

# Microsoft Combat Flight Simulator 3: The Battle for Europe

## README FILE

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Thank you for purchasing *Microsoft® Combat Flight Simulator: The Battle for Europe* (CFS3). This README file provides late-breaking information that was not included in the Handbooks or onscreen Help for CFS3.

For additional information, be sure to visit the CFS3 Insider Web Site at <http://www.cfsinsider.com> where you will find news, articles, and tips on how to get the most out of CFS3.

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**Note:** If you have just installed CFS3 and are using antivirus software, performance problems may result if you start CFS3 immediately. Please give your antivirus software time to scan the newly installed files.

### 1. Documentation and Help Issues

#### Quick Reference Card

The Quick Reference Card incorrectly assigns Yaw right (rudder) to Num Pad ENTER. To yaw right, press Num Pad 3.

#### Getting Started Booklet

The Flight Recorder function referred to in the Getting Started booklet is not available in CFS3.

#### Internet Explorer Issues

The CFS Help system will not show air combat maneuver training movies if Internet Explorer 4.0 is installed on your machine. It may also not play on some Windows 98 machines with Internet Explorer 5.0. To view the training movies, install IE version 5.5 or greater (for more

information on installing the current version of IE, see <http://www.microsoft.com/windows/ie/default.asp>.

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## **2. Gameplay Issues**

### **Tracers And Gunsights**

When you fire guns from the turret positions within aircraft, the tracers may not line up precisely with the gunsight.

### **Campaign Headquarters Transfers**

In campaigns, you may want to transfer the headquarters (HQ) your squadron is assigned to in order to improve your position along the front. Note that you can only transfer to HQs that are of the same nationality as your pilot. For example, if you are a British pilot, you can only transfer your squadron to another British HQ, not to an American HQ.

### **Warp**

Warp quickly moves your aircraft to the next waypoint or objective. To do this, the autopilot flies your aircraft so that it arrives at precise waypoints. For example, you may be at 20,000 feet, but the process of warping may leave you at 6,500 feet. This happens because the waypoints have a specified altitude (here, 6,500 feet), and warp is flying your aircraft to arrive at that altitude.

Also, please note that if you activate warp while you are in a tight turn or some other maneuver, you may come out of warp in a disoriented position. You should only activate warp while flying straight and level.

### **Tactical Display**

Although the tactical display may look like “radar,” it in fact reflects your pilot’s visual capabilities. Objects will only appear in the tactical display if they fall within the visual range of your pilot.

### **Goal Text**

When flying over a mission goal target, you will see purple text that floats over an object. This purple text contains a percentage that represents the percentage of the goal left remaining (not the amount of “health” of the object that the text is floating over). For example, if your goal is to destroy two ships in a group of ships and you completely destroy one ship, the text will read “50%”.

### **Turning Off An Engine**

To turn off an aircraft engine, lean the mixture out so that the engine shuts off. To do this, press Ctrl+Shift+F6.

### **Jettisoning Drop Tanks Or Ordnance**

The CFS3 Help system indicates that to jettison empty drop tanks or other ordnance you must press SHIFT+J; however, jettisoning is really a two-step process. To jettison ordnance:

1. Press SHIFT+S to select the weapon to jettison.
2. Press CTRL+J to actually jettison the weapon.

To jettison drop tanks, press Ctrl+Shift+D.

### **Understanding Checklist Values And Ranges**

Note that we have rounded checklist values, and included ranges of numbers. This allows for slight performance differences among aircraft variants, whose numbers may differ slightly.

### **Single Players Are Always In The Lead Aircraft**

Users in single-player mode are always flying the lead airplane in the formation.

### **Reloading Rockets**

Note that even when you have chosen unlimited ammo, you will run out of rockets. This allows pilots to lighten their planes for air-to-air combat. To reload rockets, press Shift+J.

### **Initial Delays In Displaying Checklists And Help**

Note that if you bring up an aircraft checklist or start the Help system for the first time while you're flying, the game pauses for a number of seconds before it displays the checklist or Help. The second and subsequent times you display a checklist or Help, the game will not pause.

### **Changing Views With The Hat Switch**

To toggle between panning and snap-to views with the hat switch, press the SCROLL LOCK key.

