

# INSTALL GUIDE

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# Welcome to Advanced Tactical Fighters (ATF)!

This guide begins with installation instructions for people who are about to play the game for the first time. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the [System Requirements](#).

Before starting the install program, you should follow the [Pre-Installation Procedures for DOS](#) or [Windows](#) to check the condition of your hard drive. This can help prevent some problems.

**Note:** Disk compression of any kind will result in substantially increased load times. *Advanced Tactical Fighters* has been fully tested with Double Space and Drive Space (the disk compression utilities that shipped with MS-DOS 6.0 and later).

We cannot guarantee the compatibility of our games with other disk compression utilities. For better performance, use a drive without disk compression.

# DOS INSTALLATION

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If *Windows '95* is installed on your system, please see [Windows '95 Installation](#).

# Pre-Installation: DOS

**IMPORTANT:** Follow these steps if you do not have Windows '95 installed. Before installing any software, it is critical that your hard drive be in proper working order. Failure to verify this may result in corrupt data.

1. Figure out which DOS version you're using.
2. Run SCANDISK.
3. Run DEFRAG.

## To check your DOS version:

- ◆ Type **VER**  from your C: prompt (C:\>).

If you are using DOS version 6.2 or later, it is easy to verify your drive's condition with a few simple commands.

The DOS version you currently have installed will be displayed on the screen. If it says **MS-DOS VERSION 6.2** or any version later than that, follow the instructions on the next page.

If you are using DOS version 5.0, or are unable to use the commands in Steps 2 and 3 on the next page, you may need to use other utilities (such as *Norton Utilities* and *Central Point Tools*) to check your drive's condition.



## To run SCANDISK:

- ◆ Type **SCANDISK C:**  from your C: prompt.

This determines if your drive is in good repair. If any damage is found, you should repair it before continuing. Follow the instructions in your DOS manual.

## To run DEFRAG:

- ◆ Type **DEFRAG C: /F**  from your C: prompt.

This runs a complete defragmentation of your hard drive to ensure all of your data is sorted properly. It also optimizes your system for faster load and access times.



## Quick Install: DOS

1. Turn on your computer.
2. If you're in *Windows*, close all programs and exit *Windows*.
3. Insert the *ATF* CD into the CD-ROM drive.
4. Go to the CD-ROM drive (usually D:) and type **INSTALL** .  
(You need 490K of conventional memory to run the installer.)

If you experience trouble, consult [Troubleshooting](#).

# WINDOWS '95 INSTALLATION

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# Pre-Installation: Windows '95

## First you should run SCANDISK.

1. To activate SCANDISK, left-click on the **START** button.
2. Move the mouse up and highlight **P**rograms.
3. Select **A**ccessories, then select **S**ystem Tools.
4. Highlight **ScanDisk**. Make sure a check mark appears in the **A**utomatically **F**ix **E**rrors box. Select the hard drive to which you are installing *ATF* (i.e., C:).
5. Click **S**tart to scan the drive and correct errors.

## Next, run DEFRAG.

To activate DEFRAG, go to **S**ystem Tools (as in previous step). Highlight **Disk Defragmenter** and the program will run. As with SCANDISK, select the drive to which you are installing *Advanced Tactical Fighters* and left-click **OK**.

## Quick Install: Windows '95

1. Turn on your computer and wait for *Windows* to load.
2. Insert the *ATF* CD into the CD-ROM drive.
3. If no menu appears, double-click on *My Computer* and select the CD-ROM drive. Double-click on the *ATF* icon.
4. Click **INSTALL** in the *ATF* menu.
5. Use [Creating an ATF Shortcut](#) to make a shortcut icon.

# Installation Details

For Steps 1-5, see [Quick Install: DOS](#) or [Quick Install: Windows '95](#)

6. When the installation program begins, you see a line of text at the bottom of the screen (or window) describing four function keys:




- F1 Displays World Wide Web address and phone/fax numbers for [EA Product Support](#).
- F2 Opens a temporary DOS shell window. (Type **EXIT** to return to the installation program.)
- F3 Displays your computer's specifications (machine speed, video card, available memory, etc.).
- F9 Quits installation and returns to DOS or *Windows '95*.

(To abort the installation at any point, press CtrlX.)

DOS Installation




Win '95 Installation



7. Highlight one of the following music install options using  or , then press .

**INSTALL ATF WITH MIDI MUSIC** will install MIDI music on your hard drive (requires 29 MB of hard disk space). Use this if your sound card supports MIDI music, and you don't have enough space for digital music.

**INSTALL ATF WITH DIGITAL MUSIC** will install digital music on your hard drive (requires 61 MB of hard disk space). Use this if your sound card does not support MIDI music, or if you'd rather hear digital music.

8. Select the drive where you want to install the game (usually **C:**). Use  or  to highlight a drive, then press .



9. Select a directory on the hard drive for installation:

- To accept the default drive and directory for game files and saved games (C:\JANES\ATF), press **[Enter]**.
- To change the drive and directory for game files and saved games, backspace over C:\JANES\ATF and type the drive and directory you'd prefer. Press **[Enter]**.

**Note:** If you're using a disk cache, wait a few seconds once installation is complete. Pressing a key too soon may corrupt information in the cache.

10. Highlight **VIEW README FILE** to look at the game's **README** file, which contains late-breaking game information.

11. Highlight **EXIT TO DOS** to return to DOS (or *Windows 95*).

12. To start the game:

**(DOS)** Type **ATF**. In the future, change to the game directory by typing **CD JANES\ATF** (or whichever directory you specified during installation) then type **ATF**.

**(Windows '95)** Double-left-click on the **ATF [shortcut icon](#)**.



# SYSTEM REQUIREMENTS

**Computer.** IBM 486 DX/2 66+MHz or 100% compatible system (Pentium™ recommended), and MS-DOS version 5.0 or higher.

**Video Card.** VESA-compliant SVGA (640x480). A local bus or PCI video card is *required*.

**Hard Drive.** At least 31 MB free (29 for MIDI music, 2 for save games) to play with MIDI music. At least 63 MB (61 for digital music, 2 for save games) to play with digital music.

