Fly!

by Terminal Reality

Quickstart

The Ultimate Flight Simulator For Beginners To Experts

English

fÁ*Quick Guide

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System Requirements

Minimum System

Intel Pentium 200MMX PC or equivalent

Microsoft Windows 95

Microsoft DirectX 6.1

32MB of physical RAM installed

400MB free hard disk space

4x CD-ROM drive

3D accelerator card

Video card and monitor capable of 800x600 resolution at High Color (16-bit depth)

33.6 kbps modem (for multiplayer)

Recommended System

Intel Pentium II 400Mhz PC or equivalent

Microsoft Windows 98

Microsoft DirectX 6.1

128MB of physical RAM installed

1.6GB free hard disk space (full install)

24x CD-ROM drive

3D accellerator card

Video card and monitor capable of 1024x768 resolution at True Color (32-bit depth)

56 kbps modem or TCP/IP-based LAN (for Multiplayer)

Flight Yoke controller, or suitable joystick

Microphone

Note: Fly! will run under Microsoft Windows NT 4.0 or later, but with some restrictions. Because Fly! cannot use DirectX in Windows NT, Fly! must be run in software-only mode. The only exception to this is with 3Dfx Voodoo-based cards. Fly! will work in 3D hardware mode under Windows NT only if you have a 3Dfx Voodoo-based card that is using the 3Dfx Glide drivers for NT. Installation

To insure trouble free installation, quit all open programs before inserting the Fly! Installation CD.

If you have Auto Play enabled on your CD-ROM, the Fly! installation program will start and walk you through a simple step-by-step installation. If the install program does not start automatically after putting the Fly! Installer CD into the CD-ROM drive, you should double-click on "My Computer" located on your desktop, double-click on the CD-ROM icon (usually this is your D: drive), and finally double-click on Setup.exe (this usually looks like a computer with disks in front of it).

Once you have the install program running, you must first agree to the Software License. Click on "Yes" to accept. If you choose "No," the installer will terminate.

Next, choose the type of installation you desire. Your choices are:

Minimum: This installation takes up the smallest amount of hard drive space. Only choose this option if you are low on disk space. This setup includes the basic program files and no Scenery Sets or Sectional Maps. This installation requires 400MB of hard disk space.

Typical: This installation is recommended for most users. It includes the basic program files, basic Scenery Sets (roads, rivers, and taxiways), and Sectional Maps for five primary cities (Los Angeles, San Francisco, Chicago, Dallas/Fort Worth, and New York). This installation requires 600MB of hard disk space.

Custom: Installation for advanced users only, allows you to choose which Scenery Files and Sectional Maps you wish the game to load. If you wish to have no Scenery Sets or Sectional Maps copied to your hard drive, select Custom. This installation requires between 400MB of hard disk space and 1.6GB of hard disk space depending upon which Scenery Sets and Sectional Maps you choose.

If you select Minimum or Typical Installations, you can skip to Step REF _Ref450101717 \r \h * MERGEFORMAT 7. If you choose Custom, you should continue to the Scenery/Map selection menu description in the next step.

In the Custom setup, you get to select the Scenery Sets and Sectional Maps you wish to load onto your hard drive. Click on a Scenery Set or Sectional Map to select it for installation, and click it again to deselect it. If you wish to pick all Scenery Sets or all Sectional Maps, click on the Select All Scenery Sets or Select All Maps checkboxes. Please note that loading the program files plus all Sectional Maps and Scenery Sets onto your hard drive requires a total of 1.6 GB free hard drive space. When you have finished choosing which Scenery Sets and Sectional Maps you wish to load onto your hard drive, click Next.

If you have chosen not to load any Scenery Sets or Sectional Maps but you still want the high quality detailed satellite scenery, you must have the CD-ROM labeled Scenery in your CD-ROM drive before starting Fly!. Otherwise, Fly! will generate generic scenery and maps for the simulation. If you wish to later add or remove

Scenery Sets or Sectional Maps after this installation, see the section named "Add/Remove Files" later in this document.Choose the location of the Fly! program files. By default, the simulation will install in C:\Program Files\Terminal Reality\Fly!. You may alter this choice by pressing BrowseÖ and selecting or typing in an alternate directory. Click Next.

Enter the name of the Folder that will appear on your Start Menu, under Programs. You may elect to use the default name, type in a new name, or select one of your existing folders from the list. By default, a folder named "Fly!" will be created. Click Next.

