



compatibility of other sticks with the demo. Try whatever you've got, I guess.

Believe it or not, every feature of the F/A-18 fighter available in the game is available for use in the demo. The Briefing screen only lists a few commands. Here are the rest:

Main keyboard:

- 1 Cockpit view (set angle with arrow keys)
- 2 Look Down view
- 3 External view (set angle with arrow keys)
- 4 Wingman view (active only when flying with wingman)
- 5 Enemy view (close-up, reverse angle of your radar target)
- 6 Ground view (view from nearest, important area of interest)
- 7 Chase weapon view (when weapon's in flight; set angle with arrow keys)
- 8 Weapon-eye view (when weapon's in flight; set angle with arrow keys)
- 9 Zoom in
- 0 Zoom out
- Throttle down
- + Throttle up
- del Afterburner (repeat to increase stage)
- tab Radar Range (for heating MRE rations) :-)
- Q Radar Mode (switches among modes within AA or AG setting)
- W Select TACAN Waypoint (navigation)
- E Electro-Optical view (in Look Down view using E-O [guided] weapon)
- R Radar setting (Air to Air/Air to Ground)
- T TACAN On/Off (navigation)
- I IFF ping (Identification Friend or Foe)
- [ AA Weapon Select
- ] AG Weapon Select
- \ Cycle/Clear Target Lock
- A Autopilot
- S Silent Mode (radar off)
- D Damage report (press twice for both screens)
- F Flaps
- G Landing Gear
- H Tailhook (for carrier landing)
- J Station Jettison Select (lighten plane's load)
- L ILS (Instrument Landing System)
- ; Chaff
- ' Flare
- ret Lock/Release Weapon (fire!)
- C ECM (Electronic Counter-Measures radar jamming)
- N Navigational display (must be in Look Down view)
- M Moving Map (must be in Look Down view)
- , Left Rudder
- . Right Rudder

/ Center Rudder  
spc Wheel/Speed Brake

Keypad:

clr Cycle/Clear Target Lock  
= AA Weapon Select  
/ AG Weapon Select  
\* Afterburner (repeat to increase stage)  
+ Throttle Up  
- Throttle Down  
ent Lock/Release Weapon (fire!)  
. Flare  
0 Chaff  
8 Nose Up  
5 Nose Down  
4 Left Aileron  
6 Right Aileron  
1 Left Side view  
2 Rear view  
3 Right Side view  
7 45-degree Up view  
9 45-degree Up view

Arrow Keys set viewing angle in most views, can be combined for 45-degree views.  
The Down and Up keys together yield a Straight Up view.

Other Commands:

Shift-E Eject  
Cmd-C HUD (Heads-Up Display) Color Select  
Cmd-H HUD On/Off  
Cmd-esc Exit Mission  
Cmd-F Fast Time (4x, for accelerating uneventful periods)  
Cmd-N Day/Night Toggle  
Cmd-I Hide Instrumentation (HUD display unaffected)  
Cmd-A Toggle Radar/Barometric Altimeter  
Cmd-D Dump Fuel  
Cmd-G Refuel (must be fully stopped on taxiway -- not runway -- of base.  
Don't shut down your engine, though, or the simulation will end.)

> So what's the deal with the radar?

The radar locates all targets and controls your weapons. You need to use it in the correct mode to find and lock on to targets, in the air or on the ground. It only senses objects in front of your plane. It has several modes:

Air-to-Air Radar:

VS Velocity Search (extreme range, but only spots aircraft rapidly)

approaching you.)

RWS Range While Search (long range, locates all airborne targets)

TWS Track While Scan (precise, mid-range tracking)

ACM Air Combat Maneuvering (precise, short-range tracking with automatic lock-on)

Air-to-Ground Radar:

RBGM Real Beam Ground Mapping (total mapping of the ground, shows coasts)

SSS Sea Surface Search (resolves raised objects from flat surface)

GMTI Ground Moving Target Indication (detects moving objects on the ground)

ARAD Anti RADiation (detects ground radar emissions -- there are none in the demo, so don't bother)

In all modes except ACM, targets must be locked on with the \ key. In all modes, the \ key also selects among multiple targets. Once a target is selected, it may be viewed with the Enemy View, 5; this is useful for identifying targets (it's NOT cheating; it's compensation for not getting the intelligence reports real pilots get! ;- ) In AG modes, the radar lock will automatically aim the cameras of E-O weapons (which are otherwise aimed with the arrow keys while watching the E-O screen [Look Down view plus E-O view]).

