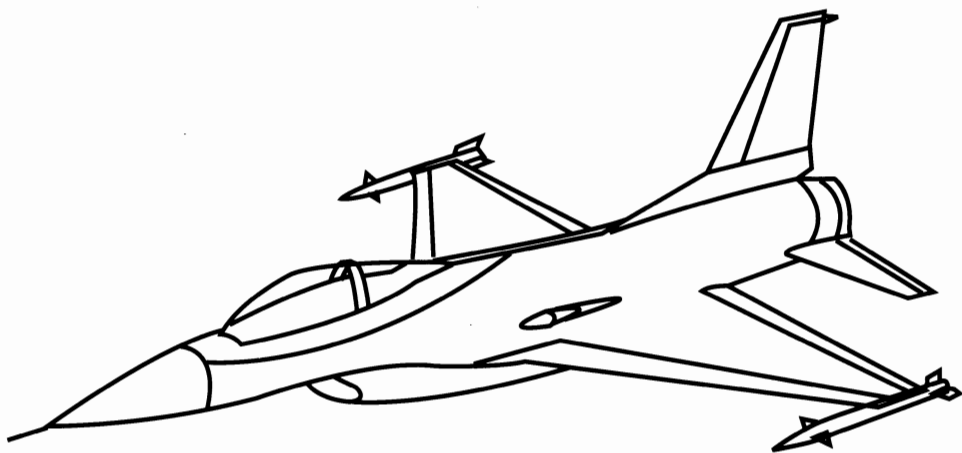


FALCON 3.0™



Customer Support Question and Answer Booklet

Spectrum HoloByte

System Requirements

Q: What are the system requirements for Falcon 3.0 on the IBM?

A: The program requires a minimum of a 12MHz 80286, 1MB RAM, DOS 5.0 or DR DOS, one 1.2MB 5¼" or 1.44MB 3½" disk drive, hard drive with 11MB of free disk space, and VGA graphics. In addition, *Falcon 3.0* supports a joystick, a joystick with a throttle, dual joysticks, rudder pedals or the ThrustMaster controls. The game also supports a mouse and various sound cards, including the Ad Lib, Sound Blaster and Roland. The 80x87 math coprocessor is supported for the High Fidelity flight model.

Optimal system requirements are a 20MHz 80386 system or faster, 80x87 math coprocessor, 4MB RAM with EMS (expanded memory), DOS 5.0 or DR DOS, one 1.2MB 5¼" or 1.44MB 3½" disk drive, hard drive with 11MB of free space, a 16-bit VGA card, a mouse and a joystick.

Head-to-head play requires either a direct null-modem serial connection, two 2400 baud or faster Hayes-compatible modems, or a Novell Netware or Novell Netware Lite network.

Q: Will Falcon 3.0 run okay on my 12MHz 80286 computer?

A: As stated on the package, a 12MHz 80286 computer is the minimum for *Falcon 3.0*. We do recommend that you let the program set its defaults for detail level in order to provide a smoother game, albeit with less graphic detail.

Q: Is Falcon 3.0 compatible with DR DOS 5.0 and DR DOS 6.0?

A: Yes, *Falcon 3.0* is compatible with both versions of DR DOS (except for some cosmetic problems with the installation program). The only reason why the package states "DOS 5.0 required" on the outside is to stress the need for enough free conventional RAM.

Installation

Q: How do I install Falcon 3.0 to a hard drive?

A: Although *Falcon 3.0* is not copy protected in any way, the program must be installed to a hard drive in order to run. You will need at least 11MB of free hard disk space. Just insert Disk 1 and type **INSTALL**. If you have a sound card, the installation program will then display "<sound card> found on your system. Do you want Falcon 3.0 to use it (Y/N)?" Press or .

The next screen will list your source drive, destination drive, destination path and "Begin Installation." You cannot change the source drive, which is always the same drive from which you typed **INSTALL**. To change the destination drive, press the key to highlight "Destination Drive" and the and keys to change to one of the drives. If you wish to change the directory *Falcon 3.0* will be installed to, press to highlight "Destination Path" and then press . Type in the path you want to install *Falcon 3.0* to and press again.

When you are ready to install *Falcon 3.0* to your hard drive, press **↓** until it highlights "Begin Installation." Press **Enter** to start the installation. You will be prompted to insert all the program disks. Once the installation program has finished copying all the files, it will begin to decompress those files onto your hard drive. Depending on the speed of your computer, installing *Falcon 3.0* will take between 15 and 30 minutes.

Q: I am having problems installing Falcon 3.0.

A: Two things to check when installing *Falcon 3.0* to your hard drive are that you must have at least 600K (614440 bytes) of free RAM and you must have buffers and files each set to 35 in your `CONFIG.SYS` file. We recommend that you boot from a system disk with no `AUTOEXEC.BAT` file and that has only files and buffers set to 35 in a `CONFIG.SYS` file.

