

READ ME FIRST!

ELECTRONIC ARTS PRESENTS
CD-ROM CLASSICS
STRIKE COMMANDER™

Epilepsy Warning

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

This document contains all the information that you will need to get this game up and running. There are important sections covering how to produce the necessary boot disk, how to install and run your game, a full key guide and instructions on how to use the Adobe Acrobat on-line document reader.

For further information, the original manuals are provided "on-line" on the CD. These can be read using the included Adobe Acrobat on-line document reader. To use this, see the section "Using the On-Line Documentation"

Finally, if you would like to order a printed version of the manuals, please see the order form on the back cover.

Introduction

Welcome to *Strike Commander* on CD. This guide tells you how to install your new game. If you have any difficulties, see **Troubleshooting** (pp. 8-11). To avoid compatibility or memory problems, please take a moment to make sure that your system meets the system requirements.

System Requirements

Computer. This game calls for an Intel486 or 100% compatible system.

Video Card. IBM VGA or compatible video card.

Free RAM. You must have at least 640K of base RAM (memory) to play *Strike Commander*. Of that 640K, at least 557K (571,000 bytes) of base memory must be available at the DOS prompt to run the minimum game configuration. You must also have at least 4MB RAM, 2700K of that must be available.

If your CONFIG.SYS contains an EMS driver, you must have 2700K (2,765,000 bytes) of EMS memory available.

If your CONFIG.SYS does not have an EMS driver, you must have 2700K (2,765,000 bytes) of XMS memory available.

Strike Commander won't run with less than that. See **Memory Requirements** (p. 9) for more information.

Hard Disk. You must have a minimum of 2 megabytes free on your hard disk to install and play *Strike Commander* CD.

CD-ROM. MS-DOS CD-ROM extensions 2.1 or higher are required; a CD drive with 350ms or faster seek time is recommended.

Be sure to check out our Strike Commander Playtesters' Guide!

(See the on-disk ORIGIN catalogue for details.)

Documentation and a preview of new EA titles are provided on-disk.

If you would like to receive the printed manual, please see the order form on the back cover.

On-Line Help

Press **F1** for on-line help during installation.

Quick Install

1. Insert the CD-ROM (label side up) into your CD-ROM drive.
2. Change to your CD-ROM drive.
3. Type **INSTALL**.
4. Follow the instructions at each prompt.

Installation

When presented with a menu, press **↑** and **↓** to move through the list, then press **Enter** to accept the highlighted selection. You may abort the installation process by pressing **Esc** or selecting the **ABORT** menu option.

1. Insert the CD-ROM (label side up) into your CD-ROM drive. Some drives may require that you put the disk into a CD caddy before inserting it in the drive.
2. Change to your CD-ROM drive by typing the letter of the drive and a colon, then pressing **Enter**.
3. Type **INSTALL**.
4. The program prompts you for the letter of the hard drive to which you want your system configuration data and saved games written. Press the letter on your keyboard corresponding to a hard disk with adequate space. If you specify an invalid drive, the program will prompt you again.
5. You are prompted for the sound card you are going to use for music. If you do not have a sound card, you can select **NOTHING**. Your choices are:

NOTHING

AD LIB

ROLAND / LAPC-1

GENERAL MIDI

ANY SOUND BLASTER

WAVE BLASTER

PRO AUDIO SPECTRUM

ABORT INSTALLATION

6. You are asked for the sound card to use for digital effects. If you do not have a sound card, you can select NOTHING. Your choices are:

NOTHING

SOUND BLASTER

ABORT INSTALLATION

SOUND BLASTER PRO

PRO AUDIO SPECTRUM

7. If you select any of the Blaster cards (SOUND BLASTER, WAVE BLASTER, etc.), you are prompted for the Base I/O and IRQ settings of the card. The install program will initially highlight the default values for these; if you have changed either your cards I/O or its IRQ, select the correct value(s) and press Enter. Note that older Sound Blaster cards have a default IRQ of 7 (rather than 5). Use ↑ and ↓ to highlight each appropriate selection, then press Enter.

8. You are asked if your system is equipped with a local bus video card. If it is, choose this option for a slight improvement in performance. (If you do *not* have a local bus video card, choosing this option slows performance.)

