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Book Descriptions:

command aces of the deep manual

Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed. The game was rereleased by Sierra OnLine for Windows in 1995 as Command Aces of the Deep. Aces of the Deep was the last installment of Dynamix's Aces series, which included the flight simulators Red Baron, Aces of the Pacific, and Aces Over Europe. However, unlike its predecessors, Aces of the Deep simulates a Kriegsmarine Uboat during World War II. There is also an extensive in-game manual that covers the development of the Uboat, timeline based maps that show kill/loss ratios, and, on the CDROM version, video interviews with former German Uboat captains. Within the Career Mode the player can receive promotions, medals, and opportunities to take command of newer Uboats. There are three models of Uboats in several variations for the player to choose from, each of which becomes available during its historical period. It also includes a variety of aircraft on antisubmarine patrols. All these vessels are historically based, and their appearance in the game coincides with their historical appearance on the battlefield. The tactics and weapons used by the ships within the game are also historically based. This rerelease also integrated an expansion that brought in the Type XXI and Type XXIII Uboats. Also included are buoyancy gauges which allow a quicker reading of your depth in the ocean. Most amazing is the prototype Type XXI Uboat, which includes sonar and radar abilities as well as two kinds of torpedo types for its exclusive use. While the gameplay is unchanged it adds new textures, voice acting and video interviews with German submariners. An online manual gives detailed information about the historical background and submarine tactics. It also features historical maps, movies, photos and articles. By using this site, you agree to the Terms of Use and Privacy Policy. Command Aces Of The Deep Manual. Description. <http://www.andone.cz/userfiles/cargo-procedures-manual.xml>

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Aces of the deep is an old DOS vehicle simulation game, developed by Dynamix, designed by Mike Jones and published by Sierra OnLine in 1994. Command Aces of the Deep is an excellent Windows version of Dynamix acclaimed WW2 submarine sim Aces of The Deep. Platform DOS Published by Sierra OnLine, Inc. Aces of the Deep. You can play with several submarines several different scenarios during WW2 against the Allies. Aces of the Deep Manual. In this submarine simulator you play as the bad guy Germany during WW2. EMBED for wordpress.com hosted blogs and archive.org item tags AOD, aod, CAOD, AODC, Aces, Aces of the Deep, Command Aces of the Deep, uboat, sub sim Welcome to the Unofficial Aces of the Deep Online Manual. Although CAOTD is too similar to its predecessor in terms of gameplay and scenarios, it goes above and beyond most other games that were given a facelift during the transition from DOS to Windows. Take command of one of seven German UBoats during WWII and hunt down and destroy allied convoys. Aces of the Deep Expansion Disk is a video game published in 1995 on DOS by Sierra OnLine, Inc. Its available for download. Feel free to download Aces of the Deep; it was published by Dynamix in 1994. The game is set in a submarine theme. Command Aces of the Deep was the first really good submarine simulation I ever came across. It forced a paradigm shift of my ratings of all previous subsims. Launch yourself into the intense spaceshooter Aces of the Galaxy, A nonstop, oldschool arcade thrillride for the 21st century and. EMBED for wordpress.com hosted blogs and archive.org item tags Aces of the Galaxy 1

is an impressive and pleasant game which you can never take your eyes off.3, 2, 1 BlastOff. Stellar 7 Stellar 7 Draxons Revenge Stellar Fire Story Maker Strategy 3 Games of Power and Glory Stunt Flyer SuperScribe II SuperScript Switchball T Tablet Graphics Take a Break. Crosswords Take a Break. Faster! Funnier!<http://www.mogadicho.com.br/cargo-manual.xml>

