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## Hyster forklift h80ft parts manual

The vehicle commander issues orders to the driver and shooter. Commands appear in the crew member's message log to run them. Spend move commands by pressing move buttons [W], [S], [A], [D]. Speed up with [W+Left Shift], [W+Left Ctrl]. Spend fire commands by pointing to a target and pressing [R]. \* Switch off the shooter's weapons with [Ctrl+F left]. The commander is able to acquire manual fire - [ ]. This is best combined with the optics view [Sec. Mouse Btn.]. Other important commands for the driver: [1-1-1] Stay in formation. The driver follows your commanding vehicle, maintaining the formation. [1-1-9] Go to the next waypoint. The driver goes to your current waypoint. Countermeasures As a commander or pilot, you are in control of a vehicle's countermeasures. Press [C] to launch countermeasures when you see an incoming missile or when a missile lock warning appears. \* Press [Left Ctrl+C] to switch the countermeasure of fire mode Driving in ground vehicles [W] and [S] are used for acceleration. [A] and [D] are used for steering. You also use [W+Left Ctrl] or [W+Left Shift] for constant slow speed or fast acceleration ahead. Third person view and free look can be especially useful while driving. Switch to the third person camera with [Enter [NUM]]. Or use free look with [Left Alt]. Enter a vehicle to enter a vehicle: Point to the cursor until the icon appears. Use [Space] default action. Alternative: Open the action menu [Mouse Wheel Down]. Select Enter. You will receive a seat that is attached to a roll in the vehicle. For example, enter as a driver to drive, enter like a shooter to shoot. Some roles may not be available for some vehicles. Different roles in a vehicle have a different action icon that indicates the default action. Use them to quickly determine what role you play by entering the vehicle. Step out or eject There are two ways to exit a vehicle, both accessible from the action menu. Get out stands for a good exit when the vehicle is at a full stop and it is safe to get out. Ejection can be used to leave at any time, even while moving or in the air. It is clear that Eject may come up with some situational consequences. Like falling out of the plane without a parachute. Weapons Weapons in vehicles works in the same way as infantry weapons. Fire with [Prim. Mouse Btn.]. Zoom with [+ [NUM], [- [NUM]] Go to optics with [Sec. Mouse Btn.]. Switch weapons and firing modes with [F]. Reload several ammunition with down]. Some vehicles have guided weapons. To mark a target, point it out and press [T]. Use [R] to cycle targets. Radar Most vehicles contain a top-down radar, which provides information about the orientation of the turrets, targets and incoming threats of the vehicle. The relative head of the turret is displayed with a light cone. Targets are marked as colored icons. Red – enemy Green – ally Grey Grey unknown square – ground triangle – switching air gear In a vehicle you change your seat and roll: Open the action menu [Mouse Wheel Down]. Select a different position. Usually you choose from driver, commander and shooter. When in a vehicle, remember to use the optics [Sec. Mouse Btn.]. They vary by role and can provide a significant advantage. Some positions may not be available in certain vehicles. Switching is not possible in the air or under similar conditions. Helicopters Take off Start the engine by pressing [Left Shift]. Hold [Left Shift] to raise the accelerator and gain height. Hold [Z] to reduce the accelerator and lose height. Maneuver the helicopter sideways with [A] and [D]. Pull the nose down [W] to get speed and up [S] to lose it. Use the rudder [Q] and [E] to turn left/right. Use the mouse to control the helicopter smoothly. Guided missiles Guided missiles are only useful when a target is locked. As a shooter, aim at the target and press [T] to lock the target. Normal targets have a square character, the locked target has an additional diamond sign. Press [R]to switch to the next target. Guided missiles are best fired from a distance. There is no need to fly over the target. Change Ammunition Some vehicles come with different ammunition types for different applications. Change the ammo type: Open the action menu [Mouse Wheel Down]. Select the option to reload the ammunition type you want. Vehicle info In the upper-left corner is the vehicle's information panel. It shows the name of the vehicle, damage indications, fuel bar and current speed, course and altitude. Damage indicators are divided between vehicle hull, instruments, tracks, wheel, engine or rotors. Damage is indicated by a color. Once the icon turns red, the corresponding part of the vehicle is no longer functional. If a gas tank is damaged, the vehicle may even explode. Refueling and rearm Vehicles are re-armed and refueled when they happen to be near a tanker or repair truck. Repairs You need an