**CD-ROM Drive.** At least a double-speed CD-ROM drive with a transfer rate of 300,000 bytes/second or higher.

**Mouse.** Microsoft or 100% compatible mouse using Microsoft software driver version 7.0 or higher or 100% compatible driver.


**Memory.** 490K (501,760 bytes) of conventional RAM (base memory) and 6900K (7,065,600 bytes) of either extended memory (XMS) or expanded memory (EMS). You must have a minimum of 8 megabytes of RAM installed in your machine.

Install TOC

Memory

Disk Cache

# Memory Requirements

To find out how much conventional and XMS or EMS memory you have available, type: **MEM**  at the DOS prompt (C:/>).

When the memory information is displayed on the screen, look for the following:

- **LARGEST EXECUTABLE PROGRAM SIZE**

This number indicates how much DOS conventional memory is available. You must have at least 501,760 bytes (490K) listed here.

Look for **one** of the following two listings:

- **TOTAL EXTENDED (XMS) or TOTAL CONTIGUOUS EXTENDED**

You must have at least 7,065,600 bytes (6900K) listed here.

- **BYTES FREE OF EMS OR FREE EXPANDED (EMS)**

You must have at least 7,065,600 bytes (6900K) listed here.

If you have only 8 MB RAM, we recommend using an XMS setup. If you have more than 8 MB RAM, you can use either an EMS or an XMS setup, but XMS is always preferable.



# Disk Cache Programs

Although not recommended, you can run *ATF* with a disk cache (such as recent versions of *SMARTDrive*), which may reduce the CD load time for missions.

If you can't free up enough conventional memory, or don't want to use a disk cache, you can temporarily disable it by making a boot disk. (Refer to [Creating an MS-DOS Boot Disk](#) to learn how to create such a boot disk.)

Reboot your computer with the boot disk in your A: drive so that you can run on a configuration that does not include a disk cache.





# Creating an MS-DOS Boot Disk

To get the most out of ATF, you should use a boot disk to optimize your computer specifically for installing/running the game. If you have problems or lack enough free memory, create a boot disk to decrease the number of TSRs (memory resident programs) loaded.

To create a boot disk, follow the steps below, **in the order listed**:

1. [Check out the foundations.](#)
2. [Make the disk.](#)
3. [Modify CONFIG.SYS.](#)
4. [Modify AUTOEXEC.BAT.](#)
5. [Use the boot disk.](#)

If you have trouble with your boot disk, you may need to install [VESA-Compatible drivers](#) or [change sound card lines](#) in the boot disk.

# Checking Out the Foundations

If your computer meets the specifications printed on the bottom edge of the box, you should be able to run the game. First, make sure your computer has everything you need. (Do this only if you're using an MS-DOS boot disk instead of *Windows '95*.)

1. Type **VER**  at the DOS prompt (C:\>).

The line MS-DOS VERSION 6.0 (or Version 5.0 or later) should appear. If it does, good. If it gives a number less than 5, you can't run the game. If you have an earlier version of DOS, you need to upgrade before playing *ATF*.

2. Type **MEM** . This checks to see if you have enough memory. (See [Memory Requirements](#).)

3. Make sure you have a 100% compatible mouse driver.  
If you aren't sure, you can find your mouse driver line in your AUTOEXEC.BAT:
  - a. Type TYPE C:\AUTOEXEC.BAT and look for any line that includes MOUSE (but not SET MOUSE).
  - b. Write the entire line on paper.
  - c. If you don't see a line, type MOUSE  at the DOS prompt. If a line appears saying MICROSOFT (R) MOUSE DRIVER VERSION <at least 7.0>, your mouse is compatible.
4. Check that you have a 100% compatible sound card. (See [System Requirements](#) and [Required Sound Card Lines](#).)



# Making the Disk

1. Put a blank disk into your A: drive.

When you turn on your computer, it looks for “startup” files (CONFIG.SYS and AUTOEXEC.BAT) *first* in your A: drive. If they aren’t there, it looks on your hard drive. (A boot disk in the B: drive won’t work – the computer never looks there.)

2. Format the disk in your A: drive from your C: prompt. Do this even if it’s already formatted to ensure that your current operating system is copied.

Type `FORMAT A: /s` . (The /s copies your system files.)

# Modifying CONFIG.SYS

## 1. Copy your CONFIG.SYS onto your boot disk:

This copies the raw file to the boot disk so that you can modify it without retyping the information that is going to stay the same — like your sound drivers.

Switch to the A: drive by typing **A:** .

Type **COPY C:\CONFIG.SYS A:** .

---

## 2. Modify your CONFIG.SYS and take out or change all lines the game doesn't need.

Type **EDIT A:\CONFIG.SYS** .

You need at least seven lines. Some you will keep as they already appear, and some you may change slightly. (Remove lines containing PowerShare. It causes conflicts.)

If you're using DOS's **MEM MAKER**, your lines may start with **/L:**, followed by several numbers. If so, try to make all lines resemble the ones on the following pages.

- 
3. You should already have a line that looks similar to the one below. If it's not identical, that's fine.

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

Some newer systems also have “plug-and-play” peripherals that use a special driver. If yours does, you'll see the following line (make it the first line in your boot disk CONFIG.SYS). If your system doesn't have plug-and-play capabilities, *do not* add this line:

```
DEVICE=C:\PLUGPLAY\DRIVERS\DOS\DWCFGMG.SYS
```

- 
4. *If you don't have a line like this, type it in.* It loads your DOS commands into high memory, where they won't compete with the game for room.

```
DOS=HIGH
```



---

`FILES=40`

5. *If you don't have this line, type it in. If it says something other than 40, change it to 40.* This line sets how many files the game can have open at the same time. The more complex and busy the game, the more things will be happening simultaneously, and therefore the more files will need to be open.
- 

`BUFFERS=40`

6. *If you don't have this one, type it in. If it says something other than 40, change it to 40.* This line allows the game to make a “holding pool” for information. Sometimes the game throws more information at your computer than your computer can deal with immediately — this sets how much information can be put “on hold.”



