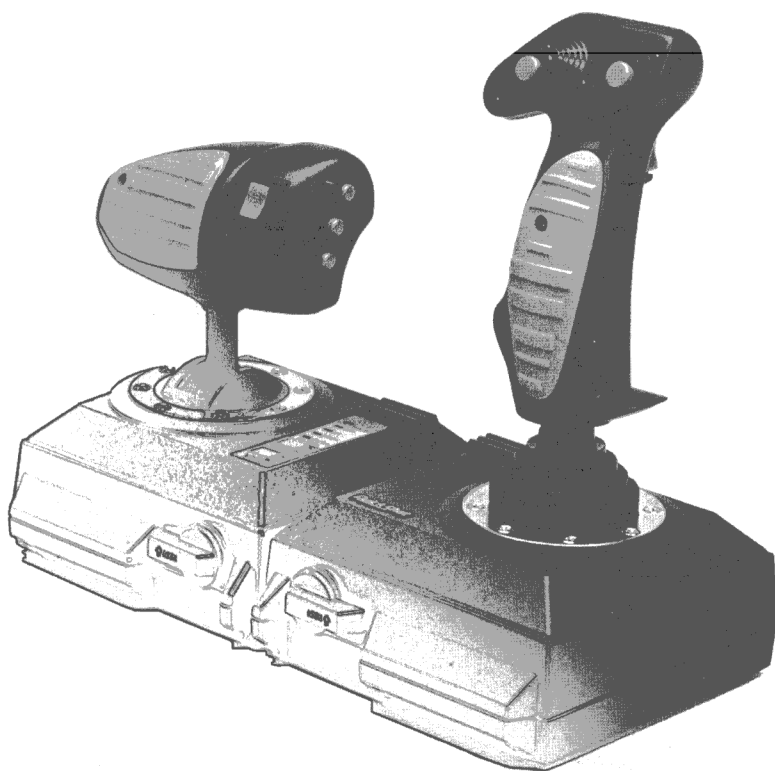


SQUADRON COMMANDER

Flight & Weapons Control System



OWNER'S GUIDE

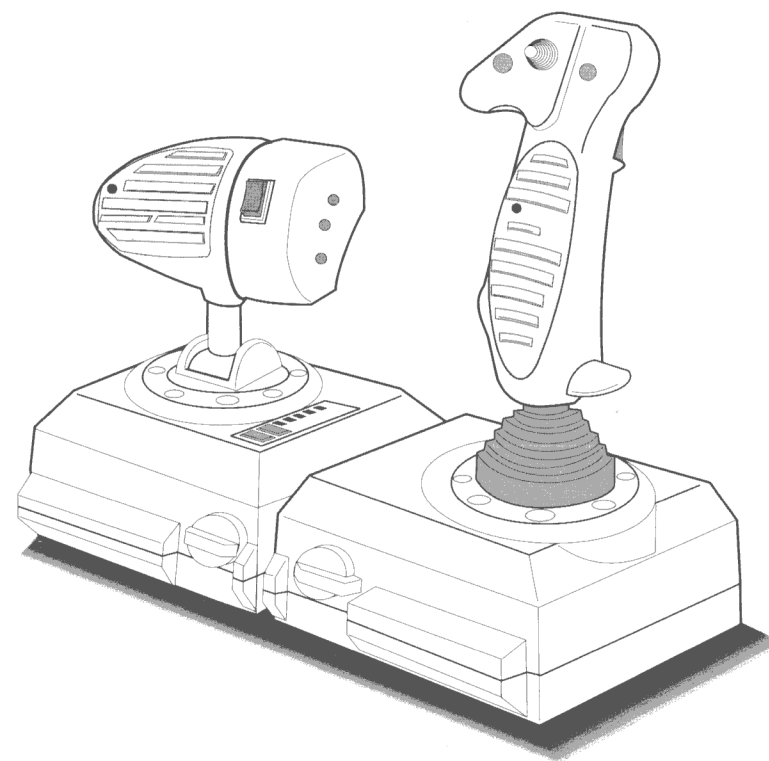
QuickShot

QS-202

OWNER'S MANUAL

NOTICE

To avoid hardware conflict with some non-100% compatible PCs, mouse functions are prohibited in **Cockpit Manager**.



FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- * Re-orient or relocate the receiving antenna.
- * Increase the separation between the equipment and the receiver.
- * Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- * Consult the dealer or an experienced radio/TV technician for help.

Shielded cables and I/O cards must be used for this equipment to comply with the relevant FCC regulations.

Any changes or modifications not expressly approved by QuickShot Technology Inc. may void the user's authority to operate the equipment.

