

## THE RECSCOPE

The RF-101C Recon system consists of six cameras, which point ahead, point down and point to each side of the aircraft.



You do not directly see what each camera is recording, but what you do see is an image inside a large circular optical viewfinder right in front of you.



This image comes via a periscope system that points through a small window in the nose of the aircraft.

## ADDITIONAL NOTES

In missions where you are shadowing a Strike Package, it is helpful to know how fast they are travelling and how far away they are, so that you can time your arrival at the target to coincide with their attack.

It is recommended that in your Gameplay settings, you have Visual targeting set to EASY. Then during flight, you can call up Strike Package Leader, and get his details showing in the bottom right of the screen.



SHOWTIME 14  
Speed: 343 kts  
Altitude: 760 ft(AGL)  
Heading: 48 deg  
Range: 17 nm

If you are going to get to the target before them, you loiter.

If you are going to be late, take a more direct route and light the burners.

Timing is paramount.

You can also adjust your framing of the target by nosing up or nosing down.



### RECSCOPE VIEW

The Recscope view is provided by the MK\_RF101\_Recscope, which can be found in the Weapons folder. The parameters that control the view are found in the MK\_RF101\_Recscope\_data.ini

The current settings are  
CameraFOV=5.000000  
CameraPitch=-20.000000

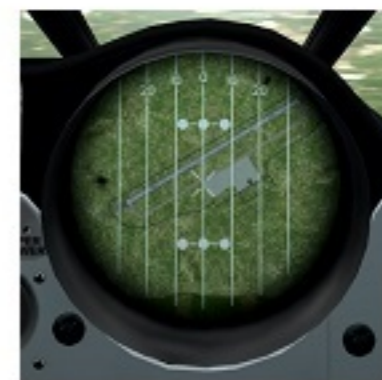
The Aircraft can be loaded with different scopes to accomodate mission requirements, but you cannot change scopes during flight.



MK\_RF101\_Widescope  
CameraFOV=15.000000  
CameraPitch=-20.000000

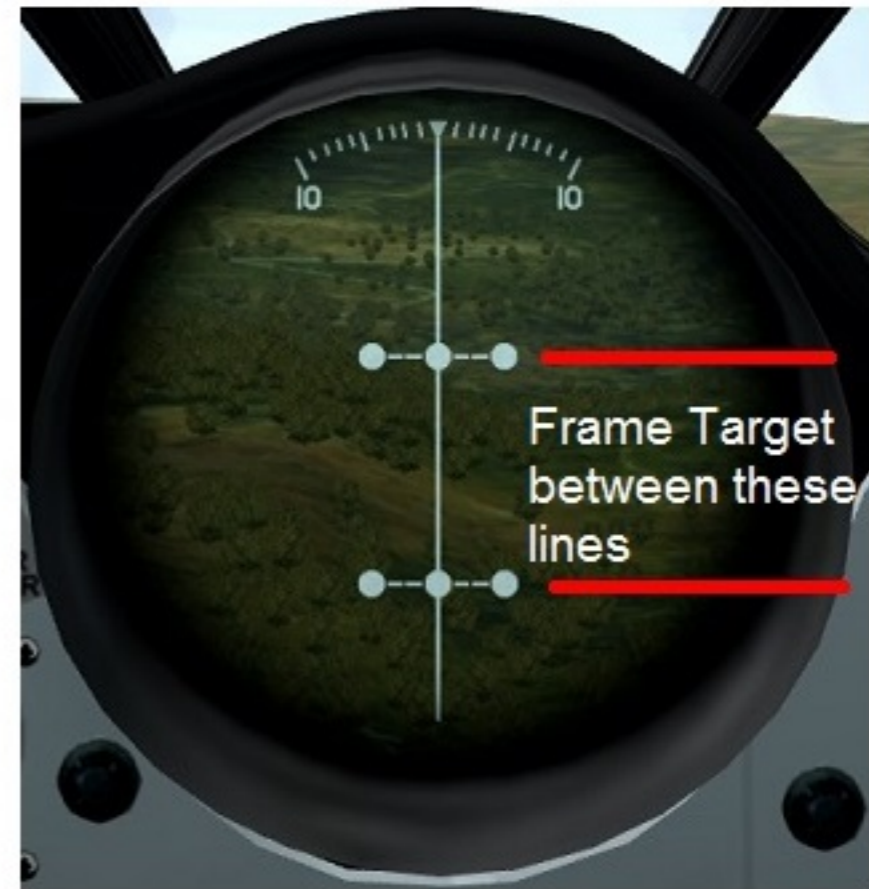
Good for low-level runs

MK\_RF101\_Vertscope  
CameraFOV=50.000000  
CameraPitch=-90.000000  
For straight down views of large areas, like airfields. Use at 14,000 ft or higher if there are cloud breaks



There is also a Recscope\_NIGHT\_USAF which is a plain scope, with no discrettes, for Night Missions. Same parameters as Widescope.

