

F-19 STEALTH FIGHTER

PC USERS

TECHNICAL SUPPLEMENT

INSTALLATION ON FLOPPY DISKS

This simulation is designed to run using copies of the original (distribution) disk supplied in the box. You can run the game using the distribution disk, but no information will be saved. To make a copy you need 3 1/2" 1.44MB disk. You should format the disk first, to insure that it is "clean".

Copy to Newly Formatted Disks: After formatting, use the DOS "COPY" command to copy the disk (use "." as the file designates). Typically this command is entered as "COPYA:.* B:.*", even if you have only one floppy drive. For details, consult "COPY" in your DOS manual. Warning: Do not use the "DISKCOPY" command to copy disks. You must use the COPY command.

LOADING FROM FLOPPY DISKS

- Boot your machine using a DOS disk (version 2.1 or higher is required, version 2.1 to 3.21 is recommended).
- Inserting Disks: When the "A:" prompt appears, remove the DOS disk and insert the F-19 disk. If you have them, use the copy made in the install instructions above.
- Set Speed: If you have a turbo- or multi-speed computer, set the speed to the highest possible setting. Only use a lower setting if the program failed to load at a higher speed.
- Load Program: Type the following: F-19 and press RETURN. The simulation will begin loading.
- Insert Key Disk: During loading you're asked to insert the 'key disk'. Put the original disk in floppy disk drive A or B, then type the letter of the drive you used. For example, if you put the key disk in drive B, type 'B'.

INSTALLATION ON HARD DISK

You can copy to a hard disk. The files copied are standard DOS files. They can be copied, erased, and optimized as desired. Insert disk into drive A: and type: A:INSTALL and press RETURN. Remember to type a space between "INSTALL" and "3".
Warning: INSTALL assumes you install from floppy drive A: onto hard disk C:. If your hardware configuration is different, do not use INSTALL. Instead manually copy the files from the floppy to the hard disk, using the DOS "COPY" command. All F-19 files must be in the same directory or subdirectory. F-19 itself uses no subdirectories.
Technical Notes: The install program creates a subdirectory on your hard disk titled "F19SF", then copies all files into that subdirectory. It then copies a runtime batch file "F19LOADER" into your root directory as "F19.BAT". If you're an experienced IBMuser, feel free to modify or move this F19.BAT in the root directory.
Removing Installation: To remove F19 from the hard disk, simply erase the files within the F19SF subdirectory and the F19.BAT file in the root directory. Of course, this also erases all your pilot records!

LOADING FROM HARD DISK

- This assumes your machine runs under DOS when it boots, which is true of 99% + of all IBM's and compatibles. You must install F19 first.
- Turn on your machine. If it is already on, exit all programs, returning the computer to DOS.
 - Move to the Correct Directory: Make sure the directory letter matches the disk where you have F19. If this is the C: drive, type "CD:" and press RETURN. Then type "CD c:\f19" and press RETURN. This insures that you're in the "root" directory.
 - Set Speed: If you have a turbo- or multi-speed computer, set the speed to the highest possible setting. Only use a lower setting if the program failed to load at a higher speed.
 - Load Program: Type the following: F19 and press RETURN. The simulation will begin loading.
 - Insert Key Disk: During loading you're asked to insert the 'key disk'. Put the original disk in floppy disk drive A or B, then type the letter of the drive you used. For example, if you put the key disk in drive B, type "B".

Speed: When the simulation loads into your computer, the program computes the processing speed of your machine and sets itself accordingly.

SOUND DRIVERS FOR SOUND BOARDS

If you have no special board in your computer, please ignore this. Music and sound effects are created using a sound "driver" file. The disk has the files ISOUND.EXE (for normal IBMPC/XT/AT/PS2 sounds), TSOUND.EXE (for Truand computers) and BSOUND.EXE (for the Innovation sound board and others). The README file has a complete list.

