

Joint Strike Fighter Demo

Tuesday, March 10, 1998

The X-32B and X-35B are the next generation fighter aircraft of the US armed forces. They will be operational early next century. JSF from Innerloop and Eidos allows you to take the controls of these futuristic fighters.

You start on a runway near a port city in Colombia. Colombian drug lords have sent converted military ground and air units to take the base. You need to defend the base and secure the area. Good Luck!

JSF has been released to excellent reviews. It is available through your local retailer.

JSF demo requires:

P133 or greater CPU (P100 if you have a 3DFX Voodoo chip card)
We support hardware acceleration for all Voodoo 1 and 2 chipsets
16MB of Ram or higher (32 is highly recommended)
1 MB Fast Video Card (2MB Ram preferred)
Direct X 5.0 installed (please verify that ALL your drivers are updated)

To install:

Double Click on the JSF_demo.exe file - this is a self-extracting archive.

The setup program should then begin.

In the EIDOS INTERACTIVE folder in your START MENU contains the demo's executable shortcut.

Quick Start:

1. Press **F** to lower the Flap
2. Press **CTRL + 0** for full thrust
3. If need to taxi to the runway press **1** and then press **<** or **>** for your rudder control
4. When you are $\frac{3}{4}$ of the way down the runway – pull back of joystick or press down arrow
5. Once on the air, press **G** and **F** to raise gear and normalize the flaps
6. Remember to access AIR TO GROUND WEAPONS – **PRESS BACKSPACE**
7. Remember to access AIR TO AIR WEAPONS – **PRESS ENTER**
8. Open your Hatch (H key) for more weapons and to use them
9. ESC key is your demo in-game menu (you can alter Controls, Sound, Graphics, or Quit)
10. To talk to your wingmen, press **SHIFT** and then the Number of the communication

JSF Demo Multiplayer

We have added Multiplayer support for the demo. JSF supports multiplayer play on:

1. IPX Network – for all games user clicks on color bar to choose team
2. TCP/IP – host user should give his IP (use Winipcfg.exe) to the clients
3. Modem - one user is the host and the other the client
4. Serial – one user is the host and the other the client
5. Mplayer – end of March 98 (click on the Start Menu – Mplayer option)

"Cool things to do"

- Set your heading to 235 degrees to engage some enemy aircraft

- Pre-order JSF with your retailer (well I had to try!)
- Become a Blue Angel of the future with (CTRL + S) then go to the F3 view (use page up and down to zoom camera)
- Take a sky diving lesson (Both CTRL keys and E)
- Activate night vision (CTRL + N)
- Use the HUD computer to easily identify targets (CTRL + O - RED and ORANGE are the bad guys)
- Talk to your team (SHIFT KEY and Number Keys)
- Explore the Virtual Cockpit (F2 key and then use CTRL + ARROW Keys to look around - use HAT on the joystick for this)
- Checkout the MFDs by pressing the Numerical Keypad keys (num lock is on) - use the ALT key to activate your pointer\hand

TROUBLESHOOTING:

NOTE: since this is a demo, part of the total JSF program, we cannot guarantee its functionality on all systems and configurations. If the demo does not work, you are welcome to email our technical support team at techsupp@eidos.com for basic advice. However, they are DO NOT offer full support this demo.

Please note: JSF was not tested or designed on Windows 98, Windows NT or for laptops computers, JSF "should" work, but if it does not, please play in Windows 95 with DX5 installed.

Performance:

The JSF engine is designed for high resolution game graphics with a high frame rate. Innerloop's software engine allows a user with a P200 to achieve at 640x480x16bit color (approx.):

With 3DFX - 30 FPS

Without - 20 FPS

Please make sure that you are using the latest drivers for you video card. Some common vendor URLs:

VIDEO CARDS:

www.hercules.com
 www.tseng.com
 www.diamondmm.com
 www.stb.com
 www.canopuscorp.com
 www.aticorp.com
 www.matrox.com

SOUNDCARDS

www.creativelabs.com/zonemenu.html
 www.ensoniq.com
 www.gravis.com

Tech Support maxims:

1. the more RAM you have the better
2. the more objects onscreen in a 3D world, the slower the frame rate
3. disk compression will slow the game down
4. defragmenting and scandisking you hard drive twice a month is a very good think
5. the less open programs (check your taskbar) you have open the better

6. calibrate your joystick often in the Win95 Control Panel
7. the higher the game resolution the slower the performance (i.e. do not expect 20 FPS with 1024x768x16 setting)
8. take the time to log your system components and driver version

JSF CONTROLS

(ESC keys brings up the in-game menu for options and to exit)

External Camera Views

The camera views toggle with repeated presses to change views.

