

Sept/Oct

Issue 3

Combat Flight Simulator 2

A Magazine For Fellow Enthusiast



FREE
Animated
flame macro
(API)

DYNAMIC LIBRARY
OBJECTS INCLUDED

The

Battle of Britian

Aircraft of the Royal Air Force

SUPERMARINE SPITFIRE

Introduction to Combat Flight Simulator 2

A Magazine For Fellow Enthusiast.

IN BRIEF.

My name is Robert John Sprackland. AKA Robert John.

This magazine is for all levels of Combat Flight Simulator 2 enthusiast. It will deal with all aspects of the game.

Dealing with all types of scenery and its installation, adjusting and reconfiguring files etc.

Over the years I have gained knowledge of working with and developing freeware scenery for Microsoft Flight Simulators. I would like to help modernise some of the good older scenery, like placing LOD's within the models. I have installed many products incorrectly and hope to pass on many ways of installing these products correctly.

I would like input from other members of the community.

You may contact me via SOH private message, or my hotmail address. rjsprackland@hotmail.com

Hope you enjoy.

R J Sprackland.

Working with airportforwindows

Airport for windows is a placement tool, that can be used to place objects into the scenery of cfs2, this is not to be confused with adding scenery to the gsl layer with mission builder, and will not be destroyable.

Adding objects by any methods has its own advantages and disadvantages.

Adding any object to the scenery, one must be aware that the more objects there are, the harder the computer has to work, and the frame rates go down.

One of the problems that designers face is making their models frame rate friendly, this is done by controlling the draw call order and the number of texture sheets, and also by adding lod's to their models.

Objects are placed with airportforwindows by using api's.

There are two kinds of api's that are used:-

1. Api's that have the model of the object in them.
2. Api's that call for the object that is already placed in the game.

What is a api

An application programming interface (API) is a specification intended to be used as an interface by software components to communicate with each other.

You will need five tools:-

1. [Airportforwindows V3](#)

"The object placement tool".

You will need to install the Airport 2.60 full install followed by **Airport 3.0 upgrade**

2. [Fscuip](#) you will only need the FSUIPC.dll placed inside of your cfs2 MODULES folder.

3. [cfo_weather.dll](#)

"A .dll that presents you with the option to save, select and load a flight file".

4. [BGLAnalyze 3.1](#) You will need an account at avsim.

5. [Scasm](#) Go to downloads. Download SCASM 2.96.

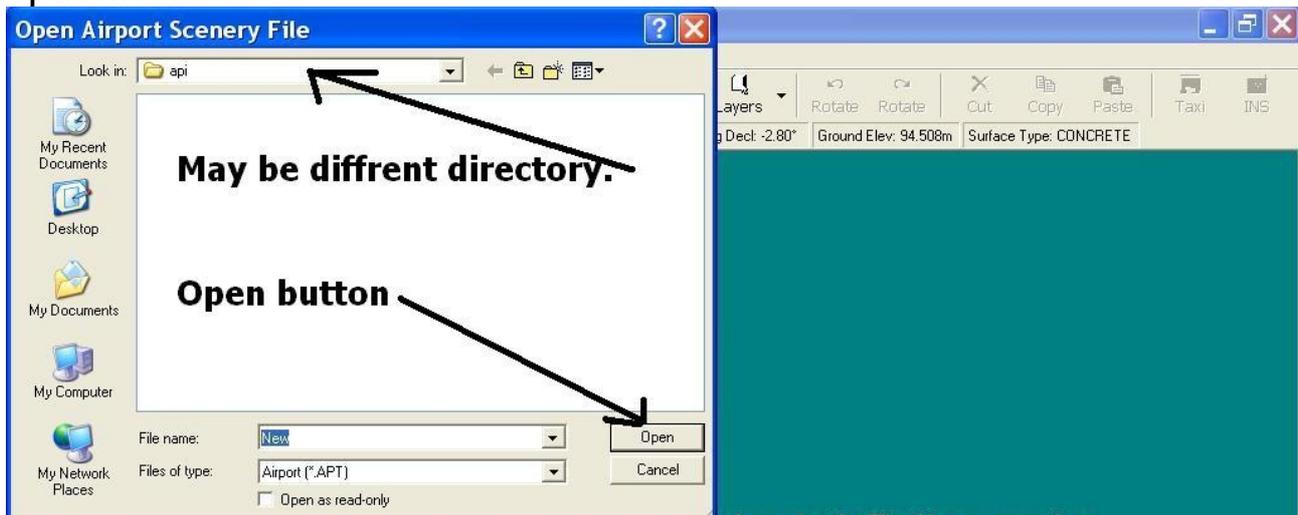
LETS GET STARTED

Make a folder to keep your apt files in.

Make a folder to keep your apt files in. I made mine called MY APTS and I placed it in the airportforwindows folder.

Configure your airportforwindows.

To start a new scenery, first open a scenery window using the File/New option.



Then go to Options and fill in the FS version and directory locations. To start the scenery, go first to Section / General and enter the scenery center and elevation. Then start adding scenery objects.

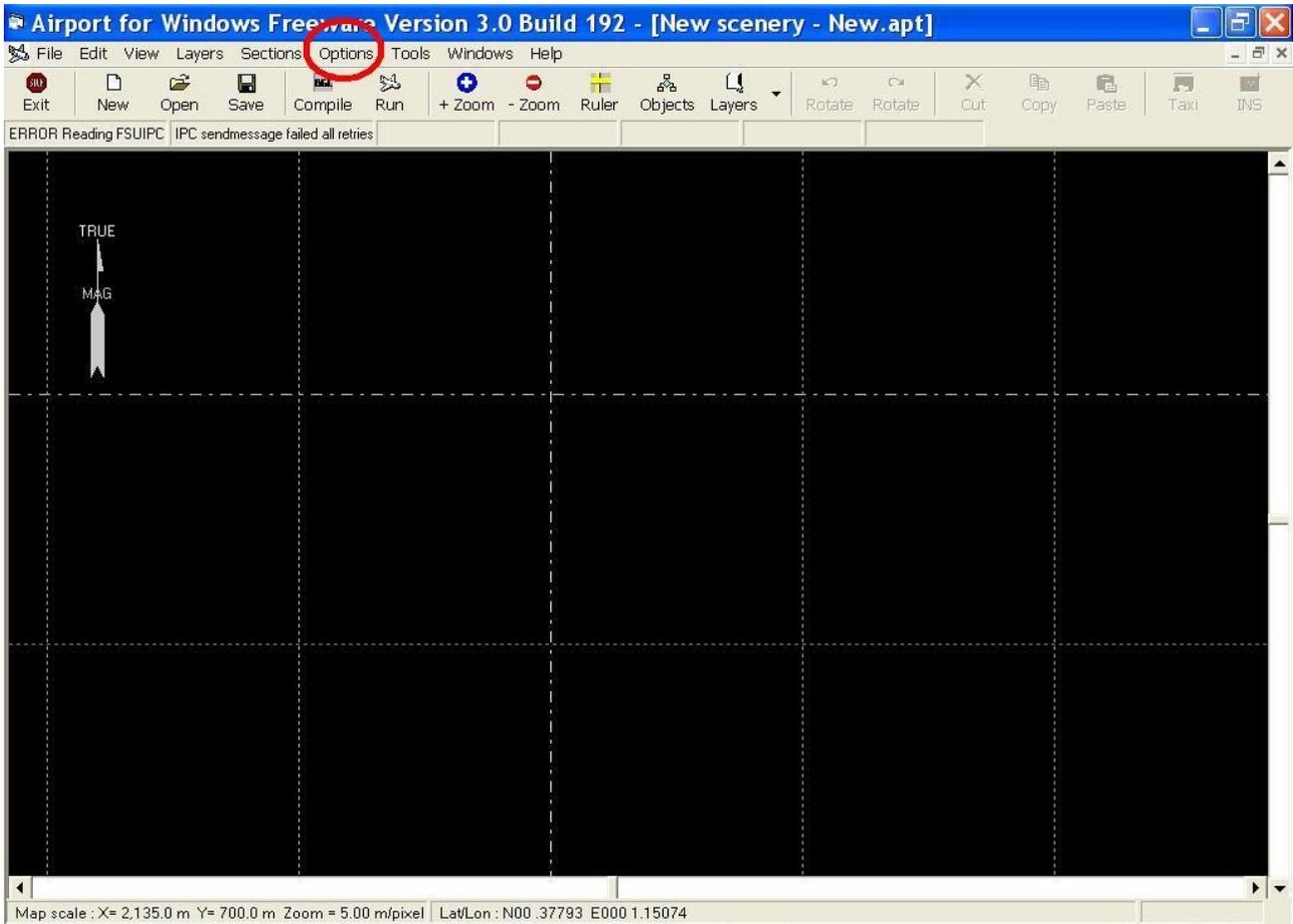
If you have problems or questions, please email to: support@airportforwindows.com.

Watch www.airportforwindows.com for future updates, and participate in the Flightsim network User Support forum for help and suggestions. A link to the forum is on the website.

AFW is a freeware, user-supported program. This means the ideas for new features, debugging and testing is dependent on user feedback. Please help continue to make AFW a useful program for creating Flight Simulator scenery.

Then go options and fill in the FS version and directory locations.

Options button.



Program Directories.

My Preferences.



Airport Freeware Version 3.0 Build 192 Preferences

SCASM Compiler
Path:

ASM Compiler
Path:

Text editor
Command line:

Sclink
Path:

BGL File Disassembler
Command line:

BMP 2000 (or Other) Graphics Viewer Directory
Path:

Zip File Creator Executable
Path/Filename:

Airport Macro Directory
Path:

Compile Configurations

My Preferences.