You Dont Know Jack Mock 2 You Dont Know Jack Movies You Dont Know Jack Offline You Dont Know Jack Snack Pack You Dont Know Jack Sports You Dont Know Jack Television You Dont Know Jack The Irreverent Collection You Dont Know Jack Volume 2 You Dont Know Jack Volume 3 You Dont Know Jack Volume 4 The Ride Z Zeliard Zeus Master of Olympus. If a convoy is nearby, a white line will represent the sonar contact. Do not travel at flank speed in the vicinity of aircraft, especially in a Type IX Uboat. They kick up quite a wake. Time your intercept to take place at dusk. This will give you the maximum amount of night time action. Keep the enemy between you and the moon. Keep your periscope observations short. Torpedo range is 250m to 5000m. Optimum range is 500900m. Fire at the most distant target first. Torpedoes Type I range 12,500 available Start Type III range 5000 available Start Type IIIa FAT range 7500 available Crescendo Type V Gnat range 5700 available Climax Program a FAT to turn into the direction the convoy is heading. At close range, use the AltF2 feature to padlock the scope. This minimizes your sonar profile. Radar detection improves dramatically after 1942. Red lines indicate the bearing of escorts. When a red line swings around your boat quickly, this means an escort has just passed over you. Change course and go to flank speed. Dive very deep. Take your boat below 200 meters and pray. Run silent when you think you are not in immanent danger of being detected. Orders P Periscope depth C Crash dive. S Surface B Battery strength F Fuel level O Remaining oxygen Alt R Launch BOLD Alt B Blow all tanks Alt P Raise periscope on chart page Ctrl I Status info Press the Backspace key to review the five previous messages. Allied crew abilities improve throughout the war historically. The Type XXI is virtually unstoppable. It was put to sea too late to see significant combat.

When transiting the Med through the Strait of Gibraltar bear in mind you must travel fast enough to over come the currents. If you get stuck in the mud, try reversing the motors forward and backwards and blowing the tanks. If this doesnt work, play the phonograph until the battery runs down. Does it help locate anything. Does it affect where the eels aim or run. I got with one of the programmers, Brian Danielson. Its been a while since he helmed CAOD but he fired it up and this is his response Perhaps you are referring to the Sonar button that is only on the Type 21, right. This is described fairly clearly in the Expansion Disk manual for the Type 21 that comes with the Command AOD package. On that, I do not know, as that was not my area of the code. But, I would guess that your ping is NOT heard. My guess is that at that particular point in development that a shortcut would have been taken and that part of the destroyer AI not updated to support that. Try pinging a destroyer and see if it does anything in response. You can select a line, and click it. It will turn blue, Then you point your sub to that blue line. Then hit the ping button. It is supposed to give you bearing and range. The range will come out incorrect sometimes negative !!!, and the bearing is not given. Even going to the TDC screen will not report correct results. For the most complete strategy and game tips we recommend the strategy guide for Aces of the Deep. Problem How do you quickly line up the sub on an acquired target. Tip While in either the Binocular or Periscope view mode, center the lighted cross hairs in the center of your view and hit ALTH Problem While running on the surface you are continually being detected by overflying aircraft. Tip Avoid running at flank speed for long periods of time. Flank speed produces a longer wake behind the sub which can be easily detected at greater distances Problem When engaging war ships my torpedoes continually miss their targets.

<http://www.raumboerse-luzern.ch/mieten/bosch-pke-30-manual>

Tip Remember, warships are much faster than merchant vessels and can easily outrun your torpedoes. To increase your chances of sinking these ships, position your sub as close as possible to

your target and fire slightly ahead of the vessel. As time goes by your targeting skills will increase, sending many tons of scrap metal to the icy depths. Problem You're playing a single mission during the last year of the war, and the manual states that a snorkel was usable during this period but that selection is grayed out. Tip You need to be in a career mission during the end of the war, 1944-1945. This option should be available by clicking on the CHIEF ENGINEER button from the VOICE TUBE icon. Remember, while using the snorkel you can replenish your sub's batteries and compressed air when submerged, however, the snorkel also increases your chances of detection by radar or human eye. Also be aware that the snorkel will not function correctly at speeds over seven knots. Problem You're having trouble finding convoys. Try to keep close to the continental shelf, this will allow access to deep water in case escape is your only option. Be very careful hunting through the English Channel, it's very shallow and doesn't leave much room to maneuver. Problem I keep getting torpedoed by other friendly subs during wolfpack missions. Tip With several subs after the same targets things can get confusing, and WWII torpedoes were not very accurate. Keep a close eye on your tactical chart to avoid putting your sub in the path of another sub's torpedoes. Remember also that torpedoes can only hit you if you are at periscope depth or on the surface. If you see a red line tracking across the tactical chart in your direction dive immediately below 50 meters and you should avoid becoming a casualty of war. The amount of points you receive for a kill is determined by 1 what type of ship you sink and 2 how your realism panel is set; more realism equals more points.