UPGRADE NEWS

QuickShot upgrades our software periodically. For availability of the new software version, please contact the respective Customer Service Department below:

USA Sales Office: (1)-408-263-4163, ext. 308

European Sales Office: (44)-081-808-7553

Asian Sales Office: (852)-2305-3838

Electronic mail address:

CompuServe, GO QSHOT

Internet: <http://www.quickshot.com>

INTRODUCTION

Congratulations on purchasing your QS-202 **SQUADRON COMMANDER** programmable joysticks.

This manual is a guide on how to install, operate and if necessary troubleshoot the **SQUADRON COMMANDER** joystick. Please read this manual carefully before you start your installation.

Please carefully unpack and inspect all the items included in this package.

They should include:

1. QS-202 **SQUADRON COMMANDER** programmable joystick
2. Owner's manual (this manual)
3. Program diskette

If any item is missing, please contact your dealer where you purchased the **SQUADRON COMMANDER** immediately.

The **SQUADRON COMMANDER** is the most sophisticated programmable joystick that enable users to enjoy the realism and excitement of HOTAS (TM) Hand On Throttle and Stick flight simulation.

By using the **COCKPIT MANAGER** software supplied with this package, user can program all the fire buttons, cockpit hat switch, flight control handle grip, throttle and weapon rocker as keystroke sequence(s) of an extended keyboard or joystick functions.

Once the **SQUADRON COMMANDER** is programmed, the non-volatile memory inside will retain its setting even after power off. User only have to re-program the **SQUADRON COMMANDER** when he/she want to use the **SQUADRON COMMANDER** for another game setting.

CAUTION

The **SQUADRON COMMANDER** is designed for heavy duty operation. However, to ensure extended product life, we strongly recommend user to avoid the following conditions:

1. Do not operate and store the **SQUADRON COMMANDER** under direct sunlight.
2. Do not operate the **SQUADRON COMMANDER** below 32 degree F, 0 degree C and above 95 degree F, 35 degree C.
3. Do not operate the **SQUADRON COMMANDER** at humidity higher than 95% RH.
4. Never pull or stretch the connection cable. Pull the connector is OK.
5. Do not disassemble the **SQUADRON COMMANDER**, there is no user serviceable parts inside. Warning! Disassembling the **SQUADRON COMMANDER** will automatically void its product warranty.

HOTAS is trademark of ThrustMaster

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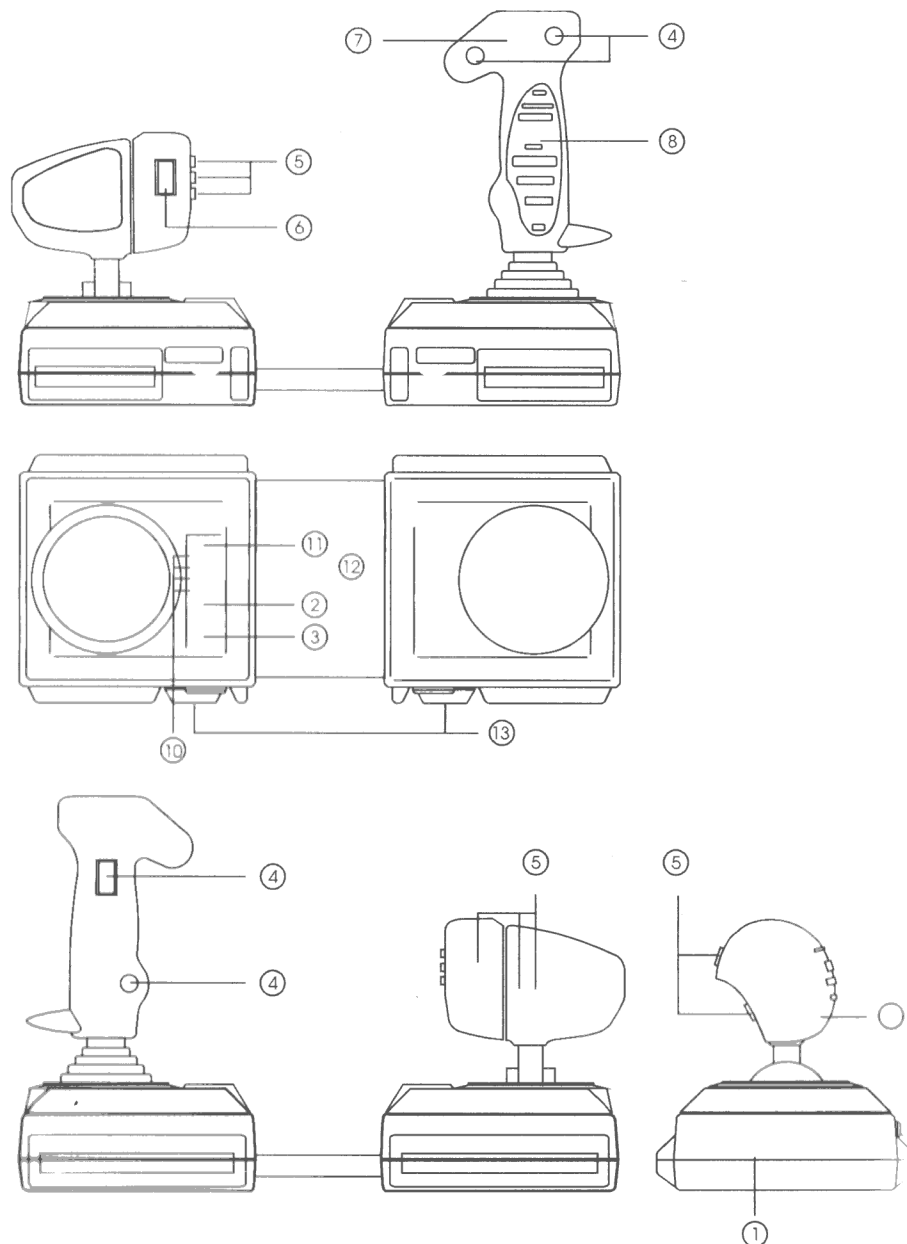
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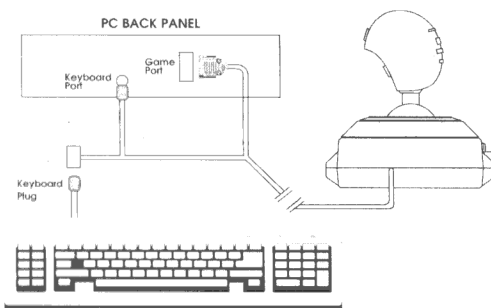
MAIN FEATURES