Airport Freeware Version 3.0 Build 192 Preferences

Configuration Sets

Displayed Active

Configuration A

Configuration B

Configuration C

Select the Configuration set under the Display column for editing. Under the Active Column, select the Configuration you want the program to use now.

Compile Options

Edit FS2K Scenery.CFG File when BGL is installed

Check for Flight Simulator Open before Installing scenery. (Important for FS2000 and above)

Flight Simulator Version

ES 5.1 FS 98 CFS I FS 2002

FS 95 FS 2000 CFS II and III FS 2004

File Directories:

FS path: C:\Program Files\Microsoft Games\Battle For Europe Browse

Default BGL path: C:\Program Files\Microsoft Games\CFS2 Scenery\ADDON\Searchlights\scenery Browse

Texture Path: C:\Program Files\Microsoft Games\Battle For Europe Browse

AFD BGL Path: C:\Program Files\Microsoft Games\CFS2 Scenery\ADDON\Searchlights Browse

Exclude BGL Path: C:\Program Files\Microsoft Games\CFS2 Scenery\ADDON\Searchlights Browse

User Custom Macros Directory

Path: C:\Program Files\Airport for Windows\UserAPI Browse

SCASM Compiler Switches

Command line switches: -l -m

SCLINK Switches

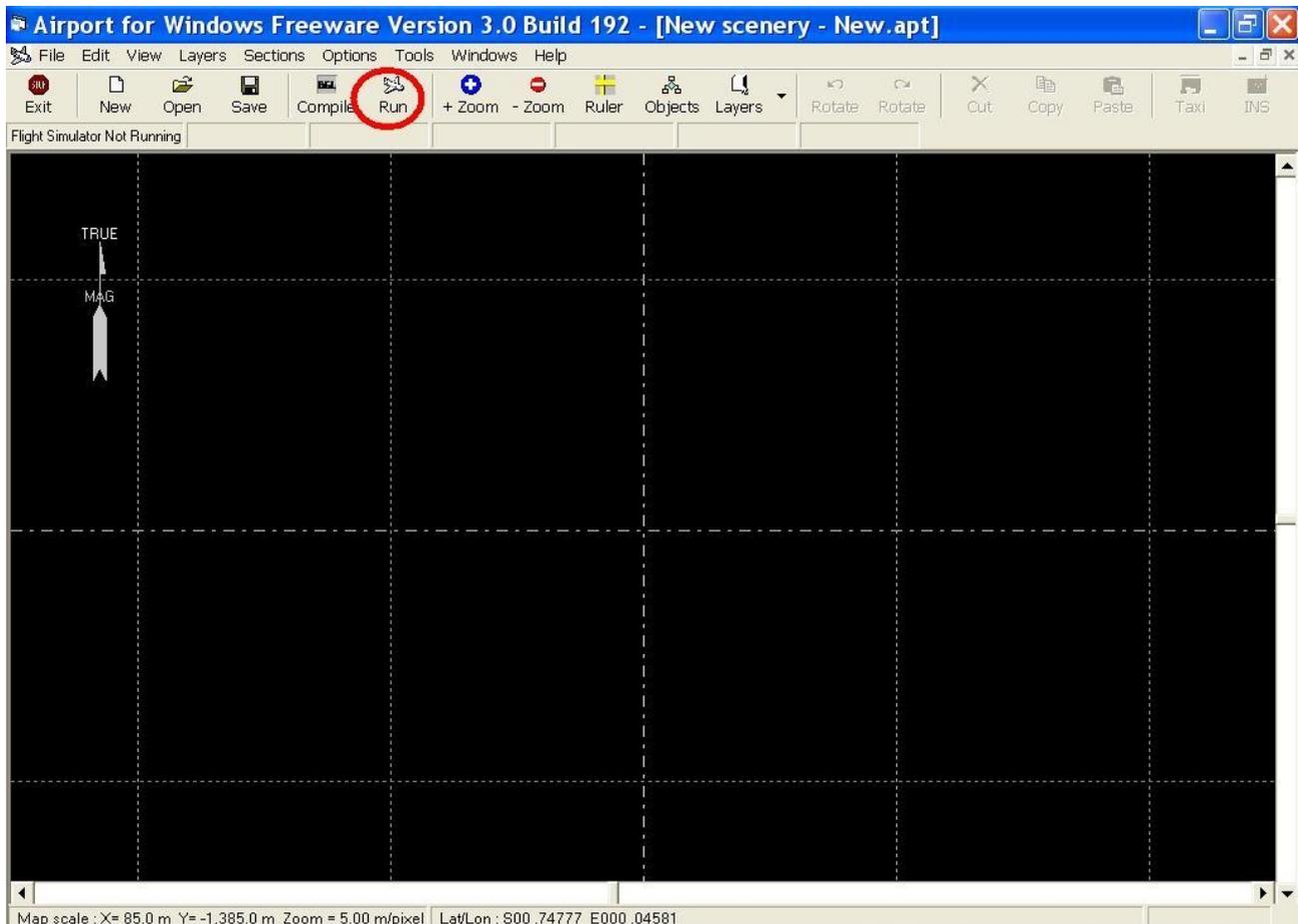
Command line switches:

ADDON\Searchlights\Scenery is the folder I am using to keep the .bgl files in.

AFD BGL Path: and the Exclude BGL Path: is not set up to be used in all my scenery, sometimes I delete them. We can still use them in the game by transferring them to their proper folders.

Do not shut down airportforwindows.

