

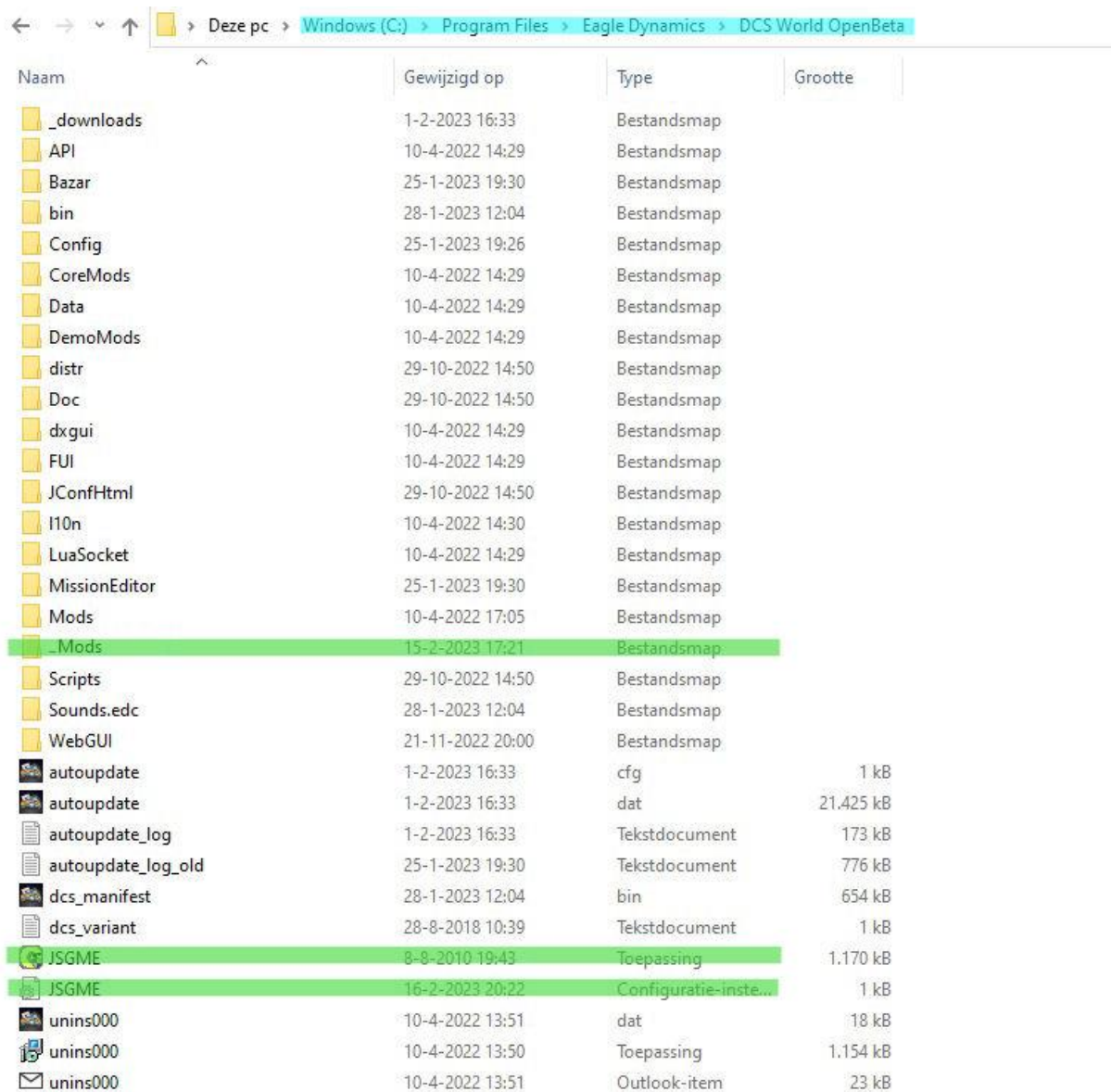
Helicopter Demo Smoke Mod by Wine

It is recommended to install and uninstall this mod with JSGME, but it can be done manually as well.

The benefit of JSGME is that it saves the original DCS file(s) and reinstalls them when you uninstall your mod(s).

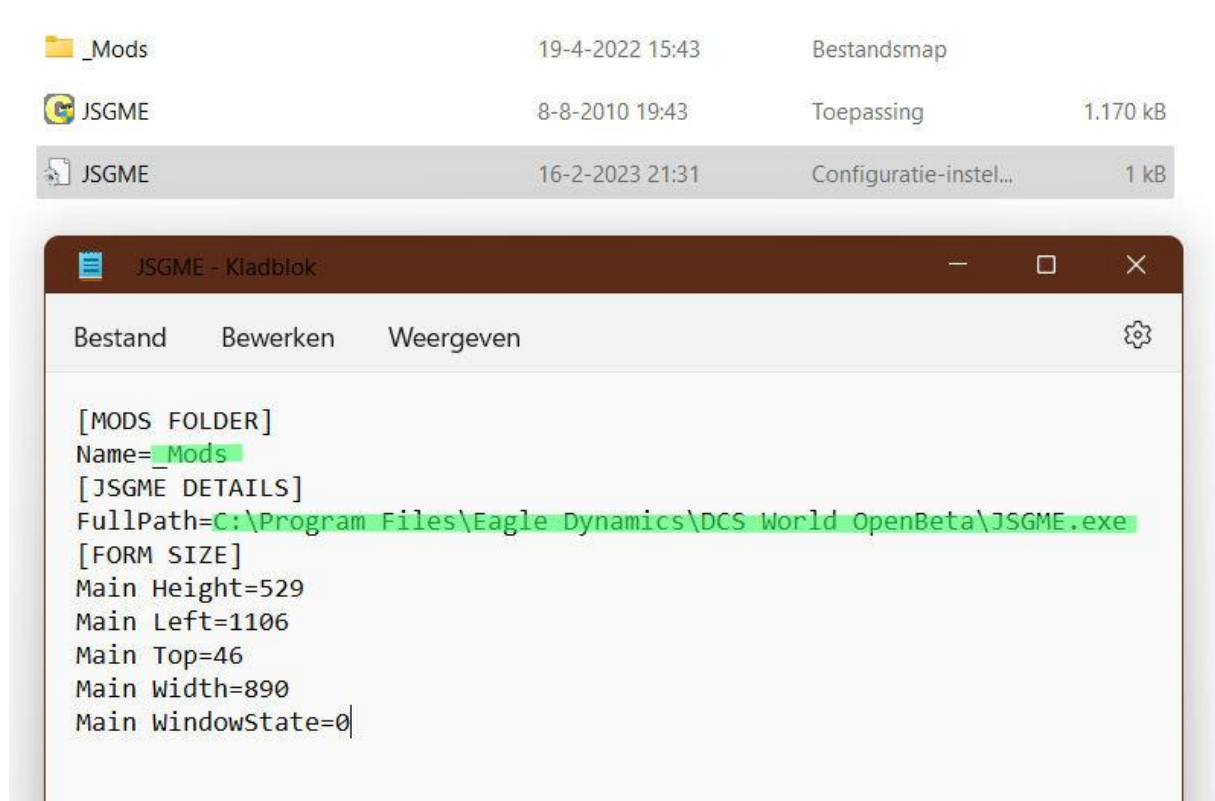
I added the JSGME program as a small pack.

