# Fleet Tactical Command II for QPC2

This is a patched version of the Fleet Tactical Command II Demo for use with QPC2. Towards the end of this document I will give instructions on how to patch the full version (2.08) of the game.

This patched version will play as a stand-alone game, over two copies of QPC2 networked together on one PC, or two copies of QPC2 on different PC's connected over a network.

The network driver is based on the driver in the SMSQ/E source code. See the end of the document for the copyright statement.

The program is supplied as two, 3 Megabyte QXL.WIN files. FTCIIDemo.win is the main program, and FTCIIflp2.win is used for storing scenarios.

FTCIIDemo.win should be mounted as WIN1, and FTCIIflp2.win mounted as WIN2, in the Devices section of the QPC2 Configuration program. The display mode should be set to 512x256 pixels, and the Colour depth set to QL Colours. This is to ensure that the start address of the screen display is at the same address as on a real QL.
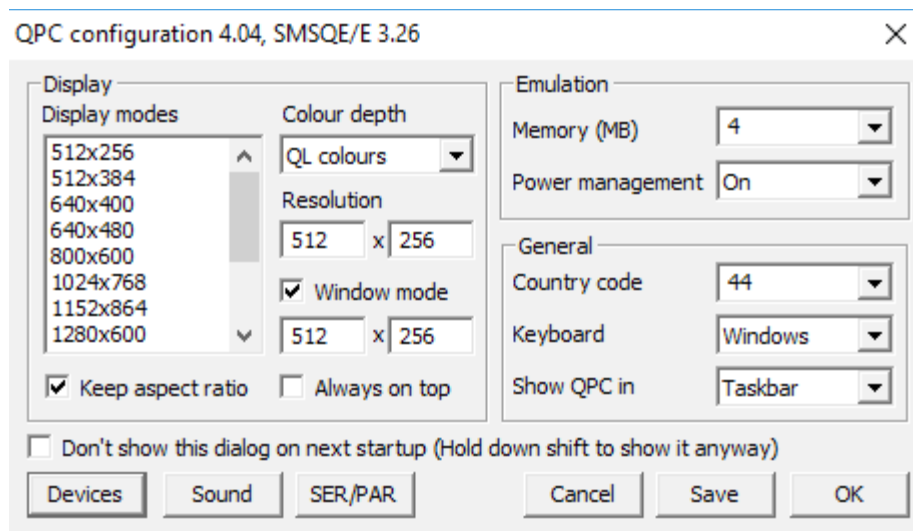
When the Boot file on WIN1_ is run, it renames the WIN device as FLP, so all references to FLP1 & FLP2 will be to the two QXL.WIN files.

You will first be asked if you want a network game. If you select No, Then FTCII will load into the Installation Board. And you can then follow the normal instructions for playing the game.

If you answer Yes, You will then be asked, if you will be Network station 1 or 2.

You will then be asked, if the other Network station will be on this computer.

If you answer Yes, You will then be asked to ready the other Network station to this point, before pressing Enter.

If you answer No, You will be asked to enter the IP address of the other computer. You will then be asked to ready the other Network station to the same point, before pressing Enter.

When you press Enter, The two copies of QPC2 will try to make a network connection. You may see some 'access denied' messages. This is normal as one copy of QPC2 is waiting for the other to accept the network connection.
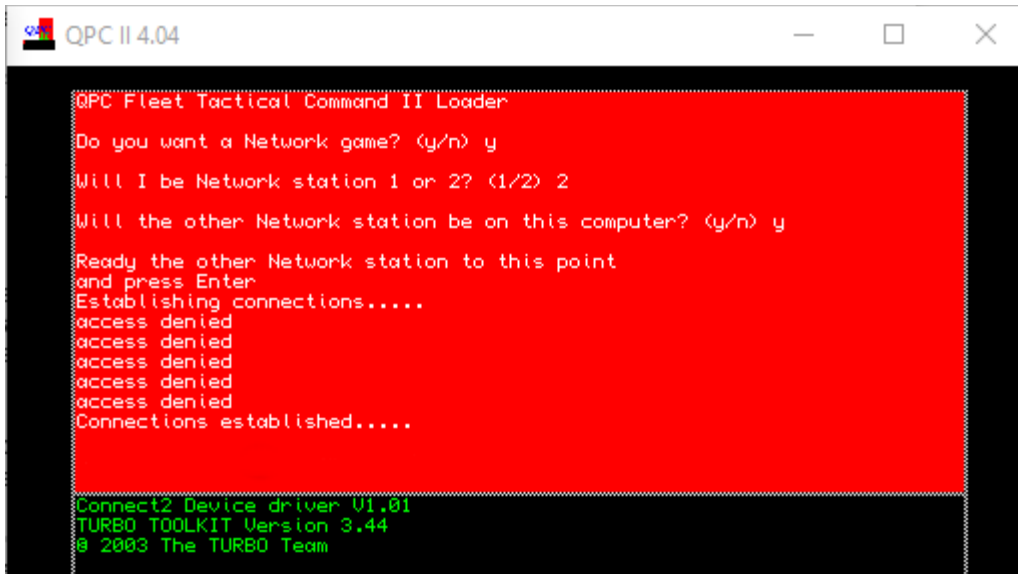
FTCII will then load into the Installation Board. You can then set up a network game following the normal instructions for playing the game.

