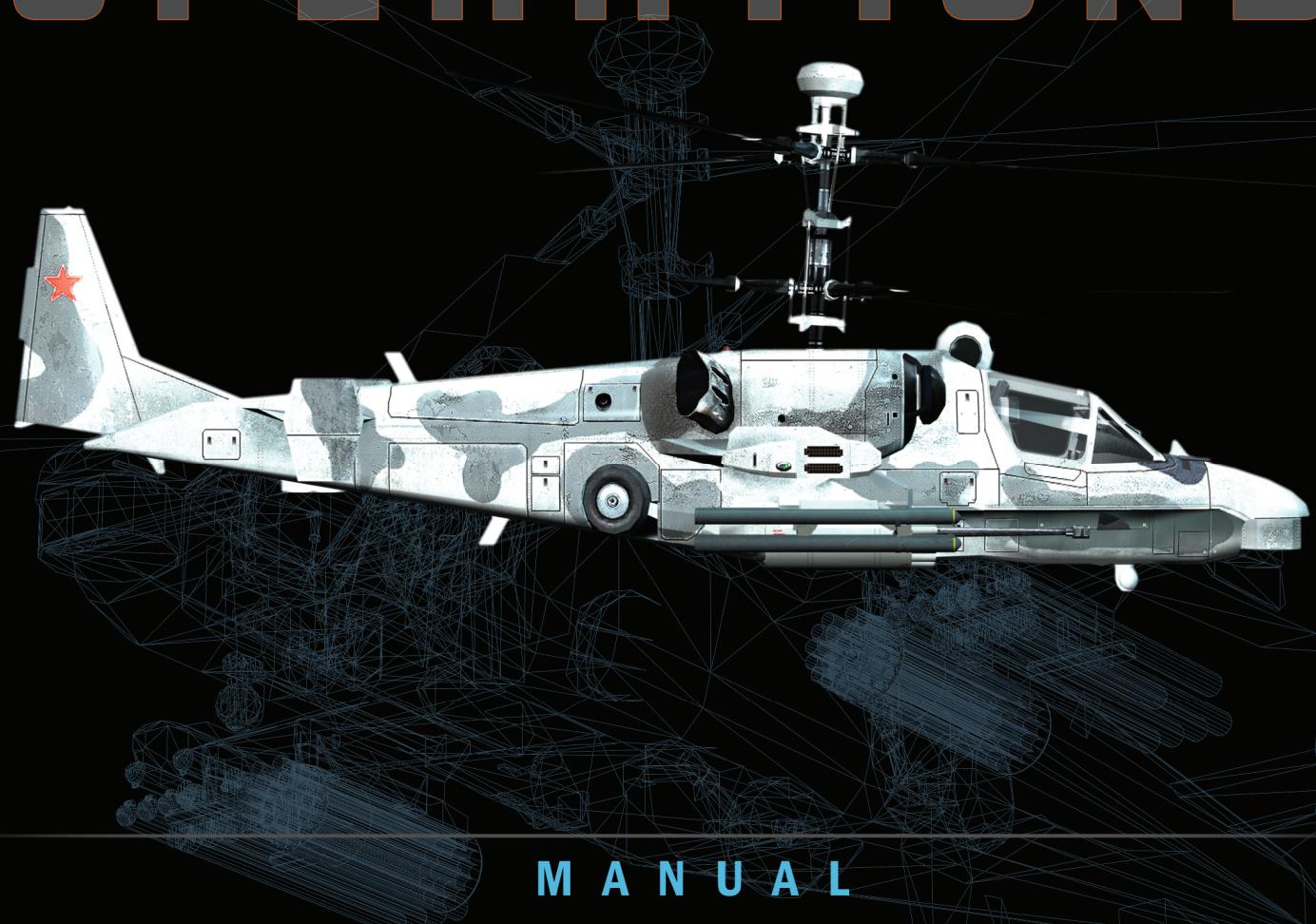


*Enemy Engaged 2*



# DESERT OPERATIONS



MANUAL

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Also, check out the Support page on our web site listed below. When you call, please be at your computer and have the following information available:

- Computer make and model
- Windows version
- Total system RAM
- Total Hard Drive space
- Video card make and model

All this information can be obtained through the dxdiag utility.  
(start/run/dxdiag).

