



# OPERATION KHALID

## ROYAL JORDANIAN AIR FORCE



### Campaign Notes

Due to limitations of my ability to create a complex campaign you will have to follow certain steps.

The missions depend on triggers, there are 2 types of triggers as follows :

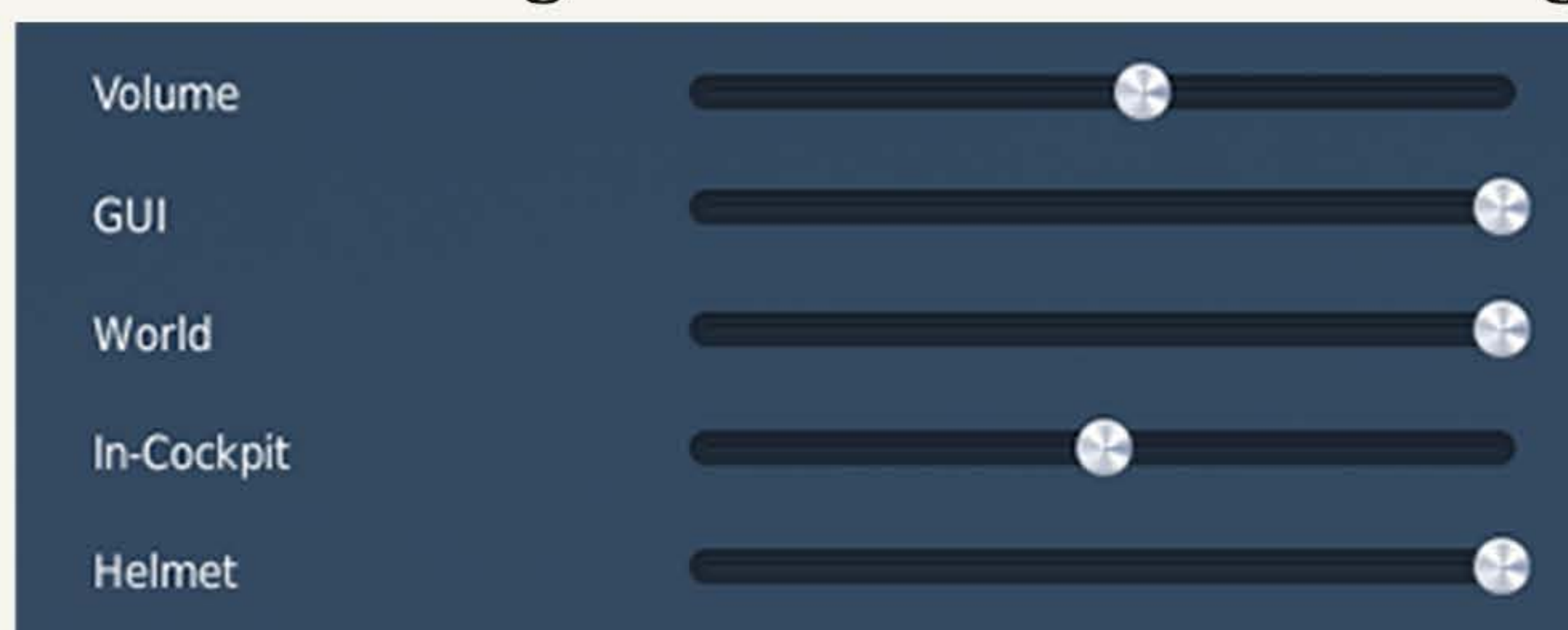
1. Radio item add triggers “player has to open the other tab from communications menu and select dialogue manually.
2. Press [Space] to continue triggers “Player has to press [Space] to continue”.

Player must follow the waypoint precisely while being on the correct radio FREQ before reaching waypoint for triggers to work.

The campaign has a simple custom made ATC. When Contacting the ATC for inbound the ATC will ask the player to fly in a direction of 157, ignore this heading and the wind report as I cannot model a dynamic ATC.

You might want to copy my audio settings so you can hear the radio messages clearly.

- In Cockpit: affects audio levels such as engine noise
- Helmet: affects audio levels such as the in game ATC or the radio messages of the campaign.



When mission starts, turn on the battery to main PWR and use the backup radio on preset mode to contact the custom made ATC “From ‘Other’ menu”for engine startup permission. Your main radios COMM1 “UHF”, COMM2 “VHF” will automatically override your backup radio.

All communications are done via COMM1 “UHF” unless you’re asked to use the COMM2 “VHF”.

**Tip:** Incase you don’t know, instead of entering the radio frequency enter the number of the channel, for example press COMM1 and enter number 2 to switch to 278 to contact the ATC.

Player must use the correct frequency shown in the kneeboard to be able to contact the ATC or the command officer. The triggers depend on them, For example you have to switch to channel 7 before reaching waypoint 1 to able to contact your command officer.

Player must request permission before movement such as engine startup. Landing without permission or using ordinance without being cleared to do so will end the mission as a punishment.





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### Skins

For extra immersion you can download RJAF 1st Sqn skins from this link [“Press here”](#).

Download and install the skins before opening the campaign, otherwise the game will load the default skins.

Install location:

G:\Eagle Dynamics DCS\DCS World\CoreMods\aircraft\F-16C\Liveries\F-16C\_50 “Place folders here”.



### RJAF F16 - 2ND SQUADRON

## ROYAL JORDANIAN AIRFORCE

### 2ND SQN SEMI-HISTORICAL

