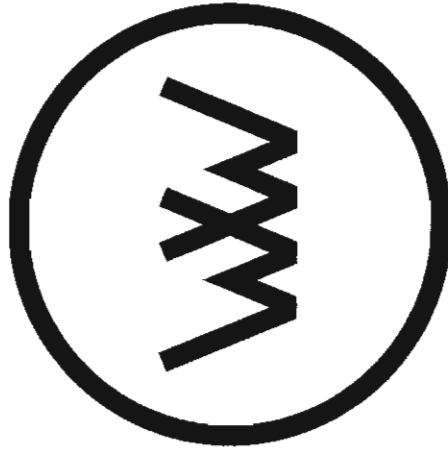


WACKY WALLY'S
CONFIGURATION MANAGER

Version 1.0

For use with Microsoft Flight Simulator



COPYRIGHT 1993

R.A. SCHROEDER ASSOCIATES

The information contained in this document is subject to change without notice. The software described in this document is furnished under a license agreement or nondisclosure agreement. The software may be used or copied only in accordance with the terms of the agreement. It is against the law to copy the software on any medium except as consistent with the terms of the agreement. No part of this manual may be reproduced or transmitted in any form or by any means, electronic or mechanical.

This manual and Wacky Wally's Configuration Manager software are copyrighted 1993 by R.A. Schroeder Associates; all rights reserved.

Aircraft and Scenery Designer is a product of the Bruce Artwick Organization, Ltd.

ATP is a registered trademark of SubLOGIC.

Flight Simulator is a registered trademark of Bruce Artwick.

IBM and PC/AT are registered trademarks of International Business Machines.

Microsoft and MS-DOS are registered trademarks of Microsoft Corporation.

Wacky Wally is a trademark of R.A. Schroeder Associates.

All other brand and product names may be trademarks of their respective companies.

Wacky Wally's Configuration Manager is a product of R.A. Schroeder Associates and is distributed exclusively through:

Mallard Software, Inc.
3207 Justin Road
Flower Mound, Tx 75028

Published in the United States of America

CONTENTS

1. WELCOME AVIATOR
2. SYSTEM REQUIREMENTS
3. ABOUT THE DESIGNERS
4. OVERVIEW
5. INSTALLATION
6. GETTING READY
7. GETTING STARTED
8. MULTIPLE USERS
9. WHAT'S WACKY WALLY DOING ?
10. AIRCRAFT
11. SCENERY

1. WELCOME AVIATOR

Welcome to Wacky Wally's Configuration Manager for Microsoft Flight Simulator. As an avid computer pilot, you have an extensive scenery and mode file collection. You are probably aware of Flight Simulator's scenery and mode selection menu limitations. This product provides the file management to enhance your flying enjoyment.

Also enclosed are two new scenery areas which run under Microsoft Flight Simulator Aircraft and Scenery Designer, and two new seaplanes.

Happy Crashing !

Wacky Wally

2. SYSTEM REQUIREMENTS

IBM PC/AT and compatibles

Microsoft Flight Simulator 4.0
installed on hard drive

DOS 3.0 or higher

3½ inch floppy drive

Recommended but not required:

Microsoft Flight Simulator Aircraft and
Scenery Designer

Mouse and joy stick

3. ABOUT THE DESIGNERS

R.A. Schroeder Associates is a group of computer enthusiasts, avid computer pilots and aspiring real pilots. A lot of work went into this product which we are sure you will appreciate and enjoy.

Wacky Wally's Configuration Manager was written by Wacky Wally and Kamikaze Karl.

Newark New Jersey scenery area was written by Wacky Wally and Smokin' Scott.

Raritan Bay New Jersey scenery area was written by Wacky Wally.

Wacky Wally's two seaplanes were designed by Wacky Wally and test flown by Smokin' Scott.

4. OVERVIEW

Are you tired of renaming ?.SCN and ?.MOD to *.TMP to get around Flight Simulator's scenery and mode selection menu limitations? In fact, this is exactly what Wacky Wally's Configuration Manager does. The result is the scenery and mode files that are not of interest for a particular flying scenario configuration that you have defined are not "seen" by Flight Simulator.

Additionally, Flight Simulator's configuration and drivers list are also managed. A provision for multiple users is included with the product.

A detailed discussion of all the features are contained later in the manual.

