

How to run Fokker Triplane Flight Simulator

This is just the very briefest of instructions so you can get the program running. For more specific instructions read the manual.

Note: Fokker Triplane Flight Simulator will not work with the Switcher nor can it be put on a hard disk.

Fokker Triplane Flight Simulator has two modes—pause mode and flight mode. The pause mode, where the program begins, allows you to use the mouse in the typical Mac way. (Select pull down menus and use the desktop applications.) This mode is characterized by the standard arrow type pointer.

In the fly mode, the pointer changes to a circle with a cross in it and cannot be moved outside the stick box. In this mode you cannot access any of the menus. You must be in this mode to fly the aircraft. The button in this mode will center the pointer inside the stick box. You must "pause" to change options or to quit.

To enter the fly mode, click the mouse anywhere in the window. It's best to click inside the stick box exactly where you want the stick to be. Or you can double click the mouse which will select fly mode and center the stick. The switch between modes is instantaneous if you have a 512K Mac. On 128K Macs, the program will access the disk briefly between modes.

To exit the fly mode, press the Backspace key.

Taking off...

Click in the Fokker window to enter the mouse pointer on the crosshairs in the middle of the stick box. Press "D" to make sure the rudder is centered.

Throttle up to full throttle. (Press "2" until the throttle slide is full.) Within the first few seconds the tail will come off the deck. Notice your airspeed rising. Also the artificial horizon will be half white/half black. (The artificial horizon is the gauge right in the middle of the instrument panel.) Leave the stick centered until the airspeed is above 60 mph. Pull back gently (move the pointer down a little) and the tail will drop, increasing your angle of attack. Very quickly you'll be in the air. The Low Altitude Warning indicator will begin to flash and the altimeter will begin to move.

Taking off is pretty simple. The only danger is climbing with the nose at too steep a slope. Watch the artificial horizon to keep the climb safe. A safe climb is when the white in the gauge stays above the bottom of the "V". Keep your airspeed above 60 mph as a general rule.

For instructions on landing see Quick Flying Instructions or Flight School in the manual. I strongly recommend you eventually read the manual. It will teach you how to takeoff, fly, and land. It describes how airplanes fly, gives some background about the Fokker Triplane, details several missions to fly, and explains how to do several aerobatic maneuvers. It tells which instrument is which, tells what they do, and how to use them.

On the other side of this sheet is the keyboard assignments and a map of the world you will be flying in.

Keyboard Assignments

- "Q" enter left rudder. There are 4 settings. Rudder is used mainly during aerobatics.
"E" will apply right rudder. There are also 4 settings to the right rudder.
"D" will center the rudder with one key press.
- The four view keys (for selecting which direction to look) are "W", "A", "Z", "S". They form a diamond (<>) shape. The points on the diamond correspond to the direction viewed.
i.e. "W"=forward, "A"=left, "Z"=rear, "S"=right.
- Looking in the four directions you will see parts of the aircraft, forward you see the front part of the cowl, left and right you see the top two wings, and behind you see the tail of the aircraft.
You can toggle these scenes on and off by pressing "F".
- To fire guns press "space bar".
- Pressing "2" will throttle up one setting, "1" will throttle down one setting- there are eight settings. Press "0" to turn throttle off with one key press.
- To exit the flight mode and enter the pause mode press the Backspace key or the "" key (which is the left most key on the top row).
- Finally, the sound can be toggled on and off with the "H" key.
- All the keys can be reassigned by selecting "Change Keys" from the "Game" menu. The keys will stay changed in any files you save.

Keyboard Assignments (Enter one key per box)			
Left Rudder =	Q	Toggle Cowl =	F
Right Rudder =	E	Fire Guns =	(space bar)
Center Rudder =	D	Throttle Up =	2
Look Forward =	W	Throttle Down =	1
Look Left =	A	Throttle Off =	0
Look Behind =	Z	Pause Flight =	`
Look Right =	S	Sound Toggle =	H
OK		Cancel	

Map of World

1. North Base.
2. West Base.
3. Home Base.
4. East Base.
5. Trench Lines.
6. Bridge.
7. West Enemy Base.
8. South Enemy Base.
9. East Enemy Base.

