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Overview

Red Baron II Multiplayer lets you experience the excitement of World War I air combat against human players—across the room or across the world.

Red Baron II Multiplayer can be played by one team against another; every player for himself; or even solo, to get used to the Red Baron II Multiplayer world. Depending on the game type, you may be assigned to destroy a number of enemy targets, or just to try to shoot down as many enemy planes as possible.

There are game difficulty options to suit different skill levels. The game can be set up to let you take off and land automatically, turn off enemy anti-aircraft batteries and give you varying numbers of lives and ammo. Or you can choose the most realistic difficulty settings, including g-force structural damage to your airplane.

You can chat with the other players throughout the game to decide on teams, to set game options, to communicate your position during flight and to postmortem the game when it's over.

To view help, do one of the following:

▶ Click the Windows 95 Start button, choose Programs, Sierra, Red Baron II, then Red Baron II Multiplayer Help.
▶ Click the Help button in game dialog boxes.
▶ When flying, right-click on the window and select Help from the menu.

You can read straight through this document (it's not very long) by using the browse buttons above to move forward and back. To search for a topic, click the Help Topics button above, then use the Index or Find tab. To see how to use the keyboard or joystick, click the Keyboard Reference or Joystick Reference button above.

Starting the Game

When you start Red Baron II Multiplayer, you see a list of pilots from which to select, and buttons for Connect, Solo, New Pilot, Delete Pilot, Quit and Help.

Pilot Roster

Contains the names and statistics of the pilots you have created. Click a pilot name to select it for flying or for deletion. You might want to create different pilots for different games; for instance, to use a different pilot when flying for an Allied team than for a German team.

Connect

Starts up the multiplayer game. Choosing this option takes you to the Multiplayer Wizard.

Solo

Lets you fly around the game world in Solo mode. There won't be any other aircraft in the skies, but you can practice flying and attacking ground targets. After choosing this option, you will go to the Game Options Screen.

New Pilot

Creates a new pilot, with a new name and career statistics.

Delete Pilot

Removes the pilot that is currently selected in the Pilot Roster.

Quit

Exits the program.

Multiplayer Wizard

The Multiplayer Wizard is a separate program and is not fully covered in this help document.

You can get help in the Multiplayer Wizard by leaving the cursor on a dialog box item for a second. A tooltip window will appear, explaining that item.

The Multiplayer Wizard allows you to

§ **Choose a connection type**
  § Internet
  § Network (if you're connected to one)
  § Modem
  § Null modem (two local computers connected by a serial cable)

§ **Choose your player name**

§ **Host or join a game**

§ **Chat until all players have joined the game**

After all players have joined the game, the host will exit the Multiplayer Wizard and you'll go to the Game Options Screen.

Game Options Screen

Multiplayer Game

In a multiplayer game, most options are selected by the host after chatting with the other players to determine their preferences.

▶   **To set game options (host)**

1 Choose a team for each player, if this is not a melee game.
You can change a player's team by clicking the player's name.

2 Click the Difficulty button to set the game difficulty level.

3 Click the Game Type button to choose a game type.

4 Click the Friendly Fire button to turn friendly fire on or off.

5 Click the Arcade button to turn Arcade mode on or off.

6 Choose your plane by clicking a plane in the Available Aircraft list.

7 Click the Play Game button to start the game.
There must be at least one player on each team before this button is enabled.

▶   **To set game options (guest)**

1 When the host has selected your team, choose a plane by clicking on a plane in the Available Aircraft list.
To see a snapshot of a plane, leave the cursor on the plane name for a second.

2 Click the Play Game button when it is enabled to start the game.

▶   **To chat with other players**

Type your message and press ENTER.

Messages from other players are displayed in the chat window in the lower half of the screen.

▶   **To review chat messages that have scrolled off the screen**

Press CTRL+UP ARROW or CTRL+DOWN ARROW to scroll up or down by one message at a time, or

CTRL+PAGE UP or CTRL+PAGE DOWN to scroll up or down by one page at a time.

Solo Game

▶   **To set game options**
Follow the instructions above for the multiplayer host.

Game Difficulty

The game difficulty can be Easy, Medium or Hard. This affects how hard ground targets are to destroy and how active anti-aircraft fire is. It also determines how many lives, bombs and rockets you get:

	Lives	Bombs	Rockets
Easy	10	40	20
Medium	7	20	10
Hard	3	10	5

You always have unlimited machine gun ammunition.