When you start a non network game, a SLUG 3 command is automatically entered to slow the game down to around the right speed of about one game minute per second.

On a network game, a SLUG 30 command is entered, as a SLUG 3 did not want to slow the game down. This is far too slow, and you need to enter a SLUG 3 command on both copies of the game to obtain the correct speed.
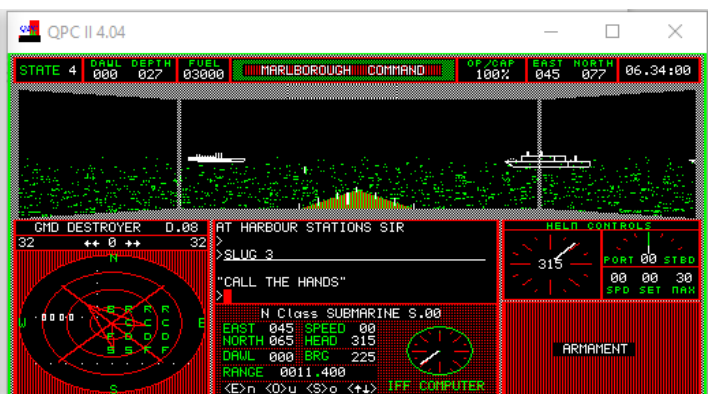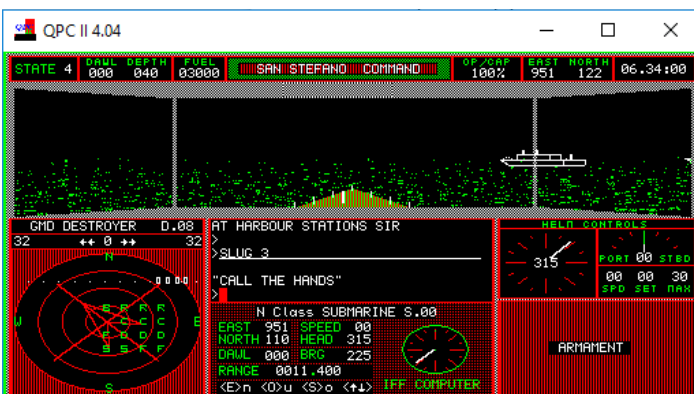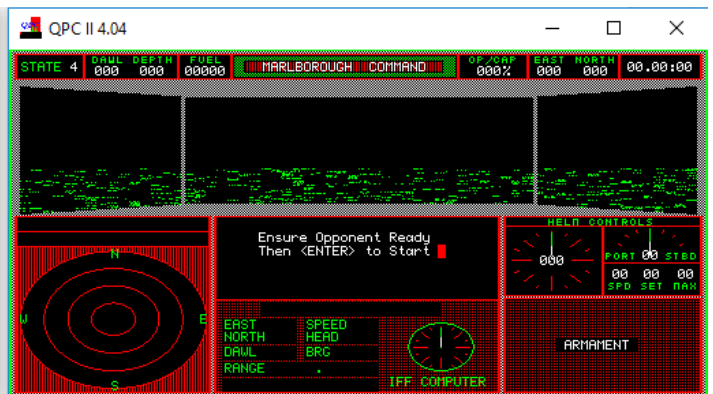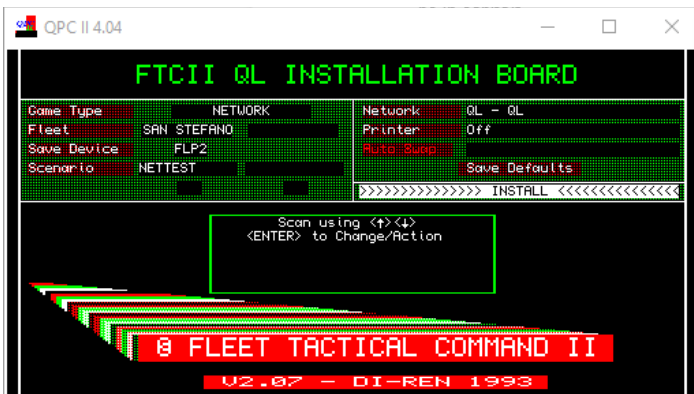
Note you will need to engage Caps Lock on the PC, as FTCII expects all typed commands to be in capitals.

When you exit the game, It will tell you that it is going to reset the system. It will not do a system reset. It will just stop the program, and you will have to close QPC2.

When playing a Network game, You may get a sudden increase in the speed of the game. After several seconds the game seems to recover, or you can try typing SLUG 3 in both programs. I don't know exactly what is causing this. It may be caused by running the game under SMSQ/E, or it may be an existing bug in the game, that was not such a problem with a (Super)Gold Card on a real QL.

It may be the speed limiter (which I have not yet figured out exactly how it works) getting confused under SMSQ/E.

Updating the Full version (2.08) of the game

If you own the full version of the game, this is how to patch it to run in QPC2.

