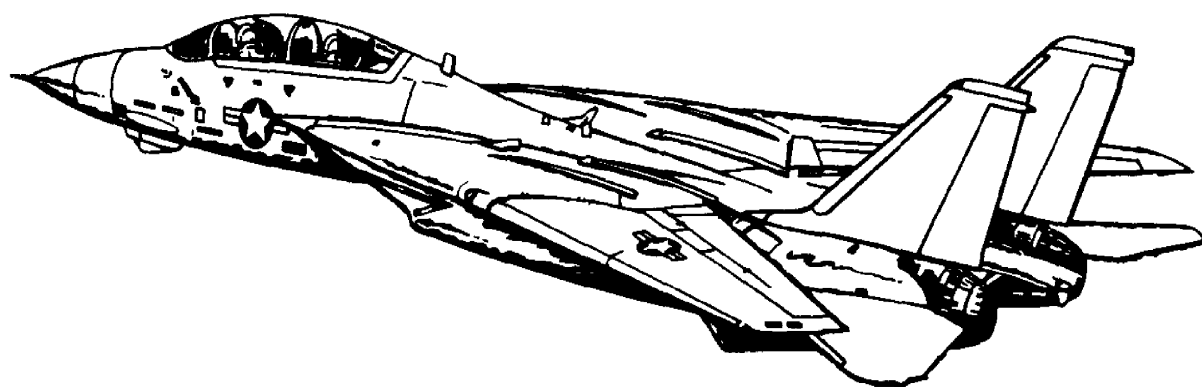




F-14 TOMCAT

FOR MICROSOFT FLIGHT SIMULATOR



INSTALLATION AND QUICKSTART GUIDE

SEPTEMBER 2025

**SOFTWARE VERSION: 1.1.11
DOCUMENT VERSION: 1.1.11**

Version 1.1.11

25/09/2025

- Solved bug causing RWR track to appear with wrong azimuth
- Added RWR Offset functionality
- Added RWR Sound (but it is very quiet at the moment)
- Changed RWR sensitivity to very slow tracks
- Solved minor graphic interference in pilot figure helmet

Version 1.1.10

24/09/2025

GENERAL

- Added option to force pilot figure visibility (complete or headless) in cockpit
- Added multiple customized patches, shirts and suits
- Fixed issue preventing canopy from opening if aircraft spawns MSF2024 walkaround mode
- Added basic implementation of RWR display
- Mouse wheel can now be used to change radio displays brightness
- Improved rendering of TCS camera
- TCS camera on VDI is now affected by night filter

3D MODEL

- Fixed multiple minor asymmetry glitches in right wing/flap/slats animation
- Fixed minor mistakes in material assignment of some details of the pilot figure

FLIGHT DYNAMICS

- Revised landing gear dynamics to allow for more nose landing gear extension (graphics and animations changed accordingly)

RADAR

- Fixed incorrect closure velocity calculation for some tracks in rare cases
- Fixed incorrect target assignment in a very rare case
- Fixed incorrect target track bearing calculations if TID is world stabilized

JESTER

- completely revised configurator to allow separate air-to-air and air-to-ground configurations
- added multiple air-to-air configurations
- added possibility to have AIM-54 rails mounted in unarmed configurations

LIVERIES

F-14A

- Added VF-14 AB103 (1976)
- Added VF-14 AJ200 80th Anniversary (1999)
- Added VF-14 AJ201 (1999)
- Added VF-31 AE204 (1988)
- Added VF-31 AE205 (1991)
- Added VF-154 NF101

Version 1.1.9

03/06/2025

Minor fixes for MSFS2024 compatibility:

GENERAL

- Fixed bug causing TCS imagery not to work in pilot cockpit
- Fixed bug causing incorrect ratio of TCS imagery on MSFS2024
- Fixed minor glitch in Master test knob animation

JESTER

- Fixed miscellaneous typos in menu options
- Changed code for menu self-illumination

Version 1.1.8

14/03/2025

Minor fixes for MSFS2024 compatibility:

- changes to TCS .CSS configuration file
- changes to radio displays and repeater brightness
- changes to Jester UI code
- changes to canopy glass material textures
- redone cockpit animation code
- cleanup of cockpit XML
- changed carrier configuration as workaround for MSFS2024 runway start position bug

RADAR

- completely revised radar module structure
- replaced radar WASM module with newer version
- cleanup of radar signal processing code

OTHER:

- Fixed incorrect callsign for F-14B VF-32 AC101 livery
- Enabled weapon models on Marketplace copies
- Added multiple LOD models for static F-14, SH-3, S-3, C-2A, wheelchocks and towbars for better performance
- Removed dependency from "Top Gun" package

Version 1.1.7

10/10/2024

- Reverted to default zoom factor for external views
- Redone fuel dump effect
- Redone fuel dump flame effect
- Redone engine smoke effects
- Fixed minor glitch in F-14 geometry (missing triangle in nozzle area)

Version 1.1.6

9/10/2024

- Solved bug preventing correct visualization of TV Camera images if altitude was below 100ft ASL
- Solved bug causing incorrect functionality of airspeed bug
- Minor fix to USS Forrestal geometry
- Reworked external camera distance
- Solved bug preventing IFF Master knob to change Transponder Status Simvar
- IFF IDENT switch now affects relevant SimVar
- Solved bug causing the user to be unable to switch off red flood lights
- Solved bug causing white and red flood lights to initialize with incorrect brightness in some cases
- Red Flood ON/OFF condition is now linked to the CONSOLE wheel
- Minor optimization of light management code
- Re-encoded all avionic bitmaps to .png for better efficiency and lower memory footprint
- Fixed bug causing heading bug to work only in MANUAL steering mode, while it should work only in TACAN steering mode
- WASM Radar module rewritten
- Erase knob is now functional
- Cleanup of unused files
- Reorganized external 3D model to limit potential visual anomalies in multiplayer
- Replaced Asobo wing vapour effect with custom effects for better frame rate
- Added custom variations of crew deck workers

Liveries:

- Fixed minor mistake on AD-111 F-14B livery
- Fixed minor mistake on AB-201 F-14A livery
- Fixed missing layers on AA-206 F-14B livery
- Fixed minor inaccuracy on AA-206 F-14B tail
- Fixed multiple minor mistakes in the "F-14B" marking of several F-14B liveries.

