

MILITARY SIMULATIONS INC.

Back To Baghdad™

Back To Baghdad Keyboard (HotKeys & bugs :-)

Engine Commands

Engine On = 9
Engine Off = 0
Throttle Up = =
Throttle Down = -
After Burner Stage = \

View Commands

Cockpit On/Off = k
Forward View = F1
HUD View = F2
Instrument View = F3
MFD View = F4
Chase View = F5
Weapon View = F6
Allied View = F7
Target View = F8
Ground Site View = F9
Recon View = F10
Cycle View = End
Reset View = Home
Zoom In/Out = Page Up/Page Down
Next/Previous Entry = Insert/Delete
Rot View Up = Up arrow
Rot View Down = Down arrow
Rot View Left = Left arrow
Rot View Right = Right arrow

Avionics Commands

Radar On/Off = r
Cycle Radar Range = p
Cycle Radar Mode = KP*
Cycle Target = KP/
Cycle Airbase Runway = y
IFF Target = i
JTIDS Range = o
Scan Vol El = [
Scan Vol Az =]
Scan Dir El = ;
Scan Dir Az = '
Select Target = `
Cycle Sensor Target = 1
Cycle Sensor Mode = 2
Cycle Left MFD = 5
Cycle Right MFD = 6
Cycle External MFD = 7
Cycle Sensor of Interest = 8
Cycle Waypoint = w

Avionics Commands

TACAN On/Off = t
HUD Declutter = u
HUD On/Off = h
ILS On/Off = l
Cycle PLM = m
Rev Scan Vol El = SHIFT [
Rev Scan Vol Az = SHIFT]
Rev Scan Dir El = :
Rev Scan Dir Az = "
Rev Cycle Waypoint = W
Rev Cycle Sensor of Interest = *
Rev Cycle External MFD = &
Rev Cycle Right MFD = ^
Rev Cycle Left MFD = %
Rev Cycle Sensor Mode = @
Rev Cycle Sensor Target = !
Rev Cycle Radar Range = P
Rev Cycle Airbase Runway = Y
Rev Cycle JTIDS Range = O

Aircraft Controls

Forward Stick = KP8
Aft Stick = KP2
Left Stick = KP4
Right Stick = KP6
Center Stick and Rudder = KP5
Left Rudder = KP1
Right Rudder = KP3
Gear Up/Down = g
Autopilot On/Off = a
Brake On/Off = b

Electronic Countermeasures

Chaff = c
Flare = f
Jammer On/Off = j
Eject = ALT e

Weapons Commands

Dogfight Mode = d
Hawk-Eye Sight = ALT u
Missile Override = ALT d
Fire Gun = SPC
Weapon Release = ENT
Cycle A-A Weapon = 3
Cycle A-G Weapon = 4
Cycle Jettison Station = z
Jettison Stores = ALT x
Rev Cycle A-A Weapon = #
Rev Cycle A-G Weapon = \$
Rev Cycle Jettison Station = Z

Game Controls

Quick Time Advance = q
Sound On/Off = s
Time Of Day = n
Capture Screen = ALT /
Pause = ESC

