

ENGLISH

INSTALLATION

GUIDE





WINDOWS 95/DOS VERSION

Minimum System Requirements

To run Hind, you need the following:

- IBM PC or 100% compatible
- 486DX/33 MHz processor
- 8 MB RAM
- Double-speed CD-ROM drive
- VESA-compatible video driver
- 256-colour SVGA (800x600) monitor
- MS-DOS 5.0 or higher, or Windows 95 installed, preferably maintaining the previous DOS configuration
- 100% Microsoft-compatible mouse and driver
- 100% Sound Blaster-compatible sound card (digital and FM/MIDI audio)
- Dedicated game card highly recommended for joysticks, throttles, and foot pedals

Supported Sound Devices

Hind supports the following sound devices:

- Creative Labs Sound Blaster Basic, Pro, 16, and AWE 32
- Media Vision Pro Audio Spectrum Basic, Plus, and 16
- Gravis Ultrasound
- Ensoniq Soundscape
- WaveJammer
- ES688

Supported Input Devices

Hind supports the following input devices:

- Standard two-button joysticks
- CH Flightstick, Flightstick Pro, ProPedals, and Virtual Pilot
- Thrustmaster FCS, weapons and rudder control systems
- Thrustmaster F-16 FLCS
- Gravis gamepad and Phoenix joystick



WINDOWS 95 INSTALLATION

Installing Hind for Windows 95

1. Insert the Hind CD-ROM into your CD-ROM drive. Click OK to continue.
2. The install program will prompt you for the type of installation you want. You can choose one of the following types of Hind installation:
 - **A: Min 25MB** - This installation loads only the minimum files onto your hard drive. The remaining files are run from the CD-ROM. The minimum install is slower when changing screens, but otherwise the game runs the same.
 - **B: Med 50MB** - This installation loads all the files required to run the game on your hard drive except for animation, speech, music, and graphics. Time between screens is lessened, but otherwise the game runs the same.
 - **C: Max 65MB** - This installation loads all the files required to run the game on your hard drive except for speech and animation. It provides full speed between screens. **NOTE:** These space requirements include installed files and temporary swap files.
3. The install program will prompt you for a destination directory. The default is C:\DI\HIND. If you want Hind installed somewhere else, use **[Backspace]** to clear the default path and then retype the path.
4. Installation will follow automatically.
 - The installation bar indicates how much of the install procedure is complete.

Following installation of Hind you will be directed to install Direct X. Click on OK to continue. Hind 95 will be placed on your Start menu.

To run Hind under Windows 95

1. Insert CDROM and click on OK
or click on the Hind icon in the Hind 95 window
or click on Start, select Programs, select Hind 95 and click on Hind.
The first time that you run the game, Hind takes you into the Preferences screen. See page 10 for further details.



Memory problems?

As Hind for Windows 95 uses a lot of memory, Windows virtual memory must be enabled. If your computer reports "Insufficient Memory" it probably means that your Windows **Virtual Memory** is not enabled. Although Virtual Memory is normally enabled when Windows 95 is installed, you can check by using the following process:

1. Click Start
2. Click Settings
3. Click Control Panel
4. Double click on the System icon. You may need to scroll down the Window if the icon is not visible.
5. Click on Performance
6. Click Virtual memory button
7. Click "Let Windows manage my Virtual Memory settings (recommended)"
8. Click OK
9. Reboot system

DOS INSTALLATION

Installing Hind

To install Hind:

- Insert the Hind CD into your CD-ROM drive.
- At the DOS prompt, go to your CD-ROM drive (usually the D drive) Type **d:** and press **↵Enter**.
- Type **install**
- The install program prompts you for the path where you want Hind installed. The default is C:\DI\HIND. If you want Hind installed somewhere else, use **Backspace** to clear the default path and then retype the path.
- Press **↵Enter**.
- To confirm the installation path, type **Y**.
- The install program will prompt you for the type of installation you want. You can choose one of the following types of Hind installation:
 - **A: Min 25MB** - This installation loads only the minimum files onto your hard drive. The remaining files are run from the CD-ROM. The minimum install is slower when changing screens, but otherwise the game runs the same.
 - **B: Med 50MB** - This installation loads all the files required to run the game on your hard drive except for animation, speech, music, and graphics. Time between screens is lessened, but otherwise the game runs the same.
 - **C: Max 65MB** - This installation loads all the files required to run the game on your hard drive except for speech and animation. It provides full speed between screens.
- **NOTE:** These space requirements include installed files and temporary swap files.
- The installation bar indicates how much of the install procedure is complete.
- The install program conducts a speed test on your video card.
- **Press any key to begin the speed test.**
- Leave the CD in the CD-ROM drive to play Hind.
- To run Hind type **Hind** **↵Enter**.



Command Line Options

The following command line options can be used with Hind:

C0	- Vesa SVGA driver	V1	- Single Buffered display
C1	- S3 SVGA card	V2	- Double Buffered display
C2	- Trident SVGA card	Q1	- Reverse throttle control direction
C3	- Tseng SVGA card	J1-J10000	- Joystick timeout

At the MS-DOS prompt type: **Hind /parameter1 /parameter2**

(Example: type **Hind /Q1** to run Hind with throttle control reversed.)

Joystick timeout

If you experience joystick calibration difficulties then try decreasing the timeout value. The default is 5000. E.g. Hind /J1 reduces the joystick timeout to its minimum.

Creating a Boot Diskette

If you are having problems loading the game, we highly recommend creating a boot diskette as described below. Starting Hind from a clean boot diskette ensures that memory resident programs (TSRs) don't conflict with your device drivers.

