F/A-18 Hornet 3.0.1

Macintosh:
* Added support for CH rudder pedal toe-brake.

Windows:
* DirectX3 is now supported (and required).  DirectX3 can be downloaded at our
web site: "www.graphsim.com".
* The game will fly even if no sound card/driver is present.
* Numerous networking bugs have been fixed.  Player connections are more
reliable.  Direct IP networking is now available so Internet games can be
played without requiring Kali/Kahn.
* Fixed problems associated with version 3.0.1b1 involving the hatswitch.

NEW:
* Added physical effects when hit by a missile.
* Improved view system.  When "Joystick" or "Programmable Joystick" is
selected for control input ("SETTINGS" ☾ "PREFERENCES"), the keypad becomes
the view control system as follows:
      keypad 7 - 45 degrees left    |
      keypad 4 - 90 degrees left    |
      keypad 1 - 135 degrees left   |
      keypad 9 - 45 degrees right   | Combine with 8 or 5 to add up 45
      keypad 6 - 90 degrees right   |
      keypad 3 - 135 degrees right  |
      keypad 2 - 180 degrees back   |
      keypad 8 - 45 degrees up
      keypad 7 and 9 - 90 degrees up
      keypad 4 and 6 - 90 degrees up
      keypad 1 and 3 - 90 degrees up
* New padlock view system.  Pressing the '4' key switches to SA (situational-
awareness) view.  Pressing '4' again padlocks the last MANUALLY designated
target -- either radar, HARM or EO.  (Note that the enemy view and padlock
view will not work with targets that have been automatically acquired by the
radar.)  SHIFT-'4' padlocks your wingman.  'CTRL'-'4' padlocks the enemy
aircraft nearest the center of the screen.  If no aircraft are near the center
of the screen, then the enemy aircraft nearest to your plane is padlocked.

Simulation fixes:
* When flying network missions, remote aircraft appear with their correct AOA
(Angle-of-attack).
* Wingman bugs fixed, including crashing into the ground, and not resuming
after a go-home command.
* LSO right/left voice messages were reversed; these have been fixed.
* LSO "wave-off" distance was decreased.
* Wing tanks now remove their fuel when they are jettisoned.
* Auto-trim is improved. No more pronounced nose-down tendency.
* The BLU-107's accuracy has been improved.
* When the aircraft runs out of fuel, the engines kill appropriately.
* The game no longer crashes if you eject while in SA (situation-awareness)
view.
* Red Flag missions replay correctly. (Red Flag missions are available through
our web site "www.graphsim.com").
* Made a few flight model and weapon system tweaks.