

Fly Tanoa Air for ARMA III, ver. BETA 0050 (2019)



This download is compatible with APEX game version 1.7 and higher

Welcome to the *Fly Tanoa Air* ReadMe file!

Flying aircraft in Arma III is difficult. It takes a lot of practice. Right when you think you've got it, you realize how much more there is to learn. Just dropping an aircraft into an empty scenario is fine to start but that gets boring and, as a pilot in training, you need something more compelling to keep logging more hours. *Fly Tanoa Air* provides a fun and re-playable scenario in which to practice your skills.

What's new ([changelog](#)):

*Got rid of annoying stuff and replaced with awesome stuff, see changelog

Check out the [FTA] [Guidebook](#) for Arma III flight theory, extra control instructions and challenges walkthrough.

INSTALLATION

Install the file *0_TanoaAir.Tanoa.pbo* to your Arma III missions directory.

CHALLENGES

(hint: you can abort the current challenge using the Abort button on the Flight Control Menu)

Ferry passengers

Industry and tourism dominate Tanoa's economy which means a constant supply of passengers to ferry from place to place. Pick up a passenger at any airport and deliver them to their destination to earn \$100.

Deliver cargo

Supply routes are a challenge to maintain. Sometimes emergency medical supplies and food get lost or mis-routed and must be delivered from the central airport. Pick up a crate at Aeroport de Tanoa and deliver it to people in need to earn \$100.

Off-airport Cargo

Some cargo deliveries (and all illicit smuggling) happen off-airport at remote bush locations. These landing sites are much more challenging than airport deliveries. Practice off-airport landings by selecting radio codes 007-009 or by visiting Old Man's Farm (000).

Aerobatics: Ring Challenges

Follow the rings in 4 separate challenges and checkout some of Tanoa's most beautiful scenery while conducting a whiteknuckle aerobatic routine.

Fly with *the Chad*

Chad is sort of arrogant and conceited but he's the best friend you have. Use the dedicated "CHAD" button on the Flight Control Menu to begin formation flying with Chad. He'll tell you when you're doing a good job and he'll also advise if you make a mistake.

While flying with Chad you have three extra controls on the Action Menu; Chad Speed, Chad Altitude, and Chad Path. Speed and altitude have three stages and you can toggle Chad's current flight path between two separate courses.

Emergencies:

Assist the Coastguard

The waters surrounding Tanoa are popular for fishing and boating. Inevitably something will go wrong. Scan radio channels for potential rescue missions and help conduct the search.

Locate the car

Local police are in pursuit of a vehicle. Help them find the car before the bad guy gets away.

Engine Trouble

It's possible for Tanoa 2-6 to develop an engine malfunction mid-flight. If you have the Diagnostic skill (or positive karma) you will be able to perform Engine Diagnostics.

FEATURES

Helicopter

A fully featured helicopter is now available. To switch your vehicle use the "Helicopter" action in the menu. This selection is permanent and must be made at the beginning of the scenario. Taxi out of the hangar at AdT to confirm airplane.

Some features change when the helicopter is activated. For example, the Warning System only measures altitude and Approach Vectors reposition above the landing pad.

Airport Services

Earn money every time you complete a cargo delivery or passenger transport and use your earnings to pay for fuel, repairs, needful equipment and new paint.

Bad Luck

Watch out for bad luck which can cause unexpected conditions to appear at any time.

Karma

Complete positive tasks to earn karma points which can come in handy when things go wrong.

Weather

Utilizes Sil's dynamic weather system for 100% randomized weather conditions which update periodically throughout the mission.

Tanoa 2-6

The aging bush plane just got a fresh coat of olive drab paint and an ATC mandated radar warning system. Also, your plane comes installed with several features available on the Flight Control Menu. See: Control Description below.

Note: You get a free paint-job at the beginning of the scenario so customize your aircraft before you turn the engine on.

Mobile

Your Mobile phone has many uses. Mount it on the cockpit window for an impromptu GPS system or switch on the camera for that selfie-style live-stream. Otherwise pay attention because you might receive an important message.

Approach Vector

Located 3 km from the destination airstrip at an altitude of ~250 meters, the approach vector allows pilots to easily align with the runway for landing. In FTA the approach vector works like a gun-sight. Line Tanoa 2-6 up with the approach marker and the destination then, when you pass the approach marker, you'll be aligned with the runway and at the correct altitude to begin descent. Completing this process will achieve landing clearance for the destination runway and disable the AWS.

Ground Crew

At each airport terminal a ground crew awaits to repair any damage and refuel Tanoa 2-6 when necessary. They're such an efficient crew you'll never even see them working! A system prompt will display when damage or low fuel is detected.

Smuggler

Instead of delivering the food, medicine and weapons in the cargo containers to the people who need them, steal it for the old man and begin a life of as the notorious smuggler. Smugglers

don't benefit from karma but they tend to make a lot more money. From this point on you'll only deliver cargo to illicit bush-sites. Be warned this lifestyle is not for the faint of heart.

CONTROL DESCRIPTION



Flight Control Menu and AI Auto-pilot

The Flight Control Menu is accessed by the action "Menu". This menu displays the camera feeds and provides an interface to operate various features.