<http://hwprigging.com/images/bury-talk-and-take-manual.pdf>

How you acquire targets is also a key to earning the more points. When you have more than two torpedoes ready to fire, target the largest ships. If you have two torpedoes or less go after the smaller ships, this will afford you more kills in the least amount of time. Identify as many ships as possible before choosing your targets, the best targets are usually those ships inside the convoy that are being protected by those around the outside. When it comes to submarine warfare the element of surprise is your most valuable weapon. Always be aware of what is above; remember you are almost completely blind when submerged. You should also keep an eye out below you as the bottom of the ocean can be very unforgiving. Sharp wit, quick thinking, and a whole lot of luck were the secrets to bringing a Uboat and her crew home safely. Remember, as soon as you fire a torpedo the enemy will know where you are, so strike quickly and then hide. This is best accomplished by diving below 200 meters and reducing your speed to one third. Deleting the SIERRA.INI file and saying NO to the system test during install will resolve the issue. To do this Click the Start button on the taskbar, go to Find, and select Files or Folders. Type SIERRA.INI in the Named field, set the Look In field to C, and click Find Now. Click once on the name of the file that appears to highlight it. Press the Delete key on the keyboard and confirm the file deletion. The computer must be restarted at this point. When the system reboots, click the Start button and select Run. Click Install on the Sierra installation screen. At the prompt to perform a system test, click No, then ignore the system test results and click Yes to continue. At this point the installation will proceed normally. When installing Sierra products in the future, saying NO to the system test will avoid the problem. The test page says your system failed several categories and asked if I wished to continue with the Install.

<http://huounaixunghe.com/images/bury-cartalk-manual.pdf>

I selected yes and declined to install voice recognition. The game works perfectly and I didn't bother with the SIERRA.INI file. If you have graphics distortion close CAOD and switch your system to 640x480, 256 colors. If you are, read on. You should see a blue and green world map with a language box. Reboot if needed, then try to install the game again. It may require some tweaking, and I have heard that you should download the Win 98 upgrade from Microsoft this may help. Order Win 98 SE from Microsoft Before starting CAOD, change your monitor settings to 640 x 480 and 256 colors. Pick up at an earlier part in the career. The autosave may be causing the crash. CAOD does include voice recognition. Command Aces Voice Recognition does not work well enough in most

cases to merit installation. It was a great idea but it is easier and quicker to use the keyboard to change speed and depths. Since Aces was written long before any PC had more than 64 MBs, it may not understand that 64 or more MBs is good and won't play. SOUND ISSUES SoundBlaster PCI64 and Live These new cards may be cutting edge but they are no fun when running Aces or Silent Hunter or other DOS games. It is unclear if there is a universal solution but you can download the SOUNDBLASTER Manual from here and see if you can get the emulation utility to work. I believe the SB live had a similar program. These include SBEINIT.COM The soundblaster 16 emulator. This must be loaded for emulation to work. SBESET.EXE Used to configure the port, irq and dma settings of the emulator. SBECFG.EXE Reports the current emulation configuration. SBELOAD.EXE Loader. SBEGO.EXE Diagnostic to test the emulator. Even after setting this up in pure DOS mode, it fails to work. What is even stranger is that the emulator loads ok, but when you run the SBEGO.EXE test program, it reports that emulation is not loaded.