Sound:

- New sound package by Echo19

New key bindings:

JESTER/COUGAR MENU CONTROL

- INCREASE NAV3 (FRACT/CARRY) -> INCREASE SELECTED OPTION NUMBER
 - DECREASE NAV3 (FRACT/CARRY) -> DECREASE SELECTED OPTION NUMBER (*)
 - INCREASE NAV3 (WHOLE) -> CONFIRM SELECTED OPTION
 - DECREASE NAV3 (WHOLE) -> BACK TO PREVIOUS SCREEN
- (*) there is a typo in the sim interface so that the event is labeled "increase"

ADDITIONAL BINDINGS

- INCREASE ADF2 FREQUENCY (0.1) - VDI/HUD MODE Selector
- DECREASE ADF2 FREQUENCY (0.1) - STEER CMD Selector
- INCREASE ADF2 FREQUENCY (1) - VDI TV MODE Switch
- DECREASE ADF2 FREQUENCY (1) - VDI NAV/TID/ECM Switch
- INCREASE ADF2 (10) - HUD ILS/ACL Selector
- DECREASE ADF2 (10) - VDI ILS/ACL Selector
- INCREASE ADF2 (100) - MASTER ARM Selector
- DECREASE ADF2 (100) - ARMAMENT Selector

Version 1.1.5

09/05/2024

- Recompiled 3D model to fix potential regression on F-14A engine texture assignment
- Minor modification to flat spin code

Version 1.1.4

25/04/2024

- Fixed missing reflection from VF-1 and Top Gun helmet visors
- Fixed minor graphic glitch in F-14B engine area
- Improved afterburner effects
- Solved bug causing incorrect ejection sequence after you have selected "Stay with me Jester!" option

JESTER MENU

- Added "Realism options" sub-menu to enable/disable individually engine stalls, flat spins, inverted flight limitations and speedbrake blowback
- Realism options are now permanent variables
- Menu position is now a permanent variable
- Added option to toggle additional key bindings (which are now OFF by default)

USS Forrestal class

- Fixed missing shuttle from Catapult no.1 on all models

Version 1.1.3

16/04/2024

MODEL

- Added missing reflections to several helmet textures
- RIO Helmet texture is now separate from pilot texture
- Reorganized helmet textures and added some missing custom ones
- Fixed missing alpha channel on nav light textures

JESTER

- Solved minor bug causing some messages not to play when aircraft is on the ground

MISCELLANEOUS

- Optimization of engine smoke effect
- Clean up of unused textures
- Redone thumbnails

LIVERIES

- Minor fix to F14A NK200 1975 livery (missing F-14A stencil on right nacelle)

- Minor fix to F14A AE200 1991 livery (missing roundel from upper wing surface)
- Minor fix to F14A AB201 1982 livery (incorrect number on right tail and incorrect F-14A stencil on left engine nacelle)
- Minor fix to F14A NL200 1989 livery (incorrect F-14A stencil on engine nacelles)
- Minor fix to F14B NG201 1993 livery (missing roundel from left fuselage)
- Minor fix to F14B AA201 2004 livery (incorrect AA stencil on inner side of left tail)
- Minor fix to F14B AA206 1995 livery (missing VF-103 art and slightly rotated AA stencil on left tail)
- Added Top Gun movie livery

FORRESTAL-CLASS CARRIERS

- Removed duplicated geometry
- Fixed missing textures on island detail geometry
- Added CV-60 Saratoga dynamic model and used it to replace the dynamic CV-59 nearby Oceana with it.

Version 1.1.2

3/04/2024

AVIONICS

- Redone Master Caution logic so that it can be properly reset now, also fixed multiple minor bugs in Master Caution logic
- Increased brightness of Master Caution light
- Fixed bug preventing channels above 119 to show correctly on TACAN selector
- Fixed bug preventing correct operation of STBY/RESET altimeter knob
- Added smoke and fuel dump effects
- Added HUD night filter
- Added VDI night filter

OTHER

- Integrated F-14 Lightning Mod by "kdfw"
- Refuel probe light now working
- Improved landing gear AOA light rendering
- Fixed helmets geometry deformation
- Stick movement now reflects trim setting
- Nose wheel steering limits reviewed

KEY BINDINGS

- Added Wing Sweep Mode key binding (associated to Water Rudder command)
- Added Master Caution Reset key binding (associated to Annunciator command)

JESTER

- Fixed bug causing Jester Menu to go back to MAIN MENU if Eye Of Sauron is toggled
- Following options will now be saved after each flight: Jester Voice, Eye of Sauron, Safe Mode, SDK Tailhook, Jester Self-eject.
- Additional fuel state messages implemented
- Added altitude callouts (if absolute vertical speed is above 2000 ft/min and once every 30 seconds maximum)
- Refuel and Repair options now also restores canopy and ejection seats
- Added "Stay With Me, Jester!" mode, to restore canopy and ejection seats, and bring back Jester if he decided to eject
- Fixed bug causing Jester messages not to play when arrestor wires were caught
- Fixed bug causing TACAN channel to show in Jester TID mode
- Fixed bug causing unintended TACAN commands in Jester TID mode

F-14A

- Fixed MODEX number for VF-2 Bounty Hunters livery

FORRESTAL CLASS CARRIERS

- Added dynamic Forrestal model, and placed nearby Oceana and Miramar
- Dynamic ships will spawn with escort ships if IFE Ford/Nimitz carrier package is installed
- Relocated static CVN59 near Oceana to increase distance from other sceneries

Version 1.0.7

7/12/2023

POST RELEASE HOTFIX

- Fixed minor glitch in inner spoilers "down" flag behavior
- Fixed minor glitch in right inner spoiler flag
- Fixed minor glitch in VSL selector switch animation
- Vastly reduced HUD Camera visibility interaction area (to avoid interfering with joypad cursor)
- Vastly reduced Ejection CMD lever interaction area
- Fixed cold and dark start conditions for horizontal tails and engine nozzles
- Modified static F-14 models to reflect typical cold and dark conditions
- Added option to disable Jester self-ejection (JESTER->OPTIONS->EJECT!EJECT!)
- Modified Jester self-ejection conditions (more tolerant)
- Added options to force retraction of crew boarding ladder (JESTER->OPTIONS->STOW LADDER)

F-14 TOMCAT FOR MICROSOFT FLIGHT SIMULATOR INSTALLATION AND QUICKSTART GUIDE

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1. DOCUMENT SCOPE

WELCOME TO THE F-14 TOMCAT FOR MICROSOFT FLIGHT SIMULATOR!

