

IMPORTANT NOTICE - - PLEASE
READ THIS BEFORE FLYING FS2

FLIGHT SIMULATOR II FOR COMMODORE 64
CASSETTE VERSION 1.01 RELEASE NOTES (3-27-84)

To load Flight Simulator II from cassette, type LOAD "*" 1.1 <RETURN>. After BASIC responds, press the cassette deck's play button. While the program is loading, the SEARCHING FOR *, FOUND * message will be displayed twice. After the second FOUND message is displayed the loader will automatically execute and change screen color about every second. After the entire program is loaded, the monitor selection menu page appears. The whole process takes about 10 minutes. NOTE: on some models of the Commodore 64 it may be necessary to press the Commodore key to continue loading after the "FOUND *" message has been displayed.

Note that only one database area is available for the version loaded. The front side of the cassette contains the Champaign area (north to Kankakee). The back side has the "World War I" Ace aerial battle game. The Champaign version starts you off at Willard rather than Meigs field.

Unimplemented Features - A few features described in the manual are not in the cassette version, these include: multiple scenery areas, wind turbulence effects, mode disk load/save, glideslope flag, course plotting system, enemy color on the tactical radar screen, and the bank indicator around the edge of the artificial horizon.

Mode Disk Load/Save - The ctrl Z and ctrl X keys are not valid in the cassette version.

RETURN key - This key can be used instead of ctrl M for magneto control in reality mode. We find this key to be a big convenience when setting the magnetos.

Pause - Ctrl P, P, or RUN/STOP can be used to pause the simulator.

Joysticks - The joystick control system has some new features:

1. The aileron/elevator stick (control port 1, left stick) functions as a view selector. Press the joystick button followed by stick movement to the left, right, front or back. Only these 4 view directions are available under stick control.
2. The "JOYSTICK" parameter on the edit page is gone. Joystick selection is automatic with the first use of the joystick. You can freely mix joystick and keyboard commands and can switch between keyboard and stick control. Don't overlap keypresses and joystick movements.
3. The throttle stick's push button is a machine gun control.

Over-control Limiter - The lag between control movements and screen graphics generation causes pilots to over-control the simulator (not stop turning until the turn has gone too far for example). The over-control limiter reduces this problem by essentially "backing up" one display frame when you center the controls. You can see the effect by getting into a rapid left turn and centering the controls. The screen seems to freeze for a second because the same display frame is displayed twice.

The limiter is helpful on rapid turns but annoying on low bank rate turns. The value on the fix page sets the turn rate at which the limiter "cuts in". Ten degrees per second is a good value. A zero value enables the system on all turns (which is quite annoying). The value is preset to 10.

Better Stall Breaks - Two new simulation factors (laminar airflow and wing surface turbulence) have been added to the simulator. Stall breaks are "cleaner" and more pronounced.

The Flight Physics and Aircraft Control manual applies to the cassette version (Champaign).

subLOGIC also sells a disk version of CM-FS2 which contains many more scenery areas. To upgrade your cassette version to disk, send in the cassette with \$10.00 to subLOGIC. Additional scenery disks are also available with the disk version.

APPENDIX 4
INTERESTING TOPOGRAPHICAL FEATURES

AREA	FEATURE
Champaign	Kankakee river, agriculture checker-board pattern, solid 3D fuel buildings, complex shaded runway at Kankakee.
War Game	Two solid shaded mountain ranges with hidden surface elimination, Snow capped mountain peak, a 3d hanger at the main airbase that you can taxi into.