5. INSTALLATION

1. Determine you PC's path to Flight Simulator's directory. This will typically be C:\FLTSIM4, but could be something more complex like D:\GAMES\FLTSIM4
2. Insert the diskette containing Wacky Wally's Configuration Manager into your floppy drive. Typically this will be drive A:, but may be B: or something else.
 - 2A. You may wish to scan the disk now for viruses, however Wacky Wally guarantees that it is not infected. You will also notice that the disk has the tab in the write protect position. Keep it this way, that way the disk will not inadvertently get infected.
3. Copy the entire contents of the distribution diskette to the directory on your hard drive containing Flight Simulator. There is no installation program and no copy protection schemes used. There are several ways to accomplish this.
 - A. Use you favorite file maintenance program.

B. At a dos prompt, which typically will look like C:\> but may not, change to your Flight Simulator's directory. Type CD\FLTSIM4 or whatever the correct path that you determined in step 1 above and <←> enter. The dos prompt will typically look like C:\FLTSIM4> but may not. Next type COPY A:*. * or whatever the drive letter is as you determined in step 2 and <←> enter. You're done.

6. GETTING READY

The first thing you should do is to restore all of the scenery and mode files to their proper names as Flight Simulator needs to have them. This is accomplished in the same fashion that you used to rename them as *.TMP or moved them into another directory.

Next you will need to know something of how Flight Simulator works. This may be a bit of a bore to those of you who are fluent with how Flight Simulator works, or will be enlightening to those who aren't.

There are several files that control the operation of Flight Simulator on your machine. Wacky Wally's Configuration Manager utilizes this fact to control how Flight Simulator will behave for each of the different flying scenarios you will set up. These are now discussed in detail.

SD-????.SCN - contains the scenery disk information for that specific area which you probably paid dearly for. These files tend to be large and may be larger than 1MB.

Modename.MOD - contains the mode information of the modes you have created as well as those provided with some scenery disks you have purchased.

AUTOEXEC.FS4 - contains the actual configuration information that FS4 needs to run such as your computer's hardware. It also contains other start up information such as Video Drivers, use of the Log Book, use of System Time, the Random Weather Generator, etc. This file contains all of your answers to the questions when you first ran FS4, and any other time you reconfigured by typing just FS.

Wacky Wally's Configuration Manager uses this fact to allow you to custom tailor each different flying scenario you will define. For example, you may have a scenario which you will want to use the Log Book and the Random Weather Generator to further your navigation and flying skills. In another scenario, you may simply want to relax and enjoy the program with the least amount of overhead to provide the best display rate your machine can provide.

A word of caution for those who have Third Party Video Drivers. FS4's configuration menu for Third Party Video Drivers simply adds these as lettered selections after it's list in the order it finds them. If you use a hard disk

maintenance utility program with a disk defragmentation and file reorder, which by the way is recommended, the following condition may result. When you start FS4, the wrong video driver may be loaded for the flying scenario you just selected. This is because the Third Party Video Drivers are physically located in a different order on the hard drive since the last time you configured FS4. To correct this condition, reconfigure Flight Simulator by typing FS. Remember to use Wacky Wally's Configuration Manager after flying to save this change. More on this later.

CONFIG.FS4 - contains the drivers list used to enhance the FS4 program such as SOUND.DRV, DESIGNER.ADI, CALFIX.DRV, etc. This is simply a text file that can be written or changed with your favorite text editor. All drivers included in the list require some amount memory (RAM) and leave less room for Flight Simulator. If there are too many drivers loaded, out of memory crashes can occur while flying.

Wacky Wally's Configuration Manager also keeps track of the particular driver list you will select for each of your flying scenarios. For example, loading CALFIX.DRV does nothing except occupy memory for a flying scenario different than for SubILOGIC's California Scenery Collection. Similarly, DESIGNER.ADI is only needed when your flying scenario takes you into a designer scenery area.

The idea is to keep your drivers list as small as you need for the particular

flying scenario you will define later. The reason is, the more free memory that is available to FS4, the better it will perform on your machine.

Refer to your software manuals concerning the purpose and correct usage for each of your drivers. Each driver to be used must be a separate line of text in the CONFIG.FS4 file. A word of advice, SOUND.DRV should always be the last driver in any list if it is used.

By the way in case you are wondering, Wacky Wally's Configuration Manager does not occupy any memory when you are flying.