9. You are given several installation options at this point. You must always install the primary executable and the current game map, so this is not given as an option. These basic files take less than 2 megs of hard drive space.

In addition, you may copy two more sets of files from the CD to your hard drive. Generally, the more files you can store on your hard drive, the faster the game will run. The drawback is that you use more space on your hard drive. Select the installation method that works best for you. The two sets of additional files, along with how much space they would occupy on your hard drive and which systems we recommend them for are:

OPTION

COPY ADDITIONAL EXECUTABLES

COPY TREE

HARD DRIVE SPACE

2 MEGS

9 MEGS

OPTIMAL FOR

SINGLE SPEED CD DRIVES

4 MEGS RAM

Players using double speed CD drives and who have at least 8 megs of RAM might notice slight improvement in performance by copying these additional files to their hard drives.

Of course, it is possible to transfer both sets of additional files. This combination (including basic files) occupies less than 12 megs on your hard drive and is recommended for players with single speed CD drives and only 4 megs of RAM.

Note: It is possible to transfer all files from the CD to your hard drive, but this is not given as an option because doing so fills over 150 megs on your hard drive. If that is really how you want to play the game, install the basic executables using any option given above. Then go to your CD drive prompt, and type:

```
XCOPY *.* C:\(Strike directory)
```

This will take quite a while, and we definitely do not recommend it.

10. The install program copies files to your hard drive.
11. When the installation is complete and you are ready to play, go to the Strike directory on your hard drive. (If you accepted our default suggestion, this directory is SC.) Type SCCD to get a menu of games, and select the game you want to play (STRIKE COMMANDER or TACTICAL OPERATIONS) from this menu.

Changing Your Configuration

If you ever add a sound card or change from one card to another, simply re-run the installation program from your hard drive. (You would re-run the install program from the CD only if you were totally replacing the game.)

Re-Installing

Should you find it necessary to re-install *Strike Commander*, we recommend that you first delete all the files in the *Strike Commander* directory except any files with the .SAV or .TO1 extensions (these are your *Strike Commander* and *Tactical Operations* saved games, respectively). The install process will not write over them.

Using the On-Line Documentation

DOS USERS:

System requirements for DOS:

- 386- or 486-based PC (486 recommended), DOS 3.3 or higher
- 2 MB of available RAM (4 MB or more recommended)
- 4 MB hard disk space
- Microsoft-compatible mouse
- VGA graphics
- CD-ROM drive
- Postscript or LaserJet printer supported

To install the DOS Adobe Acrobat on-line document reader:

NOTE: If you have Microsoft® Windows™ installed, we recommend that you install the Windows version of the Adobe Acrobat reader for greater ease of use when reading the on-line manuals. See below for instructions on installing Acrobat for Windows.

Note: If you have already installed the Acrobat reader from another CD ROM Classics title, it does not need to be re-installed—skip to the *To Start Adobe Acrobat for DOS* or *To Start Adobe Acrobat for Windows* section.

1. Insert the CD in your CD drive.
2. Type **d:** (or the letter of your CD drive, if different) and press ↵ (ENTER) to move to the CD drive.
3. When you see the "D:" prompt, type **installa** ↵.
4. The installation menu appears. Follow the menu prompts to install the on-line documentation reader.
 - To highlight a menu item, press the arrow cursor keys **up/down**.
 - To activate the highlighted item, press ↵.

To start Adobe Acrobat for DOS:

1. The CD must be in the drive to run the program.
2. Move to the directory where Adobe Acrobat is installed. By default, it is installed in C:\ACROBAT, so you would type:

```
c: \
```

```
cd \acrobat \
```

3. Type `acrobat \` to start the program.

NOTE: If you receive an "ACROBAT.INI" error message when running Acrobat, see *Creating a DOS Boot Disk* below.

WINDOWS USERS:

System requirements for Windows:

386-or 486-based PC (486 recommended)

4 MB RAM

Microsoft Windows 3.1 or greater

CD-ROM drive

To install Adobe Acrobat for Windows:

1. Insert the CD in your CD drive. The CD must be in the drive to install and run the program.
2. Start Windows.
3. From the Windows Program Manager, choose RUN... from the File menu. The Run dialog box appears.
4. Type `d:\acroread.exe`. (If your CD-ROM isn't drive D:, substitute the appropriate letter for 'd'.)
5. Click OK or press ENTER and follow the instructions on your screen.