Arcade mode also affects the difficulty of the game.

The game difficulty is set on the Game Options screen.

Game Types

§ **Small, Medium, Large (Target Destruction)**

The first team that destroys the required number of ground targets wins the game.

	Targets Required	Targets Available
Small	2	5
Medium	5	8
Large	9	12

§ **Melee**

The player who shoots down the most planes wins. There are no ground targets.

§ **Team Melee**

The team that shoots down the most enemy planes wins. There are no ground targets.

A team or player also wins any of the game types when all enemy planes are shot down.

The game type is set on the Game Options screen.

Arcade Mode

Arcade mode makes flying easier but less realistic.

Your plane won't suffer damage as the result of g-forces, your guns can't jam and you can land and take off automatically. Arcade mode is selected on the Game Options Screen.

Flying

Orientation

- » Where am I?
- » Where are the targets and aerodromes?
- » Where are the other planes?
- » How do I look around?
- » How do I talk to other players?
- » How do I see who's flying which plane?

Playing the Game

- » How come I can't drop more bombs or fire more rockets or flares?
- » How do I destroy a target?
- » How do I see who's winning the game and how many targets are left to destroy?
- » How do I see how much ammo and how many lives I have left?
- » How do I rearm or repair my plane?
- » How do I take off and land?
- » What happens if I die?
- » When is the game over?
- » How do I quit?

Controls and Options

- » How do I use the keyboard?
- » How do I use the joystick?
- » How do I set game options while flying?

Problems

- » How can I fix my joystick? It doesn't do anything.

Using the Map

You can use the map to find out where you are, which direction you're flying and where the action is. Your position and heading is indicated by the airplane icon. The map shows the location of all the targets and aerodromes. It also shows the center of the locations of all planes, so you can quickly find out where the action is. You can use the map gridlines to designate your position when chatting with other players.

Your plane continues to fly while you're viewing the map.

▶ **To view the map**

Press NUM 0

▶ **To switch to forward view**

Press NUM 8

Map Icons

Your position and heading

Allied aerodrome

German aerodrome

Factory

Supply dump

Railyard

Bridge

Center of all planes' locations

Locating Other Planes

In a team game, players start out in a V-formation above their main aerodrome.

In an individual melee game, players start spaced around a one mile circle centered on the middle of the world.

After the game has begun, the map shows the center of the locations of all planes. You can also find out where the other players' planes are by asking them.

Related topics

How do I see who's flying which plane?

Changing Views

You can change to a number of different views that let you see from inside the plane, glance around, lock onto an enemy, view from a target's perspective, a chase plane or from a fixed point, and more.

There are three primary view modes:

Lockdown

Puts you in the cockpit of your plane with your view fixed

▶   **To switch to Forward Lockdown view**

     Press F1

Cockpit Slewable (Padlock)

Simulates swivelling your head to keep track of another plane or object

▶   **To select Cockpit Slewable (Padlock) view**

     Press F2

External

Views your plane from outside

▶   **To select an External view**

     Press F3, F4, F5, F6, F7 or F8

Related topics

»   Tips on using views

Lockdown View

Lockdown view puts you in the cockpit of your plane with your view fixed.

▶ **To look forward**

Press F1 OR NUM 8

▶ **To look left**

Press NUM 4

▶ **To look right**

Press NUM 6

▶ **To look back**

Press NUM 2

▶ **To look forward and left**

Press NUM 7

▶ **To look forward and right**

Press NUM 9

▶ **To look back and left**

Press NUM 1

▶ **To look back and right**

Press NUM 3

▶ **To look forward and up**

Press PAGE UP

▶ **To look down at the cockpit gauges**

Press PAGE DOWN

▶ **To look straight up**

Press NUM 5

▶ **To look at the map**

Press NUM 0

Hold down the CTRL key while pressing one of the above keys to shift the view up by 45 degrees.

Related topics

»   Using Cockpit Slewable (Padlock) and External views

»   Tips on using views

Cockpit Slewable (Padlock) View

Cockpit Slewable (Padlock) view simulates swivelling your head to keep your view centered on the <u>selected target</u> , like a plane or ground object.