This is where the 2 files and _Mods folder of this pack are located in my DCS World OpenBeta install:



| Naam | Gewijzigd op | Type | Grootte |
|--------------------|------------------|-----------------------|-----------|
| _downloads | 1-2-2023 16:33 | Bestandsmap | |
| API | 10-4-2022 14:29 | Bestandsmap | |
| Bazar | 25-1-2023 19:30 | Bestandsmap | |
| bin | 28-1-2023 12:04 | Bestandsmap | |
| Config | 25-1-2023 19:26 | Bestandsmap | |
| CoreMods | 10-4-2022 14:29 | Bestandsmap | |
| Data | 10-4-2022 14:29 | Bestandsmap | |
| DemoMods | 10-4-2022 14:29 | Bestandsmap | |
| distr | 29-10-2022 14:50 | Bestandsmap | |
| Doc | 29-10-2022 14:50 | Bestandsmap | |
| dxgui | 10-4-2022 14:29 | Bestandsmap | |
| FUI | 10-4-2022 14:29 | Bestandsmap | |
| JConfHtml | 29-10-2022 14:50 | Bestandsmap | |
| I10n | 10-4-2022 14:30 | Bestandsmap | |
| LuaSocket | 10-4-2022 14:29 | Bestandsmap | |
| MissionEditor | 25-1-2023 19:30 | Bestandsmap | |
| Mods | 10-4-2022 17:05 | Bestandsmap | |
| _Mods | 15-2-2023 17:21 | Bestandsmap | |
| Scripts | 29-10-2022 14:50 | Bestandsmap | |
| Sounds.edc | 28-1-2023 12:04 | Bestandsmap | |
| WebGUI | 21-11-2022 20:00 | Bestandsmap | |
| autoupdate | 1-2-2023 16:33 | cfg | 1 kB |
| autoupdate | 1-2-2023 16:33 | dat | 21.425 kB |
| autoupdate_log | 1-2-2023 16:33 | Tekstdocument | 173 kB |
| autoupdate_log_old | 25-1-2023 19:30 | Tekstdocument | 776 kB |
| dcs_manifest | 28-1-2023 12:04 | bin | 654 kB |
| dcs_variant | 28-8-2018 10:39 | Tekstdocument | 1 kB |
| JSGME | 8-8-2010 19:43 | Toepassing | 1.170 kB |
| JSGME | 16-2-2023 20:22 | Configuratie-inste... | 1 kB |
| unins000 | 10-4-2022 13:51 | dat | 18 kB |
| unis000 | 10-4-2022 13:50 | Toepassing | 1.154 kB |
| unis000 | 10-4-2022 13:51 | Outlook-item | 23 kB |

You can edit the JSGME.cfg file with Wordpad or Notepad to make sure the correct _Mods folder and directory are known to the JSGME program of your own DCS version install.



You can also add a shortcut to your desktop of the JSGME.exe file

**** Always deactivate your mods before you allow DCS to perform an update to a newer version ****

Installing the Helicopter Demo Smoke Mod:

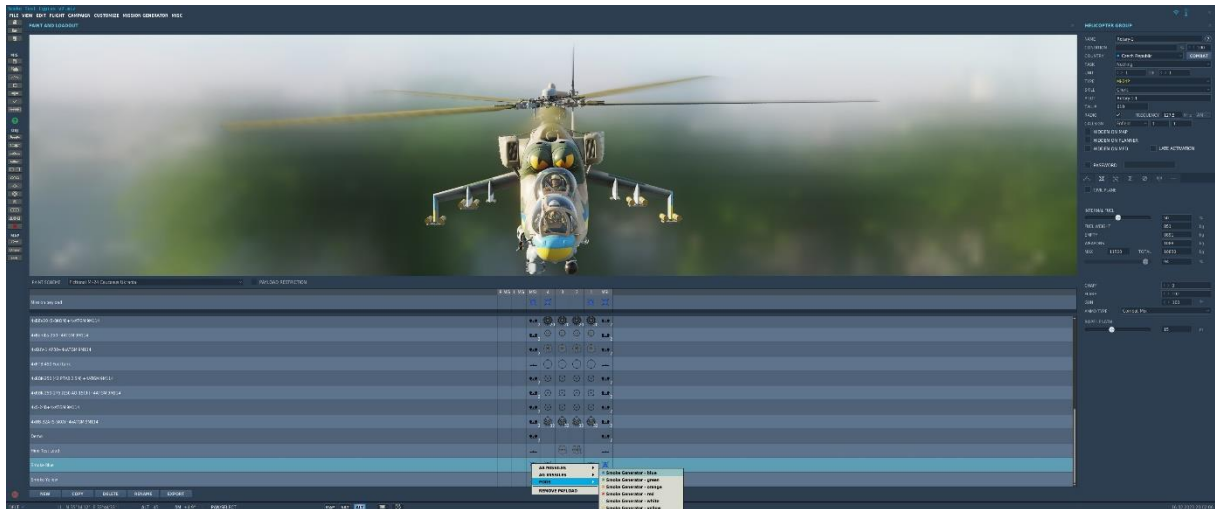
Copy and Paste the “**Hind_Smoke_282-35759_v1**” folder in your own created “**_Mods**” folder.