Setup should now be copying the program files to your hard drive. This will take some time.

After the program files have been copied to your computer, you will be asked for the Scenery and/or Map disks. This will happen if you selected Typical under installation types or Custom (as long as you chose at least one of the many Maps or Scenery Sets). Insert each CD when prompted. You do not have to change the path of the CD when you insert the next CD ñ just wait a few moments for the CD-ROM drive to "spin up" and hit the enter key on your keyboard, or press the OK button.

After the Setup has completed, you will be asked whether you wish to install DirectX 6.1. If you do not have DirectX 6.1 installed or are not sure if you have it installed, click on the Install DirectX 6.1 checkbox and press Finish. If DirectX 6.1 has not already been installed, it will be installed automatically, but you will be required to restart your computer after the install process before launching Fly!

If you are running Windows 95, you will be asked if you want to install Winsock 2.0. If you do not have this version of Winsock installed or are not sure if you have it, click on the Install Winsock 2.0 checkbox and click on Finish. If Winsock 2.0 is not already installed, it will be installed automatically, but you will be required to restart your computer before launching Fly! If your system is Windows 98, you will not be asked to install Winsock 2.0.

Add/Remove Files or Uninstalling
After Fly! is installed, you will see different installation options when you subsequently insert the Install CD-ROM. You will be given the option of adding or removing Scenery Sets, adding or removing Sectional Maps, reinstalling Fly!, or uninstalling Fly! completely.

Adding or Removing Scenery and Maps
Click on Add/Remove. A listing of all available Scenery Sets and Sectional Maps will be displayed. Those Scenery Sets and Sectional Maps previously installed should already be selected in these lists. If you want to remove any of the current-

ly installed Scenery Sets or Sectional Maps, click on the item you want to remove to unhighlight it. By unhighlighting it, this item will be removed at the end of the installation process.

If you wish to add files, choose the Scenery Sets and Sectional Maps you wish to load onto your hard drive. Click on a Scenery Set or Sectional Map to select it for installation, and click it again to deselect it. If you wish to pick all Scenery Sets or all Sectional Maps, click on the Select All Scenery Sets or Select All Maps checkboxes. Please note that loading the program files plus all Sectional Maps and Scenery Sets onto your hard drive requires a total of 1.6 GB free hard drive space. When you have finished choosing which Scenery Sets and Sectional Maps you wish to load onto your hard drive, click Next.

If you have already installed any Scenery Sets or Sectional Maps on the hard drive, select them again here if they are not already selected by default. All unhighlighted items will be removed from the hard drive if they were previously installed.

You will be asked for the Scenery and Map disks. Insert each CD when prompted. You do not have to change the path of the CD when you insert the next CD ñ just wait a few moments for the CD-ROM drive to "spin up" and hit the enter key on your keyboard, or press the OK button.

Reinstall
Click on Reinstall if you wish to completely reinstall all of the previously selected components of Fly! The only time you may want to do this is if you suspect that one of the Fly! files on your hard drive has become corrupted or was accidentally deleted.

If you choose to reinstall Fly!, the complete install program will launch. Please see the beginning of this document for details on the install process.

Uninstall
Click on Uninstall.

You will be asked if you wish to completely remove Fly! Answer Yes or No.

If you choose Yes, the Uninstall program will launch and remove all previously installed files. Note that some files may still need to be removed manually if they were created after installation (saved games, user preference files, etc.). Click OK when complete.

Installation GuideMacintosh

System Requirements

Minimum System

Power Macintosh G3 at 233MHz

MacOS 8.0

32 MB physical RAM (96 MB total, with Virtual Memory On)

400 MB Hard disk space

4x CD-ROM drive

3D accelerator card

Multisync monitor at 800x600, Thousands of Colors

33.6 kbps modem (for Multiplayer)

Recommended System

Power Macintosh G3 at 233MHz or better

MacOS 8.5.1

128 MB physical RAM (128 MB total with VM)

1.6 GB Hard disk space

24x CD-ROM drive

3D Acceleration

Multisync monitor at 1024x768, Millions of Colors

56 kbps modem or TCP/IP-based LAN (for Multiplayer)

Flight Controllers

Microphone

Installation

Insert the Fly! CD marked Install in your CD-ROM drive.

If the window does not open automatically as the CD mounts, double-click the CDís icon. Double-click on "Install Fly!" to launch the installer.

Read any onscreen installation instructions and press the appropriate button to Print or Save these instructions or press Continue to proceed.