▶   **To switch to Cockpit Slewable (Padlock) view**

Press F2

▶   **To glance forward**

Hold down the NUM / key

▶   **To use the joystick to glance around**
Hold down button 2 while moving the joystick

▶   **To glance left**

Hold down the F9 key

▶   **To glance right**

Hold down the F12 key

▶   **To glance up**

Hold down the F10 key

▶   **To glance down**

Hold down the F11 key

Related topics

»   Using Lockdown and External views

»   Selecting targets

»   Tips on using views

Selecting Targets

You can select targets using any view: Lockdown, Cockpit Slewable (Padlock) or External. When you select a target, you'll go to the appropriate slewable view, with the target centered..

▶   **To select a plane**

   Press N

»   **To select a friendly plane**

   Press F

»   **To select an enemy plane**

   Press E

»   **To select a dogfight enemy**

   Press D
This selects the best enemy to shoot at.

»   **To select a threat**

   Press T
This selects the enemy most likely to shoot at you.

»   **To select a landmark**

   Press L
This selects a ground target, like a factory or a bridge.

»   **To select the object in your gunsight**

   Press O
This is useful to select a single object of a landmark, such as a building.

»   **To switch to Cockpit Slewable (Padlock) view**

   Press F2

Pressing any target selection key except D or T selects the nearest target, pressing it again selects the next nearest target, etc.

Related topics

»   Tips on using views

External Views

External views let you view your plane from the outside.

» **To switch to External Slewable view**

Press F3

This is just like Cockpit Slewable (Padlock) view, except that you're outside your plane.

» **To switch to External Camera view**

Press F4

Lets you move the view around your plane independently of your or the selected target's movements.

» **To move the viewpoint in External Slewable or Camera view**
Hold down button 2 while moving the joystick

» **To switch to Chase Plane view**

Press F5

Puts the camera behind your plane.

» **To switch to Delayed Chase Plane view**

Press F6

Puts the viewpoint behind your plane, but tracks your movements with a slight delay.

» **To switch to Fly-by view**

Press F7

Puts the viewpoint on the ground, so you can watch your plane fly past.

» **To toggle viewing your plane from the selected target's perspective**

Press F8

» **To zoom in**

Press Z

» **To zoom out**

Press X

» **To rotate the view left**

Press F9

» **To rotate the view right**

Press F12

» **To rotate the view up**

Press F10

» **To rotate the view down**

Press F11

» **To glance forward from behind your plane**

Hold down the NUM / key

Related topics

» Using Lockdown and Cockpit Slewable (Padlock) views

» Tips on using views

Tips on Using Views

There are many ways to look around the world while you're flying, but the following method is a useful way to acquire and keep track of targets:

1 Select a target using the target selection keys

To select the best enemy plane to attack, press D

2 Locate the target by switching to Cockpit Slewable (Padlock) or an External view

Press F2 to view the target from the cockpit, or F3 to view it from outside the plane

3 Switch back to Lockdown view to maneuver the plane

Press F1 to switch to Lockdown view

4 Switch back and forth between Lockdown view and Cockpit Slewable (Padlock) or an External view to keep track of the target

Chatting with Other Players

You can send messages to all players, all players on your team or a single player.

Use the grid on the map to determine your location if you need to tell other players where you are.

If you're an Observer , you can only send messages to and receive messages from other Observers.

» **To send a message**

1 Press BACKSPACE to open the chat window at the top of the screen

2 Type your message

3 Press ENTER to send the message to the group or player to whom you last sent a message
The button at the right of the chat window indicates to whom the message will be sent.

» **To choose to whom to send a message**
Click the button at the right of the chat window, then click the group or player

» **To review chat messages that have scrolled off the screen**

Press CTRL+UP ARROW or CTRL+DOWN ARROW to scroll up or down by one message at a time, or CTRL+PAGE UP or CTRL+PAGE DOWN to scroll up or down by one page at a time.

» **To change the rate at which chat messages scroll off the screen**

1 Right-click on the window

2 From the menu, choose Chat…

3 Adjust the settings in the dialog box to increase or decrease the chat message scroll rate

Seeing Who's Flying Other Planes

» **To toggle player names above their aircraft**

Press SHIFT+N

Related topics

» Where are the other planes?

» How do I talk to other players?