You will need the 'FTCIIDemo.win' file, Your working copy of Fleet Tactical Command II (Not one of the original master disks), and the patch208 program

1. Make two copies of the 'qpcdemo.win' file that comes with QPC2. Rename one as 'FTCII.win' & the other as 'FTCIIflp2.win'. (You don't have to use the 'qpcdemo.win' file, any QLX.WIN file will do)

2. Start QPC2 and use the 'Devices' button to set the 'FTCII.win' file as WIN1, and the file 'FTCIIflp2.win', as WIN2, and the file 'FTCIIDemo.win' as WIN3. Then set the Boot options to boot from a non existent drive. (we don't want to boot the demo)

3. When QPC2 has started. Type 'WIN_FORMAT 1' then 'FORMAT WIN1_3'
Enter the two digit code displayed. Repeat with WIN2_. This will create the two 3Mbyte drives.

4. Copy all the files from your working copy of FTCII to Win1_. Type 'WCOPY flp1_ TO win1_'

5. Rename WIN1_BOOT to WIN1_BOOT_OLD

6. Copy the following files from the Demo program (on WIN3_) to WIN1_
        turbo_sms_code
        sms_ext
        Connect2_cde
        boot

7. Load the 'patch208' program, Change 'dev$' to win1_, and run it.

That should complete the update, You can now play the game in the same way as the Demo version.

I have also included a patch file 'patch207' which patches the demo version (2.07). I don't know if it works on the full version 2.07 of the game. (if there ever was a full version 2.07)

Virtual Text Only Printer

FTCII can output reports to a printer. As most printers nowadays are page printers, And you only get to see what's been printed is when the page is ejected. I have included this Virtual Text Only Printer program.

This program will display the games printer output in a window on the screen.

The Virtual Text Only Printer, comes in two parts. A QL device driver which replaces the SER device, and a Windows program that emulates a simple text only printer.

IPVirtPrint is written in Visual Basic 5, which was designed for Windows 95. The Setup program will install various files into your Windows folder. I have tested it in Windows 8.1 and it did not seem to cause any problems. However if you do install it, you do so at your own risk. And I recommend you make a system restore point before installing it.

The program can be uninstalled using Add/Remove programs in the Control panel.

After installing the program, using it requires things being set up in the right order.

First run the Windows IPVirtPrint program. This will open a Window with a white area representing the paper. At the bottom of the Window there will be two messages saying Connection 1 & 2 is waiting.

Second, start a copy of QPC2. LRESPR the VirtPrint_cde file. You will receive an installation message in #0, and the Windows program will report that Connection 1 is connected at the bottom of the window.

The SER device on QPC2 will now use the Windows program for it's output. All control codes and characters above 127 are stripped, except for Line feeds (10), which are converted to a Carriage return, and a Line feed (13,10)