IDENTIFY SQUADRON COMMANDER'S FEATURES

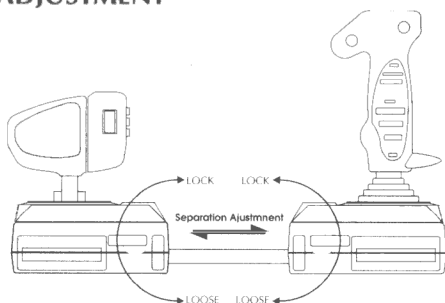
- (1) **Connection cable**
This cable assembly consist of a joystick plug and keyboard plug. These plugs connect the **SQUADRON COMMANDER** to the computer's joystick and keyboard port.
- (2) **PROG button**
This button starts the programming process of **SQUADRON COMMANDER** after user invoke the program function from their PC.
- (3) **NORMAL button**
This button toggle the function of fire button A to D, throttle control, flight control handle grip and the PROGRAM indicator.
When the PROGRAM indicator is off the function of button A to D, throttle control, flight handle grip is function like a standard 3 axis 4 buttons joystick. When the PROGRAM indicator is on, the function of button A to D, throttle control and joystick handle grip will work according to the pre-programmed setting.
- (4) **Fire buttons (A,B,C,D)**
Function as a conventional PC joystick buttons when PROGRAM indicator is off.
Function as programmable buttons when PROGRAM indicator is on.
- (5) **Fire buttons (1,2,3,4,5,6)**
Programmable fire buttons located on the throttle grip.
- (6) **Weapon rocker**
Programmable rocker switch. Normally programmed as weapon selector.
This rocker can also use to select up to 3 different set of function on programmable fire buttons.
- (7) **Hat switch**
Normally used as 4 direction viewer or flight trimming function.
This is also programmable.
- (8) **Flight control handle grip**
Function as a conventional PC joystick when PROGRAM indicator is off.
Function is programmable when PROGRAM indicator is on.
- (9) **Throttle**
This throttle control have 6 ergonomically placed programmable buttons and a rocker switch.
All of them including the throttle control are programmable.
- (10) **D/A mode indicators (STICK, HAT, THROTTLE, FIRE BTN)**
These indicators show whether the corresponding section is in DIGITAL or ANALOG mode. In DIGITAL mode, the indicator is on, the corresponding section is programmable. In ANALOG mode, the indicator is off, the corresponding section is functioning as part of a standard PC compatible joystick.
- (11) **PROGRAM indicator**
Indicate the status selected by the NORMAL BUTTON.
- (12) **Aluminum sliding track**
Sliding track enable user to adjust the separation between the flight control handle grip and throttle control.
- (13) **Lock knob**
When these knob are turned to horizontal position, the separation between the flight control handle grip and throttle is adjustable. When these knobs are turned to vertical position the separation is fixed.

CONNECTING THE SQUADRON COMMANDER



1. Switch off the power of your computer.
2. Disconnect the keyboard from your computer.
3. Connect the keyboard to the **SQUADRON COMMANDER'S** keyboard socket.
4. Connect the 5 pin DIN keyboard plug of the **SQUADRON COMMANDER** to your computer's keyboard socket.
5. Connect the 15 pin joystick connector of the **SQUADRON COMMANDER** to your computer's game port.

