```
                    ****  IMPORTANT  ****
```

Although this new Simulation System Module #1 is available free from
our BBS, it is still contained under copyright laws will all rights
reserved by Dynamix. It is meant for registered A-10 owners only.

Please do not put this Simulation Module on other Bulletin Boards or
encourage duplication by persons possessing illegitimate copies of
A-10. We wish to continue to provide services like this and to shield
our customers from the inconveniences of copy protection.

If you know of any Bulletin Board which has this Simulation Module,
the A-10 program, or any other Dynamix product on it, we would very
much appreciate any information.

Thank you, and enjoy your new missions!

Simulation System Module #1 - Copyright 1989, 1990 Dynamix, Inc. All
rights reserved.


```
                    ****   INTRODUCTION   ****
```

Included with your Simulation System Module is an install program
named SSM.EXE. The install program will plug the new mission files into
the A-10 program. It will also set up an environment which will allow
you to automatically switch back and forth between the new missions and
the original missions.

The install program does have some requirements: the Simulation System
Module must have been downloaded to a hard disk; and, the original A-10
program must be located in a \DYNAMIX\A10 subdirectory. If you have the
A-10 program stored in a different subdirectory (\GAMES\A10 for example),
then you must either move the program to a \DYNAMIX\A10 subdirectory, or
install the new mission files manually. Detailed installation instructions
will follow.

If the A-10 program is stored in a \DYNAMIX\A10 subdirectory, the
installation process is very simple. See the section entitled AUTOMATIC
HARD DISK INSTALLATION INSTRUCTIONS.

If the A-10 program is stored in a different subdirectory (\GAMES\A10
for example), and you want it to remain there, you must install the new
mission files manually. Detailed manual instructions are listed under
MANUAL HARD DISK INSTALLATION INSTRUCTIONS.

Also included on the disk is a short list of hints for the original
set of missions. They are contained in a file named: HINTS.TXT.

If you have trouble with the installation of the new missions, or any
other questions, please write us a note on the BBS or give us a call.
Our technical support number is: (503) 687-8690 (9am - 5pm Pacific
Standard Time).

```
        **** AUTOMATIC HARD DISK INSTALLATION INSTRUCTIONS ****
```

Following are the commands necessary to install the new mission files
into the \DYNAMIX\A10 subdirectory of you hard disk (if you installed
the program using Smart Start this is where they will be). If they
are located in a different subdirectory (\GAMES\A10 for example) then
skip to the Manual Hard Disk Installation Instructions section. In this
example we are assuming that you downloaded the Simulation System Module to
a subdirectory named \MODEM. If not, replace the example name with the
correct one. Follow each command by pressing <Enter>.

```
        CD \MODEM
        SSM
```

The install program stores copies of both sets of mission files in
subdirectories. This allows you to switch back and forth between the
two sets. Following are the commands to switch back to the original
mission files. Follow each command by pressing <Enter>.

```
        CD \DYNAMIX\A10
        SSM
```

```
        ****  MANUAL HARD DISK INSTALLATION INSTRUCTIONS  ****
```

If you have the A-10 program files stored in a subdirectory other than
\DYNAMIX\A10 and you want them to remain there, you must install the new
mission files manually. If in the future you wish to switch back to the
original missions, you can copy the mission files from the original A-10
floppy disks onto the hard disk. We recommend that you save the Top Score
information from each set of missions. This information is stored in a file
named TOP.DAT.
Following are the commands necessary to install the new mission files. In
the next examples, we assume \MODEM is the subdirectory where you down-
loaded the new mission files to and \GAMES\A10 as the subdirectory where the
A-10 program is located. If yours are different, replace the example names
with the correct names. Follow each command by pressing <Enter>.

```
        CD \GAMES\A10
        REN TOP.DAT OLD.DAT
        CD \MODEM
        COPY TOP.DAT \GAMES\A10
        COPY MNAME.DAT \GAMES\A10
        COPY *.SSS \GAMES\A10
        COPY *.WLD \GAMES\A10
        COPY TRRPCK*.* \GAMES\A10
```

Following are the commands to switch back to the original missions. You
should copy the original mission files from the original A-10 program disks.
In addition to the prior assumptions, we are also assuming that your floppy
drive is A. If not, replace A with the correct letter. Follow each command
by pressing <Enter> (except when told to insert a new disk).

```
        CD \GAMES\A10
        REN TOP.DAT NEW.DAT
        REN OLD.DAT TOP.DAT
```

```
Insert A-10 5.25" Disk #2 in the floppy drive (3.5" Disk #1)

        COPY A:\MNAME.DAT

Insert A-10 5.25" Disk #3 in the floppy drive (3.5" Disk #2)

        COPY A:\*.SSS
        COPY A:\TRRPCK2.*
        COPY A:\TRRPCK3.*

Insert A-10 5.25" Disk #4 in the floppy drive (3.5" Disk #2)

        COPY A:\TRRPCK2.*
        COPY A:\*.WLD
```

After the initial installation of the new missions, any time you wish to switch from the original missions to the new ones, use the following modified installation procedure. The same drive label assumptions are being made. Follow each command by pressing <Enter>.

```
  CD \GAMES\A10
  REN TOP.DAT OLD.DAT
  REN NEW.DAT TOP.DAT
  CD \MODEM
  COPY MNAME.DAT \GAMES\A10
  COPY *.SSS \GAMES\A10
  COPY *.WLD \GAMES\A10
  COPY TRRPCK*.* \GAMES\A10
```

To again switch back to the original missions, NO changes are required from the previously stated instructions on switching from the new mission files to the original mission files.

                **** END OF INSTALLATION INSTRUCTIONS ****

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