Back To Baghdad JoyStick support

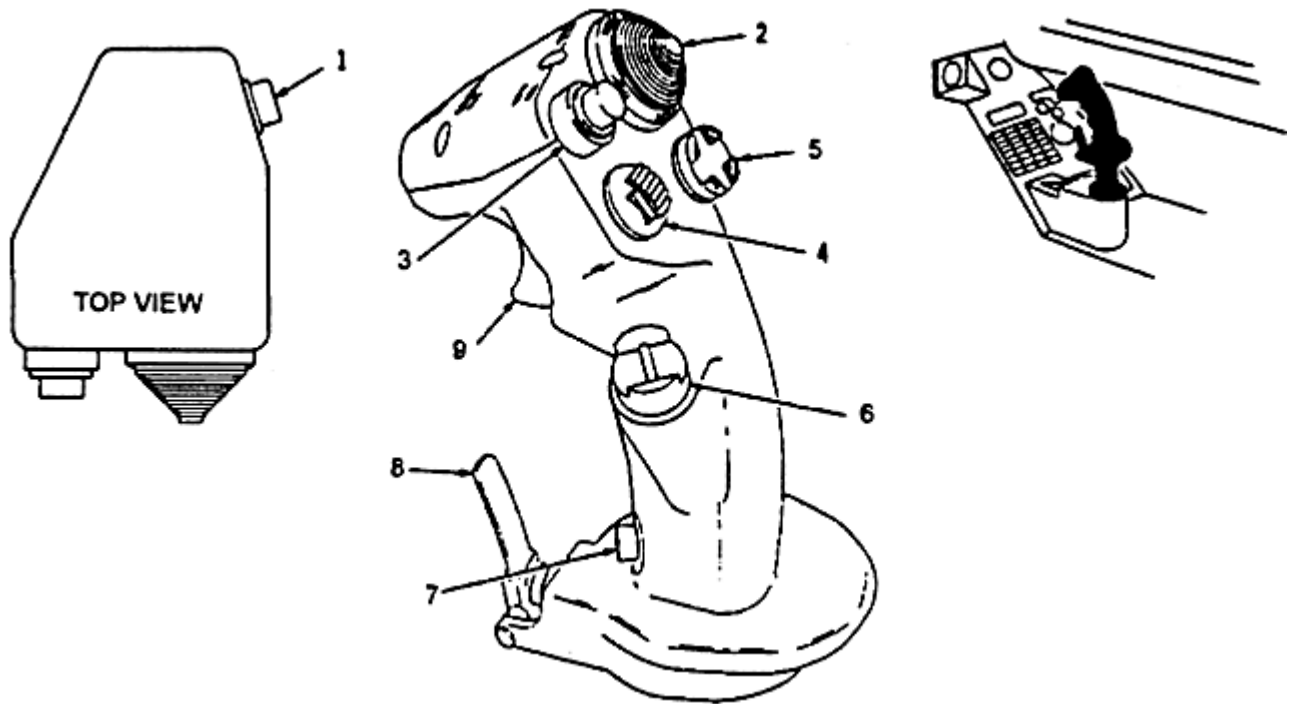
Hands-On Controls - USAF Military (Typical)

Switches on the throttle and stick allow hands-on interface with the fire control system and perform various weapons delivery functions. Each of these switches is described in the appropriate throttle/stick paragraphs.

Some of these switches are multipurpose and their function at any one time depends upon such variables as master mode, AG weapons delivery mode/sighting option, and location of the sensor of interest (SOI).

The SOI is that sensor for which the hands-on controls are currently active. Similar functions are activated by the same switches, whenever possible, to provide consistent operation regardless of the SOI or mode selected.

FLCS Stick Setup - USAF Military (Typical)



1. NWS, A/R DISC, MSL STEP Button
2. TRIM Button (4-Way, Momentary)
3. Weapon Release Button
4. Target Management Switch (4-Way, Momentary)
5. Display Management Switch (4-Way, Momentary)
6. Counter Measures Management Switch (4-Way, Momentary)
7. Expand/FOV Button
8. Paddle Switch (AP Override)
9. CAMERA/GUN Trigger (2-Position)

CONTROL	MODE	POSITION	FUNCTION
1. NWS, A/R DISC, MSL STEP Button	NWS	Depress (on ground)	Activates NWS
	NWS	Depress (2nd time)	Deactivates NWS
	A/R DISC	Depress (in flight)	Disconnects refuel boom latching.
	MSL STEP	Depress (in flight)	Activates missile step function. See Text for a detailed description of switch functions.
2. TRIM Button (4-Way, Momentary)	NA	Fwd	Trims nosedown
	NA	Aft	Trims noseup
	NA	Left	Trims left wing down
	NA	Right	Trims right wing down

CONTROL	MODE	POSITION	FUNCTION
3. Weapon Release Button	NA	Depress	Signals consent to FCC or SMS to initiate weapon release and operates HUD camera for 30 seconds when in AUTO.
4. Target Management Switch (4-Way, Momentary)	NA	Up	See Text for a detailed description of switch functions.
	NA	Down	
	NA	Left	
	NA	Right	
5. Display Management Switch (4-Way, Momentary)	NA	Up	See Text for a detailed description of switch functions.
	NA	Down	
	NA	Left	
	NA	Right	
6. Countermeasures Management Switch (4-Way, Momentary)	NA	Fwd	See Text for a detailed description of switch functions.
	NA	Aft	
	NA	Left	
	NA	Right	
7. Expand/FOV Button	NA	Depress	Successive depressions sequence through the available field-of-view (FOV) selections for the sensor/system mode being displayed on the DOI.
8. Paddle Switch (AP Override)	NA	Depress	Interrupts the autopilot while switch is depressed.
9. CAMERA/GUN Trigger (2-Position)	NA	Squeeze trigger (1st detent)	Starts operation of AVTR/CVTS with AUTO selected on AVTR power control switch and provides consent for laser fire (if selected and armed).
	NA	Squeeze trigger (2nd detent)	Fires gun (if selected and armed), AVTR/CVTS operation continues, and consent for laser fire continues (camera operation continues for 30 seconds after trigger is released).