CF.FS4 - contains the start up mode information. This file has the DOS file name of one of your modes, less the extension - .MOD. This start up mode is where you are placed when you start up FS4. This is simply a text file which can be edited with your favorite text editor, or from Flight Simulator's mode library menu. (Option E, Save Start Up Mode To Disk) Or better yet, Wacky Wally has provided a menu selection option to select the start up mode. More on this later.

Wacky Wally's Configuration Manager keeps track of your desired start up mode for each of your flying scenarios. Obviously, why start at Meigs Field when your flying scenario is a tour of the Hawaiian Islands?

WELL, you've got it. You are now ready to run Wacky Wally's Configuration Manager.

7. GETTING STARTED

This section assumes you have read, understood, absorbed and performed what was described in the Getting Ready section. Also assumed is that you have a working knowledge of how to use Flight Simulator. If this is the case, type **WWCM** and **↵** enter. You will then see Wacky Wally's Configuration Manager's greeting screen. Press any key to continue or the right mouse button. This menu driven program will accept keyboard and mouse entries. The next screen will give you an error message.

```
FILE ERROR !!
Configuration Table
WWCM.TBL
file not found
```

This is normal because you have not created the table yet. The table contains all the information about your different flying scenarios you will create. Press **N** or click the left mouse or place the cursor on **New config** and click the right mouse button. You will be brought to the **MAKE NEW CONFIGURATION** screen.

This is a great time to store all of your scenery, modes, drivers list, etc. in their original form. This is of particular advantage to ATP users who share FS4 files. Name this configuration something like **Original FS4**, or **Fly ATP**. Spaces in the name are permitted, then **↵** enter.

You will see the **New config** pull down menu displayed. Type **M** or click **Modes**. Now

displayed are all existing mode files. Start by clicking each [] so that each mode is active. Active modes are shown as [+]. No mouse? Type **E** and the mode number then **←** enter. To scroll **Up** and scroll **Down** type **U** or **D**. Page up and down and the arrow keys also work.

You will notice at the bottom of the pull down menu that the current start up mode is listed. If no start up mode exists, no description is listed. To select a start up mode type **T**, then **E**, then the mode number and **←** enter. With a mouse, click start up and click the mode you wish to use as the start up mode. The active start up mode is displayed as [+] and listed at the bottom of the select start up mode menu.

Help screens are provided for your convenience by pressing **F9** or clicking **F9** Help with the mouse. Next select the help topic you need and **exit** when done. Now click **exit** or type **X**.

Next type **S** or click **Scenery** on the pull down menu. In a similar fashion as before, make all scenery files active.

On the pull down menu for **New config** are two other options, **save** and **exit**. Wacky Wally has a sense of humor. (Wacked as some say) Rather than save all the work you just did, click **exit** instead. You now see one of Wacky Wally's many different warning screens. Save changes? Click **Yes**.

Now let's check your work so far; click select **Current**. The list of available

configurations for flying scenarios are displayed with [+] showing which one is active. Only the one you've just created exists presently. Click **exit**.

Next, browse thru **List current**. As the name implies, this simply shows you what modes and scenery files are active for this current configuration.

Edit current allows you to change the current configuration should you wish to. The same format as **New config** is used for modifications.

Delete config allows you to delete a flying configuration scenario if you wish. A confirmation screen will appear after you clicked which configuration you wish to delete as a safety.

Now that you've got the basics, it's time to create your own scenario. An idea is to group scenery files according to a geographical area, or a cross country flight path. Remember to choose 6 or less scenery files as **Flight Simulator's** scenery selection menu cannot handle any more. This is the reason you bought the program in the first place.

Another scenario you will wish to create is one for the designer scenery you have written, collected and received with Wacky Wally's Configuration Manager. This configuration must include the **DESIGNER.ADL** driver in your **CONFIG.FS4** file.

Finished? Saved? Next, let's check

out another feature of Wacky Wally's Configuration Manager. Run FS4 by clicking **F2** Run FS4 or press **F2**. Next select a mode from Flight Simulator's mode library menu that you wish to use as a start up mode, or if you have already selected one from the configuration manager, select a different one. From the FS4 mode library menu select a mode then choose selection E, save start up mode to disk. It's not time to fly just yet. Exit FS4 as you normally do and run Wacky Wally's Configuration Manager again. (Type **WWCM** and **←** enter)

You now see another warning screen. This one is telling you that something has changed with Flight Simulator's files since Wacky Wally was last run. Remember that you just changed the start up mode. This screen will also appear if you create a new mode, add a new scenery file, or modify your drivers list, etc.

