

For Windows® 95

COMMAND ACES of the DEEP™

Upgrade Manual — Read First

836941200



S I E R R A®

COMMAND ACES of the DEEP™



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Introduction

Welcome to *Command: Aces of the Deep*. This latest version of the renowned *Aces of the Deep* U-boat simulation combines the updated CD version and its on-line manual with the full Expansion Disk (including its Mediterranean and Type XXI gameplay). Most importantly, this version brings you all new high-resolution SVGA graphics, exciting new deck gun action, and, for Windows 95 users, breakthrough speech recognition technology from IBM. Now you can speak your combat commands, and experience a whole new level of gaming immersion and intensity.



About This Manual

Your game packet includes three manuals. Here's where to go for what:

This *Command:Aces of the Deep* booklet tells you how to install and configure your game for both Windows 95 and Windows 3.1. It also shows you how to use the new speech recognition (Windows 95 only) and deck gun features.

The *Aces of the Deep* manual launches you with a detailed Tutorial. Its "Ashore" section describes how to navigate the game menus and the sophisticated on-line manual, and its "At Sea" section details the many game commands you'll use to command your U-boat in action.

The *Aces of the Deep Expansion Disk* manual describes additional features: Mediterranean missions, the Type XXI U-boats, and using the Type XXI's sonar and radar.

NOTE: For Installation, Troubleshooting, or Customer Service information, refer to this *Command:AOD* booklet only. Some of this information in the other manuals is now outdated.

For additional install, troubleshooting, or gameplay updates, refer to the README file in the Sierra Program Group or folder.

Installing and Starting the Game

Installing for Windows 95

1. Start Windows 95.
2. Insert the *Command* CD into the CD-ROM drive.
3. When the *Command* install screen appears, follow the on-screen instructions.

Starting the Game - Windows 95

1. Start Windows 95.
2. Insert the *Command* CD into the CD-ROM drive.
3. Click on the Start Game option when it appears.

Installing for Windows 3.1

1. Start Windows 3.1.
2. Insert the *Command* CD into the CD-ROM drive.
3. From the Program Manager FILE menu, select RUN.
4. In the RUN window, type **d:\setup** and press [Enter] (assuming **d** is your CD-ROM drive name).
5. Follow the on-screen instructions.

Note: *Command* will install the latest Microsoft Win32S and WinG extensions to Windows 3.1, if you don't have them already. They improve your Windows processing and graphics performance.

Starting Game - Windows 3.1

1. Start Windows 3.1.
2. Insert the *Command* CD into the CD-ROM drive.
3. Open the Sierra Program Group.
4. Double-click on the *Command* icon to start the game.

Additional Windows Setup

During installation, TEST SYSTEM checks to make sure your computer can run the game correctly. If you have trouble starting *Command* after installing it in Windows 3.1, check the Troubleshooting section on page 11. Additional game information may be presented in the *Command* README file.

After game installation, the Setup & Uninstall program in the Sierra Program Group lets you re-install the game, re-test your computer, uninstall the game, register, or view detailed Support and Troubleshooting information. To start it, just double-click on the Setup & Uninstall icon.

Speech Recognition Commands (Windows 95 only)

In *Command: Aces of the Deep* for Windows 95, most of the U-boat operations you normally would control using the keyboard or mouse can now also be performed using your voice. Connect a microphone to your sound card and calibrate it, select "Speech Recognition On" from the Options Menu while at sea, and you are ready to go.

Note: Microphone not included. Please consult on-line manual for a list of recommended microphones.

Calibrating Your Microphone

1. Plug the microphone into your PC's sound card following manufacturer's directions.
2. Start *Command:AOD*. From the File Menu, select "Set Microphone Threshold."
3. Follow the on-screen instructions. Note: Try to calibrate under external noise conditions similar to those you expect to encounter when playing the game. You may need to recalibrate from time to time, particularly if ambient noise conditions near your computer change.

Using Speech Recognition

Once your mike is calibrated, start *Command:AOD* and enable the feature. Just select "Speech Recognition On" from the Options Menu while at sea (press [Ctrl]+[O] or select Options from the Menu Bar).

The speech recognition software employed in *Command:AOD* (IBM's VoiceType) already recognizes the voice commands listed on the following pages. It does not have to be "trained."