To start Adobe Acrobat for Windows:

1. Start Windows and ensure that the CD is in the drive.
2. If the *Acrobat Reader 2.0* icon is not visible in the Program Manager window, double-click on the Acrobat program group icon. The Acrobat window opens.

3. Double-click the *Acrobat Reader 2.0* icon. The program begins.

To open a document file (DOS and Windows):

- Select Open from the File menu. Use the FILENAME dialog box to select the directory of the file (The on-line documents are in the \DOCS directory on the CD).
- Type `d:\docs\English` (or appropriate CD drive letter). Double-click on a file to open it. The files are:

ADDENDUM.PDF

BIB.PDF

MANUAL.PDF

SUDDEN.PDF

TACTICAL.PDF

To print a document file:

- Select PRINT from the File menu. Choose the range you want to print from the Print Range dialog box.
- If you receive a "Acrobat does not support printing at this device resolution..." message, increase the resolution in the Print Quality dialog box.
- In DOS, prior to printing, go into PRINT SETUP from the File menu. Choose Bitmap, which will provide a list of available printer devices.
- The Adobe Acrobat Document Reader does not support 9-pin printers.

To learn how to use Adobe Acrobat:

- Open the file HELPREAD.PDF in the \DOCS directory on the CD. Complete Acrobat instructions are contained in this file.

Quick Acrobat Tips:

- If you have difficulty viewing documents, click on the magnifying glass icon on the bottom of the screen to increase resolution.
- Each document file contains bookmarks that function as an electronic table of contents. To view bookmarks, select Bookmarks and Page from the View menu. The bookmarks appear to the left of the document window.

- To jump to the page associated with a bookmark, double-click on the page icon next to the bookmark.
- To show or hide any subordinate bookmarks, click the triangle to the left of bookmark.
- To move through the document one page at a time click the Previous or Next Page buttons or press the left/right arrow cursor keys.
- To move through a document one screen at a time, click above or below the scroll box in the scroll bar or press the PAGE UP/PAGE DOWN keys.

Optimising Your System

Memory Requirements

We have tried to minimise the amount of time you spend configuring the memory in your system, but *Strike Commander* is the most memory-intensive game in ORIGIN's history, and adjustments to your memory configuration may be needed.

There are three types of RAM referred to in this manual: DOS (conventional base RAM), extended and expanded. *Strike Commander* has specific minimum requirements for each of these types of memory. If you are unsure about these different types of memory, consult your DOS manual.

To find out how much DOS, extended and expanded memory your computer has available, type MEM at the DOS prompt. When the memory information is printed on the screen, look for the following listings:

```
LARGEST EXECUTABLE PROGRAM SIZE
LARGEST AVAILABLE UPPER MEMORY BLOCK
TOTAL EXTENDED OR XMS
BYTES FREE OF XMS
BYTES AVAILABLE XMS
BYTES FREE OF EMS
FREE EXPANDED (EMS)
```

The **Largest Executable Program Size** should be at least 557K. (Actually, it can be as small as 527K, if the **Largest Available Upper Memory Block** is at least 30K.)

You will have only one of the last five listings — **Total Extended or XMS / Bytes Free of XMS / Bytes available XMS / Bytes Free of EMS / Free Expanded (EMS)** — partially depending on whether or not you have an EMS driver. Regardless of which listing you have, it should show at least 2700K available.

If you are experiencing problems installing or running *Strike Commander*, it might help to create a separate boot disk or decrease the number of memory-resident programs (TSRs) you have loaded with the suggested configurations listed below.

Do not delete your AUTOEXEC.BAT or CONFIG.SYS files completely, or alter them on your hard drive — without them, your computer will not function.

Creating a DOS Boot Disk

Before you proceed, you should print out the contents of your AUTOEXEC.BAT and CONFIG.SYS files. If you do not have a printer, copy the contents by hand or make backups of the files that you can look at later. To print, at the DOS prompt, type:

```
TYPE CONFIG.SYS [Enter]
```

Use **[Prt Sc]** to generate a printout of this startup file. Next (while still at the DOS prompt), type:

```
TYPE AUTOEXEC.BAT [Enter]
```

Use **[Prt Sc]** to generate a printout of this startup file, also.