---

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

7. *If you don't have this one, type it in.* This line is just a note reminding your computer to look in your hard drive's DOS directory to find the system commands.

---

```
DEVICE=C:\<all the information about your sound card driver,  
if any>
```

8. *You want to keep the sound card driver line from your original CONFIG.SYS.* This is an important line to keep. If you don't mention your sound card driver in your CONFIG.SYS, your game won't have sound and won't play for very long. You can spot the sound card driver because it will mention your sound card (for example, if you have a Sound Blaster 16, look for "SB16"). If you can't find this line, don't worry about it — unless your game won't play.

See [Required Sound Card Lines](#) for common sound card lines.





---

DEVICE=C:\<all the information about your CD-ROM driver>

9. *You want to keep the CD-ROM driver line from your original CONFIG.SYS.* This is an important line to keep, because it gets your CD-ROM working. Because you already know it works, you'll want to keep this line. It will usually be a line containing the driver name (example: SB CD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001). The presence of the /D: indicates a CD-ROM driver line.
10. Exit and save your file by typing AltF, then X, then Y.



# Modifying AUTOEXEC.BAT

## 1. Copy your AUTOEXEC.BAT onto your boot disk:

(This is similar to the process that you used in [Step 3](#).)

**Go to the A: drive** by typing a: .

Type `COPY C:\AUTOEXEC.BAT A:` .

## 2. Modify your AUTOEXEC.BAT:

Type `EDIT A:\AUTOEXEC.BAT` .

You will need the following lines. One or two are going to depend on what your original AUTOEXEC.BAT reads.

---

PROMPT \$P\$G

3. This is the line that tells your computer to list what subdirectory you're in, and to put the ">" at the end of the DOS prompt.

---

`PATH=C:\DOS`

4. This line tells your computer how to find your DOS commands. Don't worry if you have other things after "DOS"; they can remain in the line.

---

`C:`

5. This line tells the computer to look into the correct drive for *Advanced Tactical Fighters*. If you installed to a different drive, use that letter.

---

`<The line or lines that include your mouse information>`

6. This loads your mouse, so you have the option of using it if you want to. Keep it just the way it appears in your original AUTOEXEC.BAT. The word "mouse" appearing in the line is what you're looking for.



---

<The line that includes the MSCDEX.EXE information>

7. You should keep this line from your original AUTOEXEC.BAT, **except** for two items: delete the /E, /S and /L parameters and change /M:## to /M:15. For example,

```
C:\DOS\MSCDEX.EXE /E /M:5 /D:MSCD001
```

*would change to:*

```
C:\DOS\MSCDEX.EXE /M:15 /D:MSCD001
```

---

<all the information about your sound card driver, if any>

8. You want to keep the sound card driver lines in your original AUTOEXEC.BAT.

See [Required Sound Card Lines](#) for common sound card lines.



---

CD\JANES\ATF

9. This tells your computer to go to the directory where *Advanced Tactical Fighters* is located (if you did not use the default directory, replace “ATF” with the correct directory).

---

ATF

10. This starts the game.

- 
11. Exit and save this file by typing  ,  and .



# Using Your New Boot Disk

1. Turn your computer off.
2. Wait ten seconds, then insert your new boot disk in your A: drive and turning the computer back on.
3. The boot disk should run and take you into *ATF*.

To restore your original setup, remove the disk from the A: drive and restart your computer.

**Note:** If your boot disk doesn't work, contact [EA Product Support](#).



Boot Disk

## Installing VESA-Compatible Drivers

*Advanced Tactical Fighters* requires a 100% VESA-compatible SVGA driver to operate in SVGA 640x480x256-color mode. Some video cards have the necessary driver within the hardware BIOS. Customers with these cards need not load any other drivers. Other cards, however, may require a memory-resident program (TSR) to be loaded prior to the application being loaded. (The ATI Mach 32, for instance, requires VVESA.COM to enable VESA compatibility.) You must load this driver prior to running *ATF*.

If you cannot find a VESA-compatible video driver on your system, contact the card manufacturer.

# Changing Sound Card Configuration

If you add a sound card (or change types), you must reconfigure it in *ATF*. Select the **PREF** menu, then **CONFIGURE SOUND HARDWARE**.

## Required Sound Card Lines

The below sections list default lines for some sound cards and should appear in your CONFIG.SYS and AUTOEXEC.BAT. Specific parameters and directories for your card may vary. Use the lines in your hard drive CONFIG.SYS and AUTOEXEC.BAT.

If you load the SET BLASTER= environment variable, make sure it matches your sound card settings. Incorrect settings may cause lockup. If you what type of card you have, contact the manufacturer.

---

Sound Blaster, Sound Blaster Pro  
Sound Blaster 16, Sound Blaster AWE32  
Pro Audio Spectrum  
Roland RAP-10  
Ensoniq Soundscape, ESS

Galaxy, Galaxy Forte 16  
Magic S20  
SE1440  
MWAV  
Crystal

Boot Disk





## Creative Labs Sound Blaster

CONFIG.SYS: none

AUTOEXEC.BAT: none

**Note:** This card usually has all settings determined by physical jumpers on the card.

---

## Creative Labs Sound Blaster Pro

CONFIG.SYS: none

AUTOEXEC.BAT:

SET SOUND=C:\SBPRO

SET BLASTER=A220 I5 D1 T4

**Note:** This card usually has all settings determined by physical jumpers on the card.



## Creative Labs Sound Blaster 16

CONFIG.SYS:

```
DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 BLASTER=A:220 I:5 D:1 H:5  
DEVICE=C:\SB16\DRV\CTMMSYS.SYS
```

For Vibra 16 cards, use the two following lines instead:

```
DEVICE=C:\VIBRA16\DRV\VIBRA16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1  
H:5  
DEVICE=C:\VIBRA16\DRV\ CTMMSYS.SYS
```

AUTOEXEC.BAT:

```
SET SOUND=C:\SB16  
SET BLASTER=A220 I5 D1 H5 P330 T6  
SET MIDI=SYNTH:1 MAP:E  
C:\SB16\DIAGNOSE /S  
C:\SB16\SB16SET /P /Q
```