Before speaking, press the Microphone icon or the [M] key. Speak the commands naturally, with the microphone about one inch from your lips.

Voice Commands

Once enabled, the speech recognition feature can use the following commands. X indicates a variable where you substitute a numerical value (for meters, knots, degrees etc.) When speaking numbers, use only the numbers 0-9, pronouncing 0 as zero. For example pronounce "Make Depth 150 Meters" as "Make Depth One Five Zero Meters," and so forth. You need not speak leading zeroes: eg., say "Nine Degrees," not "Zero Zero Nine Degrees."

Submerged Operations

ALARM! (Crash Dive)

DIVE! DIVE! (Commence dive)

STRAIGHT AND LEVEL (Level off at current depth)

MAKE DEPTH [X X X] METERS (Bring the boat to ordered depth)

COME TO PERISCOPE DEPTH (Bring the boat to appropriate depth)

UP PERISCOPE (Raise the Scope and go to it)

DOWN PERISCOPE (Lower the Scope, go to Control Room)

RIG FOR SILENT RUNNING (Slow to silent speed, secure loose gear, etc.)

SECURE FROM SILENT RUNNING (Resume speed preceding Silent Running)

DEPLOY SNORKEL (If your boat has one. Go to snorkel depth, deploy snorkel, switch to diesels)

STOW SNORKEL (Stow snorkel, switch to electric motors if underwater)

BLOW ALL TANKS (Emergency surface)

COME TO SURFACE (Come to the surface)



Maneuvering

ALL AHEAD [ONE THIRD/ TWO THIRDS/ FULL/ FLANK] (Set engine telegraph to given value)

ALL BACK (Put engines in low-speed reverse)

ALL BACK EMERGENCY (Put engines in full-speed reverse)

ALL STOP (Stop engines)

SET SPEED [X X] KNOTS (Come to ordered speed)

[LEFT/ RIGHT] STANDARD RUDDER (Normal turn left or right)

[LEFT/ RIGHT] FULL RUDDER (Turn hard to left or right)

RUDDER AMIDSHIPS (Center the rudder—stop turning)

NEW COURSE [X X X] DEGREES (Bring the boat to ordered course)

Operate Weapons and Other Gear

T-D-C (Brings up Torpedo Data Computer)

IDENTIFY TARGET (Describe target)

MARK TARGET (Select current target)

FIRE [X] (Fire given torpedo tube)

MAN [DECK/ A-A] GUN (Prepare gun)

SECURE [DECK/ A-A] GUN (Remove crews from ordered guns)

Status Reports

REPORT CONTACTS (Have Sound Operator report hydrophone contacts)

REPORT WATER IN BILGE (Brings up gauge for water in the boat)

REPORT COMPRESSED AIR (Brings up Compressed Air gauge)

REPORT OXYGEN REMAINING (Oxygen gauge)

REPORT BATTERY LEVEL (Battery Level gauge)

REPORT FUEL LEVEL (Diesel Fuel gauge)

REPORT COURSE (Brings up Compass)

REPORT DAMAGE (Go to Damage Report)

REPORT DEPTH (Depth gauge)

REPORT SPEED (Brings up Engine Telegraph and Speed gauge)

REPORT DEPTH UNDER KEEL (Gives water depth at current location)

CLEAR (Remove current pop-up gauge from display)

Change Locations

BRIDGE (Go to the Bridge Screen)

BINOCULARS (Use Binoculars)

CHART ROOM (Go to charts)

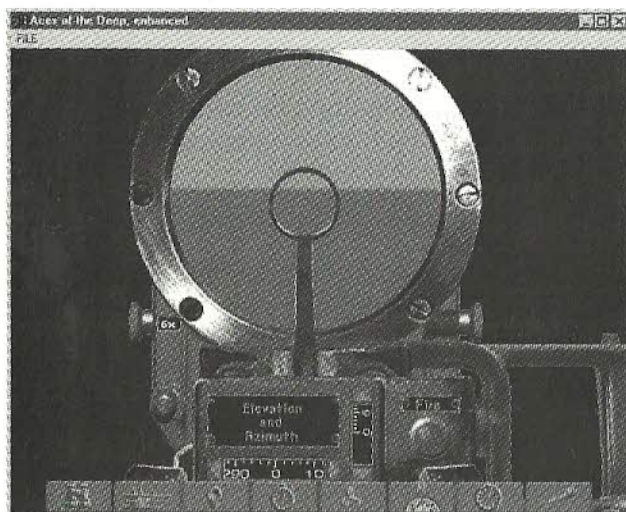
TORPEDO ROOM (Go to Torpedo Management Screen)