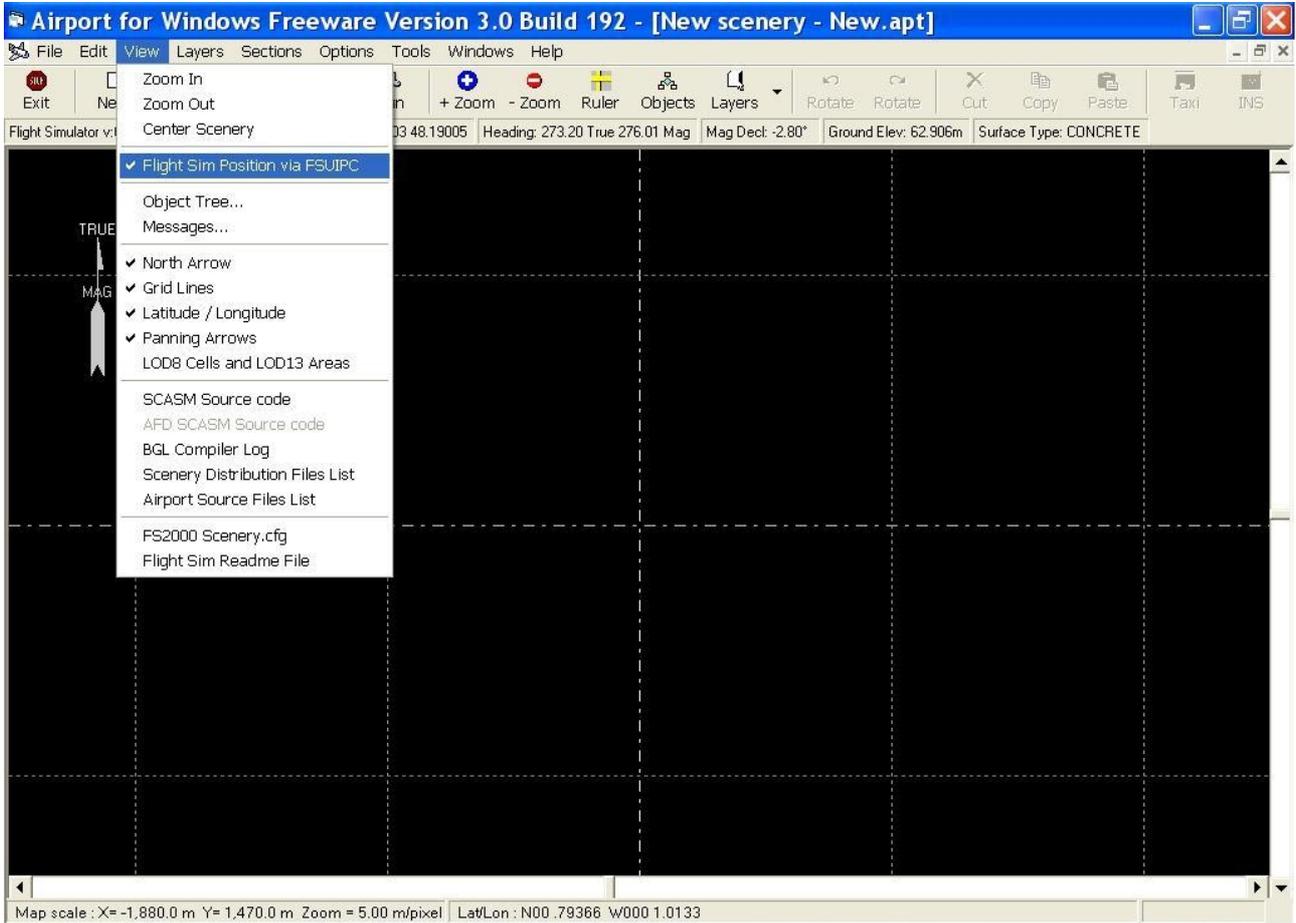
Run Combat Flight Simulator



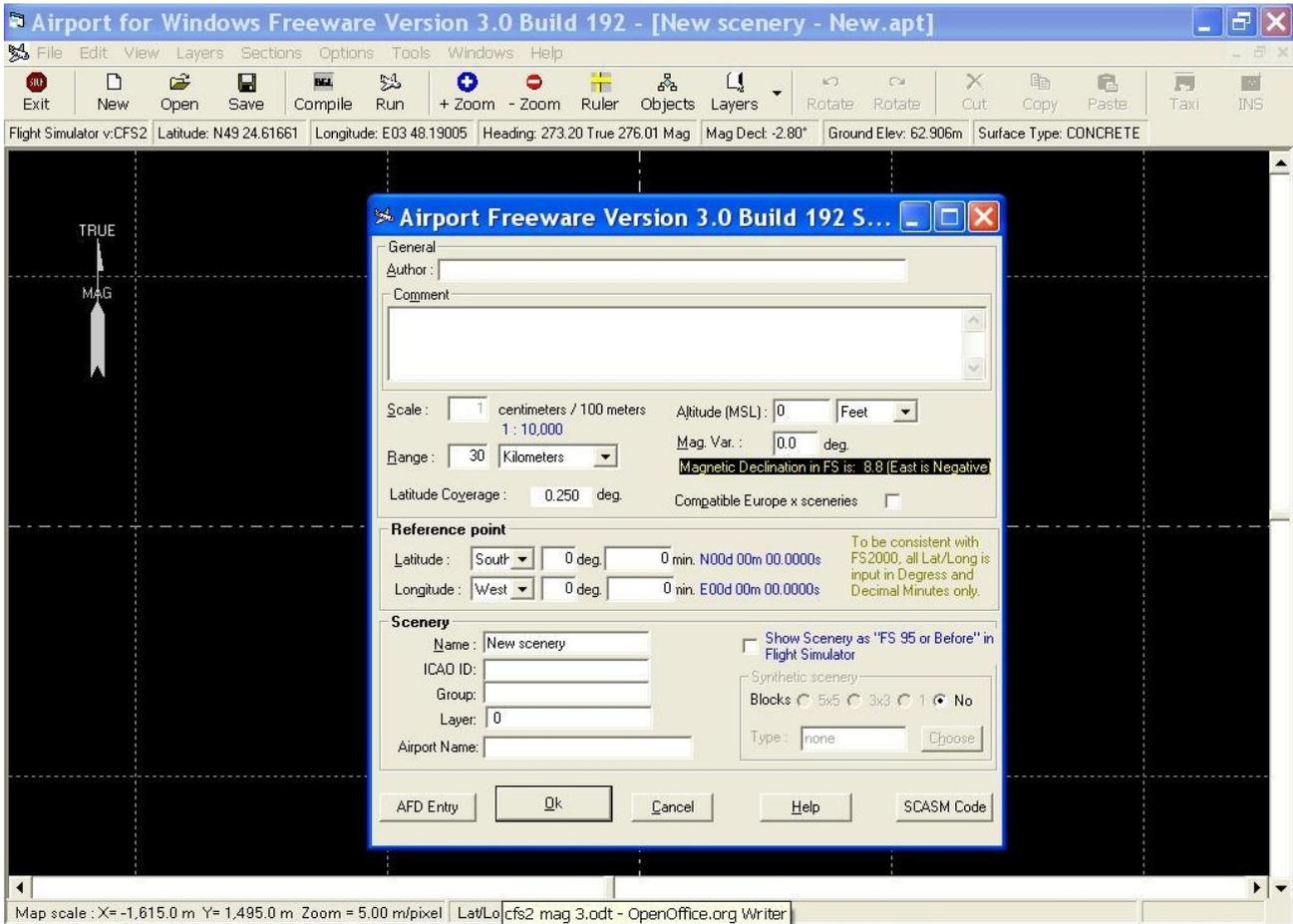
Run Combat Flight Simulator and go to the centre of the area you would like to develop, make sure your aircraft is on the floor with its landing gear down and save flight using the cfo weather program. I saved mine as "TEMP LANDING STRIP".

Now open up airportforwindows without shutting down cfs2.

View,Check Flight Sim Position via FSUIP and this will bring your coordinates up.



Click on Sections\General.



General

Author :

Comment :

Scale : centimeters / 100 meters
1 : 10,000

Range : Kilometers

Altitude (MSL) : Feet

Mag. Var. : deg.
Magnetic Declination in FS is: 8.8 (East is Negative)

Latitude Coverage : deg. Compatible Europe x sceneries

Reference point

Latitude : 49 deg. 24.61661 min. N00d 00m 00.0000s

Longitude : 03 deg. 48.19005 min. E00d 00m 00.0000s

To be consistent with FS2000, all Lat/Long is input in Degrass and Decimal Minutes only.

Scenery

Name :

ICAO ID :

Group :

Layer :

Airport Name :

Show Scenery as "FS 95 or Before" in Flight Simulator

Synthetic scenery

Blocks 5x5 3x3 1 No

Type :

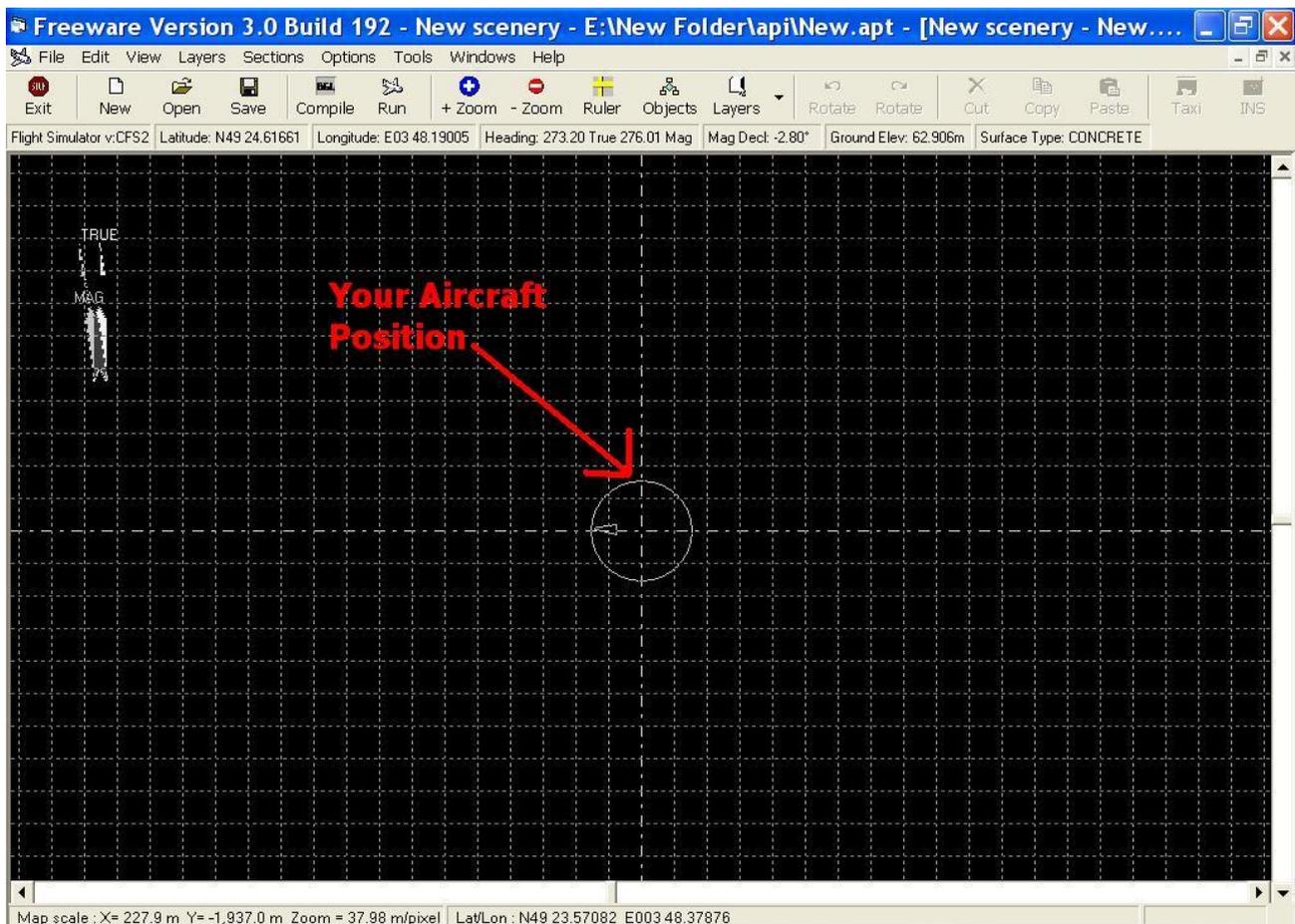
AFD Entry

Fill in the information. Most important is Reference point.
You can give the scenery a name in the scenery section before you save.

Click OK.

A warning will come up,
WARNING- The entered Magnetic Variation is not the same as Flight Simulator Magnetic Variation for this location.
Make these values the same?

Click Yes.



Now save your APT. I Saved mine as "Temp Landing strip".

Go to Combat Flight Simulator and take a note of the altitude

My altitude is 64.31 meters.