Use JSGME to activate / deactivate the mod.

The 6 lua files used for the Demo Smoke for the Hind (Mi-24P) are located in:

- 1) Coremods/aircraft/Mi-24P/Mi-24P.lua
- 2) Mods/aircraft/Mi-24P/Cockpit/Scripts/device_init.lua
- 3) Mods/aircraft/Mi-24P/Cockpit/Scripts/devices.lua
- 4) Mods/aircraft/Mi-24P/Cockpit/Scripts/Smoke/Smoke.lua
- 5) Mods/aircraft/Mi-24P/Input/Mi_24P_pilot/joystick/default.lua
- 6) Mods/aircraft/Mi-24P/Input/Mi_24P_pilot/keyboard/default.lua

After activating the mod you can add Smoke-gen's on the MSL stations and pylons 1 & 4 in the ME.



When you start flying the Hind in the mission, you will see a “Smoke safe” message on the top right.



When you have armed the smoke by clicking the switch in the **GREEN** circle in the “up” position, you will see “Smoke armed on pylon 1”, “Smoke armed on pylon 2”, “Smoke armed on pylon 4” & “Smoke armed on pylon 5” messages on the top right.



You must assign a button on your Joystick or Throttle to switch the Smoke Generator “on”.

When you use the assigned button in the mission, you will see a **“Smoke On”** message on the top right.

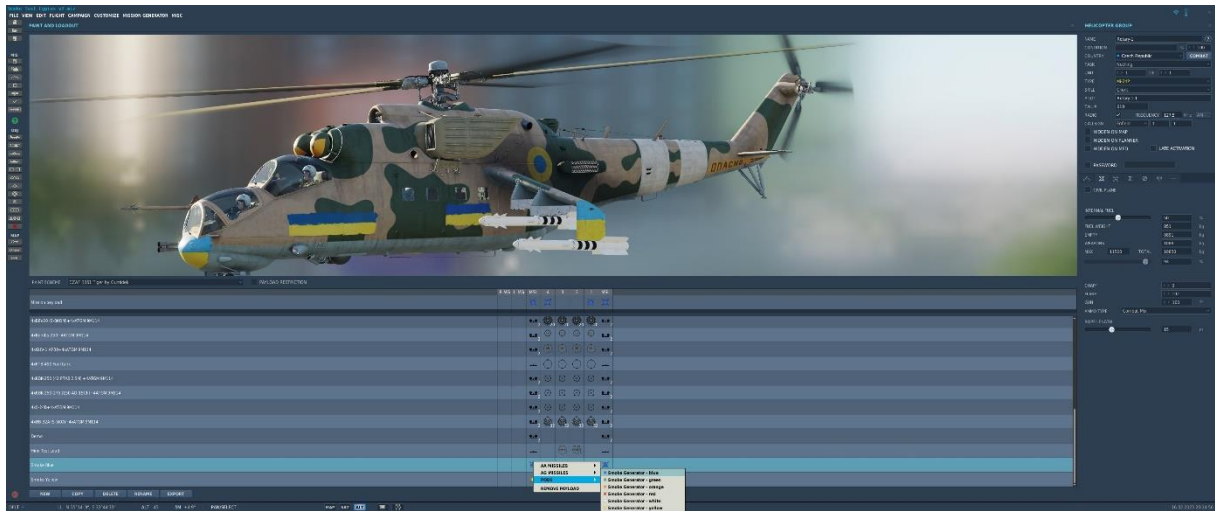


Use again your assigned button on your Joystick or Throttle to switch the Smoke Generator “off”.

When you use the button in the mission, you will see a **“Smoke Off”** message on the top right.



The picture in the Mission editor would normally look like this, with the R-73u smokegen. model.



I changed the R-73u smokegenerator model for the 9m114 (launcher) model with a small mod.



Installing the SmokeGenerator (R-73u) is a 9M114 (launcher):

Copy and Paste the **“SmokeGenerator is 9M144”** folder in your own created **“_Mods”** folder.

Use JSGME to activate / deactivate the mod.



If you would like to update or use the Helicopter Demo Smoke Mod on other helicopter modules ...

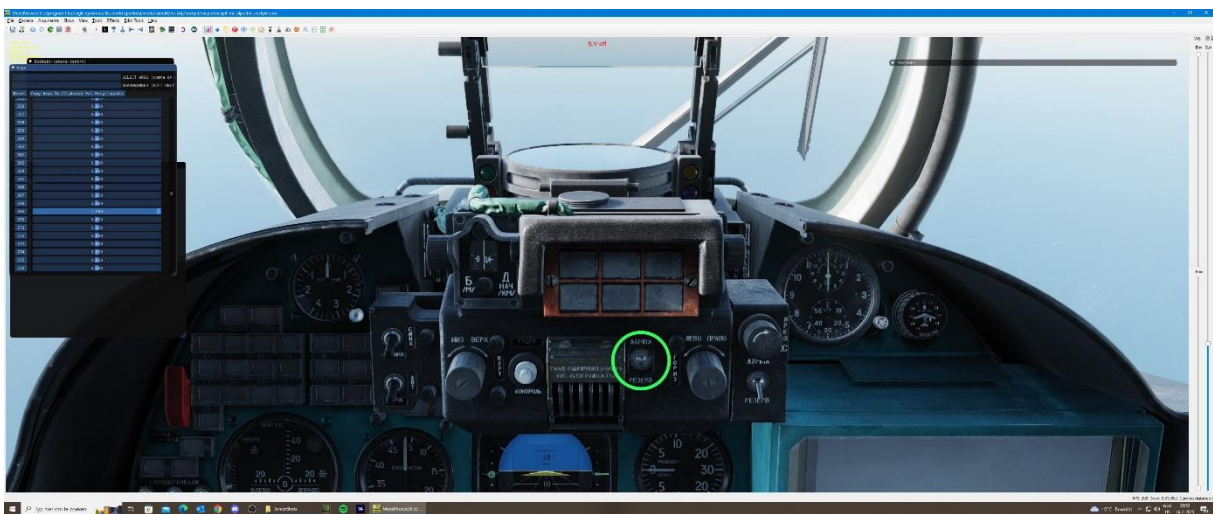
Here's a bit of intel about how it's done and what you can edit yourself if DCS gets another update and the mod also needs to be updated as well to fit with the newer version .lua file(s).

