SU-35 FLANKER E

ARMA 3 VERSION 1.4

BY JOHN_SPARTAN AND SAUL

INTRODUCTION

The Sukhoi Su-35S Flanker E is a designation for heavily-upgraded derivative of the Su-27 Flanker. It is single-seat, twin-engine supermaneuverable multirole fighter, designed by Sukhoi and built by Komsomolsk-on-Amur Aircraft Production Association.

Su-35, this derivative incorporated aerodynamic refinements to increase manoeuvrability, enhanced avionics, longer range, and a more powerful engine. The first Su-35 prototype, converted from a Su-27, made its maiden flight in June 1988. In 2003, Sukhoi embarked on a second modernization of the Su-27 to produce what the company calls a 4++ generation fighter. This derivative, while omitting the canards and air brake, incorporates a reinforced airframe, improved avionics and radar, thrust-vectoring engines, and a reduced frontal radar signature. In 2008 the revamped variant, erroneously named the Su-35BM. The Russian Air Force has ordered 48 production units, designated Su-35S, of the newly revamped Su-35BM.

General characteristics
Crew: 1
Length: 21.9 m (72.9 ft)
Wingspan: 15.3 m (50.2 ft, with wingtip pods)
Height: 5.90 m (19.4 ft)
Wing area: 62.0 m² (667 ft²)
Empty weight: 18,400 kg (40,570 lb)
Loaded weight: 25,300 kg (56,660 lb)
Max. takeoff weight: 34,500 kg (76,060 lb)
Power plant: 2 × Saturn 117S with TVC nozzle turbofan
Dry thrust: 8,800 kgf (86.3 kN, 19,400 lbf) each
Thrust with afterburner: 14,500 kgf (142 kN, 31,900 lbf) each
Fuel capacity: 14,350 litres (3,790 US gal)

Performance
Maximum speed: Mach 2.25 (2,390 km/h, 1,490 mph) at altitude
Range:
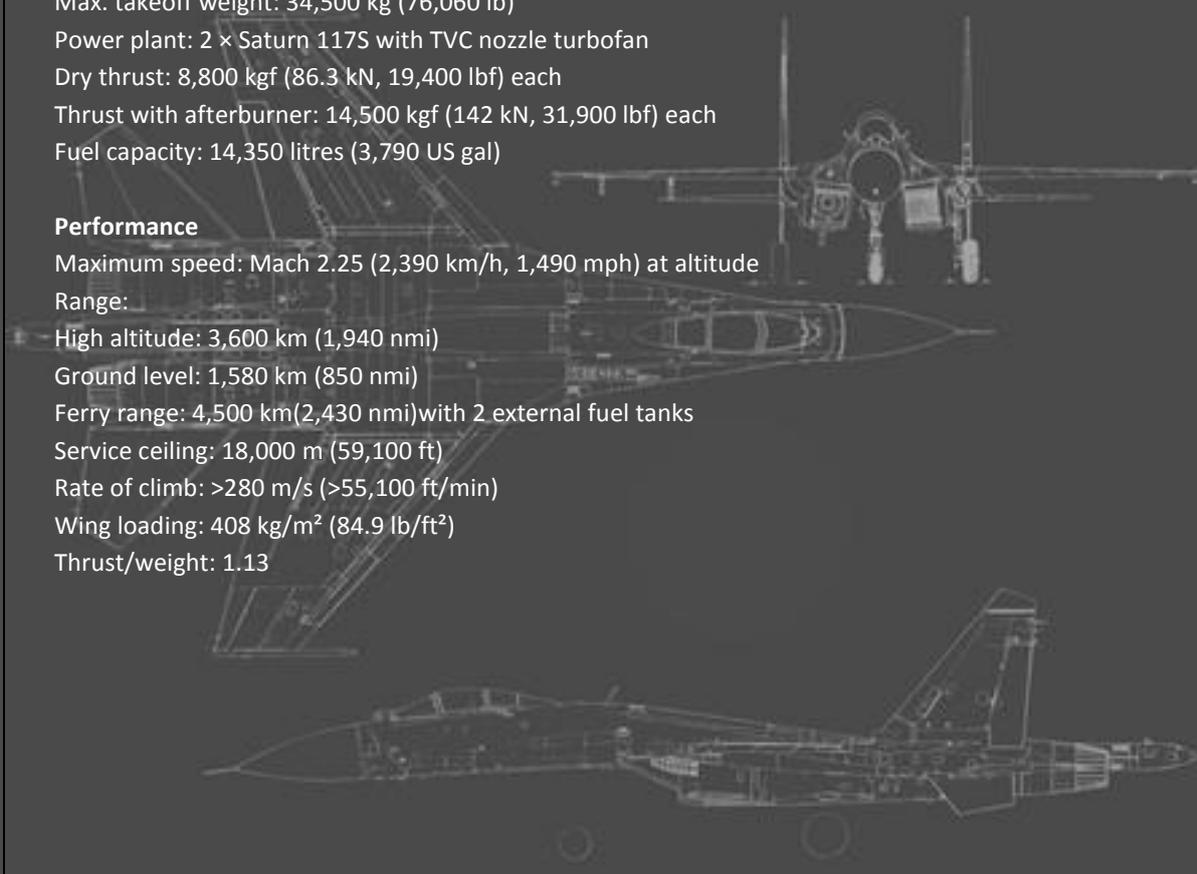High altitude: 3,600 km (1,940 nmi)
Ground level: 1,580 km (850 nmi)
Ferry range: 4,500 km(2,430 nmi)with 2 external fuel tanks
Service ceiling: 18,000 m (59,100 ft)
Rate of climb: >280 m/s (>55,100 ft/min)
Wing loading: 408 kg/m² (84.9 lb/ft²)
Thrust/weight: 1.13