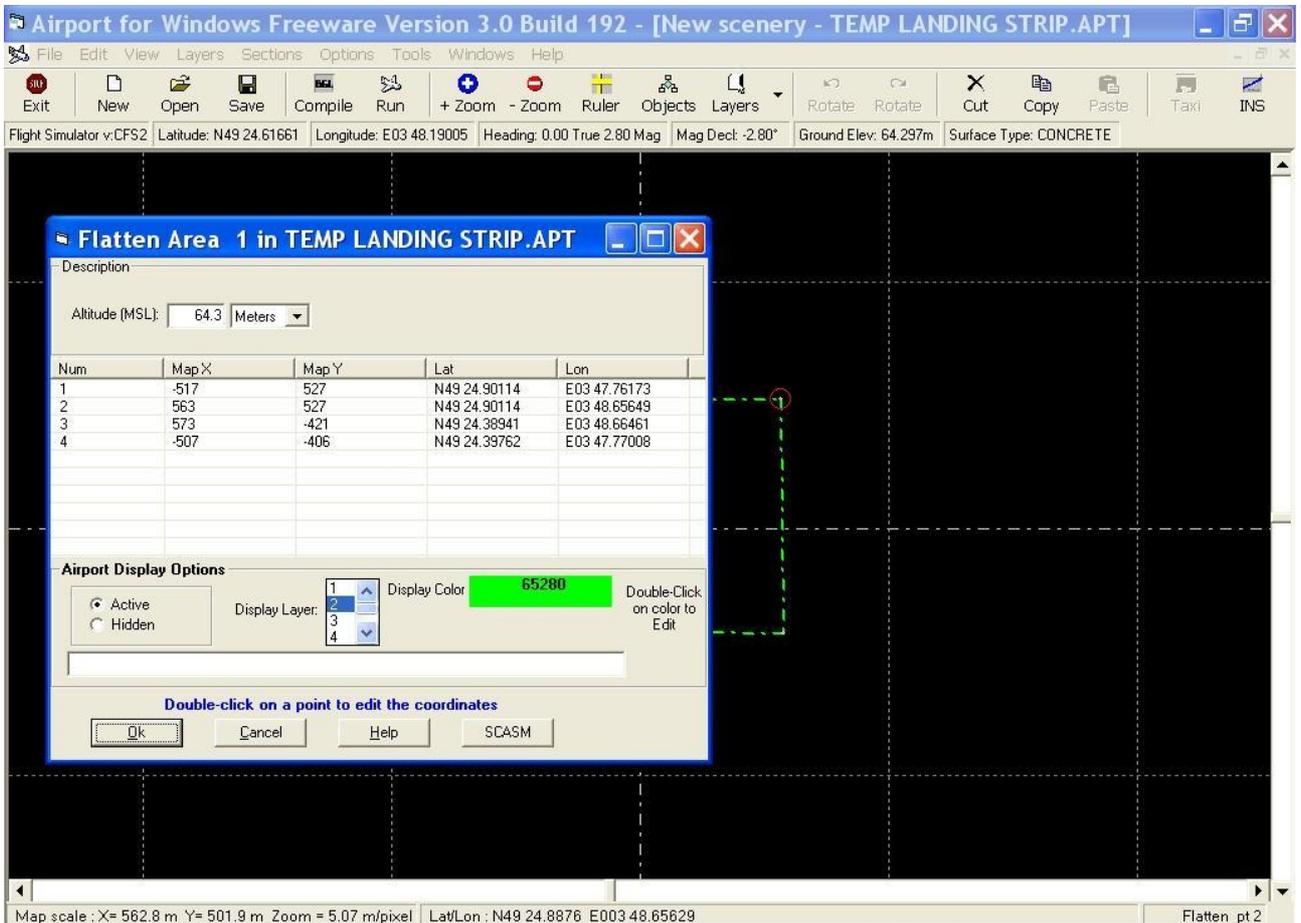
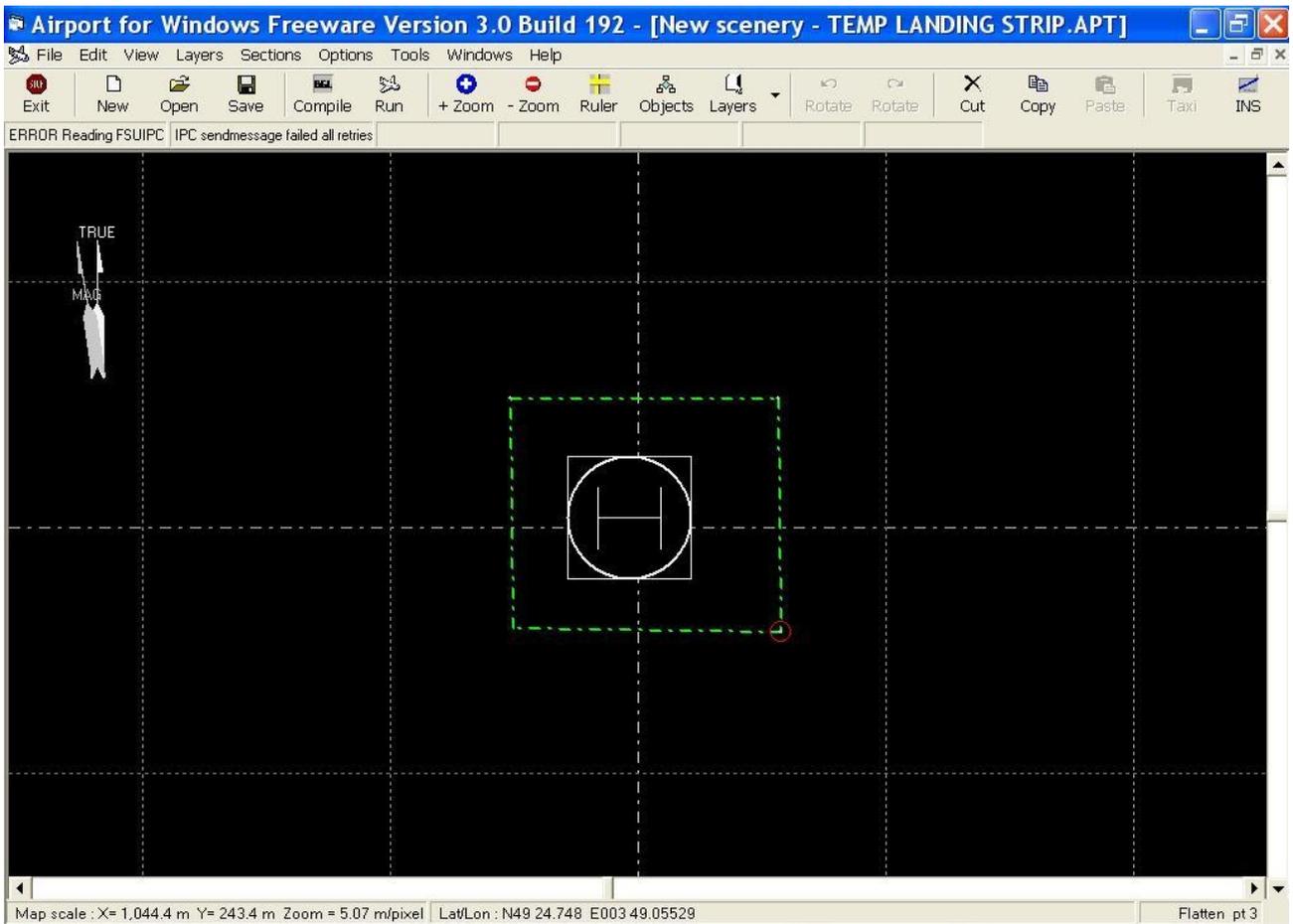
Come back to airportforwindows and right click the mouse and create a helipad size 500m x500m and heading 0.

Click on position and another window will open, click on Flt Sim Position and then OK this window will close, click OK in the first window and this window will also close.

Make a flatten area around the helipad.

Right click create a flatten area, this will make a dotted outline of a triangle, press insert on the key pad and another vertices will be made, adjust all the vertices (corners) until you make a rectangle around the helipad.

Click on a corner of the flatten area and set altitude to 64.3 meters.



Click compile.

Close Combat Flight Simulator and click the Run button.

Select your saved flight and load. You may notice the aircraft is on a flickering and may be a none textured helipad, do not worry about this,you will also notice the aircraft is slightly below ground level so bring you aircraft to the new ground level, re-save the flight.

Go to top down view and take a screenshot then tidy up the screenshot in a paint program.



Come back to airportforwindows and right click the mouse and create Background Bipmap. Navigate to you background picture, double click on file name. (or single click and the press OK)

Click on Objects on the airportforwindows tool bar.

