

**IMPORTANT NOTICE - - PLEASE  
READ THIS BEFORE FLYING AT-FS2**

**GMT SIMULATOR II VERSION 1.05 RELEASE NOTES**

**BASIC CARTRIDGE - DO NOT HAVE THE BASIC CARTRIDGE (OR ANY OTHER CARTRIDGE)  
PLUGGED IN WHILE RUNNING FLIGHT SIMULATOR**

**Mode Load - "CTRL =" should be used instead of "=" to load modes. You should  
mark this change on your Flight Reference Card.**

**Fuel Use - The left and right wing tanks each last about an hour. If the  
engine dies unexpectedly, look at the fuel gauges and switch tanks if one  
tank is dry. Simply entering and exiting the edit mode refills both tanks.  
You can run out of fuel in easy as well as reality mode.**

**Wind Direction - Surface wind direction is assumed to be magnetic, while  
winds aloft (the other three wind levels) are true.**

**Wind Turbulence - Wind turbulence effects are not included in this version.**

**Reset - The reset button only reboots the system on Atari 800XL and 1200XL  
computers. On old Atari 800s, turn the computer off and on to reboot the  
simulator.**

**WAR GAME**

- a) Once the World War I Ace game is selected, you must reboot to  
regain normal simulator functions.
- b) Ctrl S (save mode to library) and Ctrl E (log in database disk) have  
no function in the war game and should not be used.

**Unimplemented Features - A few features mentioned in the manual don't exist.  
These include: Windshield cracks upon crashing and bank indicator around the  
edge of the artificial horizon.**

**Refueling and Service Areas - These areas (a box with an F inside) are only  
available at some airports. The airports with shaded runways and no taxiways  
don't have fuel, and the line-outlined airports do.**

**Scenery Disk Auto-Log-In - You should always press "Ctrl E" after inserting a  
new scenery disk to inform the computer that new scenery is available. If  
you forget to do this, the Auto-log-in system will do it for you during the  
next disk access. The auto log in system is a safety feature and only works  
correctly about 95% of the time, so get into the habit of logging in disks  
using "Ctrl E".**

**Database Disk Switching - If you change a database disk while in the editor,  
select a new North and East coordinate, then exit back to flight mode, the  
scenery disk auto-log-in system may not read the new disk and you may see no  
scenery. If this happens, type "Ctrl E" to log in the scenery disk.**

**Over-control Limiter - The lag between control movements and screen graphics  
generation causes pilots to over-control the simulator (not stop turning  
until the turn has gone too far for example). The over-control limiter  
reduces this problem by essentially "backing up" one display frame when you  
enter the controls. You can see the effect by getting into a rapid left turn  
and centering the controls. The screen seems to freeze for a second because  
the same display frame is displayed twice.**

**The limiter is helpful on rapid turns but annoying on low bank rate turns.  
The value on the fix page sets the turn rate at which the limiter "cuts in".  
Ten degrees per second is a good value. A zero value enables the system on  
all turns (which is quite annoying). The value is preset to 10.**

**Mode Items - ADF and Overcontrol limiter appear on the edit menu but are not  
saved from mode to mode. Once selected, these values remain the same for all  
modes.**

