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06-18-2010 #1 Hi guys! I'm the new Silent Hunter 5 player and I have to tell you... I've never been so upset! First, it's hard to find a fleet. When I do ... When they sit ducks ... I miss them with all my torpedoes. I'm only on a real mission! Is there a simple beginner's guide that I can read somewhere? The guide is completely useless. I have a digital version of the download PDF guide. Useless! I really wanted to start enjoying this game, but it's so damn hard even if I don't use supposedly advanced features. When I say guidance, I don't mean trigonometry lessons. I need really basic help here. With respect, Enterfrize 06-18-2010 #2 Welcome to Silent Hunter 5 Enterfrize! I understand your pain. Heh easiest method of hitting the ship with a 90 degree angle, shooting straight forward as the ship passes 10 degrees from the center or so (depending on the speed). There are several videos available for either Auto-TDC (stupid thing number) or manual TDC (trigonometry! heh). Manual targeting is not as difficult as it seems at first glance. As long as you have accurate information about your target you can hit them very well. As for the basic guide, it's probably best to just read the forums and ask questions and give situations as you meet them. I'm working on a video for an interception, but now try it. Find contact and move while you are in visual contact (usually 9-10K or so) From this range you should be able to build your course and speed and range. If you have that to draw a line from their current location for a while, then get yourself in front and away (about 1000m from their course) and wait for their approach. As they do you can set up your TDC information since you arranged the perfect shot. You know their speed, so set that inch you know your range (1000m or wherever you are from their course) and you know that it will be a 90 degree angle on the bow when you finally hit them. Once this information is installed in your TDC, rotate the area so that it is about 10 degrees to them and wait. How they pass your volume FIRE! Your torpedo should hit them just like they are right in front of you. Don't even need to block them or ID them anything really. Heh How do you get questions, just ask them and poke around the last few pages of posts, a lot of questions have been asked and answered. You can have some of the same. 06-19-2010 #3 06-19-2010 #4 Enterfrize, I can definitely understand and relate to your disappointment. Even as a veteran SH this game (SH5) can be crazy. One thing I would highly recommend is that you get thedarkwraith's new user interface and TDC MOD will improve Shooting solutions a lot and also makes the game more in the game. There are many mods that you can use and don't worry, they are easy to install and use. Eoweth has a great post on it. BB 100 yards behind you while resurfaced. 06-19-2010 #5 Good! I've learned almost everything I need to know from this video: I don't know why the manual is so fine paper without any real explanation of how things work. I write reviews for , so when all is said and done, I will be able to tell you how Silent Hunter 5 did in stereoscopic 3D on all different 3D solutions. Lots of fun! As for Enterfrize 06-21-2010 #6 I never thought about it. But since I played SH3 figuring it out it was a bit easy for me. I could defenatly see if you where the new Subsims control the game would be one huge mind boggle. With practicality no instructions on what todo. 06-21-2010 #7 originally posted by Ruges: I could defenatly see if you where the new Subsims, control of the game will be one huge mind boggle. With practicality no instructions on what todo. The worst game for this was X3: Terran Conflict. The tutorial begins with a quick speech hint saying: Click on my ship. That's it. There is no feedback on how and where the ship is. If you finally start clicking on the things you will find a coach ship near you. However, now you have to figure out how to communicate with the ship! Under the two menus is a c for comm team that will open a dialogue where you can start the rest of the tutorial. Once you've done that it's fast, very fast, tells you how to move. Then tells you to shoot what he fell. The problem is, at least for the tutorial for Very Easy Mode, you are in a ship with NO WEAPONS. If you somehow figure out how to access another ship, you'll find out it doesn't have weapons either! If you're really smart you've managed to figure out how to travel to another solar system, find station equipment and buy a gun, then find your way to where the trash was... Other than that, you can't continue a very simple tutorial. We got it well in SH5! 01-06-2019 #8 toh I bet I can top that I've been trying fr 3 days to get the game and actually play it I know it here somewhere !!!!! help before I have no hair left Note: This is only to be used to post spam, advertising, and problematic (harassment, wrestling, or rude) posts. vBulletin Post Hold the tour breath and carry with us. Gut excruciating maintenance is done. 10/14/20 Onkel Neil SUBSIM.com all times GMT -5. It's 8:13 a.m. About starting Silent Hunter 5 and freshening up on a manual TDC before I start. It's been ages since I've played THE SH3 GWX and I've never been really very good at it. One trick that I learned is that it is easy to know the speed of a target ship, get its range and bearing and mark it on the map. At the same time, start and wait 3.15 minutes and then take a second bearing and note that. Using the ruler, I'd get the length between the two signs, and that would give me a goal speed in may be the wrong memory of this, but I think that was how it worked. Don't you? vBulletin Post Hold the tour breath and carry with us. Gut excruciating maintenance is done. 10/14/20 Onkel Neil SUBSIM.com all times GMT -5. It's 8:13 a.m. Am. silent hunter 5 manual tdc tutorial. silent hunter 5 manual tdc guide. silent hunter 5 manual tdc español. silent hunter 5 wolves of steel manual tdc

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