The SER device number and parameters have no effect. So SER1 and SER2 will both send their data to the Windows program.
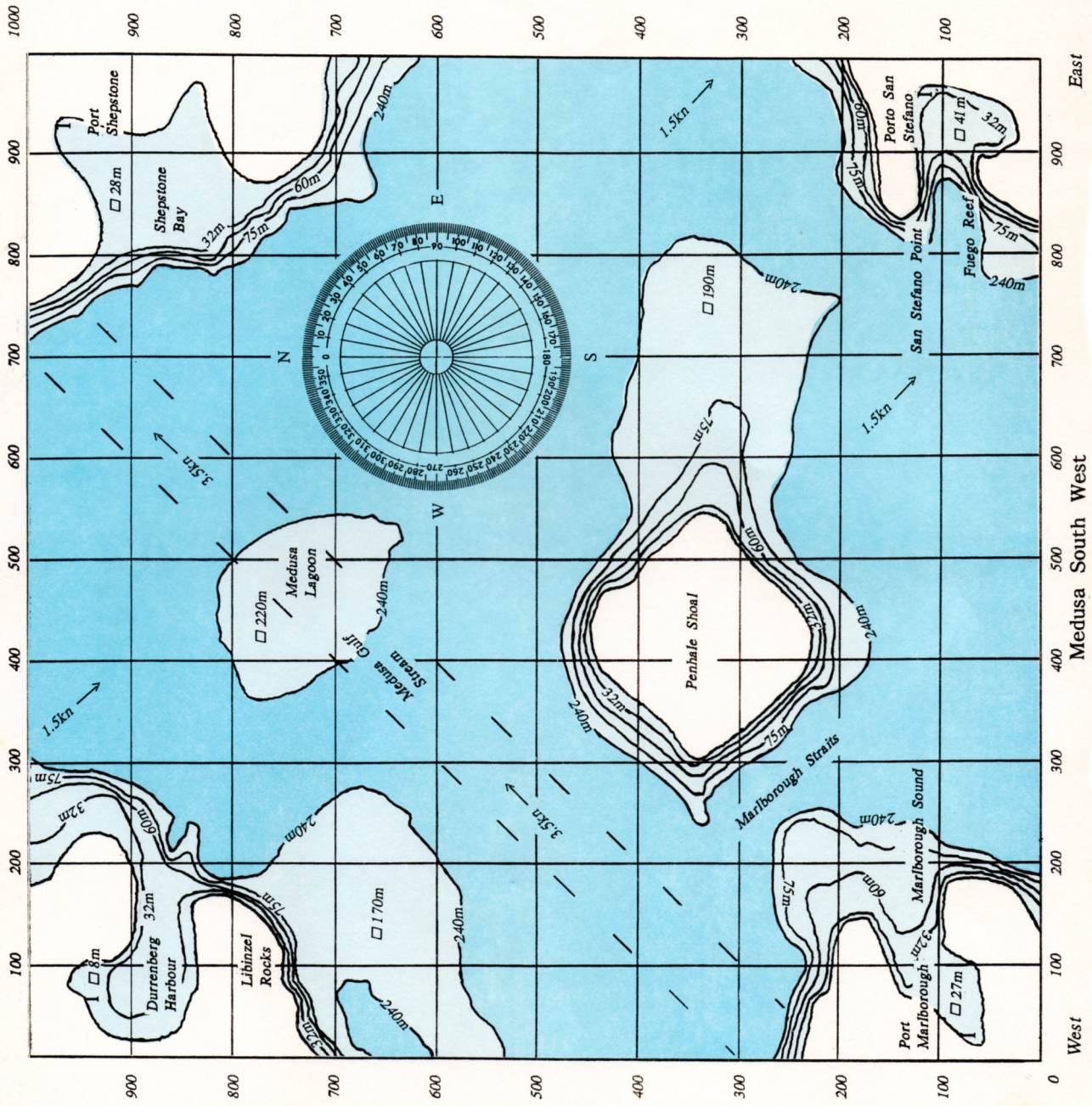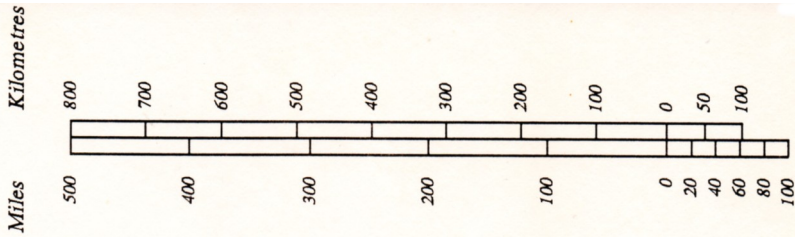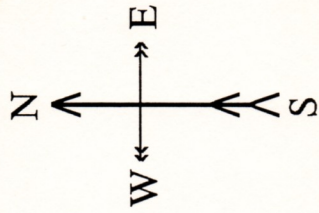
If you are running two copies of QPC2 with IPVirtPrint on the same PC, and you open another SER channel. The Windows program will split the display area into two sections. An upper one for the first connection, and the lower for the second connection.