RADIO ROOM (Go to Radio Room)

CONTROL ROOM (Go to Control Room)

Operating the Deck Gun Manually

You may let your crew aim and fire the deck gun automatically (the default setting), or operate it manually yourself. To operate the deck gun yourself, first select "Fire Deck Gun Manually" from the Options Menu. When you select "Man Deck Gun" from the Voice Tube Menu, via hot key [D], or by voice command, you then open the Deck Gun screen—looking through the sights of the deck gun.



Simply aim the gun at the vessel you wish to attack and fire. (You do not need to "select" a target.) Click on the horizontal dial to change the gun azimuth (direction), and the vertical dial to change its elevation (barrel angle, and hence range). Hold the mouse button down to move the gun rapidly in the indicated direction.

To fire the gun, click on the bright red Fire button to the right. When the button is dark, the gun cannot be fired. (It will be dark if the gun is being reloaded, or is seriously damaged.) Correct your aim by watch-

ing for splashes or explosions. If you see neither of these after a shot, you are probably aiming high, and the splash of your falling shot is behind the target.

To change the view magnification, click on the magnification control on the left.

To go back to automatic deck gun command, return to the Options Menu and deselect the "Man Deck Gun" option.

Troubleshooting

Problems you may have running the game are likely addressed in this section, in the on-line manual, or in the *Command:AOD* README file (in the Sierra Program Group/Folder or on the CD). You can also check the Sierra BBS or your on-line provider for post-release information.

Problem: I have installed *Command* on a compressed drive, and it does not run.

Possible solution: *Command* may need more disk space. Compression software expects to compress files by a ratio of 2 to 1 or more. However, many *Command* files will not compress much. This means you may need to free up to twice as much space as the compression software estimates.

Problem: When attempting to launch *Command* in Windows 3.1, I keep getting an "Out of Memory" error message.

Possible solution: Try closing all other programs or screen savers before launching *Command*. If that doesn't do it, try making a Boot Disk. The Boot Disk Maker in the Sierra Program Group or Folder will create an boot disk optimized to run *Command*.

Simply double-click on the Boot Disk Maker icon, and follow the on-screen instructions. **NOTE** - you will need a blank disk for your A: drive to create a boot disk.

Problem: My computer has at least 8 megabytes of memory, but even after creating a boot disk, I still receive a message saying that I do not have enough memory to run the game.

Possible Solution: Your boot disk may require further modifications to load your device drivers correctly into upper memory. See the "Customizing the Boot Disk" section, or consult your computer system manual or manufacturer for assistance.

Problem: I have a SCSI drive and *Command* does not work properly.

Possible Solution: There are incompatibilities between SMARTDRV.SYS and certain SCSI drives. Do not use SMARTDRV.SYS for *Command* if you have a SCSI drive. You may also need to load your ASPI drivers. For more information on specific drivers, please consult your SCSI controller documentation or hardware documentation.

Error Messages

General Protection Fault: Try updating both your Windows Video Driver and your Windows Sound Card drivers. Contact your video card and sound card manufacturer for more information.

Not Enough Memory to Run This Application: Try closing all other programs or screen savers before launching *Command*. If that doesn't do it, try making a Boot Disk.

Configuring Windows 3.1 Memory

Even if you have the minimum 8MB of RAM, *Command: Aces of the Deep* may not run correctly unless the RAM is configured (set up) correctly for the game. If *Command* DOES NOT start correctly, pull down the Help menu from Program Manager, and select the About Program Manager option. If Program Manager indicates you are low on memory (80% or below), try closing all other applications and screen savers before starting the game. If that doesn't work, try creating a boot disk.