For Vibra 16 cards, the last two lines are:

```
C:\VIBRA16\DIAGNOSE /S  
C:\ VIBRA16\MIXERSET /P /Q
```



## Creative Labs Sound Blaster AWE32

CONFIG.SYS:

```
DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1 H:5
```

```
DEVICE=C:\SB16\DRV\CTMMSYS.SYS
```

AUTOEXEC.BAT:

```
SET SOUND=C:\SB16
```

```
SET BLASTER=A220 I5 D1 H5 P330 E620 T6
```

```
SET MIDI=SYNTH:1 MAP:E MODE: 0
```

```
C:\SB16\DIAGNOSE /S
```

```
C:\SB16\SB16SET /P /Q
```

```
C:\SB16\AWEUTIL /S
```



## Pro Audio Spectrum

CONFIG.SYS:

```
DEVICE=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5 M:1,330,2 J:1  
V:99
```

AUTOEXEC.BAT:

```
SET SOUND=C:\PROAUDIO  
SET BLASTER=A220 D1 I5 T3
```

**Note:** Make sure MVSOUND.SYS (CONFIG.SYS line above) is loaded. Copy the line as listed in your original CONFIG.SYS.

---

## Roland RAP-10

CONFIG.SYS: none

AUTOEXEC.BAT: none

**Note:** The I/O port and IRQ for the RAP-10 are determined by the card itself. DMA 6 must be available. The RAP-10 does not provide user-configurable DMA channels and works only on DMA 6 for *ATF*.



## Ensoniq Soundscape

CONFIG.SYS: none

AUTOEXEC.BAT (do not alter order):

```
SET SNDSCAPE=C:\SNDSCAPE
```

```
SET BLASTER=A220 IXX DX T1
```

```
C:\SNDSCAPE\SSINIT /I
```

**Note:** The 'XX' found in the SET BLASTER line is normal. SSINIT /I is necessary to properly enable the sound card. The switches GM, FM and MT32 are all found only on the older SSINIT executable. If the SSINIT line (last line listed above) contains one of these variables instead of /I, the drivers should be updated. Contact Ensoniq for the latest version.



## ESS (Manufactured by Diamond)

CONFIG.SYS: none

AUTOEXEC.BAT

```
SET BLASTER=A220 I5 D1 T4
```

```
C:\DIAMOND\ESSCFG.EXE /A:220 I:5 D:1 M:5 B:330 J:E
```

```
C:\DIAMOND\ESSVOL.EXE /V:10 /L:10 /W:10 /M:0 /C:10 /S:10 /A:10
```



**Galaxy** (Standard in most Packard Bell computers. Types include Sound 144; Sound 16A; SC400; Reveal Sound F/X.)

CONFIG.SYS: none

AUTOEXEC.BAT:

```
SET SOUND=C:\<card>
```

```
SET BLASTER=A220 I5 D1 T4
```

```
SET GALAXY=A220 I5 D1 K10 P530 T6
```

```
C:\<card>\UTILITY\SETMODE /SBP
```

```
C:\<card>\UTILITY\VOLSET.EXE /V:16,16
```

Substitute <card> in the above lines as follows for your card:

<i>Sound 144</i>	SOUND144
------------------	----------

<i>Sound16A</i>	SOUND16A
-----------------	----------

<i>SC400</i>	SC400
--------------	-------

<i>Reveal Sound F/X</i>	MMP16P
-------------------------	--------

For example, a Sound 144 sound card uses the set sound line:

```
SET SOUND=C:\SOUND144
```



## Galaxy Forte 16

Use the following lines for Galaxy Forte 16 sound cards.

CONFIG.SYS: none

AUTOEXEC.BAT

```
SET SOUND=C:\FORTE16
```

```
SET BLASTER=A220 I5 D1 T4
```

```
SET GALAXY=A220 I5 D1 K10 P530 T6
```

```
C:\FORTE16\EMUTSR.EXE
```





## Magic S20 (Including Magic S20; ISP 16; Mad 16; Opti930)

CONFIG.SYS:

```
DEVICE=C:\<card>\CDIFINIT /T:X
```

(Only use this line if the CD-ROM is connected to a sound card port.)

AUTOEXEC.BAT:

```
SET SOUND16=C:\ <card>
```

```
SET BLASTER=A220 I5 D1 T4
```

```
C:\ <card>\SNDINIT /B
```

Substitute <card> in the above lines as follows:

*Magic S20*                    **MAGICS20**

*ISP 16*                    **ISP16** (but change <card> in SET SOUND line  
to **SETISP16**)

*MAD 16*                    **MAD16**

*OPTI930*                   **OPTI930**

For example, a MAD 16 sound card set sound line would read:

```
SET SOUND16=C:\ MAD16
```



## SE 1440 (in most NEC brand Pentium computers)

CONFIG.SYS:

Remove the following line (it goes in the AUTOEXEC.BAT instead):

```
DEVICE=C:\SE1440\CSACMOD1.EXE
```

AUTOEXEC.BAT:

```
SET BLASTER=A220 I5 D1 T4
```

```
C:\SE1440\CSACHMX1 /FM:L
```

```
C:\SE1440\CSACMOD1.EXE /S
```

```
DEVICE=C:\SE1440\CSACMOD1.EXE
```

Select SOUND BLASTER PRO OPL3 from the list of sound cards (see [Sound](#)).



## Crystal (Common in Hewlett-Packard computers)

### CONFIG.SYS:

Remove this line if it appears:

```
DEVICE=C:\DOSBOOT\CS4232C.EXE /O /V
```

### AUTOEXEC.BAT:

```
SET SOUND=C:\DOSBOOT
```

```
SET BLASTER=A220 I5 D1 T4
```

### OTHER STEPS:

With the above Crystal sound card lines in your system files, go to a DOS prompt, change to the root directory (by typing `CD\`) and type the following:

```
MD DOSBOOT 
```

```
COPY C:\WINDOWS\CS*.* C:\DOSBOOT 
```

```
CD\DOSBOOT 
```

```
EDIT CS4232.INI
```



Now, edit this file so that it resembles the following:

```
[PNP]  
WssIO=534  
WssINT=5  
WssDMAPLAY=1  
WssDMACAPTURE=0  
SBLO=220  
OPLIO=388  
OPLINT=DISABLED  
GAMEIO=200  
4232IO=538  
4232INT=DISABLED  
MPU401IO=DISABLED  
MPU401INT=DISABLED  
CDIO=DISABLED  
CDINT=DISABLED  
CDDMA=DISABLED
```

Save and exit (type **[Alt][F]**, **[X]**, then **[Y]**. Select SOUND  
BLASTER PRO from the card list (see [Sound](#)).