Phone: (514) 844-2433, Mon.-Fri. 9am-5pm  
Fax: (514) 844-4337, Attn: Support

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# 1. INTRODUCTION

## Enemy Engaged 2: Desert Operations

Throughout this manual the game title is abbreviated to 'Desert Operations'.

Desert Operations is a combat flight simulator showcasing two state-of-the-art helicopters; the American RAH-66 Comanche and the Russian Ka-52 Hokum B.

Both of these formidable gunships are capable of day, night and all weather missions and able to operate away from base for extended periods at the front line.

Desert Operations provides an accurate simulation of both helicopters including realistic flight dynamics, authentic weapons systems and detailed cockpits, displays and instruments. You can fly as both pilot and co-pilot/gunner and the crew are fully animated to increase the immersion.

There are options to configure the game for both novice and accomplished players. A 'Quick Start' keyboard guide has also been included.

Desert Operations features six diverse, real world combat zones, accurately modeled from digital data. The landscapes have rugged terrain ideally suited to low-level helicopter combat and making 'line of sight' tactics a real part of the game play. Each campaign can be played from either standpoint and in multiplayer games you can fly co-operatively or competitively with other players.

The campaign 'engine' is fully dynamic and reactive. There are no scripted events or outcomes. The war rages continuously, even when you are at a base re-arming and refueling.

You fly realistic missions with your wingmen and can co-ordinate attacks via radio messages. Your skill and judgment will determine success or failure.

Desert Operations features in excess of 60 different aircraft and vehicles all of which are highly detailed and articulated and have realistic payloads and physics.

---

## Getting Started

### Installation

Insert your Desert Operations 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, click on the autorun.exe icon on the Desert Operations CD.

If you already have Enemy Engaged 2 Comanche vs. Hokum installed on your computer, only expansion files and updates will be installed.

Follow the on-screen instructions. Once all of the files have been copied on to your hard drive, the installation process will create a shortcut for you.

Please note that a Direct3D compatible graphics accelerator card is required to run Desert Operations.

## **Starting**

Desert Operations requires the full resources of your computer so terminate all other running applications before starting.

The program requires the Desert Operations CD in your drive at all times during use.

To start the game, click on the Desert Operations shortcut created by the installation program.

If you experience any difficulty running Desert Operations please refer to the 'Trouble Shooting' section in the Appendices.

## **Exiting**

To exit Desert Operations return to the Main screen and click on the 'EXIT' button.

Alternatively, press ctrl + X at any time.

---

## **Quick Start**

To get in the air quickly then follow these steps:

1. On the Main screen select 'Combat'
2. On the Combat screen select 'Free Flight'
3. On the Session screen select a scenario then 'OK'
4. On the Gunship screen select a gunship then 'SELECT'

You will be transferred to a base and placed in the cockpit of your gunship. You have infinite weapons and fuel and are invulnerable to crashes. The enemy will not fire at you. These options may be changed on the Session screen after selecting the scenario.

Refer to the 'In-Flight' chapter 'Basic Handling' section for the take-off and flight procedures.

Press h to view the map. Press ctrl + Q to quit.

---

## **Strategy Guide**

On the Desert Operations CD is a Strategy Guide containing useful game play tactics and much more. This is a HTML document and requires a web browser to read it.

Look in the 'Strategy Guides\Comanche Hokum Guide' folder.

---

## **Updates**

Check [www.eech2.com](http://www.eech2.com) for latest information and updates.

## 2. MENU SCREENS

Use the mouse to make selections unless stated otherwise. You can click on ‘live’ text – that is text which changes color as you move the mouse over it.

### 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 and view their logs and medals.

#### Credits

Choose this option to view game credits.

#### Options

Choose this option to change the game settings.

#### Exit

Exit the game.

---

### Combat Screen

There are three different game types offered in the Combat screen.

#### Campaign

Campaign games are large-scale dynamic campaigns based over the entire map. To win the campaign you need to complete all of the given objectives.

#### Skirmish

Skirmish games are mini-campaigns contained within a small area of the map. Skirmish games provide useful practice before taking on a full campaign and also require much less bandwidth in multiplayer games.