Before creating a boot diskette, we recommend printing paper copies of these files. At the MS-DOS prompt type **cd** and press to get to your root directory. Type **type config.sys** and press . Either hand copy the file or hold down the key and press the key to send it to your default printer. Still at the MS-DOS prompt, type **type autoexec.bat** and press . Either hand copy the file or press -. Once you have printouts of these files, you can make a boot diskette.

To create a boot diskette, insert a diskette into your disk drive. From the MS-DOS prompt type **format a:/s** and press . Any existing files on the diskette are erased during disk formatting.

On the diskette, create minimal autoexec.bat and config.sys files. These files must include:

- Your mouse driver
- Your sound card environment variables and/or driver
- Your CD-ROM driver
- MSCDEX in your autoexec.bat

NOTE: All of this information should already be present in your default autoexec.bat and config.sys files. Refer to your DOS manual for more information on how to customize autoexec.bat and config.sys files.

Copy your edited autoexec.bat and config.sys files to your boot diskette, if necessary.



Sound Card Configuration

When running Hind for the first time, the program will begin at the Preferences screen. The sound option will default to "No Sound Card". To specify your sound card, click on "Sound Card" and select the name of your card, or its nearest equivalent, in the list displayed. The program will now automatically configure itself for the selected card. Correct sound card configuration is confirmed if you hear the theme music. Note: Selecting the wrong card may cause the program to crash. Reboot your computer if this happens.

With your sound card selected, the program will remove the select buttons for Address, Interrupt and DMA. If the sound does not appear to be working after selecting your card, you will need to set the Address, Interrupt and DMA settings for the sound card manually. First make sure that you have this information to hand. See below for further assistance. On the Preferences screen select "No Sound Card" from the card list. You may now manually select the appropriate Address, Interrupt and DMA settings by clicking on the relevant buttons. Now select your sound card from the list.

How to find your Sound Card Address, Interrupt and DMA

If you don't know the address, interrupt and DMA of your sound card, you must view your hardware configuration path. Viewing this path shows you the address (usually preceded by an A), the interrupt (usually preceded by an I) and the DMA (usually preceded by a D) in your path. Specifying the wrong settings may cause Hind to crash and you will need to reboot your machine. To view your hardware configuration:

1. Go to the DOS prompt
2. Type `cd\` to get to your root directory
3. Type `set` and press Enter

In your path you should see something like: `blaster=A220 I5 D1`

In this example, the Address is 220, the Interrupt is 5 and the DMA is 1.

About VESA Drivers

Hind requires a VESA SVGA video driver on your system. Some video cards have this driver within their hardware BIOS. If you have a card that already has a VESA driver, you don't need to perform this step before installing Hind.

To find out whether or not you have the necessary VESA driver loaded:

- Consult your video card documentation or;
- Run the Windows Microsoft System Diagnostics Program (msd) from the MS-DOS prompt. Click on the **Video** button and look for the VESA Support Installed heading. It should say **Yes**.



Finding a VESA Driver

If you don't have a VESA driver, you can obtain one from an online service or on the World Wide Web.

On CompuServe, go to the PC PROGRAMMING forum and look in the library under VESA Info/Drivers. On America Online (AOL), select **GO TO** from the pull-down menu. Select **Keyword**. Type **VESA** and select **GO**. Select **Software Libraries**. Select **VBE TSRs for your VGA card**. Select a driver.

To obtain a VESA driver on the World Wide Web, try the following URLs:

- <ftp://ftp.cica.indiana.edu/pub/pc/win3/drivers/video>
- <http://www.us.dell.com/ftp/video.html>

Follow the manufacturer's instructions to load the driver.

Understanding Hard Drive and Memory Utilities

Hind does not support the following hard drive compression utilities:

- Stacker
- DoubleSpace

We strongly recommend that while running Hind you do not use extended memory managers such as:

- EMM386
- QEMM

If you choose to run EMM386 on your system, you must edit your config.sys file. Find the line that loads EMM386:

DeviceHigh=C:\WINDOWS\EMM386.EXE **or**

DeviceHigh=C:\DOS\EMM386.EXE

Add the switch NOEMS at the end of the line. The line should now read:

DeviceHigh=C:\WINDOWS\EMM386.EXE **NOEMS**



POWER MAC VERSION

Minimum System Requirements

To run Hind, you need the following:

- Power Macintosh with at least 16 Mb of Physical Memory
- Double-speed CD-ROM drive

Supported Joysticks

- Thrustmaster FCS
- Gravis Firebird
- CH Flightstick

Joystick Configuration Files:

These are located on the Hind CD in the folder called "Joystick Data Files".

These files should be used with the configuration utilities which come with the joysticks.

Understanding Hard Drive and Memory Utilities

If you do not have enough physical memory to run Hind, you will need to enable virtual memory. To do this you will have to:

Find out how much memory your system is using:

- Select the Finder from the Application Menu. The Application Menu is found at the right edge of the menu bar.
- From the Apple Menu, select "About This Macintosh...". This will display a window which shows how much memory your System Software is taking. The figure to the right of the words "System Software" is how much memory it is taking. Add 30000 to this figure. Divide the sum by 1000 and round up the result. Remember this figure, as it will be needed later.

Set the virtual memory on, and large enough so that Hind can run:

- From the Apple Menu, select the "Memory" control panel, which is in the Control Panels submenu.
- The Memory Control Panel will now be displayed. Ensure that Virtual Memory is on.
- Set the size of Virtual Memory (the number in the box), using the up and down arrows next to the number. Set the figure to the result remembered from part 1.
- Now select Restart, from the Special Menu, so that the changes you have made take effect.



