



User Guide

HYBRID

Introduction

Dedicated to Petra.

ARCHIMEDES ELITE

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ARCHIMEDES ELITE DOCUMENTATION

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ACKNOWLEDGEMENTS

Adrian Burch for the Archimedes.
Anji and The Cheadle Boys for putting up with the stress.
Clares Micro Supplies Ltd for all colour scanning.
Computer Concepts Ltd for Impression II, used for the manual.
Robert Hamilton for Merc_Lib, used for the front end.
William Moffet for all new ship designs and Elite knowledge.
Silicon Vision Ltd for SolidTOOLS, used for all ship designing.
Mathew Tizard for mission concepts.

Obvious thanks to our parents for support, funding and love.

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Introduction

This *User Guide* tells you how to operate the Elite program from the RISC-OS desktop. To get the most out of the Elite game itself, see the separate *Flight Training Manual* and accompanying materials listed on the pack cover.

Elite requires at least 1Mbyte of RAM and RISC-OS.

Caimen, Vipers & RISC-OS

The operating system of the Archimedes, RISC-OS, is multitasking, meaning that more than one program may be run simultaneously. Elite takes full advantage of this, allowing you, for instance;

*...to be writing a letter using Edit, and then without **saving** or **quitting** to click on the Elite icon. You can now strap into the colourful seat in your Cobra Mk III. Neither the Caimen poised to attack your craft, nor the Police Vipers flying to your rescue have moved. The solar system is not one second older...*

...some hours later...

*...you are deep in negotiations with GalCop over the non-trivial matter of an assassination mission. Without **saving** or **quitting**, you press F12. Back into RISC-OS. Your letter is still waiting to be finished....*

RISC-OS applications of this type increase the potential of any Archimedes. They no longer have to be turned off before and after using entertainment software. Machines with more than 1Mbyte of RAM are no longer hijacked by 700K games.

Elite squeezes into an unexpanded A310 or A3000. However, given enough memory, it runs with desktop publishers, art packages, even MS-DOS!

Terminology

The Mouse

The left-hand button is called **Select**

The middle button is called **Menu**

The right-hand button is called **Adjust**

Space Traders use slightly different names for the three buttons. These are listed in the *Flight Training Manual*.

Menus

When an option may be chosen from the main menu, the name of that option is shown in **bold**: eg, **Commander**.

Keyboard usage

There is very little need for typing in Archimedes Elite. *Return* refers to the key marked 'Return'. *Home* refers to the key marked 'Home'.

Installing Elite

The rest of this manual assumes that you are familiar with the use of RISC-OS.

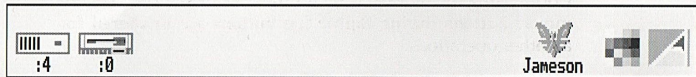
Insert the Elite disc into drive 0 and click on the :0 icon. The *!elite* application can now be seen in the directory window.

Load Elite on the icon bar by double-clicking on *!elite*.

To boldly go...

To enter the Cobra Mk III and start Elite, click on the icon. Feel free to try now. At any point you can return back to the desktop by pressing F12. The flight controls, protocol, trading information and ship data are contained in the *Flight Training Manual*.

Having become familiar with entering and leaving Elite it is wise to spend some minutes getting to know the Elite menu.



The Elite menu

Click **menu** on the Elite icon. This displays a small menu slightly above the mouse pointer:

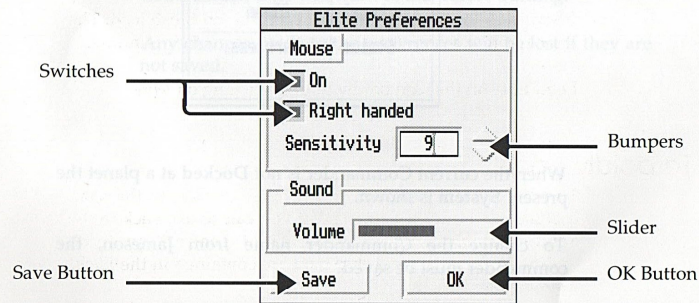
Elite	
Info	⇨
Preferences	⇨
Commander	⇨
Save	⇨
Quit	

Info

This displays an information box detailing Archimedes Elite.

Preferences

Preferences is not unlike tailoring a fine suit. To be comfortable (and lethal) whilst flying the Cobra Mk III everything should be made to exact requirements.



When the mouse is switched **On**, Commanders may fly the Cobra using the mouse. The **Left handed** switch reverses the mouse buttons during flight. The buttons are unaltered for all other operations.

The mouse **Sensitivity** determines the amount of movement of the Cobra that results from a given movement of the mouse. It may be adjusted in the range 1 to 9 with the bumpers, or typed-in directly.

The **Volume** slider sets the volume of sounds in the Cobra. Volume may be decreased by dragging the slider to the left.

Clicking **OK** exits **Preferences**. If your program disc is not write-protected, you may click **Save** to also retain the settings for the next time.

Commander

This dialogue box displays basic status details of the current Commander. This is useful for checking that the Commander most recently loaded is *up to the right stage*. The last line will indicate if the Commander has been modified since it was first loaded.

Commander Jameson	
Docked at	Lave
Credits	100.0
Legal	Clean
Status	Harmless

When the current Commander is not **Docked** at a planet the present **System** is shown.

To change the Commander name from Jameson, the commander must be saved.

Save

Save displays a typical RISC OS-style file icon that may be dragged and dropped over any directory window.



The current Commander may only be saved whilst docked. If a commander is in flight, the **Save Commander** box will be greyed.

To change the name under the icon, type the desired Commander in the editable field and click **OK**. This name will then be put under the icon, and at the head of the *Commander* dialogue box.

Quit

Quit deletes the current Commander from memory, and also removes Elite from the icon bar. If there is an unsaved Commander, Elite will warn of this before quitting.

Any changes made to the preferences will be lost if they are not saved.

Other filing

After a death, the Commander last saved becomes the new starting point.

Quick saving

To quicken the save process, a Commander may be saved into memory by pressing *Home* when docked in a space station. This Commander will be treated as having been saved to disc. It will be the starting point.

Please remember that to be sure of not losing a Commander it should be regularly saved to disc.

Loading

A Commander may be loaded by dragging a Commander icon from a directory window onto the Elite icon.

To return to the initial Jameson Commander either drag and drop the Jameson Commander onto the icon, or re-load Elite.