**MWAV**(Standard in most IBM computers)

CONFIG.SYS: none

AUTOEXEC.BAT

```
PATH=C:\MWD;C:\MWD\MANAGER
```

```
SET MWROOT=C:\MWD
```

```
SET LIBPATH=C:\MWD\MANAGER
```

```
SET MWPATH=C:\MWD\MANAGER;C:\MWD\MWGAMES
```

```
SET BLASTER=A220 I5 D1 T4
```

```
CALL MWGAMES ON PRO
```



## Creating a Shortcut to ATF

When you create a shortcut, you are, in essence, creating a boot disk for the game and attaching it to an icon in *Windows '95*.

**Note:** Never turn off your computer while in a shortcut. This can often cause program loops (i.e., the computer continually reboots) and other complications. To quit a shortcut, return to *Windows '95* and then exit via the SHUT DOWN option.

0. Start *Windows '95*, and make sure that the *Advanced Tactical Fighters* CD is in your CD-ROM drive.
1. Place your mouse cursor on an empty part of your desktop, then right-click.
2. Highlight **New**.
3. Left-click **Shortcut** from the menu.
4. In the blank command line, type C:\JANES\ATF\ATF.BAT. (If you installed to a drive other than C:, use that drive letter instead.)



5. Left-click **NEXT**.

If you want to change the name of the Shortcut, type a new name (such as “ATF Shortcut”) and press **FINISH**. If not, just press **FINISH**. This places the new shortcut on your desktop.

6. *Right-click* once on the new **Advanced Tactical Fighters Shortcut** icon.
7. Left-click once on ***Properties***.
8. Left-click once on the ***Program*** tab.
9. Left-click in the box next to ***Close on exit***. Make sure there is a check mark in the box.
10. Left-click once on the ***Advanced*** button.
11. Left-click once in the box next to ***MS-DOS mode***. Make sure there is a check mark in the box.



12. Left-click once in the circle next to ***Specify a new MS-DOS configuration***. Make sure there is a dot in the circle. (There should be two boxes under ***Specify a new MS-DOS configuration***, one labeled **CONFIG.SYS** and one labeled **AUTOEXEC.BAT**)

Two windows open up — one displays CONFIG.SYS lines, the other AUTOEXEC.BAT lines.

13. Right-click inside the CONFIG.SYS FOR MS-DOS window. Highlight **Select All**, press  and then press . Do the same for the AUTOEXEC.BAT FOR MS-DOS window. ***This has no effect on the files your system uses to boot up.***
14. Start *Notepad* (under **Programs: Accessories** on the START button). Leave the *Advanced Program Settings* screen open.





15. Open your system CONFIG.SYS (or, if you cannot find it, CONFIG.DOS).
  - Click on **File**.
  - Click on **Open...**
  - Type c:\CONFIG.SYS (or CONFIG.DOS).
  - Click on the **Open** button.
16. Save this file as a temporary text document.
  - Click on **File**.
  - Click on **Save As...**
  - Type in a filename, such as TEMP.TXT. (You can delete this file later — for now, you're going to edit it and copy the contents into the Shortcut window you have open.)



17. Edit the lines in this file to match the CONFIG.SYS lines listed in [Creating an MS-DOS Boot Disk](#).

Change the HIMEM line as follows:

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

should read

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

**Note:** If you have trouble finding your sound card, mouse or CD-ROM lines in your CONFIG.SYS file, look for them in CONFIG.DOS. If you still can't find the lines, contact your computer manufacturer and have them locate or install the correct drivers.

18. When you're through editing, highlight **Select All** from the **Edit** menu, then press CtrlC to copy the contents of the screen.
19. Press AltTab to cycle through open applications until the *Advanced Program Settings* screen displays.



20. Left-click inside the CONFIG.SYS FOR MS-DOS window.
21. Press **Ctrl****V** to paste the *Notepad* contents into the window.
22. Press **Alt****Tab** until the *Notepad* screen displays.
23. Open your system AUTOEXEC.BAT (or, if you cannot find it, AUTOEXEC.DOS).
  - Click on **File**, then click on **Open...** .
  - Type **c:\AUTOEXEC.BAT** (or **AUTOEXEC.DOS**).
  - Click on the **Open** button. (Press **N** when asked if you want to save changes to your temporary file.)
24. Save this file as a temporary text document.
  - Click on **File**.
  - Click on **Save As...** .
  - Type in a filename (you can overwrite the TEMP.TXT file you created earlier).



25. Edit the lines in this file to match the AUTOEXEC.BAT lines listed in [Creating an MS-DOS Boot Disk](#).

Add the following directories to the end of the PATH line:

`PATH=<existing directories>;C:\WINDOWS;C:\WINDOWS\COMMAND`

Change the *beginning* of the MSCDEX CD-ROM driver line:

`C:\DOS\MSCDEX.EXE ...` should read

`C:\WINDOWS\COMMAND\MSCDEX.EXE ...`

**Note:** If you can't find the sound card, mouse, or CD-ROM lines in your AUTOEXEC.BAT file, look for an AUTOEXEC.DOS file. If you still can't find the lines, contact your manufacturer and have them find/install the correct drivers.

26. When you're through editing, highlight **Select All** from the **Edit** menu, then press ⌘C to copy the contents of the screen.
27. Highlight **Exit** from the **File** menu to close *Notepad*.