At this point you have two options, to save the start up mode change or not to. To save this change, select **Edit** current from the menu bar and click **save**. Now every time you select this flying configuration, the start up mode you chose will be the one used with this scenario. Alternatively, if you wish to return the configuration to the form before you changed the start up mode, use select **Current** and reselect the current configuration. Although you won't see any change on the screen, you probably heard some activity on your hard drive. The configuration was returned to as it was before the change.

Now is a good time to modify your drivers list and FS4 configuration. Click or press **F1** exit to DOS. Use your favorite text editor to modify you drivers list. Refer to the Getting Ready section for the proper handling of CONFIG.FS4. Next modify Flight Simulator's configuration by typing FS and **←** enter. You will be brought into Flight Simulator's configuration menu, make any changes you wish. It's not time to fly just yet. Exit FS4 as you normally do.

Run Wacky Wally's Configuration Manager one more time. (Type **WWCM** and **←** enter) As before, the warning screen will appear saying that something is different. Save your changes.

You are now on you way with understanding how to use Wacky Wally's Configuration Manager. Now relax and have a pleasant flight!

8. MULTIPLE USERS

Let's say your roommate is also a computer pilot and flies on your computer. He has different ideas how to set up flying scenario configurations. Wacky Wally has provided a way that your roommate can create his own without messing up yours.

A software switch is incorporated for multiple users. Have your roommate type **WWCM ROOMMATE** and **←** enter. A file error screen saying ROOMMATE.TBL is not found. This is because he did not create one. Refer him to the Getting Started section.

Any 8 characters that DOS will accept as a file name are valid for his table's name. It is important that a space is used after WWCN for your roommate's table, a forward slash / may cause unpredictable results.

9. WHAT'S WACKY WALLY DOING ?

A lot of people are asking this question which is well beyond the scope of this manual. However with respect to the program, for the curious and the advanced computer users, this section is for you.

Previously mentioned, Wacky Wally's Configuration Manager renames scenery and mode files so they are not "seen" by Flight Simulator. For example if SD-1.SCN and MY.MOD are to be transparent to FS4 for a particular flying scenario, they will be renamed SD-1.SCN and MY.SOD. Using this method, your files cannot be lost as they are simply renamed. Other methods move files to other directories or store them as compressed files, thus eliminating your original files. Wacky Wally believes these methods can lead to disaster !

Other files that FS4 utilizes, AUTOEXEC.FS4, CONFIG.FS4, and CF.FS4 were previously explained in the Getting Ready section. These files are simply text files and can be created easily. Wacky Wally has decided to over write these whenever a different configuration is selected.

The default table which contains all your work setting up different flying

scenario configurations is contained in the WWCN.TBL file. This is the one created by running WWCN.EXE without using a software switch. This is also a text file which can be edited with your favorite text editor. Should you decide to do so, Wacky Wally says "BE CAREFUL ELSE YOU WILL CREATE A BIG SOGGY MESS !!!". His configuration manager needs your table's data in his format. For the computer literate, this is relatively easy to figure out. Modifications performed by the PC CHALLENGED are not advised. Play it safe, let Wacky Wally handle it !

When changes are made to the flying scenario configuration, the WWCN.TBL file is updated. The previous version is filed as WWCN.SBK. Wacky Wally has provided this safety feature should you "CREATE A BIG SOGGY MESS". Use your favorite file maintenance program to delete WWCN.TBL, rename WWCN.SBK to WWCN.TBL and be careful this time ! Your roommate's ROOMMATE.TBL is handled in the identical manner.

10. AIRCRAFT

Wacky Wally has included two new aircraft as a bonus with the configuration manager. Wacky Wally has enjoyed many hours flying his aircraft and wishes to share them with fellow aviators. These aircraft are the best way to explore Wacky Wally's Water World.

WACKY WALLY'S SEAPLANE - is a high wing, dual jet powered seaplane which flies

similar to the Gates Learjet 25G.

Length: 47 feet
Wingspan: 36 feet
Stall speed clean: 110 knots
Stall speed flap down: 78 knots

Sim file name: WWCPLANE.SIM
Source sim file name: WWCPLANE.