<F1>	Player internal:	Forward
<F2>	Player internal:	Player virtual cockpit Player virtual padlock
<F3>	Player views:	Player external Player air flyby Player ground flyby
<F4>	Player action views:	Player chase Player back view Player below left wing Player, below right wing
<F5>	Wingman views:	Wingman external Wingman → Player Player → Wingman Wingman air flyby
<F6>	Plane views:	Plane external Plane → Player Player → Plane Plane air flyby
<F7>	Vehicle views:	Vehicle external Vehicle → Player Player → Vehicle Vehicle ground flyby
<F8>	Generic object views:	Object external Object → Player Player → Object
<F9>	Incoming missile views:	Incoming missile external Incoming missile → Player Player → Incoming missile Incoming missile air flyby
<F10>	Outgoing missile views:	Outgoing missile external Outgoing missile internal view Outgoing missile air flyby
<F11>	Secondary player views:	Player satellite view Tower → Player Wind Indicator
<F12>	Player target views:	Player target external Player target → Player Player → Player target Player target air flyby

<Ctrl> Opposite direction on toggle items

The view camera can be manipulated with these commands:

<Ins>	Next object in category
	Previous object in category
<Ctrl><Right>	Rotate camera right
<Ctrl><Left>	Rotate camera left
<Ctrl><Up>	Rotate camera up
<Ctrl><Down>	Rotate camera down
<PageUp>	Move camera closer to
<PageDn>	Move camera farther from

Virtual Cockpit Views (selecting F2)

Normal Views

<Ctrl><Arrow> Move head in virtual cockpit view

<NumPad7>	Virtual cockpit look left
<NumPad8>	Virtual cockpit look back
<NumPad9>	Virtual cockpit look right

By default, transitions between these positions happen smoothly. By pressing **<Ctrl>**, however, the view snaps immediately.

MFD Views

<NumPad1>	Control MFD
<NumPad2>	Status MFD
<NumPad3>	Info MFD
<NumPad4>	Attack MFD
<NumPad5>	Strategic MFD
<NumPad6>	Offensive MFD

By default, the camera slides smoothly from one MFD to another. As above, however, an immediate change can be forced by keeping **<Ctrl>** pressed while selecting the view.

Radio communication

<Shift> Activate communications menu. The following commands only apply when shift is pressed:

1..9 Select message 1..9. Greyed out messages are inactive and therefore not selectable.

<BackSpace>	Go back one level
<Grave>	Go back one level

Basic flight controls

<Left><Right>	Roll plane
<Up><Down>	Pitch up/down
<,><.>	Rudder pedals

H Hatch (weapons) – MUST BE OPEN TO DROP BOMBS!
G Gear (When on ground, NOSE WHEEL LOCK)
F Toggle flap
B Airbrake/wheel brake

Engine

<Ctrl><~> Engine off
<~> Engine idle 60%
1 64% thrust
2 68% thrust
3 72% thrust
4 76% thrust
5 80% thrust
6 84% thrust
7 88% thrust
8 92% thrust
9 96% thrust
0 100% thrust
<Ctrl>0 Afterburner thrust
<-> Increase thrust
<Ctrl><-> Increase thrust slow
<=> Increase thrust
<Ctrl><=> Increase thrust slow

Emergency Controls

<BothCtrl><E> Eject (this is REALLY COOL!)
<BothCtrl><W> Jettison first external weapons, then internal
<BothCtrl><J> Jettison fuel start/stop
<BothCtrl><Arrow> Adjust trim

Weapons Controls

<Space> Fire active weapon
<Alt><Space> Fire gun
<Enter> Toggle ATA weapon
<Ctrl><Enter> Toggle ATA weapon down
<BackSpace> Toggle ATG weapon
<Ctrl><BackSpace> Toggle ATG weapon down
D Toggle ATG discriminator
<Tab> Increase target
<Ctrl><Tab> Decrease target

Defense Controls

E Toggle ECM
C Chaff
Z Flare

MFD Controls (these are your cockpit radar and controls)

ALT Enable mouse pointer
<ALT>12345 MFD Top
<ALT>QWERT MFD Left
<ALT>ASDFG MFD Right
<ALT>ZXCVB MFD Bottom

HMD

S	Set HMD mode to SLS
N	Set HMD mode to NAV
Numpad decimal	toggle HMD on/off
<CTRL><T>	Synthetic terrain overlay
<CTRL><O>	Synthetic object overlay

Dropdown Menu

<Esc>	Toggle dropdown menu
<Arrow >	Navigate dropdown menus
<Space/Enter>	Navigate dropdown menus

Radar

X	Increase radar range
<Ctrl> X	Decrease radar range
R	Radar on/off
<Shift>R	Toggle radar mode