
Subject: Flight Simulator

Posted by [glyde51](#) on Sat, 11 Dec 2004 19:26:31 GMT

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Does anyone know a good online flight game? I like dogfights. I'm actually good at them...

Anyone?

Subject: Flight Simulator

Posted by [bigjoe14](#) on Sat, 11 Dec 2004 19:34:47 GMT

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IL2 Sturmovik.

Subject: Flight Simulator

Posted by [glyde51](#) on Sat, 11 Dec 2004 19:36:32 GMT

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Hmmm... maybe something with a little more modern aircraft...

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Posted by [Jaspah](#) on Sat, 11 Dec 2004 20:16:57 GMT

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Battlefield 1942, download that Desert Combat mod and viola, you have modern day aircraft.

Subject: Flight Simulator

Posted by [hunteroo2](#) on Sat, 11 Dec 2004 20:23:02 GMT

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and helicopters that are dam near impossible to fly and shoot things w/ accurasy....

Subject: Flight Simulator

Posted by [icedog90](#) on Sat, 11 Dec 2004 21:06:10 GMT

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Helicopters aren't hard. You just have to get used to them. They're probably as hard as that in real life.

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Posted by [WNxCABAL](#) on Sat, 11 Dec 2004 23:31:40 GMT

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Microsoft Combat Flight Simulator 3

Subject: Flight Simulator

Posted by [npsmith82](#) on Sat, 11 Dec 2004 23:37:51 GMT

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hunteroo2and helicopters that are dam near impossible to fly and shoot things w/ accuracy....They are REALLY easy to fly once you understand how you fly them.

Rather than getting into one and flying off randomly into the air swinging the mouse in all directions, take it VERY slowly, learning what each control does.

You must not rush learning how to fly the Desert Combat helo's. Set an hour or so aside in your day, to figure it out. Just get used to the concept that if you mouse-right for 1 second, you'll need to mouse-left for 1 second or more to be back to normal.

1) First of all, master getting In, flying 20 metres straight up in the air, then gently bring her straight back down, gently. If you need to get airbourne quickly, hold the W key down for as long as you wish.

2) Same as above, but keep her hovering in the air, stationary for 10 seconds or more, then bring her down. To keep her hovered when you're level, it's like pressing W for half a second, releasing, press for half a second, release then repeat.

3) Same as above, take her up, when hovering gently point your nose down, keeping your nose pointing at the same horizontal level. When ready to come to a standby, tilt the nose back until you can feel yourself slowing down. When you've nearly stopped moving forward, return the nose so it's level.

4) Once confident in tilting forward/back, learn how to strafe left (A) and strafe right (D).

If you ever feel like you're going into a body roll, move your mouse in the opposite direction. For example, if you are body rolling to the left, gently move your mouse to the right to counter the tilt, then bring back to steady levels.

Hope this helps, i originally thought it WAS impossible to fly those damn helicopters, but i was determined to learn. It took me half a day once i actually thought about how you fly them, rather than going in a game taking to the air, barrel rolling 10 times, then crashing upside down into some trees. Trust me, if you put aside an hour or so, then practice it, you'll get it in no time.

Once you have the concept - practice makes perfect.

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Posted by [Javaxcx](#) on Sat, 11 Dec 2004 23:45:30 GMT

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It is easier to fly them with the keyboard. Considerably easier.

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Posted by [icedog90](#) on Sun, 12 Dec 2004 01:29:38 GMT

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I like flying them the hard way, it feels proessional.

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Posted by [GetSm0keD](#) on Sun, 12 Dec 2004 10:07:17 GMT

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icedog90I like flying them the hard way, it feels proessional.

i concur

<- battlefield veitnam

1942 was ehh.. never did the modern combat..