Installing Power Mac Hind

- Insert the Hind CD into your CD-ROM drive.
- Double Click the 'Hind' CD icon, to open the CD contents window.
- Double Click the 'Hind install' application program.
- Choose one of the following installations, by dragging its icon over the drive where you wish to install Hind.

Minimum (requires 12MB of disk space)

This installation loads only the minimum files onto your hard drive. The remaining files are run from the CD-ROM. The minimum install is slower when changing screens, but otherwise the game runs the same.

Medium (requires 42MB of disk space)

This installation loads all the files required to run the game on your hard drive except for animation, speech, music, and graphics. Time between screens is lessened, but otherwise the game runs the same.

Maximum (requires 50MB of disk space)

This installation loads all the files required to run on your hard drive except for speech and animation. It provides maximum speed between screens.

Note: These space requirements include installed files and temporary swap files.

Now choose from the file dialog, which folder to install Hind. Click on Quit when installation is complete.

To run Hind

- Open folder where Hind is installed.
- Double click on Hind icon.

The CD-ROM must remain in the drive when you play Hind.



CONFIGURING PREFERENCES

The first time you start the game, Hind takes you into the Preferences screen. The following options are available:

Animations

This preference determines whether animations are run off the CD at certain points in your flight.

Sound

This preference determines the audio selections for the game. Your three sound options are Music, Speech, and Effects. Select the options you want by pressing the corresponding button(s). The three options for the Effects parameter are off, minimal, and full.

Sound Card (DOS version only)

This preference is where you set your sound card address information. Hind will attempt to autoconfigure the sound card settings; however, you may need to enter the information manually as described on page 6.

Controls

This preference configures your cockpit controls such as keyboard, joystick, throttle, and pedals.

Calibrating Input Devices

Calibrate your joystick by moving it all the way around (360 degrees) to its fullest range of motion. You should see the dot inside the square move with the joystick. When the dot inside the square stops in the middle of the square, your joystick is calibrated. Some joysticks have a hat switch, which is a small knob. Move the hat switch to the up position to calibrate it. Finally, if you're using a throttle switch, calibrate it by moving the throttle forward and backward.

Visual Detail

The higher you set Visual Detail, the more demands Hind places on your system. In general, higher visual detail slows performance. If you're not happy with the speed at which you can play Hind, reset this preference to a lower visual detail setting.



Screen Mode

Your screen mode choices are 320x240 or 640x480. The preferred setting is 640x480 because this setting gives you better monitor resolution. However, the 320x240 setting improves system performance.

Flight Model

You can play Hind in Arcade mode or Realistic mode. The Arcade mode makes the Hind easier to fly. If you're new at flying Hind, learn in Arcade mode and switch to Realistic when you've had some practice.

Enemy

This slider setting determines how fast and how accurate your enemies' shots are while playing. Sliding the bar left makes your enemies slower and less accurate. Sliding the bar to the right makes them faster and more accurate.

Mission Planner

If the Mission Planner preference is enabled, you may alter your flight plan prior to take-off.

Collective (Win 95 & MAC versions)

The reverse button changes the collective joystick direction.

Joystick Configuration Files

Some joysticks can use special configuration files for additional capabilities. These are described below.

ThrustMaster FCS and WCS Mark II

The configuration files required for the FCS/WCS combination are HIND.ADV and HIND.MDF. They are in the CONTROLS\THMASTER directory on the CD-ROM.

After downloading the configuration files for the FCS/WCS, you *must* set the black hat switch to **digital** and the red switch to **analog**. Also, in the preferences screen, you must select Joystick for cyclic control and *not* ThrustMaster FCS.



ThrustMaster F-16 FLCS and WCS Mark II

The configuration files required for the F-16 FLCS/WCS combination are HIND.B50, HIND.M50, HIND.ADV, & HIND.MDF. They are in the CONTROLS\THMASTER directory on the CD-ROM.

After downloading the configuration files for the FLCS F-16/WCS, you *must* set the black hat switch to **digital** and the red switch to **analog**. Also, in the preferences screen, you must select Joystick for cyclic control and *not* ThrustMaster FCS.

Gravis Phoenix

The configuration file required for the Phoenix is HIND.PHX. It is located in the CONTROLS\GRAVIS directory on the CD-ROM.

TROUBLESHOOTING

Q: I am not getting any sound in the game.

A: Make sure that you have selected the correct sound card and addresses. If they are set correctly, make sure that it is not a hardware problem with your soundcard. Make sure the volume slider is on the right. Check to make sure the music button is selected and effects is on minimum. Check for IRQ conflicts with other devices. If you still can't get sound, please call our technical support line.

Q: I have been playing Hind and it says out of memory.

A: Run scan disk on your hard drive. Sometimes Hind may have lost files or chains. Running scandisk will fix this problem.

Q: As soon as Hind comes up, my screen goes black.

A: Make sure your VESA card drivers are loaded. That is what usually causes this type of problem.

Q: I can't run Hind; it crashes as soon as it loads.

A: First, run scan disk to make sure that the crash didn't create any lost files or chains. Next, make sure that your VESA card is loaded. Type **mem** at the hard drive prompt and make sure that the largest executable program size is more than 300K and the largest free upper memory block more than 4K. Check with your mouse manufacturer to make sure that you have the latest driver for your mouse. Old mouse drivers can cause Hind to hang or crash. Check your config.sys file to make sure that the NOEMS switch is set on your memory manager. See page 7 for more information.



Q: How much free disk space do I need for virtual memory temporary storage?

A: 24 megabytes.

Q: Will QEMM or any of the Stacker programs affect Hind software?

A: Yes. In some cases, such as QEMM, you can use a boot disk to load Hind.