SEPARATION ADJUSTMENT



The separation between the flight control handle grip and the throttle control can be adjusted as following:

1. Turn the LOCK knob on the flight control unit clockwise 90 degree to horizontal position.
2. Turn the LOCK knob on the throttle control anti-clockwise 90 degree to horizontal position.
3. The two unit can now slide freely along the aluminum track. You can adjust the separation of the two unit until you most comfortable and stable to operate.
4. You can now fix this separation by turning the LOCK knob on the flight control unit anti-clockwise 90 degree to vertical and the LOCK knob on the throttle control unit clockwise 90 degree to vertical.

SQUADRON COMMANDER OPERATION MODE

1. NORMAL MODE

In NORMAL mode the PROGRAM indicator is off. The **SQUADRON COMMANDER** is functioning as a high precision PC compatible joystick which has a flight control stick, plus throttle control and 4 joystick buttons. It also has extra programmable HAT, 6 fire buttons and the weapon rocker. You can play all games which support joystick. Thanks to its high precision mechanism, you can enjoy much more precise control than a normal joystick.

Switching between NORMAL and PROGRAM mode will not result in loss of programmed settings. Only the settings on the flight control stick, throttle control and 4 joystick buttons and HAT may be temporarily changed by switching into NORMAL mode. The settings of fire buttons 1 to 6, weapon rocker are not affected.

2. PROGRAM MODE

In PROGRAM mode the PROGRAM indicator is on. The **SQUADRON COMMANDER** is functioning exactly as it is programmed by the supplied programming software COCKPIT MANAGER.

HOW TO PROGRAM

To program your **SQUADRON COMMANDER**, you must run the COCKPIT MANAGER software. This software allow you to define, edit and save settings of all the programmable settings of **SQUADRON COMMANDER**. Please refer software section for detail operating information.

The PROGRAM indicator will turn on after programming while other indicators will indicate their programmed states.

For full details, please refer the program section.

TROUBLESHOOTING

If you find any difficulty in using the **SQUADRON COMMANDER**, please check the followings:

1. Please make sure the keyboard connection between the **SQUADRON COMMANDER** and your computer is properly connected.
2. Please make sure the joystick connector is securely connected.
3. If you have more than 1 game port, (you may find one on your sound card and another on your multi-IO card) make sure only one of them is enabled and your **SQUADRON COMMANDER** is connected the enabled game port.
4. Make sure **SQUADRON COMMANDER** is in the appropriate operating mode (NORMAL or PROGRAM).
5. Make sure your game software is properly setup for joystick operation and calibrated if necessary.
6. Program the **SQUADRON COMMANDER** one more time.
7. Enable the NORMAL mode and check if your **SQUADRON COMMANDER** is functioning like a joystick.
8. Standard IBM compatible game port support 4 axes of movement and 4 buttons. However, there exists game port that only support 2 axes. If your game port happens to support only 2 axes then some functions of the **SQUADRON COMMANDER** will not be available. Please consult your PC dealer for further information about the availability of 4 axes game port in your PC.

If problem persist after checking the above, contact your dealer for information on servicing.

PROGRAM SECTION

INTRODUCTION

The **COCKPIT MANAGER** is a software that guides user along in programming the **SQUADRON COMMANDER**. With the aid of pop-up menus and context sensitive help messages, user can select any of the pre-set game setting or create a new game setting on their own.

SYSTEM REQUIREMENTS

IBM AT, 286, 386, 486, Pentium compatible computer
640K RAM (Minimum)
One 4-axes GAME port
VGA display
AT keyboard
3.5" floppy disk drive
Hard disk (recommended)
DOS 5.0 or newer

FAMILIAR WITH SQUADRON COMMANDER

Before programming the **SQUADRON COMMANDER**, user should study the owner's manual carefully. The owner's manual provides detail information about the capability and operation of the **SQUADRON COMMANDER**. Fig. 1 shows the location and name of all programmable section of **SQUADRON COMMANDER**. This name will be used throughout this manual and **COCKPIT MANAGER**.

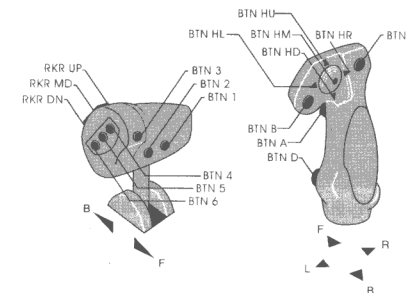


Fig.1

INSTALLATION OF COCKPIT MANAGER

To install the **COCKPIT MANAGER** to the hard disk,

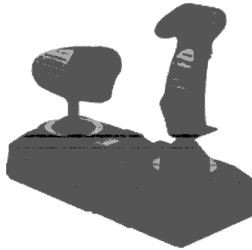
1. Insert **COCKPIT MANAGER** diskette into the appropriate drive A: or B:
2. Change the current drive to where the software disk is placed - A: or B:
3. Type INSTALL at DOS prompt. A directory "CKPMGR" will be created in your hard drive and all related files will be copied to that directory.

