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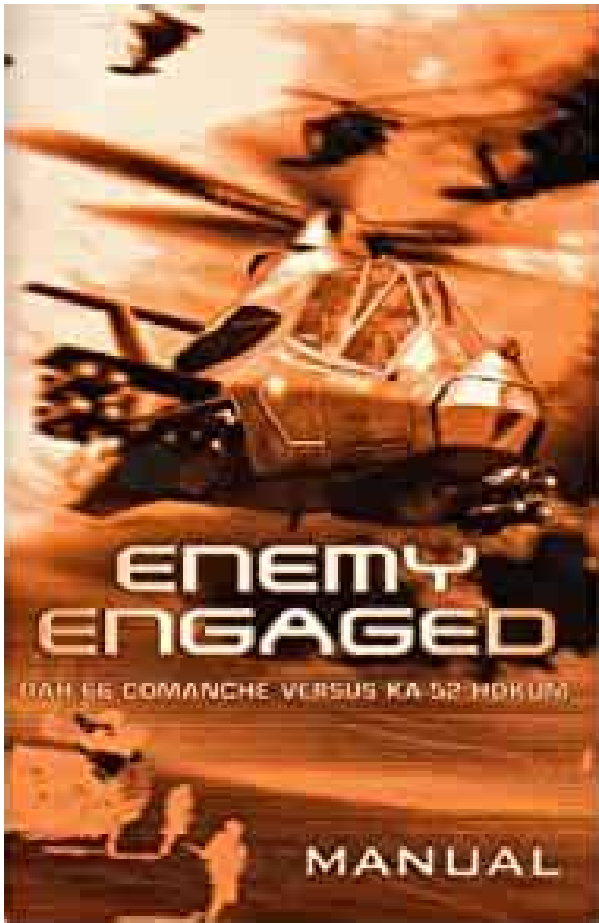
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### comanche vs hokum manual