I had to explore the Hind's cockpit in the Modelviewer2 prog, to find a switch that I wanted to use for Arming the Smoke Generator(s).

The ModelViewer2 .exe file is inside the **"bin"** folder which is also inside the main DCS directory.

The Switch I choose is located in the **GREEN** circle, the Switch is ARGUMENT # **569** in the cockpit.

In the example I set the value to **1**, the Switch is now in the **"up"** position (**smoke armed !**)



Now it is time to go to the .lua files and edit them where needed.

To make life easier for myself and you as well all the edited parts in all the used .lua files have a similar recognisable piece of text where the edited part starts and stops. For Example:

-- Start VAG

{ CLSID = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B1}" }, --Smoke Red

{ CLSID = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B2}" }, --Smoke Green

{ CLSID = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B3}" }, --Smoke Blue

{ CLSID = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B4}" }, --Smoke White

{ CLSID = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B5}" }, --Smoke Yellow

{ CLSID = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B6}" }, --Smoke Orange

-- End VAG

You can always copy this whole peace of text including - - **Start VAG** and - - **End VAG** and copy it into the newer .lua file. Easy found by using the search function where you type in **VAG** as search term.

In 1) Coremods/aircraft/Mi-24P/Mi-24P.lua

```
local outboard = {
  { CLSID = "B_8V20A_CM" },
  { CLSID = "B_8V20A_OFP2" },
  { CLSID = "B_8V20A_CM" },
  { CLSID = "[UB-32A-24]" }, --UB-32A-24 pod - 32 x S-5K0
  { CLSID = "[8919B0F4-7C25-455E-9A02-CEA51D8B95E3]" }, -- 9M114 Shturm-V-2
  { CLSID = "[2x9M120_AtaKa_V]" }, -- 9M120 Ataka-V-2
  { CLSID = "[2x9M120F_AtaKa_V]" }, -- 9M120F Ataka-V-2
  { CLSID = "[2x9M220_AtaKa_V]" }, -- 9M2200 Ataka-V-2
  { CLSID = "[FC56DF80-9B09-44C5-8976-DCFAFF219062]" }, --B-13L pod - 5 x S-13-OF
  { CLSID = "[PTB_450]" }, --PTB-450
  { CLSID = "[64AB9E69-6AFE-439a-9163-3A87FB6A4D81]" }, --B-8V20A pod - 20 x S-8KOM
  { CLSID = "[3C612111-C7AD-476E-8A8E-2485812F4E5C]" }, --FAB-250 - 250kg GP Bomb LD
  { CLSID = "[FAB_250_M62]" }, --FAB-250 M-62 - 250kg GP Bomb LD
  { CLSID = "[FB3CE165-8F07-4979-887C-92B87F132768]" }, --FAB-100 - 100kg GP Bomb LD
  { CLSID = "[4203753F-8198-4E85-9924-6F8FF679F9FF]" }, -- RBK-250 PTAB-2.5M
  { CLSID = "[RBK_250_275_AO_1SCH]" }, -- RBK-250-275 AO-1SCH
  { CLSID = "[APU_68_S-24]" }, --S-24
  { CLSID = "[GUV_V06]" },
  { CLSID = "[APU_68-1_R_60M]" },
}

-- Start VAG
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B1]" }, --Smoke Red
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B2]" }, --Smoke Green
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B3]" }, --Smoke Blue
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B4]" }, --Smoke White
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B5]" }, --Smoke Yellow
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B6]" }, --Smoke Orange
-- End VAG
}

local function joinTbl(orig, to, from)
  for i, value in ipairs(orig) do
    to[i] = value
  end
  for i, value in ipairs(from) do
    table.insert(to, value)
  end
  return to
end
```

And also in 1) Coremods/aircraft/Mi-24P/Mi-24P.lua

```
local wingtips = {
  { CLSID = "[8919B0F4-7C25-455E-9A02-CEA51D8B95E3]" }, -- 9M114 Shturm-V-2
  { CLSID = "[2x9M120_AtaKa_V]" }, -- 9M120 Ataka-V-2
  { CLSID = "[2x9M120F_AtaKa_V]" }, -- 9M120F Ataka-V-2
  { CLSID = "[2x9M220_AtaKa_V]" }, -- 9M2200 Ataka-V-2
  { CLSID = "[9M114 Shturm-V-2 Rack]" },
}

-- Start VAG
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B1]" }, --Smoke Red
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B2]" }, --Smoke Green
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B3]" }, --Smoke Blue
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B4]" }, --Smoke White
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B5]" }, --Smoke Yellow
{ CLSID = "[D3F65166-1AB8-490F-AF2F-2FB6E22568B6]" }, --Smoke Orange
-- End VAG
}

Mi_24P = {
  Name = "Mi-24P",
  DisplayName = ("Mi-24P"),
  Picture = "Mi-24P.png",
  Rate = 20, -- RewardPoint in Multiplayer
  Shape = "Mi-24P",

  country_of_origin = "RUS",

  shape_table_data = {
    {
      {
        file = "Mi-24P";
        life = 20; -- прочность объекта (методом lifebar*) -- The strength of the object (ie. lifebar *)
        vis = 3; -- множитель видимости (для маленьких объектов лучше ставить поменьше). Visibility factor (For a small objects is better to put lower nr).
        destr = "mi-24p_oblomok"; -- Name of destroyed object file name
        fire = { 300, 4 }; -- Fire on the ground after destroyed: 300sec 4m
        username = "Mi-24P";
        index = WSTYPE_PLACEHOLDER;
        classname = "lLandPlane";
        positioning = "BYNORMAL";
      },
      {
        file = "mi-24p_oblomok";
        fire = { 0, 1 };
      },
    },
  },
}
```