Note the Windows program will only accept 2 connections, and if one or both connections are lost. It will not allow then to be remade.
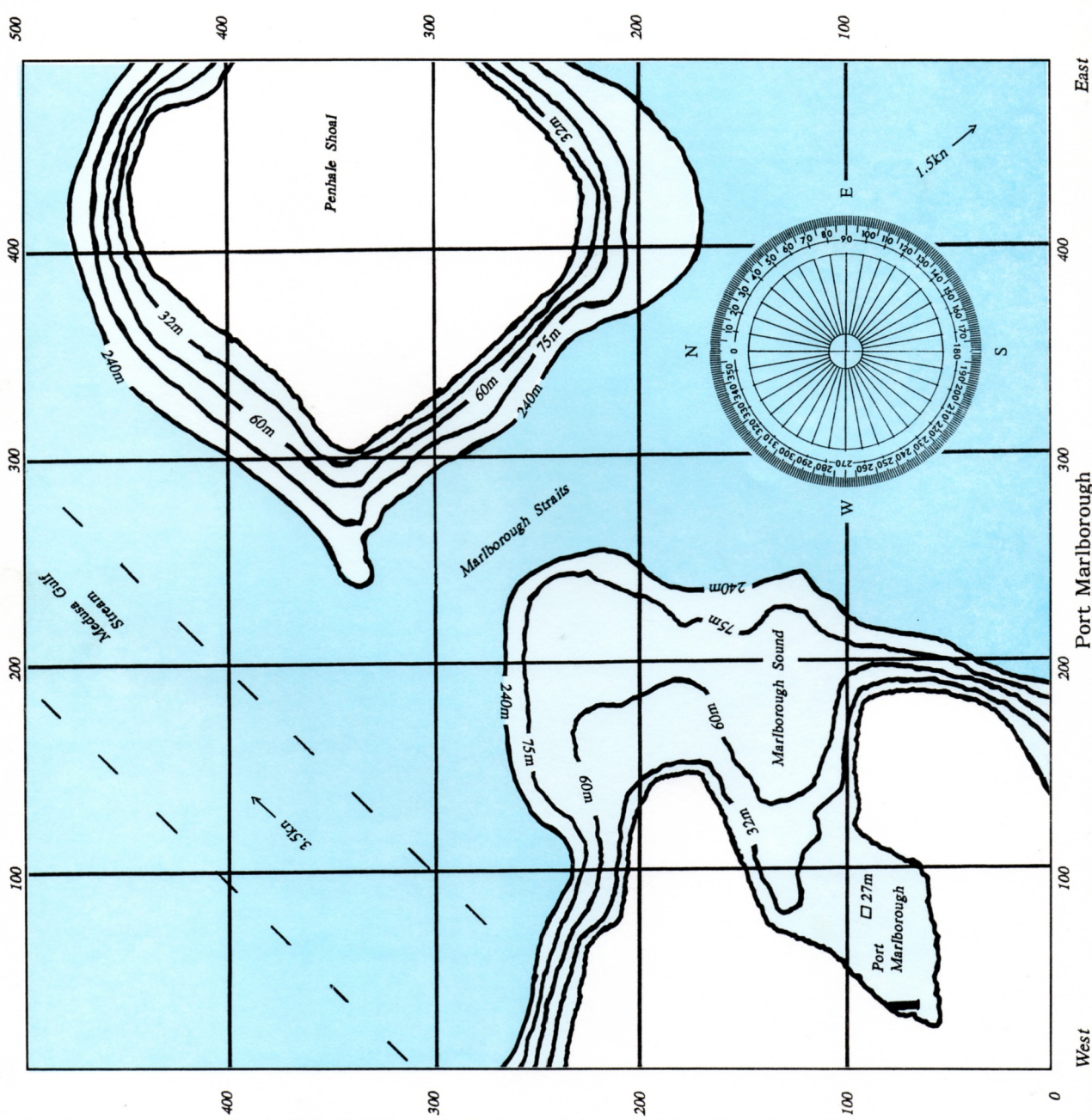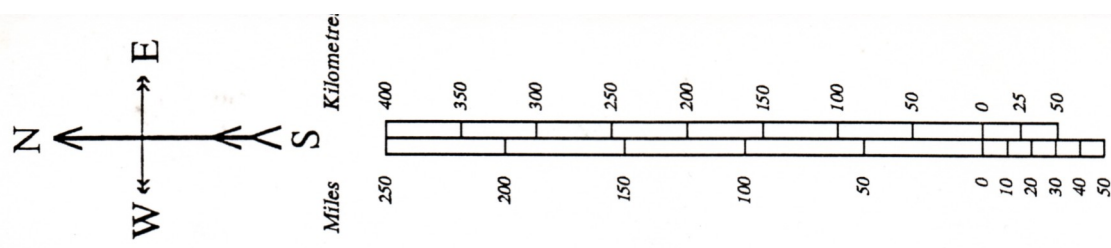
To use the Virtual Text Only Printer in FTCII. In the Installation Board, select