

F/A-18 Hornet 3.0.1

Macintosh:

- \* Added support for CH rudder pedal toe-brake.

Windows:

- \* DirectX3 is now supported (and required). DirectX3 can be downloaded at our web site: "www.graphsim.com".
- \* The game will fly even if no sound card/driver is present.
- \* Numerous networking bugs have been fixed. Player connections are more reliable. Direct IP networking is now available so Internet games can be played without requiring Kali/Kahn.
- \* Fixed problems associated with version 3.0.1b1 involving the hatswitch.

NEW:

- \* Added physical effects when hit by a missile.
- \* Improved view system. When "Joystick" or "Programmable Joystick" is selected for control input ("SETTINGS" @ "PREFERENCES"), the keypad becomes the view control system as follows:

keypad 7 - 45 degrees left		
keypad 4 - 90 degrees left		
keypad 1 - 135 degrees left		
keypad 9 - 45 degrees right		Combine with 8 or 5 to add up 45
keypad 6 - 90 degrees right		
keypad 3 - 135 degrees right		
keypad 2 - 180 degrees back		
keypad 8 - 45 degrees up		
keypad 7 and 9 - 90 degrees up		
keypad 4 and 6 - 90 degrees up		
keypad 1 and 3 - 90 degrees up		

- \* New padlock view system. Pressing the '4' key switches to SA (situational-awareness) view. Pressing '4' again padlocks the last MANUALLY designated target -- either radar, HARM or EO. (Note that the enemy view and padlock view will not work with targets that have been automatically acquired by the radar.) SHIFT-'4' padlocks your wingman. 'CTRL'-'4' padlocks the enemy aircraft nearest the center of the screen. If no aircraft are near the center of the screen, then the enemy aircraft nearest to your plane is padlocked.

Simulation fixes:

- \* When flying network missions, remote aircraft appear with their correct AOA (Angle-of-attack).
- \* Wingman bugs fixed, including crashing into the ground, and not resuming after a go-home command.
- \* LSO right/left voice messages were reversed; these have been fixed.
- \* LSO "wave-off" distance was decreased.
- \* Wing tanks now remove their fuel when they are jettisoned.
- \* Auto-trim is improved. No more pronounced nose-down tendency.
- \* The BLU-107's accuracy has been improved.
- \* When the aircraft runs out of fuel, the engines kill appropriately.
- \* The game no longer crashes if you eject while in SA (situation-awareness) view.
- \* Red Flag missions replay correctly. (Red Flag missions are available through our web site "www.graphsim.com").
- \* Made a few flight model and weapon system tweaks.