At the installation menu, you can select from the following installation options:

Easy Install: A moderate installation recommended for most users. Includes the basic program files, basic Scenery Sets (roads, rivers, and taxiways), and the most recent version of GameSprockets. Requires 740 MB of hard disk space.

Minimal Install: This installation takes up the smallest amount of hard drive space (355 MB). Only choose this option if you are low on disk space. This setup includes the basic program files and no Scenery Sets or Sectional Maps.

Custom Install: Allows you to specifically select the items you wish to install. Click in the appropriate checkboxes if you desire any additional items: Roads & Rivers (35 MB), QuickDraw 3D 1.6, or GameSprockets (1.8 MB).

Uninstall: Removes most program files from your computer. Note that some files must be removed manually.

You may also customize where you would like the Installer to place your Fly! folder. By default, it will place it on your hard drive. You may choose another device or select into which folder you would like Fly! to be placed by using the controls at the bottom of the installation menu.

Click on the Install button to begin installation. This will take a few minutes while the files are copied to your hard drive.

When the installation is complete, remove the Install Disk and insert the Scenery disk if you wish to install any of the Scenery Sets. When the Fly! Scenery disk mounts, double-click to open it and then double-click on the "Install Fly! Scenery" icon to begin installation.

At the installation menu, you can select from the following installation options:

All Scenery: Installs all five primary Scenery Sets (requires approximately 650 MB free hard disk space).

Custom Install: Allows you to select among the five primary Scenery Sets (each set requires between 100 and 200 MB free hard disk space).

Uninstall: Removes any installed Scenery Sets.

The installation menu will indicate that the files will be placed in the Fly! folder. For users with multiple installations of Fly!, the installer will later find all installations and ask into which folder you wish to place the Scenery Sets.

Click on the Install button to begin installation. This will take a few minutes while the files are copied to your hard drive.

If you have multiple installations of Fly! on your computer, you must choose into which folders the Scenery Sets will be installed.

Remove the Fly! Scenery disk and insert the Fly! Map disk if you wish to install any of the Sectional Maps. When the Fly! Maps disk mounts, double-click to open it and then double-click on the "Install Fly! Maps" icon to begin installation.

At the installation menu, you can select from the following installation options:

Scenery Area Maps: Installs the maps for the five primary scenery areas (Chicago, New York, San Francisco, Los Angeles, and Dallas/Fort Worth). Requires approximately 100 MB free disk space for all five maps.

Custom Installation: Allows you to select from the maps of the five primary scenery areas. Each of these primary maps consumes about 20 MB free disk space. You may also choose to install all maps (requires about 530 MB free disk space) including the five primary maps and many others. You may also pick from the full list of maps by clicking in the appropriate checkboxes.

The installation menu will indicate that the files will be placed in the Fly! folder. For users with multiple installations of Fly!, the installer will later find all installations and ask into which folder you wish to place the Maps.

Click on the Install button to begin installation. This will take a few minutes while the files are copied to your hard drive.

If you have multiple installations of Fly! on your computer, you must choose into which folders the Maps will be installed.

Eject the Map disk.

Adding/Removing/Uninstalling
To add program files, Scenery Sets, or Maps after your initial installation, run the installer on the appropriate CD-ROM and perform a custom installation. Select the elements you wish to add and click on the Install button. The files you choose will be available the next time you run Fly!

Program files, Scenery Sets, and Maps can be removed completely by running the installers on their respective CD-ROMs and selecting the Uninstall option.

If, however, you want to remove only individual files, there is an easier way. Open the Fly! folder on your computer, open the Scenery or Maps folder within it, and drag any unwanted files to the Trash.

Getting You Into The Cockpit
Now that you have properly installed Fly!, you have most likely taken the time to completely read and understand the wonderfully comprehensive Fly! User Manual. We know this because we have done extensive research which has determined that everyone reads the manual before trying to play a game. If, for some strange reason, you weren't a part of our research demographic and you want to get inside the cockpit and buzz around a bit before reading the manual, follow these easy steps to make yourself just knowledgeable enough to be a danger in the sky.

Starting Fly!
If you are using a PC, go to the Start button, then up to Programs, then over to the group named Fly! and you should see the Icon for Fly! (appropriately enough, it looks like an airplane). Press the Fly! icon and you will be taken to the Welcome To Fly screen.

If you are using a Mac, find the Fly! icon and click on it. The icon for Fly! looks like an airplane. After launching Fly! you will be taken to the Welcome To Fly screen.

