INTERFACE

Starting the Game. After installing, double-left click the *Jane's F-15* shortcut icon, or select *Programs/Jane's Combat Simulations/F-15* from the START Menu.

You can bypass the Introduction by pressing Esc.

GENERAL INSTRUCTIONS

Jane's F-15 has a primarily cursor-driven interface. Unless specified otherwise, "click" always refers to left-clicking the mouse on an option.

In the lower-right corner of nearly every screen is a circle divided into four parts: a red CANCEL section, a blue ACCEPT section, a yellow HELP section and a central gray "artificial horizon."

In most cases, clicking on the artificial horizon will bring up an OPTIONS screen.

ACCEPT applies any changes you've made on that screen, and progresses to the
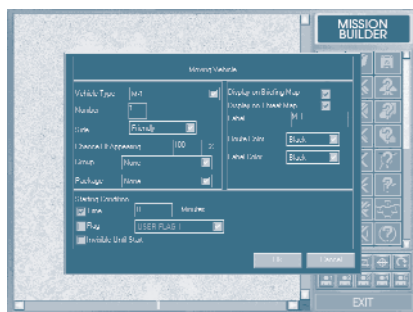
next screen. (When you are about to enter a mission, ACCEPT changes to FLY.)

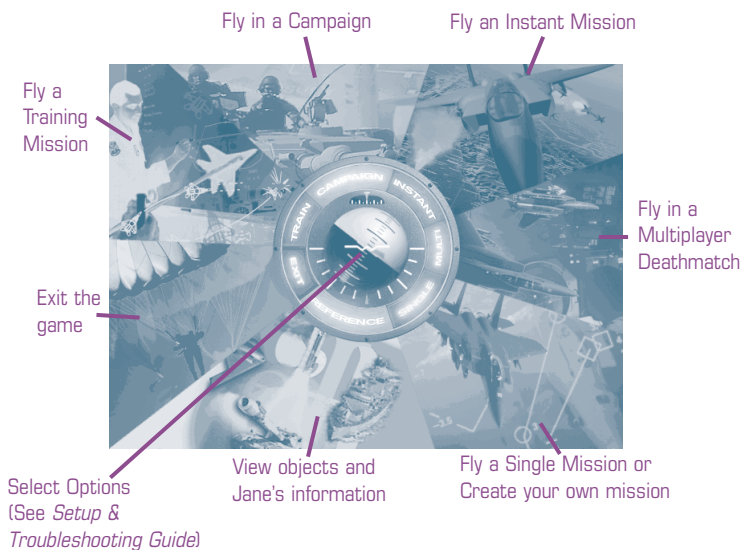CANCEL returns to the previous screen without applying any changes made.

HELP brings up a window that explains the function of the current screen.

Pop-Up Windows

Often, pop-up windows will appear, and selections can be made or information can be entered.

OK saves any changes you've made in that window, and returns you to the original screen.

CANCEL returns to the original screen without saving any changes made.

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Fly in a Campaign

Fly an Instant Mission

Fly a
Training
Mission

Fly in a
Multiplayer
Deathmatch

Exit the
game

Select Options
(See *Setup &
Troubleshooting Guide*)

View objects and
Jane's information

Fly a Single Mission or
Create your own mission

MAIN MENU

The first thing you see after the introductory video is a main screen ''menu''
divided into seven multi-colored ''wedges'' and a central black-and-white
artificial horizon. Each wedge performs one or more different functions. To
select one of these wedges, move your cursor over the colored section to
highlight it, and click.

Notice that it is not necessary to click on the word itself. Click anywhere in
the highlighted colored section to proceed.

First-time pilots will benefit from playing *Jane's F-15* in Casual mode, which
can be selected during installation.

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Mission name

Mission description

Available missions

Jane's F-15 has a variety of training missions that cover the basics of flying this sophisticated fighter from takeoff to full combat situations. On the right side of the screen is a scrollable list of missions.

• Click once on the name of the mission to bring up a description of that mission.

• Click twice on the name of the mission (in Available Missions) to bring up the mission briefing.

• Click ACCEPT to proceed to the briefing.

• Click FLY to begin the mission (after the briefing).

For details on the briefings, see **Briefing**, p. 1.6.

CAMPAIGNS

Name of Campaign's Squadron

Campaign Description

Current Campaign List

Remove Campaign

Campaign Status

There are two possible campaigns: The United Nations war with Iraq, Desert Storm, and a hypothetical action against Iran in 2002. You can view a summary of each campaign's history by clicking on the campaign name in the Current Campaign List.

• Click on the campaign name IRAN or IRAQ, then select ACCEPT to begin the campaign.