What I did manage to dig up on Creative's website was that the motherboard the card is installed into must support NMI non masked interrupts, or emulation will never work. I have therefore emailed the manufacturer of my motherboard JMark to see if it does or doesn't. Andrew Morsman Sierra has updated their knowledge base to confirm that Aces of the Deep will not run with a SoundBlaster Live. Solution The SB LIVE Sound Card is Not Compatible Aces of the Deep is not compatible with the Sound Blaster Live sound card due to specific DOS sound incompatibilities with the program. There are currently no drivers available from Creative Labs to allow the program to operate on a computer with a Sound Blaster Live sound card. The best recommendation for this situation is to use the program on a computer without a Sound Blaster Live card. If I start the autoexec from DOS, I get the ASSERT line at the top of the black screen with the next line being C:\DYNAMIX\AODCD. The problem described is caused by an arcane memory management system for DOS applications called Expanded EMS memory. Executables for DOS also require a high amount of conventional memory. Conventional memory is the first 640K of RAM on the system, and is the memory that all DOS applications use. Even though the system may have 16MB of RAM or more, these programs can only use the first 640K to launch. Check the memory configuration by typing MEM at the DOS prompt. The conventional memory setting will be the third line from the bottom Largest executable Program Size and should be at least 605K. Expanded EMS memory must also be allocated at least 4096KB. Please note this is not the same as Extended XMS memory. Device drivers such as sound, mouse, and CDROM drivers, and memory management devices such as HIMEM, EMM386, VMM32 also load in conventional memory. If all of these programs are loading in conventional low memory, it reduces the amount available for DOS applications. It is necessary to move these devices into upper high memory.

These are the device drivers for DOS. Please note there are three columns for memory. The first is the TOTAL MEMORY the device takes up. Next is the CONVENTIONAL MEMORY the device is using. Finally, the last is the UPPER MEMORY the device is using. Most devices will be loading in conventional memory on the system, and the boot disk is a good way of changing the configuration to move the devices around. This will optimize the system for DOS programs. Although boot disks are commonly used, they do not always work on every system. The option left in this situation is to modify the system configuration. It is not Sierra's policy to edit system configuration files. If the system configuration is modified incorrectly, the machine may not boot properly. When asked to format another disk, press N and press ENTER. Type A and press ENTER. Type EDIT CONFIG.SYS and press ENTER. The DOS editor screen usually blue will appear. Reboot your system with the boot disk in the A drive. Aces of the Deep is a DOS game and may require a boot disk to run. Not my problem, dudes. Also, no location for the number of ships sunk, so the game must count the number of sunk ship records in the game save file. Let me explain. On the save file I used for exploration, my total tonnage sunk was 181,244. Don't know how to convert Decimal values into Hexadecimal. It's easy if you have Win95 or Win98. Open up the Windows Calculator. Install AOD, then run

SET SOUND.exe NOTE this will reboot your PC to a dos prompt, so as to configure your sound card, then install the expansion disk, and then the 1.2 patch as the appropriate readme files state, but IN THAT ORDER. STEP 2 The Advanced button is on the lower left hand side of the Dialogue box Notice how all the folder paths are greyed out. STEP 3 Click Advanced, it brings up another Dialog Box, with tabs. Then re launch the game. You may have to reboot in some cases.

I havent tried it on Win 95, but it works for Win 98 REMEMBER Each time you start you PC and want to run AOD, click INSTALL.EXE and then Accept settings. Make no changes. This ensures the sound plays at its correct speed. If you decide to launch another program or surf the net etc refer to step 7 you can check or uncheck, it doesnt matter. Like I said, you may not have too. If you have questions, I will send some screen shots detailing what to click and how. Ill see you all in the North Atlantic. Click on OK and follow the onscreen messages to install Command Aces of the Deep. We recommend choosing the full installation option if you have enough hard drive space. If you fail any of the tests, see Section 3, Common Installation Problems. If Autoplay is disabled or not supported by your computer, insert the CD and click on the Start button. Now click on Run and type D:\SETUP in the command line, assuming your CD is your D\ drivesubstitute your drive letter if necessary. Click on the OK button and follow the onscreen messages to install the game. Solution Your sound card is incorrectly configured for Windows 95. See Section 6, Sound Issues and Sound Card Settings for information on setting up your sound card. Even though your monitor and video card may be capable of displaying 256 colors, Windows may not be set up to use this resolution. To check, rightclick on the desktop and choose Properties from the pop up menu. In the Settings section, if the Color Palette section reads 16 color, you will need to change to 256 colors. Do not use more than 256 colors with Command Aces of the Deep. Although the game will run, you will not be able to view some of the visual effects in the game. If your system will support 800 x 600 at 256 colors, change the Desktop Area to 800 x 600 pixels. Warning Be careful when changing video drivers. If you choose one that is not designed for your particular monitor, Windows will not display properly. Choose Safe Mode from the options list.