#### Free Flight

Free Flight games allow you to explore all of the flying areas, practice flying and familiarize yourself with the avionics and weapons systems.

#### Back

Return to the Main screen.

## Pilots Screen

### Pilot Roster

The pilot roster (screen on the right) allows you to Add, Rename and Delete pilots.

Select a pilot by clicking on his name.

### Blue Force

Choose Blue Force to display the selected pilot's logs and medals for flying the Comanche.

### Red Force

Choose Red Force to display the selected pilot's logs and medals for flying the Hokum.

### Medals

Choose Medals 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.

### Rank

Rank (lines in lower left corner) displays the selected pilot's rank and date commissioned.

### OK

Return to the Main screen.

---

## Options Screen

### Controls

Here you define game controls (i.e. keyboard, mouse, joystick, pedals, throttle control, TrackIR).

### Graphics

Here you adjust graphics (i.e. screen resolution, texture, object, terrain quality, shadows).

### Sound

Here you choose sound options – sound effects, music, speech and co-pilot speech.

### Realism

Here you define the level of realism in the game and difficulty level.

### Dynamics

Here you define the level of realism of the flight model – the way helicopters behave.

### Multiplayer

To host or join multiplayer games you will need access to local network (LAN) or Internet.

For LAN games you don't need any additional setting. Other active players in the local network will be automatically recognized and their games will be available in Campaign menu (in green letters, i.e. John's Taskforce Lebanon). You can join such game at any time simply by choosing it from the menu.

When connecting to another player over Internet you need to enter its IP address.

#### **Back**

Exit the Options screen.

---

## **Session Screen**

The session screen appears when Campaign or Skirmish is chosen from the combat screen.

The session list shows all of the available games.

New games are listed in white text (campaigns and skirmishes). If you want to play a multiplayer game then starting a new game makes you the host of that game.

Existing multiplayer games are listed in green text. You may join these games at any time.

Saved games are listed in amber text. Saved games may be renamed or deleted.

After you have selected a game, the game details and options are displayed.

By clicking on Weather you can cycle through weather options (good, fair, poor, variable).

By clicking on Time Of Day you can choose from dawn, midday, afternoon, dusk, midnight or random time of day.

Select 'Ok' when you are ready to continue and to proceed to the Gunship screen.

Select 'Back' to return to the Combat screen.

---

## **Gunship Screen**

From the Gunship screen select which side you want to play the campaign from.

Select 'RAH-66 Comanche' for the Blue Force and 'KA-52 Hokum B' for the Red Force.

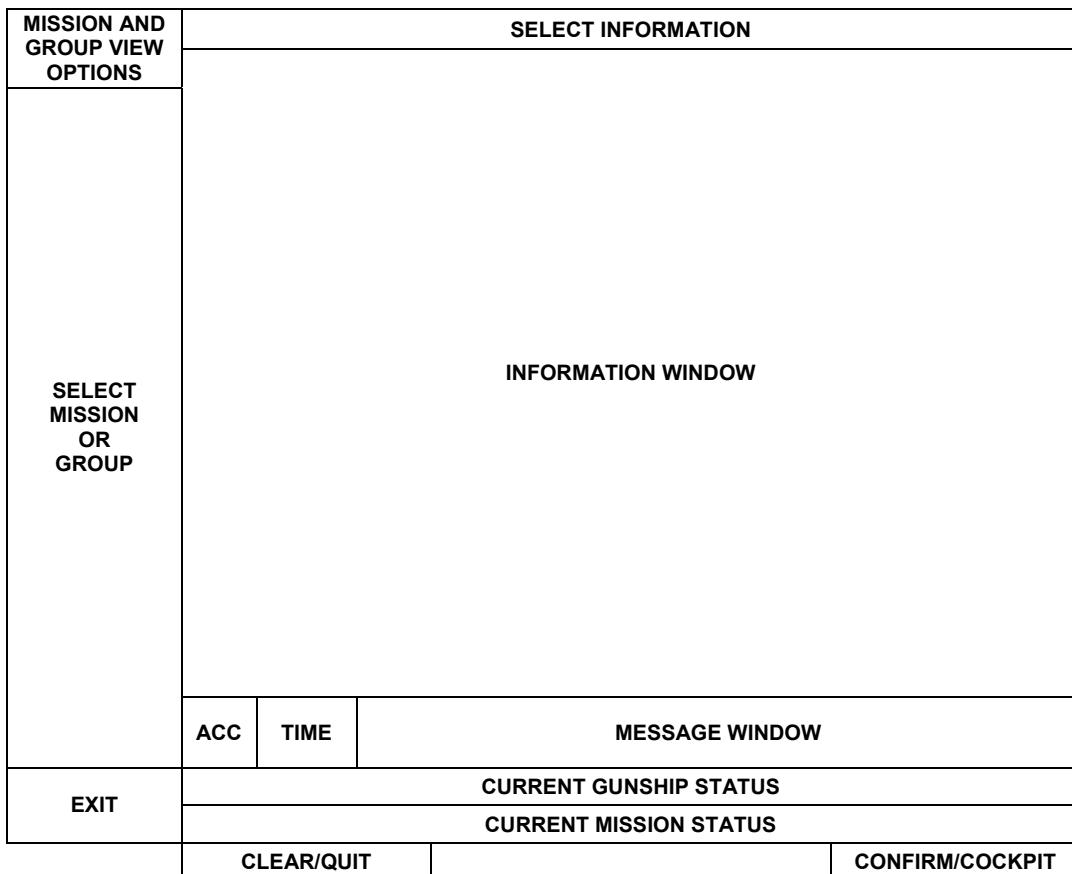
Select 'Select' to continue to the Campaign and Mission Planning screen.

