Joint Strike Fighter (JSF) – FAQ

This document is intended to assist you in answering common JSF questions.

NOTE: As of January 17th 1998, there is a JSF 1.1 Patch that fixes most discovered problems.   It also adds several nice features to the game.   It is recommended that you get this patch.   To download this patch from our website, please go to http://www.eidosinteractive.com/jsf/jsf.html.   To receive the patch via email, please contact eadams@eidos.com until February 1, and then contact techsupp@eidos.com.

Q. Is JSF compatible with Windows 98, Windows NT, or on my PC laptop?

A. Well, we can say a definite "maybe" is the case.   You are welcome to attempt to get JSF to run.   However, if there are any problems, we cannot provide support.   We did not test the game or program the game to run on these systems or hardware.   Please review the specifications on the box.

Q. I have a 3DFX card, and when I attempt to fly the plane, I get a blank screen, Glide Error, or a Page Fault error.   What is wrong?

A. It is likely that you have a Voodoo RUSH chip based video card (remember there currently are two 3DFX chips: Voodoo and the Voodoo Rush).   During testing we tested on 3DFX Voodoo Rush Chip and found no problems, however after release, inexplicably the above problems appeared when certain users operated the game at a Desktop Color Palette of 16bit (High Color).

To fix, right click on the desktop and then chose PROPERTIES.   Then go to SETTINGS.   Change the COLOR palette from 16bit color to another setting (try 24bit or 32bit).   APPLY the change and RESTART if prompted.   This should solve the problem.

Q. Where can I find multiplayer Internet opponents?

A. Go see Gooch - http://www.geocities.com/Pentagon/Quarters/2992/

Q. My Microsoft Force Feedback Pro joystick has no centering (stick returns to center after axis movement) when I play JSF.   How can I fix this?

A. The 1.1 Patch fixes this problem.

Q. My CH Force FX joystick does not have proper feedback or is not working?

A. This is most likely a hardware issue (since we used the Force FX extensively in development).   For good measure, get the latest drivers from Immersion: http://www.force-feedback.com/iforce/iforce.html.

Q. I want a keyboard hotkey to accelerate time or I do not like the keyboard configuration.   What can I do?

A. Please apply the 1.1 patch.

Q. What else does the patch do?

A. The 1.1 JSF patch makes the following changes:

   1. **Fixes the lack of centering force with Microsoft Force Feedback joysticks and increases the feedback effects.**
   2. **Greatly reduces multiplayer latency, so that all types of multiplayer gaming (especially TCP\IP) are enhanced.**
   3. **Adds Keyboard Re-mapping for user custom setup or to create joystick macros.**
   4. **Hotkeys for time acceleration and quick ejection.**

5. **Adds HUD features: ground radar lock audio cue and FLIR IR target lock.**
6. **Fixes the vocalization of "Bingo Fuel".   Vocalized when you have ½ fuel left in tanks.**

Q. Will JSF support D3D?

A. No, however, rumors abound about the possibility of a D3D update.

Q. Where is my mouse pointer for the MFDs!

A. You need to hold down the ALT key for the mouse pointer.

Q. I cannot install the game or the when I start the game I get an error message.   What is happening?

A. First, please make sure you have enough space on your Hard Drive.   Ideally you should have 100MB free after installing JSF (for Virtual Memory Swap space).   Before you install, DEFRAG and SCANDISK your Hard Drive (START MENU>PROGRAMS>ACCESSORIES).   If the problem persists, you most likely have computer peripherals that ARE NOT compatible with Direct X 5.0.   JSF and most current games need Direct X 5.0 to be properly installed.   However, if you system is older or you have not recently update your drivers, this could be the problem.   The main culprits in this case are the Sound, Video, Game Card, or CD Rom drivers.   There is possibility that your hardware is NOT DirectX compatibility (especially true of

Q. My joystick will not work with JSF!   It works with other flight sims.

A. Please check all joystick connections and verify they are properly connected.   Then go to the CONTROL PANEL and then to the JOYSTICK or GAME CONTROLLERS selection.   Verify that your joystick is connected and that its status is OK.   Please also calibrate the stick.   Also, verify that in JSF, you have JOYSTICK selected the control option.   Finally, if certain aspects of the joystick do not work (e.g. throttle buttons or custom joystick software) please contact the joystick manufacturer.

Q. I hear no sound or not all the sound effects?

A. Please update all soundcard drivers to their latest Direct X 5.0 compatible version.   Many end users systems have either an ESS Soundcard

> ESS drivers - www.esstech.com/Technical/drivers/downloadable/drivers/driver.htm#These
> OR
> A Yamaha Soundcard   - http://www.yamahayst.com/opl3sa0.htm#opl3sa
>
> Finally, check your VOLUME (look for the speaker icon on the taskbar) right click this icon, and choose – OPEN VOLUME CONTROLS, then make sure all volume settings are active and that they are at 75% or greater.