The F-14 aircraft is a supersonic, two-place, twin-engine, swing-wing, air-superiority fighter designed and manufactured by Grumman Aerospace Corporation. In addition to its primary fighter role, carrying missiles (Sparrow and/or Sidewinder) and an internal 20-millimeter gun, the aircraft is designed for fleet air defense (Phoenix missiles) and ground attack (general purpose and precision ordnance) missions.

This rendition for Microsoft Flight Simulator is designed to be, within the limits of the simulator, a realistic and complete rendition of this iconic aircraft.

The scope of this document is to provide the user with basic installation instructions, an overview of the most peculiar functionalities and key assignments, and, where applicable, the main differences between this MSFS rendition, the DCS F-14 by Heatblur and the real aircraft.

We **strongly** recommend you read this manual before jumping into the cockpit.

1.1 REFERENCE DOCUMENTATION AND MANUALS

Given that this package is designed to be a realistic and complete simulation of the F-14 Tomcat, most of the documentation which can be found online about the real-world aircraft or the DCS rendition applies to this MSFS version too.

This is a list of some of the resources you can find online:

- HEATBLUR DCS F-14 MANUAL: <https://www.heatblur.se/F-14Manual/> (much of the information of the DCS version is applicable to MSFS)

- DCS VIDEO TUTORIALS:

 - Pilot cockpit familiarization: <https://www.youtube.com/watch?v=OO3ldQjAdDA>

 - Cold and dark start: <https://www.youtube.com/watch?v=ws1GxPG2ZXw>

- NATOPS NAVAIR 01-F14AAA-1 and NAVAIR 01-F14AAP-1

We are also providing a basic aircraft manual, along with this quick start guide, as a general reference.

1.2 MAIN DIFFERENCES BETWEEN DCS AND MSFS VERSIONS

In case you are an user of the DCS F-14 by Heatblur, you may notice some important differences between it and this MSFS rendition.

Obviously, MSFS not being a combat simulator, the combat systems have been removed and, while their controls are clickable, in most cases they have no function. However there are also other differences – some are due to MSFS limitations, others may

be fixed, or mitigated, in future updates. Here is a non-comprehensive list:

Flight model: we did our best to provide a realistic flight model for MSFS, however the MSFS flight model does not lend too well to peculiar aircraft like the Tomcat. In general, however, the differences are very limited – and probably the biggest one is the absence, in MSFS, of a Mach-trim compensator.
Speed versus power setting may also exhibit minor differences.

Jester: a basic Jester implementation is present, along with its sarcastic vocal comments in case of a bad landing. However it has been vastly redesigned for MSFS, mostly to provide more navigation functions in the MSFS world

Radar: The MSFS rendition has a fully functional A/A radar, but, while it is a rather advanced simulation for this platform (including MLC and notching simulation) it has several limitations with respect to the DCS implementation.

Navigation system: In order to depict the real world Tomcat navigation system, the MSFS rendition features completely custom code which is not too far from the real deal (including INS error, CAP entries etc.). However, at the moment of the release, the Navigation System in MSFS does not use (or require) heading and speed entries during alignment, and error differences between coarse and fine alignments are not correctly calculated. Also waypoints have no associated altitude.

Autopilot: In order to maintain compatibility with standard autopilot controls, the MSFS F-14 uses the default autopilot. While the heading hold and altitude hold work correctly, the attitude hold will also constrain heading (contrary to the real aircraft and DCS).

1.3 DISCLAIMER

THIS PRODUCT IS NOT ENDORSED OR SUPPORTED BY THE REAL WORLD AIRCRAFT MANUFACTURER.

While we have tried to provide a reasonably realistic depiction of the F-14 and we have carefully studied all the publicly available information, the performance, operations and procedures shall be considered purely fictional and not representative of the performance of the real aircraft and its systems.

1.4 COPYRIGHT STATEMENT

This SOFTWARE PRODUCT is copyrighted by INDIAFOXTECHO VISUAL SIMULATIONS and HEATBLUR and is provided "as is" and "with all faults."

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REVERSE ENGINEERING OF ANY PART OF THIS PACKAGE, INCLUDING THE EXTRACTION OF 3D AND 2D ASSETS WITH ANY MEANS, IS PROHIBITED.

2. INSTALLATION

IMPORTANT – IF YOU ARE MANUALLY UPGRADING YOUR PACKAGE FROM A PREVIOUS VERSION, PLEASE DELETE THE PREVIOUS VERSION FIRST!

This package is distributed on the Microsoft Marketplace, Heatblur Store, Orbx, SimMarket and other vendors.

If you have purchased the package through the Marketplace or through Orbx Central or on SimMarket (and used their respective Apps for installation), and you have followed the on-screen instructions, no further action is required from your end. The plane should be available in the aircraft selection menu as the other default planes and should be automatically updated. NOTE: in some cases you may need to restart the simulator first.

If you have purchased the package from an external vendor and the aircraft is provided as a .zip or .rar file without any installer, just unzip the content of the file into your COMMUNITY folder. The exact location of the folder will depend on your selection when you have installed Microsoft Flight Simulator. Once you have indicated where your COMMUNITY folder is, just drag and drop the package folder into it.

If you have purchased the package from an external vendor and the product comes with an .exe installer, just follow the instructions on the screen. You will be asked to locate the COMMUNITY folder. The exact location of the folder will depend on your selection when you have installed Microsoft Flight Simulator. Once you have indicated where your COMMUNITY folder is, just follow the on-screen instructions.

2.1 MINIMUM HARDWARE REQUIREMENTS

Due to the high-detail model and textures, we suggest to use the F-14 on systems that meet or exceed the following requirements:

CPU: 3.5GHz quad core processor or better

GPU: at least 8Gb dedicated memory, Nvidia 2060 or better recommended

RAM: 8.0Gb minimum

Hard Disk: 8Gb required for installation

2.2 HOW TO LOCATE THE COMMUNITY FOLDER (MANUAL INSTALLATION)

If you need to perform a manual installation, and you do not know where the community folder is located, you can follow this procedure:

Go to Options / General.