AUTOMATED LOADING OPTIONS

When the program loads, it asks a variety of questions about your computer system. You can automate this process by adding additional characters after the "F19" loading command. Separate F19 and each of these commands with a space. You may use as many or as few commands as you prefer. Automated loading options include:

- | | |
|---|---|
| /J use a joystick | /GH use Hercules monochrome graphics |
| /NJ use a keyboard without a joystick | /D2 exceptional ground detail (for very fast machines) |
| /GE use EGA16-color graphics | /D1 moderate ground detail (for ATclass machines) |
| /GM use a MGCA or VGA 256-color graphics | /D0 very little ground detail (for slow machines) |
| /GC use CGA 4-color graphics | /AB SSOUND.EXE innovation sound driver |
| /GT use Tandy 1000 16-color graphics | /AT replace ? with first letter of sound driver you wish to invoke |

Examples: If you use a standard PC or XT with CGA graphics and no joystick, you would load the simulation with "F19/NJ/GC/D0". If you have an AT with joystick, EGAgraphics, and want the default setting for detail, you would load the simulation with "F19/J/GE".

ATARI ST/ CBM AMIGA USERS

INSTALLATION
 The F-19 Stealth Fighter manual asks you to install the simulation onto back-up Floppy Disks. You do not need to install Atari ST or Commodore Amiga versions. Your pilot records will be automatically saved to disk A, provided that it is write-enabled prior to your loading.

ATARI ST
 Turn off your computer and remove all unnecessary peripherals. Insert disk into the internal drive and switch on the computer. The program will auto-load. Please follow any on-screen prompts.

COMMODORE AMIGA
 Turn off your computer and remove all unnecessary peripherals. Insert disk into the internal drive and switch on the computer. The program will auto-load. Please follow any on-screen prompts.

PRE-FLIGHT OPTIONS

Once the game has loaded, you will be asked to select your method of control, by pressing one of the numeric keys on the keyboard, as follows:
1. Mouse 2. Joystick 3. Keyboard

THE PILOT ROSTER

The original pilot roster will be automatically updated after each mission, provided that you write-enabled your disk A. You do not have to 'install' the simulation onto back-up Floppy Disks.
Intelligence Briefing
 Move the Controller up and down the list of options to highlight one, and press the Selector to toggle that option on and off. To receive specific data on an item displayed on the map, move the Controller over that item on the map.

EXTERNAL AIRCRAFT VIEWS

You can view your plane in Slot View, Chase Plane, Side View, Tacti View or Inverse Tacti View, as either the F-19 or F-117A. Your choice of plane is made immediately after the Mission Briefing, and before choosing the armaments for your mission.

NOTES ON SIMULATION CONTROLS

Change Mission to Training (Alt and 'T' key): Tapping this key converts your current mission into a training mission. This means that henceforth enemy weapons do no damage. Tapping Alt 'T' again exits training. Once a mission is converted to training you cannot score any points for it, even if you toggle training off again. However, the slew controls and resupply key only function when training is active.

Reset Joystick centering (Alt and 's' key) - PC USERS ONLY: If using a joystick and your plane seems to turn, dive or climb while the stick is centered, tap this key combination, then "str" the joystick by rotating it through the four corner positions.

Keyboard Control Stick Adjust ('Ins' key): This regulates the amount of control stick movement a keypress causes. We recommend you use this key frequently while flying, and always set the sensitivity to "1" on your final approach to landing.

Detail Adjust (Alt and 'd' key): The level of detail affects the game's speed. See "Special Starting Options" elsewhere in this document for more information.

Slew (Alt and 'TJK' keys): These keys function only in training. Tapping the key "teleports" your aircraft in that direction. The distance you're "teleported" varies with the current Zoom/UnZoom scale of the satelliteradar map. Slew is an excellent way to check out the region while training.

