

Red Baron

MISSION BUILDER

TO BUILD A CUSTOM MISSION

1. From your Baron directory, type "BARON" and press [enter].
2. From the main menu, select Fly Single Mission.
3. Select Build A Custom Mission.

TO PLAY A CUSTOM MISSION

1. From your Baron directory, type "BARON", and press [enter].
2. From the main menu, select Fly Single Mission.
3. Select Fly A Custom Mission.

CURSOR CONTROL

All instructions for **button 1** and **2** are interchangeable for either mouse (recommended) or joystick. When using the keypad, **Insert** corresponds to **button 1** and **Delete** corresponds to **button 2**.

See TIPS.DOC on the *Red Baron Mission Builder* disk for more detailed information and hints.

PATH POINTS

Button 1 selects or adds a path point. (More points can be added by moving the cursor and pressing **button 1**.)

Moving Path Points

Hold down **button 1** to drag a path point to a new location.

Deleting Path Points

Click on point with **button 2**.

Object Path Display

To adjust a path point altitude, place the cursor on an altitude button and press **button 1** or **2**.

SELECTING A GROUP

Click on group with **button 1**.

DELETING A GROUP

With the cursor on the group's map icon, press **button 2**.

SELECTING AIRCRAFT GROUPS

Moving the cursor over map icons highlights them with brackets. 

A group that has been selected by pressing **button 1** will have a box around it. 

A group or path point that is about to be deleted with **button 2** will display a box with a X. 



German Zeppelin [grey]



Allied Balloon [gold]



German Balloon [grey]



Allied Plane [gold]



German Plane [grey]



Allied Aerodrome



German Aerodrome



Supply Dump



Train Station



Artillery



Town



Factory

MISSION BUILDER HOT KEYS

Main Screen

- F File
- M Mission
- N New Group
- A All Groups
- D Display
- G Group Assignment
- ? About RBMB
- F1-F8 Highlight current group's pathpoint 1-8
- 1-8 Altitude of path points 1-8

File Menu

- N New
- L Load
- S Save
- D Delete
- F Fly
- E Exit

Mission Menu

- M Map
- C Clouds
- T Time of Day
- B Briefing Text

Display Menu

- G Grid On/Off
- S Show One/All paths

Exiting to DOS

Pressing **CONTROL-ESC** or **ALT-Q** will quit to DOS at any time.

Dual Joystick and Rudder Support

To disable press **ALT-J**.

INSTALLING RED BARON MISSION BUILDER TO A HARD DRIVE

1. Insert *Red Baron Mission Builder* disk #1 into a floppy disk drive.
2. Select the floppy drive containing *Red Baron Mission Builder* Disk #1. So, if disk #1 is in drive A:, type "A:" [enter].
3. Type "INSTALL" followed by the drive on which you installed the original *Red Baron*.

For example:

INSTALL C:

if you previously installed *Red Baron* to your C: drive.

4. If, you have moved your Baron files to a directory other than \DYNAMIX\BARON, type the new full directory path after the drive letter when you run install. *Be sure to leave a space between the drive letter and the directory path.*

For example:

INSTALL D: \GAMES\BARON

if you have moved *Red Baron* to the subdirectory \GAMES\BARON on your D: drive.

5. Press [enter] to begin the install program, then follow the on-screen instructions.



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Important Note: Use the installation program provided to install *Red Baron Mission Builder* to your hard drive. Since the *Red Baron Mission Builder* files are compressed, it will not work to copy files using the DOS COPY command. The install program will decompress the files as it copies them to your hard drive.

SETTING PREFERENCES

Adding the *Red Baron* Expansion Disk should not affect your preferences settings. To modify the install program preferences, follow these steps:

1. Go to the *Red Baron* directory on your hard drive.
2. Type "INSTALL" [enter].
3. From the Smart Start menu, you may select any option you wish to change by following the on-screen instructions.

REQUIREMENTS FOR SPECIFIC MISSION TYPES

<i>Mission Type</i>	<i>Player's Target</i>
Dogfight	Enemy Scouts
Escort Bombers	Friendly Bombers
Stop Bombers	Enemy Bombers with a bombing target
Destroy a Zeppelin	Enemy Zeppelin without a bombing target
Intercept a Zeppelin	Enemy Zeppelin with a bombing target
Escort Reconnaissance	Friendly Recon Planes
Balloon Defense	Friendly Balloons
Balloon Busting	Enemy Balloons
Patrol	Any other target or no target

POSSIBLE ORDERS FOR EACH GROUP TYPE

<i>Group Type</i>	<i>Target</i>	<i>Orders</i>
Scouts	Enemy Airplane group	Dogfight Intercept Destroy
	Friendly Airplane group	Escort Protect
	Enemy Balloon group or Zeppelin	Destroy
	Friendly Balloon group or Zeppelin	Protect
All Planes	Friendly Airplane group	Escort
Bombers or Zeppelins	Enemy Factory, Supply Dump, Train Station	Bomb
	Friendly Factory, Supply Dump, Train Station	Bomb
Recon Planes, Bombers, Zeppelins	No target	Traverse
Scout groups	No target	Patrol
<i>Balloons are stationary, so they aren't able to target objects or receive new orders.</i>		