1. Click on "Developers" which you will find at the bottom of the list on the left.
2. Switch Developers Mode on.
3. On the Dev Menu select Tools / Virtual File System.
4. The community folder location can be found under "Folders > Community folders"

NOTE: If copying the folder in the Community folder fails because of the fact that file names are too long you can proceed as follows:

1. Extract the package folder on your desktop or in any known and easily accessible

location.

2. Rename the package folder from “indiafoxtecho-f14” to anything short and recognizable such as “f14” or just “14”

3. Place the renamed package folder in the Community folder

Alternatively for EXPERT WINDOWS USERS ONLY, it is possible to edit the “LongPathsEnabled” entry in the Windows registry key:

HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\FileSystem

Once the aircraft is installed in the Community folder, it will be available in the aircraft selection menu next time you start Flight Simulator. If Flight Simulator was running during the install process, you need to close it and restart it for the aircraft to appear.

2.3 UPDATES

We will try our best to keep the product updated and squash significant bugs as soon as possible.

Updates are typically deployed as new installers/packages and will be available from your distributor – each distributor has its own method for deploying updates:

MICROSOFT MARKETPLACE → Updates will be available in the Content Manager

HEATBLUR STORE → a new full package will be provided

ORBX and SIMMARKET → updates can be obtained via the respective apps

Other distributors → typically a new full package will be provided

2.4 LICENSE RESTRICTIONS

This F-14 rendition for Microsoft Flight Simulator is provided solely for non-professional use. Please contact IndiaFoxtEcho Visual Simulations for inquiries about professional applications.

NOTICE Although this manual and the simulated aircraft closely resemble their real-world counterparts in many aspects, neither should be used as source of real-world information about the aircraft. This package is not endorsed or supported by the real world aircraft manufacturer or by any Armed Service.

3. JESTER

Naturally we could not bring the DCS F-14 to MSFS without having Jester on-board! The MSFS Jester, however, is a much simplified version of the DCS one and it is mostly meant to provide access to some additional functionality which is not normally found in MSFS aircraft.

In MSFS Jester will provide:

- miscellaneous comments during flight (warnings, fuel calls, altitude calls, POIs)
- voice assisted checklists
- basic controls of the navigation system, nav aids, TID and radar
- change the aircraft configuration
- access to ground service and other options

Jester interface is a clickable, 3D item within the cockpit– and it is meant to be operated with a mouse (although it can also be operated with a controller)

Jester is coded entirely in XML and fully integrated in the aircraft – and therefore it does NOT require an external application to run.

However, due to MSFS limitations, interactions with Jester may be subject to a slight delay. Also, collision detection in VR is less than optimal, so you should avoid, quick multiple clicks.

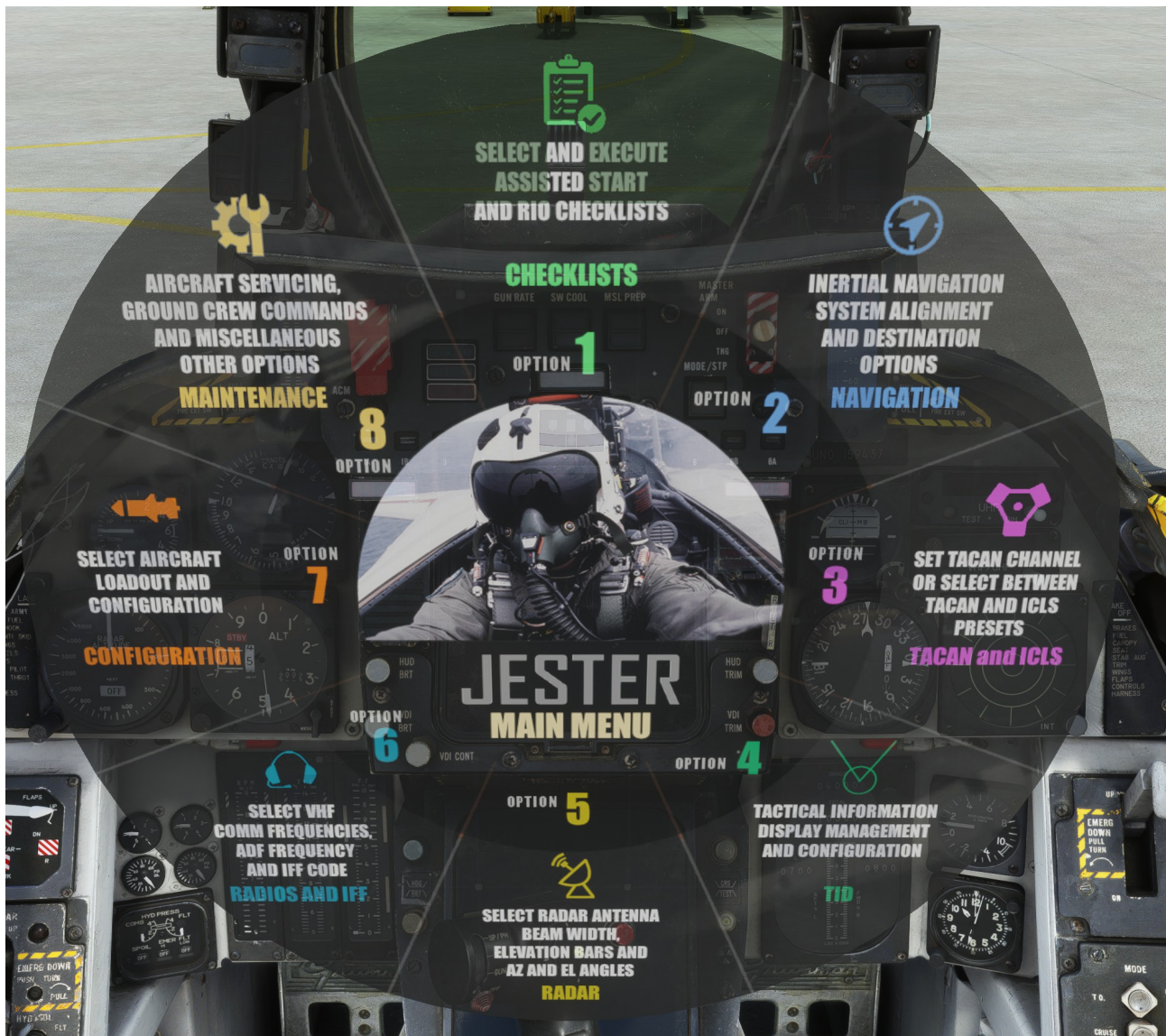
3.1 ACCESS TO JESTER

To access the JESTER menu you should click on the VDI display as indicated in the figure below.

