Joint Strike Fighter Demo – revised 11/9/97

The X-32B and X-35B are the next generation fighter aircraft of the US armed forces.   They will be operational early next century.   JSF from Innerloop and Eidos allows you to take the controls of these futuristic fighters.

Welcome to the Joint Strike Fighter Demo.   This demo allows you to fly and explore the JSF world for **FOUR** minutes (we know you want more time, but we wanted to pique your interest without giving the store away!).

You start on a runway near a port city in Colombia.   Colombian drug lords have sent converted military ground and air units to take the base.   You need to defend the base and secure the area. Good Luck!

JSF demo and game requires:

P133 or greater CPU (P100 if you have a 3DFX Voodoo chip card)
16MB of Ram or higher (32 is highly recommended)
1 MB Fast Video Card (we directly support 3DFX chips for awesome graphics)
Direct X 5.0 installed (please verify that ALL your drivers are updated)

To install:

Double Click on the JSF_demo.exe file - this is a self extracting archive

In the EIDOS INTERACTIVE folder in your START MENU contains the demo's executable shortcut.

Quick Start:

1. Press **F** to lower the Flap
2. Press **CTRL + 0** for full thrust
3. When you are ¾ of the way down the runway – pull back of joystick or press down arrow
4. Once on the air, press **G** and **F** to raise gear and normalize the flaps
5. Remember to access AIR TO GROUND WEAPONS – **PRESS BACKSPACE**
6. Remember to access AIR TO AIR WEAPONS – **PRESS ENTER**
7. Open your Hatch (H key) for more weapons and to use them
8. ESC key is your demo in-game menu (you can alter Controls, Sound, Graphics, or Quit)

"Cool things to do in four minutes"

•   Pre-order JSF with your retailer (well I had to try!)
•   Become a Blue Angel of the future with (CTRL + S) then go to the F3 view (use page up and down to zoom camera)
•   Take a sky diving lesson (Both CTRL keys and E)
•   Activate night vision (CTRL + N)
•   Use the HUD computer to easily identify targets (CTRL + O - RED and ORANGE are the bad guys)
•   Talk to your team (SHIFT KEY and Number Keys)
•   Explore the Virtual Cockpit (F2 key and then use CTRL + ARROW Keys to look around - use HAT on the joystick for this)
•   Checkout the MFDs by pressing the Numerical Keypad keys (num lock is on) - use the ALT key to activate your pointer\hand

**** REVISED PATCH ****

To use this patch, simply unzip (using Winzip) the JSF_demo_patch.zip and extract the files into your JSF demo folder.   Allow the previous JSF files to be overwritten.

This patch has several changes:

1. Demo now lasts for EIGHT Minutes
2. Demo speed is increased by 15-25%
3. Demo sound bug is fixed – which means increased performance
4. Demo sounds are increased

The only drawback to this patched version is the reduction of enemy units in the vicinity of the airport.

TROUBLESHOOTING:

NOTE: since this is a demo, part of the total JSF program, we cannot guarantee its functionality on all systems and configurations. If the demo does not work, you are welcome to email our technical support team at techsupp@eidos.com for basic advice. However, they are DO NOT offer full support this demo.

If you have problems, the more information you can give us the better. Please search your hard drive for an executable from Microsoft labeled: MSINFO32.EXE. Run this program and send us the results. If you cannot find this file, please go to a search engine (e.g. www.excite.com) and search for `TechFacts 95 v1.40.` This is an excellent system information utility.

Performance:

The JSF engine is designed for high resolution game graphics with a high frame rate. Innerloop's software engine allows a user with a P200 to achieve at 640x480x16bit color (approx.):

With 3DFX - 30 FPS
Without - 20 FPS

Please make sure that you are using the latest drivers for you video card. Some common vendor URLs:

VIDEO CARDS:

www.hercules.com
www.tseng.com
www.diamondmm.com
www.stb.com
www.canopuscorp.com
www.aticorp.com
www.matrox.com

SOUNDCARDS

www.creativelabs.com/zonemenu.html
www.ensoniq.com
www.gravis.com

Tech Support maxims:

1. the more RAM you have the better
2. the more objects onscreen in a 3D world, the slower the frame rate
3. disk compression will slow the game down
4. defragmenting and scandisking you hard drive twice a month is a very good think
5. the less open programs (check your taskbar) you have open the better

6. calibrate your joystick often in the Win95 Control Panel
7. the higher the game resolution the slower the performance (i.e. do not expect 20 FPS with 1024x768x16 setting)
8. take the time to log your system components and driver version

JSF CONTROLS

(ESC keys brings up the in-game menu for options and to exit)

External Camera Views

The camera views toggle with repeated presses to change views.