28. Press **[Alt][Tab]** to cycle through open applications until the ***Advanced Program Settings*** screen displays.
29. Left-click inside the AUTOEXEC.BAT FOR MS-DOS window.
30. Press **[Ctrl][V]** to paste the *Notepad* contents into the window.
31. Edit the lines in this file to match the AUTOEXEC.BAT lines listed in [Creating an MS-DOS Boot Disk](#).
32. Left-click **OK**.
33. Left-click ***Change Icon ...***.
34. Left-click ***Browse ...***.
35. Left-click inside the box next to *Filename* (at the bottom of the window). Type in D:\ATF.ICO, then click **OK**. (If D: is not your CD-ROM drive, replace it with the correct drive letter.) This places your new *ATF* shortcut icon on your desktop.



36. Double-click on this **Shortcut** icon to run the game. (Make sure you've installed the game first.)

If you've set up the Shortcut correctly, your machine will reboot and run *ATF*. If you receive an error message, or the machine returns to *Windows*, double-check the lines CONFIG.SYS FOR MS-DOS MODE and AUTOEXEC.BAT FOR MS-DOS MODE windows in the *Advanced Program Settings* screen. (To look at these windows, right-click on the Shortcut icon, then follow [Steps 7-12](#) under Creating a Shortcut to *ATF*.)



# PLAYING FOR THE FIRST TIME

Once you start the game for the first time, a selection screen appears that lets you configure your video mode and sound/music cards:

[Configure Video Mode](#)

[Configure Sound Card](#)

You can adjust sound and music options from within the game using the **PREF** menu on the menu bar at the top of the *Choose Activity* screen.

[Adjusting Graphic Preferences](#)

[Adjusting Sound Preferences](#)

You can reset your flight control devices from within flight:

[Set/ Calibrate Control Type](#)

## Set Video Mode

- Select an in-flight video mode (left-click on a line), then press OK or . (Click the **PREV** or **NEXT** switch to cycle through pages.)
- Select a non-flight video mode (left-click on a line), then press OK or . (Click the **PREV** or **NEXT** switch to cycle through pages.)

Higher resolutions need more processing power. Most systems run well in 640x480 (higher resolutions reduce frame rate). To change video modes, click **CONFIGURE VIDEO HARDWARE** from the **PREF** menu.



## Set Sound Card

- Select the sound card that matches your system. Click a line and press OK or . Click **PREV** or **NEXT** to change pages.

The game auto-detects most cards and picks the closest match. The recommended driver appears at the bottom of the screen.

- Type in each sound card setting. After you enter a setting, click OK (or press  to accept the default setting).
- Follow similar steps to configure your music card.

**Note:** Some sound cards require certain setups for proper installation. See [Required Sound Card Lines](#) or your card documentation.

**I/O Port.** 220H is the usual default setting.

**IRQ.** Choose an IRQ port (5 is the default for most Sound Blasters).

**DMA.** Choose one of the 8-bit or 16-bit DMA settings for your sound card (default setting is 1 for most Sound Blaster cards).

In the future, change sound drivers by selecting **CONFIGURE SOUND HARDWARE...** from the **PREF** menu.

Playing First Time

# Adjusting Graphic Preferences

From the main menu, you can adjust graphic and sound options by selecting **GRAPHICS** from the **PREF** menu.

## Terrain/Object Detail

- Select terrain and object detail by clicking HIGH/MED/LOW on the respective dial. (HIGH gives more detail, but slows down the frame rate; LOW has less detail, but speeds up play.)
- Click beside boxes to activate/deactivate options. Activating one or more of these options slows down gameplay. If your flight is choppy, try deactivating one or more options.

TEXTURED SKY                      Turn sky texture and clouds on/off.

TEXTURED OCEAN                Turn water texture on/off.

TEXTURED LAND                 Turn terrain texture on/off.

GOURAUD SHADING            Turn smooth shading on/off.

TEXTURE MAPS                 Turn ground texture maps on/off.

LIGHT SOURCE SHADING      Add realistic lighting effects.

# Adjusting Sound Preferences

From the main menu, adjust graphic and sound options by selecting **SOUND** from the **PREF** menu. To adjust volume, click and drag a red button up/down, then release. **MAX** is loudest, **MIN** is softest.

## **SOUND VOLUME slider bars**

Adjust sound effect volume. Top left slider adjusts overall sound effect volume; other sliders adjust individual sounds.

## **MUSIC VOLUME slider bars**

Adjust overall music volume during flight (**IN-FLIGHT**) or between missions (**OTHER**).

## **STEREO SEPARATION MAGNITUDE**

Adjust volume difference between right/left speakers for stereo sound effects. (**MAX** has the greatest difference, **MIN** the least.)

## **SWAP LEFT/RIGHT CHANNELS**

Reverse left/right speaker channels (play right-hand sound effects in the left speaker, and vice-versa). Click switch to **YES** position to activate, **NO** to deactivate.

## Set/Calibrate Control Type

**IMPORTANT:** You must have a mouse connected to play *ATF*.

The game automatically detects your joystick if one is connected. To change the flight control device:

1. Select the **CONTROL** menu during flight, then select a control from the **STICK** sub-menu — KEYBOARD / JOYSTICK / THRUSTMASTER / FLIGHTSTICK PRO / JANE'S COMBAT STICK.
2. The program will ask you whether or not you want to use the throttle on certain joystick types. Press **[Y]** or **[N]**.
3. Follow the onscreen calibration instructions.

# TROUBLESHOOTING

## [Menu of Troubleshooting Topics](#)

If troubleshooting doesn't help, contact [EA Product Support](#).

## README File

To view an important text file that contains last-minute changes in the game or documentation, refer to the **README File**.

To view the README file, go to your CD-ROM drive (usually D:) and type **EDIT README**. After viewing the file, you can print it out by typing **COPY README PRN**. In *Windows '95*, insert the *ATF* CD into the drive and click on README when the *ATF* menu appears.



# Troubleshooting Topics

## Start-Up Questions

"Not enough conventional memory"

"Buffers too high. Fatal Error"

## Audio Questions

Not getting any sound

Loaded the correct sound lines, but ...

