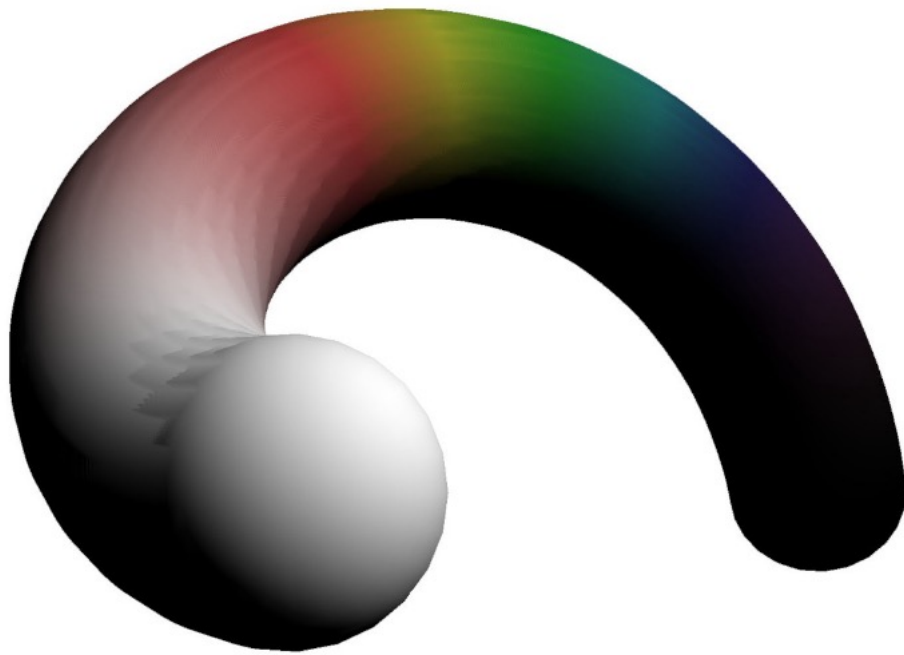


User's manual table of contents for installing DIY simulator Flanker 3.0 for Android OS



Compositor

1. BEFORE BUYING YOUR ENGINE

Before you buy the SASER SAS48P4L engine from Compositor Software on Android Play Market, you must be sure that your device is running the original Android OS without automatic firmware update via Wi-Fi and have the MediaTek chipset. This is necessary to apply Compositor Software patches for Android OS.



2. SETTING THE EXECUTION ENVIRONMENT

The Flanker 3.0 simulator kit includes 42 patches from the Compositor Software. These libraries are installed separately from the simulator runtime. This simulator is a command line simulator and is executed in the DroidRTTY program. Before applying patches, make sure that the simulator runtime environment is installed.



3. INSTALLATION OF FLANKER 3.0 PATCHES

Patches come as installable .apk files in the amount of 42 binaries. Two patches (Compositor Lite and Compositor NTP) and an engine (SASER 2.0) have the same graphical user interface. The remaining patches are generic executable libraries that work at the device processor level.

Below I will give you the order of installing the executable library:

- 3.1.Launch the application by opening the .apk file;
- 3.2.Install the application;
- 3.3.Open the application (so that you can see the flash screen as shown in the picture below);
- 3.4.Leave the flash screen open for about two minutes.



Note: the flash screens of the various Compositor Software applications are different

4. HOW TO INSTALL FLANKER 3.0 PATCHES

The execution environment of the Flanker 3.0 simulator depends on the order of installation of the patches. It is MANDATORY to install patches in this order to avoid incorrect configuration of the device.

4.1. Installation of Hypervisor V3

The hypervisor V3 is the first system to suppress the American Patriot missile defense system. It includes a ground station of simulator feeders and a distributed ground aperture interferometer of RT series telescopes.

4.1.1. Feeders

- 4.1.1.1. Install the AI-RT1024 quantum interpolator
- 4.1.1.2. Install the TC25 autopilot
- 4.1.1.3. Install the FF8 fractal antenna
- 4.1.1.4. Install the N9000 virtual machine

4.1.2. Modems

- 4.1.2.1. Install virtual AWACS (AVOX)
- 4.1.2.2. Install the Telescope RT-1000
- 4.1.2.3. Install the IPTV virtual output patch

4.1.3. Radars

- 4.1.3.1. Install the virtual radar RTC4k mobile for interception in the air (mobile version of the radar - intercepts mobile cyberplanes)
- 4.1.3.2. Install a virtual radar RTC4k to intercept in the air (desktop version running on a mobile device - intercepts desktop cyberplanes)
 - Note:** With this immunity, your mobile device is able to run a full-fledged desktop version of the Flanker 3.0 simulator on the Android platform.
- 4.1.3.3. Install STC2k sonar (this sonar intercepts only desktops - there are no mobile boats and submarines)
 - Note:** The autonomy of even the smallest missile corvettes exceeds the autonomy of protected devices on the Android platform, so the desktop version of the sonar in the Android environment is required.