Once you've flown in a campaign, there will be an additional name in the Current Campaign List. It will include the name of the squadron you chose. That is the "title" of your campaign in progress.

• Click on the name of your squadron, and select ACCEPT to continue a campaign.

All statistics pertaining to your selected campaign will appear in the lower portion of the screen. These include aircraft status, flight crew status and number of missions flown.

REMOVE CAMPAIGN

You can delete any campaign in progress. You cannot delete the original campaign starting points, IRAN and IRAQ.

Once you delete a campaign, there is no way to undelete it.

• Click on the name of the campaign in progress to be deleted.

• Click the REMOVE CAMPAIGN icon.

• Confirm that you wish to delete the campaign.

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SQUADRON

Squadron Name

Available Squadrons

Squadron Information

Choose your squadron. This not only determines the tail insignia on your F-15, but it affects the airframes and aircrew available for each mission. Once you have selected a squadron for a campaign, you cannot change squadrons — you must begin a new campaign to fly with another squadron.

The right window shows a scrollable list of all available squadrons. As each squadron's name is highlighted, its history and insignia appear in the upper-left window.

- Click on the name of the squadron you wish to view.

- Click ACCEPT to select that squadron and continue.

VIDEO INTRODUCTION

If you do not wish to view the video introduction, press any key to skip past it.

CAMPAIGN INFORMATION

Before the initial mission of a campaign, a brief history of the overall situation is described.

- Click CONTINUE to go to the Mission Briefing.

BRIEFING

Mission Name

Mission Briefing

Mission Map

Intelligence Information

Mission Briefing

BRIEFING

Assign Aircraft

Assign Pilots

Assign Loadouts

Assign Targets

Mission C0?

In anticipation of possible future airstrikes deeper in Iran, you have been tasked with the destruction of a known Iranian ground Early Warning radar station located just on the western end of the Iranian island of Lavan.

Your flight will be supported by a 2 ship flight of USAF F-16 aircraft, which will strike air defense sites located near your target. A two ship of F-15C aircraft with escort your flight to and from the target area. In addition, a four ship of USAF F-15C's will sweep the area just to the west of your target to draw off any Iranian CAP that may be operating in the area. Additional SEAD support will come from USMC Hornets and a USN Prowler. The Prowler will stand off jamming to further disrupt the Iranian air defenses.

A USAF E-3 AWACS will be airborne over the Gulf and will advise you of any incoming threats. A very low, fast ingress/egress remains your best defense, however; get in and get out fast.

AIRFRAME
FLIGHT CREW
ARMING
TARGETING

CANCEL

The Briefing screen is where the mission is fine-tuned. All the available information can be read, the mission map can be viewed and even adjusted, and the squadron's aircraft can be prepped for flight.

MAIN

All the available information that Military Intelligence can provide is presented on the Main Briefing screen.

MISSION BRIEFING

The mission and resources summary, as well as all recommendations, can be viewed from this screen.

MISSION MAP

All currently known situational information can be graphically viewed from the mission map. This includes locations of waypoints and the Bullseye, JSTARS and FACs, and any known threats.

You may move, add or delete waypoints on the Mission Map, if you feel there would be an advantage.

INTELLIGENCE INFORMATION

All known enemy threats are listed, both air and ground. Not all threats found in the mission are listed, however.

Mission Map Controls

The three rows of buttons beneath the Mission Map Icon control the information shown on the Mission Map screen.

Mission Map · Friendly Aircraft · Enemy Aircraft · Neutral Aircraft · Ground Defense Sites · Ground Radar · Weapon Ranges · Airbases · Labels · Add Waypoint · Delete Waypoint

Zoom In · Zoom Out · Zoom Area · Center on Cursor · Revert
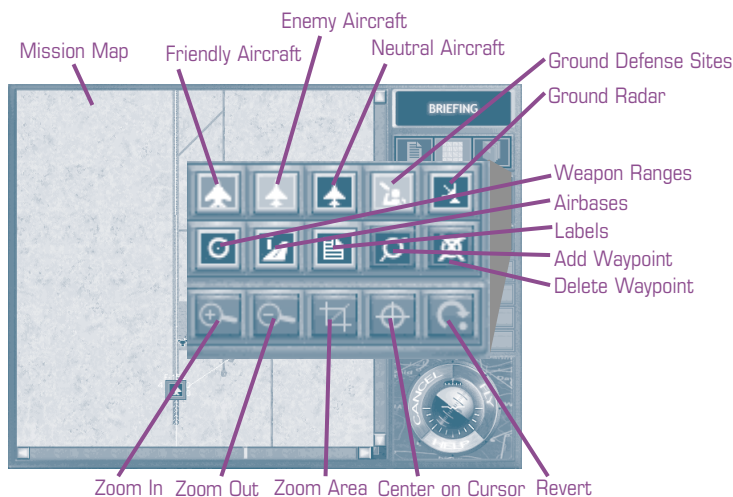
- **Friendly Aircraft.** Toggle the friendly plane icons on/off.

