Important Notes for Release 1.00 of CC-FS2

1. This version of CC-FS2 does not support sound generation.

2. This version of Flight Simulator II has no engine mixture control. Mixture control is automatic.

3. A Fatal System Error message can appear if any major internal errors occur during execution. If you ever get this message, make a note of the information that appears and the circumstances leading up to your receiving this message. Please report this to the dealer from whom you purchased CC-FS2.

4. The F2 key, which is described in the manual as performing the "log-in" of a scenery disk, has been enhanced. Pressing this key will take you into a system called the Scenery File Manager. This system provides easy selection of where CC-FS2 loads its scenery information. When CC-FS2 starts, it reads scenery information from a file on the program disk called sf.standard. Through the use of the Scenery File Manager, other scenery files can be selected in place of this default scenery file. The active keys in the Scenery File Manager are described below:

Key	Action
Left Arrow	Edit directory pathname
Enter	Exit directory editing or select scenery file
Up Arrow	move scenery file pointer toward top of list
Down Arrow	move scenery file pointer toward bottom of list
F2	exit Scenery File Manager

The Scenery File Manager displays the current scenery file at the top of the screen. The lower portion of the screen displays a list of all the scenery files it found in the current data directory. You use the up and down arrow keys to move the pointer to a scenery file you want CC-FS2 to use. Then press the Enter key to "log-in" the selected scenery file. After hitting the Enter key the scenery file will be accessed and a description of the scenery contained in that file will be displayed on the screen. Pressing the F2 key at this point will cause you to leave the Scenery File Manager and return to CC-FS2 which will then use the newly selected scenery file. Pressing any other key will return you to the Scenery File Manager screen where you can make a different selection.

You can change the directory path by pressing the left arrow key. This will display the current directory name followed by a cursor. At this point further presses of the left arrow key will erase the last character of the directory name and backup the cursor. When you have finished editing the directory name, press the Enter key to exit the edit. For example, if you have two disk drives, you could select scenery files be read from the second drive by changing the directory name to be /d1. The full path name is displayed with a slash (/) separating the directory name and the current path. When you edit the directory name you should not include the slash.

5. The Fix system now works with named user mode library files. When you press the Ctrl-Z or Ctrl-X keys you will be asked for the user mode library file name that you wish to save to or load from. Contrary to what the manual says, you must have a OS-9 formatted disk upon which to save the mode library. The arrow keys allow full movement through the four screens of parameters. There is room on the CC-FS2 diskette to save two librarys. A copy of the CC-FS2 diskette can be made using the DSKINI and BACKUP commands provided in Disk BASIC.

6. The Fix system has a new parameter not mentioned in the manual. This is the Joystick Enable parameter. It can have a value of 0, 1, or 2. A value of 0 means no joysticks will be enabled. A value of 1 enables the right joystick to control the ailerons and elevators settings. A value of 2 enables the left joystick to control the throttle setting in addition to the right joystick remaining active. The keys that are normally used for aileron, elevator, and throttle control are still active when the joysticks are enabled and can be used if the joysticks are not touched. Any movement of the joystick will override the key effects. The high resolution joystick interface is not supported at this time.

7. If you want to exit the CC-FS2 program and return to the OS-9 shell, the Alt-Ctrl-left arrow key will terminate the CC-FS2 process. This key is active throughout most of the program.

8. When disabling the ADF gauge, it is not neccessary to reboot the simulator. CC-FS2 will automatically restore the VOR2 display.

9. When quitting the wargame, it is not neccessary to reboot the simulator. CC-FS2 will restore the panel to it original condition without the radar display.

10. If you do not have a Color Computer with BASIC version 2.1 or later or if you do not have the OS-9 System, you can type the following program and use it to start FS2.

   Enter this program from Disk Extended BASIC:

```
10  REM ****************            120  DATA 86,22,8E,26,00,8D,0D
20  REM * BOOT OS-9 FROM BASIC      130  DATA FC,26,00,10,83,4F,53
30  REM ****************            140  DATA 26,03,7E,26,02,39,34
40  FOR I=0 TO 70                   150  DATA 20,10,BE,C0,06,A7,22
50  READ A$                         160  DATA 86,02,A7,A4,6F,21,6F
60  POKE &H5000+I, VAL("&H"+A$)     170  DATA 23,6C,23,AF,24,10,BE
70  NEXT I                          180  DATA C0,06,A6,23,81,13,27
80  CLS:PRINT "INSERT 0S9 DISKETTE" 190  DATA 12,AD,9F,C0,04,4D,27
90  PRINT "INTO DRIVE 0 AND PRESS A KEY"  200  DATA 06,6C,23,6C,24,20,E9
100 A$=INKEY$:IF A$="" THEN 100     210  DATA 7F,FF,40,35,A0,4F,20
110 EXEC &H5000                     220  DATA F8
```

With a formatted Disk BASIC diskette in drive 0, type the following instruction at the OK prompt to save the above progam: SAVE "*" [ENTER]

Type the following command to use this program to start FS2:   RUN "*" [ENTER]

When the prompt appears, insert the FS2 diskette and press ENTER. Flight Simulator II will load and display its first menu.

Happy Flying !