

Installing and Starting Yeager Air Combat

To play Yeager Air Combat, you need 640K of memory and a CGA, RGA, MCGA, or VGA compatible video adapter.

STARTUP PARAMETERS

When you start Yeager Air Combat, the program automatically detects the best graphics mode for your computer and starts the game in that mode. However, if you want to start the game in a different graphics mode, you can do so by adding a few extra characters (called arguments) to the start command.

The program *does not* automatically detect CMS Boards or the Covex Speech Thing. You need to instruct the game with an argument to use these cards.

EXAMPLE: Let's say you want to load the game with EGA graphics mode and music generated with a CMS Board (you must have a CMS board installed). You'd type **YEAGER EGA CMS** and press **Enter**.

The order of the extra arguments doesn't matter as long as there's a space between each argument.

These are the arguments you can use:

CGA	Loads game with CGA graphics.
EGA	Loads game with EGA graphics
MCGA	Loads game with MCGA graphics (Same graphics as VGA, but slower. Maintains compatibility with PS/2 25 and 30).
TGA	Loads game with Tandy graphics.
VGA	Loads game with VGA graphics.
SLOWCARD	When you are MCGA or VGA mode, if the game freezes on startup, or if you get sound but the wrong colors or no colors at all, try this parameter. It slows down the interface between the computer and the video card.
FASTCARD	Deactivates Slowcard.
JOYSTICK	Loads game with joystick flight control.
KEYBOARD	Loads game with keyboard flight control.

MOUSE	Loads game with mouse flight control.
MOUSE2	Loads game with high-resolution mouse flight control.
LOW	Loads game in low graphics detail mode (less detail speeds up game play).
MEDIUM	Loads game in medium graphics detail mode (less detail speeds up game play).
HIGH	Loads game in high graphics detail mode.
NOSOUND	Loads game with sound turned off.
NOSPEECH	Loads game with digitized speech turned off. It also reduces the amount of disk swapping necessary when playing on four 360k floppies.
PC	Loads game with PC internal speaker sounds.
ADLIB	Loads game with AdLib sound card sounds.
BLASTER	Loads game with Sound Blaster sound card sounds.
TANDY	Loads game with Tandy 1000 sound.
TANDYDAC	Loads game in Tandy 1000 models equipped with DAC (such as the Tandy 1000 TL), which results in clearer digitized speech.
COVOX1	Loads game with loud speech driver for the Covox Speech Thing on parallel port 1. Note: there is no auto-detect for Covox, so this parameter is required if you want to use Covox.
COVOX2	Loads game with loud speech driver for the Covox Speech Thing on parallel port 2. Note: there is no auto-detect for Covox, so this parameter is required if you want to use your CMS Board.
CMS	Loads sound driver for CMS music board. Note: there is no speech driver for CMS, so digitized speech will play through the PC's internal speaker. Also, there is no auto-detect for CMS, so this parameter is required if you want to use your CMS Board.
SMALL	Use this if you have a computer with less than 640K of memory. It deletes complex versions of some shapes to speed up the simulation.
LARGE	Deactivates Small.
ALL	If you want to be able to play all missions without having to win each one, type this parameter to make all missions available immediately. This is a default parameter.
CAMPAIGN	Starts new campaign. In order to advance in Campaign Mode, you will need to land safely at your home base after successfully completing each mission. (See p.25 in manual).

Note: when you quit the game, the program automatically remembers all of that game's startup

parameters, as well as all the items checked on the drop-down menus. The next time you start the game, just type **YEAGER** and press **Enter**, and those same parameters and menu items will be in effect. Also, if you quit the game in the middle of a Campaign, and you want to return to where you left off, be sure not to select the Campaign parameter the next time you start up the game, as that will put you at the beginning of a new campaign.

KEYBOARD PROCEDURES FOR NON MOUSE USERS

Tab	Moves cursor arrow sequentially through option “buttons.”
Spacebar	Selects option beneath cursor arrow.
Enter	Selects option with > “text” < (arrows) on either side. Note: this may be different than the button the cursor arrow points to, so you can hit Enter to save time.
Esc	Exit to previous screen.
Backspace	Backup one screen when creating a custom mission.
“Hot keys”	Most options can be selected by pressing the first letter of the first word. For example, “Test Flight” is selected from the main menu by pressing T.

Note: On the Historical Mission Selection screen, pressing 1, 2, or 3 will select the first, second, or third mission visible on the screen.