Welcome To Fly!
The Welcome To Fly! screen only appears the very first time you run Fly! (unless you reinstall). Don't worry, the welcome screen is just that ñ a welcome that gives you a brief description of the things you can do in the Fly! interface. After reading this screen, press the Continue button to continue on to the Intro screen.

Intro Screen
The Intro Screen is the main switchboard for navigating around Fly! From the Intro Screen you can enter the Flight Planner (explained in the Fly! User Manual starting on page 32), press the Support button to visit the official Fly! web site, launch into the Multiplayer portion of Fly! (explained later in this document), or get some instant satisfaction by pressing Fly Now button (explained in greater detail inside the Fly! User manual starting on page 31). Since we are looking to get right into the air, press the Fly Now button.

The first time you press the Fly Now button, you will be greeted with a "Welcome To Fly Now!" screen. This screen gives you a brief description of what you can do at the Fly Now! screen. This welcome screen will only appear the first time you try to Fly Now! Press the Continue button to view the Fly Now! screen.

Fly Now!
The Fly Now! screen allows you the fastest way into the air. By choosing a predetermined scenario, you do not have to pick your flight plan or do much of anything but hop in the plane and go. Some of the scenarios listed start you already in the middle of a flight or landing, and others start you on the ground with the engine(s)

already started. As you scroll through the scenarios on the left, you will see a screen shot from that scenario. Press the Scenario Details button to get a descriptive and skillfully crafted synopsis of the flight you will be taking.

You could choose any of the scenarios from the list and press the red FLY button to get in the air, but for this demonstration please scroll down to the bottom of the list and click on the scenario named Piper Navajo ñ L.A. Mountains. Now press the red FLY button in the lower right hand corner and we are ready to Fly!

When this scenario launches, you are already in flight - so hold onto your joystick!!!

Trouble?
If the Piper Navajo ñ L.A. Mountains scenario does not launch, it could very likely be your settings for your graphics or sound card. Because Fly! usually works with the default settings for graphics and sound, you werenít taken through tweaking these settings. Please see the Fly! User Manual starting on page 10 for detailed information on configuring your graphics and sound boards.

In Flight
The chosen scenario starts you in the cockpit of a flying Piper Navajo. This is a really fun plane to fly and is explained in great detail starting on page 189 of the Fly! User Manual.

Because you are sitting in your cockpit, you may not be able to see much of your surroundings. So letís take a good look at your plane and the surrounding terrain. Press the letter "C" key on your keyboard.

External "Spot" Camera
By pressing the "C" key, you have been taken to an external view of your plane. Isnít it just beautiful?!? Now, if you werenít holding onto your joystick when you launched this scenario, your plane might be heading for the ground. Donít panic, just ease back on the joystick and watch your plane react. To move the external camera around so that you can get different views of the plane or the terrain, hold down the Ctrl key (and keep it held down) on your keyboard and use the left, right, up, and down arrows to move the camera. When the camera is where you want it, let go of the Ctrl key. To zoom in on the plane, hold down the Ctrl key and press the plus "+" key on your keyboard, and with the Ctrl key held, press the minus "-" key to zoom out. Now, letís take a fly by view of the plane from a stationary camera. Press the letter "C" key on your keyboard.

Fly By Camera
By pressing the "C" key a second time, you have been taken to an external fly by view of your plane. Although it is very difficult to fly the plane from this view, it sure is cool to see your plane fly by. Once your plane is out of view, the fly by camera

resets to a new position so that you can see your plane fly by again. Because it is so difficult to fly the plane for a long time from this camera, press the letter "C" key on your keyboard again to take you back to the cockpit.

In The Cockpit
Now that you are back in the cockpit, you should learn how to navigate through it. Hold down the Ctrl key on your keyboard and you will see yellow arrows pointing various directions. With the Ctrl key held down, press the left, right, up, or down arrow keys on your keyboard. You should see the cockpit change as if you had turned your head the direction indicated on the arrow key. As you move your mouse around, you can gain access to the different controls in the area of the cockpit you are facing (like moving your eyes around the controls). To look forward again, hold down the Ctrl key again and use the arrow keys until you are facing forward.

You can look any direction as long as there is a yellow arrow pointing that direction when the Ctrl key is held down. If the yellow arrow doesnít appear to point in a certain direction, then you cannot look that direction. For more information on how to look around the cockpit, look in the Fly! Users Manual starting on page 41.