- **Enemy Aircraft.** Toggle the known enemy plane icons on/off.

- **Neutral Aircraft.** Toggle the neutral plane icons on/off.

- **Ground Defense Sites.** Toggle the known friendly and enemy AAA and SAM sites on/off.

- **Ground Radar.** Toggle radar range circles on/off.

- **Weapon Ranges.** Toggle the visual weapon detection circles (the effective range that SAMs can detect an aircraft) on/off.

- **Airbases.** Toggle area airbase icons on/off.

- **Labels.** Toggle mission labels on/off.

- **Add Waypoint.** You may add waypoints to your mission. (You can also click-and-drag a pre-existing waypoint to move it.)

- Click on the ADD WAYPOINT button.

- Click on the waypoint just *before* the waypoint you want to add. If you are placing a waypoint before the current Waypoint 1, click on the aircraft itself.

- Click on the location of the new waypoint.

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⊠ **Delete Waypoint.** You may delete waypoints from your mission.

• Click on the DELETE WAYPOINT button.

• Click on the waypoint to be deleted.

⊕ **Zoom In.** Zoom closer to the current center of the Mission Map.

⊖ **Zoom Out.** Zoom the Mission Map farther out.

⌗ **Zoom Area.** Select an area to view in the Mission Map.

• Click on the ZOOM AREA button.

• Click-and-drag an area on the Mission Map.

• Release the mouse button. That area will fill the Mission Map screen.

⊕ **Center On Cursor.** Select an area to be centered on the Mission Map screen.

• Click on the CENTER ON CURSOR button.

• Click on the location on the Mission Map to be centered.

↻ **Revert.** Return the map to the way it was, the last time it was saved. If it hasn't been saved, REVERT ''clears'' it.

AIRFRAME/ASSIGN AIRCRAFT

Currently Assigned Aircraft

Available Aircraft

Aircraft Information

Revert

When you select an airframe, you are choosing the actual fighters you and your wingmen will fly. All the planes are F-15 Strike Eagles, and until they see combat and take damage they are identical, but each squadron only has a certain number of actual planes. If your wingman is flying the F-15 airframe 86-0183, and is shot down, then 86-0183 isn't going to be available again. If he's shot up, then 86-0183 is going to be damaged in the future.

The first two numbers refer to the year the aircraft was manufactured.

Different types of damage get repaired at different rates. It usually takes about two to five missions for a damaged plane to become available.

- Assign a plane by click-and-dragging a name from the Available Aircraft window to an empty slot in the Currently Assigned Aircraft screen.

- Replace a plane by click-and-dragging another aircraft to an occupied slot. The original plane will be returned to the Available Aircraft list.

- Remove a plane by click-and-dragging the Airframe off the Currently Assigned Aircraft screen.

There is a number in the top left of each airframe image in the Currently Assigned Aircraft area. You are #1. Your wingmen are numbered in succession.
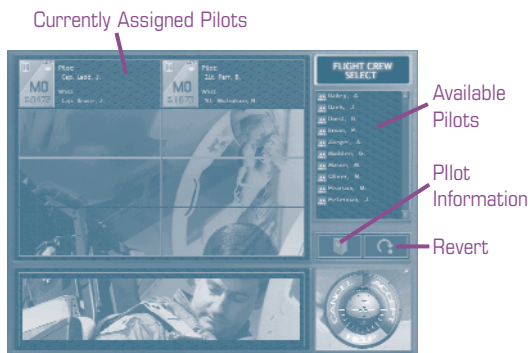
AIRCRAFT INFORMATION

- Click AIRCRAFT INFORMATION.

Information on the status of each airframe in the entire squadron (OK, REPAIR, DESTROYED) will appear on the left side of the display.

REVERT

- Click REVERT to return to the original airframe selection.

FLIGHT CREW/ASSIGN PILOTS

Currently Assigned Pilots

Available Pilots

Pilot Information

Revert

You can assign flight crew to fly the airframes you've selected (see above), or you can accept the default flight crew.

The selection process is identical to the method for assigning airframes.

- Assign a pilot by click-and-dragging a name from the Available Pilots list to an empty slot in the Currently Assigned Pilots screen.

- Replace a pilot by click-and-dragging another name to an occupied slot.

