



## **RECCE ARMA NAVIGATION MANUAL** **Adopted from the Zulu-Alpha Training Manual**

- **Land Navigation (Binoculars)**
  - To bring up your binoculars, press 'B' on your keyboard. To look through them, click your right mouse button and to stop do so again. To hide your binoculars, press 'B' again.
- **Land Navigation (Compass)**
  - Bring up your compass by holding down 'K' on your keyboard. In order to find out the direction you are facing, line up the red line with the inner ring of numbers. Those numbers are in degrees.
  - To help you move in a straight line over long distances, find an object between you and your destination that is on the exact same heading as your destination, then head toward it. Once you get there, repeat the procedure until you reach your final destination.



- **Land Navigation (Map)**
  - Bring up your map by pressing 'M' on your keyboard. You can toggle map textures by pressing the top-right most button, which should help you identify landmarks.



- The 6-figure grid reference represents a 100x100 meter area as follows: **052-079**.
  - First 3 are obtained by getting the numbers along the horizontal axis of the map that align with a point. Eg: **052**.
  - Last 3 are obtained by getting the numbers along the vertical axis of the map that align with a point. Eg: **079**.

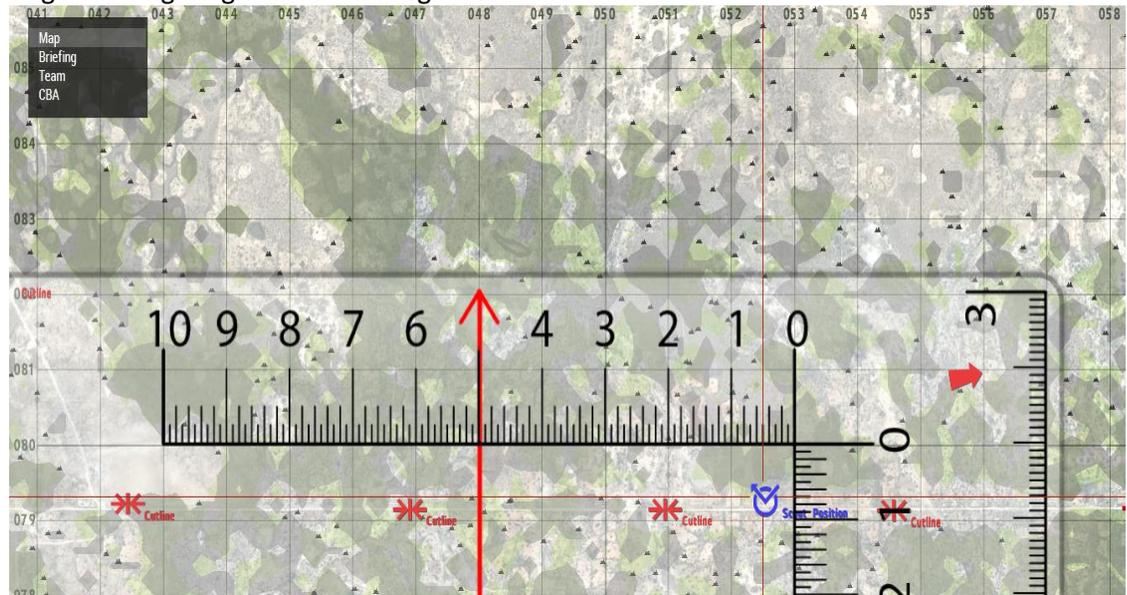


- In order to help you find your destination, make note of landmarks such as hill tops, valleys, roads, buildings and other constructions denoted by symbols on the map and try and find them with your binoculars and find out where they are relative to your destination.
- The numbers that you see on top of hills denote the altitude above sea level at that point. These are called spot heights. Be careful when using these as a reference, as there will always be another hill with the same spot height somewhere on the map, so you will have to narrow the search by giving more information or by talking about a known, specific part of the map.
- You can use major terrain features to find locations by following hill lines, or counting hills or valleys for example.



- **6. Using map tools**

- Now you are going to use your map tools, which will help you easily get the bearing and distance between points by using your map.
- Open the map by pressing 'M'.
- Press and hold the ACE self interaction key, which is 'ctrl+left windows' by default.
- Select 'Map tools', then select 'Show Small Map Tool' or 'Show Normal Map Tool', depending on your preference.
- It should now show up on your map, usually at the lower left. You can drag it to any location by clicking and dragging on it.
- The 100x100 meter area can be further divided by bringing up the Map Tool, and placing the Ruler part of it on the edges of the Block. You can now use that additional number to get an 8-figure grid reference. Eg: **0525-0793**.



- Then you can drag its compass, otherwise known as the 'Roamer' around by holding down ALT, clicking on it and dragging.
- The way you use the map tool is by moving the middle of its circle (where the hole is) to where you are on the map. Then you rotate the roamer so that the long red line goes through your destination on the map. Then you read off the compass bearing by reading off the inner circle of numbers, just like your compass.
- To get the distance between the two locations in Km, just use the Km ruler at the bottom of the map tool by dragging it around.
- You can close your map by pressing 'M' again.