PC 4 COLOUR	PC 16 COLOUR	ATARI ST/AMIGA	INFORMATION DISPLAYED
HUD Targeting Colours Black Rectangle Brown Rectangle White Rectangle White hexagon Red hexagon	Black Rectangle L. Blue Rectangle White Rectangle White Circle Red Circle	Black Rectangle Maroon Rectangle White Rectangle White Circle Red Circle	Ineffective Weapon (day) Ineffective Weapon (night) Effective Weapon Effective Weapon, locked on target Highly effective weapon, locked on target
EMF/Scale Colours Red line Orange line Yellow line Light Blue line White line White line	Red line White-red line Yellow line Light Blue line White line White line	Red line Pink line Yellow line Light Blue line White line White line	Enemy Ground radar, has not detected Enemy Ground radar, has poor detection Enemy Ground radar, which detected Enemy Aircraft radar, has not detected Enemy Aircraft radar, which detected
Damage Tattletales Blue Red	Light Blue Red	Green Red	System functioning System failure (damaged or destroyed)
Autopilot Light White Black	White Black	White Black	Autopilot On Autopilot Off
Landing Gear Light Black Flashing White White	Black Flashing White White	Black Flashing Green Green	Landing Gear Up Landing Gear Down at too high a speed Landing Gear Down
Other Warning Lights Bright Colour Black	Bright Colour Black	Bright Colour Black	On Off
SatelliteRadar Map Flashing White Dot Flashing Yellow Dot Blinking Red Blinking blue/black dot Black Dot Black Dot Yellow Dot Dotted Line Solid Line White Dot White Dot	Flashing White Dot Black Dot Blinking blue/black dot Blinking blue/black dot Black Dot Black Dot Blinking white dot Dotted line Solid line White dot White dot	White Dot Flashing Yellow-dot Blinking Red Red dot Black Dot Yellow dot Dotted line Solid line Green dot	Your Aircraft Mission objective on ground Mission objective in air Other Aircraft Ground Radar Enemy Radar Pulse Radar Doppler Radar Takeoff and landing locations
Tactical Display Grey Squares Yellow Radar Dish Blue Boat Grey Rectangle Red crossed circle Grey airplane Grey outline White dots Red & Yellow burst Blue Plane Light Blue Plane Yellow Plane Yellow Line White Line Yellow Line White Line White Line	Purple Squares Red/blue radar dish Blue/white boat White rectangle Red crossed circle White airplane White outline White dots Light Blue burst Light Blue plane White plane Red plane White line Red line White line Blue-based object Red-based object Colour-based object	Grey Squares Green radar dish Blue boat Grey rectangle Red crossed circle Grey airplane Grey outline White dots Red&Yellow burst Yellow plane Light Red Plane Dark red plane Yellow line Red line Yellow line Grey-based object Colour-based object Colour-based object	16km grid Ground Radar Warship Radar Airlife Other Ground Targets Your F-19 Decay Chaff Flare Plane at higher altitude Plane at similar altitude Plane at lower altitude Radar-guided missile IR-guided missile Visually guided missile Missile fired from F-19 Current target (in your tracking system)
IR/Wyretails Fuel Bar Blue region White region Blue regions Yellow region	Black region White region Blue regions Dark red region	Black region White region Blue regions Green region	Fuel consumed Fuel for flight to current waypoint Fuel for flight to other waypoints Reserve Fuel

CONTROLS

PREFLIGHT APOST FLIGHT OPTIONS	PC	ST/AMIGA
Controller	Keypad	Mouse
Selector	Return	Left button
DISK/STICK Push down Roll right Roll left Roll back Down/Right Down/Left Up & Left Up & Right	Arrow Keys Return	8 6 4 Back 9 7 1 2
OTHER FLIGHT CONTROLS Gear (landing gear toggle) Flaps (extended/retracted toggle) Brakes (on/off toggle)	Arrow Keys Accel (accelerated) Norm (normal) line	Forward Right Left Back Forward & Right Forward & Left Back & Right Back & Left