APPENDIX 4  
INTERESTING TOPOGRAPHICAL FEATURES

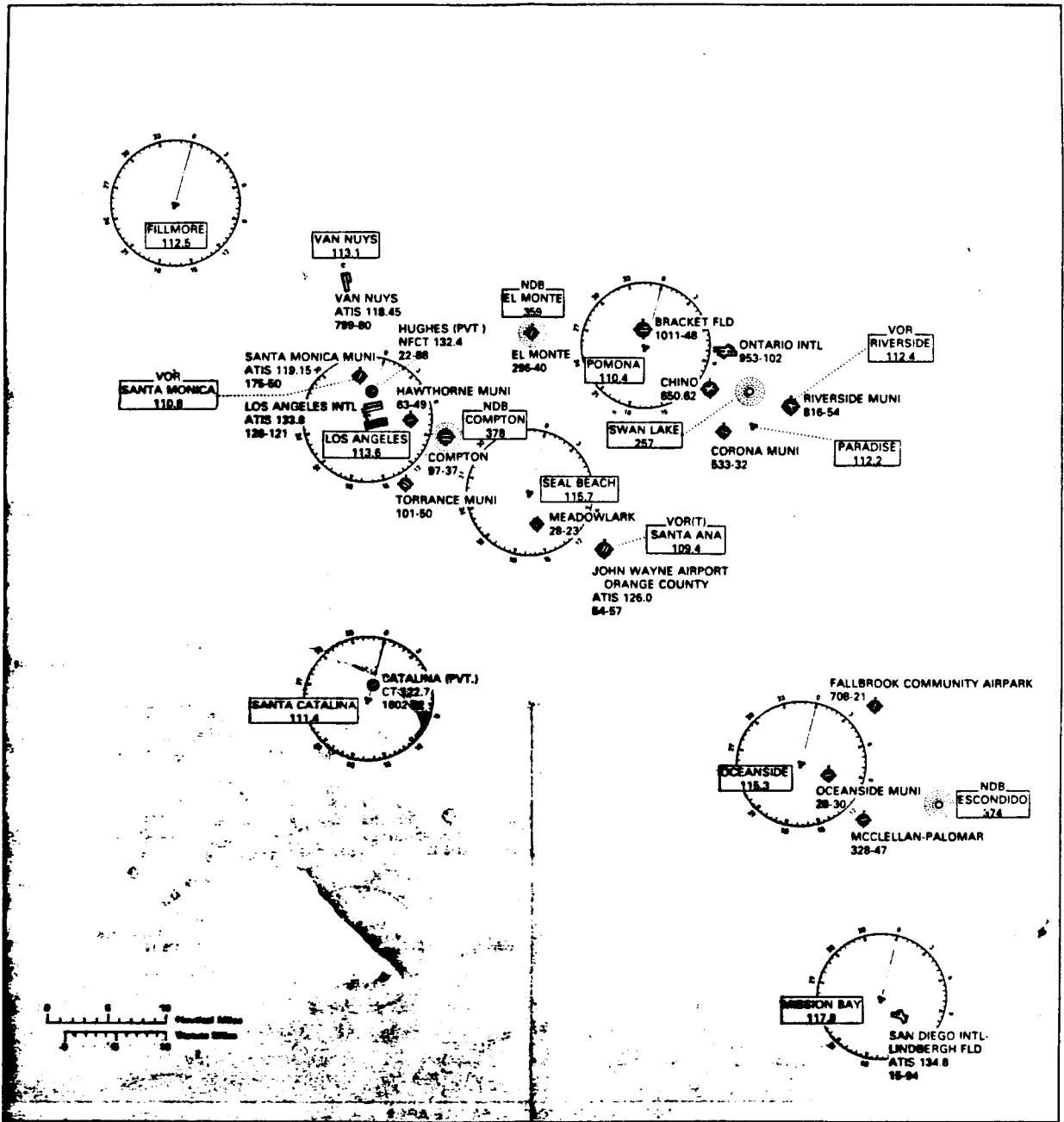
FEATURE	
Chicago	Sears Tower, John Hancock Building, I57 highway to Champaign
Kankakee	Kankakee river
Seattle	Space needle, Lake Washington, Lake Sammamish, Mercer Island, Mercer Island and Evergreen Point Floating Bridges, I405, I5 down to Tacoma, Mt. Rainier
Los Angeles	Highway system including San Diego, Santa Monica, Harbor, and Ventura Freeways, Marina del Rey, Santa Monica and Santa Ana Mountains.
New York	Manhattan Island, World Trade Center (twin towers with hidden surface elimination), Empire State Building, Statue of Liberty, Manhattan Bridge
Champaign	North of Champaign during non-summer seasons, a 'Snow Grid' ground texturing system is activated.
War Game	Two solid shaded mountain ranges with hidden surface elimination, Snow capped mountain peak, 3D hangar at main airbase that you can taxi into.