### **Escort Missions In Quick Combat**

Enemy fighters in Quick Combat escort missions start at a distance and altitude relative to the bombers they are seeking to intercept, not to you; consequently, the "Enemies are advantaged/disadvantaged/neutral" radio buttons do not apply to these enemy fighters.

### **3. Campaign Issues**

#### **Time Acceleration**

In the upper left-hand corner of the CFS3 screen, you will see three “VCR-like” controls for manipulating the speed of the campaign. One button pauses the progress of the campaign, and the other two controls adjust the speed at which the campaign progresses. In general, it is best to fly missions as soon as possible to achieve the greatest impact on the front-line situation. However, you may want to accelerate time to allow injured pilots to heal.

#### **“Fog of war”**

You can view the Strategic Supply and Strategic Reserve levels of opposing nations in the game. You can also view how close an enemy is in a given sector to launching an offensive. However, the numbers assigned to these levels may not be completely accurate due to the “fog of war.” To decrease the fog of war, you may want to consider flying reconnaissance missions.

#### **Out-Of-Range Sectors**

If a sector is beyond the fuel range of your last-selected aircraft, you will only see one mission available for that sector: a Combat Air Patrol mission that takes place over your airbase or over a friendly facility. Whenever possible, it is better to choose sectors that you can reach with your aircraft in order to make more diverse and more effective missions available.

#### **Squadron Prestige**

Squadron prestige is the sum of the prestige earned by all pilots in a squadron. However, squadron prestige is calculated *after* you join the squadron. Even if your wingmen have accumulated personal prestige before you joined the squadron, your squadron will start over with zero prestige once you join it.

#### **Combat Air Patrol Missions**

Combat Air Patrol (CAP) missions in a campaign have waypoints where you must loiter for five minutes in order to fulfill that “waypoint objective.” Fulfilling this objective updates the waypoint. Like other campaign missions, CAP missions require that you fly all waypoints and end near your airbase in order to complete all mission goals.

#### **Quick-Load Keys**

You can use the following quick-load and save keys while you play a campaign:

- F7 loads the most recently saved campaign game for the current pilot.
- F8 opens the Load Campaign menu.
- F9 opens the Save Campaign menu.

#### **Displaying In-Game Text**

To toggle between displaying or hiding in-game text (damage messages, advisor messages, etc.), press Shift+D.

## **Age**

In campaigns, the Age setting simply sets the starting level of your pilot. If you specify an older age, your pilot will have a higher starting rank.

## **4. Multiplayer Issues**

### **Gameplay**

In CFS3, it is possible to create games that are “unwinnable.” For example, if the spawn limit is set to a lower number, but the number of kills needed to win a game is high, the game may be unwinnable given the number of players in the game. You should use spawn limits only in conjunction with time limits as a game end goal.

### **Team Dogfights**

With some team dogfights, in rare instances you may not see a score screen, which lets you enter the dogfight. To bring up the score screen manually, press Ctrl+Shift+S.

### **Reloading Weapons**

You cannot reload bombs and rockets by pressing Shift+J in a multiplayer game.

### **Restarting**

In multiplayer, if your aircraft is damaged and you land, your engines may no longer work, so you can't take off again. If this happens, you must restart play by pressing Ctrl+Shift+K. Restarting destroys your current aircraft and lets you resume play in a new one.

### **Player Names**

Some players may not be able to join games if there are 10 or more players already in the game who have the same name. To join such a game, use a different name.

### **International Games**

When you play on a host server that uses a different language version of Combat Flight Simulator 3, some of the in-game messages will be in the language of that host server.

### **Personal Firewall Software**

If you use personal firewall software on your computer, such as Zone Alarm or Sygate's Personal Firewall, dialog boxes may pop up intermittently during the game. In some cases, one of these dialog boxes may appear behind the CFS3 window and cause the game to hang because the dialog box remains open. To switch to one of these open dialog boxes, press Alt+Tab. You can also configure your personal firewall software to always let CFS3 access the network.

## NAT And Firewall Issues

If you cannot “see” the CFS3 Game List, and your computer is behind a Network Address Translation (NAT) or firewall machine, try opening ports on your firewall to enable gameplay. Specifically, in the Setup of your NAT/firewall, assign the following trigger ports to the coinciding public ports (note that all transmission is done using the UDP protocol).