KEYBOARD CONTROLS

THROTTLE Max (no maximum power) Inc (increase throttle) Dec (decrease throttle) No Pow (no power)	Shift and '+' ← →	Dec (decrease throttle) No Pow (no power)	↵ ← → Shift and '+'
OTHER FLIGHT CONTROLS Gear (landing gear toggle) Flaps (extended/retracted toggle) Brakes (on/off toggle)	↵ ↵ ↵	Autopilot (on/off toggle) Accel (accelerated) Norm (normal) line	↵ ↵ ↵ Shift and '+' Shift and '+'
OUT-OF-PLANE VIEWING Slot View Chase Plane Side View	Shift and 'F1' Shift and 'F2' Shift and 'F3'	Missile View Tacti View (y & enemy) Invs tacti (enemy & you)	Shift and 'F4' Shift and 'F5' Shift and 'F7'
OUT-OF-COCKPIT VIEWING View ahead View rear	Shift and 'V' Shift and 'R'	View left View right	Shift and 'L' Shift and 'M'
OTHER VIEW KEYS Zoom (view or map) UnZoom (view or map)	↵ ↵	View Angle (narrow or wide)	↵

COCKPIT CONTROLS

cockpit View HUD modes CRTMaps (oggles left-side CRT) Data (on right-side CRT) Ordance (on right-side CRT)	'F1' 'F2' 'F3' 'F4' 'F5'	System Damage (on right-side CRT) LSDisplay the HUD Mission (on right-side CRT) Eject (ball out) Shift and 'F10'	
TRACKING CAMERA (APPEARS ON RIGHT-SIDE COCKPIT CRT) Cam Ahead Cam Rear Cam Left	↵ ↵ ↵	Cam Right Select Target (in current view and) Designate New Target (ahead only)	↵ ↵ ↵

ARMAMENTS

Ordance (on right-side CRT) Select Ordance Bay Doors (oggles open/closed)	'F6' space bar ↵	Fire Ordance Fire Cannon	return backspace
DEFENCES Flare (drop one cartridge) Chaff (strip one cartridge) Flammer (oggles on/off)	'1' '2' '3'	ECM (radar jammer on/off) Decoy (drop one)	↵ ↵

INSIDER/NAVIGATION SYSTEM

Track Waypoint (on right-side CRT) Change Waypoint (on both CRTs) Reset Waypoint (all) Select/Change Previous Waypoint Select/Change Next Waypoint Move Waypoint Up (changing pt) Move Waypoint Down (changing pt) Move Waypoint Left (changing pt) Move Waypoint Right (changing pt)	'F7' 'F8' 'F9' 'F10' 'F11' 'F12' 'F13' 'F14'	System Damage (on right-side CRT) LSDisplay the HUD Mission (on right-side CRT) Eject (ball out) Shift and 'F10'
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SIMULATION CONTROLS

Pause (press any key to un-pause) 'Esc' (hides controls) Quit	Alt and 'P' Alt and 'H' Alt and 'Q'	Resupply (training only) Change missions to training Alt and 'T'
KEYBOARD CONTROL STICK ADJUST Keyed sensitivity 3 = keypress causes large stick movement Keyed sensitivity 2 = keypress causes moderate stick movement (default) Keyed sensitivity 1 = keypress causes small stick movement	↵ ↵ ↵	↵ ↵ ↵

VOLUME ADJUST (4 SOUND LEVELS)

Sound level 3 = all sounds Sound level 2 = all sounds except engine background noise (default) Sound level 1 = firing and explosions only (no warning sounds) Sound level 0 = no sound	Alt and 'V'
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DETAIL ADJUST (6 LEVELS)

Detail level 1 = maximum detail on Tactical and Track Cam displays Detail level 0 = normal detail on Tactical and Track Cam displays	Alt and 'D'
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SLEW CONTROLS (6 DIRECTIONS)

Slew North (training only) Slew West (training only) Slew South (training only) Slew East (training only)	Alt and 'T' Alt and 'T' Alt and 'T' Alt and 'T'
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