- Remove a pilot by click-and-dragging the name off the Currently Assigned Pilots screen.

To know which pilot is Wingman 1, 2, 3, etc., look at the number in the tail-fin graphic. You are #1. Your wingmen are numbered in succession.

PILOT INFORMATION

- Click PILOT INFORMATION.

Information on the status of all pilots will appear in the left side of the screen.
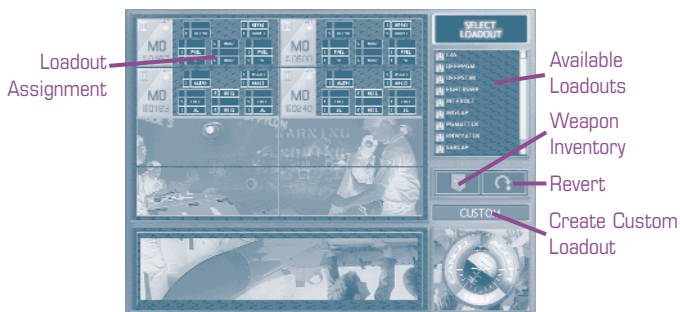
Rename a Pilot or Weapons Systems Officer

- Click on a name.

- Type a new name in the appropriate text box.

- Click OK.

REVERT

- Click REVERT to return to the original Flight Crew selection.

ARMING/ASSIGN LOADOUTS

With the exception of being able to customize loadouts, the arming process is identical to the method for assigning airframes and pilots.

A number of the most commonly used loadouts are listed in the Available Loadouts window. These are combat-proven combinations maximizing the F-15E's capabilities in a variety of situations.

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Loadout entries that are gray are not available because the ordnance inventory cannot provide a complete loadout as prescribed in the loadout specification.

• Assign a loadout by click-and-dragging a name from the Available Loadouts list to an airframe in the Loadout Assignment screen.

Different planes can carry identical loadouts, until the ordnance runs out. Ordnance conservation is an element of campaign strategy — it is important not to waste ordnance and risk running out when it's most needed.

Similarly, assigning complementary loadouts to different members of your strike package requires a strategic decision. The goal is to be prepared for any eventuality.

• Replace a plane's loadout by click-and-dragging a new loadout from Available Loadout to an occupied slot in the Loadout Assignment screen.

• Remove a plane's loadout by click-and-dragging the loadout off the Loadout Assignment screen.

DEFAULT LOADOUTS

There are a number of pre-designed loadouts, each recommended for different types of missions. Additionally, custom player-created loadouts can be added to this list via the CUSTOM button (see next page).

The exact configuration of these default loadouts can be viewed by opening them through the CUSTOM screen, or by click-and-holding the left mouse button down on a specific loadout in the Available Loadouts list (this provides a small representation of the loadout). See **Custom**, next page.

ARMING WEAPON INVENTORY

This provides a list of the squadron's current ordnance supplies. This is important in campaigns, where ordnance is limited.

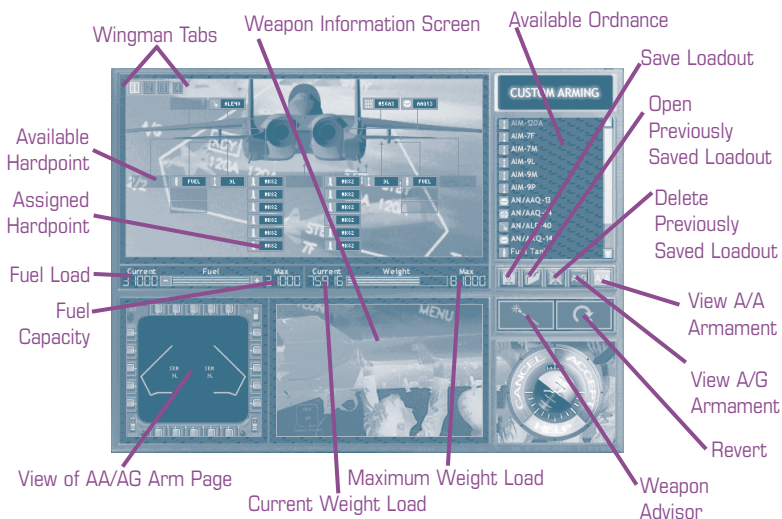To see a brief description of a particular weapon or round, click on its image.

A "-'' character in the quantity column indicates the squadron has unlimited access to that ordnance.

REVERT

• Click REVERT to return to the original default loadout.

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CUSTOM

Although there are several suggested loadouts for various types of missions, it is also possible to create your own custom loadouts. These can be saved, and used at any time during the campaign, as long as the appropriate ordnance is available.