Jester will automatically disappear after a while if no option is selected.



3.2 JESTER MAIN MENU AND FUNCTIONALITIES



Upon selection, Jester defaults to the main menu – which provides access to all the pages and functionalities and sub-pages.

Clicking on the center of the wheel will always bring you to the previous page, unless you are in the MENU mode – in which case it will make the Jester menu disappear.

The functionalities provided in the menu are:

CHECKLISTS – here you can select voice-assisted start pilot checklists (if the plane is cold and dark) or command RIO to execute other checklists (e.g. landing). Note that selecting the “landing” checklist will put Jester in landing mode (providing altitude or speed callouts depending on tailhook lever state).

NAVIGATION – this option contains the options for basic operation of the INS navigation system. You can ask jester to steer you against one specific waypoint, or designate the current location as a waypoint or home base. You can also cheat and force the INS alignment.

TACAN AND ICLS – this option allows you to select a specific Tacan Channel (although

you can obviously do that by operating the TACAN panel) or select between a list of preset Tacan stations in the USA frequently used for USN operations. Preset channels for static carriers are also provided – selection of static carriers Tacan will also tune the proper ICLS frequency (although you will have to select the proper options in in the display control panel for ICLS to appear on the VDI and HUD).

TACTICAL INFORMATION DISPLAY (TID) – As the pilot can opt to visualize the TID on the HSD display, but has no control over it, this menu will provide access to the main TID options (such as range and symbology) without moving to the rear cockpit. WCS master switch functionality is also provided here.

RADAR – This menu provides basic controls over the radar system, such as mode selection, range selection, beam width, azimuth and elevation controls and target selection. For anything beyond basic controls you will have to move to the backseat.

RADIOS AND IFF – Basic VHF radios and IFF controls are provided here. Also, ADF controls are provided – note however that ADF will operate on NDBs (instead of UHF frequencies like in the real Tomcat).

CONFIGURATION – Here you can change the load-out of the aircraft, by selecting one of different weapon presets. NOTE: weapons will only be available for non-Microsoft Marketplace copies (but we will soon provide a mod to add-them back on PC). Configuration can be change at any time during the flight. Note that configuration will change the aircraft weight BUT it will not impact the drag coefficients.

MAINTENANCE – This option provides multiple commands for ground service and maintenance (some are available only if the aircraft is static and engines are off) and additional gameplay options.

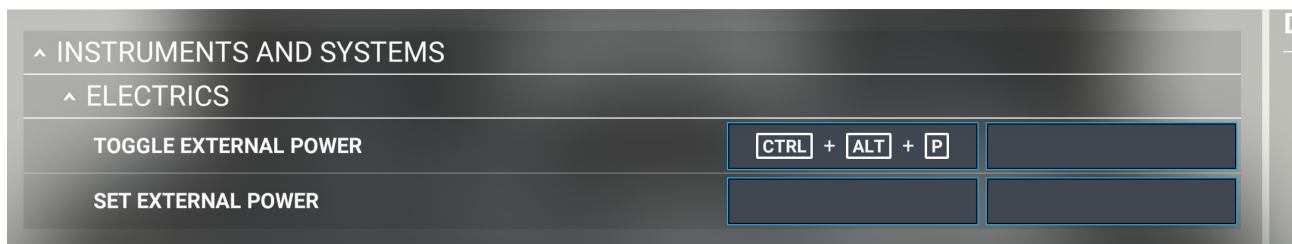
3.3 COUGAR

If you are sitting in the RIO cockpit, by clicking on the center of the TID you can make the “Cougar” menu to appear. This is very similar to Jester, but, if the aircraft is in flight, it will provide access to Autopilot controls – allowing you to “fly” the plane automatically to some extent.



4. SPECIAL FUNCTIONALITIES

In order to provide a realistic depiction of such a peculiar aircraft, this rendition of the F-14 for Microsoft Flight Simulator relies heavily on special functionalities and custom code. The



following paragraphs will describe the most important things you need to know to fully enjoy the Tomcat.

Please keep in mind that the aircraft interface is designed for usage within a Virtual Cockpit in both pancake or VR mode.

We strongly suggest you use a mouse to interact with the cockpit.

4.1 EXTERNAL POWER CONNECTION

Like the real aircraft, the MSFS F-14 Tomcat requires external power for engine start.



To connect to external power you can either select the option in the Jester menu from the front cockpit, or assign a key binding to the TOGGLE EXTERNAL POWER command.

This F-14 model also includes service vehicles, which however are NOT shown by default. You can make them appear by selecting the “SERVICE VEHICLES” option in the JESTER “MAINTENANCE” menu.

The reason why the vehicles are not shown by default is not to interfere with sceneries that have ground services modeled.

The electrical cable and air hose will appear only if the services are connected. Service will automatically disconnect, and vehicles will disappear, if the aircraft is not stationary.

4.2 THROTTLE, AFTERBURNER DETENT AND ENGINE MANAGEMENT

Like in the real-world aircraft, about half of the throttle movement is allocated to “dry” thrust, while the other half is allocated to the afterburner.

This F-14 rendition includes afterburner toggle/detent controls. This means that, much like the default F/A-18, the afterburner will **not engage** unless the pilot actively presses a specific “toggle” button – this is done in order to mimic the afterburner detent which is present in the real world throttle lever, and it is meant to prevent an inadvertent activation from the pilot.

Also the throttle movement will be limited to 50% of the available travel, unless the afterburner detent is released.