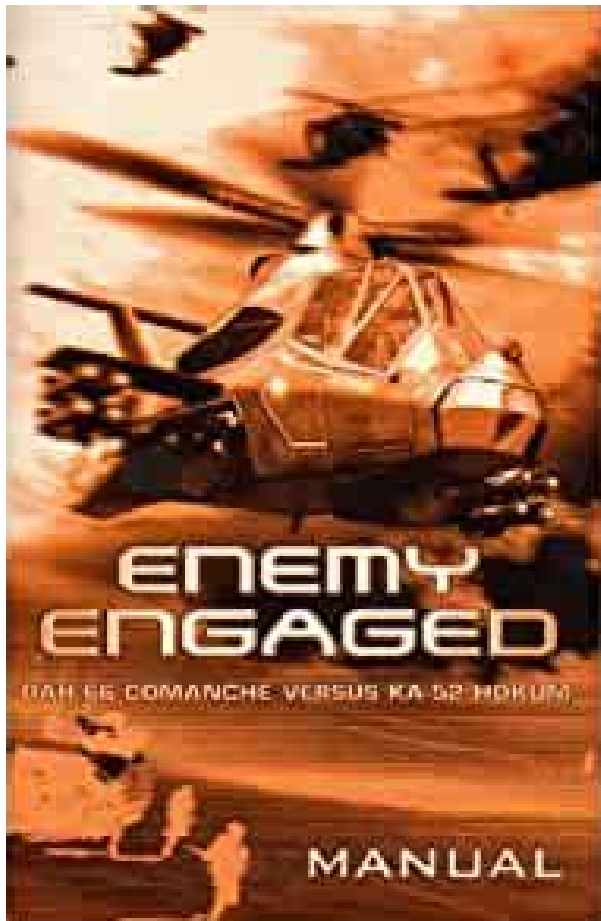


Hokum EECH is a combined forces realtime battlefield helicopter simulation. Your tasks in the game range from attack missions on enemy bases, FARPs and vehicles, close air support or interdiction of enemy air defenses, reconmissions to obtain photographic intelligence, down to simple transfer missions to replenish your forces. The entire battlefield simulation is fully networked and supports multiple human pilots on either side of the simulated conflict. On the Blue side, these are the AH64A Apache, AH64D Apache Longbow, the RAH66 Comanche, the AH1Z Viper, and the OH58D Kiowa. All other helicopters in the game are flyable, but they use a default cockpit from the Apache A. Support for innovative input devices like TrackIR allow for an optimal level of immersion. Combined with the truly massive environments that retain a realistic sense of scale. The release of the games source code ensured that an active fan community grew in size, turning EECH into its current game. Please, read the following. Enemy Engaged Comanche vs Hokum, 1999. RAH66 Comanche vs. Ka52 Hokum strategy guide. Income statement dividends, Violin tuning instruction, Statement of work pdf, Niv audio bible sample, Ky land contract low down payment. Reload to refresh your session. Reload to refresh your session. Please choose a different delivery location. Our payment security system encrypts your information during transmission. We don't share your credit card details with thirdparty sellers, and we don't sell your information to others. Used GoodPlease try again. Please try again. Then you can start reading Kindle books on your smartphone, tablet, or computer no Kindle device required. Register a free business account To calculate the overall star rating and percentage breakdown by star, we don't use a simple average. Instead, our system considers things like how recent a review is and if the reviewer bought the item on Amazon. It also

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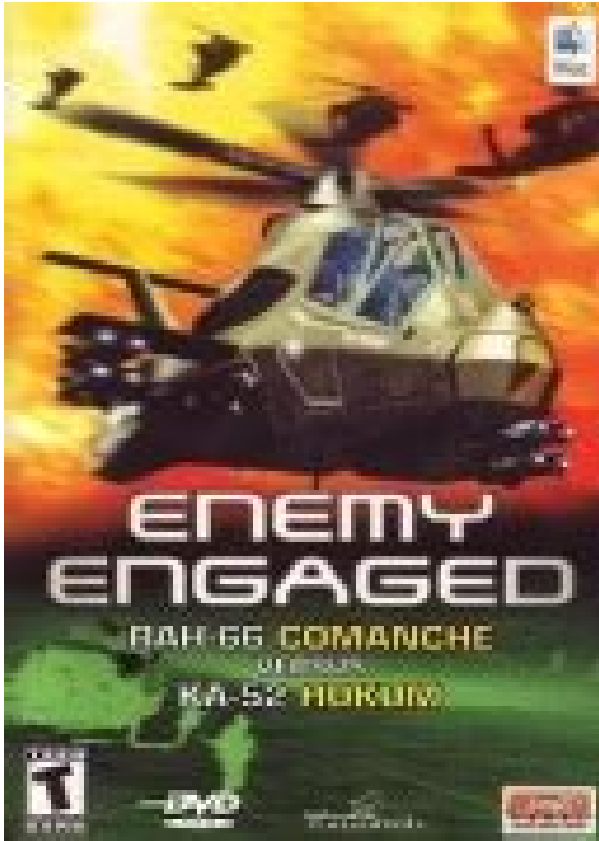
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The original two games, Enemy Engaged Apache vs Havoc 1998 and Enemy Engaged RAH66 Comanche vs. KA52 Hokum 2000 were developed by Razorworks and published by Empire Interactive, while Enemy Engaged 2 2007 was developed and published by G2 Games. The game features two fully simulated combat helicopters the US AH64D Apache Longbow and Russian Mil28N Havoc BKA52 Hokum. The game was a followup to Enemy Engaged Apache vs Havoc, and interconnectable with it. It was released on May 25, 2007. Though the sequel was improved in some ways compared to the first game, it has been highly criticized for its lack of new features. Many improvements were already implemented in the modded version of the first game. Some commentators also felt it was not ready for release considering the large amount of bugs it contained. The biggest improvement can be seen in the graphics of the game which were taken from the Comanche Hokum modded version. You can help Wikipedia by expanding it. v t e By using this site, you agree to the Terms of Use and Privacy Policy. This Limited Warranty is void if failure of the software has Any replacement software will be Empire Interactive and its suppliers This Software Licence Agreement is governed by the law of the laws of England. ENEMY ENGAGED RAH66 COMANCHE VERSUS KA52 HOKUM and Empire are When you call, it helps if you have the following information to hand computer type, If possible be at your computer when you call. If you prefer to write to us, be sure to enclose the same details. Empire Interactive. Technical Support Dept. The Spires, 677 Eligh Road. North Einchley. London N12 ODA. If you have internet access and