Q: Hind runs slowly on my 8 MB machine and the hard drive light flashes during the game.

A: Make sure smartdrv is not loaded and that you have configured the memory setup with the NOEMS switch.

Q: Hind won't let me type the name I want.

A: In network play, only seven characters fit in the space for your name.

Q: I'm playing using a direct connection and we're out of sync.

A: Press **Ctrl**-**Esc** to resynchronize with the other player.

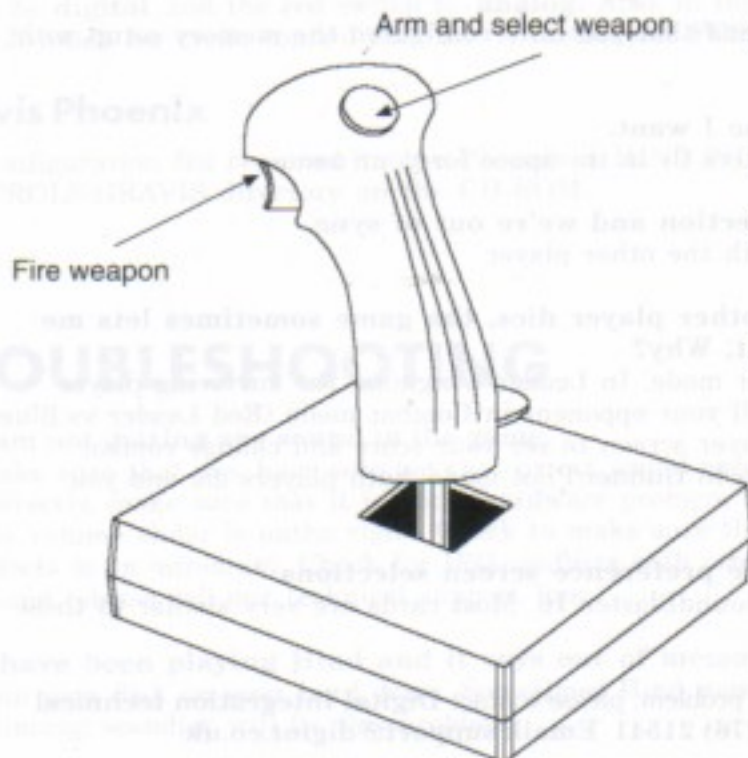
Q: In two-player mode, when the other player dies, the game sometimes lets me continue and sometimes doesn't. Why?

A: There are three kinds of two-player mode. In Leader/Wingman, the surviving player can continue the mission. If you kill your opponent in Combat mode (Red Leader vs. Blue Leader), you go back to the two-player screen to see your score and change combat conditions. If the Hind is shot down in Gunner/Pilot mode, both players die and you go back to the two-player screen.

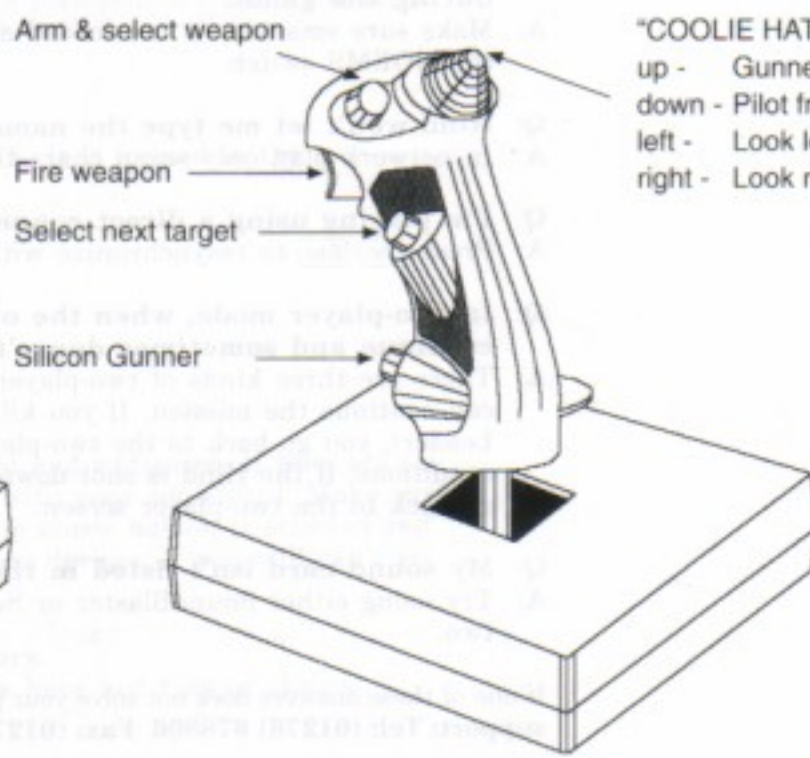
Q: My sound card isn't listed in the preference screen selections.

A: Try using either SoundBlaster or SoundBlaster 16. Most cards are very similar to those two.