Q: I am unable to install Falcon 3.0. Either it freezes partway through the installation, stops during decompression or doesn't finish decompressing all the files.

A: We recommend that you boot from a system disk with no `AUTOEXEC.BAT` file and that has only files and buffers set to 35 in a `CONFIG.SYS` file.

Q: I tried to install Falcon 3.0, but the installation program reported that some files have errors and cannot be opened.

A: The *Falcon 3.0* installation program does not work with any hard disk caching such as SMARTDrive, PC Cache or built-in caching. If you are running a disk caching driver in your `CONFIG.SYS` or `AUTOEXEC.BAT` files, you should reboot your computer with the driver temporarily turned off. You can use a boot disk for this. Then delete all the files from the previous *Falcon 3.0* installation and reinstall the game again from the program disks.

Q: The Falcon 3.0 installation program reported that it does not have enough memory and then quit to DOS or it simply exited to DOS without displaying a message.

A: The *Falcon 3.0* installation program requires a minimum of 560K of free conventional memory. This memory requirement may be as high as 600K for some computer systems. You should create an Installation Boot Disk by performing the following procedure:

- 1) Insert a blank disk into drive A.
- 2) Type `FORMAT A: /S`.
- 3) After the disk is formatted, type `C:\DOS\EDIT A:CONFIG.SYS`.
- 4) Enter the following lines into your `CONFIG.SYS` file:

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH,UMB
FILES=35
BUFFERS=35
```

- 5) Press **[Alt][F]** and then **[S]** to save the revised `CONFIG.SYS` file.
- 6) Press **[Alt][F]** and then **[X]** to exit the editor.
- 7) Reboot your computer with the new boot disk in drive A.
- 8) Press **[Enter]** when you are asked for the date and time.
- 9) Remove the disk in drive A.
- 10) Insert *Falcon 3.0* Disk 1 into the drive and type **INSTALL**.
- 11) Follow the instructions onscreen to complete the installation of *Falcon 3.0*.
- 12) When the installation is complete, change to the *Falcon 3.0* directory and type **FALCON3** to run the game.

If you want to create a boot disk to run Falcon 3.0 without changing the `AUTOEXEC.BAT` and `CONFIG.SYS` files on your hard drive, please consult the *Falcon 3.0* "Release Notes and Communication Handbook."

Q: During the installation of Falcon 3.0, the printer began printing lots of garbage.

A: The compression routine in the installation program accidentally wrote data to your LPT1 port. This should not harm your computer or affect the installation. Simply turn the printer off until the installation is complete.

Q: Installing Falcon 3.0 to my hard drive takes up 11MB. Is there anything I can do to reduce the amount of hard disk space Falcon 3.0 uses?

A: You can turn off "Animations" in the System Setup screen and then delete all the files in the `MEDIA` directory. If "Animations" are ever turned on again, though, the game will crash since the animation files are now missing.

MS-DOS 6.0

Q: How do I get enough free RAM to run Falcon 3.0 with MS-DOS 6.0? I ran MemMaker, but I still cannot get 602K free RAM.

A: MemMaker just modifies an existing configuration, trying to make it as efficient as it can. It does not remove memory-using programs such as `SMARTDrive`. You can insert `REM` in front of any lines that load `SMARTDRV.EXE` in both the `AUTOEXEC.BAT` and `CONFIG.SYS` files. (Type **HELP REM** at your DOS prompt for more information.)

Q: I just upgraded to MS-DOS 6.0, and now my Falcon 3.0 boot disk doesn't work.

A: With the *Falcon 3.0* boot disk in drive A, type `CD\DOS`. Then type `SYS A:.` This will update your boot disk to MS-DOS 6.0.

Q: I just used DoubleSpace, and now I don't have enough free RAM to load Falcon 3.0. Falcon 3.0 could load before.

A: You must load DoubleSpace into high memory. Run MemMaker and tell it you wish to load DBLSPACE.BIN high. However, often doing this will cause your mouse driver to be unable to load high. Just insert REM in front of the mouse driver line in your AUTOEXEC.BAT or CONFIG.SYS file.

Q: I use DoubleSpace, and I can't figure out how to make a Falcon 3.0 boot disk that gives me enough free RAM.

A: After you add a DoubleSpace compressed drive, follow the steps in the answer above about using **SYS A:**. This will set up your *Falcon 3.0* boot disk to use the DoubleSpace compressed drive.

Q: I am using Stacker and MS-DOS 6.0, and I can't get enough free RAM.

A: Contact Microsoft at the address in the back of the MS-DOS 6.0 manual for information on converting a Stacker drive into a DoubleSpace driver. Or you can contact Stacker for help.

Q: Can you give a sample AUTOEXEC.BAT and CONFIG.SYS file for MS-DOS 6.0?

A: Sample AUTOEXEC.BAT

```
PROMPT $P$G
PATH C:\DOS
LOADHIGH MOUSE
MEM/C
```

Sample CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH,UMB
DEVICE=C:\DOS\EMM386.EXE 1024 RAM FRAME=E000 I=CC00-EFFF
BUFFERS=30
FILES=30
STACKS=0,0
LASTDRIVE=E
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE
```

If this sample CONFIG.SYS does not boot properly, replace the E000 in the third line with D000. In addition, the last three lines are needed if you are using DoubleSpace to get more space out of your hard drive. Otherwise, there won't be enough free RAM for *Falcon 3.0* to load.