While you are in Safe Mode, rightclick on the desktop and select Properties from the pop up menu. Change the Color Palette and Desktop Area to a setting supported by your system. If you are running 800 x 600 resolution, switch to 640 x 480 at 256 colors. Rightclick on the desktop and choose Properties from the pop up menu. In the Settings section, if the Desktop Area section reads 800 x 600, or higher, change to 640 x 480. Click on the OK button and follow the onscreen prompts from Windows 95. Once Windows has resized, click on the Start button and choose Settings, Control Panel. Double click on the System icon, then click on the Performance tab and the Graphics button. Make sure the slider for Hardware Acceleration is all the way to the right. Restart Windows and run the setup program and test your display. If your computer still fails the display test, you may be able to play Command Aces of the Deep on your system with some limitations. In the game, turn down all of the display options. Also be aware that the game may play jerky. Problem Your computer fails the Memory test in Windows; you get a message stating you do not have enough memory to run Command Aces of the Deep. Solution First, create a Command Aces of the Deep boot disk using the instructions in Section 8. Reboot the system using the boot disk, then create a clean Windows environment. Make sure that there are no other Windows programs running. Disable all screen savers, virus scans, etc. Wallpaper can sometimes take up a considerable amount of memory, so turn it off. Make sure None is chosen for Wallpaper and click on OK. These steps should give you enough memory to run the game. If they do not, please refer to Section 4, Windows Memory Troubleshooting. SECTION 4 WINDOWS MEMORY TROUBLESHOOTING If you are having trouble getting enough memory to run Command Aces of the Deep, these steps should help you. Create a Boot Disk Create a Windows 95 boot disk.

Disable any hardware cache Some CD ROM drives, such as the Teac 4x, install their own cache. This

cache may use as much as 2 MB of memory. Consult with the manufacturer or your hardware documentation if you do not know how to disable this cache. Create a Clean Windows Environment Make sure that there are no other Windows programs running. If you are using an alternate Windows desktop Norton Navigator, etc. use plain Windows 95 instead. If you have soundrelated Windows programs installed IconHearIt, SoundBits, etc., make sure they are disabled before starting the game. Also, turn off your Wallpaper. Wallpaper can sometimes take up a considerable amount of memory. Solution Command Aces of the Deep uses 256 color mode in Windows. In the Settings section, if the Color Palette section reads more than 256 colors, you will need to change to 256 colors. Problem The engine sound cuts out during play. Solution If you are using the voice recognition feature of Command Aces of the Deep, you should turn the engine sounds off. The engine sounds will interfere with the voice recognition feature of the game and will cut in and out if this feature is enabled. If you do not use the voice recognition feature and want to hear the constant hum of engines, Reinstall Command Aces of the Deep and do not choose the voice recognition. If the problem persists, check with the manufacturer of the sound card for updated Windows 95 drivers for your sound card. Some sound cards do not have sound drivers that will work with the game, in this case you can usually use the Creative Labs Sound Blaster Pro driver from the Windows 95 CD. To do this you will need to temporarily disable your current driver Go to the Control Panel and open the System Icon. Click on the Device Manager Tab and find the Sound, Video, Game Controllers and double click on this. Now you should have at least one driver listed for you sound card, you may have several.