STARTING COCKPIT MANAGER

Before starting the **COCKPIT MANAGER**, make sure the **SQUADRON COMMANDER** is connected to the PC. The Owner's manual has detail information about the connection method.

SQUADRON COMMANDER

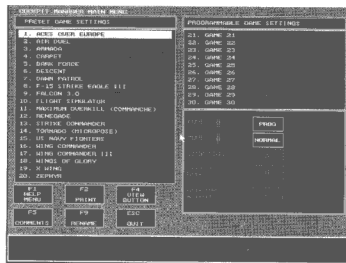
Please type **CM** at DOS prompt under the CKPMGR sub-directory to start **COCKPIT MANAGER**. If user is under another directory or drive then user should change to the drive that contain the CKPMGR directory and type CD\CKPMGR before typing **CM**. A start-up screen should appear like below:



Press any key to go to the main menu.

MAIN MENU SCREEN

The main menu screen looks like this:



User can select the functions by pressing the function keys. Also the main menu will guide user through how to select different game setting and program the **SQUADRON COMMANDER**.

FUNCTION KEYS AVAILABLE ON THE COCKPITMANAGER MAIN MENU

The functions and so are the keys to invoke them will be displayed on lower half of the menu whenever they are available.

[F1] HELP MENU

This function displays a help file, which guide the user on how to use the **COCKPIT MANAGER**.

[F2] PRINT

This function prints the game settings of the selected game. After pressing F2, user can press F1 to print the highlighted game setting to printer. If user press F2, the game setting will be print onto a file instead of on paper. The Cockpit Manager will ask the user to enter a filename. User can press ESC to abort the operation.

[F4] VIEW BUTTON

This function displays a drawing of **SQUADRON COMMANDER** showing name and location of all buttons and functions of **SQUADRON COMMANDER**.

[F5] COMMENTS

This function adds comments to the game highlighted. There are three pages of game setting menu that user can add comments. User can go to the next page by either pressing [F2].

User can move around the comments area using the mouse or arrow keys.

SQUADRON COMMANDER

After finish adding or editing the comments, user can press [F3] to save the comments and go back to the main menu.

If user wants to abort this function without any change, he or she can press [ESC], all previous comments will be restored.

[F9] RENAME

This function renames the game title of the currently highlighted game. After pressing [F9] user can just type in the new game title and press [Enter].

If user want to abort this action, user can press [ESC] to restore the original game title.

[ESC] QUIT

This function will quit the **COCKPIT MANAGER**.

INVOKING THE GAME SELECTION MODE

In order to select another game setting, the **SQUADRON COMMANDER** must enter the game selection mode, this is invoked by the following procedures:

While holding the PROG button, press the NORMAL button on the **SQUADRON COMMANDER**. This will invoke the game selection mode of the **SQUADRON COMMANDER**. The **SQUADRON COMMANDER** will respond by lighting up all 5 LEDs and the **COCKPIT MANAGER** software will highlight the current game setting selected.

If user presses the NORMAL button it will select the next game below the currently highlighted game. If it is already GAME 30 when user presses the NORMAL button, GAME 1 will be selected. Similarly, if user presses the PROG button, the game above the currently highlighted game will be selected. If GAME 1 is the currently selected when user presses the PROG button, GAME 30 will be selected.

SELECTING DIFFERENT GAME SETTINGS

After user has highlighted the game user want to selected, user can enable it by pressing button C. Now the **SQUADRON COMMANDER** is ready for action. User can press [ESC] to quit the **COCKPIT MANAGER**.

Special notes for experienced user. The game selects function is functional even when the **COCKPIT MANAGER** is not running. So experienced users can select the next or previous game setting on the fly if necessary.

PROGRAMMING OR MODIFYING A GAME SETTING

All 30 game settings of the **SQUADRON COMMANDER** are programmable. The first 20 are pre-programmed to popular game settings. If user tries to modify or re-program them, a warning message will appear the first they try to do so. It is recommended that user should use GAME 21 to 30 to try out the programming first.

There are two levels in programming the **SQUADRON COMMANDER**.

Level A is for assigning key or key sequences to buttons or joystick motion or throttle motion of **SQUADRON COMMANDER**. This level is entered by pressing button A of **SQUADRON COMMANDER** during the game selection mode.