WACKY WALLY'S PROP SEAPLANE - is a high wing propeller powered seaplane which flies similar to the Cessna Skylane RG - R182.

Length: 32.5 feet
Wingspan: 36 feet
Stall speed clean: 70 knots
Stall speed flap down: 55 knots

Sim file name: WWPRCPLN.SIM
Source sim file name: WWPRCPLN.

11. SCENERY

Wacky Wally has included two new designer scenery areas as a bonus with the configuration manager. Wacky Wally has flown these areas for many hours and wishes to share the exacting detail of these designer scenery areas.

Please note that Aircraft and Scenery Designer software is required to fly in these scenery areas. These scenery areas are written to be used with Flight Simulator's default scenery and not to be

used with other scenery disks covering the New York City area. Other scenery disks have placed New York City and the surrounding waterways in different locations and will give a very distorted aircraft and scenery location effect if used.

RARITAN BAY NEW JERSEY SCENERY AREA

This area is represented in exacting location with a highly detailed scenery file when used with Flight Simulator's default scenery. The area covers Raritan Bay New Jersey and Lower New York Bay. The scenery extents are from the Verrazano Narrows Bridge to Highland Park New Jersey and as far south as Long Branch New Jersey.

The Raritan, South, Navesink and Shrewsbury rivers, Matawan and Cheesequake creeks are included with all of their intricate winding paths. Highlights include the Verrazano Narrows, Outer, Victory, Driscall and Edison Bridges, Cliffwood Beach, Atlantic Highlands, Sandy Hook and Earle Naval Weapons Station.

The file name for the Raritan Bay New Jersey Scenery Area is: RARITAN.SCI

Area airports include:

MARLBORO AIRPORT Marlboro, New Jersey

North: 16902.7 East: 20918.7
Runway: 09/27 Length: 2300 feet
Altitude: 121 feet

WALLINGS AIRFIELD Hazlet, New Jersey

North: 16927.7 East: 20943.1
Runway: 01/19 Length: 2000 feet
Runway: 13/31 Length: 2500 feet
Altitude: 6 feet

A special note about Wallings Airfield: The beauty of computer flight is that we can sometimes choose to ignore reality. Wallings Airfield was dismantled over 25 years ago and the Airport Plaza Shopping Center now exists on its former site.

Wallings Airfield's grass runways will always exist in our memories, cerebral and hard drive. Special thanks to Big Chief Gleaming Skull for his part with the cerebral to hard drive memory conversion allowing this airfield an eternal existence.

WACKY WALLY'S WATER WORLD
Matawan Creek - Cliffwood Beach, N.J.

North: 16928.5 East: 20931.6
Splashway: 05/23 Length: 2500 feet
Altitude: 0 feet
IIS Splashway 23: 108.00

WACKY WALLY'S WATER WORLD is included as a mode at this location. (WALLY'S.MOD) This is perhaps the best way to begin a tour of the Raritan Bay Scenery Area using Wacky Wally's high performance jet seaplane.

NEWARK NEW JERSEY SCENERY AREA

This scenery covers The Newark International Airport New Jersey area. The exacting locations of this scenery are only accurate when used with Flight Simulator's default scenery. The scenery extents are from The Verrazano Narrows Bridge to JFK International Airport and as far north as Alpine New Jersey.

The Upper New York Bay, Newark Bay and Jamaica Bay by JFK International are represented with great detail. Highlights include The Verrazano Narrows, Bayonne, and George Washington Bridges, the Pulaski Skyway and Port Newark.

The file name for the Newark New Jersey Scenery Area takes its name from Newark International's call letters and is: EWR.SCI

Area airports include:

Linden Airport

North: 17010.6 East: 20914.0
Runway: 07/25 Length: 4100 feet
Runway: 13/31 Length: 2800 feet
Runway: 16/34 Length: 2570 feet
Altitude: 22 feet

Newark International Airport

North:	17045.7	East:	20931.1
Runway:	04L/22R	Length:	8200 feet
Runway:	04R/22L	Length:	9300 feet
Runway:	11/29	Length:	6800 feet
Altitude:	18 feet		
ILS Runway 22L:	108.70		

Refueling is available

Designed, Written and Published

in the

UNITED STATES OF AMERICA