DR DOS

Q: I have DR DOS 5.0 or DR DOS 6.0 and plenty of free RAM, but Falcon 3.0's installation program says I don't have enough memory.

A: You can ignore this error message. Unfortunately, *Falcon 3.0's* installation program generates this erroneous error message with DR DOS. You can still install and play *Falcon 3.0* using DR DOS without any problems.

Q: I have DR DOS 5.0 or DR DOS 6.0 and a sound card. When Falcon 3.0's installation program asks me if I want to install the sound files, it garbles the message.

A: You can ignore this problem. Unfortunately, *Falcon 3.0's* installation program generates this garbled text message. If you press for "Yes," the program will copy the sound files.

Loading

Q: How much RAM does Falcon 3.0 require?

A: *Falcon 3.0e* requires at least 1MB RAM and either MS-DOS 5.0 or DR DOS. The program requires at least 602K free conventional RAM. To check the amount of free RAM available, type **MEM/C** at the DOS prompt. Check that the largest executable program size is at least 616448 bytes, which is equal to 602K.

To access some of the additional game features, you will need additional memory in the form of EMS (expanded memory). If you have 1MB EMS, the digitized radio messages will play. You can also place the altitude and object data into EMS at the System Setup screen. If you have 2MB EMS, you can use your ACMI recorder in addition to the above features. The more EMS you have, the longer your ACMI tapes can be. You can check how much EMS you have by typing **MEM/C** at the DOS prompt and looking at total bytes free EMS memory.

Q: When I try to run Falcon 3.0 or Operation: Fighting Tiger, I get an error message of "Falcon 3.01 requires at least 602K (616,448 bytes) of free RAM..."

A: As stated in the error message, you should refer to the Troubleshooting section of the "Release Notes and Communications Handbook" for information on how to free up more conventional RAM. We recommend using one of the batch files as described there in order to make a boot disk.

If you are knowledgeable about IBM computers, then the easiest way to free up enough RAM is create a boot disk. First type **SYS A: /S** with a formatted floppy disk in drive A. Then load your device drivers and other RAM-resident programs high using DOS 5.0's **Devicehigh** and **Loadhigh** commands in your **CONFIG.SYS** and **AUTOEXEC.BAT** files respectively. You should also make sure that that first three lines in your **CONFIG.SYS** are as follows:

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH,UMB
DEVICE=C:\DOS\EMM386.EXE 1024 (or appropriate number) RAM FRAME=E000
```

Q: I tried to run Falcon 3.0, but the game crashed after I typed FALCON3.

A: *Falcon 3.0* is sometimes incompatible with hard disk caching, such as SMARTDrive, PC Cache or built-in caching. If you are running a disk caching driver in your **CONFIG.SYS** or **AUTOEXEC.BAT** files, you should reboot your computer with the driver temporarily turned off. You may have to delete all the files from your **FALCON3** directory and then reinstall *Falcon 3.0*. You can use a boot disk for this.

Q: How do I change my AUTOEXEC.BAT and CONFIG.SYS files so I can run Falcon 3.0?

A: You can find this information in the "Release Notes and Communications Handbook." Please consult this *Falcon 3.0* handbook as well as your DOS and memory manager manual. You can use two DOS programs, Edit or Edlin, to edit your AUTOEXEC.BAT and CONFIG.SYS files. Consult your DOS manual for instructions on how to use Edit and Edlin.

Q: How can I configure Stacker and still have enough free conventional RAM?

A: If the hardware version of Stacker is available, use that since it takes up less memory than the software version. You might have to remove unnecessary RAM-resident programs by using a boot disk. If you are using DOS 5.0, use Devicehigh to load Stacker into upper memory. If you are using QEMM, run Optimize; if you are using 386MAX, run Maximize. The Swap Stacker line does not have to be loaded high since it does not stay in memory after it is run.

Q: I am using QEMM, but I am still a little short of the 602K free conventional RAM needed to run Falcon 3.0.

A: If you have QEMM version 6.0 or later, there is a new command which will link any free high RAM to the conventional memory in your system. To use this command, type C:\QEMM\LOADHI /LINK at the DOS prompt.

Q: I am trying to run Falcon 3.0 under OS/2 version 2.0, but I cannot get it to run properly. Falcon 3.0 runs fine under DOS.

A: *Falcon 3.0* was not designed to run under any environment other than DOS. You can try using the following OS/2 settings to run *Falcon 3.0*, but you will have reduced performance and all features cannot be assured to work.

