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        MICROSOFT FLIGHT SIMULATOR  Version 4.00
              R E L E A S E    N O T E S
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This document contains information not found (or not correctly stated)
in the Flight Simulator Information Manual or navigation charts.

Navigation information:
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* The VOR frequency for Martha's Vineyard is 108.2, not 108.7 as shown
  on the New York and Boston Area chart. 108.7 is the ILS frequency.

* The CT frequency for Fairchild is 122.8, not 112.8 as shown on the
  Seattle Area chart.

* The San Francisco and Oakland airport locations are slightly offset in the
  San Francisco and Oakland Area chart. Use VOR location as airport location.

* On some machines, the EFIS/CFPD will change color near the runway during
  ILS approaches. This indicates you have descended to "decision height",
  the altitude at which you must decide whether to land the plane or abort
  the landing and "go around" for another landing attempt.

* When using some Microsoft-compatible scenery disks, the Dynamic Scenery
  items will not be displayed.

* SubLOGIC "Instant Facilities Locator" for Flight Simulator v3.0 can be used
  with Flight Simulator v4.0 if you have a hard disk system.
  After running the program "HDSETUP" as indicated in Facilities Locator
  instructions, type the following at the DOS prompt to rename a file:
       rename config.fs3 config.fs4   (then press ENTER key).
  After renaming the file, you will note the new "G Facilities
  Locator" option in the NAV/COM menu the next time you use Flight Simulator.

Multi-Player information:
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* If you are not using a Hayes-compatible modem, select option 1 (ON-LINE),
  then deselect option 1 prior to selecting option 3 (Messages/Talk to Modem).
  Turning option 1 on and off has the effect of initializing the COM port
  buffer, and should be done before you "Talk to Modem" without prior
  selection of DIAL or Wait for Ring options.

* If you are using a joystick, you may have problems running Multi-Player
  at a high baud rate (19200 baud or higher), particularly in sending and
  receiving aircraft. If using a joystick, it is best to set your baud rate
  no higher than 9600.

* In Multi-Player, a baud rate of 57600 is supported, but is not recommended.
  Its advantage is faster aircraft send/receive and messages, but it has no
  effect upon the smoothness of the other player's flight, and can degrade
  system performance.

* When sending messages, limit the length of the message to what is displayed
  in the message box.

* When using the Sailplane in Multi-Player, the ADF tracking feature is not
  available due to the reduced Sailplane instrumentation.

* Multi-Player supports two players, not "two or more" as noted on page 132.

General information:
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* For best results with the "FS4" demo, select option "D. Neither"
  in the Environment Conditions menu during installation.

* When accelerating down the runway, do not press the Down-arrow key six
  times as suggested on page 43. The Cessna will takeoff by itself.

* When using Flight Simulator on a 8086/8088 machine, use the following
  guidelines to enhance Flight Simulator performance:
  - Use the Display Control menu to reduce the demand on display rates.
  - Set Spot Plane Transition to "Fast" for quicker views of plane.
  - Limit the use of multiple windows, Dynamic Scenery, and Weather items.
  - Due to the complexity of the "FS4" demo, 8086/8088 machines may
    have difficulty running the demo for sustained periods of time.

* When using Flight Simulator with the OS/2 operating system, select the
  "A. 8086 or 8088" processor type when you install Flight Simulator.
  If you are using EGA display and switch from Flight Simulator to another
  application, and then return to Flight Simulator, prompt a refresh of the
  screen by one of the following methods:
      Press ESC, view a menu then press SpaceBar, or reset the mode.

* Some advanced features and multiple windows may not be available on 384K
  machines, depending on how the machine allocates video memory.

* When running from floppy disks the Logbook feature is not available.

* When recording a demo, ATC Communications, Crash and Maneuver Analysis
  systems are automatically turned off. It is not possible to record a
  demo showing these features.

* When recording a demo and DEMO RECORDER option D is set to a 1 second
  recording interval, your keystrokes will be recorded for approximately
  twelve minutes. Stop demo recording within 12 minutes to retain the demo.

* When using a machine with a digital clock display (i.e., WYSE 286), the
  clock may advance minutes faster than normal time. When you quit
  Flight Simulator, the clock will reset to current system clock time.

* International users: If you are using a non-USA keyboard, some of
  the controls of Flight Simulator may not be assigned to the keys the
  documentation describes or the menus display. To confirm the correct
  key to press for a specific action, please refer to the Quick Reference
  Card and use the same physical key as indicated on the keyboard template,
  regardless of the letter or character it gives.