

# Vertigo Studios

## USS Enterprise CV-6

### Flight Simulation Manual



Compatible with  
Microsoft Flight Simulator X ®

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Manual v1.1 EU / CV6 V1.1

**NOTE:** This aircraft's real-world check list have been modified for use with Flight Simulator.  
Consult the manual or operations sheets for full details of operating procedures.

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## ABOUT

USS Enterprise, a 19,800-ton Yorktown class aircraft carrier, was built at Newport News, Virginia. Commissioned in May 1938, she made a shakedown cruise to South America, then operated in the Caribbean. In April 1939, Enterprise was ordered to the Pacific, where she was to play an unparalleled role in the great sea war that began with Japan's 7 December 1941 attack on Pearl Harbor.

At the time of that raid, Enterprise was at sea. On 10 December, her planes sank a Japanese submarine, the first of many enemy ships that would fall victim to her air group. Later in December, she participated in the abortive Wake Island relief expedition. In February 1942, after escorting convoys to the South Pacific, Enterprise attacked Japanese positions in the Marshalls. During the following three months, she hit Wake and Marcus islands, covered the Doolittle raid on Japan and was en route to the South Pacific when the Battle of the Coral Sea took place in early May.



In June 1942, Enterprise played a vital role in the Battle of Midway, in which her planes sank or helped sink three Japanese aircraft carriers and a cruiser. She was next involved in the Guadalcanal Campaign, including the landings there in early August, the Battle of the Eastern Solomons later in that month and the Battle of the Santa Cruz Islands in October. Badly hit by Japanese bombs in August and October, Enterprise was the only available fleet carrier in the area in November and, despite her damaged condition, launched her air group against enemy ships during the climactic Naval Battle of Guadalcanal. Remaining in the Solomons area into the Spring of 1943, she received the Presidential Unit Citation for her exploits there.

In late 1943 and early 1944 Enterprise participated in the Gilberts and Marshalls invasions and in attacks on Japanese bases in the Central and Southern Pacific. In June and July, she took part in the Marianas operation and the Battle of the Philippine Sea. From August to December, her planes joined in more raids and again engaged enemy ships during the Battle of Leyte Gulf in late October. At the end of 1944 Enterprise received a special night operations air group, with which she took part in the Luzon campaign, strikes in the South China Sea, the Iwo Jima invasion, raids on the Japanese home islands and the Okinawa campaign. She was repaired locally for bomb damage received on 13 March 1945 and Kamikaze damage on 11 April, but had to return to the U.S. after being badly hit by another Kamikaze on 14 May.

Enterprise's repairs were finished in September 1945, after the Japanese surrender. She helped return servicemen from the war zones and was present for the Fleet Review off New York City in October 1945. Inactive after early 1946, Enterprise decommissioned in February 1947. While laid up, she was redesignated CVA-6 in October 1952 and CVS-6 in August 1953. After the failure of efforts to make her into a memorial, USS Enterprise was sold for scrapping in July 1958.

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## IN GENERAL

For those that fly online, we've added a feature that allows you – the pilot to take control of the carrier.

Operating the carrier works very much like an aircraft with your assigned joystick.

To pilot the carrier, simply load up an aircraft and as soon as the aircraft appears in-game, hit the “p” key.

Whilst your game is paused, hit the “Y” key which will place your carrier in to slew mode.

To place and position your Carrier, simply use the following slew keys.

Note: Whilst in slew mode, keep your joystick centered, otherwise your carrier will be darting around the sky like a Bee with a sore head.

