Gunsight for Skysim FSX Mirage III/5
by Frank Safranek

As good as the Head-Up Display (HUD) is in the Skysim FSX Mirage III/5 package it is better applied to a more modern fighter, not one developed in the 1960s. It is more of the style that was added to some Mirage III/5 during their mid-life modernization upgrades -- the original gunsight was much more simplified. So I have made a new gunsight to replace it. It is based on the C.S.F. 97K optical sight as detailed in the Mirage IIIE Flight Manual.

This version of the gunsight features three modes of operation.
1) Off
2) Navigation mode
3) Combat mode

Installation
1) Unzip this "Mirage_Gunsight" file to a temporary location.
2) Copy the "Mirage_Viseur.CAB" file to the "Gauges" folder of FSX.
3) Using Notepad open the "panel.cfg" file found in the "SimObjects\Airplanes\Skysim Mirage for FSX\panel" folder and make the following change under the [Vcockpit01] section: comment out the original "gauge02" line, add a new "gauge02" line.

```
//gauge02=ss_mirage!HUD,  448,4,485,406
gauge02=Mirage_Viseur!Mirage_Viseur,  448,4,485,406
```

If you don't like the new gunsight you can simple reverse the steps above or switch the comment marks:

```
gauge02=ss_mirage!HUD,  448,4,485,406
//gauge02=Mirage_Viseur!Mirage_Viseur,  448,4,485,406
```

Operation

The gunsight requires electrical power to operate so the aircraft must be running. The gunsight starts out in the "Off" mode. To turn it on turn the knob located at the lower right of the gunsight housing. This will cause the gunsight to display the Navigation mode elements. These consist of a moving compass tape along the bottom, non-moving reference marks, and an Attitide/Velocity Indicator (moving winged horizon line).

You will see a display like this…

To switch to Combat mode turn the knob located at the lower left of the gunsight housing. (You must have already turned the gunsight display on, see above.) This will cause the gunsight to display the Combat mode elements. These consist of a compass tape along the bottom (should actually be Range to Target, perhaps in a future release), standard non-moving reference marks, and a Reticle/Velocity Indicator (aiming dots).

You will see a display like this…

Thanks to Jens-Ole Kjølberg for these images made during beta testing.

To switch back to Navigation Mode turn the left knob back to the original position. To turn off the display turn the right knob back to the original position.

Copyright
In as much as it can be this gunsight is considered Copyright by Frank Safranek.

Since it was designed specifically for the Skysim Mirage III/5 it probably won't work in another aircraft. If you modify it to work and intend to redistribute it you must keep this original Readme document as part of the new package -- rename it if necessary. And you must let me know beforehand. If I stumble upon it by surprise I will first contact you asking "WTF?" and then I will have the webmaster of the site remove it. Thanks in advance for the courtesy. My email is "webmaster@mirage4fs.com".

Other
Version 1.2 - Released November 2009
Researched and developed by Frank Safranek
XML Code Check/Enhancement by Herbert Pralle
Beta testing by Jens-Ole Kjølberg

Visit the Mirage Aircraft for Flight Simulator Aircraft website
http://www.mirage4fs.com/