would like to contact us online, you will find us at. Contents Getting Started 1.1. Quick Start 1.2. Strategy Guide 1.2. Updates 1.2. Compatibility With Apache Havoc 1.3. Conversion Training From Apache Havoc 1.3 Main Screen 2.1. Pilots Screen 2.1. Options Screen 2.2. Combat Screen 2.5. Session Screen 2.6. Gunship Screen 2.6. <http://bamor.org/userfiles/estimating-manual.xml>



Campaign and Mission Planning Screen 2.7 Basic Handling 3.1. Missions 3.5. Radio Messages 3.8. Views 3.12. Controls 3.18. Weapons 9.30. Pilot Night Vision Sensor PNVS 9.39 Instrument Panel Head Up Display HUD 5.15. Acquiring Targets 5.18. Weapons 5.29. Night Vision Goggles NVG 5.36. Windshield Wipers 5.37. Ejector Seats 5.37 Helicopters Basic Handling and Principles 6.1. Tactical Flying 6.23 RAH66 Gomanche 7.1 Sword In The Sand 8.2. War Of Independence 8.9. Task Force Lebanon 8.6 T 0. Appendices 10.0. Trouble Shooting 1 0.1. Acronyms 1 0.7. Credits 1 0.8 RAH66 Comanche Versus Ka52 Hokum. Throughout this manual the game title is abbreviated to Comanche Hokum. Comanche Hokum is a combat flight simulator showcasing two stateoftheart helicopters; Both of these formidable gunships are capable of day, night and all weather missions and Comanche Hokum provides an accurate simulation of both helicopters including realistic There are options to configure the game for both novice and accomplished players. A Quick. Start keyboard guide has also been included. Comanche Hokum features three diverse, real world combat zones, accurately modelled Each campaign can The campaign engine is fully dynamic and reactive. There are no scripted events or Comanche Hokum features in excess of 60 different aircraft and vehicles all of which are If you have Apache Havoc installed then Comanche Hokum will allow you to play the Apache. Havoc campaigns and to fly the Apache and Havoc gunships. Getting Started. Installation. Insert your Comanche Hokum CD into your drive. If Autorun is enabled on your system, the. Setup program will start automatically. If Autorun is not enabled, from Windows Explorer, Follow the onscreen instructions. Once all of the files have been copied on to your hard Please note that a DirectSD compatible graphics accelerator card is required to run. Comanche Hokum.

Comanche Hokum requires the Full resources of your computer so terminate all other The program

requires the Comanche Hokum CD in your drive at all times during use. To start the game, click on the Comanche Hokum shortcut created by the installation program. IF you experience any dlFFIculty running Comanche Hokum then reFer to the Trouble. Shooting section in the Appendices. Exiting. Quick Start. To get in the air quickly then Follow these steps You will be transFerreD to a base and placed in the cockpit oF your gunship. You have inFInite The enemy will not Fire at you. These Press to view the map. Strategy Guide. On the Comanche Hokum CD is a Strategy Guide containing useFul game play tactics and Updates. Check [www.razorworks.com](http://www.razorworks.com) For latest inFOrmation and updates. If you have Apache Havoc installed then Comanche Hokum will allow you to play the Apache. Effectively giving Comanche. Hokum 6 combat zones and k different gunships to fly. The installed version of Apache Havoc is not upgraded by Comanche Hokum and cannot For full compatibility you must upgrade the installed version of Apache Havoc to version Simply launch the patch.exe within the language folder that matches Then run Apache Havoc once to apply the changes. Conversion Training From Apache Havoc. If you are familiar with Apache Havoc then Comanche Hokum should be straight forward to. Fllght' in this manual. The Comanche Hokum keyboard layout is nearly identical to the Apache Havoc keyboard. The cockpits are now The new keys are documented in the InFlight If you fly the Apache or Havoc gunships from within Comanche Hokum, their cockpits are An incoming laser guided missile warning has been added to the Apache Aircraft. Survivability Equipment ASE MFD page and to the Havoc Threat Warning Display TWD. The Havoc TWD uses the right most lamp to indicate a laser guided missile warning. This The new altitude hold function does not apply to the Apache or Havoc gunships.