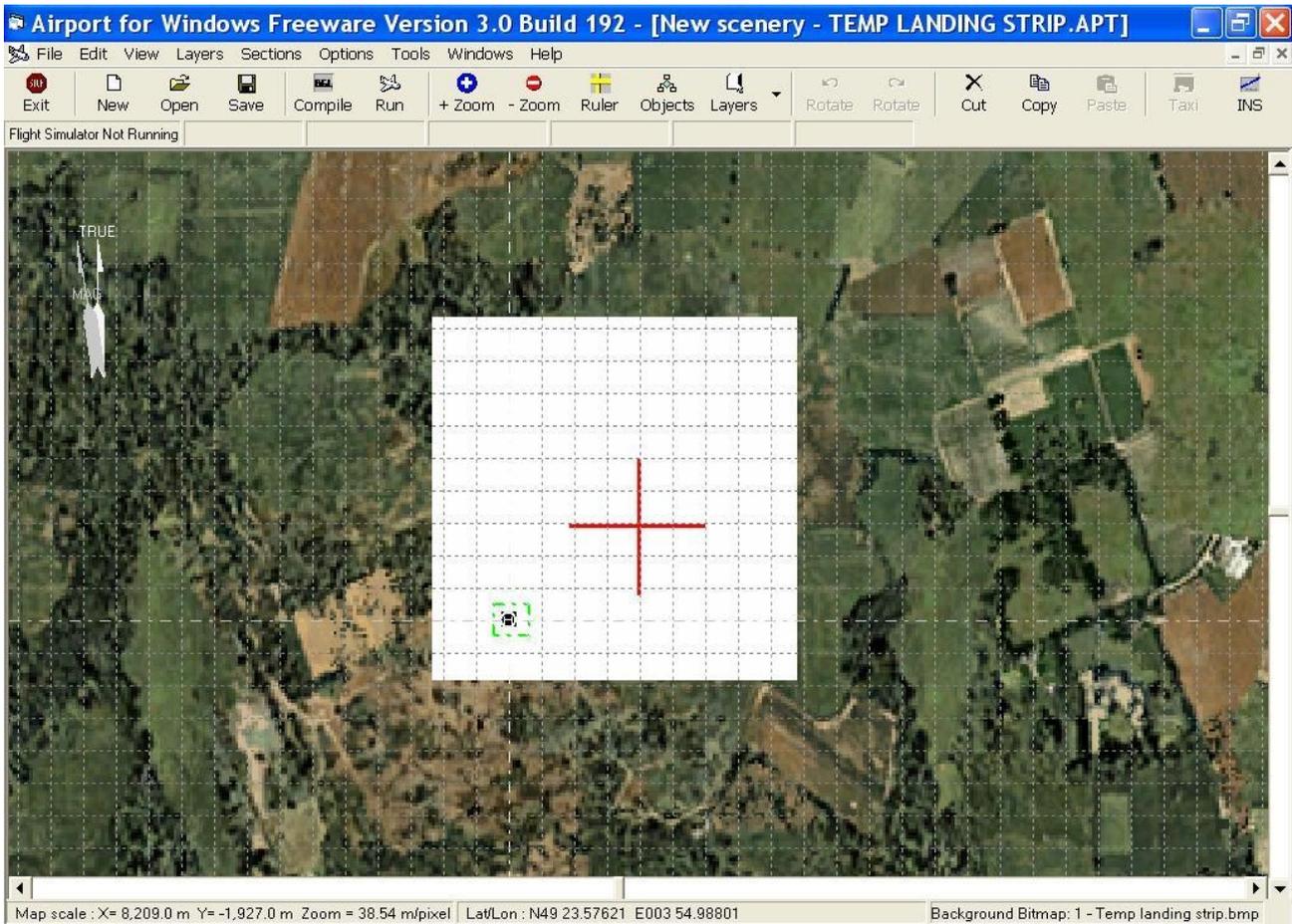
Expand Bipmap.

Double click your background file name and you will see scaling and position options appear.

Use all scaling,position and zoom options to match the bmp to the helipad object in the airportforwindows interface.

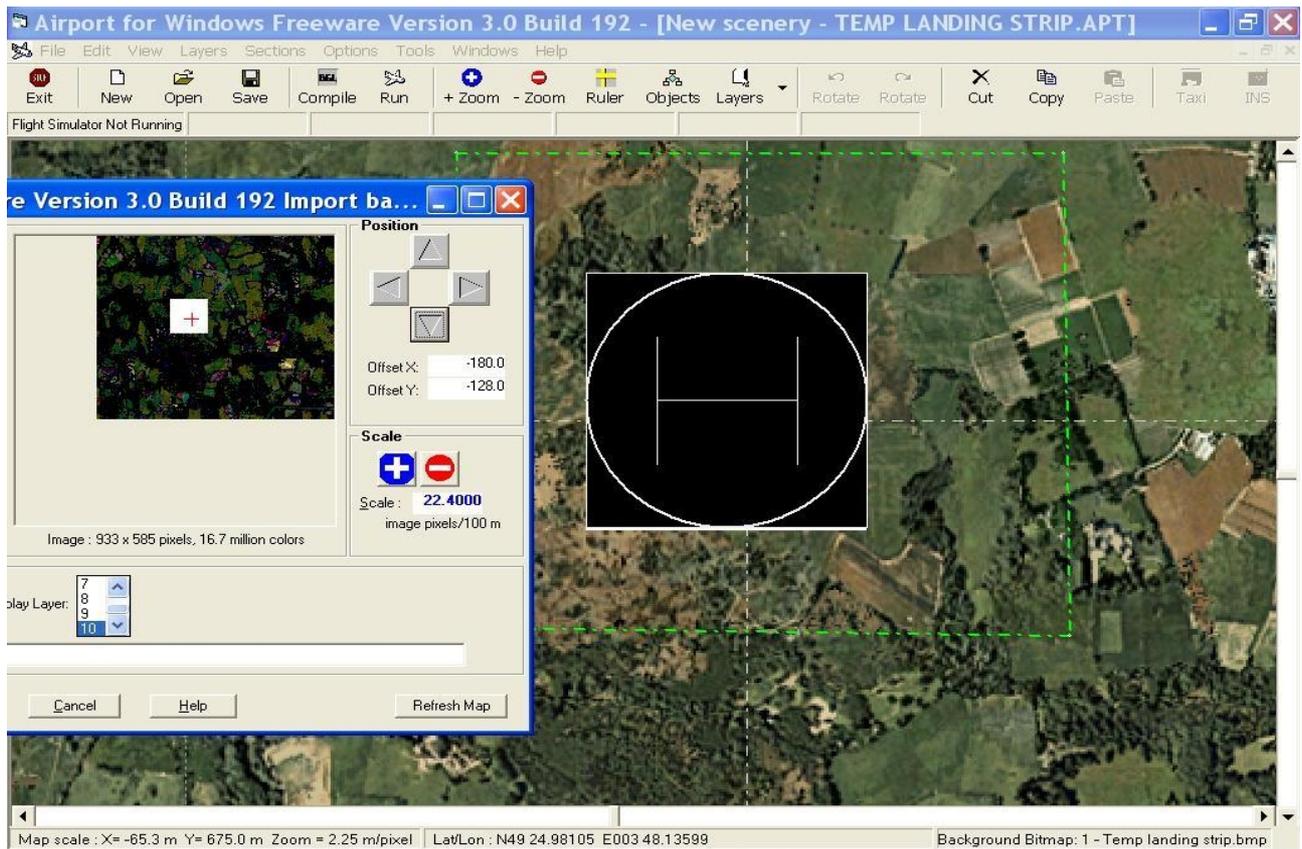
Remember to save often after the first save.

Screenshot of the bmp and helipad NOT matched up.



Screenshot of the bmp and helipad NOT matched up.

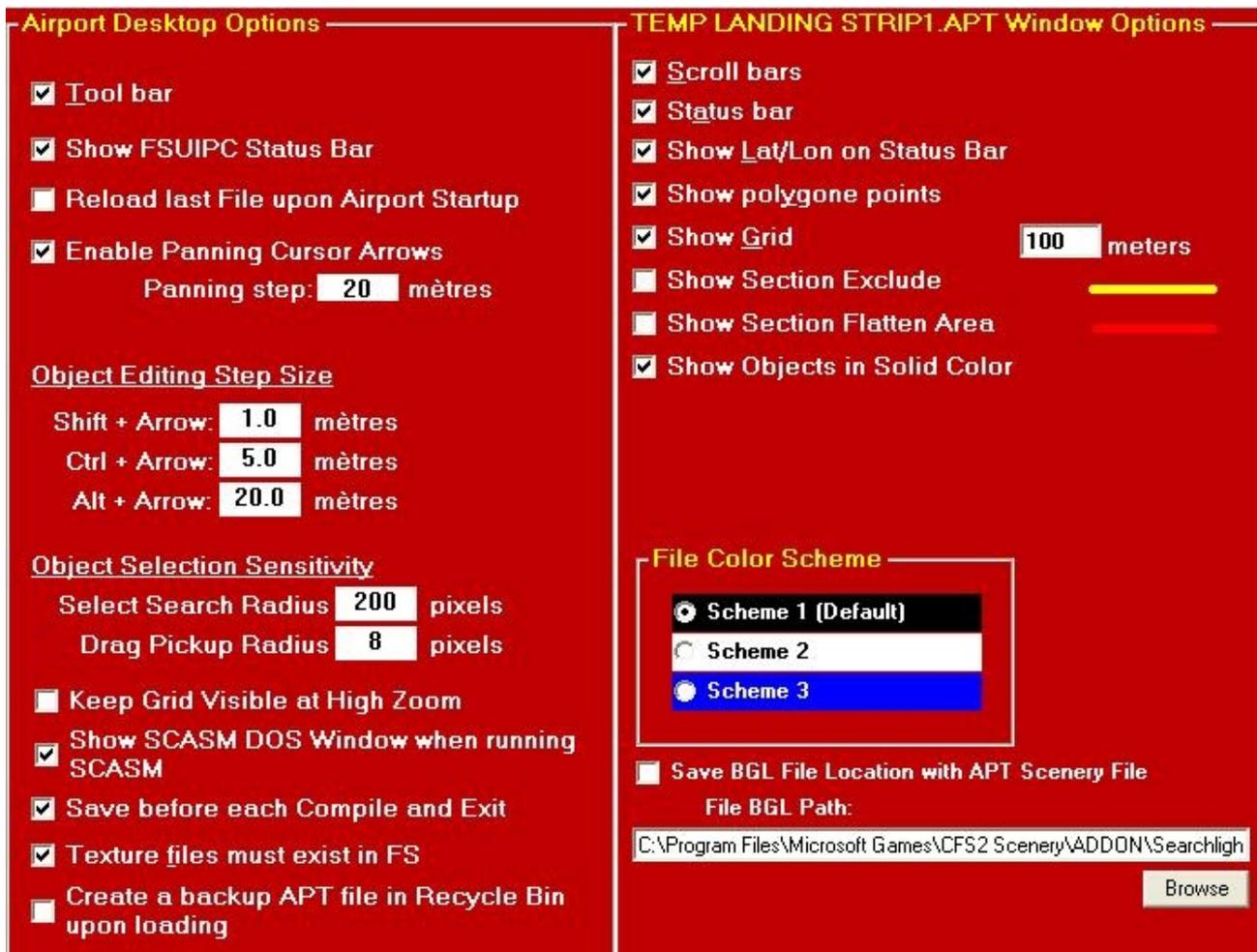
Screenshot of the bmp and helipad all matched up.