Wingman Tabs
Weapon Information Screen
Available Ordnance
Save Loadout
Available Hardpoint
Open Previously Saved Loadout
Assigned Hardpoint
Delete Previously Saved Loadout
Fuel Load
Fuel Capacity
View A/A Armament
View A/G Armament
Revert
View of AA/AG Arm Page
Maximum Weight Load
Current Weight Load
Weapon Advisor

- Click CUSTOM.

- Click-and-drag weapons from the Available Ordnance window to an Available Hardpoint.

Positions that can accept that type of weapon will highlight when the weapon is selected. Weapon names which appear gray represent weapons which are currently depleted from inventory, and can't be dragged into an Available Hardpoint.

- Continue until the loadout is complete.

F-15 Fuel/Weight. The more ordnance is loaded on a plane, the heavier it becomes. When the weight exceeds the Maximum listed on the far right of the Weight indicator, the red bar under WEIGHT signals that the plane is overloaded.

However, in some situations, such as very short missions, fuel can be removed from the main fuel tank by using the "-" button to the left of the Fuel Load indicator, lightening the overall load and making it possible to add more ordnance.

MPD Display. This is a display of the appropriate AA or AG armament page (p. 2.26, p. 2.28), which is how you track your weapon status during the

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mission. Watching how the addition and deletion of ordnance is tracked on the MPD is a good way of familiarizing yourself with this feature.

Weapon Information Screen. When a weapon is highlighted in the Available Ordnance screen, a picture and brief summary are displayed in this window. The amount of this ordnance which is available also appears here.

Save Loadout. To give a custom loadout (currently displayed) a name, press the SAVE LOADOUT button and enter the name in the text box.

This loadout will now be available in the regular Available Loadouts screen for simple click-and-drag use.

Selecting ACCEPT will **not** automatically save your new loadout for future missions. It merely accepts the loadouts for the airframes, and there will not be a prompt asking if you want to save any of them for future use.

Open Previously Saved Loadout. To view or edit a loadout:

• Press the OPEN PREVIOUSLY SAVED LOADOUT button.

• Select a loadout from the scrollable list in the pop-up window.

• Select OK.

Delete. To delete the selected loadout, press DELETE PREVIOUSLY SAVED LOADOUT.

View AG Arm Page. This button brings up the Available Ordnance for all air-to-ground weapons.

View AA Arm Page. This button brings up the Available Ordnance for all air-to-air weapons.
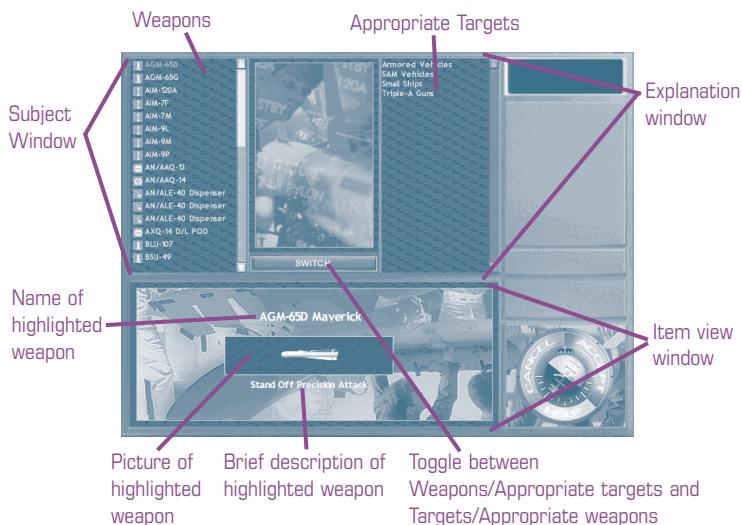
Cancel, Accept. Return to the Loadout screen by pressing CANCEL or ACCEPT; ignoring or accepting changes respectively.

Revert. Click REVERT to return to the previously saved version of the air-frame loadouts. All ordnance will return to the default.

Wingman Tabs. All loadout information can be specified for each wingman flying with you. The Wingman Tabs in the upper-left can be clicked to bring up their current loadouts.

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Weapon Advisor

For a brief tutorial on what weapons are best for what types of targets, and likewise what types of targets call for which weapons, look at the **Weapon Advisor**, below.