Select 'Back' to return to the Session screen.

# Campaign and Mission Planning Screen

The Campaign and Mission Planning screen is the focal point of the campaign. From here you get an overview of the campaign and can assess the current situation in order to decide your next mission.

## General Layout



*General layout of the Campaign and Mission Planning screen*

Familiarize yourself with the layout of this screen – try selecting all the options. You will notice that many items react to a ‘mouse over’ event by displaying additional relevant information as you move the mouse pointer over them. The additional information may be displayed in the message window, on the map or in the current mission and gunship status lines.

Generally you can click on graphical icons and ‘live’ text – that is text that changes color as you move the mouse pointer over it.

## Selecting a Mission and Gunship

There are several ways of selecting a mission and gunship and you can select them in any order.

For instance, you may prefer to select a mission first simply because you want to fly a particular type of mission. Alternatively you may opt to select a gunship first so that you can fly with other players in a multiplayer game.

### *'Auto-Select'*

The easiest way to select a mission and gunship is to use the auto-select function:

1. Click the 'Auto-Select' text in the current mission status line and a mission will be automatically selected. The mission briefing is displayed in the information window.
2. Click the 'Auto-Select' text in the current gunship status line and a gunship will be automatically selected for the mission. The flight group details are displayed in the information window.
3. Click 'Confirm' then 'Cockpit' to fly the mission.

### *'Available' and 'OOB' (Order Of Battle)*

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' Missions*

Unassigned mission are missions which have not yet been assigned to a flight group. If you select an unassigned mission you then need to select a flight group in order to fly the mission.

Unassigned missions may be taken by computer-controlled (AI) flight groups or by other players in multiplayer games. Unassigned missions will eventually expire (timeout) if they are not taken.

To select an unassigned mission and a gunship:

1. Click 'Clear' / 'Quit Mission' to clear any previously selected missions or gunships.
2. Select 'Available' and 'Missions'.
3. Unassigned and assigned missions are listed, for example:

Unassigned  
**3 x RECON**  
**2 x CAS**

Assigned  
**1 x SEAD**

4. Click on a mission type to display the missions available, for example:

Unassigned  
**3 x RECON**  
    **RECON #1**  
    **RECON #2**  
**2 x CAS**

Assigned  
**1 x SEAD**

5. As you move the mouse pointer over the missions, details of the mission are shown in the message window and the current mission status line. The mission is indicated on the map (if it is in view).
6. Click on a mission and a full briefing for the mission is shown in the information window.
7. Click 'Accept' to accept the mission. The 'Groups' button is automatically selected and the flight groups available for this mission are listed. If no flight groups are available then click 'Clear Mission' to start again.
8. Click on a flight group type to expand the groups available, for example:

**2 x Recon / Attack Helicopters**

**Freelancer**

**Gator**

**1 x Attack Helicopters**

9. As you move the mouse pointer over the flight groups, details of the group are shown in the message window and the current gunship status line. The flight group is indicated on the map (if it is in view).
10. Click on a flight group and the group's details are displayed in the information window.
11. You are normally assigned the flight group leaders gunship (i.e. '1-1 RAH-66 Comanche') but you can select another from the list.
12. Click 'Accept' to accept the gunship.
13. Click 'Confirm' then 'Cockpit' to fly the mission.