Level B is for assigning various functional blocks including joystick, joystick button, HATswitch or throttle as joystick function or emulating a keyboard. This level is entered by pressing button B of **SQUADRON COMMANDER** during the game selection mode. This level will not destroy any previously recorded key stroke settings, it only enables or disables a certain functional block's keyboard emulating function.

To enter the game selection mode, hold the PROG button and then press NORMAL button before releasing the PROG button, after user enters the **COCKPIT MANAGER** main menu. Press the PROG or NORMAL button to move the cursor highlighted to the game user want to edit.

Note. Level A programming will automatically do Level B programming if necessary. For example, if a user tries to program the joystick at level A, it will automatically assign joystick movement to emulate keyboard function. However, user has the option of reassigning the joystick to actual joystick using level B programming.

LEVEL A PROGRAMMING

After user pressed button A, during the game selection mode, the **SQUADRON COMMANDER** will enter level A programming mode. The system setting menu screen should show up in a few seconds.

To program the **SQUADRON COMMANDER** is simple, just move the hand grip or press the button the user wants to program. For example to program the HAT switch, move the HAT switch to desired direction. Or, to program joystick button A, press joystick button A. If user wants a shift (Ctrl or Alt) keys only, he or she must press this key twice.

The button or function user can select are either highlighted or prompted on the help message window.

PROGRAMMING FIRE BUTTON 1 TO 6

If any of the fire button 1 to 6 is pressed under level A programming environment, the screen will switch to weapon control system (WCS) menu and a small window will appear on the lower right hand side.

This window is for selecting whether fire button will give the same key sequence on all 3 rocker switch positions - NORMAL default setting - or user wants to specify the keystroke(s) to be recorded is for output at a specific rocker switch position only.

Press the PROG button will select the next rocker setting below the current setting. Press NORMAL button will select the next rocker setting above the current. If it is already at the upper most position, it will go to the lowest position - ROCKER MIDDLE setting.

User can select this setting by pressing joystick button B. If user does not want to edit this button, he or she can press joystick button C instead.

If the NORMAL setting is selected, all 3 rocker position key sequence row will be highlighted.

If another setting is selected, only one key sequence row will be highlighted.

Any key stroke enters from the keyboard will then be recorded and displayed on the highlighted row.

If user needs to press double key function such as Shift A, he or she needs to first press the Shift key, release it and then the A key. If user wants a shift (Ctrl or Alt) keys only, he or she must press this key twice.

To stop recording, pressed the PROG button on the **SQUADRON COMMANDER**. Recording will also stop if the memory available for that key is full.

PROGRAMMING JOYSTICK BUTTON A TO D

Programming joystick button A to D is similar to programming fire button 1 to 6 under level A programming environment. Once programmed these buttons will emulate keyboard keys instead of functioning joystick buttons. The joystick itself can still remain function as analog joystick.

If any of the joystick button A, B, C, or D is pressed, the screen will switch to joystick button setting menu and a small window will appear on the lower right hand side.

This window is for selecting whether fire button will give the same key sequence on all 3 rocker switch positions - NORMAL default setting - or user wants to specify the keystroke(s) to be recorded is for output at a specific rocker switch position only.

Press the PROG button will select the next rocker setting below the current setting. Press NORMAL button will select the next rocker setting above the current. If it is already at the upper most position, it will go to the lowest position - ROCKER MIDDLE setting.

User can select this setting by pressing joystick button B. If user does not want to edit this button, he or she can press joystick button C instead.

If the NORMAL setting is selected, all 3 rocker position key sequence row will be highlighted.

If another setting is selected, only one key sequence row will be highlighted.

Any key stroke enters from the keyboard will then be recorded and displayed on the highlighted row.

If user needs to press double key function such as Shift A, he or she needs to first press the Shift key, release it and then the A key. If user wants a shift (Ctrl or Alt) keys only, he or she must press this key twice.

To stop recording, pressed the PROG button on the **SQUADRON COMMANDER**. Recording will also stop if the memory available for that key is full.

PROGRAMMING JOYSTICK MOVEMENT UP DOWN LEFT RIGHT

Programming joystick movement is similar to programming fire button 1 to 6. Once programmed these movements will emulate keyboard keys instead of functioning as joystick. The joystick buttons will remain function as joystick buttons if they are not programmed.

If the joystick is moved up, down, left or right under level A programming environment, the screen will switch to flight stick setting menu and a small window will appear on the lower right hand side.

This window is for selecting whether fire button will give the same key sequence on all 3 rocker switch positions - NORMAL default setting - or user wants to specify the keystroke(s) to be recorded is for output at a specific rocker switch position only.

Press the PROG button will select the next rocker setting below the current setting. Press NORMAL button will select the next rocker setting above the current. If it is already at the upper most position, it will go to the lowest position - ROCKER MIDDLE setting.