# LOS ANGELES AREA CHART

FLIGHT SIMULATOR II REFERENCE CHART. NOT TO BE USED FOR REAL WORLD AERIAL NAVIGATION



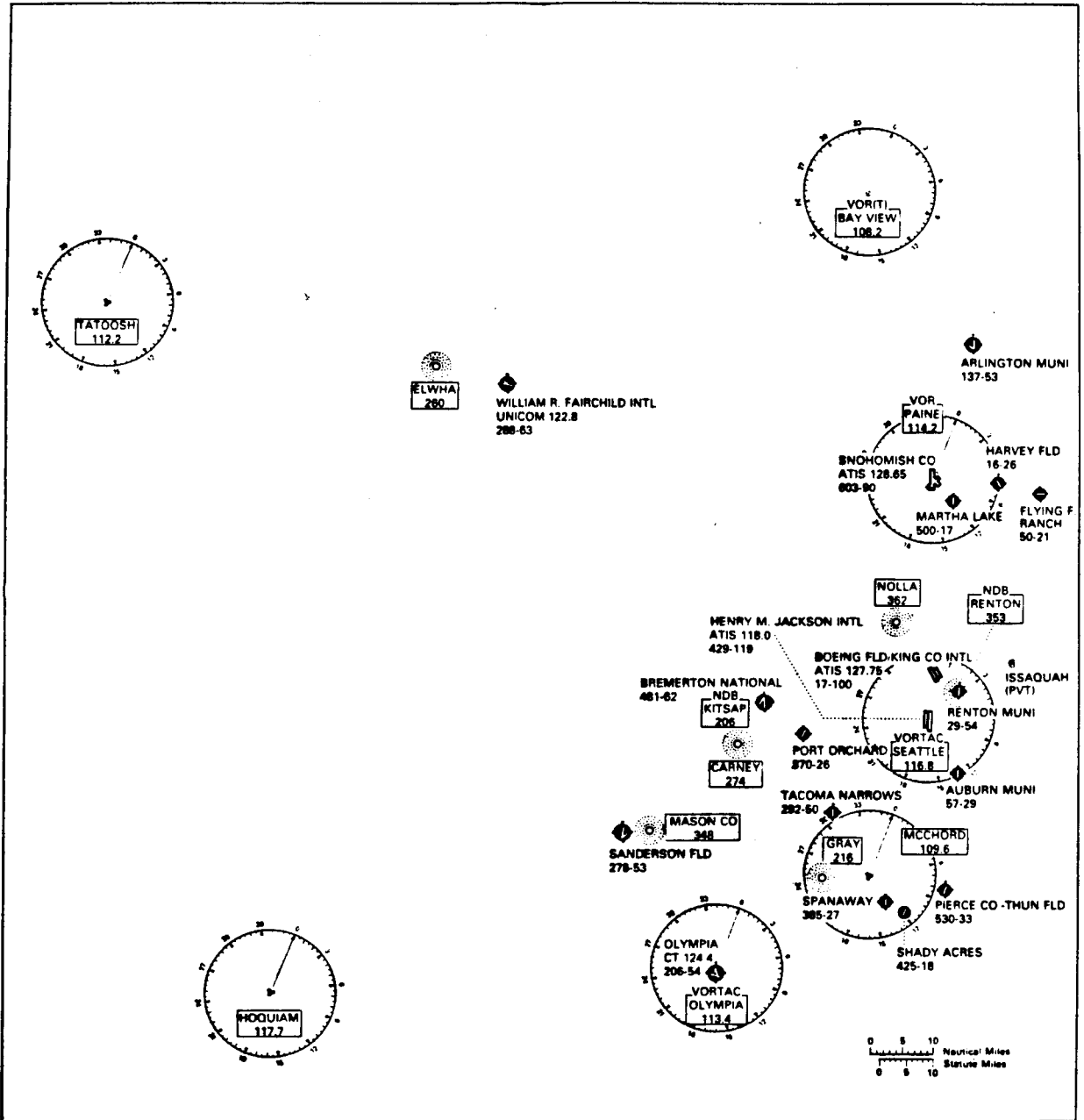
## AIRPORT DIRECTORY—LOS ANGELES AREA

CITY	AIRPORT	NORTH	EAST	ALT.	Class	LS
Carlsbad	McClellan-Palomar	14831	0112	328		
	Catalina (PVT)	15148	5744	1802		
Chino	Chino	15319	0079	050		
Compton	Compton	15334	0859	97		
Corona	Corona Muni	15290	0063	533		
El Monte	El Monte	15307	0952	296		
Fallbrook	Fallbrook Community Airpark	15023	0144	708		
Hawthorne	Hawthorne Muni	15368	0831	63		
Huntington Beach	Meadowlark	15244	0811	28		
LaVerne	Brackett Fld	15378	0038	1011		
Los Angeles	Hughes (PVT)	15386	5808	22		
Los Angeles	Los Angeles Intl	15374	5805	126		
Oceanside	Oceanside Muni	14874	0095	28		
Ontario	Ontario Intl	15347	0099	952		
Riverside	Riverside Muni	15288	0141	816		
San Diego	San Diego Intl-Lindbergh Fld	14761	0102	15		
Santa Ana	John Wayne Airport/Orange County	15211	0861	54		
Santa Monica	Santa Monica Muni	15402	5799	175		
Torrance	Torrance Muni	15308	0815	101		
Van Nuys	Van Nuys	15488	0811	789		16R-111.3