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Comanche Hokum cannot read the Apache Havoc pilot logs. You can click on live text that Main Screen. Combat. Choose this option to advance to the Combat screen to select a game type. Pilots. Choose this option to advance to the Pilots screen where you can select and create pilots Options. Select this option to change the game settings. EXiT. Exit the game. Pilots Screen. Pilot Roster. The pilot roster allows you to Add, Rename and Delete pilots. Select a pilot by clicking on his name. Biue Force. Choose Blue Force to display the selected pilots logs and medals tor flying the Comanche Red Force. Choose Red Force to display the selected pilot's logs and medals for flying the Hokum and. Havoc if Apache Havoc is installed. Medais. Choose Medais to view the selected pilot's medals. Weapons Log. Choose Weapons Log to view the selected pilot's weapons log. Flight Log. Choose Flight Log to view the selected pilot's log. The selected pilot's rank and date commissioned are displayed. Options Screen. Controls. Ensure that you have calibrated your game controllers before launching Comanche Elokum Cyclic. Select Keyboard or Joystick for the cyclic stick. Collective. Select Keyboard or Throttle for the collective lever. Pedals. Select Keyboard or Rudder Pedals for the pedals. Device. Cycle through the available game controllers to select the required device.

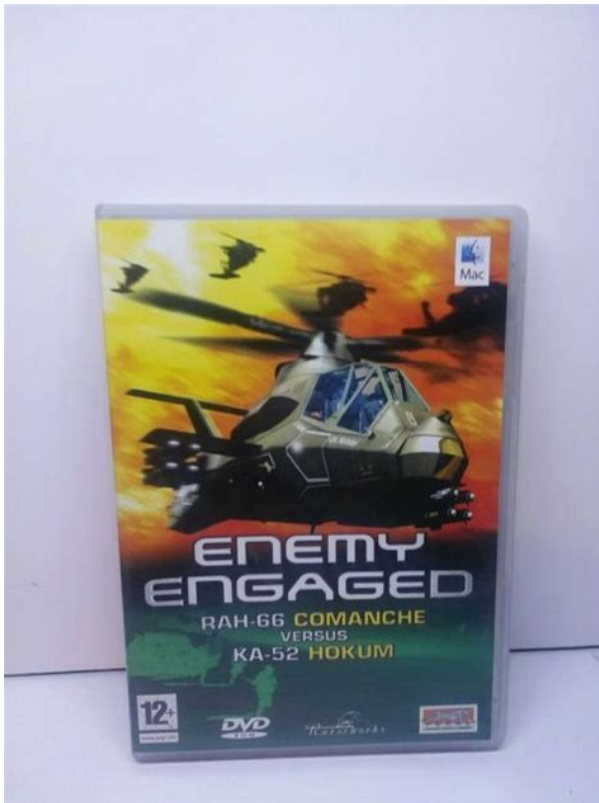
Reverse Throttle. A collective lever works in the reverse sense to a jet aircraft throttle. Setting this option to Multiplayer. To create host or join multiplayer games you will need to select a service provider You can join multiplayer games at any time as long as you have chosen an identical service provider When connecting to another player via a modem connection, the player who answers the The host must wait in the Multiplayer screen Connection Set retreating blade stall effect on or off. The imbalance of lift created by this effect will Novice pilots Cross Couple. Set cross coupling effect on or off.