To create a separate boot disk:

1. Insert a blank high density disk in your A: drive. From the DOS C: prompt, type:

```
FORMAT A: /S [Enter]
```

2. When the DOS prompt returns and the format is complete, type:

```
EDIT A:\CONFIG.SYS [Enter]
```

When the new screen appears, type the commands shown below. This configuration is generic and may require additional drivers. Consult your CD-ROM manual for more information.

CONFIG.SYS USING EMM386.EXE (EMS WITH DOS 5.0, 6.0, 6.2, WINDOWS 3.1)

```
DEVICE=C:\DOS\HIMEM.SYS
```

```
DEVICE=C:\DOS\EMM386.EXE 3072 RAM /I=B000-B7FF
```

Use the previous line only for 4-meg systems.

```
DEVICE=C:\DOS\EMM386.EXE 7168 RAM /I=B000-B7FF
```

Use the previous line only for 8-meg (or larger) systems.

Do not include NOEMS in either of the two previous lines.

```
DOS=UMB
```

```
DOS=HIGH
```

```
FILES=30
```

```
BUFFERS=30
```

```
SHELL=C:\DOS\COMMAND.COM C:\DOS /P
```

```
DEVICEHIGH=C:\(drivers)
```

Add your CD-ROM driver(s) to the previous line just as they appear in your original hard drive CONFIG.SYS.

```
DEVICE=C:\MOUSE\MOUSE.SYS
```

You may need to adjust the path in the previous line, depending on the location of your mouse driver.

```
DEVICE=C:\DOS\DBLSPACE.SYS /MOVE
```

Include the previous line only if you are using DoubleSpace with DOS 6.0 or 6.2.

Exit and save this file by pressing:

If you are running under EMM386, you can load other device drivers into high memory with the DEVICE-HIGH command.

CONFIG.SYS USING QEMM 6.0, 6.02 OR 7.0 (EMS)

```
DEVICE=C:\QEMM\QEMM386.SYS RAM
```

```
DOS=HIGH
```

```
FILES=30
```

```
BUFFERS=30
```

```
DEVICE=C:\QEMM\LOADHI.SYS C:\DOS\DBLSPACE.SYS /MOVE
```

Include the previous line only if you are using DoubleSpace with DOS 6.0 or 6.2.

```
DEVICE=C:\QEMM\LOADHI.SYS C:\(drivers)
```

Add your CD-ROM driver(s) to the previous line just as they appear in your original hard drive CONFIG.SYS.

```
DEVICE=C:\QEMM\LOADHL.SYS C:\MOUSE\MOUSE.SYS
```

You may need to adjust the path in the previous line, depending on the location of your mouse driver.

```
SHELL=C:\DOS\COMMAND.COM C:\DOS /D
```

Exit and save this file by pressing:

Alt F

X

Y

If you are using QEMM, you can also use the *Optimize* program to optimise your system setup. See your QEMM documentation for more information.

CONFIG.SYS USING HIMEM.SYS (XMS WITH DOS 5.0, 6.0, 6.2, WINDOWS 3.1)

```
DEVICE=C:\DOS\HIMEM.SYS
```

```
DOS=HIGH
```

```
FILES=30
```

```
BUFFERS=30
```

```
SHELL=C:\DOS\COMMAND.COM C:\DOS /P
```

```
DEVICE=C:\(drivers)
```

Add your CD-ROM driver(s) to the previous line just as they appear in your original hard drive CONFIG.SYS.

```
DEVICE=C:\MOUSE\MOUSE.SYS
```

You may need to adjust the path in the previous line, depending on the location of your mouse driver.

Exit and save this file by pressing:

Alt F

X

Y

Note that an XMS boot disk needs only 527K base RAM free to run *Strike Commander* CD, rather than 557K. However, if you're using DoubleSpace, you may not be able to free enough base RAM to play. Note that the XMS CONFIG.SYS we recommend does not use DoubleSpace.