In 2) Mods/aircraft/Mi-24P/Cockpit/Scripts/device_init.lua

```
Bestand  Bewerken  Weergeven
devices.lua:  helpers.lua:  = counter()
devices["OXYGEN_INTERFACE"] = counter()
devices["PKP72M_P"]         = counter()
devices["PKP72M_O"]         = counter()
devices["PKP72M_INTERFACE"] = counter()
devices["CLOCK_P"]          = counter()
devices["CLOCK_O"]          = counter()
devices["FM_PROXY"]         = counter()
devices["IAS_P"]            = counter()
devices["IAS_O"]            = counter()
devices["VARIOMETER"]       = counter()
devices["BAROALT_P"]        = counter()
devices["BAROALT_O"]        = counter()
devices["RMI2_P"]           = counter()
devices["RMI2_O"]           = counter()
devices["MAP_DISPLAY"]      = counter()
devices["ARC_15"]           = counter()
devices["ARC_15_PANEL_P"]   = counter()
devices["ARC_15_PANEL_O"]   = counter()
devices["R_863"]            = counter()
devices["JADRO_11"]         = counter()
devices["EUCALYPT_N24"]     = counter()
devices["R_852"]            = counter()
devices["G_Meter"]          = counter()
devices["ARC_U2"]           = counter()
devices["SPU_8"]            = counter()
devices["RS_Proxy"]         = counter()
devices["IFF"]              = counter()
devices["Recorder_MC61"]    = counter()
devices["VMS"]              = counter()
devices["ANTI_ICE_INTERFACE"] = counter()
devices["EXT_CARGO_EQUIPMENT"] = counter()
devices["SARPP1211"]        = counter()
devices["SIGHT_DOORS"]      = counter()
devices["SIGNAL_FLARES"]    = counter()
devices["MACROS"]           = counter()
devices["STANDBY_COMPASS"]  = counter()
devices["SPO_10"]           = counter()
devices["KN_2"]             = counter()
devices["INVG"]             = counter()
devices["TIMER"]            = counter()
devices["EXTERNAL_CARGO_SPEECH"] = counter()
devices["CREW_INDICATOR"]   = counter()
devices["R60_INTERFACE"]    = counter()

-- Start VAG
devices["Smoke"]            = counter()
-- End VAG

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```

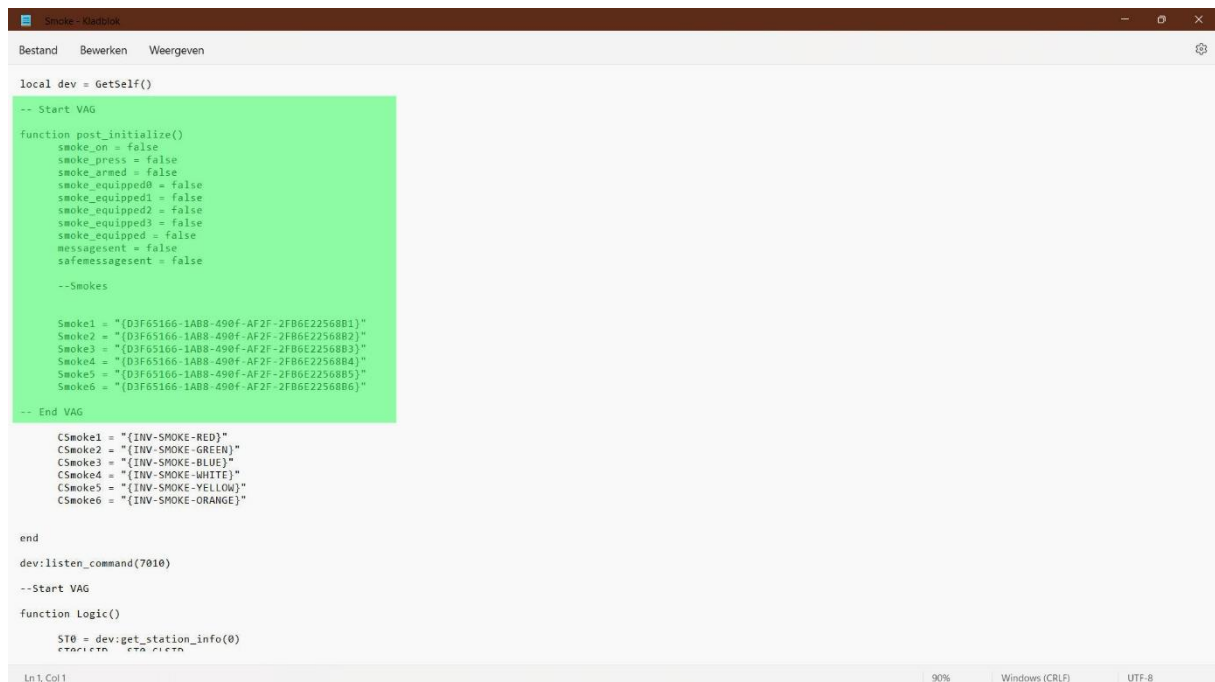
In 3) Mods/aircraft/Mi-24P/Cockpit/Scripts/devices.lua