engineer or a repair specialist and have a Toolkit to repair a vehicle. If you meet these conditions, a repair option will be available near damaged vehicles. A vehicle is automatically repaired in the vicinity of a repair truck or an APC. Unguided missiles unguided missiles are fired directly in front of the vehicle. As a pilot, you need to adjust the position or angle of the vehicle to change the target of unguided missiles. Countermeasures As a commander or pilot, you are in control of the countermeasures of a Press [C] to launch countermeasures when you see an incoming missile or when a missile lock warning appears. SDV Operate the SDV with [W], [S], [A], [D]. Use [X] and [Z] to ascend and descend. Access the periscope command action menu. When the periscope is up, the view is available through the commander's optics [Hold [Hold] Mouse Btn.]. Take-off with fixed wings Standard horizontal take-off for a fixed winged aircraft follows this procedure: Increase the thrust with [Left Shift] to bring the engine to full power. When the speed is high enough, pull the nose up with [S]. You use valves [Right Ctrl+K] to increase the generated lift and lower the ground roller, but at the expense of the climbing speed. Plane Controls Thanks for choosing Arma Airlines. Check the nose of the plane with [S] in front of up and [W] for down. Hold [Left Shift] to increase the accelerator pedal, hold [Z] to lower the accelerator pedal. Left/right bank with [A]/[D]. Use the rudder [Q] and [E] to steer left/right. Specific actions that are accessible through the action menu are available on airplanes. Use the action menu to control valves, landing gear, or firefighting. Landing Landing with a non-VTOL aircraft is a challenge. 1. Reduce your speed [Z] while carefully lowering height [W]. 2. Open the landing gear and turn valves down using the action menu. 3. Approach the runway carefully as the speed and altitude continue to drop. 4. Keep your plane stable and land. 5. Keep lowering the speed until you reach a full stop. Good luck. You always use the automatic landing option from the action menu. The computer then takes over the landing procedure and executes it. Turret turret machine guns and grenade launchers are supporting weapons to provide fire cover for infantry. Usually they are treated by two man teams, who are able to assemble and dismantle the weapon in a short time. This gives infantry a fast and flexible fire coverage option. VTOL Take-off Vertical take-off and landing aircraft are easy to operate. Automatically select The Mouse Pointer from the action menu. This will stabilize the vehicle. Use [Left Shift] to increase the thrust and go up. Use [Z] to reduce thrust and go down. For non-VTOL aircraft, follow a standard procedure: Gain speed with increasing thrust [Left Shift] and pulling the nose up [S]. You move valves up to increase the upward lift and shorten the start [Right Ctrl+K]. 显示 The commander in vehicles issues orders to the driver and the shooter. Commands appear in the crew member's message log to run them. Spend move commands by pressing move buttons [W], [S], [A], [D]. Speed up with [W+Left Shift], [W+Left Ctrl]. Spend fire commands by pointing to a target and pressing [R]. \* Switch off the shooter's weapons with [Ctrl+F left]. The commander is able to acquire manual fire - [ ]. This is best combined with the optics view [Sec. Btn.]. Other important commands for the driver: [1-1-1] Stay in formation. The driver follows your commanding vehicle, maintaining the formation. [1-1-9] Go to the next waypoint. The driver goes to your current waypoint. Countermeasures 编辑 As a commander or pilot, you are in control of a vehicle's countermeasures. Press [C] to take countermeasures when you incoming missile or when a rocket lock warning appears. \* Press [Left Ctrl+C] to switch countermeasure fire mode Driving 编辑 In ground vehicles [W] and [S] are used for acceleration. [A] and [D] are used for steering. You also use [W+Left Ctrl] or [W+Left Shift] for constant slow speed or fast acceleration ahead. Third person view and free look can be especially useful while driving. Switch to the third person camera with [Enter [NUM]]. Or use free look with [Left Alt]. Entering a vehicle 编辑 To enter a vehicle: Point the cursor on it until the 24px icon appears. Use [Space] default action. Alternative: Open the action menu [Mouse Wheel Down]. Select Enter. You will receive a seat that is attached to a roll in the vehicle. For example, enter as a driver to drive, enter like a shooter to shoot. Some roles may not be available for some vehicles. Different roles in a vehicle have another action icon that indicates the standard action 24px 24px 24px 24px. Use them to quickly determine what role you play by entering the vehicle. Get out or eject 编辑 There are two ways to exit a vehicle, both accessible from the action menu. Get out of 24px stands for a good exit when the vehicle is at a full stop and it is safe to get out. Eject 24px can be used to leave at any time, even while moving or in the air. It is clear that Eject may come up with some situational consequences. Like falling out of the plane without a parachute. Weapons 编辑 Weapons in vehicles work in the same way as infantry weapons. Fire with [Prim. Mouse Btn.]