Weapons

Appropriate Targets

Subject Window

Explanation window

Name of highlighted weapon

AGM-65D Maverick

SWITCH

Stand Off Precision Attack

Item view window

Picture of highlighted weapon

Brief description of highlighted weapon

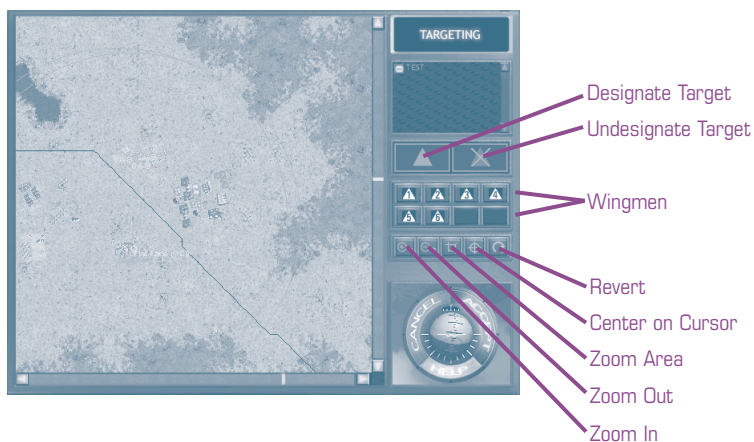Toggle between Weapons/Appropriate targets and Targets/Appropriate weapons

Any item in the Subject Window, when clicked on, will bring up information in the Explanation Window. If a weapon is selected in the Subject Window, the types of targets it is best used for will appear in the Explanation Window. If a type of target is selected in the Subject Window, the recommended types of weapons will appear in the Explanation Window.

• Click SWITCH to switch between types of targets and types of weapons in the Subject Window.

Whenever a weapon is selected, its picture and a brief summary will appear in the Item View window.

TARGETING/ASSIGN TARGETS

Designate Target
Undesignate Target

Wingmen

Revert
Center on Cursor
Zoom Area
Zoom Out
Zoom In

When a mission has a ground target, the TARGETING button on the Mission Briefing screen will be enabled. There will already be pilots assigned to certain targets — one target per waypoint per pilot. If you wish to adjust these target assignments, you may.

DELETE A TARGET ASSIGNMENT

• Click UNDESIGNATE TARGET and click on a target number to delete a pilot's assignment to that target.

ASSIGN A TARGET

• Click DESIGNATE TARGET.

• Click the appropriate wingman's number.

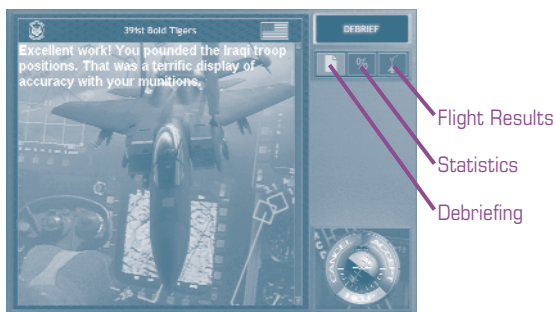• Click the target's icon (if aircraft) or white dot (if other object).

For further information on the other keys, such as Zoom In and Zoom Out, see p. 5.64.

FLY

Notice that in a mission briefing, instead of the blue ACCEPT button in the lower-right corner, there is a blue FLY button. When all the elements are arranged to your satisfaction, it is time to begin the mission.

• Click FLY to accept the mission and take off.

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DEBRIEF

Flight Results
Statistics
Debriefing

At the end of each mission a Debriefing screen appears. This includes information on how well you accomplished your goals, your overall performance, and the performance of the rest of your strike package.

Debriefing. Discusses the mission's accomplishments, or lack of them, waypoint by waypoint.

Statistics. Lists all applicable statistics, from total mission time to how much and what type of ordnance was expended.

Flight Results. Lists the accomplishments and failures of each aircraft in your strike package.

INSTANT ACTION
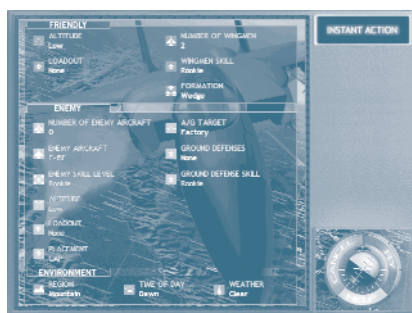
If you simply want to choose a type of mission, and then get out and fly it, Instant Action is for you. The computer creates a stand-alone mission from a few general parameters that you set. You can call for a simple in-and-out task, or you can set up complex missions involving multiple wings, difficult ground targets and crack air defenses.

Instant Action doesn't take the place of Training Missions, however. If you aren't sure how to handle an F-15, you might want to put some time into training before you try to put a Strike Eagle through her paces. (See **Training**, p. 1.3.)