ACROBAT NOTE: *If you receive any "ACROBAT.INI" error messages from the DOS Acrobat document reader pro-*

gram, modify the following lines in the CONFIG.SYS file on your boot disk:

FILES=30

BUFFERS=30

AUTOEXEC.BAT

You will also need an AUTOEXEC.BAT file on your boot disk. To create one, type:

EDIT A:\AUTOEXEC.BAT

When the new screen appears, type:

PROMPT \$P\$G

PATH=C:\DOS

SET COMSPEC=C:\DOS\COMMAND.COM

C:

C:\(path)\MSCDEX.EXE (all parameters from the original AUTOEXEC.BAT)

If you do not have 557 base RAM free, try changing /M:## to /M:5 in the previous line.

LH C:\MOUSE\MOUSE.COM

Your mouse driver may need to be loaded differently. For example, if it is loaded in your CONFIG.SYS, do not include this line in your AUTOEXEC.BAT. Refer to the printout of your original AUTOEXEC.BAT to see if it is normally loaded there.

Exit and save this file by pressing:

SUPPORTING YOUR PERIPHERALS

You may need to add lines to the basic boot disk CONFIG.SYS and AUTOEXEC.BAT for *Strike Commander* to support certain sound cards, game cards and other hardware. Consult your documentation for these products.

Using Your Boot Disk

1. Turn your computer off, insert your new boot disk in your A: drive and turn the computer back on. (If your CD drive is external, turn it on.)
2. Insert the CD-ROM disk (label side up) into your CD-ROM drive. (Some drives may require that you put the disk into a CD caddy before inserting it in the drive itself.)
- 3a. If you haven't yet installed the game, change to your CD-ROM drive by typing its drive letter followed by a colon (e.g., d:) and pressing **Enter**, then continue from Step 3 in **Installation** (p. 3).
- 3b. If you've already installed the game and you are ready to play, go to the game directory on your hard drive. (If you accepted our default suggestion, this directory is SC.) Type **SCCD** to get a menu of games, and select the game you want to play (**STRIKE COMMANDER** or **TACTICAL OPERATIONS**) from this menu.

Caching

Strike Commander uses all available memory for its own internal disk caching. Adding *SmartDrive* or any other caching utility may actually *slow* disk access.

I/O and IRQ

If the install program reports difficulty finding your sound card, check to make sure you've selected the correct I/O and IRQ. Consult your sound card documentation if you continue to have difficulties.

Troubleshooting

Occasionally, something will go wrong with the installation process. Common error messages are given below, along with some solutions.

Online Help. Some of this information is included in the install program's on-line help feature, which can be accessed at any point during installation by pressing **F1**.

Messages During Installation

The version of DOS on your machine is too old to run *Strike Commander*.

You need DOS version 5.0 or higher. New versions of DOS can be purchased at almost any computer dealership. *Strike Commander* has been fully tested with versions 5.0, 6.0 and 6.2.

The CPU detected on this machine is not compatible with *Strike Commander*. You need an 80386 or better to install and play *Strike Commander*.

Strike Commander requires a computer with an 80386 or better CPU. Older CPUs do not have the processing power required to play *Strike Commander*— they can not run the game. (Some players with 386 CPUs are satisfied with *Strike*'s performance on their systems, but most are not. We recommend that you use at least a 486.)

If you do not have one of these CPUs, you will need a CPU upgrade in order to play *Strike Commander*. If you do have a 386 or better and receive this error message, try installing again from the beginning. If you still receive this message there may be a defect in your processor.

Could not copy files from the CD to the hard drive.

Although this could mean that your drive is malfunctioning, the most common cause of this message is a read error. Check to make sure the CD is properly inserted in the drive and that the drive is closed completely, then try installing again.

One of the configuration files either could not be located, or could not be created.

An error has been detected with an install configuration file. This usually means one of two things has occurred:

- (1) A file needed by the install program to properly determine your computer's configuration was not found. The file could have been damaged, deleted or moved, or the directory structure of your machine could have been altered since the last installation.
- (2) The install program was unable to write a configuration file. The hard disk could be full or could contain undetected errors. Another possibility is that your computer has a memory problem that is stopping the installation. See **Optimising Your System** (p. 9) to remedy this situation.

Make sure you are in the directory in which *Strike Commander* was previously installed, or in the directory where the install program is.

