

## **Realistic Survival Settings (RSS) – Realistic, Recommended, and User Choice.**

Realistic is flying to the Standard. The next parameter is, Recommended as there is some leeway, given PC, historical information, and interaction with the simulation. User Choice is simply that.

### **OFF Workshop Settings - July 1916 till April 1917 Only**

#### **Graphics Config/ File/Custom Settings/ Window/ Override Settings:**

**Image Quality:** *Recommended > Cloud Quality 5*

**All others:** *As per OBD recommendations or choice*

**Tick** these boxes to Disable:

**Tick:** *Targeting Cone*

**Tick:** *HUD*

**Tick:** *Chat*

**Tick:** *Advisor Messages*

**Tick:** *Simulation Warnings*

**Tick:** *Time Compression*

**All others:** *User Choice*

To enable, ensure these boxes are **Unticked**

**Untick:** *Weather*

**Untick:** *Clouds*

**Untick:** *Fog*

**Untick:** *Rain*

**Untick:** *Sun*

**Untick:** *White out*

**Untick:** *In Cloud Effect*

**Untick:** *Recommended > Labels only to be used for Identification within 1 NM and not for combat. See use of TAC and TIR*

**All others:** *User Choice*

### **OFF WORKSHOP SETTINGS**

**Weather Mode:** *Historical*

**Weather:** *Dynamic*

**Sounds:** *Recommend downloading Creaghorn's Sound Tweak II. 100% improvement*

**Sound Levels:** *Engine 100*

**Effects:** *Recommended 40 – 60*

**Cockpit:** *Recommended 60 – 80*

**User I/F:** *Recommended 60 - 80*

**Auto Mixture:** *Off*

**Auto Rudder:** *User Choice, will depend on Joystick used*

**Invincible:** *Off*

**Unlim Weapons:** *Off*

**Sun Glare:** *On*

**G Effects:** *On*

**Aircraft Stress:** *On*

**Force Feedback:** *User Choice*  
**Player Flight Model:** *Realistic unless indicated in the SIA Pilot Primer Recommendations*  
**Players Guns Only:** *Normal*  
**Menu Music:** *User Choice*  
**Into Video:** *User Choice*  
**Campaign Videos:** *User Choice*  
**Aspect (Widescreen):** *User Choice*  
**Auto Exit Mission:** *User Choice*  
**MP Aircraft Config:** *User Choice*  
**Persistent Weather Stats:** *Recommended just to note weather; 30 % of winter missions should be scrubbed due to weather.*

**Flight Evaluation/Log:** *Campaign only*  
**Player Stats:** *User Choice*  
**Campaign Date Advance:** *Manual/Auto*  
**Campaign Mission Freq:** *Historical (Weather Mode)*  
**Regional Air Activity:** *Light*  
**Aircraft Spawn Control:** *OFF Campaign*  
**AI Skill:** *Aggressive or Historical*  
**Other Options:** *Fuel and Bullet Loadout: As per aircraft listed in the SIA RSS Gun Loadout*

**Player Formation:** *Recommended > Normal*  
**Player Flight Altitude:** *Medium*  
**Player Flight Position:** *User Choice. See Bletchley OFF Personality Profiles to set up your Wingmen*  
**Wind:** *Recommended Off (Except when noted windy on Weather Stats page)*

**Gun Jams:** *On*  
**Aircraft Skins:** *User Choice*  
**Ground Object Density:** *User Choice*  
**In Cloud Fog:** *On per OBD*  
**Realism:** *French - Easy, British - Easiest, German - Normal*  
**AI Gun Range (Air):** *Easy.*  
**Outcomes:** *Normal.*  
**Main Guns:** *Less Accurate.*  
**Rear Guns:** *Less Accurate*  
**Ground Gun Accuracy/ RoF:** *British/French - Normal; German - Easy*

**[Z] Key Use:** *Recommended: On initial take off to set aircraft up, and calibrate RPM (See OFF- - General Discussion - Sticky: Survival In the Air Series - OFF- Pilot primers and Workshop Settings: Flying and Air Fighting in the SE 5(a) Primer*

**TAC:** *Recommended: only for those without TIR. TAC should be set to Aircraft and 1 NM. In addition only the lower 60 % of the TAC should be visible, from 930 to 230, so as to allow the pilot to scan ahead through standard view lines or Zoom. Track I R is highly recommended, but which precludes TAC use.*

**Other Functions:**

**Auto-Pilot:** *Recommended. Use to gather the lads in formation behind you. Not for continuous use. (See OFF- - General Discussion - Sticky: Survival In the Air Series - OFF- Pilot primers and Workshop Settings: Flying and Air Fighting in the SE 5(a) Primer*

**External Views:** Cockpit only with hat switch or Track IR.

**Rotary Engine Management:** User Choice > Instead of using the throttle quadrant, we recommend using 3 of the number keys. There should be a setting for "idle", "cruise" and "max. power", with mixture control used for 'fine adjustment'. The keys will vary a bit, depends on calibration of the RPM gauge in each aircraft. Magneto keystrokes can be used for 'blip' switch.