Trigger port	Public port	Protocol
2300	28883 – 28886, 2300	UDP
28883 UDP	28883 – 28886, 2300	UDP
28884 UDP	28883 – 28886, 2300	UDP
28885 UDP	28883 – 28886, 2300	UDP
28886 UDP	28883 – 28886, 2300	UDP

## Other General Firewall Issues

A client computer behind a firewall may not be able to join a password-protected game published using CFS GameMatch if the server for that game is behind the same firewall as the client. To connect to the game in this case, use the Join Private Game [Direct IP] option.

If you connect to another computer behind the same firewall using CFSGameMatch, you may experience long connection times (up to a minute). For faster connection, connect directly to that computer.

## Windows XP Internet Connection Sharing

A computer running CFS3 behind a Windows XP Service Pack 1 Internet Connection Sharing (ICS) Server may not be able to connect to a computer running behind a Windows XP ICS server. This is a known incompatibility between Windows XP service packs. To fix this problem, upgrade all Windows XP machines to the latest service pack.

## Windows 2000 Internet Connection Sharing

A CFS3 multiplayer game running behind a Windows 2000 ICS server cannot connect to a game server hosted behind the same Windows 2000 ICS machine. To fix this problem, connect the clients directly to the server using the Join Private Game [Direct IP] option.

## Windows 98 Second Edition Connection Sharing

You may experience extreme synchronization problems when connecting a Windows 98 Second Edition (SE) ICS server to a Windows 98 SE client that the ICS machine is serving.

A CFS3 multiplayer game running behind a Windows 98 SE ICS server cannot connect to a game server hosted behind the same Windows 98 SE ICS machine. To fix this problem, connect the clients directly to the server using the Join Private Game [Direct IP] option.

Clients external to your ICS network cannot connect to games hosted on a computer running Windows 98 SE if the ICS option is enabled on the host machine.

## Dual Network Interface Card/Internet Connection Sharing Issues

If a CFS3 multiplayer game is hosted on a dual Network Interface Card/Internet Connection Sharing (NIC/ICS) machine, users with machines that are serviced by that dual NIC machine may not see the game in their game lists. The solution for this problem is to connect to the game host by specifying its IP address.

### Quick Chat Commands (for all players)

In a multiplayer game you can type these messages on the chat command line:

- **/tell [username] [message]** Sends a message to the player (username) you specify.
- **/reply [message]** Sends a message to the last player who sent you a message.
- **/a [message]** Sends a message to all players.
- **/f [message]** Sends a message to players in your flight (all aircraft of your nationality).
- **/s [message]** Sends a message to players in your section (all aircraft of the same type you are flying).
- **/ignore [username]** Adds a player to your squelch list.

### Quick Host Commands (game host only)

- **/ban [username]** Kicks out and bans a player you specify.
- **/unban [username]** Removes a player from the ban list, which enables the player to re-enter the game.

## 5. Graphics Issues

### Graphic Corruption When Using High Resolutions And/Or Color Depths

It is possible to choose resolution and/or color depth settings for your card that require more memory than you have on your card, which can cause corruption. For example, you may see graphic corruption when running in 1600x1200x32 on an NVIDIA chipset-based video card. Or, you may see that terrain objects lose their color when you bail out of an aircraft. Other symptoms of graphic corruption include mixed, strange, or missing graphics on your aircraft or on the ground. To fix this issue, reduce the resolution and/or reduce the color depth.

### Graphic And Sound Corruption When Using High Image Quality Levels

It is also possible to choose an image quality level that may be too detailed for your video card. If you do so, you may experience audio and/or video corruption along with low frame rates. To fix this issue, set a lower Image Quality level.

### General Problems

#### Shifted Text After Changing Resolution

When you switch resolutions within the game, some parts of the user interface may not display properly (text may shift). To fix this problem, close and reopen the dialog boxes affected.

#### Improving Performance by Turning off In-Game Animations

If you experience performance problems when using the game interface, quit the game and disable pre-flight animations. Note that this will disable your ability to preview aircraft before you fly.

To disable pre-flight animations:

1. Open Notepad (click **Start** on the Windows taskbar, click **Programs**, click **Accessories**, and then **Notepad**).
2. On the **File** menu, click **Open**.
3. In the **Open** dialog box, navigate to game.xml and open the file.  
Note: The location of this file depends on where you've installed the CFS3. The default location is, but most likely it will be at  
C:\Program Files\Microsoft Games\CFS3\game.xml.
4. In game.xml, change "ShowUIWorld=true" to "ShowUIWorld=false".
5. Save game.xml, and then run CFS3.