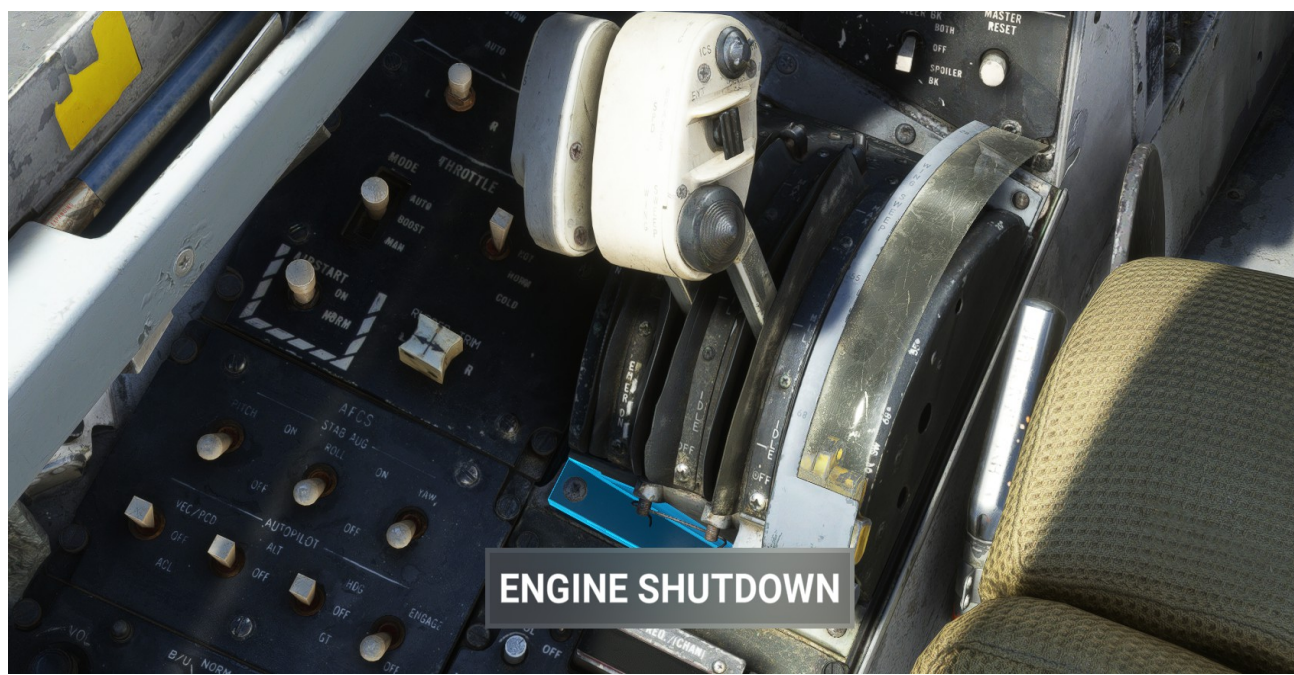
This control is not assigned in many control presets, so you may need to add it.

If you **do not wish to have the afterburner toggle functionality**, or you have a mechanical detent on your throttle, you can set the “TOGGLE AFTERBURNER” control to your throttle axis (as in the figure below) so that the TOGGLE is associated to throttle movement.

^ INSTRUMENTS AND SYSTEMS		
^ ENGINE INSTRUMENTS		
TOGGLE AFTERBURNER4		
TOGGLE AFTERBURNER3		
TOGGLE AFTERBURNER2		
TOGGLE AFTERBURNER1		
TOGGLE AFTERBURNER	1	

To shutdown the engines, there is a specific mouse interaction area located at the base of the throttle assembly – in order for this to work, throttles must be below idle.

Advancing the throttle to any other position will restore engine fuel flow and combustion.



NOTE:

The biggest difference between the F-14A and the F-14B is of course the engine. The F-14 has two Pratt & Whitney TF30 while the F-14B has General Electric F110-GE-400.

The TF30 engine had several reliability problems in the F-14A, partially due to the air-intake design. These are faithfully modeled in this MSFS rendition – so that you can experience engine stalls in a variety of situations such as:

- high yaw rate at high AoA's
- incorrect ramp settings
- abrupt movement of the throttle at high speed, high altitude

...and more. Engine stall can be easily identified, apart from the “thump” sound effect in the cockpit (or a “bang” if you are on external views), by the specific caution light on the windshield and a rapid rise in TIT.

It can be solved, in most cases, by:

- retard the throttle to minimum
- restart the engine with the crank switch

Note also that the yaw effect due to the asymmetric thrust in this simulation is smaller than the one experienced in the real-aircraft.

4.3 WING SWEEP, FLAPS AND DLC CONTROL

The most peculiar design feature of the F-14 is probably its wing-sweep system, which comes with a relatively intricate flaps system and the Direct Lift Control.

These systems are currently not supported properly in MSFS, and, in this implementation, the DLC, flap and wing systems are interconnected and controlled by the **flap control**.

The F-14 is configured with a total of 10 flap positions:

0 (zero – corresponding to “flaps up”) → OVERSWEPT POSITION: this is only selectable if the wing sweep is in EMERGENCY mode, and will switch the mode to OVERSWP.

1 to 6 → WING SWEEP ANGLE: these are only selectable if the wing sweep is in EMERG or MANUAL mode.

7 → MANEUVER FLAPS PARTIALLY EXTENDED, MAIN FLAPS DOWN, DLC IN

8 → FLAPS FULLY EXTENDED, DLC IN

9 → (corresponding to “flaps down”) FLAPS FULLY EXTENDED, DLC OUT

Position selection may be limited by wing-sweep system mode and interlocks.

While this may seem an odd design choice at first, it provides a number of advantages such as proper drag/lift simulation for the different wing configurations.

We recommend not to use analog flap controls or levers with the F-14, and assign buttons to the FLAP INCREASE and FLAP DECREASE commands:

INCREASE FLAPS	4
DECREASE FLAPS	5

To operate the **EMERGENCY SWEEP LEVER** you must first to lift its safety cover – this is done by clicking on the area highlighted in the picture below:



Once the safety has been lifted, you can engage the EMERGENCY mode by extending the lever by clicking on the area in the shown in next image:



Note that lift the Emergency Sweep Lever will switch the wing sweep system to EMER mode – to return to normal modes of operation, the lever must be stowed and the **MASTER RESET** button must be pressed.

To cycle between the normal Wing Sweep modes (AUTO-BOMB-MANUAL) you should click on the WING SWEEP MODE SWITCH, and then press the **MASTER RESET** button.



The Wing Sweep modes are:

AUTO - Wing position is automatically scheduled to the optimum sweep angle for developing maximum maneuvering performance. Schedule depends primarily on the Mach number. This is the default mode, and the one you should normally use during flight.

MANUAL – Wing position can be manually controlled, unless the wing-sweep program is intercepted, at which point transfer to the auto mode is automatic. Indication of the existing mode is provided by the AUTO and MAN flags in the wing sweep indicator.

