

IL2 BOM TANKS

1 Commands.

Tanks controls keys are already assigned for planes controls, reassign then will affect planes too:

E = engine

Arrow keys (for keyboard fly) = drive tank

Gunner/pilot position = gunner/driver

"Nestle to gunsight" = center tank main gun

Open canopy = open Hatch

Adjust bombsight = adjust sight

Recharge gun = change AP/HEAT

Panzer control

Controls/ Pilot head control/ Turret, gunsight view vertical = Mouse Y

Controls/ Pilot head control/ Turret, gunsight view horizontal = Mouse X

Under the keymapping options:

(Main Control) there are the last 2 options in the bottom of the list;

(vehicle acceleration/brake) and(vehicle turn)

which i have remapped on throttle and pedals for turning and advance/reverse

(Weapons Controls) => (Fire Turret Guns) remapped on my main joystick fire button and it works

(Weapons Controls) => (Gunsight range adjustment) remapped on my main joystick POV button and it works

(Weapons Controls) => (Select Ammunition) remapped on one of my main joystick buttons and it works

"E" - Start engine

"Cursor Keys" - Movement (the game automatically translates these simple direction commands to pushing pedals, switching friction clutches and changing gears).

"RAIt-C" - Close/open hatch

"LCtrl-C" - Switch to gunner and back to driver seat.

"RAIt-G" - Switch ammunition: Armour Piercing / High Explosive / Machine Gun.

"Ralt ;" "Ralt ." - Adjust gunsight vertically (range)

"Ralt M" "Ralt :" - Adjust gunsight vertically (range)

"Ralt ," "Ralt /" - Adjust gunsight horizontal vertical (only on T-34)

"Ralt ;" "Ralt =" - Adjust gunsight horizontal vertical (only on T-34)

"Mouse Wheel" or "LShift - Mouse Wheel" - Zoom in or out

"T" - Set turret to stowed position / Take control over the turret

"RShift-L" - Turn headlights on and off

Controls/ Pilot head control/ Turret, gunsight view vertical = Mouse Y

Controls/ Pilot head control/ Turret, gunsight view horizontal = Mouse X

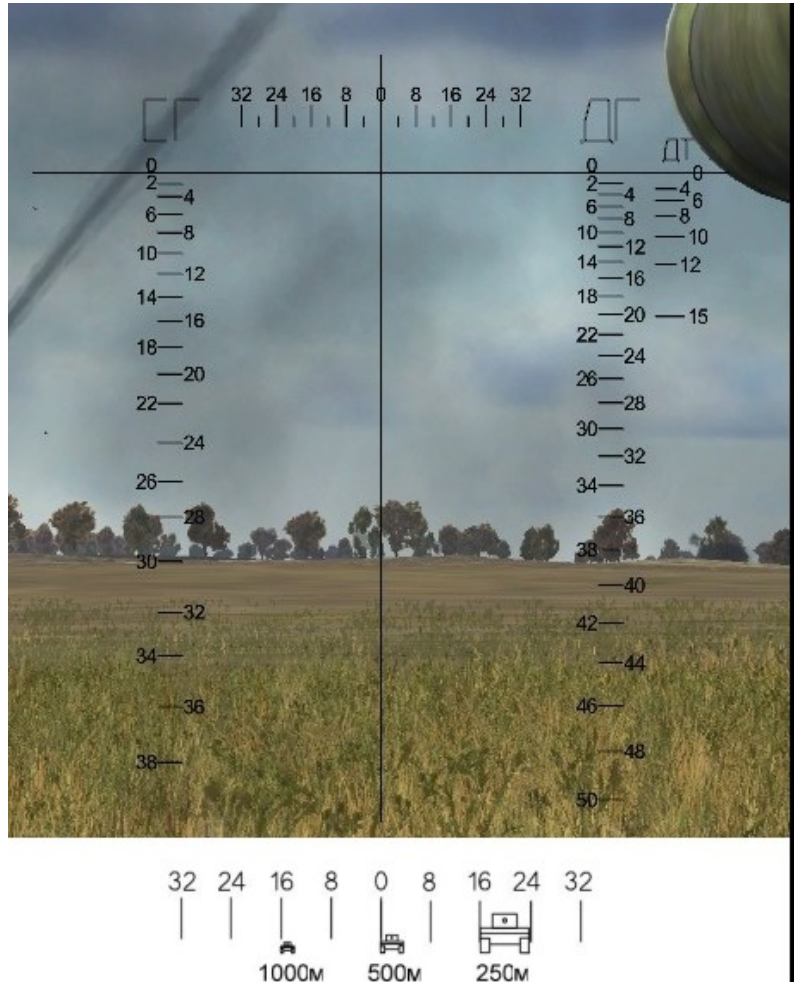
2 Gunsight.