Take note that all of the switches, buttons, and controls in the cockpit are active. If you start messing around and turn off the fuel tanks, the engines will shut off.

Important Keystrokes To Remember
The following keystrokes will help you (a bit) during this first flight:

Key(s) Action	
G	Landing Gear Up/Down
F	Extend Flaps
Shift F	Retract Flaps
Right Arrow	Aileron Right
Left Arrow	Aileron Left
Up Arrow	Elevator Up
Down Arrow	Elevator Down
E	Easy Engine Start/Shut Off
B	Ground BrakesW

Spot Camera Window Open or Close (hint, press the C key with this open to change from the Spot Camera to the Fly By Camera)

M	Map Window Open or Close
Shift M	Vector Window Open or Close
P	Pause
Space Bar	Display Access Menu Bar
Esc	Exit Scenario

These are only a handful of the keyboard shortcuts available in Fly! See the Fly! User Manual starting on page 41 for the full scoop.

Exiting The Scenario

Once you have your fill of flying (or crashing) in this scenario, exit the scenario by pressing the Esc key on your keyboard. Now it is time to dig into the Fly! Users Manual so you can figure out what you should really be doing.

Multiplayer

The friendly skies seem even friendlier when filled with real people instead of computer-controller pilots. The multiplayer system in Fly! lets you soar with friends and other fellow pilots with only a few clicks of the mouse and a connection to the Internet or TCP/IP-based LAN.

Getting Started

The first thing you will need to join a multiplayer session is to establish a name. Click on the File Menu and select "Change Player InfoÖ". Enter your pilot name in the Player Name space and click OK. You will be given another opportunity to do this later if you do not wish to do it now.

Finding a Session

Now that your identity has been established, you should click on the File Menu and select "Multiplayer" or click on the View menu and select Intro Screen. From the Intro Screen, click on the Multiplayer Button.

After either selecting "Multiplayer" from the File Menu or pressing the Multiplayer Button from the Intro Screen you will be presented with the multiplayer menu.

On the multiplayer menu, you may find a session via one of two means: Internet Matchmaking or LAN/Internet Multiplayer. These two selections will now be explained:

Internet Matchmaking

Internet Matchmaking allows you to connect to a Flight Party server and find other pilots looking to create or join multiplayer sessions. Press the Flight Party button to connect to a Flight Party server on the Internet.

If you are not already connected to the Internet, your computer will connect automatically as long as operating system has been set to allow for applications to initiate a connection to the Internet. If you are receiving connection failures, minimize (or hide) Fly! and initiate the Internet connection manually. Once the connection has been established, return to Fly!

Once you are connected to the Internet, you will be taken to the Log In (or if this is your first time, the Registration) screen. Registration

If this is your first visit to the Flight Party server, you will be automatically taken to the Register For Flight Party dialog box. Here you will find the Name you entered earlier in Change Player InformationÖ (NOTE: if you select Change Player InformationÖ while in the Flight Party screen, you will get the full registration menu instead of the simpler name entry menu).

To register for a Flight Party account, enter or change your name and type in and confirm an account password. You may also select your language of choice or enter personal information (address, phone, e-mail) to receive notice of special promotions or other opportunities over the Internetóthis is optional. If you do not wish to enter this optional information at this point, you may do so later by selecting Change Player InformationÖ while in the Flight Party screen.

If you ever wish to change your registration password, select Change Player Information while in the Flight Planner and enter and confirm a new password.

Login To Flight Party

If you have previously registered at the Flight Party server, you will be presented with a simple Login screen. At the Login To Flight Party screen, enter the user name and password that you registered earlier and press the Login button. If you have forgotten your password or Login name, press the Take Me There button to launch your web browser and be taken to the official Fly! web site where you can have your information retrieved. You can also press the New AccountÖ button to register again with a new account.

Flight Party

After the Login screen, you will be taken to the Flight Party. This is the meeting room for pilots looking for others to fly withóhere you may chat with other Fly! owners, pick the group you want to enter, and Host or Join a session.

To enter a Group, double-click on the Group title on the left. Once you have entered a group, you can either Join a session by highlighting the session name and hitting the Join button, or you can host a Session of your own.

Groups

Groups are server- or user-defined subsections of the Flight Party Server. You will note that, as you log onto Terminal Realityís Flight Party Server for the first time, it contains three groups (groups are indicated by a purple arrow left of the group name): Beginner, Intermediate, and Advanced. Note that you may not create groups or flight sessions at this level, so choose the group that corresponds to your ability by double clicking on it.