If one of these answers does not solve your problem, please contact **Digital Integration technical support: Tel: (01276) 678806 Fax: (01276) 21541 Email: support@digint.co.uk**



STANDARD



"COOLIE HAT"
up - Gunner front view
down - Pilot front view
left - Look left
right - Look right

THRUSTMASTER FCS



THRUSTMASTER FCS

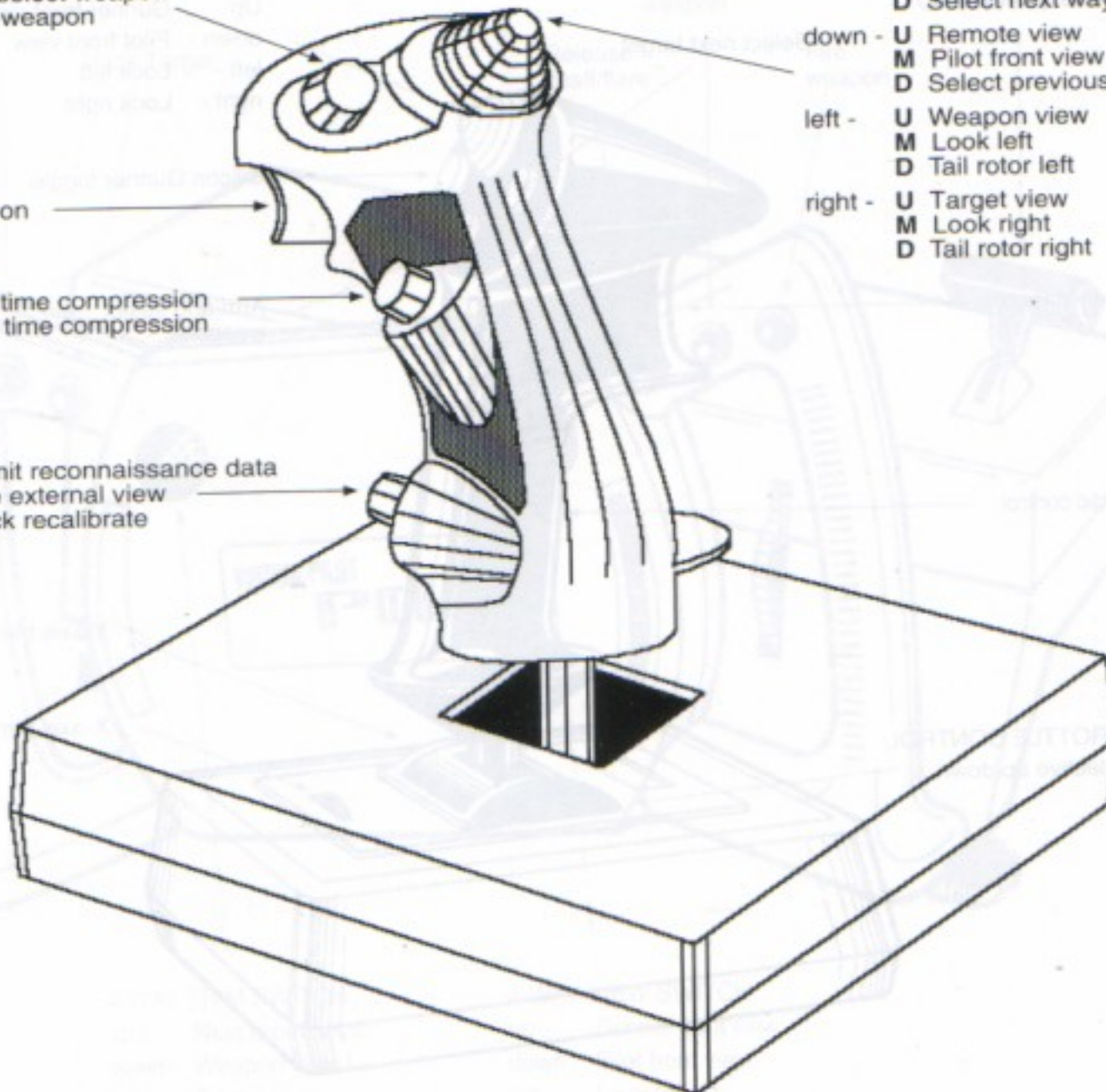
- U** PNVS on/off
- M** Arm & select weapon
- D** Unarm weapon

Fire weapon

- M** Select time compression
- D** Cancel time compression

- U** Transmit reconnaissance data
- M** Rotate external view
- D** Joystick recalibrate

- up - **U** External view
M Gunner front view
D Select next waypoint
- down - **U** Remote view
M Pilot front view
D Select previous waypoint
- left - **U** Weapon view
M Look left
D Tail rotor left
- right - **U** Target view
M Look right
D Tail rotor right