```
DOS_BACKGROUND_EXECUTION=OFF
DOS_HIGH=ON
DOS_LASTDRIVE=C (or highest drive letter)
DOS_UMB=ON
DPMI_DOS_API=DISABLED
DPMI_MEMORY_LIMIT=0
HW_ROM_TO_RAM=ON
IDLE_SECONDS=60
IDLE_SENSITIVITY=100
MOUSE_EXCLUSIVE_ACCESS=ON
VIDEO_ONDEMAND_MEMORY=OFF
VIDEO_ROM_EMULATION=ON
VIDEO_SWITCH_NOTIFICATION=ON
VIDEO_8514_XGA_IOTRAP=OFF (only for 8514 cards)
XMS_HANDLES=32
XMS_MEMORY_LIMIT=0
XMS_MINIMUM_HMA=0
```

Sound effects sound correct, but digitized speech is slowed down. The video frame rate will be about 70% of what it would be under DOS.

Q: I would like to access the highest detailed 3-D aircraft in the game, but I can't get 632K free conventional RAM.

A: You can try two different techniques to access more conventional RAM for *Falcon 3.0*. You can try using DOS 5.0's Loadhigh command to load *Falcon 3.0*. At the DOS prompt, instead of typing **FALCON3**, type **LOADHIGH FALCON3 .EXE**. If you are using QEMM as your memory manager, you can type **LOADHI /LINK** before loading *Falcon 3.0*. This will increase the amount of available conventional RAM. In both cases, you will know if it worked if at close range the planes in the simulation look like the ones in the Report Screen.

Expanded memory

Q: How do I configure expanded memory (EMS) on my 80386 or 80486 computer? I want to hear the digitized speech (radio messages from wingmen) or use the AVTR for ACMI tapes.

A: Make sure that the following three lines are in your CONFIG.SYS file:

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH,UMB
DEVICE=C:\DOS\EMM386.EXE 1024 (or appropriate number) RAM FRAME=E000
```

You can calculate how much EMS to set by multiplying the total number of megabytes of RAM in your computer times "1024" and then subtracting "1024."

If you are using QEMM by Quarterdeck, run Optimize, which is QEMM's memory management utility. If you are using 386Max by Qualitas, run Maximize, which is 386Max's memory management utility. Although DOS 5.0 requires you to set up expanded memory manually, QEMM and 386Max will configure this automatically for you.

You can check to see how much EMS you have by typing **MEM/C** at the DOS prompt. Look for the number "1048576" or greater in the line that reads EMS.

Q: How do I configure expanded memory (EMS) on my 80286 computer? I want to hear the digitized speech (radio messages) or use the AVTR for ACMI tapes.

A: Most 80286 memory boards have proprietary memory managers that come with the boards. You should use the memory manager supplied to configure your memory. Sometimes you will need to set a jumper or DIP switch in order to set the memory board for expanded memory. If your 80286's memory is based on the NEAT chipset, you can use a third-party memory manager such as QRAM from Quarterdeck or Netroom from Helix.

You can check to see how much EMS you have by typing **MEM/C** at the DOS prompt. Look for the number "1048576" or greater in the line that reads EMS.

Q: I use QEMM as the EMS driver, but Falcon 3.0 randomly crashes and locks up the computer when I try to play it.

A: We do not recommend running QEMM in Stealth mode when playing *Falcon 3.0*, even though Stealth mode can create a larger amount of free memory for a program. You need to remove the Stealth mode switch from the QEMM setup by editing your CONFIG.SYS file. Remove the line that states ST:M or ST:F in the line that loads QEMM.

Keyboard, Mouse or Joystick

Q: The Falcon 3.0 documentation mentions the ThrustMaster (FCS) Flight Control System. How can I get more information about ThrustMaster?

A: You can call us at 1-800-695-GAME for more information about ThrustMaster. Or you can contact ThrustMaster at 10150 SW Nimbus Avenue, Suite E-7, Tigard, OR 97223. You can also call them at 503/639-3200 or fax them at 503/620-8094.

Q: What other joysticks do you recommend for Falcon 3.0?

A: The Kraft Thunderstick is available from Kraft Systems, 450 West California Avenue, Vista, CA 92083 (619/724-7146 or fax 619/941-1770). The CH FlightStick is available from CH Products, 970 Park Center Drive, Vista, CA 92083 (800/624-5804 or fax 619/598-2524). The Gravis Mark IV is available from Advanced Gravis, 111, 7400 MacPherson Avenue, Burnaby, BC, Canada V5J 5B6 (800/663-8558 or fax 604/431-5155).

Q: My mouse does not work in Falcon 3.0. What do I need to do?

A: The mouse can only be used for selecting menus in *Falcon 3.0*. You cannot use your mouse for flying the F-16.

If the mouse is not working for selecting items or moving the pointer, the problem is most likely that the mouse driver has not been loaded. Please consult the manual for your mouse which explains the procedure for making your system load with the mouse driver installed or for running the mouse driver within DOS.