## **MISSIONS: 1915 – June 1916 > REALISTIC.**

Missions are grouped into 3 categories:

**Exception:** Skip this mission as they have limited historical reality.

**Reconnaissance:** Are flown as Scouting Missions but may have some type of parameter attached whereby you may not attack, but just fly to the Front, patrol, and return via Waypoint.

**Full Participation:** Missions may also have a parameter attached depending on the activity in the Sector.

If an Exception Mission is loaded, simply hit the **Back** button and then go to **Advance Time** until a flyable (and weather acceptable) Mission is loaded.

**For missions listed below as Reconnaissance Missions:** After you have loaded your Mission ensure you read the OFF Manager CURRENT STATUS – IN (X) SQN page or clicking the Intel Room link, which will give you information as to the status of the War in your Sector. If there is no Offensive (or Push) on by Allies, or Axis in your Sector, then fly the Mission as a Scouting Mission.

**Full Participation Missions:** As stated, but on occasions when there is an Offensive (or Push) in your Sector, some Scouting Missions now become Full Participation Missions.

**German - Scouts:** German Scouts rarely went across and were mostly found behind the Front, save the 1918 Jasta's that engaged the Allies, at or near the Front.

**Exception Missions:** Scramble

**Reconnaissance Missions:** These Missions are flown as Scouting to and along the Front (Red Zone) and include, Ground Forces Attack, Railyard Attack, Airfield Attack, Airfield Defence, Patrol Behind Enemy Lines, Artillery Spotting, and Balloon Defence

**Full Participation Missions:** Patrol Friendly Front Lines, Patrol Enemy Front Lines, Patrol Behind Friendly Front Lines, Transfer, Close Air Support, Reconnaissance (5 miles over lines except when a Push is on in the Sector, and then 15), and Lone Wolf.

**Balloon Busting** > Select every **third** mission, and then the closest mission to the Front: Select – “Back” > “Main Menu” > Workshops > change WS Settings to GGA/RoF – Normal; then load your Mission again, (see Notes below).

## **British/ French – Scouts:**

**Exception Missions:** Scrambles, and Transfers

**Reconnaissance Missions:** *These Missions are flown as Scouting to and along the Front (Red Zone), then after the appropriate time has elapsed pick up the reconnecting Waypoint to return to base. They include: Artillery Spotting, Patrol Behind Friendly Front Lines, and Balloon Defence.*

*Flown as Scouting: Close Air Support & Reconnaissance (see FPM below).*

**Full Participation Missions:** *Patrol Friendly Front Lines, Patrol Behind Enemy Lines, Patrol Enemy Front lines, Lone Wolf.*

*Close Air Support & Reconnaissance: When an Allied or Axis Offensive (Push) is on in your sector.*

*Balloon Busting; see Notes below, select every **third** mission, and then the closest mission to the Front : Select – “Back” > “Main Menu” > Workshops > change WS Settings to GGA/RoF – **Normal**; then load your Mission again.*

*Ground Forces Attack, Rail Yard Attack, and Airfield Attack; fly these to follow Waypoints but no actual attack.*

## **Allied - Two-seaters:**

**Exception Missions:** *Scramble, and Transfers*

**Reconnaissance Missions:** *These Missions are flown as Scouting to and along the Front (Red Zone) and include:*

**Full Participation Missions:** *Reconnaissance, Artillery Spotting, Railyard Attack and Bombing Behind Enemy Front Lines*

**German - Two-seaters: Missions.** *In reality the Two-seater was a nuisance bomber, and mostly operated in the Tactical Zone (0 - 6 miles over the Front), and rarely during the day, save reconnaissance. Try a night bombing mission!*

**Exception Missions:** Scramble

**Reconnaissance Missions:** *These Missions are flown as Scouting to and along the Front (Red Zone), then after the appropriate time has elapsed pick up the reconnecting Waypoint to return to base. These include: Railyard Attack, and Bombing Behind Enemy Front Lines (See Full Participation Missions below).*

**Full Participation Missions:** *Reconnaissance (limited to ~ 6 miles across the Lines- Tactical), Artillery Spotting, and Transfers.*

*Bombing Behind Enemy Front Lines & Railyard Attack; only when an Axis Offensive or Push is on in your Sector.*

## **NOTES:**

**Balloon Busting:** *There was an increase in this type of Mission being flown. If you wish to participate voluntarily for more of these missions then select every **second** Mission; if an Offensive or Push is on in your Sector, then you may select every Mission.*

**Full Participation Missions:** As stated, but on occasions when there is an Offensive (or Push) in your Sector, some Scouting Missions now become Full Participation Missions.

**Outcomes:** *Recommended: Should your pilot suffer 3 – two week Hospital Stay's that he be placed on medical leave for 4 months.*

**OFF Manager:** *Given that Reconnaissance Missions that do not meet the OFF Manager Official criteria for participation and will not be fully credited, (Scouting Missions) know that your CO will still be pleased that you carried out the Unofficial Missions.*

*If you are wondering what the Pilot Personality Profiles are, they were posted a long time ago as a bit of fun (a game within a game, that will bring your wingmen to life), Bletchley. Found in the General Discussion Sticky SIA- RSS.*

Cheers,

British\_eh, with special thanks to Bletchley, also 77Scout, and RAF\_Louvert.