DCS: SA342 GAZELLE

by: Polychop-Simulations

Reproduction of the SA342 GAZELLE
with the authorization of **AIRBUS HELICOPTERS**



DCS: SA342 GAZELLE

SA342L Addendum

FOR SIMULATION ONLY

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CHAPITRE 1

Introducing

This Gazelle version will allow you to use a new weapon load : the GIAT M621 20mm gun (240 bullets) and the SNEB68 EAP rockets (8 rockets) as well.

A sight has been added to the cockpit to allow the pilot to use these weapons. The copilot cannot shoot.

Shooting will be allowed when the following conditions will be met :

- Master Arm switched to ON position
- 115V AC Bus powered
- Pilot sight deployed
- Weapons panel Power switch ON
- Weapons panel left or right pylon activation switch Armed

This version also features a new Athos camera for day time missions only.

Its use is similar to the "Viviane" camera minus the thermal vision.

This camera would not guide any weapon in this module version.

Chapitre 2
Weapon system

2.1 GIAT M621 Gun





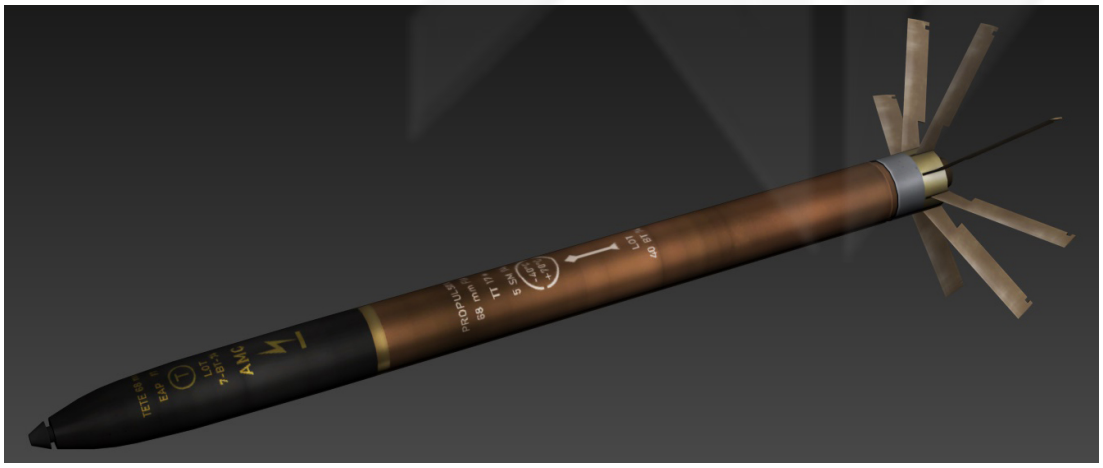
Ammunition box 20mm 240 bullets

The GIAT M621 20mm Gun range is 1200m and is feeded by an ammunition box containing 240 bullets. Its rate of fire is 740 rounds per minute.

2.2 SNEB68 EAP Rockets



The helicopter is equipped with a rocket launcher counting 8 SNEB68 EAP rockets caliber 68mm and 4000m range.



2.3 Athos sighting camera



The Athos sighting camera is limited to day time missions because she doesn't feature any IR vision.
She can be used the same way the "Viviane".

2.4 Pilot Sight



The pilot sight can be deployed by clicking directly using the mouse or using the [I] key.



Gun reticle

The reticle is displayed when the following conditions are met :

- Master Arm switched to ON position
- 115V AC Bus powered
- Pilot sight deployed
- Weapons panel Power switch ON
- Weapons panel right pylon activation switch Armed



Rocket reticle

The reticle is displayed when the following conditions are met :

- Master Arm switched to ON position
- 115V AC Bus powered
- Pilot sight deployed
- Weapons panel Power switch ON
- Weapons panel left pylon activation switch Armed

2.5 Weapons command boxes



The weapons command boxes are located at the center console.
They will allow to fire Gun or Rockets depending on selector switches positions.