Q: My mouse only moves halfway across the screen. I can't get it to move to the right-hand side of the screen.

A: You will need to update your mouse driver. We suggest that you contact the manufacturer of your mouse about getting the latest version of the mouse driver. If you have the Genius mouse from Kye International Corporation, you will need to contact Kye at 714/923-2417 for version 9.06 of their mouse driver. If you have a MicroSpeed trackball, you will need to contact MicroSpeed at 510/490-1403.

You can also try booting without your mouse driver active by deleting the appropriate line in your AUTOEXEC.BAT or CONFIG.SYS file. If you have Windows, you can use the MOUSE.COM file that comes with Windows.

Q: I am running Falcon 3.0 on an 80286 system, but the mouse does not respond properly.

A: You need to use the Microsoft mouse driver version 6.0 or lower. The mouse driver must be loaded in low memory. Please consult your mouse manual.

Q: I can't control the throttle with the keyboard. Everytime I press to start the engine, I only get to 60% before the engine spools down.

A: You probably have a joystick with a throttle wheel, such as the CH FlightStick or the Kraft Thunderstick. If you wish to control the throttle with the joystick's throttle wheel, just calibrate the throttle wheel correctly. Select "Recalibrate" from the Control menu when in the plane and follow the onscreen directions.

If you do not want to use the throttle wheel, you can just say "No" to the question during joystick calibration asking whether you want to use the throttle wheel.

Q: Does the "coolie hat" on the ThrustMaster FCS do anything?

A: You can purchase The Pilot's Edge which lets you take advantage of the coolie hat on the ThrustMaster stick as well as letting you change the FCS's buttons to any keys you want. You can purchase The Pilot's Edge from Dwight Ennis at 154 Evening Star Court, Milpitas, CA 95035-6212 for \$15.95. Or you can contact ThrustMaster directly at 503/639-3200.

Sound

Q: Which sound cards does Falcon 3.0 support?

A: *Falcon 3.0* supports the Ad Lib, Sound Blaster and Roland sound cards. It is compatible with the Pro Audio Spectrum, Sound Blaster Pro, Thunder Board, ATI's Stereo F/X and any other compatible sound card. In addition, *Falcon 3.0* supports the PC speaker and the combination of a Sound Blaster and Roland.

Q: I don't have a sound card. What kind of sound effects will I get from my PC speaker?

A: If you have at least 2MB RAM total with 1MB EMS, you need to select PC SPEAKER for both the Radio Messages and the Sound and Music. You will not hear any music, but you will get most of the sound effects and digitized radio messages. If you only have 1MB RAM with no EMS, then you should select PC SPEAKER for the Sound and Music. Select NONE for Radio Messages and turn Bkgrd Sound off. You will only hear basic sound effects, such as gun fires and warning buzzes, but you will not hear any background sound effects such as the engine and Sidewinder missile growl.

Q: I am not hearing any digitized sounds or radio messages through my Pro Audio Spectrum 16 sound board from Media Vision.

A: The problem of not getting digitized voices from *Falcon 3.0* with the Pro Audio Spectrum 16 sound board is caused by not having the sound drivers and volume

levels set correctly. The Pro Audio Spectrum 16 has two sets of configuration settings, one for the PAS16 native mode and one for the Sound Blaster emulation mode. Make sure the Sound Blaster settings do not conflict with the Pro Audio Spectrum 16 settings.

Please add the following lines to your AUTOEXEC.BAT file:

```
SET BLASTER=A220 Q5 D1 T3
SET SOUND=SB
PAS SET VOLUME TO 80
```

A is the base address setting of the Sound Blaster section of the PAS16 sound board. Set this according to your sound card. **Q** is the IRQ setting of the Sound Blaster section of the PAS16. Set this according to your sound board. **D** is the DMA setting of the Sound Blaster section of the PAS16. Leave the setting at "1." **T** is the timing setting of the Sound Blaster section of the PAS16. Leave the setting at "3."

Please add the following line to your CONFIG.SYS file:

```
DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS Q:7 D:3 T:1 J:1
```

Q is the IRQ setting of the PAS16 section of the sound board. Set this according to your sound board. **D** is the DMA channel setting of the PAS16 section of the sound board. Set this according to your sound board. **T** is a timing option. Leave it set to "1." **J** will enable the game port on the PAS16.

If you still do not hear any digitized sounds and are running an 80486 system, try slowing down the CPU speed or adding timing delays to the I/O bus. Consult your computer's owner's manual for instructions on how to make these changes through the CMOS setup.

Q: I am not hearing the digitized messages from my wingmen. I have 2MB RAM or more, at least 1MB of EMS (expanded memory), my sound card is working for all the other sounds, and RADIO MESSAGES is set to the correct sound option.

A: Look for the statement `STACKS=0,0` in your CONFIG.SYS file. This line must be removed from your CONFIG.SYS file in order for *Falcon 3.0* to access all the EMS.

