

"Read Me" File
A-10 Attack™: Demo
Version 1.1

Release Date: End Of March, 1995

This simulation is timed; you will only have 5 minutes per mission.

Many thanks for playing the A-10 Attack! demo. This "Read Me" file will tell you how to play the game as well as give System requirements and keyboard commands.

Quick Start

Keyboard Commands.

<u>Key</u>	<u>Commands</u>
1	Forward View
2	Look Down
3	Chase
6	Tower View
7	Weapon View
9	HUD Rotate Left
0	HUD Rotate Right
a	Auto pilot on/off
b	Barometric Altimeter In HUD
c	Cannon Fire Rate Hi/Low
d	Flaps Up
e	ECM On/Off
f	Flaps Down
g	Gear Up/Down
h	RWR Hands Off (Select Next RWR Target)
L	Cockpit Lights On/Off
m	Master Arm On/Off
n	Time Increase By 15mins
N	Time Decrease By 15mins
rr	Quick Rear View
riNN	Ripple Interval x 10ms
rcNN	Ripple Count
rqNN	Same as Above (rcNN)
rmj	Release Mode selective jettison
rmp	Release Mode PRS
rmrp	Release Mode RIP PRS
rmrs	Release Mode RIP SGL
rms	Release Mode SGL
s	SAS
t	Tacan On/Off
w	Next Waypoint
x	Right Fire Extinguisher
z	Left Fire Extinguisher
Fn	Select Station (Function Keys)

F12

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Clear All Stations

Release Chaff

Release Flares

Left Rudder

Right Rudder

/	Cancel Rudder
]	Nose Trim Down
[Nose Trim Up
SHFT-]	Rudder Trim Right
SHFT-[Rudder Trim Left
\	Cancel All Trim
=	Throttle Up
-	Throttle Down
SHFT-=	Throttle Maximum
SHFT--	Throttle Minimum
SPC	Brakes/Speed Brakes
RET	Target Designate/Weapons Release
DEL	Target Deselect
TAB	Select Next Target In HUD
ESC	Tactical Map
Clear	Clear All Stations
kpd-=	Select Station 10
kpd-/	Select Station 11
kpd-*	MFD Off
kpd--	MFD Damage
kpd-+	MFD TV
kpd-Enter	Target Designate/Weapons Release
kpd-1 thru 9	Select Station N
kpd-0	Shoot Gun

System Requirements:

A-10 Attack! runs on any 68030 or faster, meaning a Macintosh IIci or an LCIII-class machine, with System 7.0 or later, 3000k free memory, and 256 colors.

We Recommend a 25Mhz 68040 Macintosh or faster, with 3Mb of free RAM and System 7.5. This will allow you to play the Simulator, without compromising on speed.

Important Note: This Demo is not a "Fat Binary" application; it will run on the Power PC Macintoshs, but in emulation mode only.

Playing the Simulator

After installing, double click the Demo program file in your chosen "A-10 Attack!" folder, and after a brief wait you will be at the Startup screen. You will have three 'On Screen' options:

I. Quick start

Choosing this option takes you to the "Quick start" window. In this window, you will find two missions to choose from. Both of the "Missions" are located on the same 15 sq. mile island.

Mission One: Allows you to become "one" with your A-10. There are two airfields on the island, along with beaches, cliffs, a bridge, a radio mast and small villages.

Mission Two: All combat all the time. Against you are Russian Mig-29s, T-72s, BMP Armored vehicles, SAM sites, ZSUs and Russian cruisers. On your side is a Nimitz carrier

and a German frigate. Good luck! Your weaponry consists of 30mm Cannon, 500lb bombs and Aim-9L Sidewinder missiles.

II. Slide Show

This option will show you some action screen shots. You will be able to scan forward, backwards and finish the slide show.

III. About

Allows you to view the application's "About..." box if you're too lazy to go up to the Apple menu.