4.2. Installation of Hypervisor V5

The hypervisor V5 differs only in capacity, RTC4k is replaced by RTZ128 with virtual capacitor of Z=128 Siemens. This hypervisor allows you to launch a world with the number of virtual radio points equal to Z of the system. In fact, Z=128 system is a multi-channel quantum interpolator with protections for connecting up to 128 models of the virtual world.

4.2.1. Feeders

4.2.1.1. Install the SASER SAS24P3L VLF antenna patch

Note: this is the main Flanker 3.0 simulator patch for stochastic radio navigation in the virtual world.

4.2.2. Radars

4.2.2.1. Install the RTZ128 virtual world patch

4.3. Installation of Hypervisor V7

Hypervisor V7 differs from the V5 in the ability to use virtual worlds as feeders of the engine. This useful action allows the RTC4k virtual radar to record events on the surface of the entire virtual world without limiting the radar environment to a certain distance. Each subsequent hypervisor includes the RTC4k radar and the worlds of increasing Z capacity, which allows you to record events both in the air and on the land and underwater (STC2k sonar). The virtual capacitor is modified for multi-threading.

4.3.1. Feeders

4.3.1.1. Install the RTZ8 virtual world patch

4.3.1.2. Install the RTZ16 virtual world patch

4.3.1.3. Install the RTZ32 virtual world patch

4.3.1.4. Install RTC8k virtual radar

Note: RTC8k radar is $Z=4$, the original RTC4k was equal to $Z=2$. Subsequently, the most popular modification of the RTC4k radar model, operates at the processor level with $Z=32$.

4.3.2. Radar

4.3.2.1. Install the STL1212 multithread computer patch

Note: this patch is for making the multi-threading option of Flanker 3.0 simulator

4.4. Installation of Hypervisor V9

Hypervisor V9 is the main hypervisor for creating quaternion animation. With the help of rotation from three-dimensional spherical space into a quaternion field, this hypervisor allows the RTC4k radar to track virtual objects of the STEALTH system with cloak generators.

4.4.1. Feeders

4.4.1.1. Install the RTZ64 virtual world patch

4.4.2. Radars

- 4.4.2.1. Install the RAD96 mobile autonomy patch
- 4.4.2.2. Install a patch for connecting to the RAD96EXT autonomous system
- 4.4.2.3. Install the transfer patch from the autonomous system to other RAD96M autonomous systems

4.5. Installation of Hypervisor V11

Hypervisor V11 includes virtual worlds of larger capacity, as well as increased virtual capacitor of RAD256, autonomy level is Z=256 Siemens.

4.5.1. Feeders

- 4.5.1.1. Install the RTZ256 virtual world patch (Architects)
Note: patch for communication of architects in the virtual world system
- 4.5.1.2. Install the RTZ512 virtual world patch (Electronics Engineers)
Note: patch for communication of electronic engineers to create virtual world objects, such as aircraft, surface ships, submarines and ground infrastructure
- 4.5.1.3. Install the RTZ1024 virtual world patch (Quantum Physicists)
Note: patch for communication of quantum physicists on the problem of detection of "STEALTH" architecture.
- 4.5.1.4. Install the RTZ2048 (CERN) virtual world patch
Note: patch for communication of quantum physicists with the headquarters at CERN
- 4.5.1.5. Install the RTZ4096 virtual world patch (NASA)
Note: patch for communication on the ROSCOSMOS-NASA line
- 4.5.1.6. Install the RTZ8192 (Missile Defense) virtual world patch
Note: patch to enable missile defense of the city of Moscow
- 4.5.1.7. Install the RTZ8192Q8 (Q8 Division) virtual world patch
Note: the division of the quantization grid into 8 is necessary to provide greater coverage of ground infrastructure facilities, including tanks, IFVs, ATGMs, multiple launch rocket systems and medium-range missiles
- 4.5.1.8. Install the RTZ16384 virtual world patch (Black Box)
Note: this patch is enough to be called Black Box. With the simultaneous participation of so many models, possibly the use of nuclear weapons.
- 4.5.1.9. Install the RTZ16384HP (Black Box HP) virtual world patch
Note: This patch is used to enable the Black Box half-life feature.
- 4.5.1.10. Install the RTZ32768 virtual world patch (Proteus)
Note: this patch is the prototype of the EMU Protheus digital sampling system and serves to ensure the control of analog equipment in the digital environment.
- 4.5.1.11. Install the RTZ65536 virtual world patch (Event Horizon)
Note: this patch is the event horizon of the game Flanker 3.0
- 4.5.1.12. Install the RTZ131072 virtual world patch (Universe)
Note: this patch is the Flanker 3.0 universe

4.5.2. Radars

- 4.5.2.1. Install the RAD256 (Radium Isotope) autonomy patch

Note: The sarcophagus of the radium isotope is required for flights on space fighters.