Could not find treefile.

This means that one of the files necessary to run the game was not available. There are a number of possible causes for this error, including:

- The CD-ROM is not loaded in the drive correctly.
- The CD-ROM drivers are not installed correctly or have been incorrectly modified.
- The hard disk where the installed game is located could not be found.

Make sure that all game files on your hard drive are located in the game directory. If this problem persists, attempt reinstalling *Strike Commander* CD-ROM. If this does not fix the error, please contact ORIGIN Product Support (see below).

Could not create the *Strike Commander* directory.

A file exists with the same name as the directory, the drive may not have enough free space, or you have attempted to install to a disk that is set to read only. The latter should only be a problem if you are loading onto or with a network.

We do not recommend loading *Strike Commander* while network drivers are loaded.

Troubleshooting During Play

My mouse is not working with *Strike Commander* CD. My mouse works with all of my other software applications — why not with *Strike Commander*?

If your mouse is not working with Strike Commander, you should first check to see if your mouse has been loaded in DOS (in your AUTOEXEC.BAT file) or onto the boot disk you are using to play the game. Windows and many other “multi-tasking” environments load their own built-in mouse driver. These mouse drivers will not operate outside of their shell environment. Loading a mouse driver into the DOS environment can be as simple as typing MOUSE **Enter** *at the command prompt. For example:*

```
C:\MOUSE Enter
```

This command can differ depending on which mouse driver software you are using. Please consult your mouse user’s guide for further details.

You may also experience trouble running Strike Commander with a non-Microsoft (or 100% compatible) mouse driver. If you do, any of the following steps should fix the problem:

1. Replace the mouse driver with a Microsoft mouse driver.
2. Disconnect your mouse and use your keyboard or joystick instead.
3. Remove the mouse driver and use your keyboard or joystick instead.

Why do I get the message: “Sound System Initialisation Failed”?

*You probably have enough memory to run the game, but not enough to load the sound drivers you selected during installation. You will either have to increase the amount of free DOS memory (see **Optimising Your System**, p. 9) or play without sound.*

or If your sound card is not one of the cards listed on the box or in the installation program, but is 100% compatible with one of the cards listed, it may need to be configured for Sound Blaster emulation mode. Consult your sound card manual.

When I start, the music sounds very odd on my Sound Blaster Pro.

Early versions of the Sound Blaster Pro require different configurations than later versions. To correct this, run the SET-ENV program that came with your Sound Blaster Pro. This will automatically set the environment variable properly. If this doesn't work, this variable can be set manually. Consult your Sound Blaster Pro documentation or your hardware dealer for more information.

I don't have a digital sound card, so I selected SOUND FX (AUDIO Option Screen). However, I can't hear the engine. What's wrong?

Without digital sound effects, Strike Commander cannot simultaneously run both music and engine noise. If you want to hear the engine noise, turn MUSIC off.

I am having trouble using my joystick.

- Your joystick may be set to "auto fire." If this is the case, the buttons may not function as you expect. To correct the problem, turn auto fire off. If your joystick doesn't allow you to turn auto fire off, unplug it and play with a mouse or use the keyboard controls.
- In the event that you experience any joystick calibration problems, be sure that you don't have more than one active gameport on your system at any time, as they will conflict with *Strike Commander's* calibration routine and will affect game performance. This includes gameports present on sound cards, gamecards or I/O cards. You may need to consult the documentation for your system, sound card and game card to resolve any problems.
- If you are using a multi-speed gamecard, be sure that you have performed the software or speed dials tests for your particular gamecard. If you continue to have problems, try adjusting the speed-dial or numeric software settings a little higher or lower than normal. On cards like the Gravis *Eliminator* game card, we found settings between 4.0 and 5.5 to be well suited for *Strike Commander*. For other cards, please check your game card documentation to configure the card for different speed settings. If the problem persists, you may have a defective joystick or gameport.

Why does my computer lock up or give me "run time" errors?

On some machines, the CD-ROM drive may be daisy-chained with several other drives on a cable from the SCSI controller card. Because this game needs to have simultaneous access to both the hard drive and the CD-ROM drive, it cannot run on a CD drive that is daisy-chained with other drives. We strongly recommend that *Strike* be installed to a drive that is *not* on the same cable as your CD-ROM drive.