#### *'Assigned' Missions*

If you have accepted an assigned mission then the flight group is already selected but you can change gunship within the group. Click 'Accept' to the gunship. Click 'Confirm' then 'Cockpit' to fly the mission.

#### *'Completed' Missions*

Completed missions are only listed when the 'OOB' option is selected.

#### **Map**

There are many maps displayed in various contexts, however, the functionality of all maps is the same.

#### *Mouse Controls*

The map reacts to 'mouse over' events. Simply point at icons to find out what they are.

Use scroll wheel to zoom in/out. Point to a location on the map and turn the scroll wheel to zoom in/out the map around this position.

Point to a location on the map and left-click to 'goto' (that is move your gunship to) this position. This option is only available in Free Flight games.

#### *Keyboard Controls*

Left, Right, Up, Down	Move map
+ or > or + (numpad)	Zoom in
- or < or - (numpad)	Zoom out
Ctrl + + or Ctrl + + (numpad)	Increase time acceleration (single player)

**Ctrl + - or Ctrl + - (numpad)** Decrease time acceleration (single player)

**Home or C** Centre map on player

**Enter** Toggle cockpit/menus

### Map Buttons



**Maximize**  
Maximize map.



**Missions**  
Toggle mission destinations.



**Minimize**  
Minimize map.



**Air Forces**  
Toggle air force icons.



**Zoom In**  
Zoom in.



**Ground Forces**  
Toggle ground force icons.



**Zoom Out**  
Zoom out.



**Sea Forces**  
Toggle sea force icons.



**Side**  
Toggle 'side' map. The side map indicates the territorial possession of both sides.



**Air Defenses**  
Toggle air defense icons.



**Fog of War**  
Toggle 'fog of war' map. The fog of war map indicates areas in which you have little or no intelligence.



**Ground Radar (threat circles)**  
Toggle air defense radar threat circles.



**Grid**  
Toggle the map grid.



**Track**  
Track the player's gunship (or track the selected unit if in 'Groups' menu).



**Keysites**  
Toggle keysite icons. Keysites are tactical sites such as airbases, FARPs, ports, oil refineries, etc.



**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 window.



**Event**  
The most recent event log message is displayed in the message window and the event locator is displayed on the map to show the origin of the message. Click on the message window to display the event log in the information window.



**Explosions**  
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 confirmed (by clicking 'Confirm').

To move a waypoint, select it with the mouse pointer and drag it to a new location. The start base, landing base and objective waypoints cannot be moved.

To insert a waypoint, click on the '+' symbol between the two waypoints that you wish to insert a new waypoint.

To delete a waypoint, highlight the waypoint by moving the mouse pointer over the waypoint and press the Delete key. The start base, landing base and objective waypoints cannot be deleted.

### **Mission Briefing and Debriefing**

The mission briefing is displayed in the information window. The details of the mission are listed and a short account of the mission objectives is given.

After a mission is completed (successfully or unsuccessfully) the mission debriefing is displayed in the information window.

To display your briefing or debriefing click the mission name (i.e. 'RECON #2') in the current mission status line.

Mission debriefing is available as soon as the mission is complete and when you have returned to base. At this point you can quit the mission (an AI pilot will fly the gunship back to base) and you can select another mission to fly.

### *Promotion and Medals*

After a mission you may be promoted or be awarded a medal. Details are given in the debriefing.

### **Sit Rep (Situation Report)**

The Sit Rep outlines your campaign objectives and gives an indication of the campaign progress using 'force strength' and 'kills/losses' indicators.

In order to win the campaign your forces must successfully complete all of the campaign objectives.

Some objectives require your forces to capture an enemy installation. To achieve this, your forces must weaken the installation via strike missions. Once battle damage assessment has shown the installation to be sufficiently weakened your forces will attempt to insert troops to capture it.