<F1>	Player internal:	Forward
<F2>	Player internal:	Player virtual cockpit
		Player virtual padlock
<F3>	Player views:	Player external
		Player air flyby
		Player ground flyby
<F4>	Player action views:	Player chase
		Player back view
		Player below left wing
		Player, below right wing
<F5>	Wingman views:	Wingman external
		Wingman → Player
		Player → Wingman
		Wingman air flyby
<F6>	Plane views:	Plane external
		Plane → Player
		Player → Plane
		Plane air flyby
<F7>	Vehicle views:	Vehicle external
		Vehicle → Player
		Player → Vehicle
		Vehicle ground flyby
<F8>	Generic object views:	Object external
		Object → Player
		Player → Object
<F9>	Incoming missile views:	Incoming missile external
		Incoming missile → Player
		Player → Incoming missile
		Incoming missile air flyby
<F10>	Outgoing missile views:	Outgoing missile external
		Outgoing missile internal view
		Outgoing missile air flyby
<F11>	Secondary player views:	Player satellite view
		Tower → Player
		Wind Indicator
<F12>	Player target views:	Player target external
		Player target → Player
		Player → Player target
		Player target air flyby

\<Ctrl\>   Opposite direction on toggle items

The view camera can be manipulated with these commands:

\<Ins\>	Next object in category
\<Del\>	Previous object in category
\<Ctrl\>\<Right\>	Rotate camera right
\<Ctrl\>\<Left\>	Rotate camera left
\<Ctrl\>\<Up\>	Rotate camera up
\<Ctrl\>\<Down\>	Rotate camera down
\<PageUp\>	Move camera closer to
\<PageDn\>	Move camera farther from

Virtual Cockpit Views (selecting F2)

Normal Views

\<Ctrl\>\<Arrow\>   Move head in virtual cockpit view

\<NumPad7\>	Virtual cockpit look left
\<NumPad8\>	Virtual cockpit look back
\<NumPad9\>	Virtual cockpit look right

By default, transitions between these positions happen smoothly. By pressing \<Ctrl\>, however, the view snaps immediately.

MFD Views

\<NumPad1\>	Control MFD
\<NumPad2\>	Status MFD
\<NumPad3\>	Info MFD
\<NumPad4\>	Attack MFD
\<NumPad5\>	Strategic MFD
\<NumPad6\>	Offensive MFD

By default, the camera slides smoothly from one MFD to another. As above, however, an immediate change can be forced by keeping \<Ctrl\> pressed while selecting the view.

Radio communication

\<Shift\>   Activate communications menu. The following commands only apply
                   when shift is pressed:

1..9	Select message 1..9. Greyed out messages are inactive and therefore not selectable.
\<BackSpace\>	Go back one level
\<Grave\>	Go back one level

Basic flight controls

\<Left\>\<Right\>	Roll plane
\<Up\>\<Down\>	Pitch up/down
\<,\>\<.\>	Rudder pedals

H	Hatch (weapons) – MUST BE OPEN TO DROP BOMBS!
G	Gear (When on ground, NOSE WHEEL LOCK)
F	Toggle flap
B	Airbrake/wheel brake

Engine

<Ctrl><~>	Engine off
<~>	Engine idle 60%
1	64% thrust
2	68% thrust
3	72% thrust
4	76% thrust
5	80% thrust
6	84% thrust
7	88% thrust
8	92% thrust
9	96% thrust
0	100% thrust
<Ctrl>0	Afterburner thrust
<->	Increase thrust
<Ctrl><->	Increase thrust slow
<=>	Increase thrust
<Ctrl><=>	Increase thrust slow

Emergency Controls

<BothCtrl<E>	Eject (this is REALLY COOL!)
<BothCtrl><W>	Jettison first external weapons, then internal
<BothCtrl><J>	Jettison fuel start/stop
<BothCtrl><Arrow>	Adjust trim

Weapons Controls

<Space>	Fire active weapon
<Alt><Space>	Fire gun
<Enter>	Toggle ATA weapon
<Ctrl><Enter>	Toggle ATA weapon down
<BackSpace>	Toggle ATG weapon
<Ctrl><BackSpace>	Toggle ATG weapon down
D	Toggle ATG discriminator
<Tab>	Increase target
<Ctrl><Tab>	Decrease target

Defense Controls

E	Toggle ECM
C	Chaff
Z	Flare

MFD Controls (these are your cockpit radar and controls)

ALT	Enable mouse pointer
<ALT>12345	MFD Top
<ALT>QWERT	MFD Left
<ALT>ASDFG	MFD Right
<ALT>ZXCVB	MFD Bottom

HMD

S	Set HMD mode to SLS
N	Set HMD mode to NAV
Numpad decimal	toggle HMD on/off
<CTRL><T>	Synthetic terrain overlay
<CTRL><O>	Synthetic object overlay

Dropdown Menu

<Esc>	Toggle dropdown menu
<Arrow >	Navigate dropdown menus
<Space/Enter>	Navigate dropdown menus

Radar

X	Increase radar range
<Ctrl> X	Decrease radar range
R	Radar on/off
<Shift>R	Toggle radar mode