

6
Video

SET: XXX

LOCK

TIMER: XX:XX:XX

AUTO

KPS: XXX

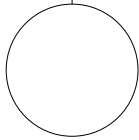
LOCK

MESSAGE PLAQUE: The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog...
MANIAC: Chalk up another for the Maniac!
STILETTO: The aliens are not here. Let's keep moving!

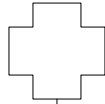
7
Camera View

Off-Screen
Target Indicator

Reticle



ITTS Circle



Nav Point
Indicator
(should be a
thin Plus sign)

FIGHTER - TYPE

Afterburn

Gun Pool

1
Player Armor/Shields

2
Player Input

EJECT

ST ET

3
Radar

4
Guns/Weapons

5
Target Armor/Shields

6
Video

SET: XXX

TIMER: XX:XX:XX

KPS: XXX

EJECT

AUTO

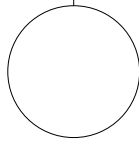
EJECT

MESSAGE PLAQUE: The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog...
MANIAC: Chalk up another for the Maniac!
STILETTO: The aliens are not here. Let's keep moving!

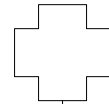
7
Camera View

Off-Screen
Target Indicator

Reticle



ITTS Circle



Nav Point
Indicator
(should be a
thin Plus sign)