BOMB - With the switch in BOMB, the following occurs:

1. Wing-sweep indicator shows MAN flag.
2. If wing sweep is less than 55°, wings will drive to 55°
3. If wing sweep is greater than 55°, wings will not move.

As the aircraft accelerates and the auto wing-sweep schedule is intercepted, the wings will follow the auto schedule even though the switch remains in bomb mode. Upon decelerating, the wings will sweep forward to 55° and stop.

EMERGENCY - The emergency mode provides an emergency method of controlling wing sweep and bypasses the normal command path.

OVERSWEEP (75°). The wing oversweep mode allows sweeping the wings aft of 68° to 75° during on-deck operation only, thereby reducing the overall width of the aircraft for deck spotting.

The wing-sweep schedule and interlocks will behave almost exactly like in the real-aircraft, with similar schedule and constraints, with some minor deviations.

The most important limitations are as follows:

FLAPS cannot be deployed unless the wing-sweep is 20° degrees.

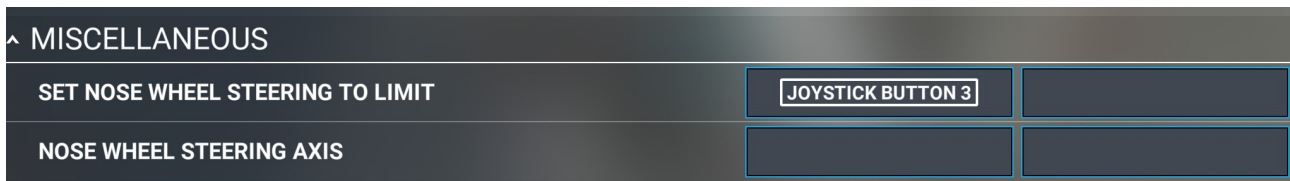
WING SWEEP cannot be set in OVERSWEEP position unless it is commanded in EMER mode.

4.4 NOSE WHEEL STEERING AND A/P REFERENCE

This rendition of the F-14 implements MSFS nose-wheel steering (NWS) system and associated controls.

The yellow “NWS ENGA” advisory light mounted on the windshield indicates if the system is active or not.

To associate a control to this function, you should assign a control to the “SET NOSE WHEEL STEERING TO LIMIT” command, in the MISCELLANEOUS group.



The NWS can also be operated by clicking to the AUTOPILOT REFERENCE AND NWS PUSHBUTTON on the control stick, although it is not easy to access.



Note that this control, like in the real-aircraft, also serves to engage and provide reference to compatible autopilot mode.

If an autopilot mode is selected in the virtual cockpit, the A/P REFERENCE advisory light may appear on the left side of the VDI, indicating that the autopilot mode is not yet active as it is waiting for a reference input (which the user can provide with the NWS control). Autopilot modes engaged with a default keystroke do not require that, as they will assume current aircraft status to be the reference for the autopilot.

4.5 RADAR

Unfortunately, at the moment, Microsoft Flight Simulator does not support natively a proper air-to-air radar simulation.

The F-14, however, implements a C++ SimConnect WASM module (which runs inside MSFS), that provides the basic services needed for a decent air-to-air simulation – which is then built on top on this via XML code.

This radar module, at the time of the release, suffers from three important limitations:

- works on AI objects only
- works on PC only
- it is subject to MSFS traffic generation restrictions, and may not refresh correctly in certain conditions

Also, it is an Air-to-air only radar – no ground returns (except from SimObjects).



Except from these non-negligible limitations, the radar simulation is quite detailed and goes beyond what is typically implemented in this simulation.

The different radar modes of the AWG 9 are correctly simulated with the correct symbology, true to life ranges and technology constraints including Main Lobe Cluttering and “notching”.

4.6 INS NAVIGATION

The Inertial Navigation System is simulated in some detail, and closely mimics the one of the real F-14 Tomcat, including alignment errors and procedure, and cumulative errors during flight.

With respect to the real aircraft, and its DCS counterpart, at the moment of the initial release, the biggest differences are as follows:

- the navigation system is purely a LAT/LON system: altitude is not taken in account at the moment.
- carrier alignment procedure is not simulated
- fix procedures are not supported

Note that the MSFS flight plan system is supported to some extent, but it is not the intended way to operate the system. If a MSFS flight plan was created, the system will:

- mark the last waypoint of the flight plan as HOME BASE (HB)
- load all the other flight plans waypoints* as INS waypoints* (and calculate the error)



* like the real-aircraft, the simulated F-14 has very few waypoints. The ones in a typical MSFS flight plan will easily saturate the available slots. The destination will appear in any case as the HB waypoint

** MSFS waypoints will be loaded in the following order into the F-14 memory

MSFS Waypoint 1 to 3 → F-14 Waypoint 1, 2, 3

MSFS Waypoint 4 → F-14 Fixed Point (FP)

MSFS Waypoint 5 → F-14 Initial Point (IP)

MSFS Waypoint 6 → F-14 Surface Target (ST)

MSFS Waypoint 7 to 13 → F-14 Data link point

MSFS Flight Plan Destination → Home base (HB)

The intended use of the system, however, is to use it like the real one, that is, once the system is aligned:

1) Enter the waypoints coordinates via the Computer Address Panel (CAP) as follows (data will appear in the scratchpad area of the TID):

a) select TAC DATA with the Category Knob

b) select the waypoint for which you want to enter the coordinates

c) push the LAT button and enter LATitude of the waypoint

- expected format is XX° YY.Y'

- you can use S/W and N/E button to change it to North and South

- confirm your selection with ENTER or CLEAR the scratchpad to restart

d) push the LON button and enter LONGitude of the waypoint

- expected format is XXX° YY.Y'

- you can use S/W and N/E button to change it to West or East

- confirm your selection with ENTER or CLEAR the scratchpad to restart

e) waypoint is now loaded in memory should now display in the TID (if within range of the display)

2) Navigate to that waypoint, you will have to operate the DEST selector (or ask Jester to do it). Navigation information can be displayed in the pilot cockpit by selecting MODE "NAV" and STEER CMD "DEST"

4.7 ADDITIONAL KEY BINDINGS

A number of unused simulator commands have been reassigned to specific F-14 functionalities:

TOGGLE WATER RUDDER(*) – Wing-sweep mode change (also temporary activation of Master Reset)

ANNUNCIATOR(*) - Master Caution Reset

INCREASE ADF2 FREQUENCY (0.1) - VDI/HUD MODE Selector

DECREASE ADF2 FREQUENCY (0.1) - STEER CMD Selector

INCREASE ADF2 FREQUENCY (1) - VDI TV MODE Switch

DECREASE ADF2 FREQUENCY (1) - VDI NAV/TID/ECM Switch

INCREASE ADF2 (10) - HUD ILS/ACL Selector

DECREASE ADF2 (10) - VDI ILS/ACL Selector

INCREASE ADF2 (100) - MASTER ARM Selector

DECREASE ADF2 (100) - ARMAMENT Selector

JESTER/COUGAR MENU CONTROL

Following key bindings can be used to control Jester/Cougar menus via HOTAS controls. If the menu is not displayed, any of the following controls will activate it.

