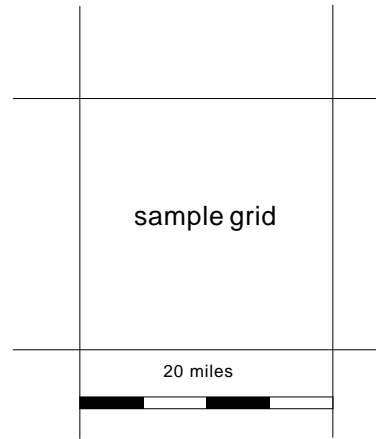


**Flight Plotter v2.0
for WarBirds 2.0 World Map**

Drawn by Bob Heffner - xam@access.mountain.net



Instructions:

Print out this page at the same enlargement as your copy of the MaxØverlays WarBirds 2.0 World Terrain Map.

In order for the Flight Plotter to work correctly the sample grid at the left must match the grid size on the map.

Real-world flight plotters are printed on transparent plastic to make it easier to read through to determine the degrees and distances. To duplicate this, print onto transparent overhead projection sheets or have your local copy/print shop produce one from your paper printout.

If you can't (or don't want to) make the plotter transparent, cut out the center half-circle of degree lines. (including the words "degrees" and "course line") Leave the left-pointing arrow and the center hole. This will provide a window in the plotter to allow you to chart your course.

Cut out the flight plotter by carefully trimming around the outside edges. Make a small hole in center with a pin or pencil tip.

Laminate the plotter or mount it on heavy paper stock for a more durable finished product.

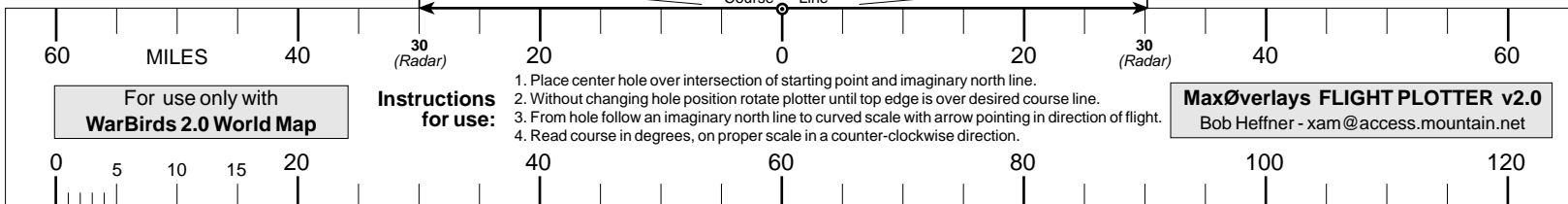
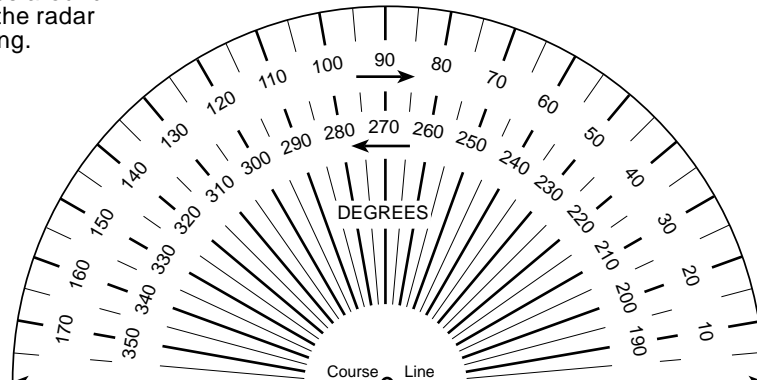
As always, I appreciate any comments, suggestions or corrections.

Later, -Bob Heffner
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The ground-based radar in the WBAWT1.trn terrain has a 30 mile radius range.

The outer edge of the protractor has been adjusted to match this.

Center the plotter on an airfield and trace around the circle with a colored pencil to mark the radar range for the area in which you'll be flying.



Instructions for use:

1. Place center hole over intersection of starting point and imaginary north line.
2. Without changing hole position rotate plotter until top edge is over desired course line.
3. From hole follow an imaginary north line to curved scale with arrow pointing in direction of flight.
4. Read course in degrees, on proper scale in a counter-clockwise direction.