```
Bestand  Bewerken  Weergeven
devices.lua:  helpers.lua:  = counter()
devices["OXYGEN_INTERFACE"] = counter()
devices["PKP72M_P"]         = counter()
devices["PKP72M_O"]         = counter()
devices["PKP72M_INTERFACE"] = counter()
devices["CLOCK_P"]          = counter()
devices["CLOCK_O"]          = counter()
devices["FM_PROXY"]         = counter()
devices["IAS_P"]            = counter()
devices["IAS_O"]            = counter()
devices["VARIOMETER"]       = counter()
devices["BAROALT_P"]        = counter()
devices["BAROALT_O"]        = counter()
devices["RMI2_P"]           = counter()
devices["RMI2_O"]           = counter()
devices["MAP_DISPLAY"]      = counter()
devices["ARC_15"]           = counter()
devices["ARC_15_PANEL_P"]   = counter()
devices["ARC_15_PANEL_O"]   = counter()
devices["R_863"]            = counter()
devices["JADRO_11"]         = counter()
devices["EUCALYPT_N24"]     = counter()
devices["R_852"]            = counter()
devices["G_Meter"]          = counter()
devices["ARC_U2"]           = counter()
devices["SPU_8"]            = counter()
devices["RS_Proxy"]         = counter()
devices["IFF"]              = counter()
devices["Recorder_MC61"]    = counter()
devices["VMS"]              = counter()
devices["ANTI_ICE_INTERFACE"] = counter()
devices["EXT_CARGO_EQUIPMENT"] = counter()
devices["SARPP1211"]        = counter()
devices["SIGHT_DOORS"]      = counter()
devices["SIGNAL_FLARES"]    = counter()
devices["MACROS"]           = counter()
devices["STANDBY_COMPASS"]  = counter()
devices["SPO_10"]           = counter()
devices["KN_2"]             = counter()
devices["INVG"]             = counter()
devices["TIMER"]            = counter()
devices["EXTERNAL_CARGO_SPEECH"] = counter()
devices["CREW_INDICATOR"]   = counter()
devices["R60_INTERFACE"]    = counter()

-- Start VAG
devices["Smoke"]            = counter()
-- End VAG

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```

In 4) Mods/aircraft/Mi-24P/Cockpit/Scripts/Smoke/Smoke.lua



```
local dev = GetSelf()

-- Start VAG
function post_initialize()
    smoke_on = false
    smoke_press = false
    smoke_armed = false
    smoke_equipped0 = false
    smoke_equipped1 = false
    smoke_equipped2 = false
    smoke_equipped3 = false
    smoke_equipped = false
    messagesent = false
    safemessagesent = false

    --Smokes

    Smoke1 = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B1}"
    Smoke2 = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B2}"
    Smoke3 = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B3}"
    Smoke4 = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B4}"
    Smoke5 = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B5}"
    Smoke6 = "{D3F65166-1AB8-490f-AF2F-2FB6E22568B6}"

-- End VAG

    CSmoke1 = "{INV-SMOKE-RED}"
    CSmoke2 = "{INV-SMOKE-GREEN}"
    CSmoke3 = "{INV-SMOKE-BLUE}"
    CSmoke4 = "{INV-SMOKE-WHITE}"
    CSmoke5 = "{INV-SMOKE-YELLOW}"
    CSmoke6 = "{INV-SMOKE-ORANGE}"

end

dev:listen_command(7010)

--Start VAG

function Logic()

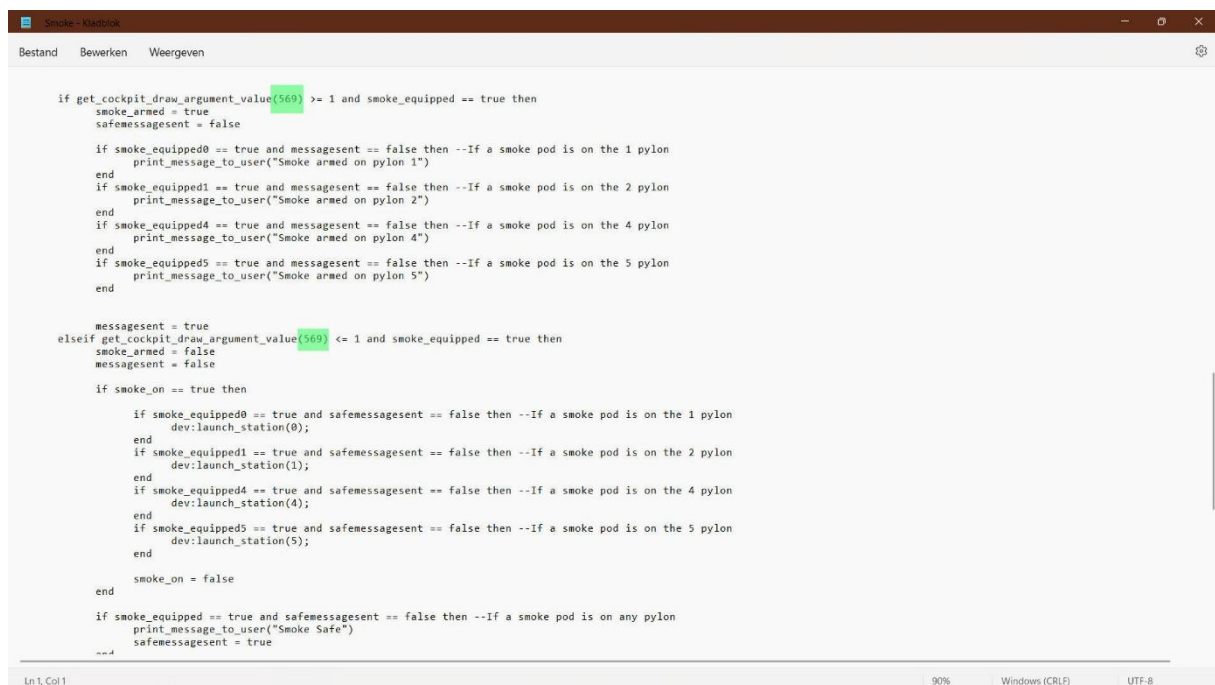
    ST0 = dev:get_station_info(0)
    ST0:fly()

end
```

In 4) Mods/aircraft/Mi-24P/Cockpit/Scripts/Smoke/Smoke.lua

Here you find the very important number **569**, this is the ARGUMENT number of the used Switch !!!