You may return to any previous group by selecting it from the hierarchical drop-down menu above the Group list. When you enter a group, you will see a list of all of the groups and flight sessions (indicated by an airplane icon to the left of the ses-sionís name) created within that group. You may do four things with the buttons below the Group list:

New Group: Creates a new group within the currently selected group. When the New Group menu opens, enter the name of the group, the password (if any), and a brief description of the group (optional). Creating a new group automatically places you in that group. The group will persist, even if you leave it, as long as one person inhabits it. When the last person has left the group, it will disappear. If you put a password on the group you created, only those individuals who are privy to this password may enter your group.

Edit Group: Allows the creator of a group to change the name, password, or description of the currently selected group. If you did not create the group, you can-not edit the group.

Host Session: Creates a new flight session in the currently selected group. When the Host Network Session box opens, enter the name of the group, the password (if any), and a brief description of the group (optional). If you put a password on the session you are hosting, only those individuals who are privy to this password may join your session. After the session has been engaged, you will be in the Briefing Room session (see The Briefing Room later in this section).

Join Session: Allows you to join a session created by another player. Click to high-light the chosen game and click on Join Session. Once you have joined, you may press the Briefing Room button to enter the Briefing Room for that session (see The Briefing Room later in this section).

Once you have joined a session, the Host Session and Join Session buttons are replaced with the Disconnect Session button. Pressing this button removes you as a member of the session you have most recently joined or hosted.

Chat

The chat window displays messages from the server and from other pilots in your currently selected group.

To send a new message, click within the New Message box and type what you want to say. When finished, press either the Send Private button (message will be sent only to users highlighted in the Players list) or Send Public button (message will appear for all in current group). Note that pressing Return at the end of the mes-sage is like pressing the Send Public button and will immediately send it to all users. Players (Outside Of The Briefing Room)

The Players list displays the names of all pilots in your currently selected group. To send a private message to a pilot, click to highlight the pilotís name, type your mes-sage, and press Send Private.

To list a player as a Favorite, click on it to highlight it and press Remember. This action will allow you to more easily find a player you like in the future.

To search for a player by name, press Find Player. Here you may either type the name of the pilot you are looking for or pick from the pop-up list of pilots desig-nated as Favorites. Press OK and you will be told whether that person is logged in and what group he or she currently inhabit.

Once you find a player, highlight the personís name and press Go To Group to immediately join his or her current group.

Briefing Room/Flight Planner Buttons

Once you have joined a session, by clicking to highlight it and pressing the Join Session button, pressing the Briefing Room button will take you to the chat room for that specific session.

Pressing the Flight Planner button takes you to the Flight Planner. This screen allows you to establish the parameters of your flight session (see User Manual, pp. 32-35).

If you press the Flight Planner button before Hosting or Joining a session, you will be disconnected from the Flight Party Server and must log in again.

The Briefing Room

The Briefing Room is where members of your session convene and chat before, dur-ing, and after a flight. You may return to this place at any time by selecting Briefing Room from the View menu.

Players (Inside The Briefing Room)

The Players list gives you everything you need to know about your fellow pilots.

Player Name: The playerís name.

Aircraft: The aircraft selected by the player.

Position: Indicates the current geographical position of the playerís aircraft.

Latency: Indicates the latency between your computer and the individual players.

Location: Indicates what screen other players are currently viewing.

To select a player to receive a private message, click on the personís name in the list to highlight it.

Remove Player

Any player in the session may remove another player by highlighting the pilotís name and pressing the Remove Player button.

Chat

The chat window displays messages from the server and from other pilots in your current session.

To send a new message, click within the New Message box and type what you want to say. When finished, click to press either Send Private (message will be sent only to users highlighted in the Players list) or Send Public (message will appear for all in current group). Note that pressing Return at the end of the message will immediately send it to all users.

You can flag a message as urgent by clicking on the High Priority Toggle. Press it (it turns red) before sending a message and the message will go out to the its recipient(s) as a High Priority transmission.

Please Note: Use the High Priority Feature sparingly if any members of the session are outside the chat room, particularly if they are in flight. High Priority messages appear to anyone outside the chat room as open dialogue boxes on top of the view they are currently in. This can be distracting, so use it only when your message is truly urgent.