Q: I have a sound card but only 1MB RAM total and, therefore, no expanded memory. Which sound effects am I missing?

A: You will not hear any of the digitized radio messages from your wingmen or AWACS unless you have expanded memory.

Q: Why is the AWACS message not complete? I can't understand what it's saying, although the rest of the radio messages sound fine.

A: In earlier versions of *Falcon 3.0*, the AWACS message deliberately used radio static for the numbers (waypoint, altitude, angels) so we could use the same sound sample generically. In *Falcon 3.0c* and later versions, we changed the AWACS message to say only "Waypoint" in order not to confuse more customers.

Q: I have installed Falcon 3.0 on my system which has a Sound Blaster 16 ASP board. As soon as Falcon 3.0 tries to load, the computer locks up.

A: When you install *Falcon 3.0*, press **[N]** for “No” when you are asked, “A Roland sound card has been detected. Do you want to use it?” Until the Sound Blaster 16 ASP has the Wave Blaster option installed in it, the Sound Blaster 16 ASP is not Roland-compatible. Delete the `FALCON3.DEF` file and then load *Falcon 3.0* again. Then go to the System Setup screen in Configuration and select “Sound Blaster” for all your sound options.

Graphics

Q: I have a video accelerator card. When I run Falcon 3.0, I get computer lock-ups with large block letters on the screen or a jumbled screen of graphics.

A: *Falcon 3.0* sometimes has problems with Windows video accelerator boards. You need to consult the video board manual for information on how to turn the video acceleration off. *Falcon 3.0* can work with non-Windows, non-bitmapped video boards, such as the Diamond Speedstar Plus.

Communications

Q: What type of cable do I need for serial direct connect communications play?

A: You need to use a null-modem cable that has the transmit and receive lines crossed. An example of a null-modem cable with a standard 25-pin connector would be:

Connector 1	to	Connector 2
2		3
3		2
4 and 5		6
6		4 and 5
7		7

If needed, line 8 on connector 1 would be connected to line 20 on connector 2 and vice versa.

Q: Can Falcon 3.0 be played over a NetBIOS-compatible network?

A: No, *Falcon 3.0* requires the IPX protocol. This means that it is not compatible with Lantastic, LAN Manager nor any other NetBIOS-compatible network software. *Falcon 3.0* will only run on a Novell Netware or Novell Netware Lite network.

Q: How do you start a head-to-head game with communications?

A: Please refer to the "Release Notes and Communications Handbook" inside your package. Also be sure to select a squadron before you click on the COMMS monitor.

Q: Can Falcon 3.0 be played centrally from a server in network mode?

A: No, each station must have its own local copy of the game.

Q: Which version of IPX and NET.COM does Falcon 3.0 require?

A: You must have IPX version 3.10 or later. NETX or EMSNETX should be version 3.22 or later. Novell Netware Lite works, but all of the user names will appear as question marks.

Q: When I try to dial with my modem, nothing happens.

A: *Falcon 3.0* now includes a manual modem command mode where you can enter your own modem commands instead of using the default ones. After you hit the ACCEPT or SAVE button in the Communications Setup screen, you will be asked "Use modem defaults?" If you need to input some special modem commands or a long phone number, press **[N]**. The default modem strings will be displayed at the top of the dialog box. Press **[Del]** to erase the default modem commands. Type your own commands (up to 60 characters). Then press **[Enter]** to send your commands to the modem. When you are ready to start the modem connection, press **[Enter]** at a blank command line.

Q: When I try playing in allied or duel communications mode through a modem, both computers lock up when they reach the Receiving Satellite Data screen.

A: The problem is that the modem initialization commands in *Falcon 3.0* are incompatible with your modem. If you have one of the modems listed below, you can try replacing the default modem initialization commands in *Falcon 3.0*. When *Falcon 3.0* asks if you want to use the default modem settings, press **[N]** for "No" and make the changes listed below for your modem.

The normal default settings are ATZ and ATE0V0Q0.

Zoom Fax modems: replace ATZ with AT&F0.

Gateway Telepath modems: If you have version 1.0 or 1.3 of the modem, call Gateway for a upgrade. If at 2400 baud, replace ATZ with AT&FX4S37=6N0. If at 9600 baud, replace ATZ with AT&FX4S37=9N0.

Practical Peripherals PM 144000 FXS: try AT&F0, AT&Q5S37=11N1 and AT&W0.

US Robotics Courier HST modems: try running at 2400 baud. Also, replace ATZ with AT&K0 and replace ATE0V0Q0 with ATE1Q0M1X7V1&A3&B1&C1&D2&H1&K3&M4&N0&R2&W.

