles. Different roles in the vehicle have a different action icon indicating the default action 24px 24px 24px 24px 24px. Use them to quickly determine the role you take by entering the vehicle. Exit or remove 编辑 there are two ways out of a vehicle, both available from the action menu. Getting out of 24px means a suitable exit when the vehicle is at full stop and it is safe to get out. Subtraction of 24px can be used for exit at any time, including when moving or in the air. Obviously, the catapult can have some consequences. It's like falling off a plane without a parachute. Weapons 编辑 in vehicles work in a similar way to infantry. Fire with [Bn. Zoom with [+ [NUM]], [- [NUM]]. Go to the optics with [Sec. Mouse Btn.]. Switch weapons and fire modes 编辑 with [F]. Reload different ammunition with [Mouse wheel down] Some vehicles have guided weapons. , the vehicle's targets and incoming threats. The relative inscription of the dome is displayed with a light cone. The targets are marked as color icons. Red 24px – enemy Green 24px – ally Grey 24px – unknown square 24px – ground triangle 24px – air switch seats 编辑 While in a vehicle, you can change your place and role: Open the action menu [Mouse wheel down]. Select a different position. Usually you can choose from a driver, commander and shooter. When you are in a vehicle, be sure to use the optics [Sec. Mouse Bn.]. They differ for each role and can provide a significant advantage. Some items may not be available certain vehicles. It is not possible to switch during air or similar conditions. Helicopters Take off 编辑 start the engine by pressing [left Shift]. Hold [left shift] to increase the throttle and increase the altitude. Hold [Z] to reduce throttle and lose altitude. Manoeuvre sideways on the helicopter with [A] and [D]. Pull the nose down accelerate and accelerate [S] to lose it. Use the rudder [Q] and [E] to rotate left/right. Use your mouse to control the helicopter smoothly. 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When the periscope is up, its visibility is accessible through the commander's optics [Hold Sec. Mouse Bn.]. Fixed wing take-off 编辑 Standard horizontal take-off for fixed wing aircraft follows this procedure: Increase thrust with [left displacement] to bring the engine to full power. When the speed is high enough, pull the nose up with [S]. You can use valves [Right Ctrl+K] to increase the generated lift and reduce the ground roller, but for the price of speed Climb. Airline controls 编辑 thank you for choosing Arma Airlines. Control the nose of the aircraft with [S] for upstream and [W] for descent. Hold [Left Shift] to increase throttle, hold [Z] to reduce throttle. Left/right with [A] /[D]. Use the rudder [Q] and [E] to navigate left/right. Specific actions the action menu when you are in aircraft. Use the action menu to control valves, land gear, or fire control. Landing 编辑 landing on a non-vtol plane is a challenge. 1. Reduce the speed [Z] while carefully reducing altitude [W]. 2. 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You can move the valves upwards to increase lift up and shorten take-off [Right Ctrl+K]. Ctrl+K.