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With this option turned on the pilot will notice minimal Turning the cross coupling effect off will require Novice pilots should turn this effect on. Set ground effect on or off. The ground effect simulates low altitude air cushioning created Novice pilots should turn this effect off. Keyboard Assist. Set keyboard assistance on or off. Helicopter flight requires subtle inputs unobtainable from OverTorque. Set overtorque effect on or off. With overtorque set to off you will not get overtorque Novice pilots should turn this effect off. Set the vortex ring effect on or off. You can unintentionally create a vortex ring around your Novice pilots should turn this effect off. Wind. Set wind effects on or off. Novice pilots should turn this effect off. Realism. CoPilot Target ID. Sets the method in which target identifications are reported. Target ID' in the Comanche Cockpit' and Hokum Cockpit' chapters. CoPilot ECM. Set CoPilot operating counter measures on or off. Set to on and the CoPilot will take care You can release Select either Novice or realistic avionics. With Novice avionics selected you do not need to Refer to the Also, with Novice selected your wingmen are initially set to Weapons Free' so you do not Difficulty. The difficulty option affects the enemys response time and the amount of weapon damage In multiplayer games That is, this value is not set globally by the At the Easy difficulty setting, the player's weapons do not take account of armour penetration Graphics. Terrain Detail. Select 3D terrain detail to suit your processor speed. High detail demands more processor Object Detail. Select 3D object detail to suit your processor speed. High detail demands more processor Cockpit Detail. Select cockpit detail to suit your processor speed. High detail demands more processor Rain Textures. Cockpit rain textures may be set on or off as a matter of preference. Cockpit Rotors.

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The main rotor blur effect visible from the cockpit may be set on or off as a matter of Device Selection. Cycle through the available hardware graphics devices and select the hardware which has Changing device requires you to restart Comanche Hokum. Screen Resolution. Cycle through the available screen resolutions and click Accept to apply. Sound Effects. Set sound effects on or off. Music. Set music on or off. Speech. Set all speech on or off. CoPilot Speech. Set CoPilot speech on or off. Combat Screen. There are three different game types offered in the Combat screen plus a demo mode. Campaign. Campaign games are largescale dynamic campaigns based over the entire map. To win the Skirmish. Skirmish games are minicampaigns contained within a small area of the map. Skirmish Free Flight. Free Flight games allow you to explore all of the flying areas, practice flying and familiarise Demo. The demo allows you to watch a campaign in action. The session list shows all of the available games. New games are listed in white text. If you have selected a multiplayer connection then Existing multiplayer games are listed in amber text. You may join these games at any time. Saved games are listed in green text. Saved games may be renamed or deleted. After you have selected a game, the game details and options are displayed. Select OK when you are ready to continue. Select CANCEE to return to the Combat screen. Gunship Screen. From the Gunship screen select which side you want to play the campaign from. Select RAEI66 Comanche for the Blue Eorce and KA52 Elokum B' for the Red Eorce. If you have Apache Elavoc installed then you can choose between flying Comanches and. Apaches or Elokums and Elavocs in the campaign. Select SELECT to continue to the Campaign and Mission Planning screen. Select CANCEL to return to the Session screen. General Layout Familiarise yourself with the layout of this screen try selecting all the options.