YEAGER AIR COMBAT KEYBOARD REFERENCES

VIEWS

F1	Forward
F2	Back
F3	Left
F4	Right
F5	Up (Look up at 45° from forward view)
F6	Down (Look down at 45° from forward view)
F7	Plane to target
F8	Target to plane
F9	Map (in playback screen, this activates the “3Dbox view”)
F10	Fly-by
Shift-F1	Behind your airplane, looking forward

Shift-F2	In front of your airplane, looking back
Shift-F3	Alongside the right wing of your airplane
Shift-F4	Alongside the left wing of your airplane
Shift-F5	From below looking up at underside of your airplane
Shift-F6	From above looking down at the top side of your airplane
Shift-F7	Target's cockpit
Shift-F8	Following target
Shift-F9	Circling external view of airplane
Shift-F10	Following missile
(cursor arrows)	Slew view angle . If you're using the keyboard to control the flight stick, or if you're on the FILM PLAYBACK screen, then you have to press Ctrl along with the arrow keys.
Ctrl-PgUp/PgDn	After you've selected "fly-by-view" these keys will change the altitude of your view position.
-	Decrease view magnification
+	Increase view magnification

FLIGHT CONTROLS

1 to 5	Set throttle (0%, 25%, 50%, 75%, 100%)
6	Afterburner (Vietnam Era aircraft only)
7	Throttle -5%
8	Throttle +5%
G	Landing gear up / down
F	Flaps in / out
B	Air brakes and wheel brakes on / off

COCKPIT CONTROL

Backspace	Display / Hide instrument Panel
]	Select previous weapon
[Select next weapon
Spacebar,	
Button A	Fire weapon
Enter, Button B	Select next target to right of current target

' (apostrophe)	Select target closest to center of screen
9	Fire chaff (on MiG-21 and F-4 only)
0	Fire Flare (on MiG-21 and F-4 only)
R	Radar on/off (on MiG-21 and F-4 only)
, (comma)	Decrease RWR magnification (on MiG-21 and F-4 only)
. (period)	Increase RWR magnification (on MiG-21 and F-4 only)
W	Next waypoint
Shift-W	Previous waypoint
Shift-E	Eject
Ctrl-R	Change HUD (Heads Up Display) color
Ctrl-F	Toggle flight info on/off
D	Show how much damage you've absorbed (as % of max damage)

MISCELLANEOUS - DURING FLIGHT

Esc	Toggle flight menus on/off
Ctrl-P	Pause
Ctrl-S	Sounds on/off
Ctrl-Q	End mission
Ctrl-A	Direction to nearest friendly plane
Ctrl-Z	Direction to nearest enemy plane
T	Toggle time compression (1x, 2x, 4x)

MENU COMMANDS

Esc	Toggle flight menus on/off
Left, Right (arrows)	Previous/Next menu
Up, Down (arrows)	Previous/Next item
PgUp/PgDn	Previous/Next item group ("group" = one or more items separated by line)
Home, End	First/Last item
Enter	Make selection and remove menus

HELP FUNCTIONS

Ctrl-I	Invincibility on/off
Ctrl-E	Easy Aiming on/off
Ctrl-L	Easy landings on/off
Ctrl-U	Unlimited ammo on/off
Ctrl-T	Target information on/off

Ctrl-B	Blackouts and redouts on/off
Shift-1	Map window on/off
Shift-2	Flight envelope window on/off
Shift-3	Target view window on/off
Shift-4	Yeager window on/off

Note: Using a help function will prevent you from advancing in Campaign Mode. The Nearest Friend (**Ctrl-A**) and Nearest Enemy (**Ctrl-Z**) features do not count as Help Features in Campaign Mode. **KEYBOARD AND MOUSE USERS:** Because it's more difficult to aim while controlling your airplane with the keyboard or a mouse, you can select Easy Aiming from the Help Menu and still complete a Campaign.

FILM PLAYBACK SCREEN

P	Brings up film playback screen when in flight
Home	Go to start of film
End	Go to end of film
; (Semi-colon)	Move back five seconds
" (apostrophe)	Move forward five seconds
[Move back 1/20th of a second
]	Move forward 1/20th of a second
5 (keypad)	Stops film
Left Arrow	Play in slow motion
Right Arrow	Play at normal speed
PgDn	Play at 2x normal speed


Ctrl-(Cursor Arrows)

Slew view angle (Also activated by the tab key and by moving the cursor arrow. These can also be used to rotate perspectives in Box View.)

(Function Keys)

Set the view mode. All commands remain the same as, except that **F9** activates **BOX VIEW** instead of **MAP VIEW**, which is not available on the Film Playback screen.

Enter	Next Target button (only when in Target View)
+	Zoom in
-	Zoom Out
L	Load film (only works in Review Film on main menu)
S	Save film
Esc	Exit Film Playback Screen



The following commands work only in “Box View”

F9	Activates Box View
H	Always follow plane's heading (default = off)
P	Always follow plane's position, keeping player centered in the box. (default = off)

EXITING TO DOS

Ctrl-C Exit to **DOS**. You will be asked to confirm this by pressing **Y**.

GAME NOTE

In Campaign Mode and Ace's Challenge you **MUST** come to a full stop at your home base to get credit for a completed mission. In some missions (notably escort missions) the scenario will end after the bombers have reached their final waypoint. You must land at your home base before they reach their final waypoint.