### Slew Keys

Slew Mode on / off	Y
Heading North / Attitude Level	CTRL+SPACEBAR
Freeze All Movement	Num Pad 5
Slew Forward	Num Pad 8
Slew Backward	Num Pad 2
Slew Left	Num Pad 4
Slew Right	Num Pad 6
Slew Up Slowly	Q or F3
Slew Up Quickly	F4
Slew Down Slowly	A
Slew Down Quickly	F1
Freeze Vertical Movement	F2
Rotate Left	Num Pad 1
Pitch Nose Up	9
Pitch Nose Up Quickly	F5
Pitch Nose Down	F7 or 0
Pitch Nose Down Quickly	F8
Bank Left	Num Pad 7
Bank Right	Num Pad 9

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## OPERATING INSTUCTIONS

The CV 6 has the capability for catapult launch and also wire landings.

To operate the Cat Launch system, simply align your aircraft as shown below.



Once the aircraft is aligned correctly, hold down shift + i, once the aircraft hops onto the launch bar, apply power to your aircraft and desired flaps. When your ready for launch hit shift + space bar.

When aligning your aircraft, if you've over shot the Cat launch area, simply hit shift + p, this will then move your aircraft backwards. Once your at a good distance, to stop the push back option, hit shift + p again to stop the aircraft.

### **Saved Flights**

We have created pre-saved flights that will install to the default location: “\Libraries\Documents\Flight Simulator X Files”. If your directory path is different, then please read below and move them manually to the correct location.

Once the Carrier is installed, locate your Boats folder : Microsoft Flight Simulator X / SimObjects / Boats / CV-6 Enterprise / Saved Flights /

In this folder, copy the contents and paste it to where your “Flight Simulator X Files” folder is located, usually “Libraries / Documents”

Locations : Guam, Hawaii, Northern Mariana Islands and the Philippines.

**NOTE: if you having trouble locating the Carrier whilst in flight, please increase your Ships and Ferries slider to 75% / 100%**

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## NOTEWORTHY FEATURES

As with every Vertigo Studios products, it is gorgeously constructed, inside and out.

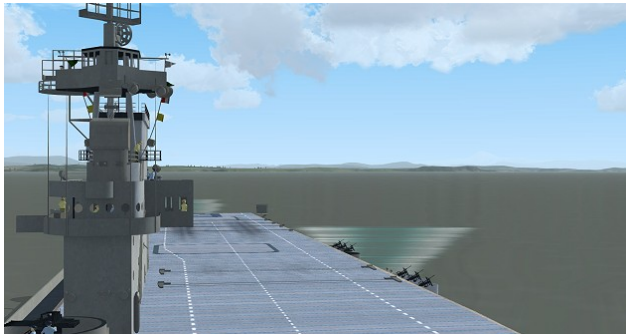
- AI Carriers ready (<http://lc0277.gratisim.fr/software.html> )
- LSO pop-up for safer landings
- Carrier Animations.
- Comes complete with a comprehensive PDF manual.
- DirectX 10 compatible models.
- Customised high-resolution materials give the most realistic appearance to the Carrier, whilst being optimised for great performance!
- Light bloom on glass and shiny materials.
- Exciting custom-made effects, including but not limited to wake and smoke.
- Arrestor Wires
- Catapult launch (none applicable for multi-player)

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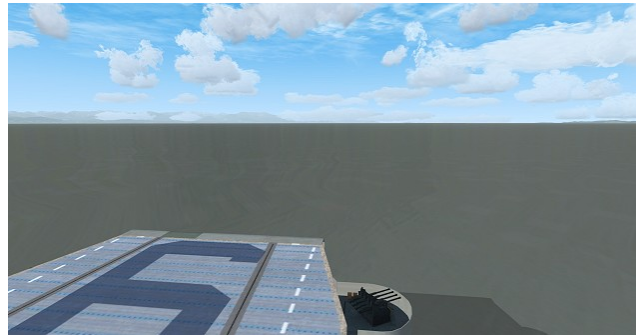


## PRE-SET VIEWS

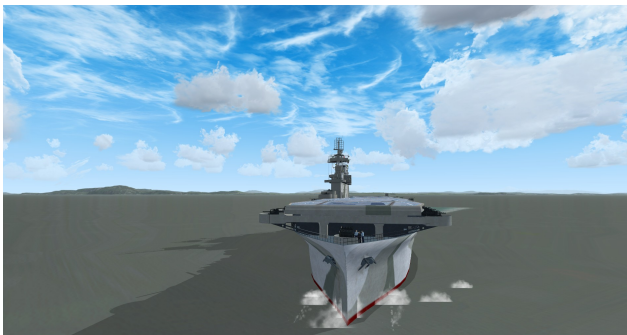
The Carrier is configured to have 5 set views, which are...



