IMPORTANT NOTICE - - PLEASE
READ THIS BEFORE FLYING FS2

FLIGHT SIMULATOR II VERSION 2.0 RELEASE NOTES (9-18-84)

The following additions and limitations apply to Version 2.0:

Sound - The only sound used is an "engine running sound" (an uneven clicking sound). This doesn't sound much like an engine, but it lets you know the engine is on. In reality mode it helps you hear the engine start and tells if it stops running. Sound is turned off in almost all of the preset modes.

Reality Mode - Don't use it unless you have 64K. You must use the starter and magneto switch to start the plane, and these are 64K features. All you can do in reality mode with 48K is glide.

Unimplemented Features - A few features mentioned in the manual don't exist. These include: Windshield cracks upon crashing, screech sound on landing, and bank indicator around the edge of the artificial horizon.

Slew Digits ON/OFF - The slew system's north and east digits can be toggled on and off by pressing the "D" (for digits) key.

Over-control Limiter - The lag between control movements and screen graphics generation causes pilots to over-control the simulator (not stop turning until the turn has gone too far.) The over-control limiter reduces this problem by "backing up" one display frame when you center the controls. You can see the effect by getting into a rapid turn and centering the controls. The screen seems to freeze for a second because the same display frame is displayed twice.

The limiter is helpful on rapid turns but annoying on low bank rate turns. A new item on fix page 1 called "OVER-CONTROL LIMIT" sets the turn rate at which the limiter cuts in. Ten degrees per second is a good value. A zero value enables the system in all turns (which is quite annoying.) The value is preset to 10.

Mode Items - ADF ENABLE, OVER-CONTROL LIMIT, and JOYSTICK appear on the edit menu but are not saved from mode to mode. Once selected, these values remain the same for all modes.
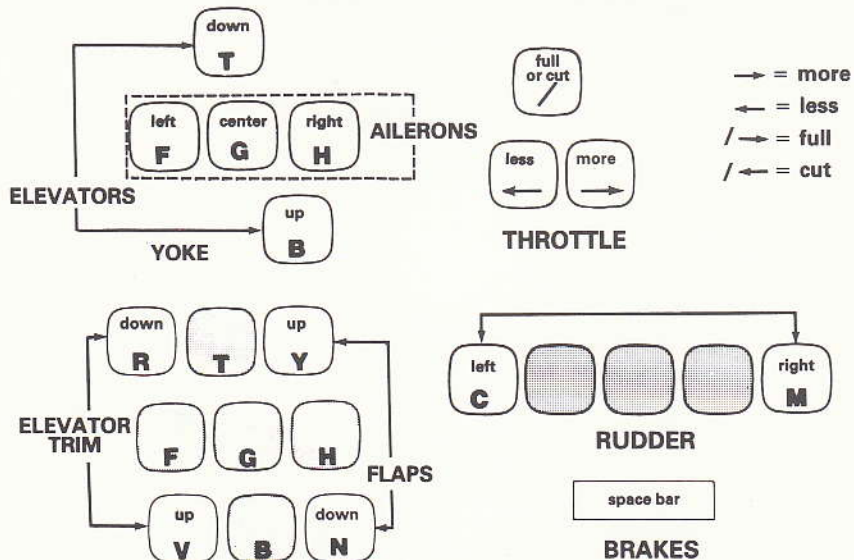

64K ONLY FEATURES (additions to Appendix 3)

1-17. (see appendix 3)
18. Variable engine oil pressure and temperature.
19. Wind effects.
20. Turbulence
21. Splash, building crash, mountain crash (48K version has one simple
    crash message and no splash detection)

APPENDIX 5
INTERESTING TOPOGRAPHICAL FEATURES

AREA	FEATURE
Chicago	Sears Tower, John Hancock Building, I57 highway to Champaign
Kankakee	Kankakee river
Seattle	Space needle, Lake Washington, Lake Sammamish, Mercer Island, Mercer Island and Evergreen Point Floating Bridges, I405, I5 down to Tacoma, Mt. Rainier
Los Angeles	Highway system including San Diego, Santa Monica, Harbor, and Ventura Freeways, Marina del Rey, Santa Monica and Santa Ana Mountains.
New York	Manhattan Island, World Trade Center (twin towers with hidden surface elimination), Empire State Building, Manhattan Bridge, Statue of Liberty.
Champaign	North of Champaign during non-summer seasons, a "Snow Grid" ground texturing system is activated. Champaign has a 3D hangar near the refueling center.
War Game	Two solid shaded mountain ranges with hidden surface elimination, Snow capped mountain peak, 3D hangar at main airbase that you can taxi into.

