

QUICK START GUIDE

Super Chopper puts you in control of a military helicopter on dozens of missions with objectives like rescuing soldiers, putting out fires, destroying enemy units and bases, and escorting key personnel to safety.

CONTROLS

Super Chopper supports XInput controllers as well as mouse and keyboard.

MOUSE AND KEYBOARD

<ESC>	Go back or pause the game
<WASD>	Directional keys for movement
<L.SHIFT>	Ascend
<L.CTRL>	Descend

Aim with the **<MOUSE>** or **<ARROW KEYS >**

<L.MB> or **<SPACEBAR>**	Fire selected weapon
<SCROLL WHEEL> or **<E>** & **<Q>**	Cycle through weapons

<C> Toggle between cockpit and external views

<V> Cycle through external views

Keys **<0>** through **<9>** can be used to select individual external views

<Z> Quick Aim - hold Z to increase aim movement speed when aiming with the arrow keys (does not apply to mouse aiming).

<M> Toggle Missile Cam (must be enabled before firing) – with this option enabled, the camera will follow a fired missile.

USEFUL VIEWS

<1> A view from above and behind the Chopper with HUD still visible for aiming.

<2> A steeper angle from above and behind. No HUD but a bombing reticle is visible.

<4> A view from the undercarriage. Due to the falling arc of the water cannon, this view is helpful when using that tool.

WEAPON TYPES

Main Gun - A gun with a slow rate of fire but infinite ammo. When selected, a small circle appear near targets to help lead shots is shown in the HUD.

Machine Gun - A gun with a fast rate of fire but limited ammo. It has the same leading reticle as the Main Gun.

Bomb - A high damage and large blast radius weapon that drops directly beneath the Chopper. Using the views mapped to the <1> or <2> keys is best for aiming bombs with a target reticle.

Missile - A powerful missile that can lock on to a target after a few seconds of aiming at the target. Lock-on must be reacquired after each missile is fired.

Water Cannon - A cannon that fires a stream of water, used only to put out fires.

EDITOR TIPS

The Help menu in the editor has a full list of commands as well as how to make different types of missions.

Saved area files are editable .json files located in: "Documents\SuperChopper\Areas".

The editor itself does not provide a way to adjust the amount of ammo or the set of weapons the player starts with, but if you open the level's .json file in a text editor you can scroll to the bottom and edit the "Uses" line directly (to indicate an amount of ammo), or remove one altogether by erasing everything in the brackets.

For example:

```
{
   "Name": "PlayerMachineGun",
   "Uses": 800
},
```

You can delete this entire text segment from the .json file (then save the file) to make it so the player starts the level without the machine gun weapon. Whatever set of brackets is at the bottom of the list, make sure it ends with the close bracket and does not have a comma after it. Only use commas in between bracket sets.

Fuel level can also be set in this file. It's listed as "TimeLimit," where 600000 is a full tank, so 450000 would be ¾ths, 300000 is ½, etc.