Flight Planner/Flight Party Buttons

Press the Flight Planner button to access the Flight Planner. Flight Planner allows you to establish the parameters of your flight session (see User Manual, pp. 32-35). From the Flight Planner (or the View menu), you can jump to other windows to setup your aircraft (see User Manual, pp. 36-38) or set environmental conditions (see User Manual, pp. 38-40). You can always return to the Briefing Room by selecting it from the View menu or pressing Back until you return to it.

Press the Flight Party button to take you back to the Flight Party chat room (see Flight Party, earlier in this document).

You will still be attached to your chosen session unless you specifically press the Disconnect Session button below the Group list or select Disconnect from the File menu.

Fly

Press the Fly button to enter the cockpit of your aircraft. Note that once you are in your cockpit, you may return to the Briefing Room by selecting it from the View menu or by pressing Escape. Any time you leave the session, it holds (for your plane) in a state of suspended animation; the plane does not continue to fly until you return to the cockpit.

Returning to the Briefing Room

You can go to the Briefing Room at any time from your cockpit by pressing Escape or selecting it from the View Menu.

When you wish to return to the cockpit, press the Fly button. You will be asked if you want to Resume or Reset your session. Make your choice and head back to the cockpit.

LAN/Internet Multiplayer

LAN/Internet Multiplayer allows you to Host or Join a Session on a TCP/IP-based LAN or the Internet. This works in a similar manner as the TRI Flight Party Server, except you do not connect to a public server. In this method, someone will be connecting to you directly (if you are the host) or you will be connecting to someone else directly (if that person is the host). You must know the IP address of the Host to Join a session, or if you are the Host, you must give others your IP address so they may Join your session.

Host Session

Pressing this Host Session button creates a session accessible on a TCP/IP-based LAN or over the Internet.

Only the TCP/IP LAN protocol is supported at this time.

In the Host Network Session box, enter the name of the group, the password (if any), and a brief description of the group (optional).

Press OK to initiate the Session and jump to the Briefing Room (see The Briefing Room, previously in this document).

Join Session

Pressing the Join Session button allows you to join a session at a known IP address (on a TCP/IP-based LAN or over the Internet).

In the Join Network Session box, click on the ROAMING Internet Protocol in the Protocol box. This will open the Internet Address dialog box.

In the Internet Address box, type in the IP Address (four sets of numbers separated by periods) of the session Host. Ask the session's Host or any of its members the Host IP address if you don't know it.

Press OK and you will return to the Join Network Session box where a list of available sessions will appear in the Session Name list. The box will contain the name and description, if any, of each session and whether it is open, closed, or password required.

Click to select the session you wish to join.

Press OK to join the session and jump to the Briefing Room (see Briefing Room, earlier in this document)

Multiplayer Flying

Once you are set up and in the air, multiplayer flying is almost just like solo player flying save there are real people up there with you. The few small differences are, however, worth the trouble.

Chatting While in the Air

Pressing the Chat button (the letter "O" by default) brings up the in-session chat box. The controls are similar to the Briefing Room chat controls, except there is no option to send High Priority messages.

To send a public message, type the message and select All Players from the pop-up menu. To send a private message, select an individual player's name from the pop-up menu. Press Return to send.

To close the window, click on the X in the upper left corner of the chat window or press Escape. Accidentally pressing Escape more than once or when the chat window is not active (you can't see the ëXí) will take you back to the Briefing Room, so we advise closing the chat window with the mouse instead.

Using the Live Mic

To actually speak to the other pilots in your session, you can use the Live Mic feature to make your voice heard. To use the Live Mic, you must have a microphone connected to your computer.

Activate the Live Mic by holding the Live Mic button (the Delete key by default) and speaking into the microphone. Release the Live Mic button when finished talking.

Note that the slower your network connection is, the more stuttering and lag will result from sending your message. Use this feature sparingly on modem connections.

Identifying Other Planes

If you can see another plane through your cockpit window, direct your mouse pointer to it and a label will pop-up indicating the plane's identity.

Courtesy Announcements

Pilots alert others to their intentions by making standardized announcements, particularly when taxiing, taking off, and landing. Since the fun of multiplayer Fly! is in sharing the simulation with others, it behooves you to keep your compatriots informed of your activities. For instance, if you come crashing down unannounced onto a runway while someone else is taking off ñ this might be a little entertaining for you to see the planes collide, but your fellow pilot may not share your humor. We encourage the use of these basic announcements to ensure proper and courteous use of runways. Feel free to announce them over your Live Mic or through the chat window.