Tanoa 2-6 will engage a simple auto-pilot when you open the Flight Control Menu. The auto-pilot can be a little flaky but it will keep you in the air. Like a real auto-pilot it is best to engage this feature during level and stable flight within the current flight envelope.

Radio Codes

Call any control tower for landing clearance using radio codes. Use the radio to assign a destination by entering the appropriate code. For example: Aeroport de Tanoa is radio code: 001 for *airport 1*, and there are 10 codes. This function is available any time you are not in a challenge. (NOTE: There is no heads up display so you have to input the code like an actual radio). If you need help with the codes press "HELP" on the Flight Control Menu to display a list on your phone.

Mobile

Use the action "Phone" to put the phone away and bring it out again. Use the action "Phone function" to change the current display. To dismiss a message use action "Phone function", however messages will automatically clear the next time the phone display updates. The phone will also display breaking news updates when appropriate.

WEAT

The weather button advises current conditions: "Clear skies", "Weather Watch in Effect", "Severe Weather Warning".

CAMS

Change live-stream camera from wing-tip, cabin view and Chad-cam.

MODE

Toggle live-stream camera NV mode.

WARN

Enables/disables the AWS. Note: The AWS is automatically enabled when you take off and disabled when you clear the approach vector at your destination. This system is mandated by ATC to be switched on and functional at all times during flight. Manually switching off the AWS is strongly discouraged but ultimately at the discretion of the pilot.

Note: You can test "WARN" as part of your preflight to ensure the system is operational.

TIME

Move time forward by increments of 7 hours.

FARE (load passenger in Terminal Services)

If you're at an airport terminal this button will collect a new passenger. Press this button again when you reach your destination terminal to drop off your passenger. (Note: If you have to divert to a different airport due to engine problems or weather, you will be able to disembark your passenger at the new terminal. They won't be happy about it but at least they're alive.)

SCAN

Scan the emergency band for emergencies

LITE (action menu)

Toggle the cabin light ON/OFF

CHAD

Toggle formation flying with Chad ON/OFF

While in the presence of Chad you have 3 extra controls in the action menu: Chad Speed, Chad Altitude and Chad Path. Chad speed will toggle between "Normal", "Fast", "Extreme". Chad Altitude will toggle "Normal", "Limit", "Low". Chad Path will toggle between flight path 1 and 2. When reassigning a path, Chad will have to reach the current WP before the new flight path will engage.

HINT

Receive hints about your current task whenever you press the button.



FAQ

Q: What is this?

A: Fly Tanoa Air is a dynamic air mission designed to make learning to fly in Arma III fun. It uses a GUI Mission Controller to add several new options for in-game pilots.

Q: How do I use it?

A: Just install the PBO file to your Arma 3 mission folder and go.

Q: What task marker? I can never see where I'm going!

A: Enable task markers in the game menu. Or, if you deselected the task "Approach" on the map screen, re-select it.

Q: Why is my plane always damaged?

A: You are suffering from bad luck. You can deal with bad luck by either having positive karma or lots of money.

Q: Why can't I use Engine Diagnostics?

A: You are, it just isn't working. You need to learn how to perform engine diagnostics by reading the Aircraft Manual available in terminal services. Otherwise, good karma pays off.

Q: Where's my HUD?

A: On the dash.

Q: Is the GPS on my phone functional?

A: Not so much. It shows the part of the map you are at but not your exact position or direction.

Q: You said the AI auto-pilot when you open the Flight Control Menu is, "a little flaky"?

A: Yes. It is. Check your throttle percent each time you exit the menu. Employ a "fly first" philosophy with the Flight Control Menu. Only open the menu when you have already achieved stable, level flight within the current flight envelope and assigned heading.

Q: Why can't I trigger ring courses and rescue missions?

A: Complete or abort any current challenge before trying to begin a new challenge.

Q: Why are the rings wonky?

A: The important part is the position of the ring not the orientation. It's not necessary to fly through the ring, just clear it's area.

Q: My engine stalls a lot. What's up with that?

A: Tanoa 2-6 has been serving the Tanoa archipelago for more than a decade. The old plane is not what it used to be. Stay within the flight envelope (speed/ALT) and pray for good luck.

Q: How does this help me to be a better pilot in ARMA III?

A: FTA will help you understand several important aspects of ARMA III flight. You will, take-off and land until it becomes second nature, monitor throttle percent and altitude, acquire both fixed and stationary targets, follow wide and tight flight paths, fly in formation, deal with emergencies and most of all you will learn spatial awareness of your aircraft. Tanoa 2-6 is not a hundred million dollar aircraft affixed with the latest in long-range sensors, FLIR and a 20, 000 + horsepower engine. Tanoa 2-6 is an old bush plane and, to fly her well, you have to become one with the aircraft. You have to feel like the control surfaces are an extension of yourself. When you achieve this transcendence all becomes clear and, in the long run, you will be a better fighter pilot because of it.

Q: Are you the worst script writer ever?

A: Undoubtedly.*

Q: I have a thousand ideas on how you can make this better. Where do I send them?

A: Message me on BI ARMA III forums, [wogz187](#).

* But I'm trying.