## Mouse/Joystick Questions

"Requires Microsoft-compatible mouse"

Joystick doesn't work correctly

Installing a VFX-1 helmet / IO glasses

## Windows 95 Questions

Windows '95 not detecting sound card

Shortcut restarts machine in Win '95

## Network/Modem Questions

Network game won't connect everyone

What is a16650A UART chip?

Modem or null modem game pauses

Modem won't connect with game

## Other Common Questions

Game runs slowly / locks up

"Critical error on file : <filename>"



## Start-Up Questions

**Q:** When I type *ATF* to begin the game, I receive the message: “You do not have enough conventional memory to run Advanced Tactical Fighters! Please refer to your Install Guide for instructions on making a boot disk that will free a total of 490K of memory.”

**A1:** You do not have enough free conventional memory. You need at least 490K free conventional memory, and a total of 8 MB RAM to play *ATF* (with at least 6900K free). Type **MEM** at the DOS prompt or check with your manufacturer to ensure that you have 8 MB installed on your computer. (See [Memory Requirements](#).)

Try [making a boot disk](#) to free up more memory.

**A2:** You may have memory allocated to your other applications. See [Creating an MS-DOS Boot Disk](#) to fix this problem.



**Q:** When I try to run *ATF*, I receive the error message: “Buffers too high. Fatal Error TNT.10013: Insufficient conventional memory for data buffers.”

**A:** You do not have enough free conventional memory to run the game. You need at least 490K free to install the game, and 420K to play. Reduce the number of buffers specified in your CONFIG.SYS to 40 (see [Modifying Your CONFIG.SYS](#)). Then, type **MEM** at the DOS prompt to see how much conventional memory is available (See [Memory Requirements](#))





## Audio Questions

**Q:** I have a supported sound card or 100% compatible but I am not getting any sound while playing *Advanced Tactical Fighters*.

**A1:** Make sure the digital FX setting is correct for your sound card. Check you sound card and its settings then run INSTALL from the directory to which you installed *Advanced Tactical Fighters* (or in *Windows '95*, insert the *ATF* CD into your CD-ROM drive).

**A2:** Make sure you have the necessary sound lines for your sound card in the CONFIG.SYS and AUTOEXEC.BAT. Refer to your sound card documentation to determine which lines are necessary for the card to work. A list of the popular cards and their initialization lines are given in [Changing Sound Card Configuration](#).

**A3:** If your card is supported (listed in the install program), disable any emulation software you may have running. *Advanced Tactical Fighters* provides native support for these cards.

**A4:** If you have a compatible card, compare your system configuration to the boot disk and check for the necessary sound card lines.



**Q:** I have loaded all the correct sound lines and still get an error when I run *Advanced Tactical Fighters*.

**A:** *Advanced Tactical Fighters* can only provide reliable support for those cards listed on the box and in the installation program. Other sound cards may load software that is not compatible. Consult your sound card manufacturer for more information and the latest software drivers.



# Mouse/Joystick Questions

**Q:** When I run *Advanced Tactical Fighters*, I get the error message: “This program requires a Microsoft-compatible mouse. Please be sure that your mouse is connected to your computer, and you mouse driver program is loaded.”

**A1:** Make sure your mouse is plugged in, and connected to the correct serial port.

**A2:** You may not be loading a DOS-based mouse driver in your AUTOEXEC.BAT or CONFIG.SYS. *ATF* only recognizes DOS-based drivers. Some multi-tasking environments (such as *Windows '95*) load their own mouse drivers, which are not compatible with *ATF*. Contact a local hardware technician to get a DOS-based mouse driver.

**A3:** Your mouse may not be 100% compatible. You need to find and load a DOS-based Microsoft mouse driver version 7.0 or higher. If you do not have a Microsoft mouse driver, contact a local hardware technician to obtain one.



## Q: Why doesn't my joystick work correctly?

**A1:** Make sure the joystick is calibrated correctly. Before you recalibrate, make sure any auto-fire or turbo buttons are turned off, the trim knobs are centered and any throttle or other accessories are set in the “neutral” or “off” position.

Recalibrate the joystick by selecting the **CONTROL** menu during flight, then selecting one of the following from the **STICK** sub-menu — KEYBOARD / JOYSTICK / THRUSTMASTER / FLIGHTSTICK PRO. Follow the onscreen instructions.

**A2:** You may have an active joystick port conflict. Most computers, have a joystick port on the sound card, I/O serial card and also on a separate gamecard.

Only one joystick port should be active; otherwise, conflicting information will be sent to the program. Consult your sound card, gamecard or I/O serial card documentation to ensure that you have only one port enabled and all the other ports disabled.



**Q: (Continued)** Why doesn't my joystick work correctly?

**A3:** You may need a speed-adjustable gamecard to fine-tune the communication between your joystick and your processor (and thus, the calibration routine). Faster processors can communicate with the joystick faster than *Advanced Tactical Fighters* expects them to. There are several types of gamecards available. Consult with a hardware technician for the type that's most convenient for you.

**Q:** How do I install my VFX-1 helmet (or IO glasses)?

**A:** Refer to READ.ME on the *ATF* CD, under the **VFX-1** section. You can access this file by re-running the install program (see [READ.ME File](#)).



# Windows '95 Questions

**Q:** I'm running the game in *Windows '95*, and my sound card is not being detected or is not being detected correctly.

**A:** Certain sound cards are not recognized natively/correctly by *Windows '95*. If the correct DOS-based lines and drivers are not provided as a replacement, *ATF* will not be able to auto-detect the sound card correctly. See [Changing Sound Card Configuration](#) for more information.

This may also be solved by [creating an MS-DOS Boot Disk](#) or a [Shortcut](#) to DOS.



**Q:** When I click on my Shortcut icon, my machine restarts and returns to *Windows '95*. Why?

**A:** You don't have your CD-ROM driver or mouse driver installed for DOS. Create a boot disk (see [Creating an MS-DOS Boot Disk](#)), or edit your *Advanced Program Settings* window for the Shortcut icon. To open the window:

1. Right-click on the Shortcut icon.
2. Left-click on ***Properties***.
3. Left-click on the ***Program*** tab.
4. Left-click on ***Advanced***.



