

New for v2.0 - Preflight

If you already own F/A-18 Hornet 1.x, the following excerpt from the 2.0 addendum summarizes the changes and new features for Hornet 2.0 - Preflight.

Compatibility with 1.x

"F/A-18 Hornet 2.0" will read and convert preferences saved by earlier versions of the game. It can also open and convert pilot documents created with earlier versions. During conversion, however, the pilot document loses any mission replay it might have. Networking version 2.0 with earlier versions IS NOT POSSIBLE.

Choose Theater

Use the menu item "Choose Theater..." under "File" to switch between theater sets. You may wish to make a theater the "Default" for new pilots. Note that the theater can change ONLY BEFORE the first mission and IMMEDIATELY AFTER choosing "Get Next Mission" from the mission menu.

Preferences

The "Preferences" dialog is new for version 2.0. To set default preferences, hold down the option key while selecting "Preferences..." from the "File menu."

- "Scenery Detail" should be set as follows:
 - Complex for the Power Macintosh series.
 - High for 68040 based computers.
 - Medium for 25 MHz or faster 68030 computers.
 - Low for all other computers.
- Check "Radio Voice Messages" to hear digitized voice messages from other personnel, such as the LSO and your wingman. Because 8MB RAM is required to use voice messages, and you may be required to enable virtual memory (see the section on memory). Note that Virtual Memory may also be required to run missions with this option checked.
- "Stick" menu now has two choices only:

- "Mouse/Keyboard" is also ideal for trackballs. DO NOT USE THIS OPTION WITH A JOYSTICK.

- "Joystick" works with all Macintosh joysticks and works with the mouse. Note that you must setup joystick control and buttons using the software that comes with your joystick.

- If you have difficulty controlling the aircraft, try CHECKING the "Slow stick control" option in the preferences. This option reduces the aircraft roll response. If you fly using the mouse rather than a joystick, this option is recommended.

- If your CPU is unable to maintain full frame rate at the desired detail level, you should UNCHECK the "High-res flight model" option. Leaving this option off will make the frame rate seem smoother on slow machines and will prevent frame skipping.

Difficulty

The "Difficulty" dialog allows you to adjust difficulty according to your personal tastes and skill level. Difficulty settings can change only BEFORE the first mission and IMMEDIATELY AFTER choosing "Get Next Mission" from the mission menu -or- when no pilot document is open.

- "Your Aircraft" enables crashing and limits cannon rounds.

- "Your Aircraft Damage Enable" allows you control which aircraft systems can receive damage. Checking a damage category ENABLES damage for that system. Note that your aircraft cannot be destroyed unless ALL damage is enabled.

- Enemy skill only affects enemy pilot and gunnery operator's skill and aggressiveness.

- Weapons Friend/Foe alters the effectiveness of ALL missiles and cannon fire.

Mission Choice

Missions are assigned randomly -- one from each of seven groups of four missions (making a total of twenty-eight missions). Seven missions complete a career. Before you begin a new mission, you may cycle through the four missions in the current group by holding down the o key while clicking on the "Briefing" button in the pilot window.

Replay

New for version 2.0 is a full-screen replay that also plays back view changes made during the mission. To execute a full screen replay, hold down the o key while choosing "Replay Film..." from the "Mission" menu. If you wish, you may disengage the replay of view changes by pressing `. Once disengaged, you have full control over views; however, view replay CANNOT BE RE-ENGAGED for the remainder of the replay.

This full-screen replay does not have VCR type buttons on the screen, so use the keyboard to control the replay: cP toggles STOP (PAUSE) mode, and cF toggles FAST-FORWARD. c` aborts the replay.