If you would like to use another Switch than the one I choose, you need to change the number !



```
if get_cockpit_draw_argument_value(569) >= 1 and smoke_equipped == true then
    smoke_armed = true
    safemessagesent = false

    if smoke_equipped0 == true and messagesent == false then --If a smoke pod is on the 1 pylon
        print_message_to_user("Smoke armed on pylon 1")
    end
    if smoke_equipped1 == true and messagesent == false then --If a smoke pod is on the 2 pylon
        print_message_to_user("Smoke armed on pylon 2")
    end
    if smoke_equipped4 == true and messagesent == false then --If a smoke pod is on the 4 pylon
        print_message_to_user("Smoke armed on pylon 4")
    end
    if smoke_equipped5 == true and messagesent == false then --If a smoke pod is on the 5 pylon
        print_message_to_user("Smoke armed on pylon 5")
    end
end

messagesent = true
elseif get_cockpit_draw_argument_value(569) <= 1 and smoke_equipped == true then
    smoke_armed = false
    messagesent = false

    if smoke_on == true then
        if smoke_equipped0 == true and safemessagesent == false then --If a smoke pod is on the 1 pylon
            dev:launch_station(0);
        end
        if smoke_equipped1 == true and safemessagesent == false then --If a smoke pod is on the 2 pylon
            dev:launch_station(1);
        end
        if smoke_equipped4 == true and safemessagesent == false then --If a smoke pod is on the 4 pylon
            dev:launch_station(4);
        end
        if smoke_equipped5 == true and safemessagesent == false then --If a smoke pod is on the 5 pylon
            dev:launch_station(5);
        end
    end
    smoke_on = false
end

if smoke_equipped == true and safemessagesent == false then --If a smoke pod is on any pylon
    print_message_to_user("Smoke Safe")
    safemessagesent = true
end
```

Attention: Not all edited text was displayed in the example picture, but just highlights the Switch #

Again here, the edited parts start and end with the text: --Start VAG until --End VAG.

```

local cockpit = folder.."../..../Cockpit/Scripts/"
dofile(cockpit.."devices.lua")
dofile(cockpit.."command_defs.lua")

--modifiers = {
--['JOY_BTN6'] = 'JOY_BTN6',
--},

local res = external_profile("Config/Input/Aircrafts/common_joystick_binding.lua")

join(res.forceFeedback, {
trimmer = 1.0,
shake = 0.5,
swapAxes = false,
})

join(res.keyCommands, {
-- Start VAG
{
down = 7010, cockpit_device_id = devices.Smoke, value_down = 1.0, name = ('Smoke Toggle'), category = _('Smoke')},
-- End VAG

-- Cheat - Temporary
--[pressed = iCommandViewExplosion, name = 'Explosion', category = 'Cheat',
[down = iCommandEnginesStart, name = _('Auto Start'), category = _('Cheat')],
[down = iCommandEnginesStop, name = _('Auto Stop'), category = _('Cheat')],

-- General
[down = iCommandScoresWindowToggle, name = _('Score window'), category = _('General')],
[down = iCommandFriendlyChat, name = _('Multiplayer chat - mode Allies'), category = _('General')],
[down = iCommandInfoOnOff, name = _('Info bar toggle'), category = _('General')],
[down = iCommandRecoverHuman, name = _('Get New Plane - respawn'), category = _('General')],
[down = iCommandClickModeOnOff, name = _('Clickable mouse cockpit mode On/Off'), category = _('General')],
[down = iCommandScreenshots, name = _('Screenshot'), category = _('General')],
[down = iCommandViewCoordinatesInLinearUnits, name = _('Info bar coordinate units toggle'), category = _('General')],
[down = iCommandCockpitShowPilotOnOff, name = _('Show Pilot Body'), category = _('General')],
[down = iCommandPlane_ShowControls, name = _('Show controls indicator'), category = _('General')],

-- View
[combos = {{key = 'JOY_BTN_POV1_L'}}], pressed = iCommandViewLeftSlow, up = iCommandViewStopSlow, name = 'View Left slow', category = 'View'},
[combos = {{key = 'JOY_BTN_POV1_R'}}], pressed = iCommandViewRightSlow, up = iCommandViewStopSlow, name = 'View Right slow', category = 'View'},
}

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90%
Windows (CRLF)
UTF-8