HACKING THE DEMO TO GET MORE WEAPONS:

> Why are you telling me this air-to-ground stuff? All I have are  
> air-to-air missiles!

But wait! There's more! With ResEdit, you can hack the weapons configuration of your plane and, thusly, access ALL the weapons available in the game. Here's how:

(NOTE: Please remember that you're not supposed to redistribute modified software.)

You have to use ResEdit on a copy of the demo app and edit the single STRS resource. At the very end is a string of letters, BCAAUAACB, which sets your weapon configuration. The letters B through U represent various weapons. Where these letters appear in the text string sets what weapon goes where.

\* \* \* \* \*

L Wingtip L Wing L Side Belly Gun R Side R Wing R Wingtip

The weapons by letter:

A nothing (empty station)

B AIM-9 Sidewinder (Infrared-guided AAM, Mach 2.5)

C AIM-9 Sidewinder twin-pack

D AIM-120A AMRAAM (active-radar AAM, Mach 4.0)  
 E AGM-65E Maverick (laser-guided AGM, Mach 1.5)  
 F AGM-88B Harm (anti-radar AGM, Mach 3.8)  
 G Mk 82 LD twin-pack (low-drag 500lb bombs, ballistic)  
 H Mk 82 HD twin-pack (high-drag 500lb bomb, ballistic)  
 I GBU-12 (laser-guided 500lb bomb, semi-glide)  
 J Mk 83 LD twin-pack (low-drag 1000lb bombs, ballistic)  
 K GBU-16 (laser-guided 1000lb bomb, semi-guide)  
 L Mk 84 LD (low-drag 2000lb bomb, ballistic)  
 M GBU-10 (laser-guided 2000lb bomb, semi-guide)  
 N CBU/59B Rockeye twin-pack (multi-purpose cluster bomb, ballistic)  
 O AGM-62 Walleye I (TV-guided AGM, glide) see R  
 P B-59 tactical nuclear device (20 kiloton yield, ballistic)  
 Q Drop Tank (more fuel)  
 R AAQ-9 ER/DL (data link to control Walleye)  
 S ASS-38 FLIR (infrared night-vision pod)  
 T BLU-107B Durandal (anti-runway bomb, retarded)  
 U M61 Vulcan Cannon

The demo will allow any weapon to be placed anywhere, but for realism you should generally balance the load with identical weapons on each side. These are the realistic choices for each position:

L wingtip AB (Sidewinder or not)  
 L wing outer A CDEFGHIJKLMNOP (AA/AG weapons, Walleye, nuke)  
 L wing inner A EFGHIJKL N T (AG weapons, Durandal)  
 L side A D S (AMRAAM or night-vision)  
 underbelly A GH J N QR (lighter bombs, fuel, Walleye link)  
 gun A U (cannon or no cannon)  
 R side A D S (AMRAAM or night-vision)  
 R wing inner A EFGHIJKL N T (AG weapons, Durandal)  
 R wing outer A CDEFGHIJKLMNOP (AA/AG weapons, Walleye, nuke)  
 R wingtip AB (Sidewinder or not)

A good, well-rounded configuration is BELDNUDLB. Good for practicing both ballistic and "smart" bombing, as well as shooting down aircraft.

NOW THAT YOU'RE ARMED TO THE TEETH, THINGS TO DO IN THE DEMO:

> OK, I've mostly figured out the plane and I've got all these weapons.

> What can I do with them?

There are three other aircraft that fly in the demo. One is the helicopter that takes off in front of you before you take off. Another is a large passenger jet that takes off a minute later from the commercial airport to the east. The third is another F/A-18 Hornet which appears only in the demo's runway-approach mission.

> The what?

Oh, sorry. Upon returning to the Demo Pilot window AFTER a regular mission (even if you immediately exited it with Cmd-esc), if you press the "Fly Demo" button BUT move the mouse off of it before you release, you'll begin already in flight and approaching the runway for landing. On the other runway, another Hornet sits, preparing for takeoff. If you stay on course, it will cross in front of you before you reach the intersection. Of course, you don't HAVE to land. ;-) BTW, this is only occasion in the demo you can use the Wingman View, 4.