You will The additional information may Generally you can click on graphical icons and live text that is text that changes colour There are several ways of selecting a mission and gunship and you can select them in any For instance, you may prefer to select a mission first simply because you want to fly a Alternatively you may opt to select a gunship first so that you The easiest way to select a mission and gunship is to use the autoselect function The mission briefing is displayed in the information window. The flight group details are displayed in the Select the Available button to list all of the missions or groups available to you. Select the OOB button to list the Order Of Battle' for all of your forces air, land and sea. You can view missions, groups and bases. Unassigned mission

are missions which have not been assigned to a flight group yet. If you Unassigned missions may be taken by computercontrolled AI flight groups or by other Unassigned missions will eventually expire timeout if they are To select an unassigned mission and a gunship Unassigned. Assigned Unassigned. Assigned The mission is indicated on The Groups button is automatically selected and If no flight groups are available Freelancer. Gator The flight group is indicated If you have accepted an assigned mission then the flight group is already selected but you Click Accept to the gunship. Click Confirm then Map. There are many maps displayed in various contexts, however, the functionality of all maps Mouse Controls. The map reacts to mouse over events. Simply point at icons to find out what they are. Point to a location on the map and rightclick to centre the map around this position. Point to a location on the map and leftclick to goto that is move your gunship to this Keyboard Controls Map Buttons. Maximise. Maximise map. Minimise. Minimise map. Zoom in. Zoom Out. Zoom out. Side. Toggle side' map. The side map indicates the territorial possession of both sides. Fog. Toggle fog map.

<https://klingende-zeder.de/wp-content/plugins/formcraft/file-upload/server/content/files/16283d89f00c86---bt50-manual.pdf>

The fog map indicates areas in which you have little or no intelligence. Grid. Toggle the map grid. Keysites. Toggle keysite icons. Keysites are tactical sites such as airbases. FARPs, ports, oil refineries, etc. Missions. Toggle mission destinations. Air Forces. Toggle air force icons. Ground Forces. Toggle ground force icons. Toggle sea force icons. Air Defences. Toggle air defence icons. Ground Radar threat circles. Toggle air defence radar threat circles. Track. Depending on the map context the track button does the following Goto. Toggle goto feature. Only available in Free Flight games. Map Icons. Move the mouse pointer over any map icon and details will be displayed in the message Event. The most recent event log message is displayed in the message window Explosions are drawn on the map indicating current engagements. Waypoints. The waypoint route is displayed on the map. Editing Waypoint Routes. The waypoint route can only be edited once the mission and gunship have been To move a waypoint, select it with the mouse pointer and drag it to a new location. The To delete a waypoint, highlight the waypoint by moving the mouse pointer over the The start base, landing base and objective waypoints Mission Briefing and Debriefing. The mission briefing is displayed in the information window. The details of the mission are After a mission is completed successfully or unsuccessfully the mission debriefing is The mission briefing is available as soon as the mission is complete and not when you have Promotion and Medals. After a mission you may be promoted or be awarded a medal. Details are given in the Sit Rep Situation Report. The Sit Rep outlines your campaign objectives and gives an indication of the campaign. In order to win the campaign your forces must successfully complete all of the campaign To achieve this your Once battle damage assessment has Log Event Log.

The event log keeps account of all the significant actions that have occurred during the The event log is listed with the latest event at the top. Click on any event text to view the Payloads. After selecting a gunship you can change the weapon loadout. You can only change the To change weapons cycle through the weapons available for each pylon or select a default. You may change the weapon loadout for any of the gunships in your flight group. For Comanches, Flavocs and Hokums you can only Chat. Use the chat facility to communicate with other players in multiplayer games. Options. You can change the game options during a campaign, however, some options will be Save. Save a campaign at any time. The saved game will be available on the Session screen. Enter a filename for the saved game restricted to 8 characters there is no need to enter Quit Campaign If you are a novice pilot then it is recommended that you read the Ground School section This section will guide you through the flight controls as required for Comanche Hokum Select a Free Flight mission to practice your flight procedures. Ensure that you select a The flight controls are the same for both Comanche and Hokum. To reiterate the lesson from Ground School Make sure that you

know Taking off and rising to the hover Transition from the hover to forward flight Turning in forward flight Slowing to the hover from forward flight After touchdown, bottom the collective 0 Taxiing Increase the collective Trim. Trim recentres the cyclic to the currently held position. Trim is useful when flying long Autopilot.