The T-34 sights have: ЦР, БР and ДТ.

ЦР = ShR > I believe it would be Shrapnel Shell

БР = BR > AP

ДТ = DT > DT machinegun"



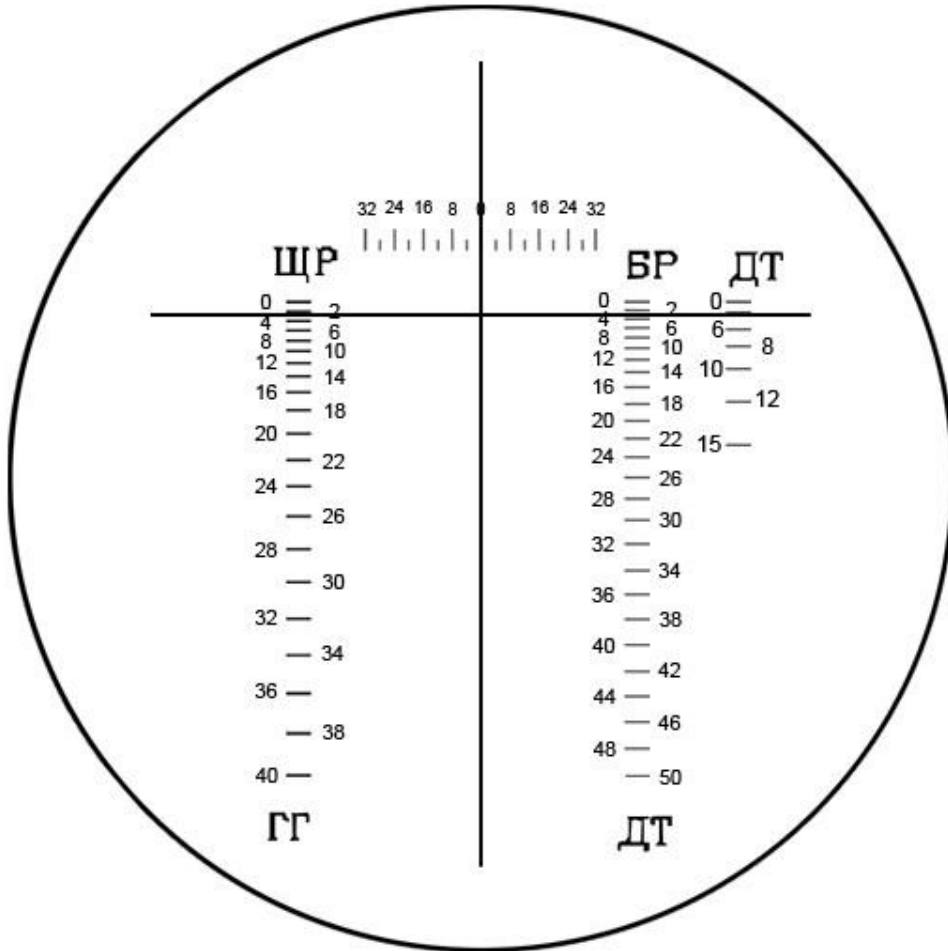
Determination of range from the relative size of target
 унок 9.2 - Определение дальности по относительному размеру цели.

