

Macross

Stephen aka Sipos

COLLABORATORS

	<i>TITLE :</i> Macross		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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Chapter 1

Macross

1.1 Macross Digital Mission Faq

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Macross Digital Mission VF-X
Control List version 1.0
by Lacano (lacano@worldnet.att.net)

FIGHTER MODE (Type A)

Control Pad Up	Nose Down
Control Pad Down	Nose Up
Control Pad Left	Barrel Roll Left
Control Pad Right	Barrel Roll Right
Select	Change View (cockpit or behind)
Start	Pause
L1	Throttle Up
L2	Throttle Down
L1 (x2)	Afterburner
L2 (x2)	Quick Stop
R1	Deadly Technique Shift (see below)
R2	----- (not used)
R1+(Left or Right)	Left or Right Yaw (sp?)
O	Lock on + Missile
X	Vulcan Cannon
Sq	Transformation B (F -> G)
Tr	Transformation A (F -> B)

GERWALK MODE (Type A)

Control Pad Up	Nose Down
Control Pad Down	Nose Up
Control Pad Left	Slide Left

Control Pad Right	Slide Roll Right
Select	Change View (cockpit or behind)
Start	Pause
L1	Throttle Up
L2	Throttle Down
L1 (x2)	-----
L2 (x2)	-----
(L1 or L2)+(L or R)	Turn Left or Right
R1	Deadly Technique Shift (see below)
R2	-----
R1+(Left or Right)	-----
O	Lock on + Missile
X	Vulcan Cannon
Sq	Transformation B (G -> B)
Tr	Transformation A (G -> F)

BATTOROID MODE (Type A)

Control Pad Up	Move Forward
Control Pad Down	Move Backward
Control Pad Left	Turn Left
Control Pad Right	Turn Right
Select	Change View (cockpit or behind)
Start	Pause
L1	Shift
L2	Shift
L1 (x2)	-----
L2 (x2)	-----
(L1 or L2)+(L or R)	Slide Left or Right
R1	Deadly Technique Shift (see below)
R2	Not used
R1+(Left or Right)	-----
O	Change Aiming
X	Vulcan Cannon
Sq	Transformation B (B -> F)
Tr	Transformation A (B -> G)

CONTROL TYPE B

Everything is the same except the four thumb buttons.

O	Transformation A
X	Transformation B
Sq	Vulcan Cannon
Tr	Missiles

CONTROL TYPE C

Everything is the same except the four thumb buttons.

O	Transformation B
X	Vulcan Cannon
Sq	Missiles
Tr	Transformation A

DEADLY TECHNIQUES

Press the R1 button to activate the Deadly Technique menu which will appear in the upper right hand corner. Each of the four thumb buttons is mapped to a different technique with the cost of the technique on the right had side. The total number of points allocated to these techniques is superimposed on the picture of the four buttons.

The techniques are specific to which transformation you are in and on the mech you are using.

COMMENTS

For additions and corrections, or if you'd like to use any of this as part of a larger FAQ, please e-mail me at lacano@worldnet.att.net

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