The autopilot system will fly the helicopter around the waypoint route and eventually land Autopilot is unavailable if the helicopter control systems are damaged or if the helicopter is Autopilot cannot be engaged when the helicopters radar altitude is below 25 metres Coming in to land at a base, the helicopter may enter a holding pattern until a landing pad The altitude hold system will attempt to hold the helicopter at the current radar altitude, in Altitude hold is unavailable if the helicopter control systems are damaged or if the The radar altitude setting can be increased or decreased by one unit at a time 1 foot. Comanche, 1 metre Hokum. Hover Hold. The hover hold system will attempt to hold the helicopter in a stationary position Hover hold is unavailable if the helicopter control systems are damaged or if the helicopter Hover hold can only be engaged if the horizontal velocity of the helicopter is below 20 knots. Use collective to adjust the hover height and yaw to adjust the heading. Hover hold will Hover hold bleeds off any horizontal velocity and adjusts the collective to zero the vertical If you are Stable hover hold is the same as hover hold except that it maintains altitude automatically Mission Types. The following airborne mission types are contained within Comanche Hokum. You will receive Antiship strike missions are direct airborne assaults against enemy surface ships. The mission is successfully completed when sufficient enemy ships have been destroyed. Fighter aircraft fly a circuit BDA missions are flown following a strike mission to assess the damage caused. Depending For successful mission completion the flight group leader must fly to within 500m of the BAI missions are used to strike rear area reinforcements and supplies in order to destroy or The mission is successfully completed when sufficient ground forces have been destroyed.

CAP missions are airborne patrols over a friendly area for the purpose of intercepting and CAP missions last for a predetermined period of time. The mission is successfully The mission is successfully completed when sufficient enemy ground forces have been Armed escort missions provide protection for any vulnerable aircraft flying in a hostile area. The mission is successfully completed when the escorted aircraft reach their destination. Ground strike missions are direct airborne assaults against enemy ground installations. The mission is successfully completed when sufficient enemy ground structures have been OCA Strike Offensive Counter Air Strike. OCA strike missions are airborne attacks against landed air units at enemy airbases or. FARPs. OCA Sweep Offensive Counter Air Sweep. OCA sweep missions are airborne attacks against enemy aircraft patrolling a target area. A recon is mission is undertaken to obtain information about the activities and resources of For successful mission completion the flight group leader must fly to within 500m of the Repair. Repair missions are used to deploy engineers and equipment at friendly ground installations Supply. Supply missions are undertaken to deliver supplies to units and installations. Transfer missions are used to move aircraft to where they are most needed. The mission is successfully completed when the aircraft reach their destination. Troop Insertion. Troop insertion missions are used to capture an enemy installation once the area has been You can send radio messages to your flight group, individual wingmen or the local base. Any onscreen radio messages displayed in grey text are not available for some reason i.e. you Flight Group and Wingman Commands. Attack My Target. Instructs the selected wingman or the entire flight group to attack your current target. Your order will only be carried out if your target is not a friendly target and your This order cancels Weapons Hold'.

If this instruction is sent to a humancontrolled wingman, he will receive a text message Help Me. Instructs the selected wingman or the entire flight group to attack your current Aborts all current missions. The whole Flight group will return to base. Any flight group members in Weapons Hold'

state will not fire at anything. Weapons. Hold' is cancelled by the orders Weapons Free', Attack My Target' and also if the flight Cancels Weapons Hold' for the selected wingman or the entire flight group. The following conditions apply Me commands, and is in Weapons Free' state, then he will continue attacking his targets. Hold' command is issued. The Hold Position command will be cancelled by any of the following events Cancels a Hold Position' command and allows the wingman to proceed as normal. Used to coordinate ground attacks. A wingman in Weapons Free' state will bobup and Only available if the selected wingman is humancontrolled. The contents of the Keyboard Message other players only. Only available if the selected wingman is humancontrolled. Type in your own message Creates a strike task depending on what you are targeting Request Artillery. Requests an artillery strike against the area surrounding your current target. The request Request Assistance.

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