User can select this setting by pressing joystick button B. If user does not want to edit this button, he or she can press joystick button C instead.

If the NORMAL setting is selected, all 3 rocker position key sequence row will be highlighted.

If another setting is selected, only one key sequence row will be highlighted.

Any key stroke enters from the keyboard will then be recorded and displayed on the highlighted row.

If user needs to press double key function such as Shift A, he or she needs to first press the Shift key, release it and then the A key. If user wants a shift (Ctrl or Alt) keys only, he or she must press this key twice.

To stop recording, pressed the PROG button on the **SQUADRON COMMANDER**. Recording will also stop if the memory available for that key is full.

PROGRAMMING ROCKER SWITCH

The rocker has 3 positions, and the switching to any position can emulate the effect of a key on keyboard being pressed.

Programming the rocker switch is invoked by moving rocker switch to any position under level A programming environment. The menu screen will switch to the joystick button setting menu and highlight the cell next to UP in the ROCKER sub-menu.

The **SQUADRON COMMANDER** only accept one keystroke for each rocker position, the **COCKPIT MANAGER** will automatically highlight the next position after one key is recorded from the keyboard. If user does not want to enter anything at that rocker position, he or she can press the NORMAL button. Programming will stop automatically when all 3 positions are programmed. If user wants a shift (Ctrl or Alt) keys only, he or she must press this key twice.

If user needs to press the double key function such as Shift A, he or she needs to first press the Shift key, release it and then the A key.

Note. Shift key, Alt key and control key in combination with other key are still regard as one keystroke.

Additionally, the rocker switch also can be used for selecting 3 different sets of keys for each fire button, joystick buttons or joystick movements. The programming of these sets of keys are described in previous page

PROGRAMMING HAT SWITCH

Programming the HAT switch is invoked by moving the HAT switch to any direction under level A programming environment. The menu screen will switch to the flight stick setting menu and highlight the cell next to UP in the HAT sub-menu.

The **SQUADRON COMMANDER** only accept one keystroke for each HAT position, the **COCKPIT MANAGER** will automatically highlight the next position after one key is recorded from the keyboard. If user does not want to

enter anything at that rocker position, he or she can press the NORMAL button. Programming will stop automatically when all 7 positions are programmed.

If user needs to press the double key function such as Shift A, he or she needs to first press the Shift key, release it and then the A key. If user wants a shift (Ctrl or Alt) keys only, he or she must press this key twice.

Note. Shift key, Alt key and control key in combination with other key are still regard as one keystroke.

The UP T row stands for up toggle. This row of keystroke will output when even number of times HAT switch is pressed to the up position. The DOWN T stands for down toggle. This row of keystroke will output when even number times HAT switch is pressed to the down position.

On the other hand, the UP and DOWN row is responsible for outputting keystroke when odd number of times the HAT switch is pressed up or down.

In this way, a toggling effect can be generated if different keys are entered. If user wants to disable the toggling effect user should enter the same keystroke in UP and UP T (similarly DOWN and DOWN T).

PROGRAMMING THROTTLE CONTROL

Programming the throttle control is invoked by moving the throttle under level A programming environment. The menu screen will switch to the flight stick setting menu and highlight the cell next to 1 in the Throttle sub-menu.

The **SQUADRON COMMANDER** only accept one key stroke for each throttle position, the **COCKPIT MANAGER** will automatically highlight the next position after one key is recorded from the keyboard. Programming will stop automatically when all 15 positions are programmed. If the game to be programmed has less than 15 throttle steps, user should press the PROG button after the last step entered.

IMPORTANT. User must press the PROG button again to save this setting. If user press NORMAL instead, the input will be discarded.

If user needs to press the double key function such as Shift A, he or she needs to first press the Shift key, release it and then the A key. If user wants a shift (Ctrl or Alt) keys only, he or she must press this key twice.

Note. Shift key, Alt key and control key in combination with other key is still regard as one keystroke.

EXITING FROM PROGRAMMING THE SQUADRON COMMANDER

Press the PROG button to save the setting.
Press the NORMAL button to exit the programming mode.
User can now press button C to select the setting.

The **SQUADRON COMMANDER** is now ready for action. User may press [ESC] to quit the **COCKPIT MANAGER**.

LEVEL B PROGRAMMING

To enter level B programming press button B during the game selection mode. The **COCKPIT MANAGER** will switch to the JOYSTICK MODE SETTINGS menu..

User can move up or down along the option selected column by pressing the PROG button for up and NORMAL button for down.

Analog means that **SQUADRON COMMANDER** function is provide through the analog joystick port.

Digital means that **SQUADRON COMMANDER** function is emulating the PC keyboard which send digital scan codes.

