New for v2.0 - Network

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 - Network play.

Requirements

"F/A-18 Hornet 2.0" allows network play for two to four   players across any AppleTalk™ compatible network, including   Apple Remote Access® (for modem play). Depending on the   server used, it is likely that no more than two players may   successfully fly using Apple Remote Access®.

All network players MUST have version 2.0 to establish a   network connection. A player running a different version   than that of the host will not be able to see the hosted   mission in the "Join" dialog.

Room Popup

The "Host" and "Join" dialogs support nine "rooms" in which   network missions may be played. When hosting a mission,   select a room through the popup menu above the available   mission list. Players wishing to join must choose the same   room the join dialog to see the hosted mission in their list. These rooms allow each mission to be hosted by a   maximum of nine players on any one network.

Host Options

The mission's "Host" may alter two settings to optimize network function. The host options are transmitted to other   players during flight.

• "Low Traffic Network" causes network players to exchange   aircraft state data twice as often as when the option is   UNchecked. This creates a higher demand on the network. More   than two players using either LocalTalk™ or ARA (Apple   Remote Access™) networks may want uncheck this option. Two players using 9600 bps or faster modems should leave this   item checked. If players experience excessive jerking when viewing other aircraft, uncheck this option.

• "Precision Positioning" changes the internal interpolation   algorithm used. When checked, this option will give better   apparent positions for remote aircraft (aircraft other than   yours), but might cause excessive surging. This option   should probably be checked when all players are using fast computers. If the speed disparity between two players is   great, this option

should probably be UNchecked.   Experimentation is the best way to decide which options   should be checked.

Player Communication

F/A-18 Hornet 2.0 allows typed communication among players   from the cockpit, as well as from the mission briefing   window before flying. To send a message from the briefing   window, simply type the message and press r. To send a message from the cockpit, press c' type the message, then   press r. If a message is started in the cockpit, but no typing occurs for about four seconds, the message line will   be cleared and the keyboard will again control the   aircraft.

Messages can be exchanged between the briefing room and   pilots in flight. Private messages can be exchanged by   holding down the o key when pressing r to send the message.

Reloading/Refueling

It is possible to reload fuel and restore arms (the load that you initially chose before flight). To refuel, taxi   onto the designated fuel pad at any friendly airbase, come to a complete stop, and press sF (Fuel). To reload arms and reload fuel stop on the pad and press sR (Reload all). Fuel pads are typically located near fuel tanks and can be   identified by a large white "F."

Network Difficulty Settings

During network play, "Normal" difficulty settings override   the settings of the difficulty dialog.