Destroying Targets

A target is destroyed when a certain minimum amount of damage has been inflicted on it by bombs, rockets and machine gun fire. The amount of damage required to destroy a target depends on the game difficulty .

When a target has taken enough damage to be considered destroyed, all its buildings are demolished so that its status is obvious.

It doesn't matter who destroys a target--when one side's target is destroyed, the other team gets credit. Checking your position on the map can avoid helping the enemy cause by accidentally taking out friendly targets.

You can attempt to destroy enemy aerodromes in order to take away rearming locations, but they aren't considered targets with respect to winning the game.

Each time a game is started, targets are randomly placed on the world depending on the game type and game difficulty

Related topics

» How do I see how many targets are left?

Status Display

T   Your lives left

☠   Planes you have shot down

Team game

In a target destruction or team melee game, information about your team is on the left and information about the enemy team is on the right.

	Allied	**German**
Lives left		
Pilots left		
Targets left		

Melee game

☺   Other players left

T   Other players' lives left

These icons appear in the middle of the status display:

🔹   Bombs left

🔹   Rockets left

🔺   Autopilot
          Flashes when active.

🔻   Auto-land (Arcade mode)

          Press SHIFT+O to land automatically.

🔺   Auto-takeoff (Arcade mode)

          Press SHIFT+O to take off automatically.

☠   You're dead

          Press ESC to bring up a dialog from which to choose what to do next.

▶   **To change the status display color**

    Press SHIFT+C

▶   **To turn the status display off or on**

    Press SHIFT+D

Related topics

▶   Why does the status display change color after I drop a bomb?
▶   Game types

Rearming and Repairing Your Plane

▶   **To repair your plane**
Land anywhere and come to a stop

▶   **To rearm your plane**
Land at a friendly aerodrome and come to a stop

Your plane will only be rearmed or repaired if the aerodrome hasn't been destroyed.

Taking Off and Landing

▶ **To take off**

1 Use the joystick to turn your plane

2 Set the throttle to full by pressing O, or by using the joystick throttle if it has one

3 Turn on the engine by pressing TAB

4 When your plane is moving fast enough, gently pull back on the joystick

▶ **To take off in Arcade mode**

When the ⬆ icon in the status display flashes, press SHIFT+O

▶ **To land**

1 Find a flat place on the ground

2 Decrease the throttle using the keyboard throttle keys or using the joystick throttle if it has one

3 Approach the ground at a shallow angle

4 After landing, switch the engine off by pressing TAB

▶ **To land in Arcade mode**

When the ⬇ indicator in the status display flashes, press SHIFT+O

Related topics

▶   When is my plane rearmed and repaired?

Dying

When you die, you use up one of your lives. The number of lives you have depends on the <u>game difficulty</u> .

You can tell you're dead by the 💀 icon in the center of the <u>status display</u>.

▶ **To continue after dying**

Press ESC

A dialog box will appear from which you can choose to start a new life (if you have any left), become an <u>Observer</u>, or <u>leave the game</u>.

Leaving the Game

▶ **To leave the game**

1 Press ESC

2 Click   the Exit button in the dialog box

▶ **To become an Observer**

1 Press ESC

2 Click the Observe button in the dialog box
You will go into <u>Observer mode</u> which lets you move around the world to see the action, but you won't be able to return to your plane and are effectively out of the game.

_____

Related topics

▶ <u>   But I'm the host. Won't it screw things up if I quit? </u>

Observer Mode

Observer mode lets you fly around the world freely in order to watch the action.

Once you've chosen to go into Observer mode while flying, you can't go back to your plane.

You can only chat with other Observers.

Related topics

▶   How do I become an Observer?
▶   How does the joystick work in Observer mode?
▶   How does the keyboard work in Observer mode?

Game Summary Screen

When the game is over, you go to the Game Summary screen, which shows the results of the battle.

In a target destruction game, the number of pilots remaining, targets destroyed and enemy planes shot down is displayed. You can chat with other players by typing a message and pressing ENTER.

In a melee game, the number of planes shot down by each player is displayed.

From this screen you can quit the game or go back to the Start screen to start a new game.