either ser1hr or ser2hr for the printer output, and ignore the baud rate setting.

Please note that the Virtual Text Only Printer program is something I put together quickly. So it is not very elegant, and the error handling may leave something to be desired.
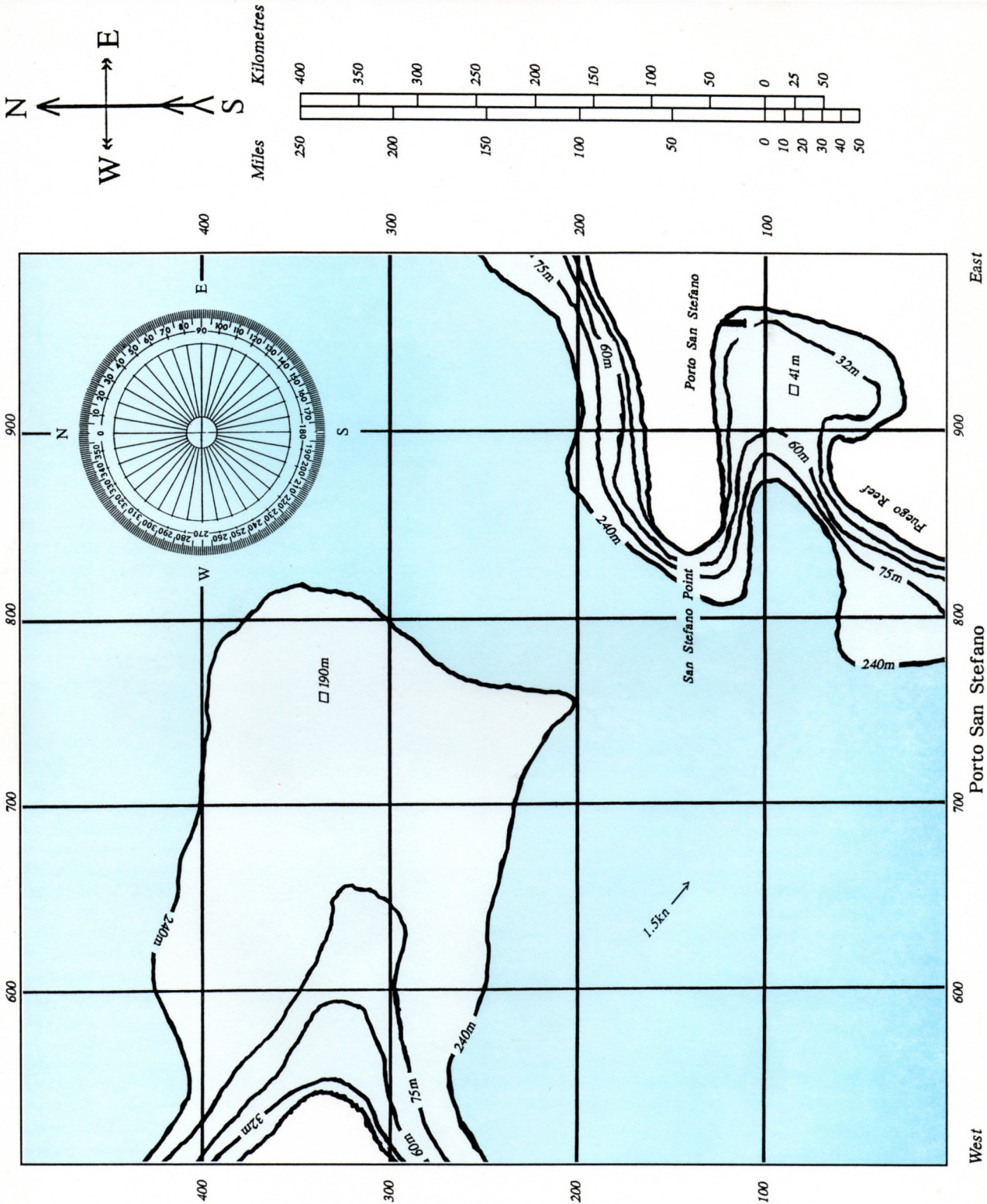

