

SWOTL Plane Manager
V4.0
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Instruction Manual

1-1 Installation

To install the SWOTL Plane Manager, you must copy these files into your WINDOWS\SYSTEM directory:

CMDIALOG.VBX
COMMDLG.DLL
VBRUN300.DLL

This will install SPM. To run SPM, select the File menu from program manager, then choose run. Type in the name and directory of SPM. For example, type "\SPM\SPM.EXE". The program should then run.

2-1 Introduction

The SWOTL Plane Manager was born out of a way to allow easier ways to make your own custom aircraft for Secret Weapons of the Luftwaffe. Being a veteran hexer, and an expert Basic programmer, I combined the two and poof! I ended up with the QBasic version of SPM. I improved on the original version over time, and now with the addition of Visual Basic 3.0 to my library of programming utilities, I have made a totally new version of SPM. It incorporates new discoveries that I have found in the aircraft files, along with an easy-to-use interface and mouse control. All of the menus in the program are explained in the following chapters.

Important note: In most of the command areas, there are text boxes. Although they already have the "average" in them (for example, in the Roll Rate command, there is the average of 80 already put into the text box), you must re-enter that value in order for it to register. If you just leave it at what it was, the program will put a null (empty character) instead of a number.

2-2 File Menu

The file menu contains the following:

Open- This command will open an aircraft file of your choice.

Close- This command will close the currently loaded aircraft file and erase it from memory.

Exit- This command will close the file currently loaded into memory and exit the program.

SPM has been programmed to look for files with a .SPC, .EXP, or .ORI extension. The .SPC files are the files used by SWOTL. The EXP files are the custom aircraft files contained in the outstanding custom utility by Anthony Shimizu. The ORI files are also used by Anthony Shimizu's program; they are copies of the original aircraft files used in SWOTL. Opening a file is just like opening a file in any other Windows application. Closing a file is a little different. As you change aspects of your aircraft file, they will be automatically saved as you change them. When you are done with the file, select the Close command. It will close the file, and erase it from memory. The Exit command will automatically close the file currently in memory and exit the program.

2-3 Aircraft Menu

Aircraft's County- This command will allow you to change the country that this aircraft belongs to. This affects the weapons available for your aircraft.

Name of Aircraft- This command will allow you to change the name of the aircraft that appears at the top of the pre-briefing screen.

Aircraft Label- This command will allow you to change the type of aircraft that appears in the de-briefing screen.

Dive Brakes- This command will allow you to enable or disable dive brakes on your aircraft. This option will only work if you have the P-80 expansion disk installed.

Landing Gear- This command will allow you to change your aircraft's current landing gear configuration.

B-17 Mode- This command will allow you to enable or disable B-17 mode. When B-17 mode is enabled, the tanks will be renamed "left inboard, left outboard, right inboard, right outboard". Also, all racks except the center will not work, and the center rack will be renamed "Bombay". The main weapon description in the weapons menu of the pre-briefing screen will be replaced by "8 gunners".

2-4 Performance Menu

Acceleration Rate- This command will allow you to change the acceleration rate of your aircraft. The higher the rate, the faster your aircraft will accelerate during level flight and in a dive.

Pitch Rate- This command will allow you to change the rate in which your aircraft is able to go from level flight to a 90 degree climb.

Roll Rate- This command will allow you to change the rate in which your aircraft is able to go from level flight to a 90 degree bank.

2-5 Speed Menu

Stall Speed- This command will allow you to change your aircraft's stall speed.

Ground Speed- This command will allow you to change your aircraft's maximum ground speed. If you attempt to land while flying faster than this speed, you will collapse your landing gear and crash. Also, when moving on the ground, you cannot exceed this speed without going airborne.

Landing Gear Speed- This command will allow you to change your aircraft's maximum safe landing gear speed. If you are flying faster than this speed, and you lower your landing gear, they will get damaged and eventually shear off.

Partial Flaps Speed- This command will allow you to change the maximum safe partial flaps speed. If you fly faster than this speed with "Partial Flaps", your flaps will be damaged and eventually shear off.

