Computed Gunsights and Bombsight

Once you learn how to fly the plane, hitting your target is one of the hardest things to learn. To help with this, Aces High has a "Lead Computing Gunsight". You can set this up in the Offline Practice arena, or in a custom arena.

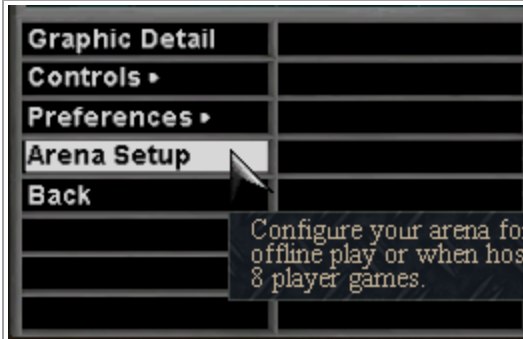|	
With the regular gunsight, you see something like this. This is an FW 190D at a distance of approximately 400 yards.	
If you hit the Tab key, you get something like this: The cross shows where you should aim to hit the target. The system shows you how far to lead the target to get a hit. If the cross is red or yellow, you are too far away. The cross turns green when you are in range. Sometimes you may see two crosses. This can happen if you have two types of guns. The lead for one gun may be different than the other gun. The lead for a 30 cal. gun will be different than the lead for a 30 mm cannon. Note: This is not available in the main arenas. This is only for training.	

This feature is not on automatically. You have to go into the arena settings and turn if on before you can use it.
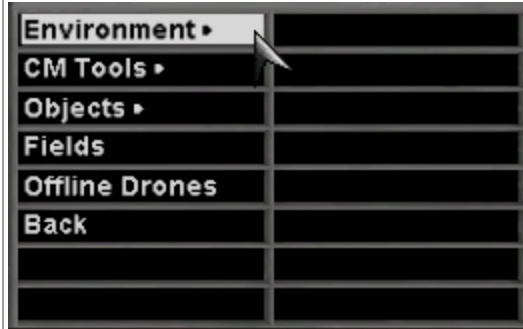
Start by pulling up the clipboard, and clicking Options	Tower · Radio Hangar · Roster O'Club · Arena Message **Options** · Task Groups Exit Arena · Pickup Missions Open game options menu. Achievements Match Play
On the next screen, click Arena Setup	Graphic Detail Controls ▸ Preferences ▸ **Arena Setup** Back Configure your arena for offline play or when host 8 player games.
On the next screen, click Environment	**Environment ▸** CM Tools ▸ Objects ▸ Fields Offline Drones Back
Next, click Arena Settings	Environment ▸ · **Arena Settings** CM Tools ▸ · Change Terrain Objects ▸ · Adjust Time Fields · Wind Offline Drones · Country Reset Back · Task Group Jump

Here is where it can get a little tricky.

In the upper section, scroll down until you find FlightModeFlags. Double click on FlightModeFlags to open the next window.

General	Current Value
DroneTurnAbilityMax	1.2500
DroneTurnAbilityMin	0.7500
EnemyFieldPer	0.2000
EnemyMidAirsOn	1
ExitWhileMoving	0x000001FC
FlightModeFlags	0x000014E0
FriendlyFieldPer	0.9000
FriendlyMidAirsOn	0
FuelBurnRateMult	2.0000
MatchFlags[16V16]	0x00000014
MatchFlags[1V1]	0x00000014
MatchFlags[2V2]	
MatchFlags[32V32]	
MatchFlags[4V4]	

Variables that can be changed to configure the arena.

Change ...   Load   Save   Default   Close

Environment ▶	Arena Settings
CM Tools ▶	Change Terrain
Objects ▶	Adjust Time
Fields	Wind
Offline Drones	Country Reset
Back	Task Group Jump

LAUNCH
CHOOSE DIRECTION

	N	NE
W	Ⓗ	E
SW	S	

(I couldn't get a screenshot of the next screen, sorry). The next screen will be a number of check boxes to turn certain features on or off.

Click "Lead Computing Gunsight" to put a checkmark in the box, and turn this feature on.

There is also a checkbox for "Dive Bombsight" which will tell you where your bombs will hit when divebombing, and "Precision Bombsight" which will do something similar for bombsights in bombers.

Use these features to help you learn how far to lead your target. Remember, this will not be available in the main arenas. This is only a training aid.