Screenshot of the bmp and helipad all matched up.

LETS ADD SOME OBJECTS

Go to the tool bar at the top of airportforwindows and click on options\Directories\Display Options, make show grid 100 meters, click OK.



Double click on the helipad and in the Airport Display Options check Hidden, also hide flatten area.

Active / Hidden Parameter

“individual objects can be hidden from the scenery. This is often useful when testing and debugging a scenery to find which object may be causing a problem. If the object is shown as hidden, it will not be displayed on the scenery, and WILL NOT be included in the BGL scenery file compilation. However, it will be retained in the Airport source file, and changing the status to Active will make it visible in both Airport and Flight Simulator”.

Right click, create 3d object. click User API navigate to the api you are going to use(RJ_Flames). In the User Parameters you can change scale on most objects. Change to 0.5, click OK. Drag the object into the position you want it in.

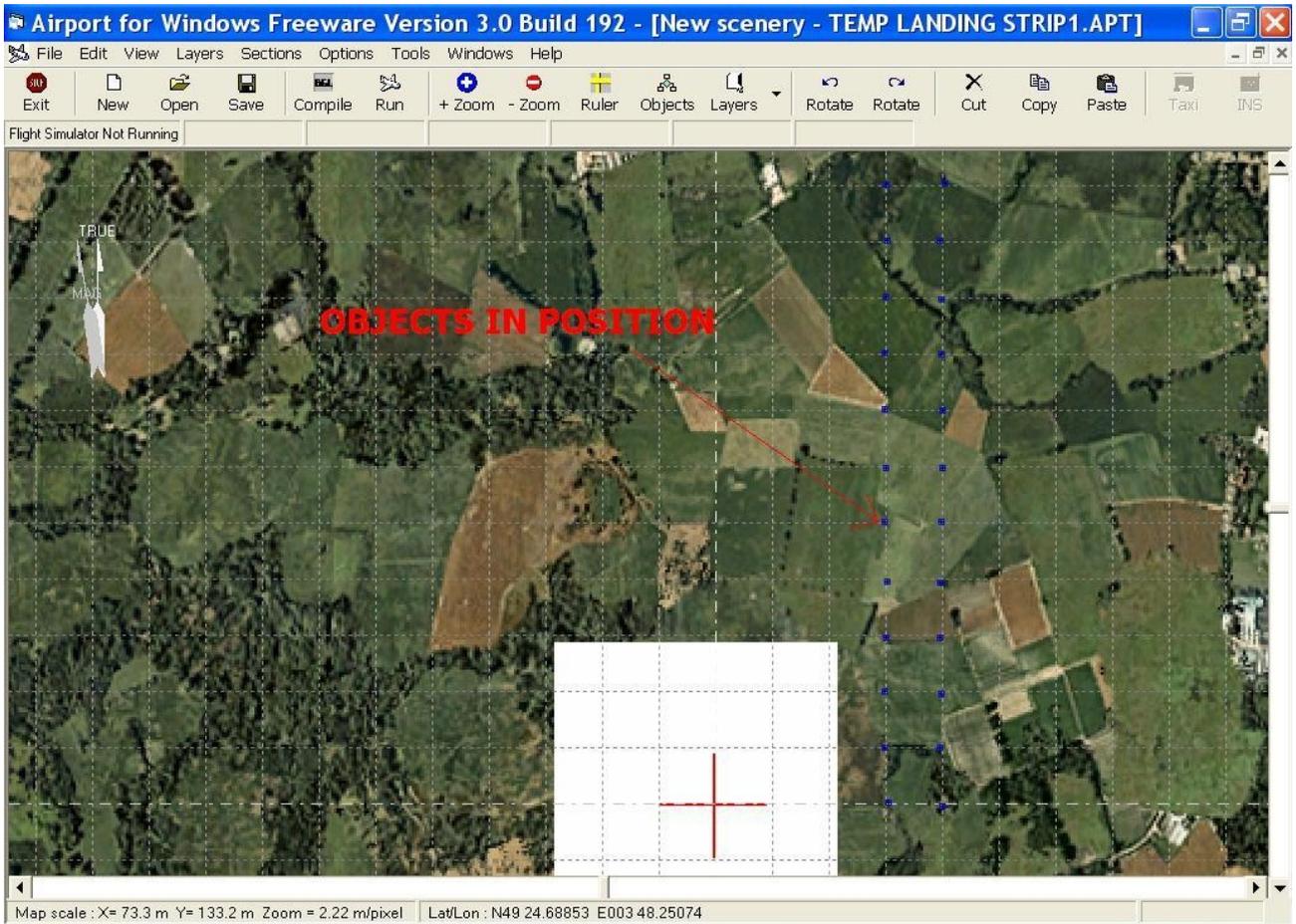
About the API

```
=====
=====
; Macro File for Airport V2.10
; (c)1999 Martin Wright
; This File is Freeware
; This Macro file may be distributed Freely providing no
; charge is made. Scenery created with this Macro file
; may be distributed Freely providing no charge is made.
; Commercial distribution or use is not allowed.
;
=====
=====
; CFS Active Airfield Object - Flames1.api
;
=====
=====

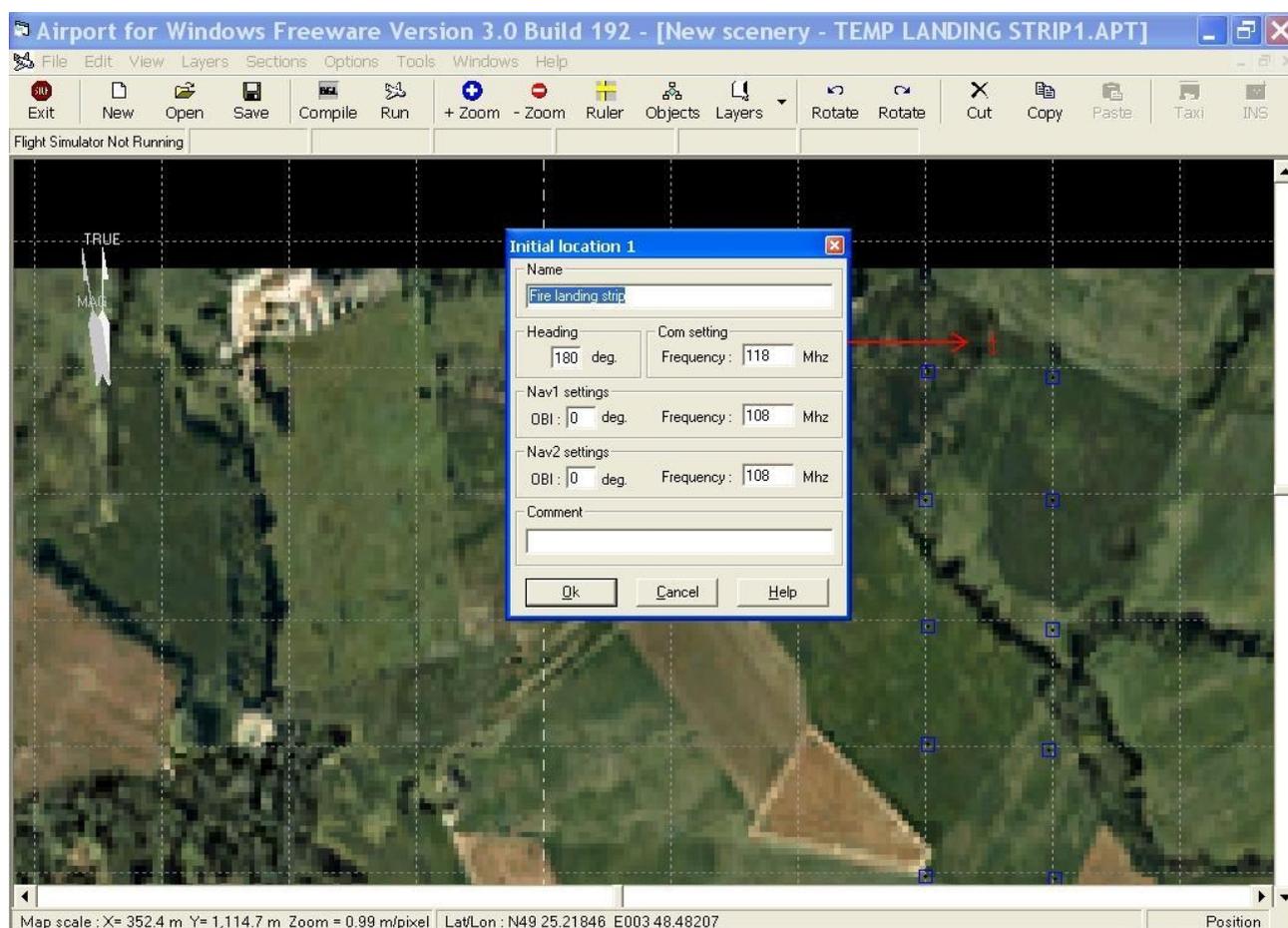
=====
=====
; CFS Active Airfield Object - Flames1.api Now a cf2 object
RJ_Flames.api by Robert John. "All that I changed was
Bitmap(Fire_S~1.bmp 0 0 0 0 ) to LoadBitmap( 0 L6 EF 0 0 0
"fire_sheet.bmp" )

=====
=====
```

Select object right click Copy object and right click Paste Object Here.
(Paste the object where you want it, you can always move it by
dragging the object into position).