A2-FS2 FLIGHT REFERENCE CARD

FLIGHT CONTROLS

down T

left F   **center** G   **right** H   **AILERONS**

ELEVATORS

up B

YOKE

full or cut /

less ←   **more** →

THROTTLE

→ = more
← = less
/→ = full
/← = cut

down R   T   **up** Y

ELEVATOR TRIM

F   G   H   **FLAPS**

up V   B   **down** N

left C   **right** M

RUDDER

space bar

BRAKES

ENGINE

CARB HEAT — ctrl I (i is for ice) toggles carb heat on and off

MAGNETOS — ctrl M, 1 off
ctrl M, 2 right
ctrl M, 3 left
ctrl M, 4 both
ctrl M, 5 start

MIXTURE — ctrl M, < full lean (lean cutoff)
ctrl M, > rich (proper flight mixture)

FUEL TANK SELECT — ctrl F, < left tank
ctrl F, > right tank

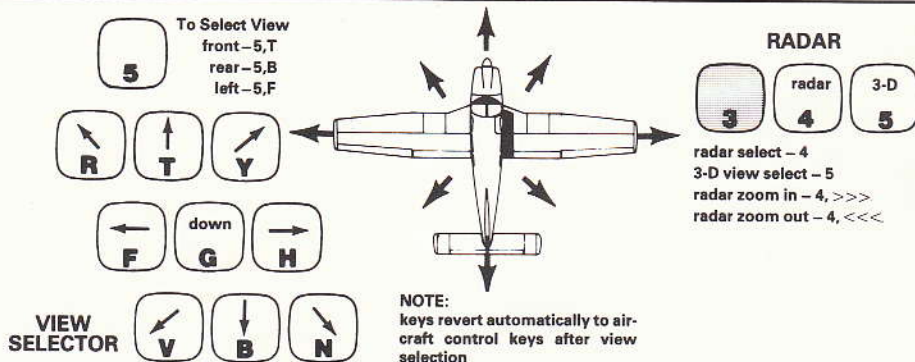**COM RADIO** — ctrl C, >>>   increase high digits (<<< for decrease)
          ctrl C, ctrl C, >>>   increase low digits

NAV RADIO — ctrl N, 1   select NAV 1 for frequency changes
          ctrl N, 2   select NAV 2
          ctrl N, >>>   increase high digits on selected NAV radio (<<< for decrease)
          ctrl N, ctrl N, >>>   increase low digits

ADF — ctrl A, >>>   ctrl A 1, 2, or 3 times to select digits 1, 2, or 3

VORS OBS — ctrl V, 1   select VOR OBS 1
          ctrl V, 2   select VOR OBS 2
          ctrl V, >>>   increase bearing (<<< for decrease)

TRANSPONDER — press ctrl T   one, two, three, or four times (rapidly) to select digits 1, 2, 3, or 4
          ctrl T, >>>   increase digit (<<< for decrease)
          note: ctrl X is treated as ctrl T

To Select View
front — 5, T
rear — 5, B
left — 5, F

5

R   **T**   **Y**

F   down **G**   **H**

VIEW SELECTOR   **V**   **B**   **N**

RADAR

radar   3-D
3   **4**   **5**

radar select — 4
3-D view select — 5
radar zoom in — 4, >>>
radar zoom out — 4, <<<

NOTE:
keys revert automatically to aircraft control keys after view selection

ctrl L — lights
ctrl B — altim adjust
ctrl D — heading indicator adjust
ctrl Z — save mode library to disk
ctrl X — read mode library from disk

ESC — go into edit mode
P — pause (toggles between pause and run)
shift + — read mode from library (reset simulator)
S — save current flight parameters to mode library

Attention Apple II Scenery Disk Users!!!

When changing from a Scenery Disk back to the Flight Simulator II disk, you must enter the editor (press ESC), swap disks, and then exit the editor with the Flight Simulator II disk in the disk drive.

Changing from a Scenery Disk back to the Flight Simulator II disk and then pressing CTRL E, as described in the Scenery Disk documentation, may work but sometimes may cause the simulation to crash. If this happens, you will have to re-boot the FS2 disk.

NOTE: Changing from one Scenery Disk to another using CTRL E *does* work as described in the documentation. Just make sure you go into the editor before switching back to the Flight Simulator II disk.