### HUD Gauges

Some video cards (such as the S3 ProSavage) require textures that have square dimensions. The HUD gauge textures are not necessarily square, so you may see some graphic corruption in HUD gauges.

### Flickering Clouds or Other Graphic Anomalies

With some video cards, clouds may appear to flicker or items may appear in front of other items when they should appear behind those items. To fix these problems, try using the CFS configuration application to enable high resolution z-buffers and disable dual-pass rendering as described in the following procedure.

**Note:** The CFS3 configuration presets are designed for maximum compatibility with video cards. Changing individual settings within the CFS3 configuration is not supported and may cause your computer to stop responding or cause other problems. If you experience these problems, restore your configuration to its original state by opening the CFS3 configuration application and clicking **Default Settings** on the **File** menu.

1. Open the CFS3 configuration application (click **Start** on the Windows taskbar, click **Programs**, and click the configuration application).
2. On the **File** menu, click **Custom Settings**.
3. On the **Window** menu, click **Overrides**.
4. Make sure the **Dual Pass Render** check box is clear.
5. Click to select the **High Resolution Z-Buffer** check box.
6. Click **OK**, and then quit the CFS3 Configuration application.

### In-Game Animations

Certain animations, such as propeller spin, may not work when you are in a gunner position and use the external view.



### **Windows 2000 Drivers**

Many video drivers that run on Windows 2000 (especially those that also are designed to work with Windows NT® 4.0) were not designed to run with DirectX 8.0 and, therefore, will not run with CFS3. To fix this problem, download the newest drivers for your video card that are compatible with Windows 2000.

### **3DFX Voodoo 3 Series Video Cards**

Rain and snow effects do not appear on systems with 3DFX Voodoo 3–based video cards. You may also experience “square” smoke.

### **3DFX Voodoo 4 4500 Video Cards**

CFS3 may provide extremely low frame rates with this video card. If you experience low frame rates using this card, set the Cloud Detail level to 1.

You may also experience odd patterns on airbases when you fly low (for example, expanded, striped concrete). To fix this problem, disable composite textures using the CFS3 configuration application. However, doing so degrades overall appearance of the terrain.

### **3DFX Voodoo 5 5500 Video Cards**

CFS3 may display discontinuous “bands” when used with a Voodoo 5 5500 video card on Windows 2000 computers. To workaroud this issue, use the 3DFx control panel to disable the second chip.

You may also experience graphic corruption when you change your settings to use millions of colors [32-bit color]. Try using either a lower resolution or thousands of colors [16-bit color].

### **ATI All-In-Wonder 128**

CFS3 may display small triangles when used with an ATI All-in-Wonder 128 Pro.

### **ATI Rage Fury Maxx**

On a Windows 98SE computer, some ground objects may flash as you fly over them.

### **ATI Radeon 9700 Pro**

CFS3 may hang shortly after startup with the current version of drivers [as of October, 2002] for ATI Radeon 9700-series video cards.

### **Matrox G400, G450 and G550**

Under Windows 2000 and Windows XP there are display problems using a Matrox G450 card. Aircraft, buildings, and terrain lose their coloring and are drawn all in white. You can mitigate this problem by leaving the Image Quality settings at 1 in the Display Options dialog box.

In addition, if you change the color quality or display resolution within the game, you may experience strange colors in the game. To fix this problem, quit and restart CFS3.

### **NVIDIA NForce Motherboards**

CFS3 may fail when used with NVIDIA NForce-based motherboards. To fix this problem, upgrade to the latest NVIDIA NForce motherboard drivers.

With some NVIDIA NForce motherboards that have a video card in addition to on-board video, the game may stop responding. To fix this problem, use the NForce BIOS to disable the on-board video.

### **NVIDIA Vanta TNT Cards**

If you are using a Vanta TNT video card with current reference drivers, the target cone may not change color.

### **NVIDIA GeForce 4 TI4600 Cards**

You may experience display problems when running in Safe Mode on GeForce 4 TI4600 cards. To fix this problem, raise the Image Quality setting.