### **Log (Event Log)**

The event log keeps account of all the significant actions that have occurred during the campaign.

The event log is listed with the latest event at the top. Click on any event text to view the location of the message origin.

### **Payloads**

After selecting a gunship you can change the weapon loadout. You can only change the gunship's weapons when you are landed at an airbase, carrier or FARP.

To change weapons cycle through the weapons available for each pylon or select a default weapon loadout (air-to-ground, air-to-air or recon/scout).

You may change the weapon loadout for any of the gunships in your flight group. For gunships other than Apache Longbows, Comanches, Havocs and Hokums you can only select the three default options.

### **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 unavailable and are grayed out.

### **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 16 characters – there is no need to enter a file extension).

### **Quit Campaign**

To quit the campaign click the ‘Exit’ button or press Ctrl + Q.

## 3. C O N T R O L S

### Controls

---

#### Standard Joystick Configuration

Stick	Cyclic
Hat switch (POV)	Pan view
Button 1	Fire weapon
Button 2	Select weapon
Button 3	Select target
Button 4	Padlock/unpadlock target

---

#### Programmable Joystick Configurations

You can configure your joystick the way it best suites you by using your joystick drivers.

---

#### 'Sticky' Keys

Occasionally you may experience problems with 'sticky' keys. For example, the torque value may continue to rise or fall even though you have released the collective keys. Pressing and releasing the appropriate key will solve the problem (press A if the torque value is continuously rising, or press Q if the torque value is continuously falling).

---

#### Game

Ctrl + X	Exit game
Ctrl + Q	Quit mission/campaign
P	Pause (single player)
Ctrl + +	Increase time acceleration (single player)
Ctrl + -	Decrease time acceleration (single player)
Enter	Toggle cockpits/menus
Ctrl + I	Toggle in-flight intelligence messages
Ctrl + R	Rearm refuel and repair (cheat)
Print Screen	Take screenshot

# Flight Controls

<b>Cyclic, Collective, Tail Rotor</b>			
Left	Cyclic left	Alt + H	Altitude hold (engage/disengage)
Right	Cyclic right	Alt + J	Decrease altitude hold level
Up	Cyclic up	Alt + K	Increase altitude hold level
Down	Cyclic down	H	Hover hold (engage/disengage)
Q or +	Increase collective	Shift + H	Stable hover hold (engage/disengage)
A or -	Decrease collective	<b>Miscellaneous</b>	
Z	Tail rotor left	R	Rotor brake (engage/disengage)
X	Tail rotor right	B	Wheel brake (engage/disengage)
T	Trim cyclic	Ctrl + G	Gear (raise/lower)
Shift + T	Clear trim	Alt + E	Eject (Hokum)
<b>Autopilot</b>			
G	Autopilot (engage/disengage)		

# Cockpit

<b>Warnings</b>		<b>HIDSS (Comanche) / HUD (Hokum)</b>	
M	Acknowledge master caution	K	Select next HIDSS (Comanche) / HUD (Hokum) color
Ctrl + F	Fire extinguishers (once per mission)	Shift + K	Select previous HIDSS/HUD color
<b>Radio Messages</b>		<b>Multi-Function Displays (MFDs)</b>	
Tab	Display radio message	O	Engage bob-up
Ctrl + Tab	Repeat radio message	Ctrl + O	Disengage bob-up
Shift + A	Attack my target		
<b>Navigation</b>		E	Increase TSD and ASE/TWD range
W	Select next waypoint (flight group leader)		
Shift + W	Select previous waypoint (flight group leader)		
<b>Night Flying</b>		Shift + E	Decrease TSD and ASE/TWD range
N	Night vision (on/off)		
V	Navigation lights (on/off)	D	Select next TSD declutter level
		Shift + D	Select previous TSD declutter level
		Ctrl + A	Toggle ASE/TWD auto-page

## Cycle MFD Pages

[	Select next left MFD page
Shift + [	Select previous left MFD page
Ctrl + [	Left MFD on/off
]	Select next right MFD page
Shift + ]	Select previous right MFD page
Ctrl + ]	Right MFD on/off
Alt + [	Left side display on/off (Comanche)
Alt + ]	Right side display on/off (Comanche)