Full Flaps Speed- This command will allow you to change the maximum safe full flaps speed. If you fly faster than this speed with "Full Flaps", your flaps will be damaged and eventually shear off.

2-6 Fuel Menu

Number of Fuel Tanks- This command will allow you to change the number of fuel tanks that your aircraft has.

Fuel Amount in Tanks #1-4- These series of commands will allow you to change the amount of fuel for tanks 1-4. Note: Only the number of tanks that your aircraft has will be changeable. For example: If your aircraft has 2 fuel tanks, only the commands Fuel for tank 1-2 will be enabled. If you change the number of fuel tanks, you will have to close and re-open your file to edit the fuel amount in the new tanks. Note: Selecting an extremely low value will only give you about 10-15 seconds worth of fuel.

Armor Amount for Tanks #1-4- These series of commands will allow you to edit the amount of armor for each fuel tank on your aircraft. As with the Amount of Fuel per Tank commands, you can only edit the armor for the tanks on your aircraft. Also, if you change the number of fuel tanks, you will have to close and re-open your file to edit the armor amount for the new tanks.

2-7 Engine Menu

Number of Engines- This command will allow you to change the number of engines on your aircraft.

Type of Engine- This option will allow you to change the type of engine on your aircraft. If you choose Rocket, then you will have a skid for landing gear and you will have a trail of "white puffs" behind your aircraft.

Engine Endurance- This command will allow you to change how hot your engine and its oil gets per RPM rating. The poorer the rating, the hotter your engine will get. If your engine gets too hot, it will overheat and become damaged.

Damage Threshold- This command will allow you to change how much damage your engine takes before smoking, burning, and eventually exploding. The poorer the rating, the less damage is needed by rockets, bullets, flak, etc. before it smokes, burns, and explodes.

2-8 Weapons Menu

Change 1st-2nd Main Weapon- These commands will allow you to change the 1st and 2nd main weapon from your aircraft. Unlike earlier versions of SPM, the program will read what country your aircraft is from and it will allow you to see the weapon ratings available only for that country's aircraft.

Remove 1st-2nd Main Weapon- These commands will erase the 1st -2nd main weapons from your aircraft.

Center through Outer Racks- These commands will allow you to edit the center, inner, and outer racks on your aircraft. If you do not want any weapons on these racks, then type in a 0 in the "Weapons on this Rack" box.

2-9 Specs Menu

This menu is really not a menu at all; rather it is a command. It allows you to view specs on the aircraft currently loaded into memory. To view the specs on the currently loaded file, press the

"View Specs" button. Every time that you modify your aircraft, or load a new file, you will have to press this button to get the specs.

2-10 About Menu

This menu has various commands that will allow you to see current releases from GekkoSoft and info on how to order the Deluxe Version of SPM.

3-1 Miscellaneous

This program was designed and programmed in Visual Basic 3.0 for Windows. It took considerable time and effort. Since this program is FreeWare, I do not ask anything other of you than a small donation if you would like. Send all donations, in either check or money order, to:

Glenn Price
860 29th. Pl. Apt.#D
San Pedro, Ca. 90731

Although this program is FreeWare, I do own every copy of it, as stated under Copyright laws. You may distribute it freely as long as it has the following files with it:

SPM.EXE
SPM.WRI
CMDIALOG.VBX
COMMDLG.DLL

Any editing or hacking of this program is legal AS LONG AS you do not distribute it afterwards. Anyone caught doing this will be prosecuted to the full extent of the law. Also, this program can not be sold under any circumstances. The only fee that can be charged for this program is the charge for the time needed to download this program from a BBS or the various major modem services. No exceptions.

Gekkosoft Corp. and the author, Glenn Price, will not be held responsible for any loss in data or funds due to the misuse of this program from neglect or modification.

4-1 Acknowledgments

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Ken Braatz
Eric Jimerson

And everyone else in the SWOTL GROUP on Prodigy...Thanks!

Glenn Price,
President of GekkoSoft Corp.
Author of the SPM series