
MICROSOFT FLIGHT SIMULATOR Version 3.00
R E L E A S E N O T E S

(This document contains information not found in the manual)

U S E R N O T E S

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Desk Accessories (Terminate & Stay-Resident):

Flight Simulator does not support the use of desk accessories such as Sidekick and Fansi Console (both registered Trademarks). Be sure to shut down these applications before running Flight Simulator.

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PS/2 (Models 25 and 30) users:

Select display option J (256 color, 320x200)

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EGA Graphics Card users:

Minimum EGA card memory requirement: 256K

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Gas Plasma & LCD users:

Gas Plasma users should select display option B (Black/White CGA)

LCD users should select display option D (Liquid Crystal Display)

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Hercules display users:

On some systems containing both a Hercules-compatible graphic board and a CGA-compatible board, the Hercules display option functions improperly.

If you have this problem on your system, and you wish to run in the Hercules mode, you must remove the CGA board. If you are running in CGA mode, you should have no problem.

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Joystick & Yoke users:

Some game cards have external switches for fine-tuning. If you have such a card, experiment with the settings until sound quality is best.

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Installing on a hard disk from a 3.5-inch floppy disk:

Flight Simulator is stored in the \FLSIM subdirectory on the 3.5" disk.

1. Follow steps 1 through 6 in "Installing Flight Simulator on your Hard Disk" on page xiv of your Flight Simulator manual.

2. Type copy a:\flsim*. * and press ENTER to copy all Flight Simulator files from the floppy disk to the hard disk.

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Copying to a 1.2-Meg 5.25-inch floppy disk:

Flight Simulator can be copied to a 1.2-meg floppy disk for backup, or to avoid switching disks.

1. Insert a blank, formatted 1.2-meg floppy disk in drive A:.

2. Type a: and press ENTER to change to floppy drive A:.

3. Type md flsim and press ENTER to make a directory for Flight Simulator.

4. Type cd flsim and press ENTER to change directories.

5. Insert one of the Flight Simulator disks in floppy drive B:.
6. Type `copy b:*. * a:` and press ENTER to copy all Flight Simulator files from the floppy disk in drive B: to the floppy disk in drive A:.
7. Repeat steps 5 and 6 for the second Flight Simulator disk.

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Laptop Keyboards:

Some keyboard functions may not be available on laptop keyboards, although you can access all functions through menus. With the NUM LOCK key, some alpha/numeric keys assume the layout of the 10-key numeric keypad, and operate view selection and airplane controls. In

"standard"

keyboard mode, the keys correspond to the alphabetic assignments (e.g. pause or strobe on and off). Pressing NUM LOCK turns on the map view, and activates the keypad mode. If you press NUM LOCK twice rapidly,

you

turn off the map while retaining the keypad mode.

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Selecting the Active Window:

You can have multiple windows, as described on page 27 in the manual.

To make a window active, choose the [-key for 3-D window one; the]-key for 3-D window two; and the NUM LOCK key for the map window; followed by the apostrophe key (') to bring that window to the front.

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Entertainment Functions:

Always exit entertainment (Crop Duster, WWI-Ace, Formation Flying, Multi-Player) and Flight Instruction by choosing Normal Flying, Flight Instruction, or another Entertainment function from the MODE menu. DO NOT use Option B (Mode Select) from the MODE menu to resume Normal Flying, as this will only change your location and aircraft simulation and control settings.

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Choosing Aircraft:

You can run the entertainment functions (World War I, Crop Duster, Formation Flying) using any plane. The World War I game is designed to be used with the SOPWITH; Crop Duster, Flight Lessons, & Formation Flying are designed to be used with the CESSNA. Results with other planes may be less than optimal, but are allowed so you can experience the environments in different aircraft.

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Formation Flying:

If you crash, the lead plane will not crash with you!! If you want to rerun the game, reselect Formation Flying (MODE menu, Option 5, Entertainment, Option 2, Formation Flying) and choose the desired course.

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Starting the Demo:

If you choose DEMO mode from the startup screen (with or without sound),

your mouse is disabled. If you want to use the mouse and fly in Normal,

Entertainment, or Lesson modes [after the demo is run]; you should start

Flight Simulator in "Normal Flight Mode" (Option B from the startup menu)

and select the demo from within the program (MODE menu, Option 6).

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Lights:

You will only see the strobe effect when in clouds (especially at night).

The marker lights and strobe are not seen from external aircraft views.

NEW FEATURES

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Flight Lesson Sequencing:

If you want to automatically run the lessons one after another, choose option Y, Lesson Sequencing, in the Flight Instruction menu. If you select Instructor Mode (Option X), lesson #1 runs the Instructor mode then

the Student mode, then lesson #2 begins in Instructor mode. If you select Student Mode, the instructor demonstrations will not be seen and lesson #2 student mode follows lesson #1 student mode. Select the first lesson you want to run to start the sequence.