Appendix A - **3D Card Chipset Directory**

If you are having difficulty getting Fly! to choose your desired video card, it helps to know the "chipset" of the card. Please reference the list below:

Video Card Name / Manufacturer Slot type

RAM MB Chipset 3dFX Voodoo II Reference

PCI 83DFX Voodoo II ATI 3D Pro Turbo PC2TV

PCI 83D Rage II ATI All in Wonder Pro PCI

43D Rage Pro AGP2x ATI Expert @ Play AGP 2X

AGP 43D Rage Pro AGP2x

ATI Expert @ Work AGP 2x AGP

4 3D Rage Pro AGP2x

ATI Expert 98 AGP

8Rage Pro Turbo

ATI Rage Fury

AGP16 or 32

3D Rage 128

Canopus Pure 3D

PCI 3DFX Voodoo

Canopus Total 3D

PCI 4 nVidia Riva 128

Creative Labs 3D Blaster

PCI PCI 4 Rendition Verite V1000E

Creative Labs 3D Blaster Voodoo II (12)

PCI 12 3DFX Voodoo II Creative Labs 3D Blaster Voodoo II (8)

PCI 8 3DFX Voodoo II

Creative Labs Voodoo 3 2000 and 3000 PCI / AGP

16 3DFX Voodoo III

Creative Labs Graphics Blaster Extreme

PCI 8Permedia 2

Diamond Fire GL 1000

PCI 8 3D Labs Glint Delta

Diamond Monster 3D

PCI 4 N/A Diamond Monster 3D II PCI 8 3DFX Voodoo II

Diamond Monster Fusion

PCI 16 Voodoo Banshee

Diamond Stealth 3D 2000

PCI 2 Virge 325 Diamond Stealth 3D 3000

PCI 4 Virge VX 988

Diamond Stealth II S220

PCI 4 Rendition 2100 Diamond Stealth II G460 AGP 8

Intel 740 Diamond Viper V330

PCI 4 nVidia Riva 128 Diamond Viper V550

PCI / AGP 16 nVidia Riva TNT Diamond Viper V770 AGP 32

nVidia Riva TNT2 Hercules Graphite Terminator PCI

PCI 2 S3 Vision 964 Hercules Stingray 128 (Newer)

PCI 8 ProMotion aT25 Hercules Stingray 128 (Older)

PCI 6 ProMotion aT3D Hercules Thriller 3D PCI 4

Rendition V2200 Hercules Dynamite 3D GL

AGP 8 Permedia 2 Hercules Terminator Beast

AGP 8 S3 Savage 3D Intergraph Intense 3D Voodoo

PCI 6 ProMotion aT25 Jazz Adrenaline Rush 3D

PCI 6 ProMotion aT25 Leadtek Winfast 860

AGP 4 mPact Leadtek Winfast 3D L2300

AGP 8Permedia 2 Matrox M3D PCI

2 Power VR Matrox Millenium PCI 2 MGA 2064

Matrox Millenium G-200 AGP 8 MGA G-200

Matrox Mystique

PCI 2 MGA 1064

Matrox Mystique A220

PCI 4 MGA 1064

Matrox Mystique G200

AGP 8 MGA G-200

Number Nine Imagine 128 PCI 2 Imagine 128 Number Nine Motion 771

PCI 2 S3 Vision 968

Number Nine Revolution IV AGP 32 Ticket to Ride IV Real 3D

Starfighter AGP AGP 4 Intel 740 S3 Virge GX2 PCI 4 Virge GX2

STB BlackMagic 12MB

PCI 12 3DFX Voodoo II STB Glyder Max 2 PCI 8 Permedia 2 STB

Lightspeed 128 PCI 2 Tseng ET 6000 STB Nitro 3D PCI 2 Virge GX

385 STB Velocity 128 AGP 4nVidia Riva 128 STB Velocity 4400 PCI / AGP 8 or 16 nVidia Riva TNT Texas Instruments Permedia 2 Reference (PCI) AGP 8 Permedia 2 Texas Instruments Permedia 2 Reference (AGP PCI 8 Permedia 2 Trident DGI Chip AGP 4 DGI Trident 3D Image AGP 4 3D Image/375 Video Logic Apocalypse 5D PCI 6 Tseng ET 6100 Jaton Video 87AGP 3D AGP 4 3D Image/375

Visit the official Fly! web site to see an up to date list of video cards and the chipsets associated with them. HYPERLINK http://www.iflytri.com http://www.iflytri.com .