In the optical viewfinder, there are reticle lines which define the areas in which each set of cameras is looking, so if you frame the target between those lines, you're getting the pictures. (Picture taking is figurative, but if you want to label a big red button in your home cockpit with the word "camera trigger", and press it when you're over the target, be my guest.)



To prime the Recscope, you cycle the Radar Mode key (Page up).

On the first press you will see an image of the periscope lenses with the shutter closed. (This is better than staring at a big black hole which is what you see when you arrive in the cockpit).

The second press of the Radar Mode Key opens the shutter and reveals the Recscope view.



View when entering cockpit

First Radar Mode showing lenses



Second Radar Mode Shutter open



Above, Normal view of RF-101C cockpit optimised for Recon.  
If you want to see the instruments, Tilt Down or Zoom Out.

Note that in the above picture, the Optical Viewfinder shutter is OPEN.  
In the pictures opposite, the shutter is closed



## THE PHOTO HUD

In the RF-101C, you have the usual three HUD modes.

1. NAV mode has the nose cross and the FPM, Flight Path Marker. The latter is useful for positioning your aircraft when you are coming in to land.
2. AA mode has no discrettes. That's for purists.
3. AG mode - wow what the feck is that bloody big spider?

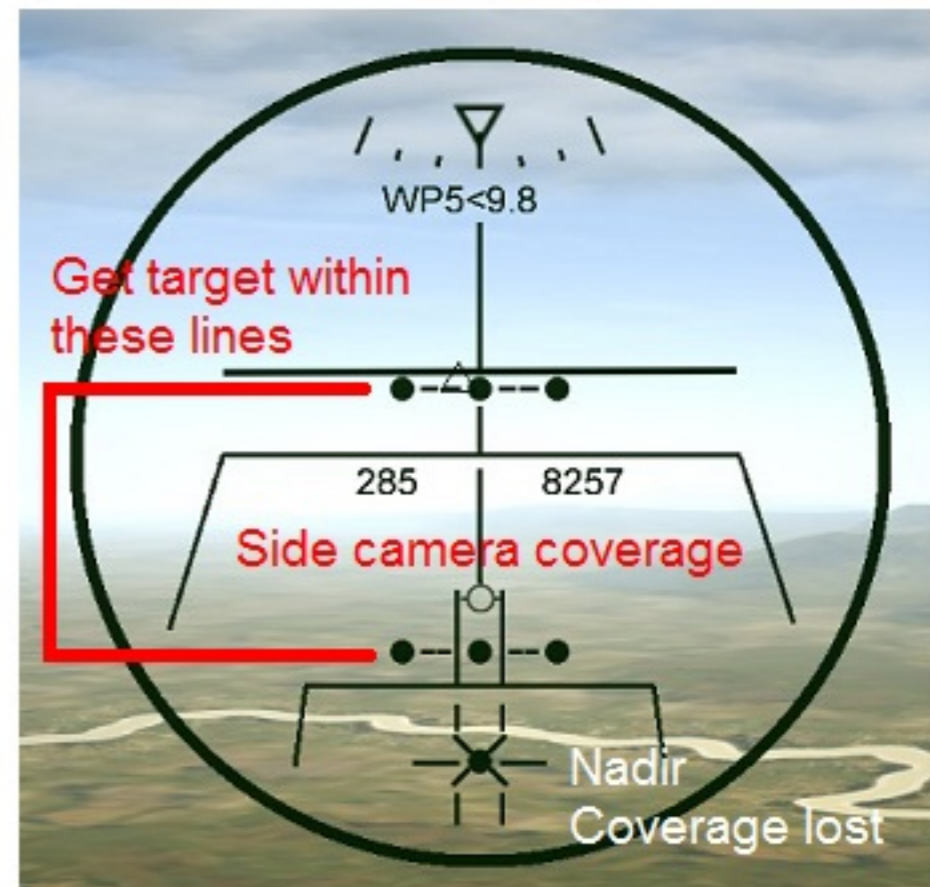




The AG mode is designed to give you a photo-framing device in the HUD. It can be used in tandem with the cockpit view, but it is best to remove the cockpit and treat the HUD as a full-screen Recscope for close-up work.



You get several discrettes like waypoint distance, altitude, speed, horizon bar, and also the reticle lines that define the photographic area. You can do the whole photo-run with this if you prefer.





As you fly towards the objective, open the shutter and hold the aircraft steady until the objective slides through your Recscope. You'll now pass the waypoint, hear the Mission accomplished call, and fly back to your base. Piece of cake, right?

Well, in some missions you have to do a post-strike photo-run. So you have to time yourself to arrive with the target in your Recscope, before the Strike package unleashes its bombs. Then you can nose down a bit and enjoy the splendid sight of everything going up in flames and smoke as the bombs hit. And then you get some more shots of the target lying in ruins. Bridge attacks are excellent ones to record.



When you're done, land at the last waypoint, taxi over to the admin buildings and flip open the camera bay so the tech guys can get your film and develop your amazing shots. I hope you didn't forget to open the shutter.