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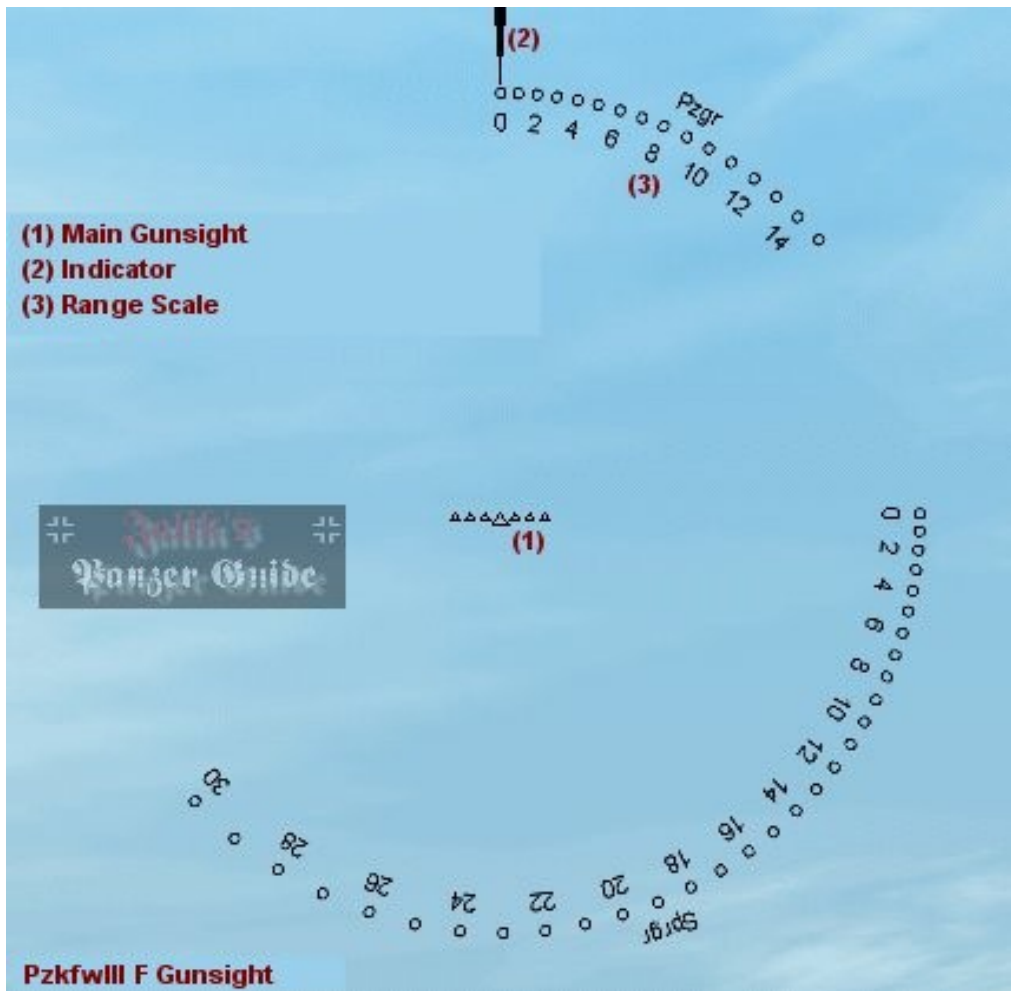
ДТ = DT > DT machinegun"



As you can see in the following pictures the sights consists of two main components even though they can look completely different from tank to tank: The main sight (1) and the range scale (3). The targeting sight of the 37mm KwK L/46.5 of the PanzerIII F will be used as an example for the other German KwK's.

The distance scale with the description "Sprgr" (High Explosive Shell) does not yet have a function in the game.