Stick

Weapons delivery related switches on the stick are the trigger, weapons release (WPN REL) button, missile step (MSL STEP) button, expand/field-of-view switch, display management switch (DMS), and the target management switch (TMS).

Trigger

The trigger is a two-detent switch. Squeezing the trigger to the first detent starts operation of the AVTR (if the AVTR switch is in the AUTO position). Squeezing the trigger to the second detent continues operation of the AVTR and, if gun is selected and armed, fires the gun.

Weapons Release (WPN REL) Button

The WPN REL button provides consent for weapon release (bombs, rockets, and missiles). This button can also be used for target designation in the DTOS and EO visual modes.

Missile Step (MSL STEP) Button

The function of the MSL STEP button is mode dependent. In air-to-air modes, depressing MSL STEP button selects the next available missile of the currently selected type. In EO modes, depressing MSL STEP button deselects the current EO missile and selects the priority missile on the next station in aircraft priority. In air-to-ground bombing modes, depressing MSL STEP deselects the current bombing mode and selects the next mode in rotary: CCRP, CCIP, and DTOS.

Expand/Field-of-View Switch

The expand/FOV switch is used to select expanded or alternate fields of view for the SOI. Repeated depression of the expand/FOV switch steps through the available options in the rotary. The options are as follows:

SOI	OPTIONS
FCR (ACM mode) or HUD	30 x 20, 10 x 40
FCR (TWS mode)	NORM, EXP
FCR (GM mode)	NORM, EXP, DBS1, DBS2
FCR (SEA, BCN, GMT modes)	NORM, EXP
WPN (AGM-65D)	WIDE FOV, NARROW FOV

Display Management Switch

The DMS is a four-position, spring-loaded to center switch used to control SOI selection, format stepping, and the TWS AUTO/MAN rotary.

If CCIP, CCIP rockets, STRF, DTOS, or EO-VIS is selected, the forward position moves SOI to the HUD. When LADD, EO PRE, or CCRP submode is selected along with IR or RP, the SOI designation will move to the HUD when the DMS is moved forward. When TWS is selected, TWS AUTO or MAN submode will be selected.

If the aft position is selected, the SOI moves to the MFD of the highest priority.

Subsequent aft depression moves the SOI to the opposite MFD.

The left and right positions sequence MFD format to the next left or right format, respectively, skipping over any BLANK format. The order of format selection is from inside out.