Keyboard Reference

To	Press	Notes
Fire machine guns	SPACEBAR	
Unjam guns	U	
Drop bomb	B	
Fire rocket	R	
Set throttle	1,2...9,0	10-100%
Decrease throttle	HYPHEN	
Increase throttle	PLUS SIGN	
Bring up dialog box to start a new life, become an Observer or leave the game	ESC	
Auto-land	SHIFT+O	Arcade mode, when ⊕ flashes
Auto-takeoff	SHIFT+O	Arcade mode, when ⊕ flashes
Turn engine on or off	TAB	

Flying

To	Press
Climb	DOWN ARROW
Dive	UP ARROW
Bank	LEFT or RIGHT ARROW
Move rudder left	COMMA
Move rudder right	/
Center rudder	PERIOD

Chatting

To	Press
Start chat message	BACKSPACE
Send chat message	ENTER
Scroll chat messages up or down	CTRL+ PAGE UP, CTRL+ PAGE DOWN, CTRL+UP ARROW, CTRL+ DOWN ARROW

Views

To	Press
Use forward Lockdown view	F1
Use Cockpit Slewable (Padlock) view	F2
Use External Slewable view	F3
Use External Camera view	F4
Use Chase Plane view	F5
Use Delayed Chase Plane view	F6

Use Fly-by view	F7	
Swap views with target	F8	
Look forward	NUM 8	
Look left	NUM 4	
Look right	NUM 6	
Look back	NUM 2	
Look forward and left	NUM 7	
Look forward and right	NUM 9	
Look back and left	NUM 1	
Look back and right	NUM 3	
Look up and forward	PAGE UP	
Look down at instruments	PAGE DOWN	
Look at map	NUM 0	
Zoom in	Z	
Zoom out	X	
Rotate viewpoint	ENTER	Hold down while moving joystick
Glance forward	/	Hold down
Rotate view left	F9	Hold down
Rotate view right	F12	Hold down
Rotate view up	F10	Hold down
Rotate view down	F11	Hold down

Selecting targets

Select next plane	N	
Select next friendly	F	
Select next enemy	E	
Select next dogfight target	D	
Select next threat	T	
Select next landmark	L	
Select target in gunsight	O	

Autopilot

Turn straight and level autopilot on	SHIFT+A	
Turn circling autopilot on	ALT+A	
Turn autopilot off	A	

Miscellaneous

Toggle pause	P, PAUSE	Solo or Observer mode
Change status display color	SHIFT+C	

Toggle status display	SHIFT+D
Toggle pilot names above their planes	SHIFT+N
Fire flare	SHIFT+F
Toggle bullet type between regular, tracers and incendiary	SHIFT+M
Toggle airshow smoke	CTRL+S
Toggle sound	S
Toggle windowed mode	ALT+ENTER

To print this topic, click the Options button above and choose Print Topic from the menu.

Observer Mode Keyboard Reference

To	Press
Start / stop moving	TAB
Set speed	1,2...9,0
Increase/decrease speed	PLUS SIGN / HYPHEN
Toggle map	NUM 0,
Position behind current plane	SHIFT+UP ARROW
Position behind next plane	SHIFT+DOWN ARROW

Chatting

To	Press
Start a chat message	BACKSPACE
Send a chat message	ENTER
Scroll chat messages up or down	CTRL+PAGE UP, CTRL+PAGE DOWN, CTRL+UP ARROW, CTRL+DOWN ARROW

Display

To	Press
Toggle status display	SHIFT+D
Change status display color	SHIFT+C
Toggle pilot names	SHIFT+N

Game

To	Press
Toggle pause	P, PAUSE
Toggle sound	S
Leave game	ESC

Joystick Reference   Observer mode

To	Do this	Or press
Climb	Pull back	DOWN ARROW
Dive	Push forward	UP ARROW
Bank	Move left or right	LEFT or RIGHT

Yaw	Move rudder control left or right (if you have one)	ARROW COMMA to move rudder left, / to move rudder right, PERIOD to center rudder
Set speed	Use the throttle control (if you have one)	1,2...9 ,0 or PLUS SIGN / HYPHEN
Use Lockdown Up view	Hold hat forward	NUM 8
Use Lockdown Left view	Hold hat left	NUM 4
Use Lockdown Right view	Hold hat right	NUM 6
Use Lockdown Back view	Hold hat back	NUM 2
Fire machine guns	Press button 1 (trigger)	SPACE BAR
Drop bomb	Press button 3	B
Fire rocket	Press button 4	R
Select enemy	Press button 5, or button 1 on second joystick	E
Select dogfight opponent	Press button 6, or button 2 on second joystick	D
Use Cockpit Slewable (Padlock) view	Press button 7, or button 3 on second joystick	F2
Use External Slewable view	Press button 8, or button 4 on second joystick	F3

Joystick hats with 8-way control are supported, showing 45 degree views.