North and east coordinates are cited at - 10° (counterclockwise) to compensate for orthogonal coordinate grid overlaid on Lambert conformal conic projection.

# SEATTLE AREA CHART

FLIGHT SIMULATOR II REFERENCE CHART NOT TO BE USED FOR REAL WORLD AERIAL NAVIGATION

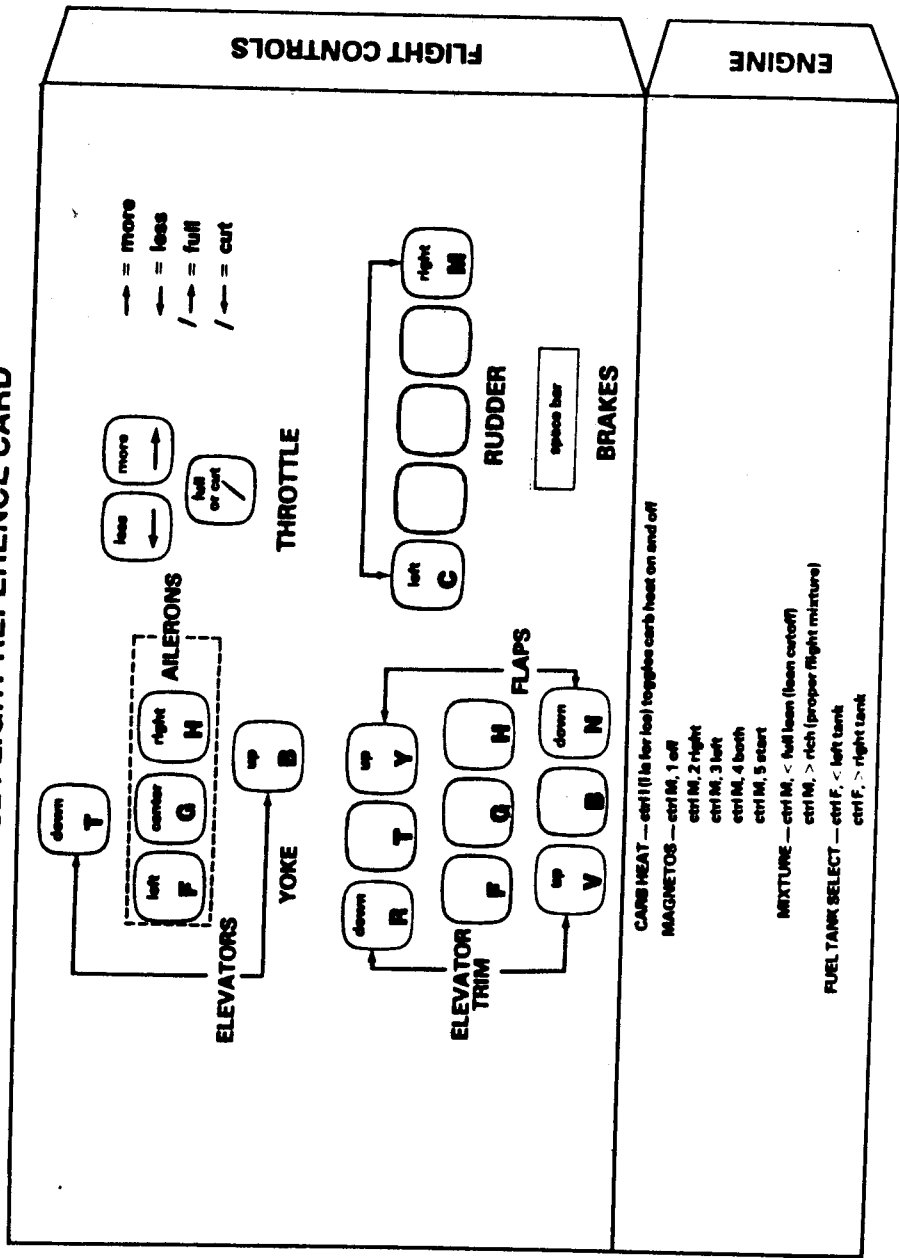


## AIRPORT DIRECTORY—SEATTLE AREA

CITY	AIRPORT	NORTH	EAST	ALT.	ILS
Alderwood Manor	Martha Lake	21502	0670	500	
Arlington	Arlington Muni	21616	0737	137	
Auburn	Auburn Muni	21290	0606	57	
Bremerton	Bremerton National	21407	0470	481	
Everett	Snohomish Co	21525	0605	603	• 16/108.3
Issaquah	Issaquah	21362	0608	500	•
Monroe	Flying F. Ranch	21481	0738	50	
Olympia	Olympia	21218	0343	206	•
Puyallup	Pierce Co - Thun Fld	21206	0534	530	
Port Angeles	William R. Fairchild Intl.	21740	0375	288	•
Port Orchard	Port Orchard	21373	0483	370	
Renton	Renton Muni	21351	0612	29	
Seattle	Boeing Fld/King Co Intl	21376	0506	17	•
Seattle	Henry M. Jackson Intl. (Seattle-Tacoma Intl)	21343	0584	429	
Shelton	Sanderson Fld.	21353	0316	278	
Snohomish Co. (Paine Field)	see Everett				
Snohomish	Harvey Fld	21505	0711	16	
Spanaway	Shady Acres	21201	0501	425	
Spanaway	Spanaway	21215	0481	385	
Tacoma	Tacoma Narrows	21300	0480	282	

