

# **Air Crash Manager V0.1**

**COLLABORATORS**

	<i>TITLE :</i> Air Crash Manager V0.1		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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## Chapter 1

# Air Crash Manager V0.1

### 1.1 Air Crash Manager V0.1

Air Crash Manager

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Version V0.1 - preview release (11.03.1996)

Written by

Myra 'M' Trochta  
(c) 1996

Introduction

- well, this is an introduction

Author

- adress and stuff

Requirements

- what do you need

Installation

- very difficult ;-)

Legal info

- copyright, disclaimer, blah blah blah

Usage

Main Window

- main window

Order Window

- how to issue an order

History

- not too long so far

TODO

- this is just a preview, many things to do

Contribution

- Help! I need somebody

## 1.2 Introduction

Welcome to ACM V0.1!

So, this is an attempt to make a clone of Kennedy Approach, a game known from 8-bit Commodore and Atari computers.

This is just a preview, I released this just to know if there are people that like it. So, if you want another version, send me a mail.

Your task is to control air traffic in a 20x12 miles area with one or more airports. You have to lead planes from its source to destination, help them in emergencies and avoid collisions. Each plane wants to fly according to its schedule, i.e. it should be in its destination (airport or an exit) on time. There may be up to 26 planes in the area.

A list of orders follows:

- hold on, no change of heading
- turn left to xxx degrees
- turn right to xxx degrees
- hold on until VOR reached, then hold left
- hold on until VOR reached, then hold right
- along with all these commands, you can send the plane to altitude of 1000, 2000, 3000, 4000, 5000 ft or tell him to get ready to land

Planes come to map in altitude of 5000 ft and they should depart at 4000 ft. When landing, plane has to be in the runway axis at least one mile before the runway edge and in the last mile it has to descend below 1000 ft.

For more info see

Main Window  
and  
Order Window

.

There are probably some bugs, if you encounter some, send me a mail.

## 1.3 Author

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This program is a mailware (i.e. E-Mailware or Postcardware). If you want me to make another version, please send me a mail. I'm very lazy so I need a feedback, I have to know if there are people that want to play it.

## 1.4 Requirements

This game should be OS-friendly and is not written very nice, so it is a bit slow. It takes 30-70% of CPU time on my 68030/28 + 68882/40

**Required:**

- An Amiga
- OS 2.0 (not tested)
- 1 MB of Chip RAM
- 68020
- reqtools.library 37

**Recommended:**

- Fast RAM
- FPU
- AGA chipset
- OS 3.0+
- VGA monitor - the non-laced version looks quite ugly
- narrator.device 37+

## 1.5 Installation

Just choose the executable that matches your computer (NI means non-interlaced, for PAL and NTSC non-interlaced screenmodes) and copy it anywhere.

## 1.6 Legal stuff

Copyright

Air Crash Manager is copyrighted (C) 1996 by  
Myra 'M' Trochta

That means that you are NOT ALLOWED to modify the programs and

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documentations in any way. Especially you MUST NOT remove the documentation or any other file.

#### Distribution

The Air Crash Manager package is freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- Any re-distribution has to include all files in this archive, without any modifications. You are NOT ALLOWED to add or remove any files to/from the archive.
- This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet CD-ROM, and other similar electronic channels. You MUST NOT include it on any disk that is sold for more than 5 US Dollar (or an equivalent in other currencies).

If you include ACM on a Disk-Mag, PD-library or a CD-ROM)

I  
would be  
happy to receive a free copy.

#### Disclaimer

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer of the software can NOT be held responsible.

#### Mailware

This program is a mailware, i.e. you can play it if you let me know about it - just send

me  
an E-mail or a postcard. Nevertheless, I won't refuse any  
valuables you send me ;-)

## 1.7 Main window

Description of gadgets and fields of the main window (top to ←  
bottom, left to  
right):

- clock: measures the game time, one game takes 20 minutes. You can set the time acceleration using the slider below the clock.
- gadgets A-Z: each letter stands for one plane. When you press a gadget, the

Command Window  
will open. Below this gadget bar, you can see a basic info  
for each valid plane: one-letter source and dest IDs and its altitude  
in thousands feet or \* for planes waiting for takeoff. If all this infos

are blue on gray (i.e. WB color 3 on color 0), then this plane is not in the area yet and will come/be ready to takeoff within one minute. Blue background means that the plane is low on fuel and needs to be landed urgently. If the altitude number is black, the plane is delayed.

- Below the time-acceleration slider there is a box where error and warning messages are displayed - conflicts and crashes, wrong landings or exits etc.
- In the bar below the plane infos Air Traffic Control's orders and pilots' messages are displayed. If you don't like the narrator speaking these messages, just rename the narrator.device before running the ACM. I hope there will be some narrator settings in next version
- The biggest area in the window is the map. There are planes with one-letter IDs and altitudes, airport(s) - planes can take off and land only in one direction - there is a short line on the right end of runway. One square of the blue grid means one mile. The black dots show standard corridors and small circles are VORs. When you send the plane out of the map, it has to get out in the right exit, altitude 4000 ft, in direction of corridor. When you click near a plane, the Order window appears.

The menu should be self-explaining

## 1.8 Order window

In this window you can see more info about the plane - an unique ID, source, destination, fuel (in minutes) and what time the plane should be on destination (i.e. an airport or an exit).

With the radio button onn right, you can set target altitude of the plane, with the gadgets below the infos you set command and target heading of the current plane.

## 1.9 History

V0.1 (11.03.1996)  
- first public release - preview

## 1.10 Things to do

Important - things I really ought to do

- all Kennedy Approach features (i.e. storm clouds, mountains, ...)
  - more plane types (small jets, props, Concorde, maybe helicopters)
  - more playing areas (Atlanta, Dallas, Denver, Washington D.C., NYC)
  - full keyboard control
-



- sound effects
- avoid flickering

Further future - maybe if I ever have enough time and enthusiasm

- change behaviour of the narrator - no queue
- some noise when pilots speak
- map of the area, elevation map - planes could collide with skyscrapers etc.
- maybe I'll put it on a separate screen and change the GUI completely

... any suggestions ?

## 1.11 Contributors wanted

As you've probably noticed, I'm not very good at English so I need somebody to tell me "Hey dude, we don't say shit of paper but sheet of paper" or something like that. The same problem is with pronunciation so I'm looking for somebody that can write phonetically for Narrator.

Any aviation-related advices welcome.