I've got 16 (or more) megs of RAM and a digitized sound card, so I shouldn't be having any problems, but speech in the game is full of static.

Because direct memory access (DMA) will not work with memory addresses above 16 megabytes, the digitized speech of Strike Commander may not work correctly on machines with large amounts of memory. If you hear static in the game when speech would be more appropriate, then this problem could be occurring.

The best solution is to remove your memory manager and let the game supply the high memory using its own memory manager.

See **Optimising Your System** (p. 9) for more details on memory configuration.

I've got a digital sound card, and I've turned on DIGITAL FX, but I still sometimes get undigitised sound effects.

With DIGITAL FX turned on, you may run into instances where you will get non-digitized sound effects. This will happen if a digital effect is supposed to be played at the same time as another digital effect. The chip used by most sound cards to produce digitized sound and effects can only play one digitized effect at a time.

When I try to start a new game, it crashes to DOS and gives me Error Code #1910 or #1941.

This is caused by a bad installation or a corrupted file on the original installation. To determine which is the case, boot from a clean configuration that does not load other conflicting device drivers such as a disk cache. See **Optimising Your System** (p. 9) for more information on the proper configuration. Next, delete all files from the *Strike Commander* directory (default: C:\SC). Finally, re-install *Strike Commander* and *Tactical Operations* (while booted from the clean configuration).

Specific Hardware and Software

DoubleSpace

Strike Commander has been fully tested with MS-DOS 6.0's *DoubleSpace* disk compression utility. We cannot guarantee the compatibility of our games with other disk compression utilities. You might want to add the following line to your CONFIG.SYS file to free more DOS RAM (base memory):

```
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE
```

Thrustmaster Weapon Control System

The DIP switch settings on the Weapon Control System for *Strike Commander* are switches 1, 2 and 6 on. All other switches should be off.

CH GameCard III Automatic

The CH GameCard III Automatic requires a program to be run whenever the machine boots up. This program is called CHJOY3.EXE. Please be sure that this program runs before calibrating joysticks in *Strike Commander*, or unpredictable results will occur. You may want to add the following line at the end of your AUTOEXEC.BAT:

```
CHJOY3.EXE
```

DOS 5.0 SMARTDRV.SYS

Strike Commander does not support the SMARTDRV.SYS that comes with some versions of DOS. It does support SMARTDRV.EXE which comes with Windows 3.0 or better.

Bus Mastering Hard Drive Users

If you're using a bus mastering hard drive controller card (you'll probably know if you are), and if the game text and graphics are garbled, add the following line to your CONFIG.SYS:

```
DEVICE=C:\DOS\SMARTDRV.EXE /DOUBLE_BUFFER
```

SB16/Wave Blaster and CH Flightstick Combination

Due to a hardware conflict between the joystick port on the Creative Labs' SB16/Wave Blaster combination and the CH Flightstick, General MIDI music will not be heard when the Flightstick is connected to the SB16/Wave Blaster joystick port. Another manufacturer's joystick or another joystick port must be used to receive the General MIDI music. Contact the respective manufacturers if you have any further compatibility questions.

General MIDI

Strike Commander CD has joined the next generation of sound quality with its support of the General MIDI standard as defined by the MPU-401 instruction set. At the time of publishing, only a few cards support MPU-401. These cards include the Roland SCC-1 and RAP-10 and the Creative Labs Sound Blaster 16 and ASP 16 (both of the latter with the attached Wave Blaster daughterboard). Other manufacturers have already released, or are planning to release, sound cards that use the MPU-401 instruction set. However, sound cards that use a memory-resident program (TSR) to emulate MPU-401 *may not* work with this software.

Note that some General MIDI cards offer digitized speech or sound effect capabilities. *Strike Commander* CD will only use those sound cards that carry the OPL2 FM chip for digitized speech or sound effects. As in the case of the Roland RAP-10, customers will need to use a second sound card, such as a Sound Blaster, Sound Blaster Pro or 100% compatible sound card, for digitized speech and effects. Review your sound card documentation or contact the manufacturer if you have any questions.