Instant Action missions put you directly into the pilot's cockpit of an F-15 Strike Eagle. All you have to do is choose the parameters of the mission you want to fly, and you're good to go.

INSTANT ACTION PARAMETERS

If the text of a parameter is grayed out, it is not adjustable because a previous parameter precludes it. For instance, if you choose No Wingmen, you won't be able to assign them skills.

- Click on a parameter. (It will highlight when your cursor moves over it.)

- Click on an option within the parameter to select it.

FRIENDLY

Altitude. You can start the mission at low, medium, high or random altitude. Low is no problem for an F-15, but if you aren't familiar with the avionics, start off higher.

Loadout. You can choose any of the pre-determined loadouts, including ones that you have designed yourself. If you are interested in seeing exactly what is included in each loadout, or in creating your own, you'll need to go to the **Arming: Custom** section of **Campaigns** (p. 1.12).

Number of Wingmen. You can lone wolf it, or choose to have up to seven wingmen accompany you on your mission. Your wingmen will each have the same loadout as yours.

Wingman Skill. This determines how good your wingmen will be. A Rookie is more likely to make a mistake that will kill himself or fail the mission — and an Expert and Random are more likely to steal the air-to-air action.

Formation. Choose the formation that you and your wingmen will fly.

- "Wedge" is V-shape, except two aircraft (you and your wingman) may share the lead position.

- "Line" has all your wingmen flying parallel on one side of you, perpendicular to the Waypoint path.

- "Trail" has your wingmen flying in a line behind you.

- "V" is V-shape, with you at the front.

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ENEMY

Number of Enemy Aircraft. The default is three, but you can have as many as eight.

Enemy Aircraft. You can choose from any aircraft available in the game. All enemy will have the same type of aircraft. For information on specific planes, see **Reference**, p. 1.22, or **Mission Builder: Type Aircraft**, p. 5.15.

Enemy Skill Level. Choose how good your opponents will be. The less skilled they are, the fewer offensive/defensive maneuvers they will be capable of.

Altitude. Set the starting altitude for your enemy. Since the default is low (to coincide with the default for your own F-15), this is particularly important to adjust if you choose a less maneuverable enemy plane.

Loadout. Since the enemy can be flying nearly any type of plane, "Loadout" does not determine *exactly* what the enemy will be carrying, but rather what *type* of ordnance.

- "None" has them flying with no weapons, only chaff and flares.

- "Guns" has them flying with only a full load of gun ammo.

- "Rear Aspect Heater" indicates heat-seeking missiles that are only efficient when fired at the tail of an enemy.

- "All Aspect Heater" indicates more sensitive heat-seeking missiles that can track their target regardless of direction.

- "Semi-Active Radar" indicates a missile with radar guidance requiring constant tracking from the firing aircraft.

- "Active Radar" indicates a fully active "fire and forget" missile.

Placement. You may limit the advantages of the enemy's location.

- "CAP" means the opposition will be on Combat Air Patrol.

- "Neutral" means that they will begin the same distance from the waypoint as you, and at approximately the same speed.

- "Advantage" means they will begin the mission on your tail.

- "Disadvantage" means the enemy will be ahead of you, and easier to pick up with your avionics.

A/G Target. Choose the type of ground targets that you must destroy. For more detailed information on types of targets, see **Mission Builder: Ground Object Type**, p. 5.25.

Ground Defenses. Determine the "density" of the ground defenses along your waypoint path and around your targets.

Ground Defense Skill. Determine the ground defense's accuracy.

ENVIRONMENT

Region. Select the type of terrain over which the mission will take place.

Time of Day. Determine the time of day when the mission starts.

Weather. Select the region's weather. F-15s can fly under any conditions, but the clearer the weather, the easier the mission.

FLY

Notice that instead of the blue ACCEPT button in the lower-right corner, there is a blue FLY button. When all the elements are arranged to your satisfaction, it is time to begin the mission.

• Click FLY to accept the mission and begin.

MULTIPLAYER

Jane's F-15 supports IPX/SPX network (LAN) play (up to eight players), TCP/IP network (Internet) play (up to eight players), and modem and direct serial play (two players).

• Click on the "wedge" of the type of multiplayer game you wish to play. Or

• Click MAIN to return to the Main Menu.

Multiplayer (pp. 6.1-6.11) describes how to set up each type of connection and begin a mission.

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SINGLE MISSION

Single Missions include elements of both the Campaign Missions and the Instant Missions.

Like an Instant Mission, these are stand-alone tasks. There is no need to worry about ordnance conservation or how failure will affect future tasks. These are Get In, Get It Done, Get Out of There missions.

