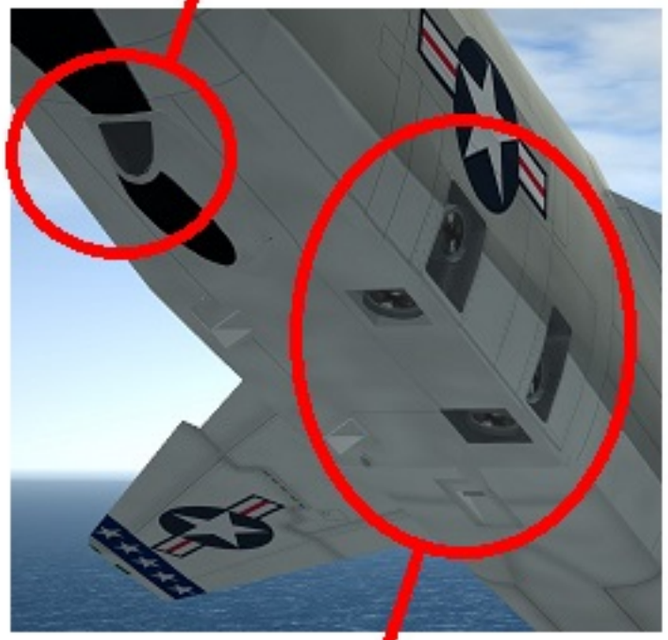
THE RF-8G CRUSADER RECON GUIDE

The RF-8G Recon system consists of several cameras, which point ahead, point down and point to each side of the aircraft.
You do not directly see what each camera is recording, but what you do see is an image inside a square optical viewfinder right in front of you. This image comes via a periscope system that points through a small window in the nose of the aircraft.

Periscope



Camera suite.
There are cameras in matching positions on the starboard side also.

In the Viewfinder, there are reticle lines which define the areas in which each set of cameras is looking, so if you frame the target between those lines, you're getting the pictures. (Picture taking is figurative, but if you want to label a big red button in your home cockpit with the word "camera trigger", and press it when you're over the target, be my guest. It's what I do.)

I'm a little to the right, and a little close.
I can rectify that with a second pass

This is the AG HUD. You use it with the cockpit removed to get closer, lower level shots.
The reticles define the camera coverage, but as long as you get the action in the circle, you have the shot.

This is the CAGED/NAV HUD
It has a nose-cross to enable you to line-up with the Waypoint Triangle at the Objective Point

When you approach the boat for landing, a Flight Path Marker appears.

The AA HUD has no discretes for purists

You can have the Recscope with HOOD or without HOOD.
We couldn't decide

The Graphic is called PIT1_F-8D. The two versions are in separate folders in the Cockpit folder, labelled accordingly. Take out the one you want and let it overwrite the one being used in the Cockpit folder

When you get in the cockpit, there is just a black hole in the Recscope, so cycle the Radar to get the graphic of the Periscope lenses.

A second press will remove the shutter and give you the Recscope view.

There is no radar in this aircraft.

There are no bullets or weapons either.

You are alone, unarmed and unafraid.

Keep telling yourself that.

This is the standard cockpit view.
It is optimised for Recon, and for Landing

You'll be glad for the Flight Path Marker when you return to the Carrier and aim for the three wire
You did lower the hook, didn't you?

If you want to see the instruments, zoom out, or tilt down.

Of course, if you really want a good look at what the Recscope is seeing, just lean in.

That's zoom in,
for those who didn't get it first time

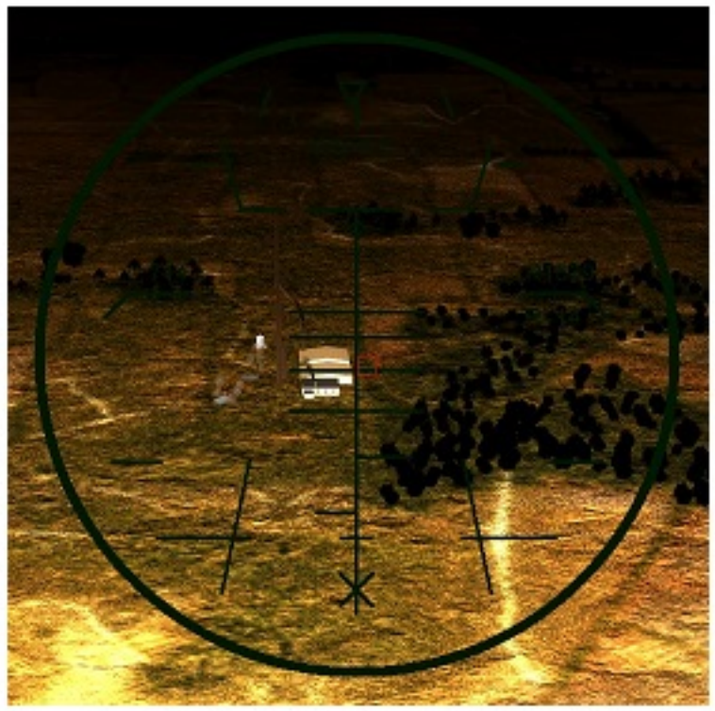
THE VERTSCOPE

Some missions require Vertical views, taken 90 degrees straight down. For these missions, the MK_RF8G_Recscope would be automatically replaced by the MK_RF8G_Vertscope in the Loadout screen.

NIGHT MISSIONS

Visual acuity in Night Missions can be a problem.

For that reason, you will be supplied with 8xMK_62Flare_USN Illumination Flares. These can be fired to illuminate the terrain and enable both you and the cameras to see the ground as if in bright daylight. Of course it also enables the enemy gunners to see you too.



To fire flares, select the MK_62Flare_USN with your A-G weapon key (#) and fire them with your weapon release button.

It is recommended that you use the AG HUD without the cockpit, and that you fly in low, to get the best illumination from the flares

Photo Recon requires you to fly at precise altitudes, with precise timing and precise target framing.

ALTITUDE
Most Recon missions are initially flown at 8,000 to 10,000 ft. You can choose to go lower in order to use the AG HUD

TIMING
Cycle the Visual Targeting Command "Y" to lock onto your friendly Strike Package. Their altitude and speed will show in the bottom right Info Block.
By monitoring the information, you can precisely time yourself to arrive at the target just as the balloon goes up. Pay attention to their radio call "Five minutes to target".

If you are too early, loiter. If you are behind time, speed up.

FRAMING
Put your nose cross on the waypoint triangle and the target will be directly ahead of you. If you prefer to fly without HUD discretes, that's your problem.
Nose the aircraft down and up to find the target in your viewfinder.
Lean into the viewfinder (i.e ZOOM IN) to see more detail.
If you miss the framing, switch to AG HUD and get down to low level.

Get safely back to base. If the Recon interpreters don't get your film, the mission is a failure.