. Zoom with [+ [NUM], [- [NUM]] Go to optics with [Sec. Mouse Btn.]. Switch weapons and firing modes with [F]. Reload different ammo with [Mouse Wheel down]. Some vehicles have guided weapons. To mark a target, point it out and press [T]. Use [R] to cycle targets. Radar 编辑 Most vehicles contain a top-down radar, which provides information on the orientation of the turrets, targets and incoming threats of the vehicle. The relative head of the turret is displayed with a light cone. Targets are marked as colored icons. Red 24px – enemy Green 24px – ally Grey 24px – unknown Square 24px – ground Triangle 24px – air Switching Seats 编辑 While in a vehicle, you can change your seat and role: Open the action menu [Mouse wheel down]. Select a different position. Usually you choose from driver, commander and shooter. When in a vehicle, remember to use the optics [Sec. Mouse Btn.]. They vary by role and can provide a significant advantage. Some positions may not be available in Vehicles. Switching is not possible in the air or under similar conditions. Helicopters Take off 编辑 Start the engine by pressing [Left Shift]. Hold [Left Shift] to raise the accelerator and gain height. Hold [Z] to reduce the accelerator and lose height. Maneuver the helicopter sideways with [A] and [D]. Pull the nose down to get speed and [S] to lose it. Use the rudder [Q] and [E] to turn left/right. Use the mouse to control the helicopter smoothly. Guided missiles 编辑 guided missiles are only useful when a target is locked. As a shooter, aim at the target and press [T] to lock the target. Normal targets have a square character 24px, the locked target has an additional diamond sign 24px. Press [R]to switch to the next target. Guided missiles are best fired from a distance. There is no need to fly over the target. Change Ammunition 编辑 Some vehicles come with different ammunition types for different applications. Change the ammo type: Open the action menu [Mouse Wheel Down]. Select the option to reload the ammunition type you want. Vehicle info 编辑 In the upper left corner is the vehicle's information panel. It shows the name of the vehicle, damage indications 24px 24px 24px, fuel bar and current speed, course and altitude. 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Press [C] to launch countermeasures when you see an incoming missile or when a missile lock warning appears. SDV 编辑 Operate the SDV with [W], [S], [A], [D]. Use [X] and [Z] to ascend and descend. Access the periscope command action menu. When the periscope is up, the view is available through Commander's optics [Hold Sec. Mouse Btn.]. Start with fixed wings 编辑 Standard horizontal take-off for a fixed winged aircraft follows this procedure: Increase the thrust with [Left Shift] to bring the engine to full power. When the speed is high enough, pull the nose up with [S]. You use valves [Right Ctrl+K] to increase the generated lift and lower the ground roller, but at the expense of climbing speed. Plane Controls 编辑 Thanks for choosing Arma Airlines. Check the nose of the plane with [S] in front of up and [W] for down. Hold [Left Shift] to increase the accelerator pedal, hold [Z] to lower the accelerator pedal. Left/right bank with [A]/[D]. Use the rudder [Q] and [E] to steer left/right. Specific actions action menu are available when on planes. Use the action menu to control valves, landing gear, or firefighting. Landing 编辑 Landing with a non-VTOL aircraft is a challenge. 1. Reduce your speed [Z] while carefully lowering height [W]. 2. Open the landing gear and turn valves down using the action menu. 3. Approach the runway carefully as the speed and altitude continue to drop. 4. Keep your plane stable and land. 5. Keep lowering the speed until you reach a full stop. Good luck. You always use the automatic landing option from the action menu. The computer then takes over the landing procedure and executes it. Turret 编辑 Turret machine guns and grenade launchers are supporting weapons to provide fire cover for infantry. Usually they are treated by two man teams, who are able to assemble and dismantle the weapon in a short time. This gives infantry a fast and flexible fire coverage option. VTOL Takeoff 编辑 Vertical take-off and landing aircraft are easy to operate. Automatically select 24px from the action menu. This will stabilize the vehicle. Use [Left Shift] to increase the thrust and go up. Use [Z] to reduce thrust and go down. For non-VTOL aircraft, follow a standard procedure: Gain speed with increasing thrust [Left Shift] and pulling the nose up [S]. You move valves up to increase the upward lift and shorten the start [Right Ctrl+K]. Ctrl+K].