

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: March 1918 - November 1918 Only

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

Image Quality: Recommend > Cloud Quality 5

All others: As per OBD recommendations or choice

Tick these boxes to Disable:

Tick: Targeting Cone

Tick: HUD

Tick: Advisor Messages

Tick: Simulation Warnings

Tick: Time Compression

All others: User Choice

To enable, ensure these boxes are Unticked

Untick: Weather

Untick: Cloud

Untick: Fog

Untick: Rain

Untick: Sun

Untick: White out

Untick: In Cloud Effect

Untick: Recommend - Labels only to be used for Identification within 1 NM and not for combat

All others: User Choice

OFF WORKSHOP SETTINGS:

Weather Mode: Historical

Weather: Dynamic

AI Weather Generator: Leave it unless you are a weatherman

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 as may 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 recommended in the SIA Pilot Primer
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) On the Weather Statistics page
Regional Air Activity: Light
Aircraft Spawn Control: OFF Campaign
AI Skill: Aggressive. For pre 1916 - User choice
Other Options: Fuel and Bullet Loadout As per aircraft listed in the SIA RSS Gun Loadout

Player Formation: Recommended > Normal
Player Flight Altitude: High
Player Flight Position: User Choice. See Bletchley OFF Personality Profiles to set up your Wingmen
Wind: Recommend 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: British - Easy, French - Easy, German - Normal
AI Gun Range (Air): Easy
Outcomes: Normal (see Notes below).
Main Guns: Less Accurate.
Rear Guns: Less Accurate
Ground Gun Accuracy/ RoF: Normal - except USA/ French/ British / Balloon Busting Mission - Hard

[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 ~ 60 % of the TAC should be visible, from 930 to 230 so as to allow the pilot to scan ahead through the standard view lines or Zoom.

Track IR 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: April 1917 – February 1918 > 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, Lone Wolf, 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 Balloon Busting: Select every second mission, and then the closest mission to the Front, next select – “Back” > “Main Menu” > Workshops> change WS Settings to GGA/RoF – Hard; 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: Balloon Defence, Patrol Behind Friendly Front Lines, and Airfield Defence.

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 – Hard; 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 a Axis Offensive (Push) is on in your Sector.

NOTES:

Balloon Busting: If you wish to participate voluntarily for more of these missions then select every Mission.

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), but I include an updated version here:

Attached File(s)

- OFF Pilot Personality Profiles.rtf