

simulation

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REVISION HISTORY

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Chapter 1

simulation

1.1 Simulation

Simulation

A10 Attack

- Flight simulator

A10 Cuba!

- Successor to A10 Attack

Al Unser Jr. Arcade Racing

- Racing game

Chuck Yeager's Air Combat

- Flight simulator

Comanche MAC

- Helicopter simulator

F/A-18 Hornet 1.2

- Flight simulator

F/A-18 Hornet 2.01d

- Flight simulator

Out of the sun

- Flight simulator

Wolfpack

- Sub battle simulator

1.2 A10 Attack

A10 Attack

runs fast. A bit sluggish on 030. Came on CD.
Tested on: Amiga 3000, Cybervision 64, Cyberstorm 060 50MHz,
64MB FastRAM, 2MB ChipRAM, Apple CD300 2xSpeed CD-ROM

1.3 A10 Cuba!

A10 Cuba!

With Shapeshifter 3.6 (Blitter support) it works mostly smooth if you turn off some gfx-details. Also playable with two monitors.

Tested on:

- Amiga 4000 Rev 3.1
- CyberStorm 060/50MHz MK1
- Fastlane Z3
- CyberVision 64/4MB
- 48MB FastRAM
- 2MB ChipRAM
- Kickstart 3.0
- Workbench 3.1
- Toshiba 4x CD-ROM XM-5401TA

Playable and no problems on: Amiga 1200/Blizzard1260/24MB RAM/SCSI HD/
HD Floppy/Turbo EVD gfx-driver

1.4 Al Unser Jr. Arcade Racing

Al Unser Jr. Racing: I bought this, but it was BEFORE I had the Warp Engine, and it was so slow then as to be totally unplayable. (I only had a stock 3640 card that came with the A4000/040, though I did have the Cybervision already.) I decided to take it back, because I just couldn't see how it was going to get much better, even with the Warp Engine. But it did work.

Tested on: A4000 with Macro-System's WARP ENGINE '040 running at 40 Mhz
Cybervision-64 (4-meg)
Toshiba 6.7 speed SCSI-II CD-ROM
Amiga OS 3.1

1.5 Chuck Yeager's Air Combat

Chuck Yeager's Air Combat: Works in 16 color mode on a stock '040, runs great in full-color mode on an accelerated '040.

Tested on: A4000 with Macro-System's WARP ENGINE '040 running at 40 Mhz
Cybervision-64 (4-meg)
Toshiba 6.7 speed SCSI-II CD-ROM
Amiga OS 3.1

1.6 Comanche

Comanche is not very fast but playable. With a resolution of 320X240 it's really smooth on:

- Amiga 4000
- CyberStorm 060/50MHz MK1
- Fastlane Z3
- CyberVision 64/4MB
- 48MB FastRAM
- 2MB ChipRAM
- Kickstart 3.0
- Workbench 3.1
- Toshiba 4x CD-ROM XM-5401TA

1.7 F/A-18 Hornet

Name: F/A-18 Hornet

Genre: Flight Simulator

Hardware needed: 4MB RAM, 256color-screenmode

Software needed: System 6.07

Description: Very complex. Graphics like those in good-old "Interceptor" but 640X480 or higher.

Tested on: A4000, Cyberstorm040/40MHz, Kick/WB3.0, Cybervision64, A2091-SCSI-Controller, Toshiba XM3801B-SCSI-CD-ROM drive, 22MB RAM (10MB assigned to Shapeshifter), MacOS 7.5.5,

Rating: With 030/25MHz/16MB/Cybervision64 you will have to reduce the displaysize and number of objects.

With 040/40MHz/22MB/Cybervision64 it is good playable in 640X480 at highest detail-level.

Very smooth on A4000/060 even with two monitors.

Demo available: Not known.

<Tested by: Andreas.Etzrodt@eure.de>

<and: Denis Zwornarz>

1.8 Hornet 2

Hornet 2.01 is really good playable at highest detail-level in 832X624. At a resolution of 1024X768 you should set the detail-level down to "High".

Tested on: Amiga 4000
Cyberstorm060/50
Cybervision64
OS3.0
42 MB RAM
Oktagon SCSI

1.9 Out of the sun

Too slow (2 frames/sec) on: A1200/1230IV/18MB RAM/OS3.0/AGA-EVD-Driver

1.10 Wolfpack

Good playable on 030/25MHz/16MB RAM/Cybervision64.