## MFD Page Shortcuts

Ctrl + 1 to 0	Select page for left MFD
Alt + 1 to 0	Select page for right MFD
1	Ground radar
2	Air radar
3	TADS (Comanche) / EOS (Hokum)
4	TSD
5	ASE (Comanche) / TWD (Hokum)
6	Weapon
7	System
8	Engine
9	Flight
0	Mission

---

## Weapons and Countermeasures

Backspace	Select next weapon
Shift + Backspace	Select previous weapon
Alt + Backspace	Select gun
Ctrl + Backspace	Weapons safe
Spacebar	Fire weapon
S	Increase rocket salvo size
Shift + S	Decrease rocket salvo size
L	Hellfire LOBL / LOAL toggle (Comanche)
C	Release chaff
F	Release flare
J	Radar jammer (on/off)
I	Infra-red jammer (on/off)
Ctrl + C	Auto-countermeasures (on/off)

---

## Targeting

### Select Target Acquisition System

Insert	Ground radar
Home	Air radar
Page Up	HIDSS (Comanche) / HMS (Hokum)
Delete	FLIR

End

DTV (Comanche) / LLLTV (Hokum)

Page Down

Periscope (Hokum)

Alternatively (for programmable joysticks):

Shift + 1      Ground radar

Shift + 2      Air radar

	Shift + 3	HIDSS / HMS	0	Select next target
Shift + 4	FLIR		Shift + 0	Select previous target
Shift + 5	DTV (Comanche) / LLLTV (Hokum)		Ctrl + Delete	Switch radar off
Shift + 6	Periscope (Hokum)			<b>TADS / EOS Controls (numeric keypad)</b>
<b>Radar Controls (numeric keypad)</b>				
4	Scan left	4		Pan left
5	Scan centre	5		Pan centre
6	Scan right	6		Pan right
8	Increase scan size	8		Pan up
2	Decrease scan size	2		Pan down
+	Increase range	+		Increase zoom
-	Decrease range	-		Decrease zoom
9	Increase target priority (ground radar)	Enter		Lock/unlock target
3	Decrease target priority (ground radar)	Ctrl + Enter		Padlock/unpadlock target
1	Engage auto-target	0		Select next target
7	Toggle allied aircraft / all aircraft (air radar)	Shift + 0		Select previous target
*	Toggle single / continuous sweep	Ctrl + Delete		Switch TADS / EOS off
/	Activate single radar sweep			<b>HIDSS / HMS Controls (numeric keypad)</b>
Enter	Lock/unlock target	Alt + 4, 6, 8, 2	Pan virtual cockpit	
Ctrl + Enter	Padlock/unpadlock target	Enter		Lock/unlock target
		Ctrl + Enter		Padlock/unpadlock target
		0		Select next target
		Shift + 0		Select previous target
		Ctrl + Delete		Switch HIDSS / HMS off

## Views

<b>Main Cockpit Views</b>		Ctrl + down	Instrument view
F1	Forward view	Shift + left	Left MFD view, press again for instrument view
F2	Instrument view	Shift + right	Right MFD view, press again for instrument view
F3	Left MFD view, press again for instrument view	Shift + up	Pilot's seat
F4	Right MFD view, press again for instrument view	Shift + down	Co-pilot's seat
Shift + F2	Hokum HUD view, press again for forward view	<b>Virtual Cockpit</b>	
Esc	Switch pilot/co-pilot seats	Alt + left	Pan left
Ctrl + left	Look left	Alt + right	Pan right
Ctrl + right	Look right	Alt + up	Pan up
Ctrl + up	Forward view	Alt + down	Pan down