Press button B will select the option available that is displayed on the column to the right of the cursor. The HAT and Throttle are both sharing the same analog signal line of the joystick port. If one them is selected as analog, the other must be digital and no option will be available.

For example if Throttle is analog, HAT must be digital. If user wants to select HAT as analog, user must select Throttle as digital first. In fact, the analog option will not be shown available until the throttle is selected as digital.

Press button C will save the setting and return to game selection mode.

Note. Level B programming will not destroy any keystroke data recorded in level A programming, it may only temporarily disable it. For example, if user want to the program joystick buttons Squadron commander game 1 to function as joystick buttons. (This game is had originally pre-set joystick buttons to emulate keyboard) The user can do so by selecting joystick in the FIRE BUTTON row in level B programming menu. Later on, if user want to go back to keyboard emulation, the user just have to select keyboard in the FIRE BUTTON row in level B programming. All the pre-set data will be restored.

PROGRAMMING EXAMPLE

This example assumes user wants to program the keystroke [a] to fire button 2 and keystroke [Shift b] to joystick button A at rocker up position only inside GAME 29.

The following are the procedures:

- Go to the directory containing the **COCKPIT MANAGER** by typing:
cd\ckpmgr
[Enter]
- Invoke the **COCKPIT MANAGER** by typing:
cm
[Enter]
- The **COCKPIT MANAGER** start up screen is displayed, press any key to go to the main menu.
- While holding the PROG button press the NORMAL button on the **SQUADRON COMMANDER** to get into the game selection mode. (Context sensitive prompt messages will guide user along the whole programming process)
- The **COCKPIT MANAGER** should be highlighting the game currently selected by **SQUADRON COMMANDER**. Let's assume that it is now selecting GAME 1. To select GAME 29, press the PROG button two times. GAME 29 should now be highlighted.
- Press joystick button A to edit the setting. **COCKPIT MANAGER** will enter the WEAPON CONTROL SYSTEM SETTING MENU.
- Press fire button 2. **COCKPIT MANAGER** will display a small window on the lower right hand side of the screen with the option NORMAL highlighted.
- Press fire button B to select this option. The **COCKPIT MANAGER** will respond by highlighting all 3 row of key sequence of button 2 on the menu.
- Press key [A] from the keyboard. The character "a" will appear on all highlighted rows.
- Press the PROG button to tell the **SQUADRON COMMANDER** this is the end of the keysequence. The Cockpit will stop highlighting any key.
- Press the joystick button A to edit this button. The **COCKPIT MANAGER** will response by switching to the JOYSTICK BUTTON SETTING MENU, again a small window on the lower right hand side will be displayed.
- Press the NORMAL button once to highlight the ROCKER UP position.
- Press joystick button B to select this option. The **COCKPIT MANAGER** will response by highlighting the key sequence row next to ROCKER UP button A.
- Press the [Shift] key on the keyboard - let's assume it is the left hand side shift key. No response will be shown on the menu screen yet, it is waiting for the next character to be typed.
- Press [B] key on the keyboard. The **COCKPIT MANAGER** will now display "Lshb" on the highlighted row.
- Press PROG button to end the data input from the keyboard. The **COCKPIT MANAGER** will stop highlighting any row.
- Press PROG button again to store what have been recorded. The **COCKPIT MANAGER** will go back to the WEAPON CONTROL SYSTEM SETTING MENU.
- Press the NORMAL button to go back to the MAIN menu.
- Press joystick button C to select this game.
- The function of **SQUADRON COMMANDER** is already enabled. User can press [ESC] to quit the **COCKPIT MANAGER**. If user wants to change the game title, he or she can press [F9]. Or if user wants to add comments to the edited keys, he or she can press [F5].

APPENDIX

Operation mode of SQUADRON COMMANDER

The table below shows the relationship between all the modes and each section of **SQUADRON COMMANDER**.

Operation mode	NORM	PG1	PG2	PG3	PG4	PG5	PG6	PG7	PG8	PG9	PG10	PG11	PG12
STICK	A	A	A	A	A	A	A	D	D	D	D	D	D
HAT	D	A	A	D	D	D	D	A	A	D	D	D	D
THROTTLE	A	D	D	A	A	D	D	D	D	A	A	D	D
Fire Buttons (A,B,C,D)	A	A	D	A	D	A	D	A	D	A	D	A	D
Fire Buttons (1,2,3,4,5,6)	D	D	D	D	D	D	D	D	D	D	D	D	D
Weapon Rocker	D	D	D	D	D	D	D	D	D	D	D	D	D

*A: Analog, D: Digital

The **D/A MODE** indicators (STICK, HAT, THROTTLE, FIRE BTN) will show the current setting of **SQUADRON COMMANDER**. If the indicator is on, the corresponding section is in **DIGITAL** mode. Otherwise, it is in **ANALOG** mode.