You can have all kinds of fun with these aircraft: formation flying, shooting them down, various forms of mid-air collisions, attacking the Hornet on the ground. Use your imagination!

> What can I bomb?

Yourself, for starters. Any of the free-fall bombs can be released at very low altitudes, which can really mess up your plane. You can even drop bombs while sitting still on the runway. (Find out why nuclear weapons should continue to be kept out of reach of children.)

When you're feeling less self-destructive, you can move on to your base: two towers, three hangars, a fuel tank, and another building. Oh, yeah: The jeep.

The oil tanker's fun, too -- especially if you nuke it. "Supertanker: The Movie. You WILL believe an oil tanker can fly!"

The commercial airport: a terminal building, two jets parked at gates. If you can get over there fast enough, a nuke will destroy the airport and take the jet that's trying to take off with it. (The control tower seems especially tough, though, for some reason).

The beach-front hotels southeast of the airport. Tourists! Go get 'em! ;-)

The battleships in Pearl Harbor are indestructible; they've made some improvements since '41. BTW, the Arizona Memorial CAN be destroyed, although it seems kinda sacrilegious (even as I nuke everything else on the island!).

>What else?

These also seem tougher than they should be, but there's a tiny sailboat in the ocean southwest of the hotels, and a planetarium(?) on the east end of the island. Good targets for practice with the SSS radar.

Try landing on the carrier in the harbor (tailhook!). Actually, try landing on ANY level surface.

>How about the other islands?

There's the Naval Air Station Kahului on the north side of Maui, to the east (find a map, folks, I'm not drawing a picture here!), at which you'll have to land, stop on the

taxiway, and refuel if you want to continue beyond there. (The plane doesn't hold near as much fuel in the demo as it does in the game. Try adding external tanks with ResEdit if you like.)

South of this base, on Kahoolawe (look for the tiny island with the flashing tower on its mountain), is a Naval Bombing Range with several buildings and areas where target weapons and equipment are placed for training exercises. Unfortunately, Demo Player, it looks like the place has been fairly well-cleared out ahead of you. :-)

Another point of interest is the volcano on the big island. Oddly enough, you can safely land in the molten crater. That Hornet is one tough plane.

> There's a lot in the demo. What more do you get with the game?

The combat missions in the Persian Gulf, obviously, but also (if your computer can handle it) the game offers much more-detailed scenery (people, palm trees, stains on the tarmac, waves on the water), twice-as-fluid animation, mission replays, and more responsive handling, to name a few things. Network play. There's also an unofficial feature that lets you pilot the other planes that appear in missions. Hawaii is used for training missions in the game, so you can revisit the demo's stomping grounds (only now there's more activity; seeing people on the beach with their little beach umbrellas is a riot!)

BTW, if you like the demo and have the cash, go ahead and get the game now. You can do almost everything you can do in the demo in the game, except it will look a lot cooler (if your computer will support the optional, added detail. It generally works very well for me at maximum detail/maximum frame rate with my 40Mhz 68030, but the animation gets a little bit choppy in external views when I'm parked on highly-detailed runways and the deck of the Enterprise.)

Oh, you also get a 256-page manual that forgoes specific gaming advice for a reproduction of an actual, nut-and-bolts (and hype) "Why Your Government Should Buy F/A-18 Hornets" report from McDonnell Douglas. See if you can get it read before the next hot simulator game comes out. (Actually, it's pretty good if you like tech stuff, and it's nice to be able to compare -- favorably -- the game to info about the real plane.)

After you have the game, the only reason to keep the demo around is that it's easier, using ResEdit, to put wild weapon configurations on the demo's plane (the game forces you to respect the loading capabilities of the real F/A-18). Nothing like having ten nuclear devices under your seat. ;->

That's about it for now. If you have any suggestions for this FAQ, or any interesting demo-adventures to pass along, e-mail me at [anewman@charlie.usd.edu](mailto:anewman@charlie.usd.edu). And thanks to all the people that gave ME tips about the demo before I bought the game.

Have fun!

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"Not pilots. Naval aviators."