- INCREASE NAV3 (FRACT/CARRY) -> INCREASE SELECTED OPTION NUMBER
- DECREASE NAV3 (FRACT/CARRY) -> DECREASE SELECTED OPTION NUMBER (**)
- INCREASE NAV3 (WHOLE) -> CONFIRM SELECTED OPTION
- DECREASE NAV3 (WHOLE) -> BACK TO PREVIOUS SCREEN

(*) These key bindings must be enabled in the Jester menu, as they may conflict with some third party add-ons, such as Airshow Assistant

(**) there is a typo in the sim interface so that the event is labeled "increase"

4.8 PILOT FIGURE VISIBILITY IN VIRTUAL COCKPIT

Starting from version 1.1.10, it is possible to force the visibility of the pilot figure in the virtual cockpit, for video making purposes or for user who prefer a seeing the pilot body in VR. This function is available in the front cockpit only.

4.8.1 HEADLESS MODE

Clicking on the area shown in the figure below, will force the pilot figure to appear in the virtual cockpit except the head model, the helmet, the oxygen mask and its hose.

This is meant for use in Virtual Reality or, in general, for users who prefer seeing the pilot body.

Obviously this mode does not allow full access to side consoles.



4.8.2 FULL PILOT FIGURE

Clicking on the area shown in the figure below will make the complete pilot figure. This is mean for video making, as obviously the head model obstructs the player view.



5. FORRESTAL CARRIERS AND CARRIER OPERATIONS

Of course carrier operations are extremely important for a decent F-14 Tomcat Simulation, and although the current native implementation in MSFS leaves a lot to be desired, this Tomcat implements a variety of workarounds to provide satisfactory carrier operations in a variety of different ways.

The package also includes high-detail static models for all Forrestal-class carriers.

5.1 CATAPULT LAUNCH

At the moment of the initial release, MSFS does not support natively a catapult launch system. This functionality is typically provided by third party add-ons, but the Tomcat also comes with its own, standalone launch code.

If LAUNCH BAR is deployed when the aircraft is on the ground and the throttle is advanced to 80% RPM or more and wheel brakes are engaged, the aircraft will simulate a catapult launch (once the brakes are released). This will work on any surface and any orientation as long as the plane altitude is between 50 and 100 ft (typical carrier deck altitudes).

Therefore the launch procedure is as follows:

- a) get into the launch position
- b) extend the launch bar (NOTE: NWS disengages, aircraft kneels in external views only)
- c) either apply the parking brake or press the toe brakes
- d) advance the throttle to at least 80% (NOTE: brakes are incapable of holding the F-14 still at full A/B)
- e) wait for the LAUNCH BAR advisory to turn out when ready to launch
- f) release the brakes

...and you will be in the air in seconds!

5.2 ARRESTED LANDING

The F-14 Tomcat supports arrested landings in two ways:

- **SDK Compliant carriers** (that is static or dynamic carriers that employ the arrestor wires system introduced in MSFS with the Top Gun package). In this method, arrestor wire dynamics are handled by the sim.

- **Non-SDK Compliant carriers** (static or dynamic carrier without SDK compliant wires). In this method, as long as the TAILHOOK is deployed, the aircraft will simulate an arrested landing on any surface (as long as the plane altitude is between 50 and 100 ft (typical carrier deck altitudes)).

Both systems have their pros and cons, in the creation of a carrier scenery - however, if you intend to operate on an SDK-compliant carrier, you can disable the non-SDK arresting

method in the Jester menu if you prefer so.

5.3 CARRIER OPERATION TIPS

To get the best from carrier operations in MSFS, you may want to:

- assign key stroke to both the launch bar and the arrestor hook
- keep in mind that carriers, in real-life, are steered towards the wind to have better conditions for take-off and landing... so you may want to check the carrier orientation/route (which is typically fixed in MSFS) and change wind direction accordingly
- if you are operating from a static carrier, you may want to set the wind coming from the bow at above 25 kts.

5.4 FORRESTAL-CLASS CARRIERS

This F-14 package comes with high-detail, static models for all of the Forrestal class ships. In the initial release, these are non-SDK compliant, static models which can be used as airports, have a TACAN and an ILS, and tower and approach frequencies.

Locations are as follows:

CV-59 USS Forrestal → Near Norfolk (airport code CV59, TACAN 59X)

CV-60 USS Saratoga → Mediterranean Sea (airport code CV60, TACAN 50X)

CV-61 USS Ranger → Arabic Gulf (airport code CV61, TACAN 51X)

CV-62 USS Independence → Near Taiwan (airport code CV62, TACAN 52X)

All carrier are oriented towards EAST (true heading 090), and are equipped with two “runway spawn points” (near catapults) and one “cold and dark” spawn points – ILS frequency is 108.50.



5.5 MOVING CARRIERS

Starting from version 1.1.2, dynamic moving carriers are included in the package. These carriers implement SDK-compatible wires, and have animated JBD (when used with IFE carriers). If the IFE Ford/Nimitz Carriers Package is installed, escort ships will also appear.

NOTE: Flight cannot be started directly on the carrier.



Dynamic carrier locations:

- San Diego (suggested departure airports: Miramar MCAS or North Island NAS)
- Virginia (suggested departure airport: Oceana NAS)

Moving airports do not have working Nav aids or radio frequencies associated, but can be located via the associated POI (which can be set as destination). Note that the POI is fixed at the starting point of the carrier route.