Double click on each of these drivers and you will see a screen with information about the drivers. Once you have this driver disabled you can add the Sound Blaster Pro driver. To do this Go to the Control Panel and open the Add New Hardware Icon. Find Creative Labs in the list of names in the left box under Manufacturers, click on this once. Now look in the right box under Models and double click on Sound Blaster Pro. Be sure that only one sound driver or set of sound drivers are selected at one time. If you try to load two different drivers at one time you may encounter sound problems. Problem Voice recognition does not work; you cannot calibrate microphone. Solution The microphone volume level may be set too low. Rightclick on the volume icon next to the clock on your Task Bar, usually in the lower right corner. Choose Volume Control. This will start the application Volume Control. Click on Options, Properties. Now scroll through the list of volume controls and make sure there is a check next to microphone. Once you have added the microphone to the Volume Controls, use the microphone volume slider to adjust the microphones volume to an appropriate level. Problem The screen image is distorted or has horizontal white lines. Solution This problem can be corrected by changing display drivers. Rightclick on the desktop and choose Properties from the pop up list. Click on the Settings tab, then click on the Change Display Type. In the Adapter Type section, click on Change. Try a different driver from the list of drivers. For information on what drivers will work with your video card, contact the video card manufacturer. SECTION 6 SOUND CARD CONFIGURATION Improper sound card configuration will cause problems with some multimedia applications. Check your sound cards documentation, or with the manufacturer of the card, to ensure your sound card is properly set up for Windows 95.

If your manual does not cover configuration for Windows 95, you should get updated information from the cards manufacturer. This information may be available online through CompuServe, America On Line or another service. Command Aces of the Deep requires a 100% Soundblaster compatible sound card. Not every sound card is 100% Soundblaster compatible. If you encounter any problems, check the documentation for your sound card to ensure it is correctly setup in Windows 95. You may be able to play the game without the voice recognition feature if your sound card is not 100% Soundblaster compatible. Reinstall the game without accepting the voice recognition feature to see if this makes any difference. For your sound card to be 100% Soundblaster compatible, it must be supported directly by Windows 95. If your sound card is not

directly supported by Windows 95 and requires lines in the CONFIG.SYS and AUTOEXEC.BAT to function, you need to check with the manufacturer of the sound card for the availability of Windows 95 drivers. More info about boot disks, what they are, how they work, and steps in creating one
BOOT DISK TUTORIAL SECTION 2 INSTALLATION PROCEDURES If you are in Windows, close Windows completely and exit to a DOS prompt. Insert Disk 1 and switch to the floppy disk prompt by typing A or B. If you are playing the CD version, insert the CD and switch to the CD drive by typing the drive letter followed by a colon ie. D. Then type INSTALL to begin the installation program. Follow the onscreen prompts to complete the installation. You have access to the first 19; the 20th is used by the program for the Autosave feature which automatically saves every 20 minutes during a career mission. SECTION 3 COMMON INSTALLATION PROBLEMS Problem After typing INSTALL, a row of dots goes across the screen and stops. The computer is locked up with this row of dots appearing on the screen. Solution The dots indicate the hardware detection portion of the installation program.

If this does not work, create a boot disk using the boot disk instructions included with this document. After booting up with the boot disk, install the game. Solution This usually indicates a bad disk. If you have had the product less than 90 days, Sierra will replace your game disks for free. Be sure to include your full name, mailing address and a phone number. Problem CD VERSION ONLY Installation program locks up as it is copying files to the hard drive. Solution Some computers have difficulty reading the the Aces of the Deep CD. This will allow you to install and play Aces of the Deep. The game itself is the same in the floppy version; however, this version does not include the online manual. The historical information is included in the printed manual that comes with the game. To exchange your CD version for floppy disks, send the CD to Sierra OnLine Customer Service, PO Box 53210, Bellevue, WA 980153210. Please be sure to include a letter stating that the CD will not run on your system and that you would like to exchange it for the floppy version. Your letter should also include your full name, mailing address and daytime phone number. SECTION 4 COMMON GAME PROBLEMS Problem CD VERSION ONLY Distorted graphics in the online manual. Solution This is usually due to an outdated, incompatible or missing VESA driver. Without VESA support the online manual will appear in low resolution and the pictures of the Uboat captains and the lettering will be blocky. The video interviews will overflow the window and take up about one quarter of the screen. The subtitles will be illegible. Contact your video card manufacturer to obtain a current VESA driver. Install the new VESA driver and rerun the install from the directory C:\DYNAMIX\AODCD. From the Choices screen change the GRAPHICS to VESA High Resolution 640x480 with 256 Colors. This usually corrects the problem. Solution There are several possible causes for this error. The most common is a dirty or scratched CD.

<http://schlammatlas.de/en/node/17695>