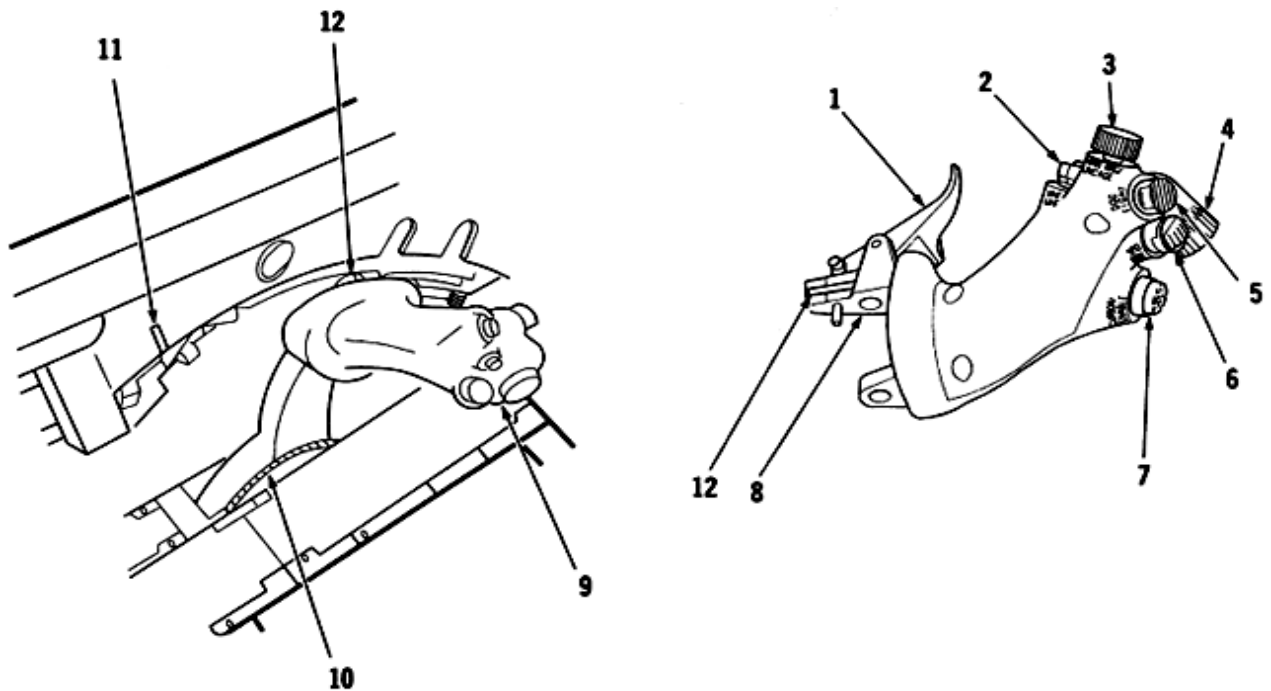
Target Management Switch

The TMS is a four-position, spring-loaded to center switch which controls target designation and data for the radar, electro-optical weapons, and various navigation/attack modes. TMS operation is CLASSIFIED.

Countermeasures Management Switch

CMS information and operation is CLASSIFIED. We can assume that it controls ECM and Flare/Chaff.

TQS Throttle Setup - USAF Military (Typical)



1. Cutoff Release
2. UHF VHF Transmit Switch (2-Way, Momentary Rocker)
3. MAN RNG/UNCAGE Knob/Switch (Rotate, Depress)
4. ANT ELEV Knob (Rotate, Center Detent)
5. DOG FIGHT (3-Position, Slide)
6. SPD BRK Switch (3-Position, Aft Momentary)
7. RDR CURSOR/ENABLE Switch (Depress, Multidirectional)
8. Throttle Foot
9. Throttle
10. Throttle Friction Control
11. IDLE Stripe
12. Throttle Stripe

Throttle

The throttle contains four weapons delivery related switches. These are the dogfight/missile override (DOGFIGHT/Missile Override) switch, manual range/uncage/gain (MAN RNG/UNCAGE) control, antenna elevation (ANT ELEV) knob, and cursor enable (CURSOR/ENABLE) switch.

Dogfight/Missile Override (DOGFIGHT/Missile Override) Switch

DOGFIGHT/Missile Override is a three-position switch that overrides any mode except emergency jettison. The DOGFIGHT (outboard) position provides cues and solutions on the HUD for both 20mm gun firing and air-to-air missile delivery. The missile override (unlabeled) position provides only cues for air-to-air missile firing. When DOGFIGHT or missile override is selected, request for master mode changes via the ICP switches will be ignored. Any air-to-air radar mode and any type of air-to-air missile can be programmed for these switch positions. If the switch is in the center position, the last selected master mode is returned.

Manual Range/Uncage/Gain (MAN RNG/UNCAGE) Control

Use of the MAN RNG/UNCAGE control is mode dependent and serves several purposes. MAN RNG/UNCAGE is actually a combination of two separate control types. The UNCAGE switch is activated by depressing and releasing the MAN RNG knob.

When in air-to-air gun modes and radar ranging is not available, the MAN RNG knob is used to select one of two manual ranges. Manual range is set to 1500 feet if the knob is rotated clockwise of center and 700 feet if the knob is rotated counter-clockwise of center. The selected value is displayed digitally on the HUD. The target is at the selected range when (1) the correct wingspan has been entered via the DED and (2) the pilot closes until the wings of the target just fill the inside of the manual ranging reticle if using LCOS, or just fit inside the funnel when using EEGS.

The control is also used in air-to-ground, ground map modes to vary the radar gain. Rotating the knob clockwise increases the radar gain. The gain effect of the knob is to add or subtract from the base value set by the gain rocker switch on the MFD. In GMT and DBS modes, moving the knob fully clockwise results in 100 percent gain regardless of the rocker switch setting. In GMT, this knob controls gain of moving target radar returns.

The UNCAGE switch is used to cage/uncage missiles, remove the AGM-65 dome cover, and provide AGM-65 weapon video.