Press CTRL while using the hat control to tilt the view up by 45 degrees.

Observer Mode Joystick Reference

Move joystick	No button down	Button 1 down	Button 2 down
Forward Back	Move forward/ back	Pitch down/up	Descend/ ascend
Left Right	Turn	Sidestep	
Rudder	Sidestep	Turn	
Throttle	Change speed		

Setting Game Options While Flying

► How do I set the sound volume?

► How can I make the game run faster?

► How do I change change the rate at which chat messages scroll?

Setting Sound Volume

▶ **To set the sound volume**

1 Right-click on the window
2 From the menu, choose Sound…
3 Change the volume in the dialog box

Setting the Detail Level of the Game

You can lower the detail level of the game to make it run faster or increase the detail level for more visual appeal.

The terrain detail level includes how far ahead you can see, the type of shading used, the weather and the cloud layers.

▶   **To change the terrain detail level**

1 Right-click on the window

2 From the menu, choose Terrain…

3 Adjust the settings in the dialog box to increase or decrease the terrain detail level

The object detail level determines how close you have to be to see ground objects, how detailed they look and whether they cast shadows.

▶   **To change the object detail level**

1 Right-click on the window

2 From the menu, choose Objects…

3 Adjust the settings in the dialog box to increase or decrease the object detail level

Technical Support

Sierra On-Line offers a 24-hour Automated Technical Support line with recorded answers to the most frequently asked technical questions. To access this service, call **(425) 644-4343**, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via the [Sierra On-Line Web site](#).

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Airmen Memorial Museum

Autopilot

▶   **To fly straight and level**

Press SHIFT+A

▶   **To circle**

Press ALT+A

▶   **To turn autopilot off**

Press A

You can't use the autopilot if you've been hit within a certain time period. This gives your plane a chance to crash if someone just shot you down.

I'm the host. Won't it screw things up if I quit?

No.

Joystick Troubleshooting

▶ **To configure your joystick**

1 Right-click on the window to bring up the flight options menu

2 Click Joystick

3 Select a force feedback joystick type, if you have one

4 In the following dialog box, see if your joystick is connected
If it is, you should recalibrate the joystick using the directions in the dialog box.
If it is not, make sure the joystick is plugged in. If this still doesn't solve the problem, you may need to exit the game, shut down Windows turn your computer off and on and restart the game.

Related topics

▶ **Technical support**

Friendly fire

When friendly fire is enabled, players on your own team can shoot you down, either intentionally or unintentionally.

Host

The host of a multiplayer game "owns" the game. The host decides which team (Allied or German) each player will fly for; how difficult the game will be, the type of game (including the number of targets), whether Arcade mode is on or off,   and whether friendly fire is on or off.

Enabled button

An enabled button is one that is available for you to click, and is displayed in brown in Red Baron II Multiplayer dialog boxes. A disabled button is not available and is displayed in gray.

A button may be disabled because it makes no sense at the time, or because you need to do something before it can be enabled.

Yaw

Rotate around the plane's vertical axis. Yawing lets you turn without banking.

Setting the throttle with the keyboard

Press a number above the letter keys to set the throttle percentage: 1 is 10%, 2 is 20%, etc. Press 0 for 100%.

You can also use the HYPHEN key to decrease the throttle and the PLUS/EQUALS key to increase the throttle. If your joystick has a throttle control, it overrides these settings.

G-forces

A plane is subjected to g-forces when it changes speed or direction. G-forces can damage your plane if you turn, dive or climb too hard, except in Arcade mode.

Rotational torque

In a single-engine airplane, the rotation of the engine makes the plane pull to one side.

Weapon firing delay

After you drop a bomb or fire a rocket or flare, you won't be able to do it again for a brief period. The status display will appear in reverse color during this time. The delay is to prevent players with fast machines from bogging down other players by firing a lot of weapons in a row. It doesn't affect machine gun fire.