```

```

local cockpit = folder...../Cockpit/Scripts"
dofile(cockpit.."devices.lua")
dofile(cockpit.."command_defs.lua")

local res = external_profile("Config/Input/Aircrafts/common_keyboard_binding.lua")

join(res.keyCommands,{

-- Start VAG
{ down = 7010, cockpit_device_id = devices.Smoke, value_down = 1.0, name = ('Smoke Toggle'), category = _('Smoke')},
--End VAG

{command = {(key = 'X', reformers = {'LShift', 'Lctrl'})}, pressed = iCommandViewExplosion, name = _('Explosion'), down = 27, up = 27, value_down = 1.0, value_up = 0.0, category = _('Cheat')},

-- Controls
{command = {(key = 'Up')}, down = iCommandPlaneUpStart, up = iCommandPlaneUpStop, name = _('Cyclic - Up')},
{command = {(key = 'Down')}, down = iCommandPlaneDownStart, up = iCommandPlaneDownStop, name = _('Cyclic - Down')},
{command = {(key = 'Left')}, down = iCommandPlaneLeftStart, up = iCommandPlaneLeftStop, name = _('Cyclic - Left')},
{command = {(key = 'Right')}, down = iCommandPlaneRightStart, up = iCommandPlaneRightStop, name = _('Cyclic - Right')},
{command = {(key = 'Space', reformers = {'Ralt'})}, down = iCommandPlanePickleOn, up = iCommandPlanePickleOff, name = _('Release weapons'), category = {'('Ins Cyclic Stick')'},
{down = weapon_commands.Pilot_RUV_FIRE_Cvr_Ext, cockpit_device_id = devices.WEAP_SYS, value_down = 1, name = _('Weapon Release Button Cover')},

{command = {(key = '\\', reformers = {'Ralt'})}, down = SPU_8_Mi24_commands.CMD_SPU8_TRIGGER_EXT, up = SPU_8_Mi24_commands.CMD_SPU8_TRIGGER_EXT, cockpit_device_id = d},
{command = {(key = 'Space', reformers = {'Rshift'})}, down = SPU_8_Mi24_commands.CMD_SPU8_TRIGGER_EXT, up = SPU_8_Mi24_commands.CMD_SPU8_TRIGGER_EXT, cockpit_device_id = d},
-- VoIP radio global command
-- in case you need to open commands in the cockpit
{down = iCommandVoIPRadioPushToTalkEnableDisableVoice, up = iCommandVoIPRadioPushToTalkEnableDisableVoice, value_down = 1.0, value_up = 0.0, name = _('Radio trigger - RADIO (VOIP)')},
{down = iCommandVoIPIntercomPushToTalkEnableDisableVoice, up = iCommandVoIPIntercomPushToTalkEnableDisableVoice, value_down = 0.5, value_up = 0.0, name = _('Radio trigger - ICS (VOIP)')},

{command = {(key = 'Num*')}, down = iCommandPlaneCollectiveIncrease, pressed = iCommandPlaneCollectiveDecrease, up = iCommandPlaneCollectiveStop, name = _('Num*')},
{command = {(key = 'Num*')}, down = iCommandPlaneCollectiveDecrease, pressed = iCommandPlaneCollectiveIncrease, up = iCommandPlaneCollectiveStop, name = _('Num*')},
{command = {(key = 'Num*', reformers = {'Ralt'})}, down = iCommandPlane_ReadjustFreeTurbineRPM_Down, up = iCommandPlane_ReadjustFreeTurbineRPM_Up, value_down = 1, value_up = 0, name = _('Num*', reformers = {'Ralt'})},
{command = {(key = 'Num*', reformers = {'Ralt'})}, down = iCommandPlane_ReadjustFreeTurbineRPM_Down, up = iCommandPlane_ReadjustFreeTurbineRPM_Up, value_down = -1, value_up = 0, name = _('Num*', reformers = {'Ralt'})},
{command = {(key = 'F')}, down = iCommandHelicopter_CollectiveStopper_Down, up = iCommandHelicopter_CollectiveStopper_Up, name = _('F')},
{command = {(key = 'PageUp')}, down = iCommandThrottleIncrease, up = iCommandThrottleStop, name = _('PageUp')},
{command = {(key = 'PageDown')}, down = iCommandThrottleDecrease, up = iCommandThrottleStop, name = _('PageDown')},

{command = {(key = 'T')}, down = iCommandPlaneTrimOn, up = iCommandPlaneTrimOff, name = _('T')},
{command = {(key = 'T', reformers = {'Lctrl'})}, down = iCommandPlaneTrimCancel, up = iCommandPlaneTrimCancel, name = _('T', reformers = {'Lctrl'})},

{command = {(key = '.', reformers = {'Rctrl'})}, pressed = iCommandPlaneTrimUp, up = iCommandPlaneTrimStop, name = _('Trim: Nose Up'), category = {'('Ins Cyclic Stick')'}},
{command = {(key = '.', reformers = {'Rctrl'})}, pressed = iCommandPlaneTrimDown, up = iCommandPlaneTrimStop, name = _('Trim: Nose Down'), category = {'('Ins Cyclic Stick')'}},
{command = {(key = '-', reformers = {'Rctrl'})}, pressed = iCommandPlaneTrimLeft, up = iCommandPlaneTrimStop, name = _('Trim: Left Wing Down'), category = {'('Ins Cyclic Stick')'}},
{command = {(key = '-', reformers = {'Rctrl'})}, pressed = iCommandPlaneTrimRight, up = iCommandPlaneTrimStop, name = _('Trim: Right Wing Down'), category = {'('Ins Cyclic Stick')'}},
--{command = {(key = 'Z', reformers = {'Rctrl'})}, pressed = iCommandPlaneTrimLeftRudder, up = iCommandPlaneTrimStop, name = _('Trim: Rudder Left'), category = {'('Ins Cyclic Stick')'}},
--{command = {(key = 'Z', reformers = {'Rctrl'})}, pressed = iCommandPlaneTrimRightRudder, up = iCommandPlaneTrimStop, name = _('Trim: Rudder Right'), category = {'('Ins Cyclic Stick')'}}

}

}

```

Just because DCS gets updated on regular bases, it takes effort to keep up, but it's worth it.

The Virtual Aerobatic Group

The VAG was founded in 2008 and is the gathering of various virtual aerobatic teams with virtual pilots from The Netherlands, Germany and Czech Rep.

The teams use the Eagle Dynamics flight simulator "DCS-World" and used LockOn Flaming Cliffs 2

The VAG consists of / represented in the past:

The Virtual RNLAf F-104 Starfighter Solo Display Team

The Virtual RNLAf Apache Demo Team - DCS-W (also as Combi Display with the F16)

The Virtual RNLAf F16 Solo Display Team - DCS-W (also as Combi Display with the Apache)

The Virtual RNLAf Double Dutch NF5 Synchro Display – DCS-W

The Virtual RNLAf PC-7 Solo Display Team - DCS-W

The Flanker B Demo –DCS-W

The Virtual Turkish Stars - LOFC2

The Virtual BAF F16 Solo Display Team LOFC2

The Flanker C Demo – LOFC2

It all started with: **The Virtual RNLAf F16 Solo Display Team LOFC2 in 2008**

The virtual displays are/were presented during online Virtual Airshows and also for live public during special FS Weekends in the Aviodrome Aviation Museum in Lelystad, The Netherlands.

The current VAG Patch