North and east coordinates are centered at -21° (counterclockwise) to compensate for orthogonal coordinate grid overlaid on Lambert conformal conic projection.

# AT-FS2 FLIGHT REFERENCE CARD



COM RADIO — ctrl C, >>> increase high digits (: : : for decrease)  
 ctrl C, ctrl C, >>> increase low digits

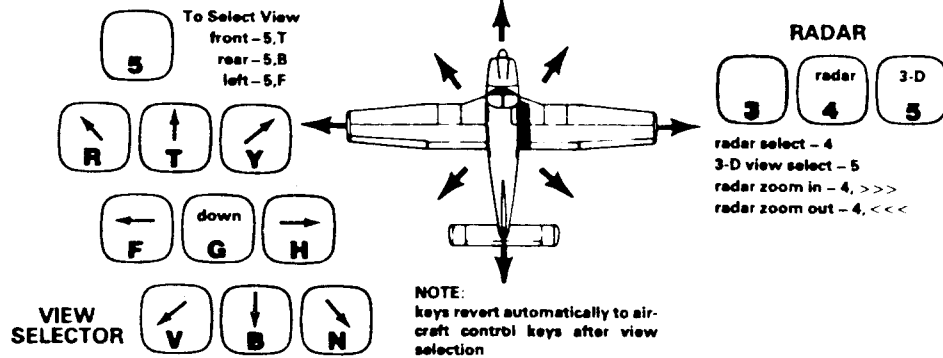
NAV RADIO — ctrl N, 1 select NAV 1 for frequency changes  
 ctrl N, 2 select NAV 2  
 ctrl N, >>> increase high digits on selected NAV radio (<<< for decrease)  
 ctrl N, ctrl N, >>> increase low digits

ADF — ctrl A, >>> ctrl A 1, 2, or 3 times to select digits 1, 2, or 3

VORS OBS — ctrl V, 1 select VOR OBS 1  
 ctrl V, 2 select VOR OBS 2  
 ctrl V, >>> increase bearing (<<< for decrease)

TRANSPONDER — press ctrl T one, two, three, or four times (rapidly) to select digits 1, 2, 3, or 4  
 ctrl T, >>> increase digit (<<< for decrease)  
 note: ctrl X is treated as ctrl T

RADIOS



VIEWS

ctrl L - lights  
 ctrl B - altim adjust  
 ctrl D - heading indicator adjust  
 ctrl Z - save mode library to disk  
 ctrl X - read mode library from disk

ESC - go into edit mode  
 P - pause (toggles between pause and run)  
 = - read mode from library (reset simulator)  
 ctrl S - save current flight parameters to mode library  
 ctrl E - log in scenery disk

MISC