END USER LICENCE AGREEMENT

THE ADDON AND FEATURES

VERSIONS

This add-on represents real life Russian Federation
Air Force version of SU35 S in new grey digital
paint scheme. Also we have added blue digital
version of Russian Federation Air Force and
two CSAT fictional paint schemes.

FEATURES
- New model [UPDATED with version 1.0]
- HD textures
- Full realistic set of weapons models
- Afterburner
- Canopy animation
- Flares and radar warning system
- Fuselage vapour effects
- Engine exhaust effect
- Working mirrors in pilot view
- Master arms "SAFETY" feature
- Fuel drop sequence and auxiliary fuel support [WITH NEXT UPDATES]
- Aerial refuelling from SU-35S with "buddy pod" [WITH NEXT UPDATES]
- Ejection sequence simulation
- Collision Lights and Formation Lights
- Fully animated HD cockpit
- Built in Service Menu for ordinance and aircraft paint scheme customization
- 4 different paint schemes
- Setup/init MODULE for easier customization in game editor

INSTALLATION AND SETUP

It is always recommend use mod folders to separate the custom content from the official game content to prevent problems. Place js_jc_su35.pbo and relevant signature files in your mod/add-ons folder.

C:\Program Files (x86)\Steam\SteamApps\common\ArmA 3\@SU35\addons\js_jc_su35.pbo

Add-on can be found under:
- CSAT/ AIR/ - Su35 Flanker E

Setting up shortcut keys/joystick is curtail if you wish to be a successful pilot in ArmA 3. There are one new custom key shortcut added with this add-on I would like to mention.
- Afterburner shortcut is "seagullfastforward" key

CONTROLS		Saul
KEYBOARD	MOUSE	CONTROLLER

SHOW: Development ⌄

| ACTION	ASSIGNED KEYS
Randomize	"R"
Brush Outer	"N"
Undo	"Left Ctrl+Z"
Redo	"Left Ctrl+R"
Create Object	"V"
Duplicate Selection	"C"
Remove Selection	"D"
Rotate X	"X"
Rotate Y	"Z"
Scale	"E"
Elevate	"W"
Seagull up	"Q", "Mouse down"
Seagull down	"Z", "Mouse up"
Seagull forward	"W", "UP"
Seagull back	"S", "DOWN"
Seagull fast forward	"E"

CANCEL	PRESETS	OK

USER INTERFACE

Within this add-on we have built in a flexible User interface to control various setting of this aircraft with an easy approach for users who like to have full freedom/customization over aircraft. So how does it works?