Antenna Elevation (ANT ELEV) Knob

The ANT ELEV knob is used to manually set the radar antenna elevation angle. Rotating the knob counter-clockwise (backward) from its mechanically detented center causes the antenna scan center to move upward in elevation to a maximum of +60 degrees. Rotating the knob clockwise causes downward scan center movement to a maximum of -60 degrees.

In the ground map type radar modes, the antenna is positioned in elevation by the FCC using INS elevation data inputs. This value, however, is manually adjustable around the computed value via the ANT ELEV knob as previously described. The ANT ELEV knob may also be used to position the antenna elevation in air-to-air search modes, including SAM. The knob has no effect while the radar is in STT, FTT, GMTT, MTT (with a priority target), ACM, or AGR modes.

Cursor/Enable (CURSOR/ENABLE) Control

The CURSOR/ENABLE control is a three-axis (X-Y-Z) switch. The CURSOR (X-Y) axis permits slewing of radar cursors. To slew the cursor, the switch is tilted in the desired direction. For EO weapon video, the cursor is fixed in the center of the MFD and the video scene moves.

The ENABLE (Z) axis is used for similar functions depending on the mode. Depressing the CURSOR/ENABLE switch with an AIM-9L/M, AIM-120, or AGM-65 selected changes the BORE/SLAVE option. For AIM-9L/M and AIM-120, the BORE/SLAVE option is changed only as long as the switch is held depressed. For the AGM-65, a permanent change of BORE/SLAVE occurs when depressed.

Back To Baghdad JoyStick calibration and setup

Back to Baghdad Controller Support				
Controller	File	Stick	Throttle	Rudder
ThrustMaster FLCS/TQS	B2B.zip	F16 Stick	Analog Throttle	*
ThrustMaster FLCSWCS	Baghdad.zip	F16 Stick	Analog Throttle	*
ThrustMaster FLCS	B2BFLCS.zip	F16 Stick	NA	*
ThrustMaster FCS/WCS	BTOB.zip	Stick	Analog Throttle	*
ThrustMaster FCS	NA	Stick	NA	*
CH FighterStick/ProThrottle	B2B_CH.zip	Stick	Analog Throttle	*
CH FighterStick/Throttle	CH_B2B.zip	Stick	Analog Throttle	*
CH FighterStick	B2B_CH.zip	Stick	Analog Throttle	*
CH CombatStick/ProThrottle	B2B_CH.zip	Stick	Analog Throttle	*
CH CombatStick/Throttle	CH_B2B.zip	Stick	Analog Throttle	*
CH CombatStick	NA	Stick	Analog Throttle	*
CH FlightStick Pro/ProThrottle	B2B_CH.zip	Stick	Analog Throttle	*
CH FlightStick Pro/Throttle	CH_B2B.zip	Stick	Analog Throttle	*
CH FlightStick Pro	NA	Stick	Analog Throttle	*
MS SideWinder 3D Pro (CH Mode)	NA	Stick	Analog Throttle	Rudder
Suncom Eagle, Talon, Hawk, and Raptor	NA	Stick	NA	*
Logitech Wingman Extreme	**	Stick	NA	*
Logitech Wingman Warrior (T Mode)	NA	Stick	Analog Throttle	*

* If using RCS, Pro Pedals, or CH Pedals with any of the above mentioned controllers, then select rudder.

** If using Wingman Extreme with Thrustmaster WCS use file and settings of ThrustMasterFCS/WCS combo otherwise, Not Applicable

Joystick Calibration

1. From the Main Menu
2. Click on PREFERENCES
3. Click on light(s) next to controls based on controls you have as described above
4. Click on CALIBRATE
5. Click on RESET(Make sure that your throttle is in the cut off position)
6. Move your joystick through full range of movement. (Don't worry about the response you see on your screen this is normal)
7. Move throttle to idle position and click on IDLE then move throttle to maximum military position and click on MIL then move throttle to full forward position then back to cut off position. (Note: idle does not equal cut off. If you are using analog throttle you must set an idle and mil position) Ignore this step if your not using a throttle or throttle slider/wheel.
8. Move your rudder/pedals through full range of movement.
9. Click on CENTER
10. Click on OK

Additional Notes:

- Back to Baghdad has been patched to version 1.03.
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- If using WCS the RED base switch should be in ANALOG and the BLACK in DIGITAL
- If using TQS make sure that the B50 file has no throttle line
- Having a speed adjustable card is highly recommend if using analog throttle

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