You will also be able to use the Prefs window, which is under the "Simulation" menu. In this menu, you will be able to change the following Preferences:

Flight Device Mouse

Keyboard

Detail

Stars (Toggles the 'Night Sky' Stars "On" & "Off")
Shadows (Toggles the Object Shadows "On" & "Off")
Haze (Toggles the distance hazing "On" and "Off")
Show Ordnance Internally (Show Weapons on wings from internal views)
Show Ordnance Externally (Show Weapons on wings from external views)

Combat

Invulnerable Aircraft (Indestructible Aircraft)
Sun Blinding (As it Sounds)
Blackouts / Redouts (Pull too many positive or negative G's)
Ground Clutter (This Option will toggle trees, waves and sand dunes on & off)

Sound Software

Faster (May not work on all machines)
Sound Manager 3.0 (Uses Apple's Sound Manager Software)

Toggle some of the "Detail" preferences off on slower machines to increase the demo's performance.

Welcome to The Cockpit:

Now you are in the Cockpit, push the "down" cursor key on the keyboard, you are now looking down at the instrument panel. If you hold the "Option" key down you will see a cursor appear on the screen. Move the cursor using the mouse to the Engine Start button, which is located in the middle bottom of the Instrument panel. Click. The Engines have now started. When holding down the "Option" key for temporary cursor change or activate the "Caps Lock" key for a more permanent change, moving over different buttons will cause the cursor to change from the Arrow

to the Hand. Take some time here to experiment with the different button options, how they move and what changes they cause.

Now press the UP arrow key on your Keyboard and you will now be looking straight ahead. Before you increase the power to the Engines, Press the Number "3" key and you

will be transported to the "Chase Mode". In this mode, you will be able to navigate around your A-10 using the cursor keys. Also if you press down the "SHIFT" key at the same time as using the "UP" and "DOWN" cursor keys, you will be able to Zoom in and out. These controls can be used in the Tower mode and Weapon Mode as well (Press the number "6" for Tower and "7" for Weapon. While you are in "Chase" mode, move your mouse and watch the flaps move up and down. Now press the number "1" key to return to the Cockpit and now press the "+" key to increase the power to 100%. Press the "f" key to set the flaps to 10% (larger the load, the larger the flap setting) and when the speed has reached 150knts you will be able to pull the nose up. Once off the ground, press the "g" key to retract the landing gear and then press "d" key to re-set the flaps. Now you're FLYING!

Tips:

When you have died, or you wish to end the current Mission, press the "escape" key and you will be returned to the Quick start Menu.

If you only have a 4Mb Ram configuration, we recommend that before you start playing "A-10 Attack!", you remove all non-essential System Inits and keep them in a separate folder in your System folder called "disabled Extensions and Inits". Then find the "A-10 Attack! Demo" program and 'Get info' on it. Change the "Minimum" setting to 2800k. When you close the window, a message will appear to tell you that you're choosing a lower RAM setting than recommended; press "OK". Then restart your Macintosh and you should have enough free RAM for the Program to run.

The Real Thing:

The full version of A-10 Attack! will be available at the end of March, 1995. Here is a partial feature set to drool over:

- Two 40,000 sq. mile theatres of operation (Redflag [Arizona] & Germany)
- Multiple missions in each theatre
- VBE™ (Virtual Battlefield Environment) - look for future interlocking vehicle simulators
- Full featured tactical map mode with control over an entire Warthog squadron
- Support for 13, 16, 19, & 21 inch monitors
- Rolling terrain and negative terrain
- Terrain masking for Radar and Visual Line-Of-Sight
- 20+ Accurately modeled weapon systems (e.g. lifting body aerodynamics are calculated for the Laser guided bombs)
- Rigid body physics engine for the most realistic flight and object simulation on a PC

For More Information:

ParSoft
101 W. Renner Road
Suite 430
Richardson, TX 75082

Tel: (214) 479-1340

Fax: (214) 479-0853

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