Strike Commander Reference Card

Keyboard Flight Controls

WEAPONS

- [~] Drop flare
- [;] Drop chaff
- [G] Dogfight mode ("Guns")
- [T] Select next farther target
- [Shift][T] Select next closer target
- [Ctrl][T] Select no target
- [Y] Track selected target
(from cockpit only)

- [Spacebar] Fire selected weapon
- [W] Select next weapon
- [Alt][W] Show loadout
(memory permitting)
- [Ctrl][W] Jettison selected weapon
- [Shift][W] Jettison all air-to-ground
weapons

NAVIGATION AND MANOEUVRING

- [1] - [5] Military (normal) engine power
in 20% increments
- [6] - [0] Afterburner power in 20%
increments
- [+] Step up engine power
- [-] Step down engine power
- [-] Engine shutoff
- [←][↑] Flight control (pitch and roll)
- [→][↓] Flight control (pitch and roll)
- [<] Left rudder (also [.)])
- [>] Right rudder (also [.)])

- [B] Brakes on/off (toggle; air or wheel brakes depending on location)
- [F] Flaps up / down (toggle)
- [L] Landing gear up /down (toggle)
- [A] Autopilot to waypoint, auto-takeoff, or auto-landing
- [N] Navigation map
- [S] Calibrated / True airspeed (toggle)

[Ctrl] [E] Eject

MULTI-FUNCTION DISPLAYS

- [C] Communication systems
- [D] Damage control and fuel
- [F8] Gun camera MFD
- [R] Radar (mode depends on selected weapon)
- [K] AA radar **single target** track
- [I], [J] Zoom in, out (radar)

CAMERA VIEWS

- [←] [↑] Pan around cockpit
[→] [↓] (if enabled at option screens)
- [F1] Cockpit camera (front view)
- [F2] Chase camera
- [F3] [F4] Left, right and back
[F5] cockpit cameras
- [F6] External camera
(cycles through air targets)
- [Ctrl] [F6] View ground targets (cycles through ground targets)
- [F7] Player to target /
target to player (toggle)
- [F8] Gun camera (MFD)
- [F9] Victim camera
- [F10] Weapon camera
- [I], [J] Zoom in, out
- [Ctrl] [I] Invisible cockpit (on/off)

Other Flight Controls

THRUSTMASTER WEAPON CONTROL SYSTEM

Main unit Throttle control Switch 4 Weapon select Switch 7a AA/AG Radar
Switch 1 Flare Switch 5 Flaps Switch 7b (no function)
Switch 2 Chaff Switch 6 Brakes Switch 7c Dogfight toggle
Switch 3 Target select

THRUSTMASTER FLIGHT CONTROL SYSTEM

Main joystick Flight control
Top joystick Pan around cockpit (if enabled at option screens)
Trigger Fire selected weapon
Top button Select weapon (if no WCS) *or* Return to cockpit view
Mid button Select target
Low button Return to forward cockpit view

JOYSTICK CONTROL

Joystick Flight control
Button 1 Fire selected weapon
Button 2 Pan around cockpit (move joystick while button is pressed)

FLIGHTSTICK PRO JOYSTICK CONTROL

Left button Select weapon Right button Select target
Low button Return to forward cockpit view Coolie hat Pan around cockpit

MOUSE CONTROL

Mouse.....Flight control (if no joystick active)

Left buttonFire selected weapon

Right button.....Pan around cockpit

Game Interface

- [Alt J]** Recalibrate joystick
- [Alt M]** Music on / off (toggle)
- [Alt O]** Game options (detail level, difficulty, etc)
- [Alt P]** Pause
- [Alt S]** Sound on / off (toggle)
- [Alt E]** Engine sound on/off toggle

- [Alt X]** Exit to DOS without saving
- [Shift Tab]** Time compression: 1x, 2x, 4x (sustained)
- [Tab]** Time burst 6x (lasts while **[t]** is held)
- [← ↑ → ↓]** Move the cursor

TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section. Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The DOS version number you are currently running.

- Your mouse and driver type.
 - The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
 - Your CD-ROM drive type and CD-ROM extensions version, if fitted.
 - The contents of a CHKDSK and MEM/C statement.
- Or you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service,
P.O. Box 835, Slough, Berkshire, England SL3 8XU

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