Other modems: try replacing ATE0V0Q0 with ATE1V1Q0

If your modem is not listed above or the changes listed do not work, try the following procedure:

- 1) Use a communications program, such as QModem or ProComm, to dial and establish a link between the two computers.
- 2) Quit the communications program but do not hang up or lose the modem connection.
- 3) Start *Falcon 3.0*.
- 4) Select COMMS mode.
- 5) Select DIRECT CONNECT mode and set the baud rate and COM port for the modem. Note: *Falcon 3.0* can only use the COM1 and COM2 serial ports for modem or direct connect mode.
- 6) Start the game. *Falcon 3.0* should treat the communications between the two computers as if there were a serial cable connected between them.

A final note: *Falcon 3.0* is not compatible with modem data compression (that is, v32, v42, v42bis or MNP). If your modem has any data compression feature, you should turn the feature off and run at the fastest baud rate your modem can handle without data compression.

Q: I am having problems connecting with my modem. How can I turn off the modem's DTR, error correction and hardware flow control?

A: If your modem uses the Hayes extended command set, send the following command string: AT&D0&K0&Q0.

Q: I am having problems connecting with my U.S. Robotics Courier HST modem.

A: Try sending one of the following AT command strings at 2400 baud:

AT&K0

ATE1Q0M1X7V1&A3&B1&C1&D2&H1&K3&M4&N0&R2&W

Q: Does Falcon 3.0 support either COM3 or COM4? The Communications Setup screen only lists COM1 or COM2.

A: Because *Falcon 3.0* uses an interrupt-driven communications protocol, we only support COM1 or COM2. However, you may be able to switch to COM3 or COM4 if you use a utility program called PortFinder, which is a shareware utility available on CompuServe and other networks.

Red Flag

Q: Why do I get shot by SAMs in Red Flag when I am doing one of the Air Combat School training lessons?

A: Because the manual suggests selecting INTERMEDIATE for Air Combat School lessons, SAMs and AAA are set to RESERVES. At this level, SAMs-AAA are

definitely aggressive. You can disable SAMs and AAA by selecting NONE, but not all of the ground targets will be there.

Q: I have copied additional Red Flag missions from a disk that comes with a Falcon 3.0 aftermarket book or from downloading them from online services. But these new Red Flag missions do not appear on the list.

A: *Falcon 3.0* has a limit of 64 Red Flag missions. You must first move some of the other Red Flag missions from the FALCON3 directory to a different directory in order to use the new missions.

Simulation

Q: Why doesn't the ILS work properly? When I try to follow it in for a landing, it doesn't guide me correctly to the runway with the proper glide slope.

A: The beacon is actually more like a omnidirectional indicator than an ILS. You can use it to find the runway, but you should land visually. The ILS beam as it is now is actually broad-beamed 360°. You should line up in a 90°, 180° or 270° heading and align the vertical bar of the ILS. Land visually instead of using the horizontal bar.

In *Falcon 3.0e*, you can toggle the ILS into directional beacon mode (which will line you up with the runway) by pressing Shift ↘.

Q: When I press ↘ to turn on the ILS, the view shifts downward.

A: In order to see the runway better while landing, we programmed in a view shift in *Falcon 3.0* when you turn on the ILS. This is the equivalent of lowering the HUD, which happens in the real F-16 simulators. You can toggle off the view shift by pressing Shift Scroll Lock.

Q: I have a British keyboard, and when I press ↘, nothing happens.

A: Press ↘ or F3 (above the right Shift key and to the left of Return) instead of ↘ to invoke the ILS on a British keyboard.

Q: Why does the High Fidelity flight model act strangely at 250 to 300 knots?

A: The High Fidelity flight model was originally programmed for the ASAT (Avionics Situational Awareness Trainer). Because the ASAT was designed to teach BVR (Beyond Visual Range) intercepts, it focused on dogfights. So slow speeds were not needed in the ASAT flight model, which are only used for taking off and landing. When we converted the flight model to use in *Falcon 3.0*, we decided to use the Complex flight model for the slower speeds. The jerkiness you see at those slow speeds is a result of the transitions from the High Fidelity flight model to the Complex one and vice versa.

Q: When I am flying in the High Fidelity flight model, my plane keeps dropping out of the sky. If the autopilot is on, however, the plane can continue to fly.

A: The High Fidelity flight model has a weight limitation of 32,000 pounds. If your F-16's weight is less than this, the plane flies fine. But if your F-16 weighs 32,000 pounds or more, then the High Fidelity flight model will cause the plane to fall out of the sky. The Complex flight model, on the other hand, has a variable weight limitation somewhere between 38,000 and 40,000 pounds depending on many factors. Because the autopilot always uses the Complex flight model, it never suffers from this weight load limit. If you plan to fly using the High Fidelity flight model, be sure to keep your weight under 32,000 pounds.


Configuration


Q: When I try to turn on the EMS settings, the screen is blank. There aren't any toggles to turn on or off.


A: You need to use the switches to the right of "EMS Settings" labeled "Altitude Data" and "Object Data." Just click on the toggle switch next to the words ON and OFF.