Once SU-35 is parked near any in game soft/hardened hangar or CSAT Zamak Ammo support vehicle and the aircraft is at a complete stop the user action "Service Menu" becomes available. This menu opens the User interface with four choices:

- Loadouts customization and aircraft service menu
- Paint schemes customization menu
- General settings menu [WITH NEXT UPDATES]
- Pilots manual in game with some in-game tips

All aircraft in editor once placed will appear with default multirole loadouts and in generic ARMA grey paint schemes. Thru this menu you have full control over this aircrafts loadouts and visual looks with just and easy few clicks.
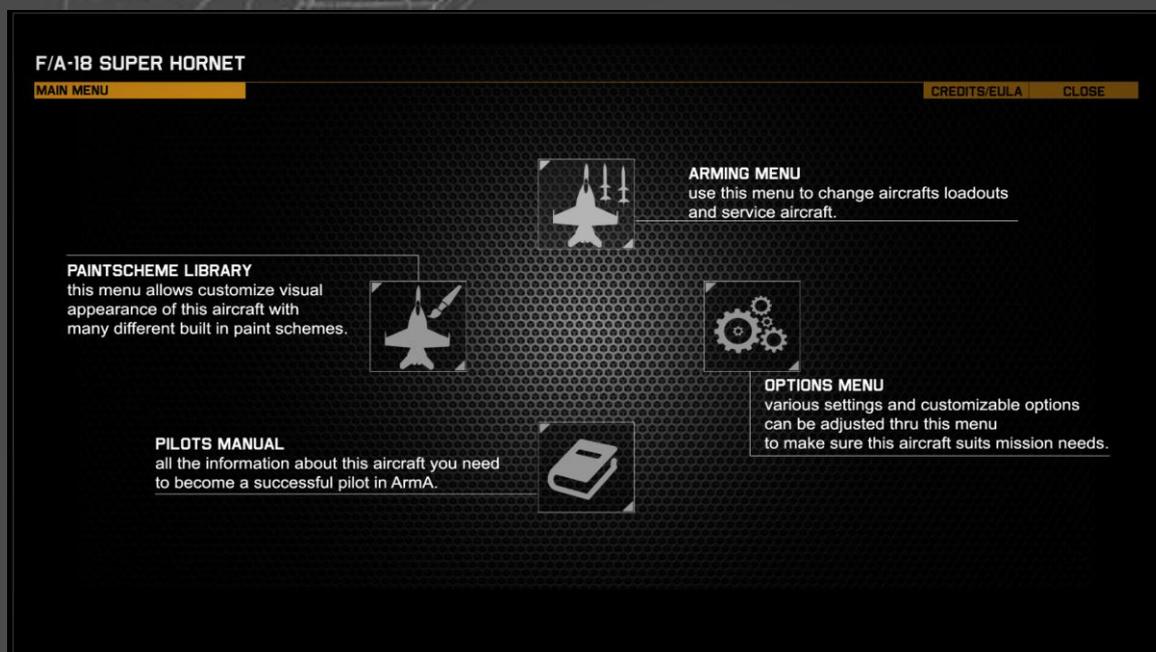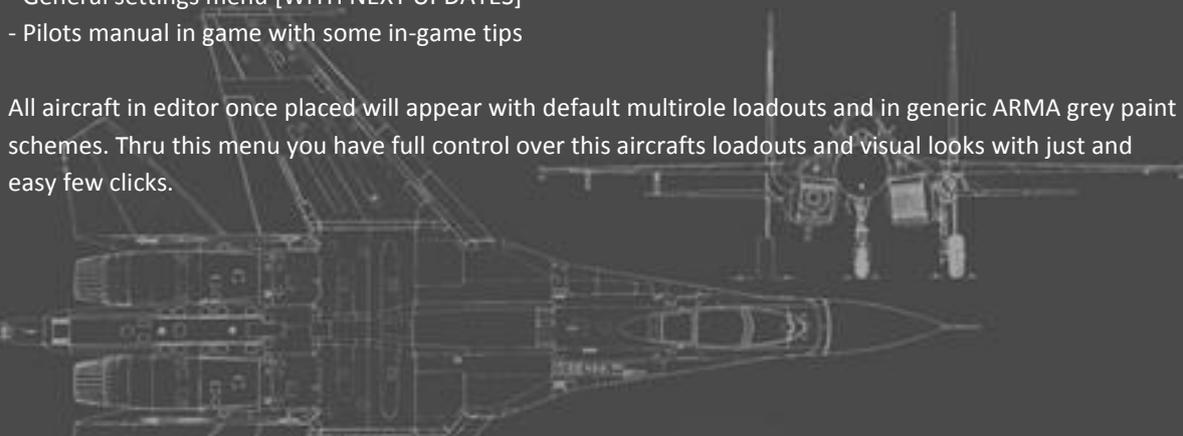
EDITOR

