

## **A2-FS1 Disk Version Use and Extensions**

### **USING THE FS1:**

The FS1 disk must be used in disk slot #6 (the standard slot for the Apple system disk). The disk should be booted up in the same way any APPLE DOS disk is booted. For a normal Apple, use PR#6 or IN#6 from BASIC or C600G from the monitor. If you have the auto-boot function, disk startup is automatic. Booting the disk is all that is needed to get the FS1 going.

### **DISK EXTENSIONS:**

The extra memory of the 32K (or 48K) system is used to implement a few functions suggested by FS1 tape version users.

**Downward View:** The number keys "1" and "2" are now used to specify out-the-window or downward views respectively. Downward view is a projection of the ground looking straight down from a constant altitude. A small airplane symbol in the middle of the screen represents your position. This view is good for taxiing, bombing, and navigation in general. It should be noted that this is a projection of all objects from a fixed altitude (not your altitude). Enemies seen on the display are not necessarily below you.

**Crash Detection:** If you reach the ground with a vertical velocity of more than about 450 ft/min. you have crashed the aircraft. You will be dramatically told that this has happened. The simulator automatically resets itself after a crash.

**Manual Reset:** If you want to start over again, or if you want to stop playing British Ace simply press the "=" key to reset the simulator. Note the fact that the shift key must be pressed to type the = sign. This is a safety feature to avoid accidental reset.

**Micro Altimeter:** Now that the airplane can crash, it is important to know exactly where the ground is so you can properly skim your plane a few feet above it as you land. The low altitude (L. ALT) altimeter above the oil pressure gauge goes into operation at altitudes less than 900 ft. This tells altitude to the nearest foot. A flashing "L" indicates an operating gauge; a solid L means "use the regular altimeter." Ground level is 411 ft.

**Aircraft Damage:** In the tape version, it was hard to determine if you were really shot down. In this version there will be no doubt. If you are shot down, count on violent spins and crashes. Also note that the enemy has no more strength than the tape version enemy.