The RIPPLE/SINGLE command is not yet available in this version, and Gun setting commands as well. As soon as we have further informations changes will be made.

New cockpit layout



Compared to the "Viviane" cockpit several devices have been moved.
1. Copilot Intercom
2. PR4G FM Radio
3. VHF AM Radio

In addition the weapons command boxes have been provided.
4. Weapons command boxes

Description



1- Power switch A(OFF) / M(ON) / S(Standby)
2- Not available
3- Brightness setting
4- Left pylon activation switch cover
5- Right pylon activation switch cover
6- Activation lamps (green)
7- Ripple selection switch (not available)
8- Trigger lamp (red)
9- Display screens



1- Left pylon activation switch ARM(Armed) / SAFE
2- Right pylon activation switch

Usage



Typical view with AC 115V Bus powered, Power switch ON, left and right pylons activation switches covers up, right pylon activation switch in Armed position.

Available left and right pylons ammunitions are displayed, 8 rockets are available at the left pylon and 240 bullets fot the Gun at the right pylon.

In this case the right pylon is Armed, green lamp lighting, the Gun is ready to fire.

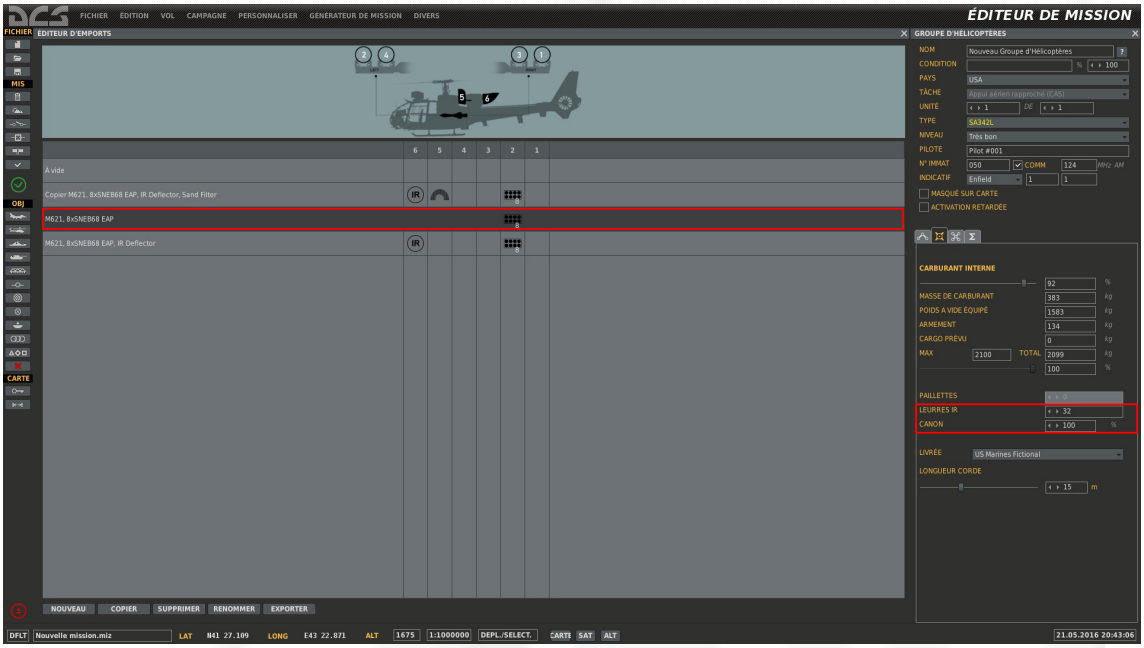


Typical view with left pylon Armed, green lamp ON, the Rockets are ready to fire.



Whenever the two activation switches are in the Armed position at the same time, only the right pylon will be considered Armed, the green lamp will light to confirm.

Chapter 3
Mission editor



Rockets can be selected using the left part of the Mission editor payload screen, Flares number and Gun bullets amount can be set using the right part.