Freeing up Memory

1. If you cannot run *Command* in Windows 3.1 because of low memory, try making a Boot Disk, as described below. A boot disk is a fast and effective way of freeing more memory to run the game.
2. If you continue to have problems even with a boot disk, try customizing the boot disk's AUTOEXEC.BAT and CONFIG.SYS start-up files. See "Customizing the Boot Disk," below, for details.
3. Consult your DOS and memory manager software documentation for detailed information about system memory and how to optimize it.

Making a Windows 3.1 Boot Disk

A boot disk is the simplest way to configure your computer's memory for running *Command*. The Boot Disk Maker in the Sierra program group makes creating a boot disk easy. Once you have a boot disk, you just put the boot disk in your floppy drive and restart the computer to configure its memory correctly.

Although the Boot Disk Maker does a very good job of configuring most systems, it may not be able to properly recognize every possible sound card, mouse,

or disk-controlling device driver. This means that you might have to make additional changes to the boot disk to get the program running. If you are having trouble starting the game, try making a Boot Disk—it can't hurt. If it does not work, however, proceed to the "Customizing the Boot Disk" section, below.

You can use the Boot Disk Maker program to format and create a *Command* boot disk for your computer's A: drive. Before you start, have a blank or formattable floppy disk for your A: drive ready. (Any files on it will be erased.)

1. From Windows, double-click on the SIERRA program group.
2. Double-click on the "Boot Disk Maker" icon in the Sierra program group.
3. The Boot Disk Maker will guide you through the process—follow the on-screen prompts carefully all the way through. Insert the blank diskette into your A: drive when prompted. The Boot Disk Maker will use DOS commands to format the floppy disk and write all the necessary start-up files to it.

Using a Boot Disk

The Windows boot disk you have created contains a stripped-down version of your usual start-up files. You must start (or restart) your computer with the boot disk in the A: drive for it to work. (Note: a boot disk will work only in the A: drive).

1. Place the boot disk in the A: drive and start the computer. (If your computer is already running, exit Windows and restart the system with your PC's Reset button, or use [Ctrl]+[Alt]+[Del] from the keyboard.)
2. The computer will start up using the boot disk's memory configuration. If necessary, start Windows by typing WIN at the DOS prompt (assuming

the boot disk has not started Windows for you.) Double-click on the Sierra Program Group, then double-click on the *Command: Aces of the Deep* icon.

Customizing Your Windows 3.1 Boot Disk

To customize a boot disk for your specific system, you can edit the CONFIG.SYS and AUTOEXEC.BAT start-up files on a boot disk created by the Boot Disk Maker, or create a new Boot Disk from scratch. CONFIG.SYS and AUTOEXEC.BAT are simple text files that you can edit using your MS-DOS EDIT utility, the Windows Notepad, or your preferred word processor in its text-only mode. On your hard drive, these files tell your computer how to arrange its memory for normal operation. On the boot disk, these files tell your computer how to arrange its memory specifically for running *Command*.

Warning: Manually altering the CONFIG.SYS and AUTOEXEC.BAT start-up files can be a trial and error process. When opening a file to edit, triple-check to MAKE SURE you are working with the files on your boot disk in the A: drive. Otherwise, you may change the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive instead, which in turn may impair the normal operation of your system.

(If you prefer to create a boot disk from scratch, you will need a freshly formatted system diskette for your A: drive. (See your MS-DOS manual for details on how to create a system diskette. You can then create a new CONFIG.SYS and AUTOEXEC.BAT from scratch right on the boot disk.)

Compare the CONFIG.SYS and AUTOEXEC.BAT files on your boot disk to the following examples. Differences may indicate places where you can remove a driver, load it into upper memory, or change a device switch to use less memory. As always, refer to

your system reference manuals if unsure about anything.

These examples show a "minimum configuration" that will let you run *Command* on most PCs. The lines in your start-up files will differ according to your system's drivers and directory names, and the version of MS-DOS you use. (NOTE: Parentheses indicate comments that are NOT part of the file.)

Sample Boot Disk CONFIG.SYS File

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE NOEMS

(You may use a different memory manager)

DOS=HIGH,UMB

(Loads DOS into Upper Memory)

FILES=30

BUFFERS=20

BREAK=ON

LASTDRIVE=Z

DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE

(Only if using DBLSPACE. See "Disk Compression Drivers," below.)