Create an Initial Location.



Right click and create an Initial Location.

Drag to location.

Give the location a name and use Heading to rotate to the direction required.

Compile your scenery.

Shut down cfs2 if running.

Click run.

Go to Free Flight\Start Location\Advance Go To...

Scenery from FS95 and before.



Select your flight and go flying.

Screenshot of the scenery I made.



You will notice that the scenery disappears when you are a small distance from the objects.

The largest visual range we can set in airportforwindows is 9999 m, so we are going to decompile the bgl that was made and increase the visual range to 30000 m and compile it with scasm to a new bgl.

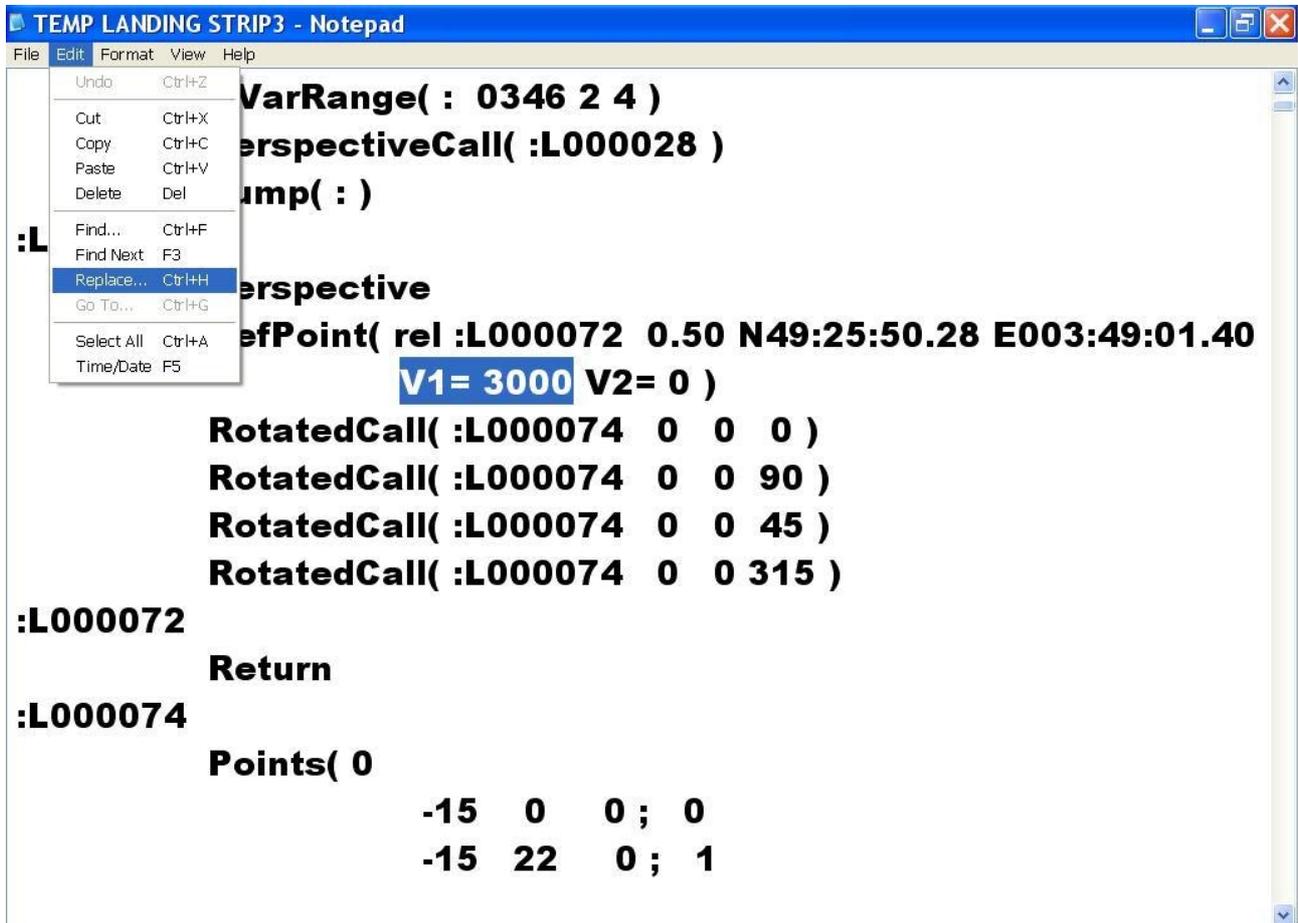
30000 m visual range seems to be the maximum distance that can be set in cfs2.

Decompile the bgl that was created by airportforwindows with BGLAnalyze.

Save as .sca.

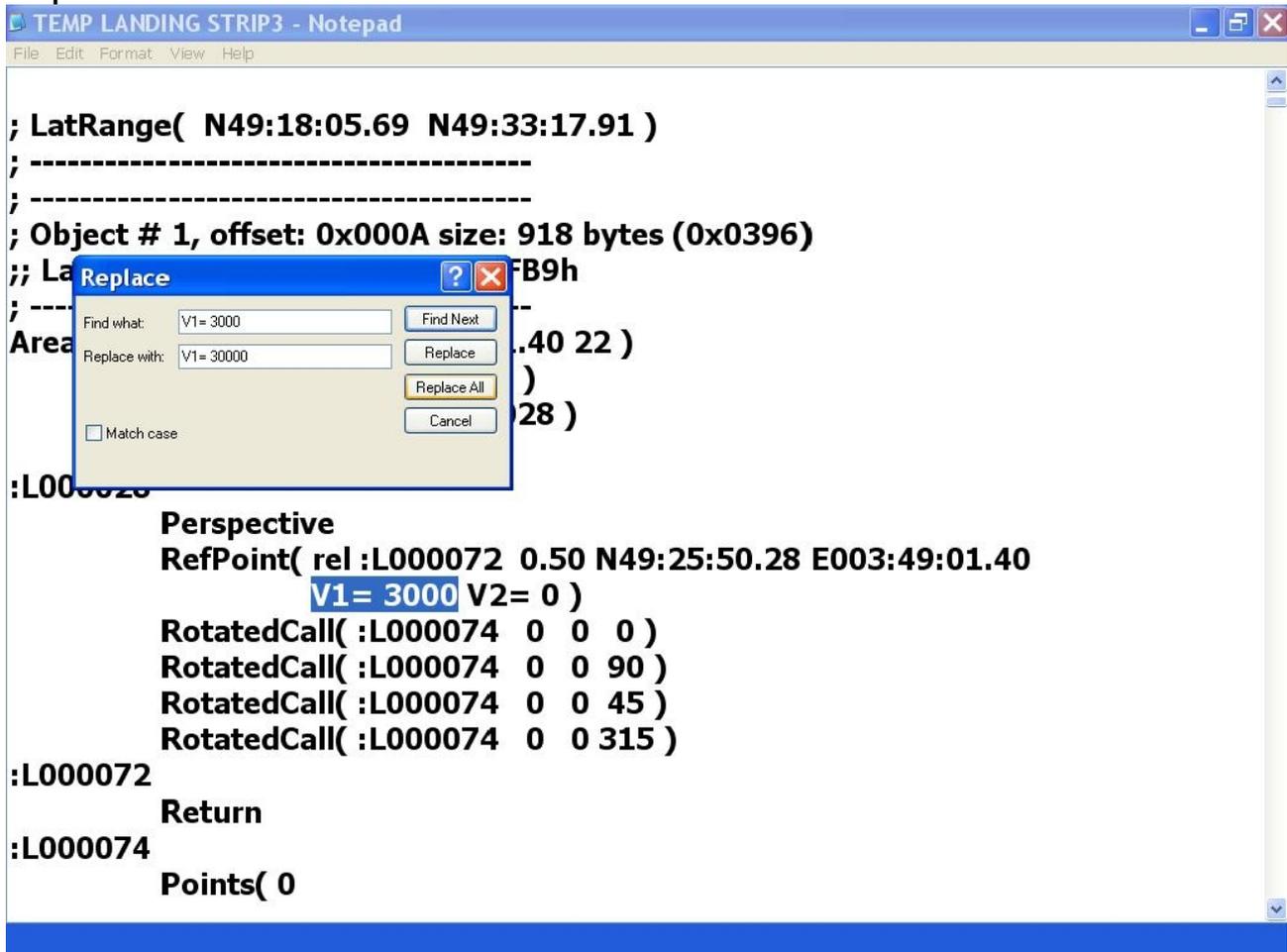
Open with notepad.