Q. What is the best video or sound card to use with JSF?

A. Though we cannot give specific recommendations, we do value the opinion of both CNET (www.cnet.com) and ZDNET (www.zdnet.com).   CNET recently did a special on 3D video cards (http://www.gamecenter.com/Hardware/Roundup/3dcards2/?st.gc.fd.gb).   Check these sites for their reviews of game specific Hardware.

Q. When I try to install JSF, I cannot install it or the installer says it cannot a file to install.   What causes this?

A. This problem is due your CD ROM using a Real Mode (16bit) driver instead of a customary 32bit driver.   JSF (as many current Win95 games) is coded for 32bit virtual CD Rom drivers.   Basically, you need to replace your CD ROM driver with one compatible with Win95.   Please check with the CD Rom manufacturer.   If you

cannot get this driver, you can do one of three options.   Replace the CD ROM unit with a Win95 compatible version.   Return JSF and leave your CD ROM as is – you will risk

future game incompatibilities.   Finally, you can return your JSF CD (ONLY the CD) to us, and   note that you need the 16bit compatible version.

Q.   Hey my wingmen will not land!

A.   Wingmen do not land in the game.   This is a game limitation.

Q.   Gosh darn it, my wingmen crash into mountains.

A.   Flying terrain following missions increases the chance of mishaps.   This happens in real life.

Q.   Network or TCP\IP JSF multiplayer games are TOO SLOW!

A.   Please review the README file on the JSF CD for Multiplayer information.   Please apply the 1.1 patch for global speed boosts.

Q.   Will JSF be available on pay for play service?

A.   We plan to put JSF on the Mplayer (www.mplayer.com) service in early 98.

Q.   Why are there no training missions?

A.   We were limited in development time for the game.   Though Training Missions are important, we felt that we need to focus on tightening up other aspects for the game.   However, there are ways to train in JSF.   For Solo flight, choose DOGFIGHT and then choose NO ENEMIES.   You can now fly and practice your aerial maneuvers.   In the CAMPAIGN, choose (from the ESC menu) CHEATS and fly with either INVULNERABILITY or UNLIMITED AMMO.   Now you can practice your ground and air attacks.

Q.   How do I change the HUD color?

A.   Go to the CONTROL MFD (Num. Keypad 1) and then select HUD, then look in the right corner for color and then toggle (arrows) to your favorite color.

Q.   How do I turn off that pesky TERRAIN AVOIDANCE feature?

A.   Go to the CONTROL MFD (Num. Keypad 1), and select AUT, then look in the right corner for TRA.   Turn it off (make sure the white bracket around TRA is gone).

Q.   I was flying a campaign, and then I heard "Bingo Fuel" and crashed.   I am sure I had plenty of fuel.   What happened?

A.   This is the tragic, "what happen to my fuel" gambit!   Actually, your fuel tanks were hit by AAA fire and were leaking fuel in large quantities.

Q.   I cannot eject from my aircraft!

A.   This feature is ONLY available in Campaign mode.   You cannot eject in Dogfight or Multiplayer.   Enemy pilots in the campaign WILL eject if you heavily damage their planes with guns.

Q.   If I eject in a Campaign, what can I do?

A. You have four choices.   Walk to your base (if it is close).   Walk around the map and the see the sights or attack the enemy.   Quit the mission and lose a pilot if you are deep in enemy territory.   Restart the mission and win on for the Gipper!

Q. Why doesn't IR (infrared) target show a LOCK status when I use bombs or JSOW missiles?

A. These targets (usually vehicles or tanks) do not offer Guided Missile Lock, only GPS targets do.   The 1.1 patch should change this so that you can now see AAA and SAM sites for targeting.

Q. How can I locate a convoy?

A. Change your ground radar discriminator to IR (Offensive MFD - Keypad 6).   Attack convoys from 8,000ft.

Q. I need a Cheat!

A. CTRL + T + U puts the plane in TURBO mode or MACH 10,000! ;-] (make sure you do not have Fadeouts active!)

Q. I need more hints!

A.   The JSF strategy guide is available at your local game retailer or from www.eidosstore.com or call Tel: (800) 733-3000 (Prima).

Q. Is there an expansion disk?

A. We are looking into this possibility.   Whether we do this, is dependent on JSF sales.   Periodically check our website or the Flight Sim. Newsgroup for more discussion.

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