FIGHTER - TYPE
Wild Weasel

Afterburn

Gun Pool

LOCK

ECM

LOCK

1
Player Armor/Shields

2
Player Input

3
Radar

4
Guns/Weapons

5
Target Armor/Shields

ST

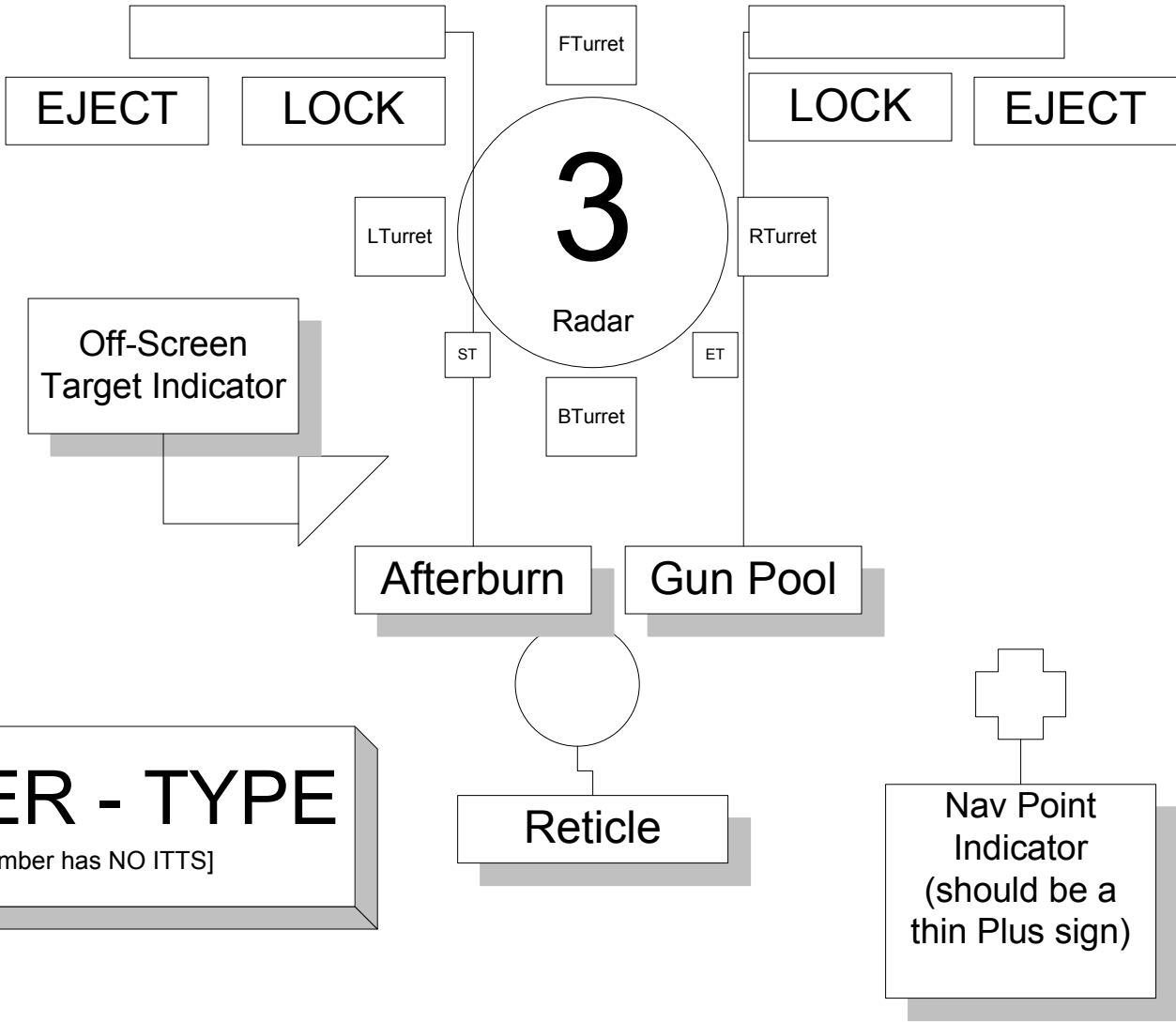
ET

2
Player Input

6
Video

BOMBER - TYPE
[NOTE: Bomber has NO ITTS]

1
Player Armor/Shields



4
Guns/Weapons

7
Camera View

MESSAGE PLAQUE: The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog...
MANIAC: Chalk up another for the Maniac!
STILETTO: The aliens are not here. Let's keep moving!