Weapon	Classname	Magazines
Gsh-30 mm cannon	js_w_su35_gsh30	js_m_su35_gsh
R-73 Archer AA missile	js_w_su35_r73Laucher	js_m_su35_r73_x1
R-77 Adder AA missile	js_w_su35_r77Laucher	js_m_su35_r77_x1
Kh-29 Kedge AG missile	js_w_su35_kh29Launcher	js_m_su35_kh29_x1
S8 80mm Rockets	js_w_su35_s8Laucher	js_m_su35_S8_rocket_x1, js_m_su35_S8_rocketpod_x1, js_m_su35_S8_rocketpod_x2
Fake empty magazine	No weapon needed	js_m_su35_empty
Master Arms - SAFE	js_w_su35_master_arms_safe	No magazine needed
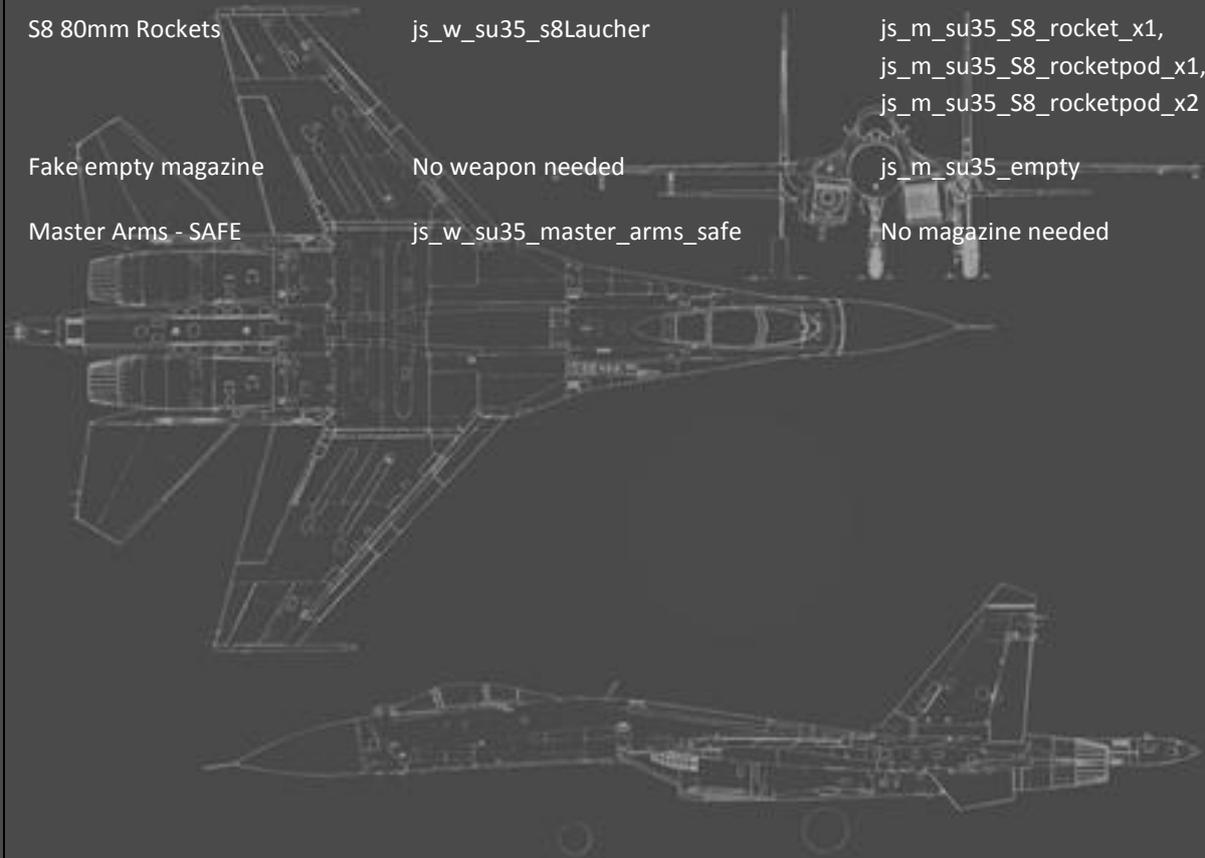
CREDITS

ARMA 3 game engine: **Bohemia Interactive**
Project lead: **Saul**
Model: **Saul** and **John_Spartan**
HD textures: **Saul**
GUI dialog by: **John_Spartan**
Config and scripts by: **John_Spartan**
Advisers: **Gnat**

Special thanks' goes to all the ALPHA testers for help with MP/COOP testing, their advice on creating more realistic flight model.

And of course all the community members for being so kind and posting valuable information/tutorials and solutions about how to mod this game.