

Flight Simulator II XL 1.0

Author: Hamster; **Date:** 22.02.2022

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Introduction

The following XL Version of **Flight Simulator II** for the C64 is based on Master's XXL Version:

- <https://csdb.dk/release/?id=165006>
- <https://www.forum64.de/index.php?thread/93440-flight-simulator-ii-xxl/>

Changes Made to the XXL Version of Master

Enhanced scenery selection

In editor page 1 under **SCENERY DISK** enter the scenery number, and confirm with **<RETURN>**. Exit editor and type **<CTRL-E>** to logon the new scenery.

Scenery Number	Name	Info File	Flight Areas
00	scenery fs	fs064	CURRENT DATABASES ARE: CHICAGO, LOS ANGELES, SEATTLE, NEW YORK
01	scenery 01	fa064	CURRENT DATABASES ARE: HOUSTON,SAN ANTONIO, DALLAS
02	scenery 02	fb064	CURRENT DATABASES ARE: PHOENIX, ALBUQUERQUE

Scenery Number	Name	Info File	Flight Areas
03	scenery 03	fc064	CURRENT DATABASES ARE: LAS VEGAS, LOS ANGELES, SAN FRANCISCO
04	scenery 04	fd064	CURRENT DATABASES ARE: SEATTLE, GREAT FALLS, KLAMATH FALLS
05	scenery 05	fe064	CURRENT DATABASES ARE: CHEYENNE, SALT LAKE CITY, DENVER
06	scenery 06	ff064	CURRENT DATABASES ARE: OMAHA, KANSAS CITY, WICHITA
07	scenery 07	fg064	FLIGHT AREAS AVAILABLE (V1.1): WASHINGTON, CHARLOTTE, JACKSONVILLE, MIAMI
08	scenery 11	fh064	FLIGHT AREAS AVAILABLE (V1.0): DETROIT, LAKE HURON
09	star 01 12	fi064	STAR SCENERY DISK: SAN FRANCISCO
10	star 02 13	fj064	FLIGHT AREAS AVAILABLE: TOKYO, NAGOYA, OSAKA

The selected scenery number will be shown upon editor entry. Redisplay of current scenery number occurs, if an invalid is chosen. Use scenery number **00** to switch back to default FS II scenery.

Support for Saving and Loading of the Mode Library

You can save and load mode libraries with **<CTRL-Z>** and **<CTRL-X>** respectively. Saving does not format the disk. Modes are saved in file **fu064**.

Europe 1917

In the World War I scenario **Europe 1917** a "War Report" can be requested with key **<R>**. This does not work in the XXL version.

ADF Support

After setting **ADF ENABLE** on 2nd editor page to **1**, you can set the ADF frequency digits with **<CTRL-A>** (up to three times corresponding to the ADF frequency digit) and then advance the digit with **>** or decrement with **<**. This does work in the XXL version.

Removed Sector Logger

Master's sector logger has been removed. It is needed for ripping only.

Corrected Scenery Disk 3

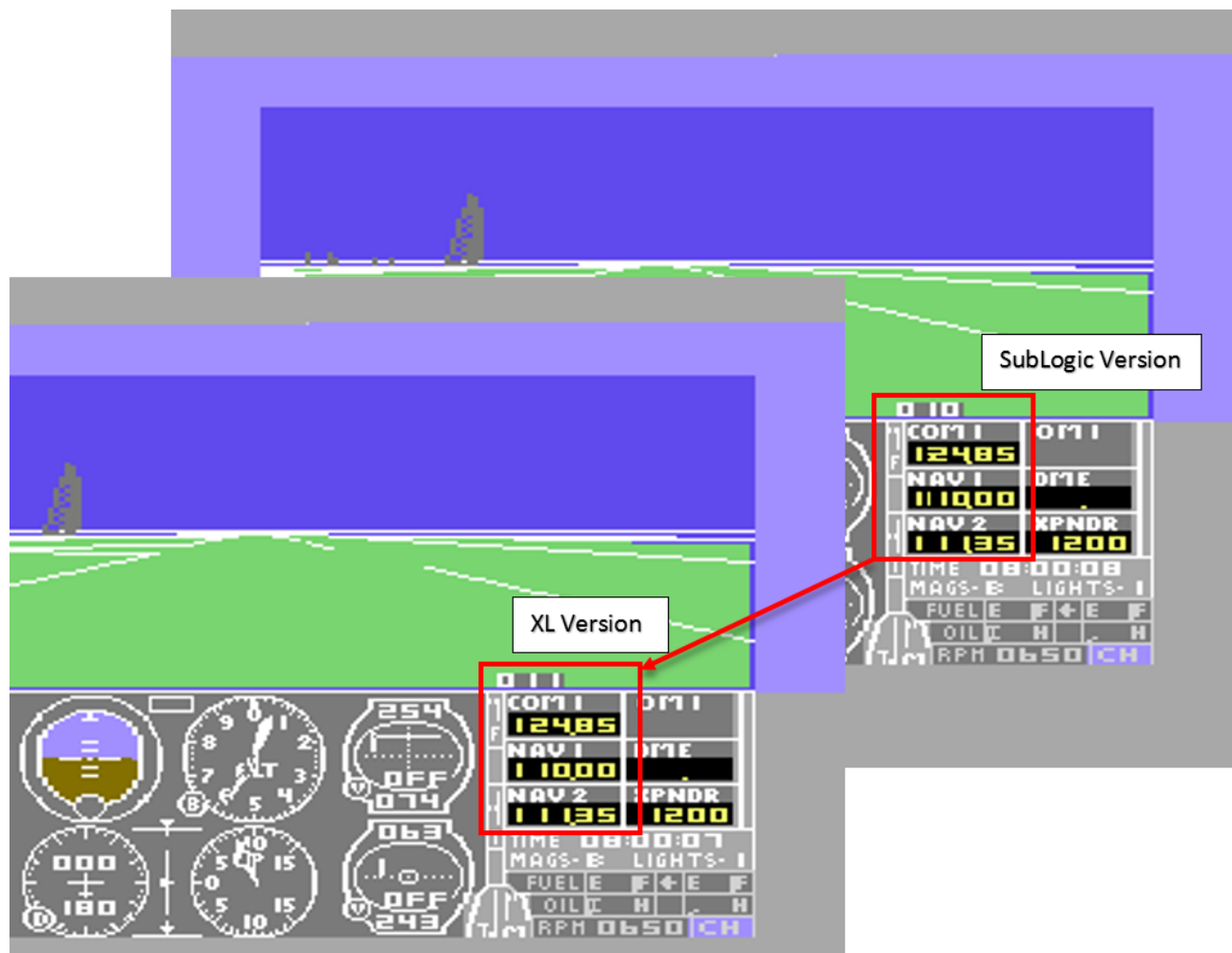
The file **fc082** belonging to "Scenery Disk 3" has been corrected. The XXL-Version wrongly contains zeros in the file offset range between \$0802 and \$0901. It is probably due to a problem during

ripping.

Changes to SubLogic's 1.0 Version

Frequency Display

The frequency display of the COM1, NAV1 and NAV2 radios is uncrippled now.



The trash between the 1st and 2nd digit is gone. The comma is moved into a more appropriate position. It's surprising that SubLogic let it get away with it.

Loading Text

The loading text **2:40 LOAD TIME.** is no longer correct. It has been replaced with the following text **LOADING FLIGHT SIMULATOR II.**

Credits

Without Master's excellent work resulting in his XXL version this release would not be possible.