SET: XXX

AUTO
TIMER: XX:XX:XX

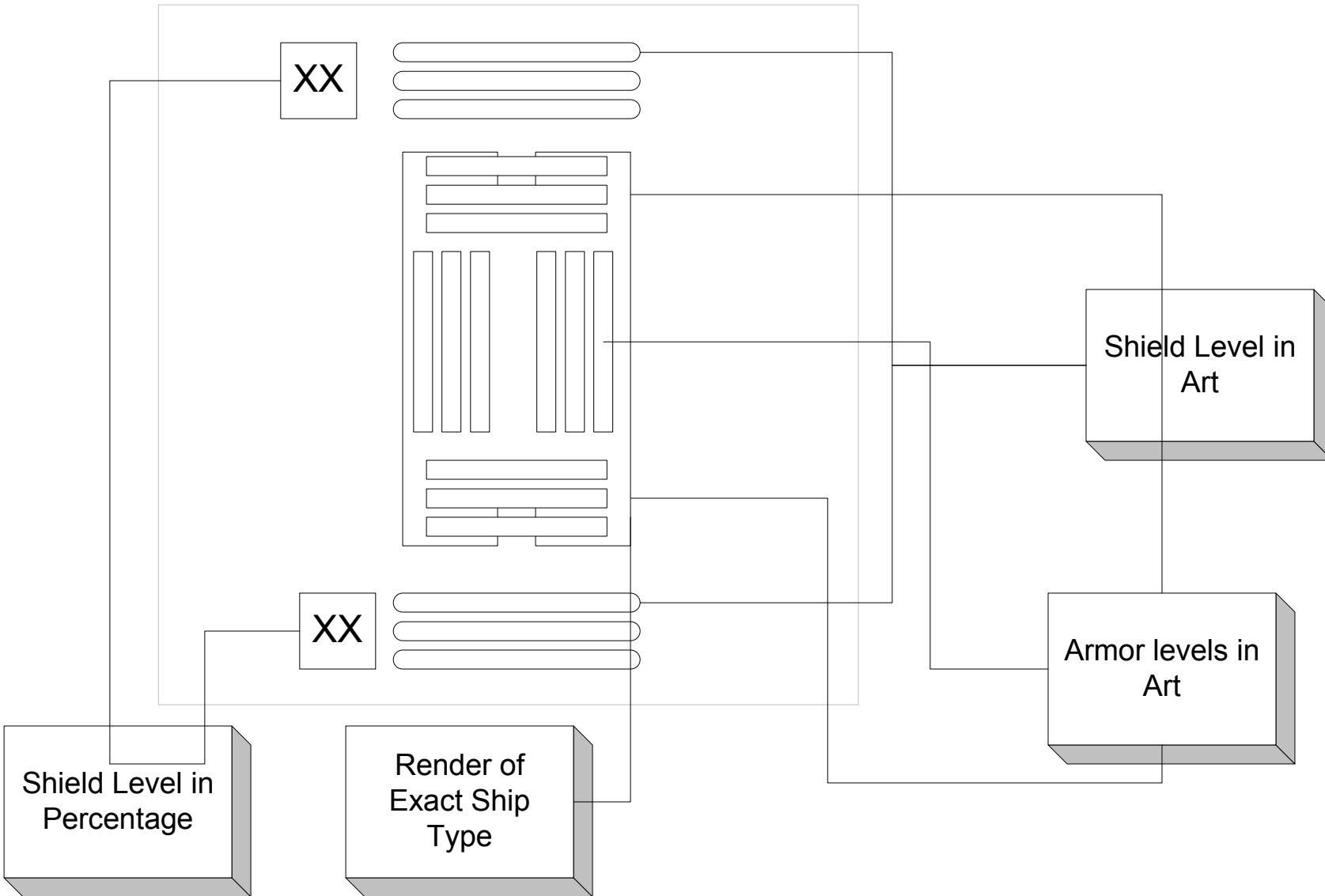
KPS: XXX

5
Target Armor/Shields

1

Player will be Vertically oriented to
differentiate from Target

Player - Armor/ Shields



2

(P) Power Distribution
(C) CommOptions
(D) Damage Display
(S) Shield Configuration

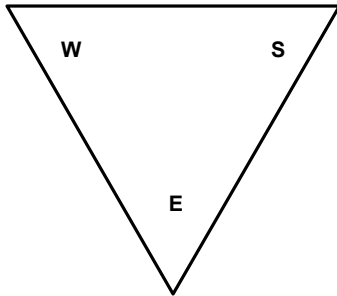
Player - Input Window

Power Distribution

Comm Options

Damage Display

Shield Configuration



Comm Options

- (1) Wingman1
 - (2) Wingman2
 - (3) Target
-
- () Wingman ()
 - (1) Break and Attack
 - (2) Form on my wing
 - (3) Help me out here
 - (4) Attack my target
 - (5) Keep radio silecne
 - (6) Never Mind

DAMAGE REPORT

Shields 60%
Engines 50%
Guns 25%
Radar 25%



Holding down (P) will bring up the Power Distribution meter. Moving the joystick to the corners will change the power distribution to the value the stick is left.

Pressing (C) will bring up the Comm options. At this point, the selections will be made by pressing the 1-top number keys. The functionality will remain as in previous Wing Commanders.

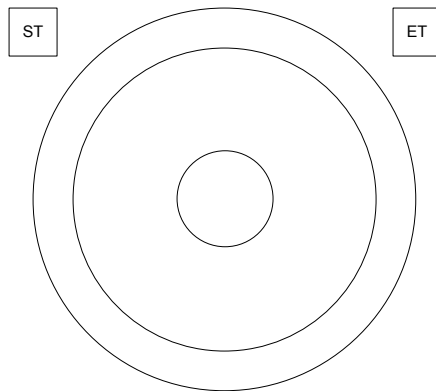
This is a visual display of what systems are damaged/destroyed, and should indicate to the player that the systems that are damaged are being repaired.

This display (accessed by pressing S) shows the status of the shields. **Holding down** (S) will allow the player to change the distribution of the shields.