DEVICEHIGH=C:\DRV\CDROM.SYS /D:MSCD001 /P:220

(See "CD-ROM" Drivers, below.)

Sample Boot Disk AUTOEXEC.BAT file

@ECHO OFF

PROMPT Command Boot Disk \$P\$G

(Added by Boot Disk Maker)

PATH=C:\WINDOWS

SET COMSPEC=C:\COMMAND.COM

(Will use your actual COMMAND.COM location)

C:\DOS\MSCDEX /D:MSCD001

C: (Changes to hard drive.)

WIN (Starts Windows 3.1)

CD-ROM Drivers

To run *Command: Aces of the Deep* from the CD, you'll need to include a CD-ROM line in both the CONFIG.SYS and the AUTOEXEC.BAT files of the boot disk. Refer to your CD-ROM manual for your specific details.

The Boot Disk AUTOEXEC.BAT file needs an MSCDEX line. Depending on your CD-ROM type, it should look much like one of the following:

C:\DOS\MSCDEX /D:MSCD001

LH C:\DOS\MSCDEX /D:MSCD001

LOADHIGH /L:14429 C:\DOS\MSCDEX /D:MSCD001

The Boot Disk CONFIG.SYS file needs a CD device driver line. Depending on your CD-ROM type, it should look much like one of the following:

DEVICE=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

DEVICEHIGH /L:14652 =C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

We recommend that you use the latest version of MSCDEX.EXE to insure the best CD access. As of this writing, the current version of MSCDEX is 2.23.

Note: If you have a SCSI CD-ROM drive, you may need to manually load the ASPI drivers in the CONFIG.SYS file before the computer will recognize your CD-ROM drive. Consult your hardware documentation.

Disk Compression Drivers

If you use disk compression on your hard disk, you must include the correct disk compression driver statement on your boot disk, or your mouse or other drivers may not load correctly. The example CONFIG.SYS shows the correct statement if you are using the MS-DOS DBLSPACE utility.

If you are using Stacker 3.1 or later, use the following line instead:

```
DEVICEHIGH=C:\STACKER\STACHIGH.SYS
```

For other utilities, refer to your manual or contact the manufacturer for complete instructions.

Additional Boot Disk Instructions

If you have a modem, you can download additional boot disk instructions from the Sierra Bulletin Board Service, or BBS. The file to download is BDALL.EXE or BDALL.ZIP (BDALL.ZIP is compressed—you will need the PKUNZIP shareware utility to open it). After downloading this file, select the instructions that will best match your system and program needs. In the U.S., the BBS number is 206-644-0112; in the U.K., the BBS number is (44) 734 304227.

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In the U.S., contact our Technical Support Department for help in installing or configuring your Sierra product, or resolving hardware or software compatibility issues. You may call, write, fax, or contact us on our electronic bulletin board service (BBS).

Automated Technical Support

When you call Technical Support at (206) 644-4343, you can access our Automated Technical Support line. Available 24 hours a day, this service provides recorded answers to the most frequently asked questions. Follow the recorded instructions to find your specific topic.

Technical Support Representatives

If you are unable to resolve your problem through the Automated Support line, contact our Technical Support representatives directly. If you choose to write or fax us, please provide detailed information on your computer system and the nature of your problem. In addition, please include your address and telephone number should we need to call back or send you information.

U.S. Technical Support

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Technical Support	Fax (206) 644-7697
P.O. Box 85006	8:15 a.m. – 4:45 p.m.
Bellevue, WA 98015-8506	PST, Monday-Friday

Technical Support is also available through:

Sierra Bulletin Board Service (BBS): U.S. (206) 644-0112
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Internet: www.sierra.com

CompuServe: GO SIERRA

America Online: Keyword SIERRA

Sierra on CompuServe

Sierra offers technical support and patch files on its CompuServe forum, as well as product demos, hints, and reviews. CompuServe members can type GO SIERRA to reach the forum. To join CompuServe, call toll-free (800) 848-8199 and ask for Representative 461 for your FREE introductory membership and usage credit.

Patch Disks

If you have learned of a patch (update) disk for your game, send in your request to the address below, or contact us on our BBS. When writing, note the game, version number (VER# on game disk(s)), and disk type.

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