Air Boss



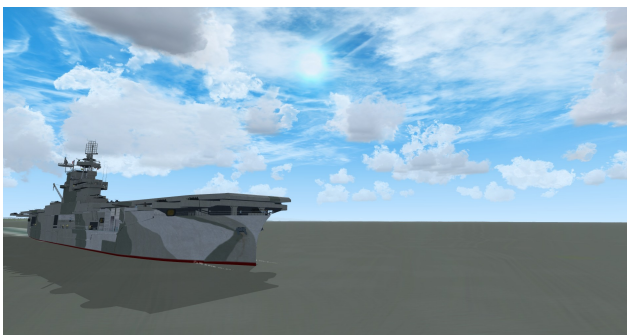
Flying Deck



Front Deck



Stern View



Bow View

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## Keys & Assignments

To activate and animate the LSO please follow the below steps.

1. Locate the "Panel" folder, Microsoft Flight Simulator X\SimObjects\Boats\CV-6 Enterprise\ Panel
2. Copy the VS\_LSO folder and place into the aircraft's panel folder of your choice.
3. Inside the "Panel" folder you will see a text file called "panel config files.txt" copy the entries and paste them into your aircraft's panel.cfg file. (If you alter the number "Window07=Batsman" you may encounter anomalies.

```
[Window Titles]
Window07=Batsman

//-----
[Window07]
size_mm=512,512
window_size_ratio=0.2
window_pos= 0.75, 0.0
position=8
BACKGROUND_COLOR=101,154,221
visible=1
ident=10004
gauge00=VS_LSO!LSO.xml, 0, 0, 512, 512

//-----
[Vcockpit01]
Background_color=0,0,0
size_mm=1024,1024
visible=1
pixel_size=1024,1024
texture=$vpanel
gauge00=.....
gauge01=.....
gauge02=VS_LSO!Hook.xml, 0,0,0,0
gauge03=VS_LSO!FDO.xml, 0,0,0,0
```

### Notes :

- In the above code, where XX is the next number in sequence, edit where required.
- In the below table, the first two are the opposite of RN practice of the time.

Both Bats Raised	High, Increase rate of descent
Both Bats Lowered	Low, decrease rate of descent
Bats Slanted	Increase rate of turn in direction indicated
Bats Level	On Glideslope/Path

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## PRODUCT SUPPORT

Installation can be started by simply double-clicking the packaged .exe file. The Product should be installed to the root directory of FSX.

**Please note when requesting product support that your sales and license details are included. Without sales and license key details, support will not be granted.**

When requesting support, please take into consideration of time zones as we are based in the UK. Support working hours are between 0800 till 1700 hrs (GMT) Monday to Friday, excluding Bank Holidays.

Support is accessible 24/7 by way of our online ticket support system.

To access the support system, please click on the following link : <http://www.vertigostudios.co.uk/faq>

Whilst Vertigo Studios will endeavour to view and consider any and all forum posts, support can only be guaranteed via the correct (above) method. Vertigo Studios has no obligation to provide support on any forum or community website

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## SPECIAL THANKS

Vertigo Studios would like to thank the following companies and individuals for there co-operation and efforts in bringing the USS Enterprise CV-6 to life. In no particular order..

- Bruce Martin, for his art work.
- Wayne Tudor for work on the FDE
- iairsoft69, for putting together our promo movie.
- Bing Chandler for coding and model corrections.

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