You should always use the top of the triangle to aim. For a nonmoving target the main triangle will be used, for



a moving target use the side triangles. Let the target lie on the triangles - it is wrong to have the target inside the triangle (it means you'll most likely shoot over the target).

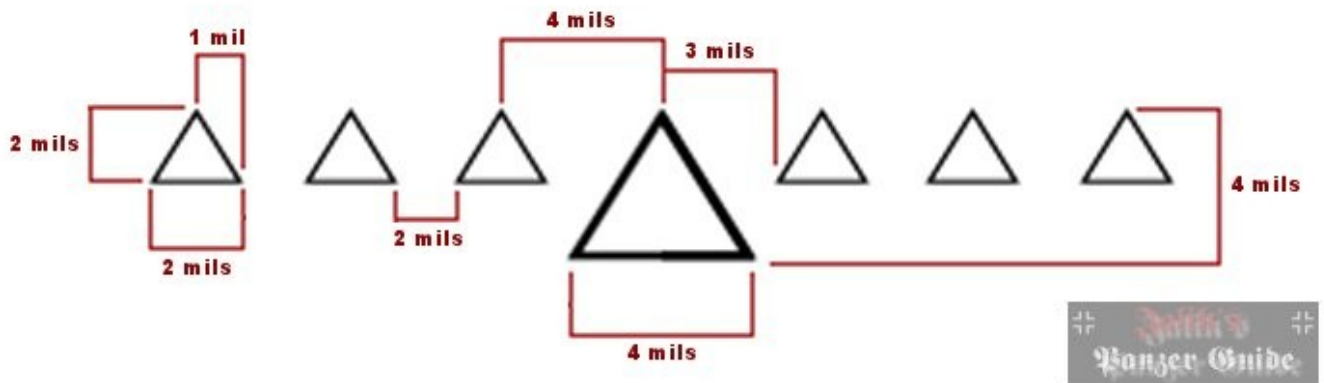
The estimated distance can be put in via the range scale (default: PageUp and PageDown). When you adjust the range you can see the range scale moving right or left and targeting triangles move up or down. If the indicator is over 200 for example you adjusted a distance of 200m to the target. If you increase the range you'll see the triangles moving down what means that the gun have been raised.

At the beginning the gun is calibrated for 0m. For a target 200m away it means that the shell will most likely hit the dirt if you aim with the triangles. If you adjust the range to 200m the triangles will move into the right position for a 200m shot. That means that you always can aim with the triangles without having to aim over or below the target.

2.3 Range calculations with tank sight

Estimation is one way and not the worst if you are used to it. But the German tank sights are providing all we need to calculate the approximate range of a target.

The triangles stand for so called mils. One mil means 1 meter at 1000m distance.



If a tank seen from the side fits between the upper edge of the main triangle and the upper edge of one of the neighboring small triangles it's "4 mils long". If a tank seen from the front fits into one of the small triangles it's "2 mils wide".

A tank is about 6m long and 3m wide in average. These dates are not accurate because every type of tank has it's own characteristics but it's good enough to calculate the approximate range.

Since we know that 1 mil means 1m at 1000m we can now calculate the range with the following simple formula:

range = average real life size of the tank * 1000 / mils

Example:

A tank seen from the side is 4 mils long. It's real life size is 6m.

$$6 * 1000 = 6000$$

$$6000 / 4 = 1500$$

The tank is about 1500m away.

If the tank is standing slantwise you can't calculate with the length and width but it's working with the height. In average an enemy tank is 2m to 3m high (the R35 about 2m, the others 2,5m or more).

Azerty :

« ; » → « M »

. → : RALT . → RALT :

"Ralt M" "Ralt ;" - Adjust gunsight vertically (range)

[.] [:]

, → ;

"Ralt ;" "Ralt =" - Adjust gunsight horizontally vertical (only on T-34)

[,] [;]

/ → =