## Network/Modem Questions

**Q:** I am trying to play a network multi-player game, but *Advanced Tactical Fighters* is having trouble connecting everybody.

**A1:** Make sure that everyone is in the appropriate multi-player screen (*Network Connection* screen). Also, make sure that everyone chooses the same NUMBER OF PLAYERS and the same GROUP ID.

**A2:** Ensure that all players have pressed CALL or ANSWER.

**A3:** *Advanced Tactical Fighters* can connect up to 8 network players for any one gaming session. Make sure everyone who wants to connect is loading the appropriate DOS network drivers. If you do not have them, see your network administrator.

**A4:** See [Multi-Player Games](#) for more multi-player game details.

**MODEM NOTE:** If both computer systems have high-speed serial cards, any baud rate works for modem play. A 16550 Alpha UART chip is recommended for any connection. Any card with a chip slower than that (8250 or 16450 UARTs) requires you to choose slower baud rates or play without sound effects.





**Q:** What is a 16650A UART chip and do I need one?

**A:** UARTs are chips on a serial port that convert byte-wide (character) data into bit-wide (serial) data before it gets sent through a modem. 16550A UARTs have two 16-byte buffers (called FIFOs) that hold characters until the computer is ready to remove or transmit the data in the buffer. 8250 and 16450 UARTs only have 1-byte buffers, which cannot store as much information.

The 16550A chip is useful on multi-tasking operating systems. It doesn't transfer information faster, but it prevents data loss. If your performance drops when you transfer files via modem, or if you receive *FIFO overrun* messages in a DOS program, a 16550A chip may help, and will improve modem speed in *ATF*.



**Q:** I'm playing over a modem or null modem connection. Why does the game seem to pause randomly?

**A:** On systems with slow UART chips (such as the 16450 and 8250), try playing with a lower baud rate selected, or try turning off sound effects in the game. This should reduce the pausing. (See the previous questions for more details.)

**Q:** I am trying to play a modem multi-player game, but I can't get my modem to connect.

**A1:** Make sure that you've chosen the correct settings for your modem. See [Modem Play](#) or refer to your modem documentation.

**A2:** Make sure that one player presses ANSWER, and that the other player presses CALL. If you both choose the same button, the modems will not connect.



## Other Common Questions

**Q:** The game runs slowly and/or occasionally locks up.

**A:** You may be loading software that is incompatible with *ATF*. Try running the game from a [boot disk](#) and check [System Requirements](#).

**Q:** The game sometimes crashes with the error message: “Critical error on file : <filename>”. What’s wrong?

**A:** *Advanced Tactical Fighters* is having a problem reading the CD. This can be a configuration problem, an outdated CD-ROM driver, dirt/dust on the surface of the CD, or a physically damaged CD.



**Q:** My game crashes when I run *ATF* through Microsoft *Windows* or *Windows NT*, *IBM OS/2*, *Desqview* or *Windows '95*.

**A:** Multi-tasking environments often conflict with *ATF* in their memory usage and other system resources. If you experience difficulty, we recommend that you make a [boot disk](#) and run with MS-DOS.

**Q:** *Advanced Tactical Fighters* still doesn't work after I made a boot disk and tried the other options in this guide.

**A:** Copy down the exact error code and information the computer displayed and/or an exact description of the problem. Then see [EA Product Support](#).



# EA PRODUCT SUPPORT

If, after reviewing **Troubleshooting**, you are still having a problem with the *Advanced Tactical Fighters* software, please read this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter.

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, hardware manufacturer or system software publisher in order to properly configure their product to run with our game.

[System and Error Information](#)

[How to Contact Product Support](#)

[Online Services](#)

[International Customer Service](#)

[Warranty](#)



# System and Error Information

When you do call, if at all possible, be near your computer. If it is not possible to be near your computer, be sure to have information about your system and the problem.

- **Error message that displayed when the problem occurred**
- Contents of your CONFIG.SYS and AUTOEXEC.BAT files
- Listing of your machine's type and hardware contents
- DOS version number and publisher that you are running
- Type and version of mouse driver you use
- Type and speed of your CD-ROM drive
- Contents of a CHKDSK and MEM /C statement
- Brand of sound card, IRQ, I/O address and DMA setting
- Brand of video card and VESA-compliant video driver version

**PRODUCT SUPPORT MUST HAVE THIS INFORMATION  
IN ORDER TO EFFICIENTLY SOLVE ANY PROBLEMS.**

# How to Contact Product Support

<b>Phone</b>	(415) 572-ARTS Monday – Friday, 8:30 a.m. to 4:30 p.m. (Pacific time)
<b>Fax</b>	(415) 286-5080
<b>Mail</b>	Attn: Customer Support Electronic Arts P.O. Box 7578 San Mateo, California 94403-7578
<b>Internet</b>	support1@ea.com ftp.ea.com (to download demos, patches, etc.)
<b>WWW</b>	www.ea.com

# Online Services

**Internet.** You can e-mail technical support and upgrade questions to Electronic Arts technical support (support1@ea.com). You can also retrieve demos, patches, press releases and screen shots from Electronic Arts' anonymous FTP site at ftp.ea.com. For further information on Jane's Combat Simulation games, e-mail janes@ea.com.

**World Wide Web.** Please access the Jane's Combat Simulations web page at <http://www.ea.com/janes>.



# International Customer Service

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P.O. Box 432 / Southport QLD 4215  
Call **1 902 261 600**. \$.95 per minute,  
ITM. Lines are open 7 days a week,  
between 10 a.m. and 8 p.m. If you are  
under 18 years of age, parental consent  
is required.

## England (EA UK)

P.O. Box 835 / Slough SL3 8XP  
Call **01753 546 465**.

## France (EA France)

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88 Oxford Street / Ferndale 2160 /  
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To replace defective media **after** the 90-day warranty period has expired, send the original disk(s) to [Electronic Arts](#). Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50 per replacement compact disc.

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*Cobra Video Player*  
*Video Lab Assistance*  
*Additional Voiceover*  
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*Documentation*

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