CH FLIGHTSTICK PRO

THROTTLE CONTROL
Collective up/down

Cyclic control

Fire weapon

Select next target

VIEW CONTROL

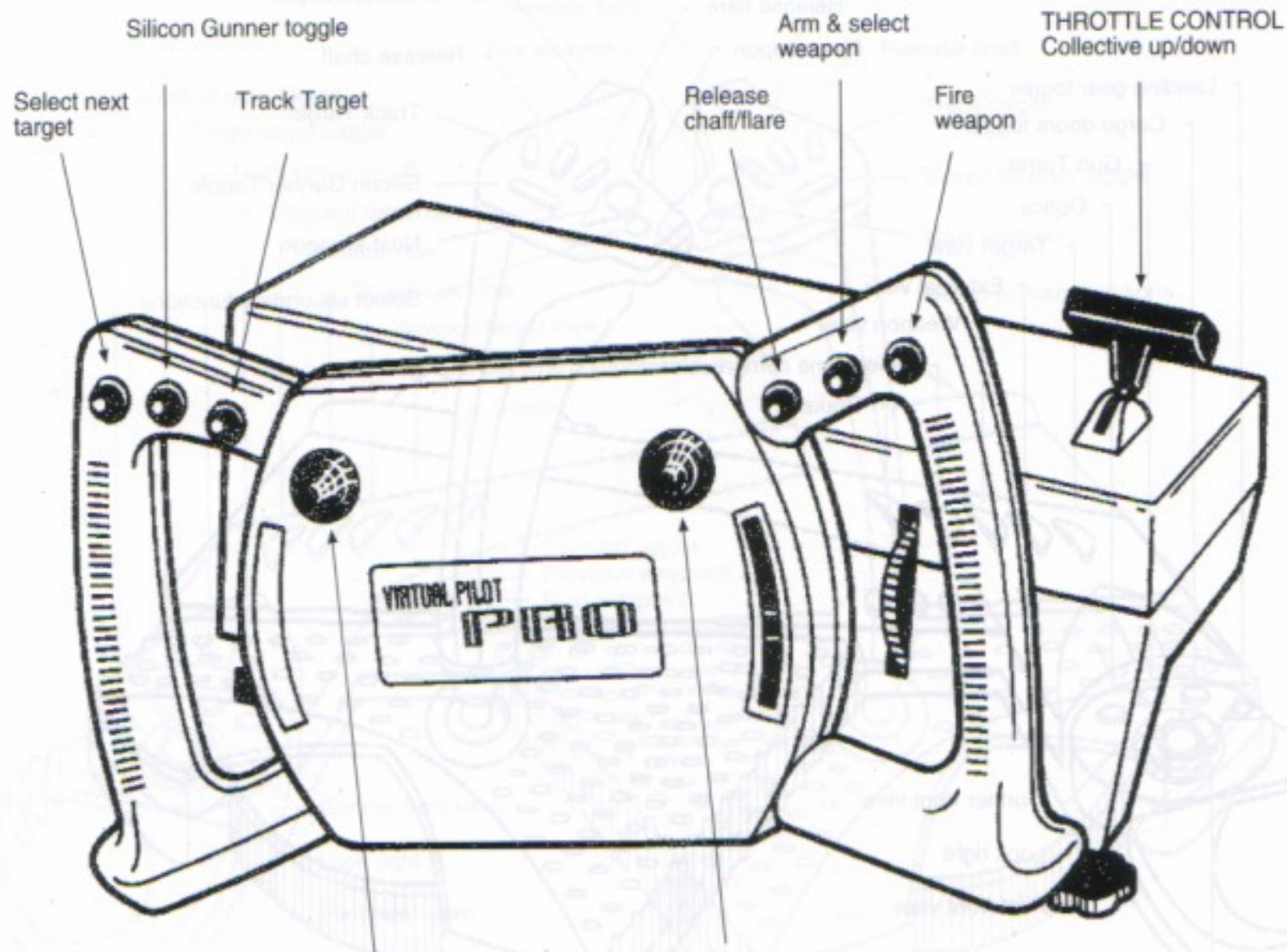
Up - Gunner front view
down - Pilot front view
left - Look left
right - Look right