Martin Head

N
W — E
S

Kilometres
800
700
600
500
400
300
200
100
0
50
100

Miles
500
400
300
200
100
0
20
40
60
80
100

West   Medusa South West   East

1000 900 800 700 600 500 400 300 200 100

Port Shepstone
□ 28m
Shepstone Bay
60m
32m
75m
240m

Porto San Stefano
San Stefano Point
□ 41m
32m
Fuego Reef
75m
240m

□ 190m
240m
1.5kn

Penhale Shoal
75m
32m
60m
240m
Marlborough Straits

Marlborough Sound
240m
60m
75m
Port Marlborough
32m
□ 27m
1.5kn

Medusa Lagoon
□ 220m
Medusa Gulf
Medusa Stream
240m
3.5kn

Durrenberg Harbour
32m
□ 8m
Libinzel Rocks
60m
75m
240m
32m
□ 170m
240m
1.5kn
3.5kn

900 800 700 600 500 400 300 200 100 0

Notes:

Eastings and Northings are illustrated on this chart in Nautical Miles. i.e each grid square represents 100x100 miles.

Depths are quoted in Metres at Mean Low Water, and are shown on their relevant contour lines, and at certain other points thus:

□ 8m

representing an 8 metre depth at this point at Mean Low Water. It should be noted that tides may raise this water level by up to 6 metres, i.e. at high tide an indicated depth of 8 metres would represent an actual depth of water of 14 metres.
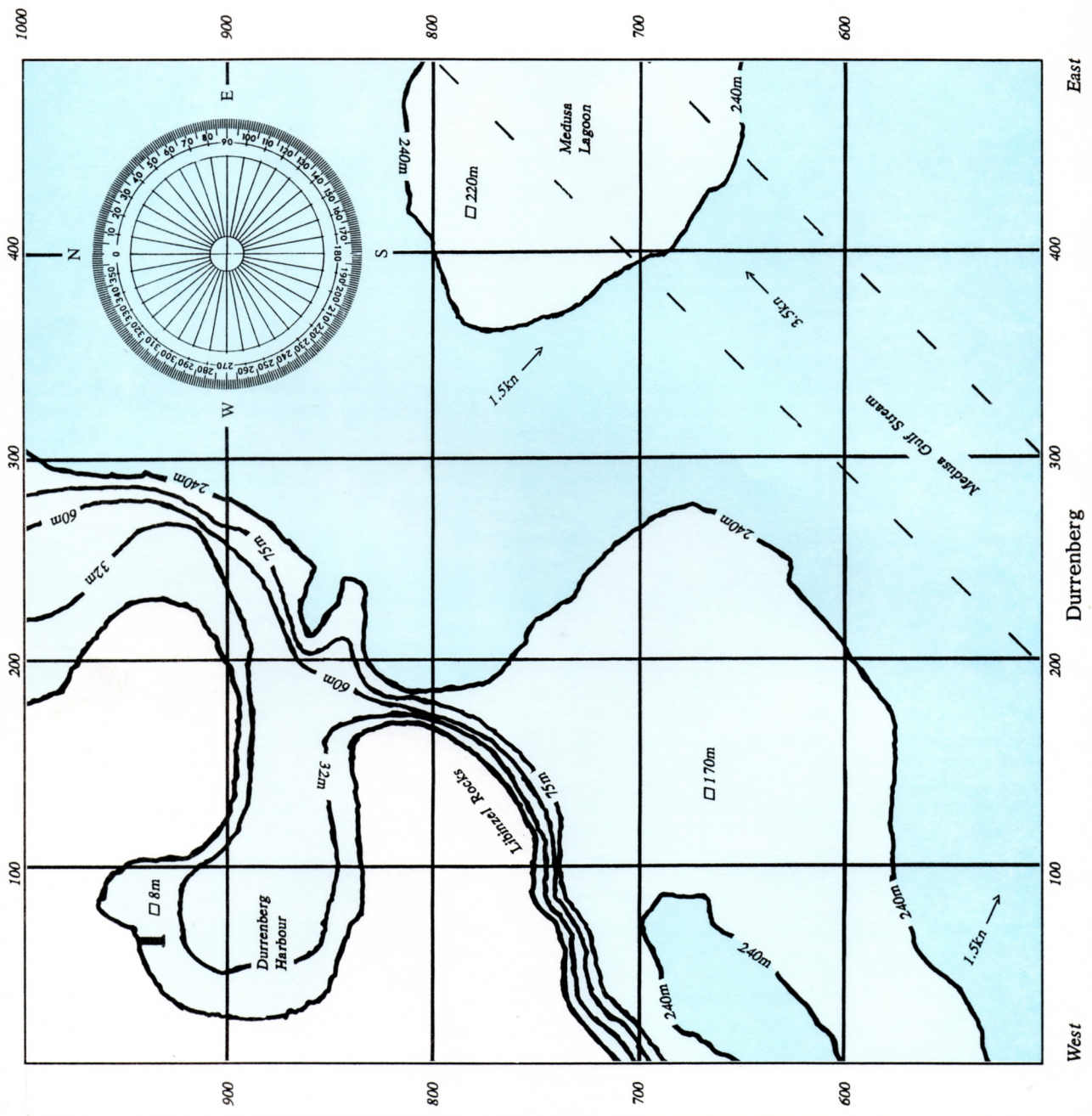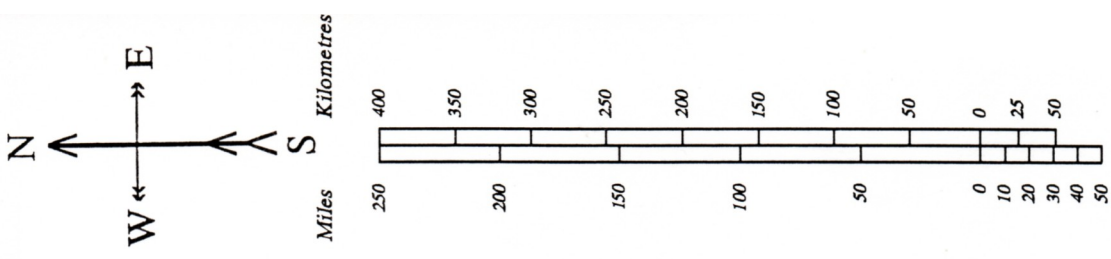
"Gulf Streams" are shown arrowed in the general direction of flow thus:

1.5kn →

and are quoted in average knots of flow, as measured on the surface.

Jetties are illustrated thus:

N · W · E · S

Miles

Kilometres

250 · 200 · 150 · 100 · 50 · 0 10 20 30 40 50

400 · 350 · 300 · 250 · 200 · 150 · 100 · 50 · 0 · 25 · 50

West · Port Marlborough · East

Penhale Shoal

32m
240m
60m
75m
60m
240m

Medusa Gulf
Medusa Stream

3.5kn

Marlborough Straits

240m
75m
60m
60m
75m
240m
32m

Marlborough Sound

Port Marlborough
□ 27m

1.5kn →

N · W · E · S

Porto San Stefano

West · East

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☐ 8m

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1.5kn ——→

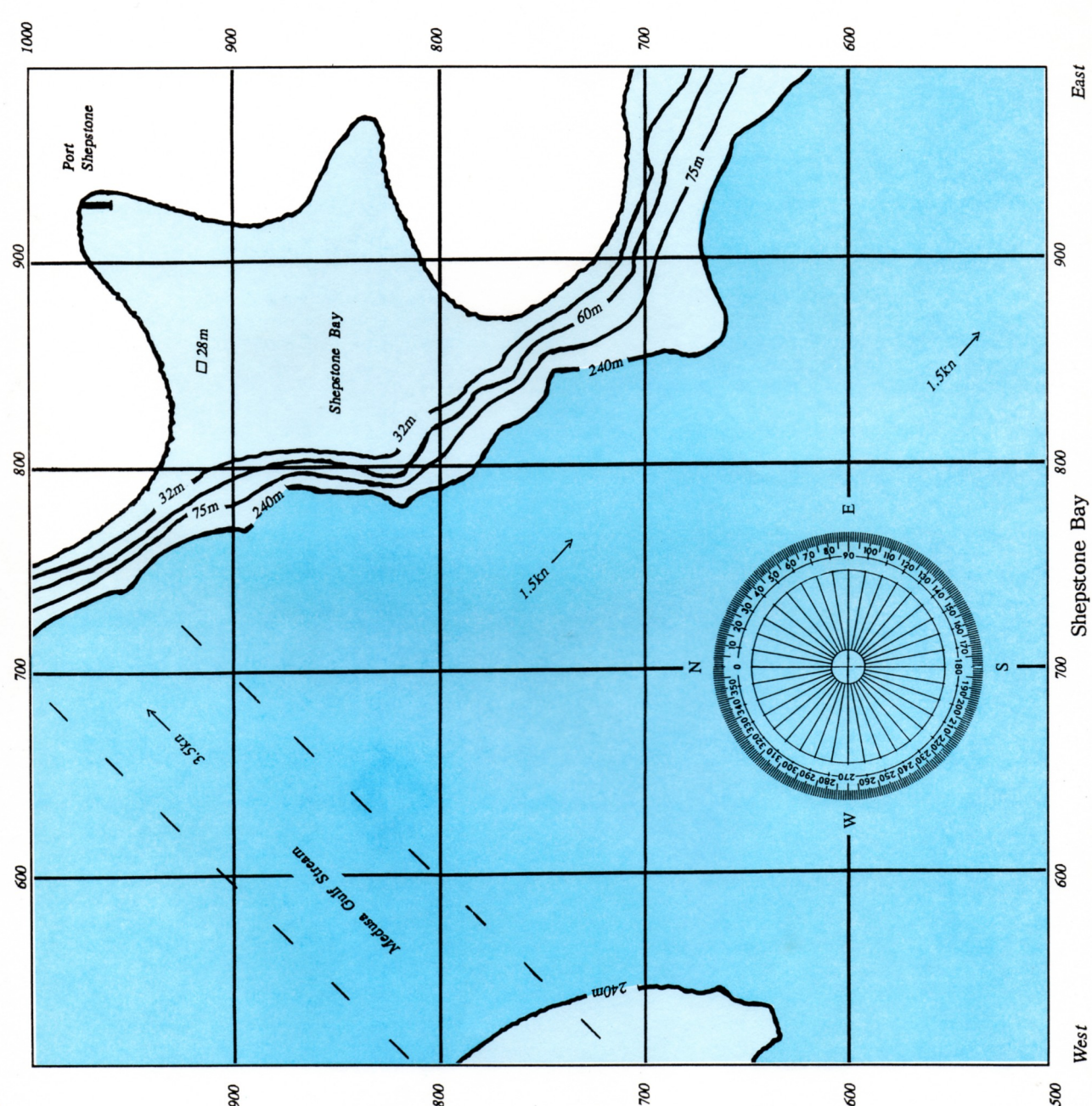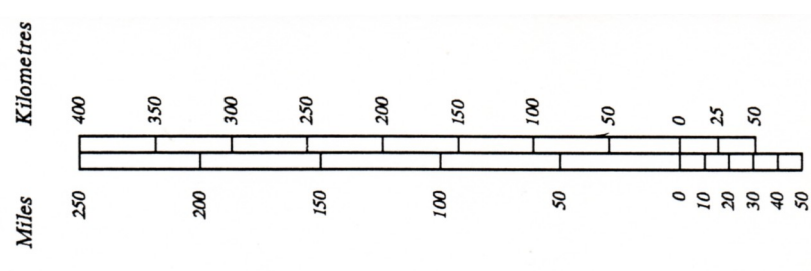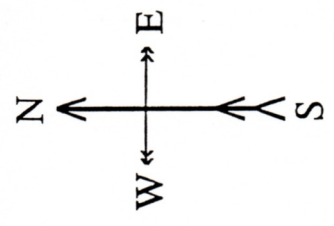*and are quoted in average knots of flow, as measured on the surface.*

Jetties are illustrated thus:

⌐

Kilometres

400
350
300
250
200
150
100
50
0
25
50

Miles

250
200
150
100
50
0
10
20
30
40
50

Map labels:
- 75m
- 60m
- 240m
- ☐ 190m
- 240m
- 75m
- 32m
- 60m
- Porto San Stefano
- ☐ 41m
- 32m
- 60m
- Fuego Reef
- San Stefano Point
- 75m
- 240m
- 1.5kn →

Compass: N, E, S, W

N
W — E
S

Kilometres

400
350
300
250
200
150
100
50
0
25
50

Miles

250
200
150
100
50
0
10
20
30
40
50

East

1000
900
800
700
600

240m

240m

□ 220m

Medusa
Lagoon

1.5kn

3.5kn

Medusa Gulf Stream

Durrenberg

240m

□ 170m

240m

240m

240m

1.5kn

West

900
800
700
600

300

240m

60m

32m

15m

□ 8m

Durrenberg
Harbour

32m

60m

15m

Libinzel Rocks

Notes:

Eastings and Northings are illustrated on this chart in Nautical Miles. i.e each grid square represents 100x100 miles.

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"Gulf Streams" are shown arrowed in the general direction of flow thus:

1.5kn →

and are quoted in average knots of flow, as measured on the surface.

Jetties are illustrated thus:

f

N
W — E
S

Kilometres

400
350
300
250
200
150
100
50
0
25
50

Miles

250
200
150
100
50
0
10
20
30
40
50

Port Shepstone

□ 28m

Shepstone Bay

32m
60m
240m
75m

32m
75m
240m

1.5kn

1.5kn

3.5kn

Medusa Gulf Stream

240m

1.5kn

N
W — E
S

West
East

Shepstone Bay

1000
900
800
700
600

900
800
700
600
500

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