### **PowerVR Kyro-Based Cards**

Computers using PowerVR Kyro series-based video cards cannot display high-detail (composite) terrain. If you are using this card, do not enable this feature. Turning this feature on will corrupt the graphics.

### **S3 Savage 4 Chipset Video Cards**

CFS3 will only run in safe mode (with reduced graphics) on the S3 Savage 4 card under Windows 98, Windows ME, or Windows XP. CFS3 does not run with S3 Savage 4-based chipsets on Windows 2000.

### **S3 ProSavage Chipset Video Cards**

With this card you may have problems seeing smoke through the propeller blades.

## Retail (in-the-box) Drivers And Video Cards

The retail drivers that come with the following video cards exhibit display issues when running CFS3. You can solve these problems by updating to the latest reference drivers available from the chipset manufacturer.

Card	Recommended fix
ASUS V7700 (GeForce 2) (Windows 98)	Upgrade to the latest NVIDIA reference drivers.
Guillemot Maxi Gamer Cougar	Upgrade to the latest NVIDIA reference drivers.
Hercules 3D Prophet (GeForce 256)	Upgrade to the latest NVIDIA reference drivers
Hercules 3D Prophet II MX (GeForce 2 MX)	Upgrade to the latest NVIDIA reference drivers.
Hercules 3D Prophet II GTS (GeForce 2 GTS)	Upgrade to the latest NVIDIA reference drivers.
Hercules 3D Prophet II GTS Pro (GeForce 2 GTS Pro)	Upgrade to the latest NVIDIA reference drivers.
Hercules 3D Prophet 4000XT (Kyro)	Upgrade to the latest PowerVR reference drivers.
Hercules 3D Prophet 4500XT (Kyro II)	Upgrade to the latest PowerVR reference drivers.
Diamond Stealth III 540 (S3 Savage 4)	Upgrade to the latest S3 Graphics reference drivers.

## 6. Sound Issues

### Crystal Audio Sound Cards

The CFS3 display may suddenly go blank when using these cards. To fix this problem, use the following procedure:

1. Click **Start**, and then click **Run**.
2. In the **Open** box, type the following:  
**dxdiag**
3. Click **OK**, and then click the **Sound** tab.
4. Under DirectX Features, move the **Hardware Sound Acceleration Level** slider all the way to the left (the **No acceleration** setting).
5. Click **Exit**.
6. Try the simulation again.

### Aureal Vortex II Sound Cards

You may experience delays between the audio and the game, and popping sounds, when using the drivers provided with this card. To fix this problem, upgrade to the latest audio drivers.

### No Sound Card

If your computer does not have a sound card installed, you will not see advisor messages about wingman chatter in CFS3.

## 7. Hardware Issues

### HP CD-Writer 8000+

If you are using this brand of CD drive, you may receive error messages that the CFS3 Disc cannot be found.

## 8. Software Issues

### Antivirus Software

Computers running antivirus software may experience longer load times when you start CFS3 and when you open missions. If you experience unacceptable performance and you are using anti-virus software, temporarily disable the software before running CFS3.

### Ontrack Zipmagic

You must disable the “Show Zip Folders” feature of Ontrack ZipMagic before running CFS3; otherwise, CFS may not function.

## 9. Technical Support Options

For all Microsoft support offerings, visit <http://microsoft.com/support/>

In Canada, visit <http://microsoft.ca/support/>

To get started, try the following:

- For articles targeted at specific issues, visit the Microsoft Knowledge Base at <http://microsoft.com/support/>
- To work with a Microsoft Support Professional over the Internet, submit your issue at <http://support.microsoft.com/directory/onlinesr.asp>
- For your product’s general support policy, visit <http://support.microsoft.com/directory/productsupportoption.asp>

**Phone Support:** In the U.S., call (425)637-9308. In Canada, call (905)568-3503 (toll charges may apply). These numbers are for technical issues only; do not use them to request game hints, codes, or cheats.

**TTY Users:** Microsoft text telephone (TTY/TDD) services are available at (425)635-4948 in Washington State, (800)892-5234 in the U.S., and (905)568-9641 (toll charges may apply) in Canada.

**Worldwide:** Support outside the U.S. and Canada may vary. For regional contact details, visit <http://microsoft.com/support/>

**Conditions:** Microsoft’s support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.

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