Silicon Gunner toggle

Arm and select
weapon

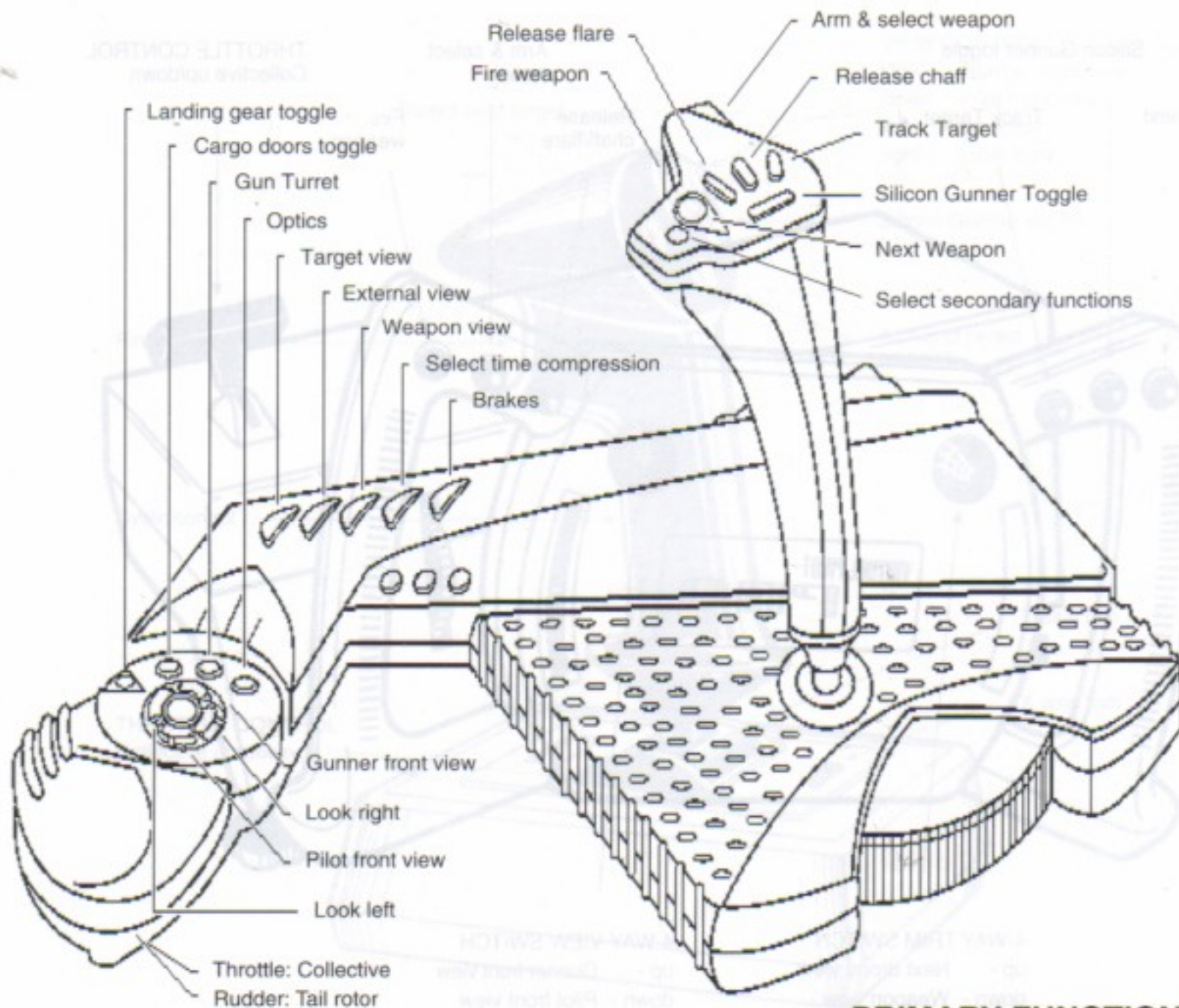
Y-axis trim

X-axis trim

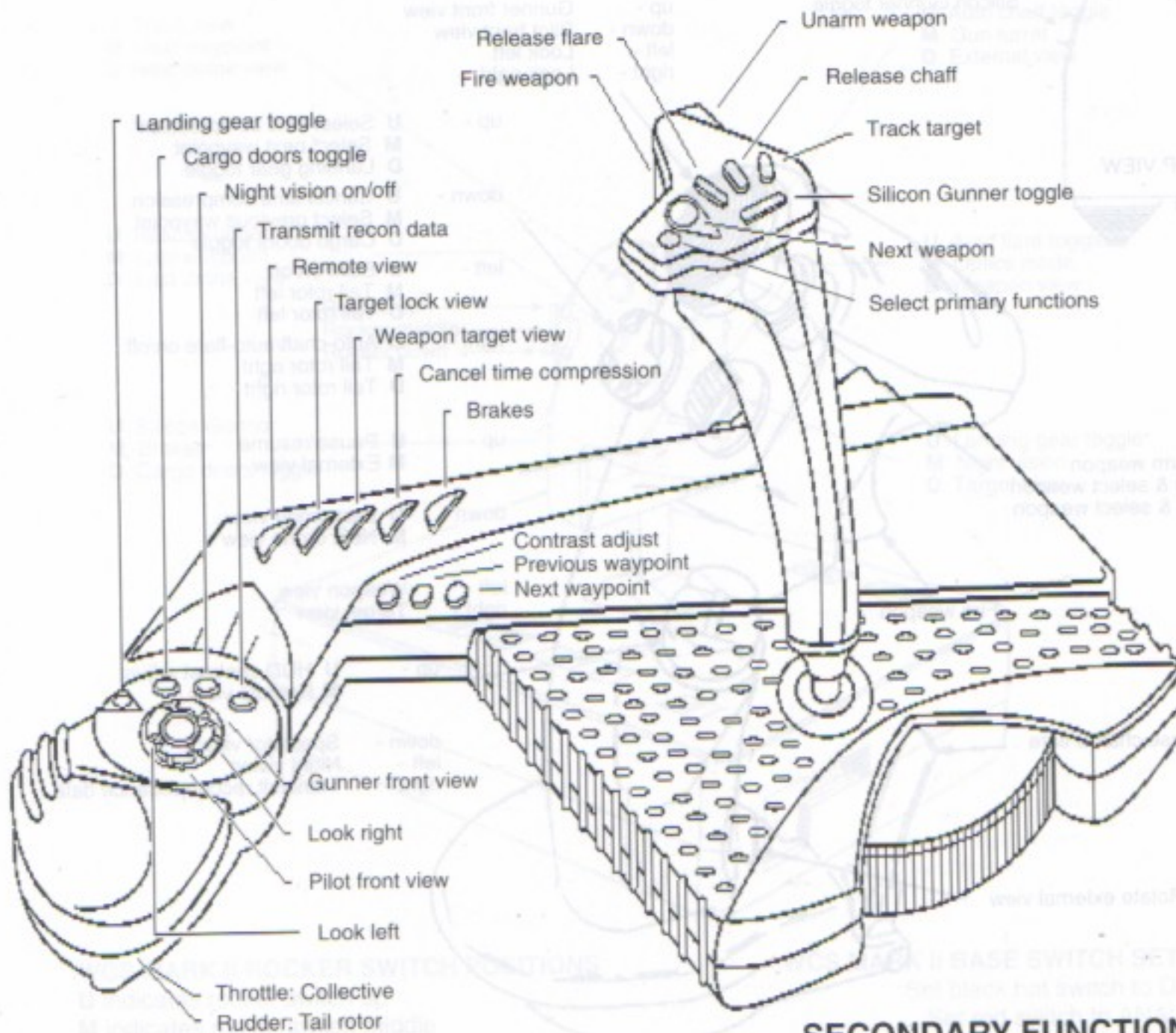


4-WAY TRIM SWITCH
 up - Next drone view
 down - Weapon view
 left - Target view
 right - External view

4-WAY VIEW SWITCH
 up - Gunner front view
 down - Pilot front view
 left - Look left
 right - Look right