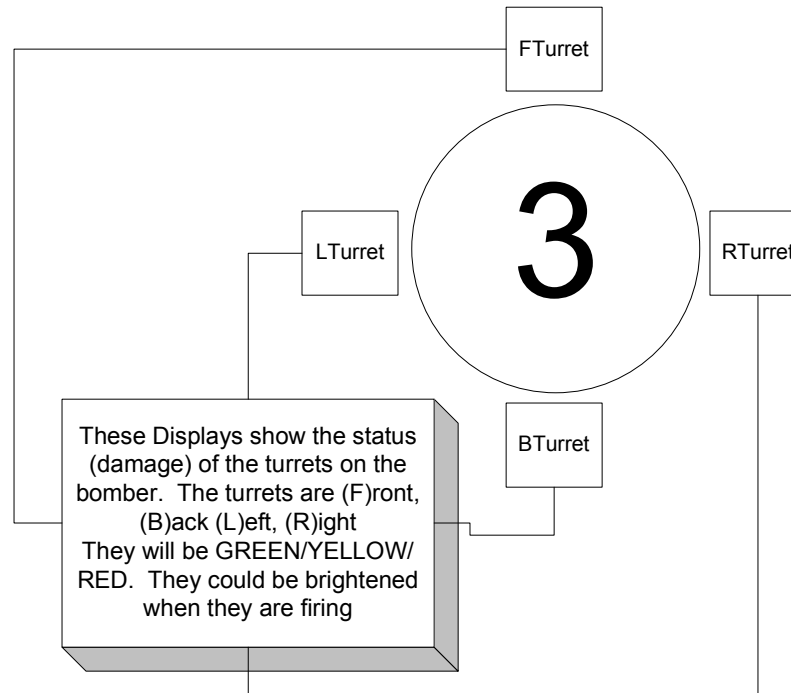
3

Radar - Persistent Display, the radar will act as in previous Wing Commanders

Radar



Persistent display, the radar will act as in previous Wing Commanders. Central circle is player's view cone, quads are to the sides of player, outer ring is behind player.



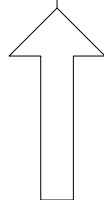
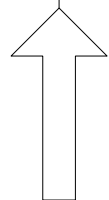
4

Each display can be brought up separately.
(G) Guns
(W) Weapons

Guns and Missile Display

Each gun is drawn as damaged

GUN:
LASER



AMMO: XXXX

MISSILE: DUMBFIRE



REMAINING: XXX

Either display
can pop up as
needed

If FULL GUNS are selected, there will be an
ICON - not all the individual guns.

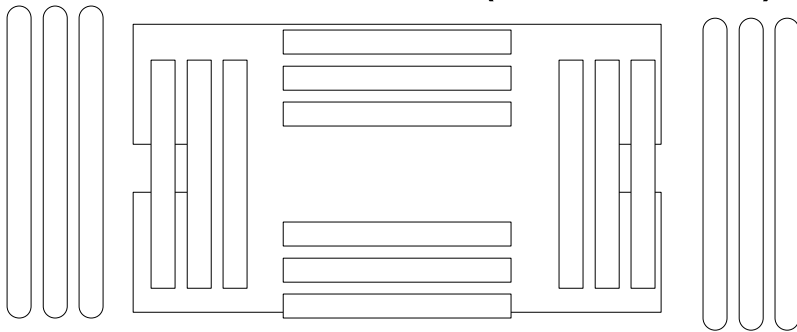
If FULL SALVO is selected, there will be an
ICON - not all the individual missiles.

5

Target will be Horizontally oriented to
differentiate from Player

Target - Armor/
Shields

AUTO TARGETING
TARGET: NAMENAME
RANGE: XXXX (NO UNIT)



XX

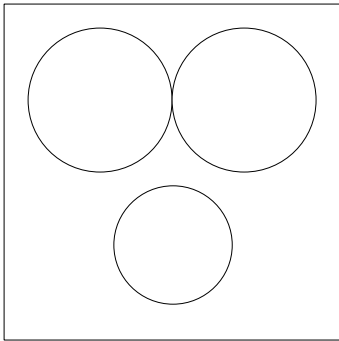
XX

Shield Level in
Percentage

6

This is where the incoming comms will be played. It can have a border, but will be turned off if not in use.

Comm Video
Playback



7

Camera will switch between:
Target Cam
Rear Cam
Missile Cam
Bomb Cam (if on a Bomber)

Camera View