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Smooth panning:

Press ENTER or SHIFT+ENTER to pan downward and SHIFT+BACKSPACE to pan upward. Press the view control key (Scroll Lock on IBM PC with function keys on left, keypad * for IBM PC with function keys on top, BREAK on Tandy) to return to a level view.

Sideways smooth panning is available on the Tandy 1000 with the LEFT and

RIGHT arrow keys. Press the LEFT arrow key to pan left and the RIGHT arrow key to pan right. The Tandy 1000 Quick Reference card says to use Backspace to pan upward. The Backspace key restores a zoomed window to 1x. Use Shift+Backspace as described above.

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Exiting Demos & Instructor Lessons:

Press ESC to stop demo playback or Flight Lessons (Instructor mode).

All other keypresses (except CTRL+BREAK) are ignored.

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Display Quality:

Display Quality is a new option (option E) on the Views menu. Option 1 on the Display Quality menu allows you to choose the flicker rate and speed. Flicker rate determines how often multiple windows are repainted.

Speed is how often the scenery is repainted. The best flicker quality is

at the expense of scenery speed; and vice versa. Image Complexity, option 2, is a planned enhancement for the quality of scenery display, and is not implemented in version 3.0.

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ADF Information:

The following Non Directional Beacons (NDB's) can be tuned with the ADF radio.

Area	Location	North	East	Frequency
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Chicago	Deana	17239	16536	350
	Dwight	16874	16406	344
	Ermin	17128	16598	332
	Glenview	17295	16605	269
	Kedzi	17135	16648	248
	Veals	16369	16496	407
New York & Boston	Babylon	17064	21190	275
	Block Island	17352	21749	216
	Brainard	17542	21384	329
	Chup	17612	21328	388
	Conda	17023	21068	373
	Huder	17100	20992	233
	Meriden	17447	21327	238
	Waterbury	17445	21226	257
Los Angeles	El Monte	15397	5952	359
	Compton	15334	5859	378
	Escondido	14928	6181	374
	Swan Lake	15309	6108	257
Seattle & Tacoma	Carney	21385	6433	274
	Elwha	21775	6331	260
	Gray	21256	6455	216
	Kitsap	21407	6470	206
	Mason Co	21350	6337	348
	Nolla	21425	6591	362
	Renton	21351	6612	353
San Francisco	Casa Diablo	16854	6298	260
	Chandler	16661	5751	344
	Columbia	17267	5759	404
	Pigeon Point	17166	4988	286
	Proberta	18340	5500	338
	Reiga	17287	5292	374
	Sparks	17875	6213	254

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Loadable scenery files:

You can now convert your older SubLOGIC scenery disks into the version 3.0 format, and load them into your Flight Simulator subdirectory.

1. At the system prompt, type `converts` and press ENTER.
2. At the prompt, insert your SubLOGIC scenery disk into the disk drive, then type that drive's letter.
3. A list of all possible scenery disks will appear on your screen. At the prompt, type the letter corresponding to the scenery disk you are converting.
4. At the prompt, type the letter of the drive where you want the scenery stored.

The scenery filename will be SD-*.SCN, with the * replaced by the numbers 1 through 12, or JPN, SFS, or EUR. The files generated by "converts"

are placed in the default subdirectory on the drive you indicated. Only these new scenery files are scanned for "automatic scenery loading".

Option A, Automatic Scenery Loading, appears on the Scenery Library menu (choose NAV/COM then Option 2, Scenery Load) only if there are two or more converted scenery files in the Flight Simulator subdirectory.

If Option A is selected, and a scenery file is available for the area in which you are flying, that scenery file is automatically loaded and used while you fly within its boundaries.

Crash detection (choose SIM, then Option 2) should be set to "Off" when changing to other scenery disks. Once you have started flying at the new location, Crash detection can be turned "On".

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Demo Recording:

The (#) sec message at the bottom of the screen indicates the recording interval currently set in the Demo Recorder menu (Option D).

F E A T U R E C H A N G E S

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Multi Player:

The "Switch Airplane Color" option sets the color of the other player's airplane for your viewing, not the color of your airplane as stated in the manual.

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"Squawk" code and Transponder:

Air Traffic Control (ATC) does not request a squawk code, as stated in the manual on page 39; but the transponder can be tuned as described.

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NAV/COM Frequency Changes and Additions:

(ILS/VOR)	110.50	Chicago-O'Hare Intl. (Runway 27R)
	108.70	Martha's Vineyard (Chart indicates 108.2)

(ATIS)	124.70	Buchanan (Concord, CA)
	128.50	Oakland South (CA)
	118.85	San Francisco International (CA)

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Runway Correction:

Champaign, Ill 31, 13.

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Navigation Correction:

Flying from John Wayne to Riverside (CA), use 244 degrees, not 215 degrees as suggested by the map.

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OAKLAND Airport Coordinates:

The coordinates in the manual (17367N & 5129E) place you east of the runway. To line up on runway 9R, use coordinates 17366.0452N 5123.9249E Heading 090.