Customer Support

If you have any questions about *Falcon 3.0* or any of our other products, please contact Spectrum HoloByte Customer Support at:

 Spectrum HoloByte
2490 Mariner Square Loop
Alameda, CA 94501
ATTN: Customer Support

 (510) 522-1164
9:00 AM to 5:00 PM Pacific Time
Monday through Friday

 Fax
(510) 522-3587

America Online:

To reach our Customer Support board in the Industry Connection, press **Ctrl**+**K** for "Go to Keyboard." Then type **SPECTRUM** in the Keyword window. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Software Libraries." You can also send electronic mail to Customer Support at S HOLOBYTE.

CompuServe:

To reach our Customer Support board in the Game Publishers B Forum, type **GO GAMPUB** at any "!" prompt. Then select "Section 3" for Spectrum HoloByte. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Libraries (Files)" menu. If you're looking for head-to-head

opponents, look for other *Falcon 3.0* players in the Modem Games Forum by typing **GO MODEMGAMES**. You can send electronic mail to Customer Support at 76004,2144.

If you are not already a member of CompuServe, you can call CompuServe toll-free at 1-800-848-8199 and ask Representative #142 for your free introductory membership and \$15 usage credit. Besides online support of *Falcon 3.0* and our other Spectrum HoloByte products, CompuServe offers many other services including communications, hardware/software support, travel, reference libraries and more.

GEnie:

To reach our Customer Support board in the Games RoundTable, type **M805 ; 1** at any “?” prompt. Then select “Category 18” for Spectrum HoloByte. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the “Games RoundTable Libraries.” You can also send electronic mail to Customer Support at HOLOBYTE.

Internet:

You can send electronic mail to Customer Support at 76004.2144@compuserve.com.

Prodigy:

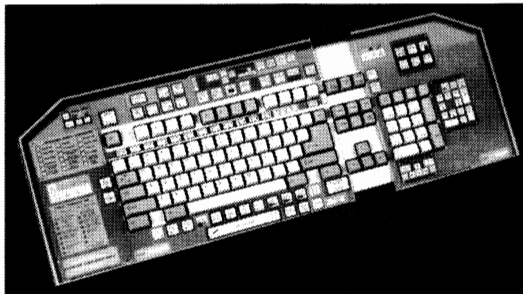
You can post and read messages in the “Flight Simulators” topic on the Game Club bulletin board (located in the Game Center area). You can also send electronic mail to Customer Support at TKNJ33A.

If you are having problems with *Falcon 3.0*, we can best help you if (1) you are at your computer when you call, and (2) you have the following information handy:

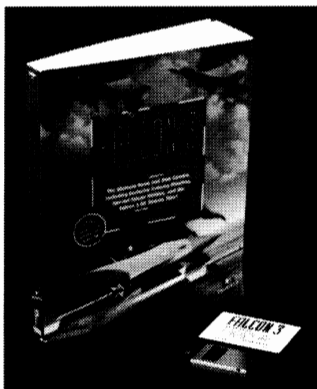
- Version number or serial number of *Falcon 3.0*
- Your computer's brand and model
- Your computer's BIOS brand and version number
- Total RAM installed in your computer
- Name and version number of your operating system (MS-DOS or DR DOS)
- Name and version number of your memory manager (such as QEMM or 386Max), if any
- Video card brand and model name
- Mouse brand and version number of mouse driver
- Sound card, if any
- Contents of AUTOEXEC.BAT and CONFIG.SYS files
- Type **MEM/C** at the DOS prompt and copy down the onscreen listing

From

SPECTRUM HOLOBYTE DIRECT!



Keyboard Template: The *Falcon 3.0* keyboard template will enhance the realism by taking the guesswork out of which key does what. It's all there in front of you. **Color-coded.** Fits AT keyboard with function keys on top. From Keyboard Commander Corps. **\$11.99**



Falcon 3.0 Book: *Falcon 3: The Official Combat Strategy Book* takes you on an eye-opening tour of duty over Kuwait, Panama and Israel. Author Howard Bornstein details the strategies, tactics and secrets you need to win! **Free Bonus Disk:** Specially designed training missions for players at all levels, maps, utilities for enhanced gameplay. **\$22.64**

ThrustMaster Joystick: The ThrustMaster Flight Control System is a joystick with a handle patterned after the F-4 Phantom control stick. Trigger button, push-button on top for conventional joystick use, 4-directional "hat switch" button, plus two more buttons programmed to operate with *Falcon 3.0*. Requires a game card that supports two joysticks on one port. **\$77.88**



To order by phone with Visa or MasterCard, call 1-800-695-GAME anytime in the US or Canada

To order by mail (allow 1-3 weeks delivery), send check or money order (US \$, US or Canadian bank) to Spectrum HoloByte Direct, 2490 Mariner Square Loop, Alameda, CA 94501

Shipping and handling: Template \$2, Book \$3, Joystick \$5, All three \$7.50

California and Washington residents, please add sales tax

Offer No. 501

Prices subject to change without notice

1-800-695-GAME ANYTIME