Tactics and Profiles

Use the cfg setting "g_bAIprofile 1" to enable BVR labels. When in flight press SHIFT-T and type .label 8 – that will give the curr. Bvr label and profile of each jet. Needless to say you need all the debugstuff on and debuglabels on etc. etc.

bvrCurrTactic

BvrPump
Drag manuver. Idea is to be as fast as possible to get the hell out. Needs a thorough lookthrough so the AI will check spike, use the last known bandit altitude etc.

BvrCrank
First it measures your own missiles heading, then it picks a heading 45° off that heading either left or right. I would like to ensure that it cranks AWAY from the lead side of the bandit…

No timer – perhaps that was a good idea.

BvrCrankRight
If Crank comes as bvrcrankright, the idea is to measure what way the bandit is flying and crank to the opposite side. Ie. Bandit flying towards you but to the left – we crank right.

No timer – perhaps that was a good idea.

BvrCrankLeft
If Crank comes as bvrcrankright, the idea is to measure what way the bandit is flying and crank to the opposite side. Ie. Bandit flying towards you but to the right– we crank left.

No timer – perhaps that was a good idea.

BvrNotch
Places the AI jet at an angle 90° off the bearing to the bandit. It can as crank, come with left or right depending on the bandit heading.

The idea is to fly corner speed on the notch to keep maneuvering speed up. Notch usually ends with either a slice out or a pitchback recommit.

BvrNotchRight
Do.

BvrNotchLeft
Do.

BvrNotchRightHigh

If we notch High we should AIM AT the highest of the vehicles top altitude and 50.000 ft

Our speed should be aimed at being MaxVcas (will get the AI into full AB) to keep speed up in the climb

BvrNotchLeftHigh

Do.

BvrSingleSideOffset

Offset is taken at approximately 40 NM along with 10,000 feet or more vertical offset. The offset is held for 30-40 seconds. Then they turn in about 45° and hold that until a range to target of 20nm. From there its pure pursuit.

BvrBaseLineIntercept

When inside action range (20nm) they take an offset of 45 ° at corner speed. Then they hold that looking for 120°AA or 7nm. From there its pure pursuit.

BvrGrind

Well they should setup a grind with lead element going cold at action range. He should stay cold aprox 30 seconds and then come hot. Opposite the element witch should stay hot for 30 sec. and then come cold.

BvrPince

Has all days been set to Base Line Intercept – I need to look into that later or nuke it.

BvrPursuitIntercept (renamed from BvrPursuit)

Diddle diddle straight up the middle. Put the pipper on the bastard and follow him with it. Speed varies with range – more range should have us go faster.

BvrFollowWaypoints

We should now fly at a decent speed and HOLD the altitude we are presently at. Some profiles use this as a part of the intercept. Before it was climbing like mad to the altitude the waypoints were in and lowering the speed to the waypoint speed.

BvrNoIntercept

bvrCurrProfile

Pnone

Plevel1a

Plevel1b

Plevel1c

Plevel2a

Plevel2b

Plevel2c

Plevel3a

Plevel3b

Plevel3c

Pbeamdeploy

Pbeambeam

Pwall

Pgrinder

Pwideazimuth

Pshortazimuth

PwideLT

PShortLT

PDefensive

PSweep