Load Missions. The pre-existing missions are realistic and challenging, and can be played in any order.

Mission Builder. You are not, however, restricted to the pre-existing missions. You can also choose to build your own missions with the Mission Builder. This gives you the ability to control every aspect of every object in the game — plotting exactly where it goes, at what time, what its objectives are, and how it reacts to other objects in the game. The Mission Builder is in fact the same editor that the game designers used to create the *Jane's F-15* Campaign and Single missions. It is a powerful tool and can be used to create missions every bit as complex as those found elsewhere in the game.

LOAD MISSION

Mission Information

Available Mission

Mission Summary

Available Mission. There is a list of mission names in the scrollable Available Missions in the right side of the screen. The list of missions includes both pre-existing and player-created missions.

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Any mission that has been created in the Mission Builder — and saved to the MISSION subdirectory of the game — will appear in the list of Available Missions, even if it is still under construction. Choosing an incomplete mission from the list is the best method of testing it to see how well it works.

- Click on a Mission name to view data on it.
- Double-click on a Mission name to jump immediately to that mission's briefing screen.

Mission Information. In the upper-left of the screen appears text describing the overall mission. Read the summary to determine if this is the type of mission you wish to fly.

Mission Summary. The lower-left window depicts what the mission will be like. If the fighter is alone, you will be flying without a wingman.

The object that is being destroyed indicates what sort of target you can expect: buildings, vehicles, structures, etc.

ACCEPTING THE MISSION

Once the mission has been accepted, the sequence of reviewing the information and adjusting the details is identical to the process described in **Campaigns: Briefing.**
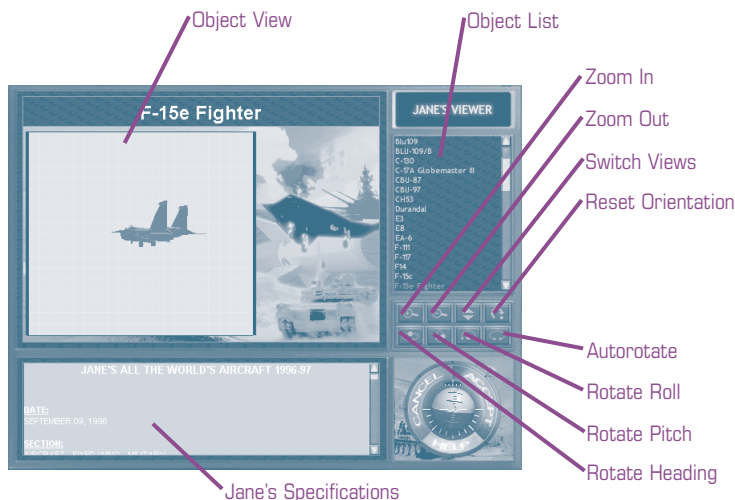
MISSION BUILDER

Creating your own mission is a multi-stage process that takes planning and practice, but allows you the freedom to create exactly the missions you'd like most to fly.

SQUADRON

Prior to non-Campaign missions, the SQUADRON button is available. This allows you to fly under a squadron's name, thus changing the tail insignia markings of your aircraft.

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REFERENCE

Object View

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Jane's Specifications

You can get information on all the planes and weapons you will encounter in the game by choosing REFERENCE from the Main Screen. This takes you to the Reference screen, where you can view 3-D models and read information from Jane's Information Group.

•   Click on the item you wish to view from the Object List.

Object List. This is a scrollable list of all the planes and weapons in the game.

Object View. This shows the image of the object as it appears in the game. Click-and-dragging on this image will rotate the object.

Jane's Specifications. This provides the Jane's Information Group's data on the highlighted object.

Zoom In. Zoom in to see a closer view of the object.

Zoom Out. Zoom out to see a more distant view of the object.

Switch Views. (Toggle) Switch the views in the two windows. It is helpful to have the Jane's information in the larger window when you are reading it.

Reset Orientation. Return the object to its original pitch after having rotated the image.

Rotate Heading. Rotates the object counter-clockwise (from a top-down perspective). This is primarily used when Autorotate has been turned off. Right-clicking on this button will rotate it in a clockwise direction.

Rotate Pitch. Rotate the pitch of the object, so that the nose of the plane is pulled down. Right-clicking on this button will rotate it in the opposite direction, so the nose is pulled up.

Rotate Roll. Rotate the object along its axis, so that it rotates clockwise (from a nose-on perspective). Right-clicking on this button will rotate it in the opposite direction.

Autorotate. (Toggle) Turn the object's rotation on or off.

Either ACCEPT or CANCEL will return you to the Main Menu.

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