<b>Padlock Views</b>		F12	Toggle 'Select Object To View' menu
1	Padlock target	Ctrl + F5	View next side
2	Padlock wingman, press again to cycle wingmen	Shift + F5	View previous side
3	Padlock air threat, press again to cycle air threats	Ctrl + F5	View next category
4	Padlock ground threat, press again to cycle ground threats	Shift + F6	View previous category
5	Padlock incoming missile, press again to cycle incoming missiles	Ctrl + F7	View next type
6	Padlock waypoint	Shift + F7	View previous type
0	Unpadlock	Ctrl + F8	View next object
		Shift + F8	View previous object
		Alt + F5	View all
		Alt + F6	View wingmen
		Alt + F7	View players
		Alt + F8	View available gunships
		Alt + +	Increase view range
		Alt + -	Decrease view range
<b>Cockpit Detail</b>		<b>Select Camera</b>	
Ctrl + F1	Toggle cockpit graphics	F9	Chase camera
Ctrl + F2	Toggle glass cockpit	Shift + F9	Reset chase camera position
Ctrl + F3	Decrease cockpit detail	Alt + F9	Lock/unlock chase camera
Ctrl + F4	Increase cockpit detail	F10	Fly-by camera
Alt + R	Toggle blurred rotors	Shift + F10	Drop camera
<b>High Resolution Support</b>		Ctrl + F10	Static camera
Shift + F1	640*480 resolution	Alt + F10	Weapon camera
Shift + F4	Increase resolution	F11	Auto-action camera
Shift + F3	Decrease resolution	Shift + F11	Cinematic camera
<b>External Views</b>		Ctrl + F11	Crew camera
Alt + left	Pan left	<b>Miscellaneous</b>	
Alt + right	Pan right	Alt + F2	Toggle external view HIDSS / HUD
Alt + up	Pan up	Ctrl + F12	Toggle external view object text
Alt + down	Pan down	Alt + F12	Toggle external view inset target
Alt + <	Zoom out	U	Fly external view gunship (available gunship only)
Alt + >	Zoom in		
<b>Select Object To View</b>			
F5	View player's gunship		
F6	View player's target		
F7	View player's weapon		
F8	View player's padlock		

# Voice Control

Voice control feature can make your playing more realistic, sophisticated and fun.

To use voice controls, microphone device must be installed and turned on. Voice control starts automatically, when the game starts.

Using voice control, you can give direct orders to your wingman, flight group or local bases. First say who you give orders to (i.e. flight group) and then the actual command.

You should try to speak commands as clear as possible, with normal tone of your voice.

## Voice control commands:

Flight Group →      Attack my target

Help me

Hold position

Rejoin formation

Weapons hold

Weapons free

Bob-up

Formation →

Row left

Row right

Echelon left

Echelon right

Column

Wedge

Wingman (1-3) →      Attack my target

Help me

Hold position

Rejoin formation

Weapons hold

Weapons free

Bob-up

Local Base →      Request Airstrike

Request Artillery

Request Assistance

Transmit Recon

## Indicators:

Flight group: upper left corner of the screen and audio confirmation

Wingman: audio confirmation

Local base: audio confirmation

## 4. APPENDICES

### Trouble shooting

#### Updates

For latest news and information visit [www.eech2.com](http://www.eech2.com)

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#### Re-Installing

If you re-install Desert Operations on to your PC then please ensure that the previous installation was completely removed. That is, in addition to un-installing Desert Operations delete the Strategy First\Enemy Engaged 2\cohokum folder as well.

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#### Cannot Find Desert Operations CD

If Desert Operations reports that it cannot find the CD then please ensure that you have closed any CD Player applications that may have captured the CD.

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#### Loading ... "Comms System" Crash

On the rare occurrence that the program hangs while initializing the 'Comms System' then you will need to reboot your PC.

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#### 'Sticky' Keys

Occasionally you may experience problems with 'sticky' keys.  
For example, the torque value may continue to rise or fall even though you have released the collective keys. Pressing and releasing the appropriate key will solve the problem (press A if the torque value is continuously rising, or press Q if the torque value is continuously falling).

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#### Graphics

If you are experiencing problems with Desert Operations graphics then please ensure that you have the latest drivers for your 3D graphics card.

# Credits

## G2 CES

### MANAGEMENT

**President**

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Uroš Rogulja

**Chief Financial Officer**

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**Music composed by**

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Mladen Milojević

**Additional Programming**

Dragan Smiljanić

Marko Mitrović

**Voice Control**

Ilija Zeljković

Roberto Pieraccini

Nikola Smiljanić

**Lead Tester**

Ivan Buljan

Speech Recognition by Microsoft Corporation.Inc. OpenAL sound and music system.

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## **Credits**

### **Strategy First Inc.**

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*Enemy Engaged*

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# DESERT OPERATIONS

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MANUAL