4.6. Installation of Hypervisor V13

Hypervisor V13 is a model of the universe with 13 parallel universes. Each of the subsequent ones includes a larger Z capacity. The feeders of this Hypervisor are also RTC4k radar and STC2k sonar.

4.6.1. Feeders

4.6.1.1. Install the RTZ262144 virtual world patch (Overhorizon Server A)

Note: There are 13 timeless servers in the Compositore AI concept outside the universe. They contain information about the entire history of the Earth planet, as well as the Compositore system, which includes the Earth's moon - Tsimlya.

4.6.2. Radars

4.6.2.1. Install the RAD512 autonomy patch (Zircaloy-512)

Note: The sarcophagus of the 512-valence of zinc isotope is required for the passage through star nuclei and "Black Holes".

4.7. Installation of Hypervisor V15

Hypervisor V15 is a model of a physical simulator, where virtual infrastructure objects are broadcast with the help of special units to the physical world. Requires the first engine of the RD-40 virtual rocket kit.

4.7.1. Feeders

4.7.1.1. Install the RTZ524288 virtual world patch (Overhorizon server B)

Note: patch of the aperture of the international interferometer for the synchronous operation of the RT-1000 telescope together with other telescopes included in this aperture.

4.7.1.2. Install the RTZ1048 virtual world patch (Overhorizon server C)

Note: the RTZ1048 patch is a 1024-bit virtual world of the Flanker 3.0 universe + a special place on the map equal to 24-bit (bunker), which is not available within the Flanker 3.0 universe. The capacity of this world is 1048576 objects.

4.7.2. Radars

4.7.2.1. Install the RD40 autonomy patch (US-310)

Note: this patch corresponds to 1024 moving objects and makes autonomy within the virtual world. It is a modification of the SATAN missile with installation in an expandable zone and extends the service life of the R-36 missile up to 40 years.

5. INSTALLATION OF INTERFACE PATCHES

The Flanker 3.0 simulator kit includes 3 customizable Ethernet graphical interfaces. They serve to move visualization of the simulator environment into the low-level OS of your Android device and are suitable for creating virtual world models.

5.1. Installation of the Compositore AI mirror time function

5.1.1. Install the Compositor NTP patch

Note: this patch is used to install the Compositor NRTOS operating system with execution in the DroidRTTY command-line environment.

5.1.2. Install the Compositor Lite patch

Note: this patch is used to crack the Compositore AI time function to provoke the system to issue. With the help of Compositor Lite issues, you can configure virtual runtime infrastructure objects.

5.2. Install the Flanker 3.0 simulator engine

5.2.1. Install the SASER 2.0 engine

Note: this engine is based on laser simulation using digital signal resampling and can be connected to all Compositore AI patches.

6. INSTALLATION OF THE FLANKER 3.0 LAUNCHER

For the COMPOSITOR launcher to work properly in a vanilla Android environment, you need to place all the patches in a folder on the device's desktop. Install the SASER 2.0 engine separately next to the folder.

6.1. Install the Compositore AI (COMPOSITOR) launcher

6.1.1. In the Android/Data/My Applications folder, create a

com.compositorsoftware.compositor anchor if it was not created automatically.

6.1.2. In the com.compositorsoftware.compositor folder, create the files folder and the Launcher subfolder in it.

Note: copy all subsequent folders to the Launcher folder

6.1.3. The Loops and Wavelets folders contain 10171 models of the virtual world. A total of 20342 models are obtained. In the Wavelets folder there are models using shaders, and in the Loops folder there are models without shaders application.

6.1.4. In the Mittware folder (Middleware) there are mission maps

6.1.5. Put new models in the US folder with the structure of directories US/Project number/WAC/WAC Sequence ID-2/Request object/

Note: the path should contain only digits, for example, 400/409/40901/777235, where 400 is the land number, 409 is the WAC code, 40901 is WAC Sequence ID-2, 777235 are the ASCII numbers of the simulator request string.

6.1.6. In the Dumps folder there are dumps of the Compositor NRTOS operating system

6.1.7. In the Current folder, the current map for playing the Flanker 3.0 simulator, taken from the last dump, that is, to this folder you copy the last dump of the Flanker 3.0 simulator.

7. FLANKER 3.0 INSTALLATION IS COMPLETE!