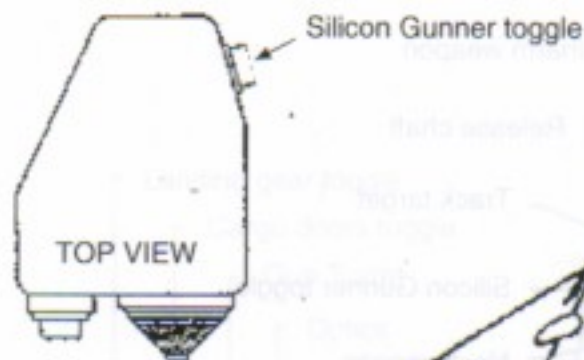
PRIMARY FUNCTIONS



SECONDARY FUNCTIONS



THRUSTMASTER F-16



- U Unarm weapon
- M Arm & select weapon
- D Arm & select weapon

Fire weapon

Release chaff & flare

Rotate external view

up -
down -
left -
right -

Gunner front view
Pilot front view
Look left
Look right

up -

- U Select time compression
- M Select next waypoint
- D Landing gear toggle

down -

- U Cancel time compression
- M Select previous waypoint
- D Cargo doors toggle

left -

- U ECM on/off
- M Tail rotor left
- D Tail rotor left

right -

- U Auto-chaff/auto-flare on/off
- M Tail rotor right
- D Tail rotor right

up -

- U Pause/resume
- M External view

down -

- U Last drone view
- M Next drone view

left -

Weapon view

right -

Target view

up -

- U HUD contrast adjust
- M Remote view

down -

Spectator view

left -

Night vision

right -

Transmit reconnaissance data

- U Track view
- M Next waypoint
- D Next drone view

- U Auto chaff toggle
- M Gun turret
- D External view

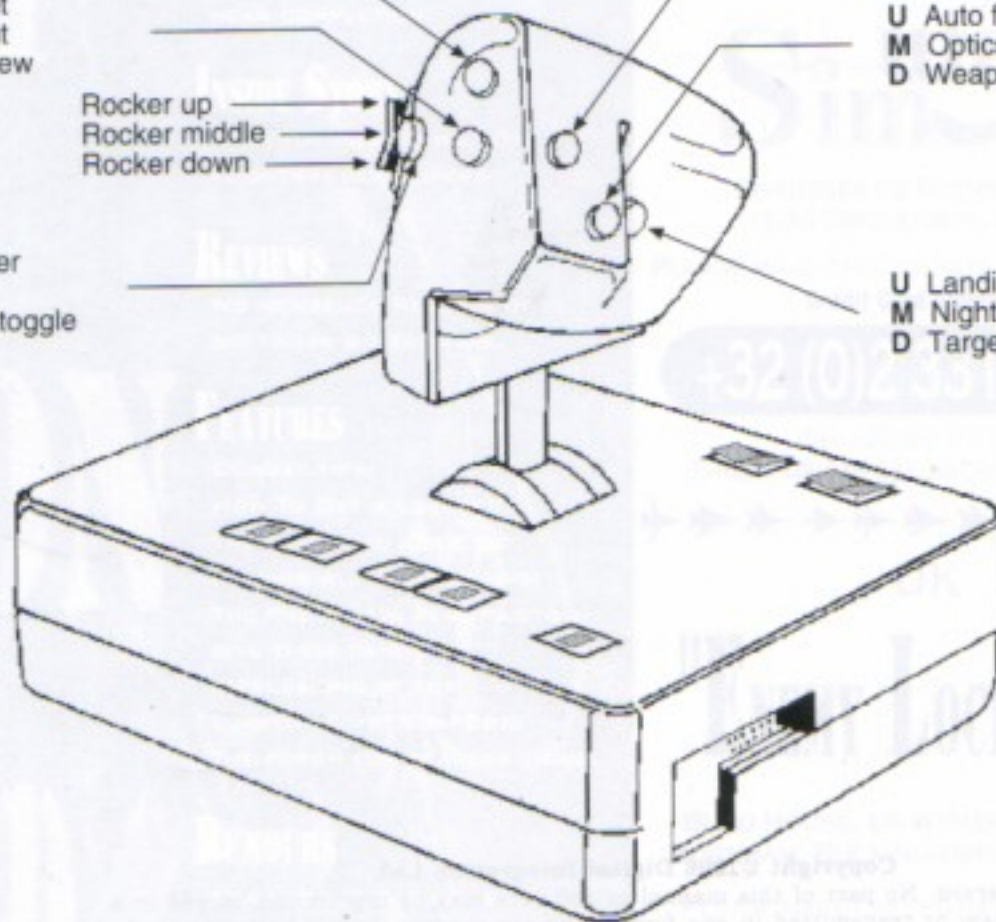
- U Rescan target
- M Last waypoint
- D Last drone view

- U Auto flare toggle
- M Optics mode
- D Weapon view

Rocker up
Rocker middle
Rocker down

- U Silicon Gunner
- M Brakes
- D Cargo doors toggle

- U Landing gear toggle
- M Night vision
- D Target view

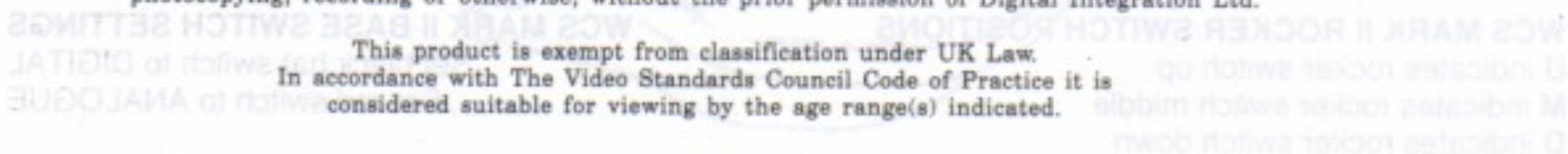


WCS MARK II ROCKER SWITCH POSITIONS

- U indicates rocker switch up
- M indicates rocker switch middle
- D indicates rocker switch down

WCS MARK II BASE SWITCH SETTINGS

- Set black hat switch to DIGITAL
- Set red switch to ANALOGUE



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