Copy V1=3000 (or V1=xxxx)



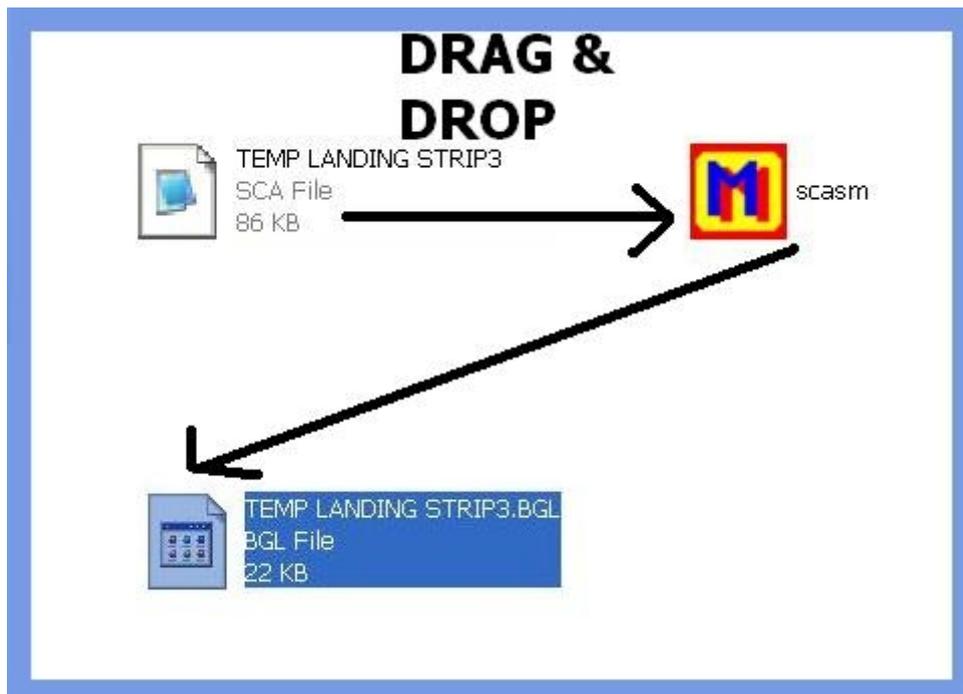
Find What. V1=3000 (or V1=xxxx)

Replace with. V1=30000



Compile your scenery.

Drag .sca and drop onto scasm and this will create the new bgl with a greater viewing distance.



Select your flight and go flying.

Working with GSLEdit.

You will need Martin's GSL Developers pack is available by email request at his website through the Developers Corner link.

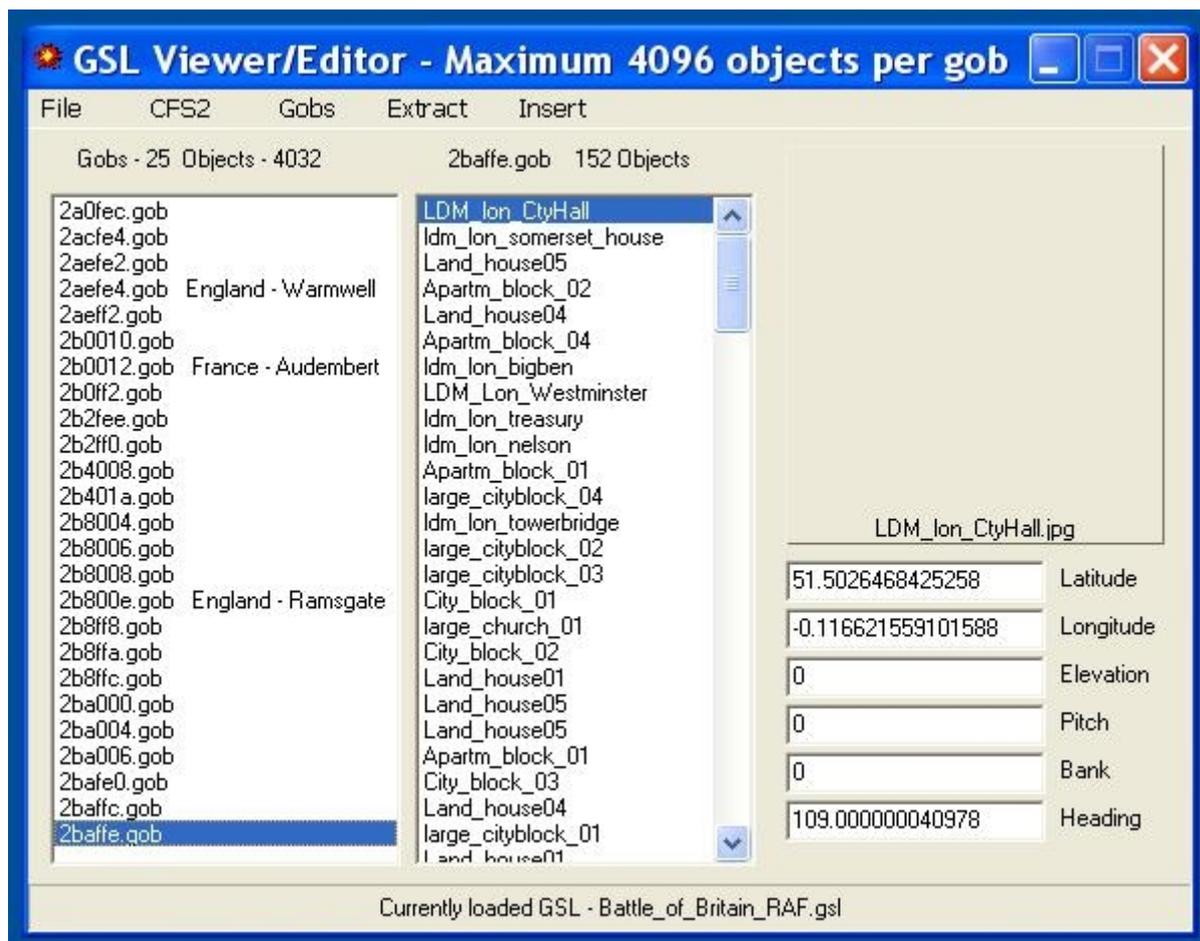
<http://www.mwgfx.co.uk/index.htm>

In this demonstration I am going to change a few objects that are found in Ramis Battle_of_Britain_RAF.gsl.

"I have noticed once you have started to use Martin,s gsl tools to add to gsl Scenery you may always have to use his tools to add further objects, as I have found it corrupts the gsl file in that when adding extra gsl objects with mission builder it allows you to do this operation only once, and on the second attempt will not open file for reading".

PLEASE NOTE THIS IS ONLY MY OBSERVATION AND HAVE NOT BEEN ABLE CONFERMED THIS IN ANY WAY BEFORE UPLOADING THIS ISSUE.





The objects that are going to be replaced are some of the London Landmarks created by Sander de Cocq and can be found in three gob areas, they are:-

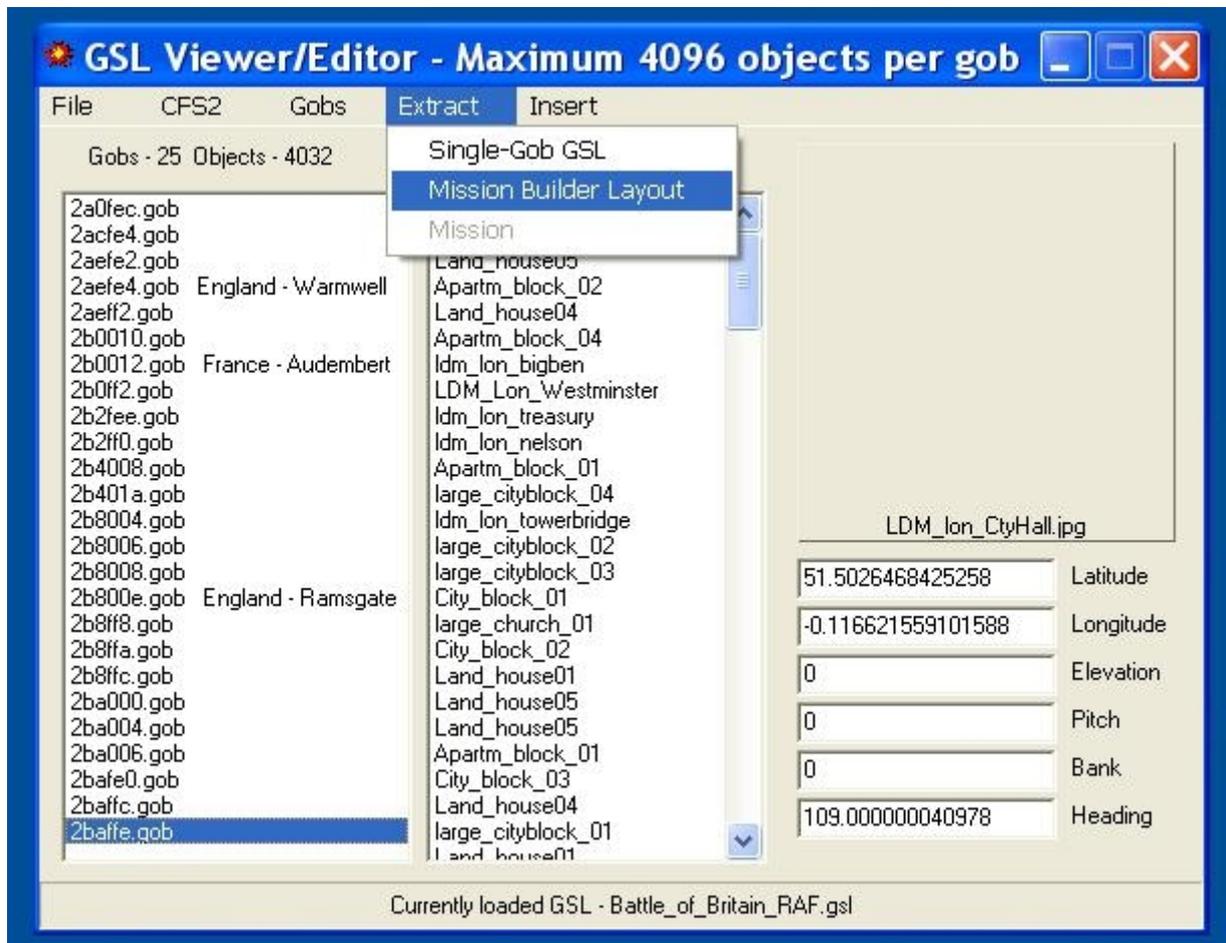
2ba000.gob

2baffc.gob

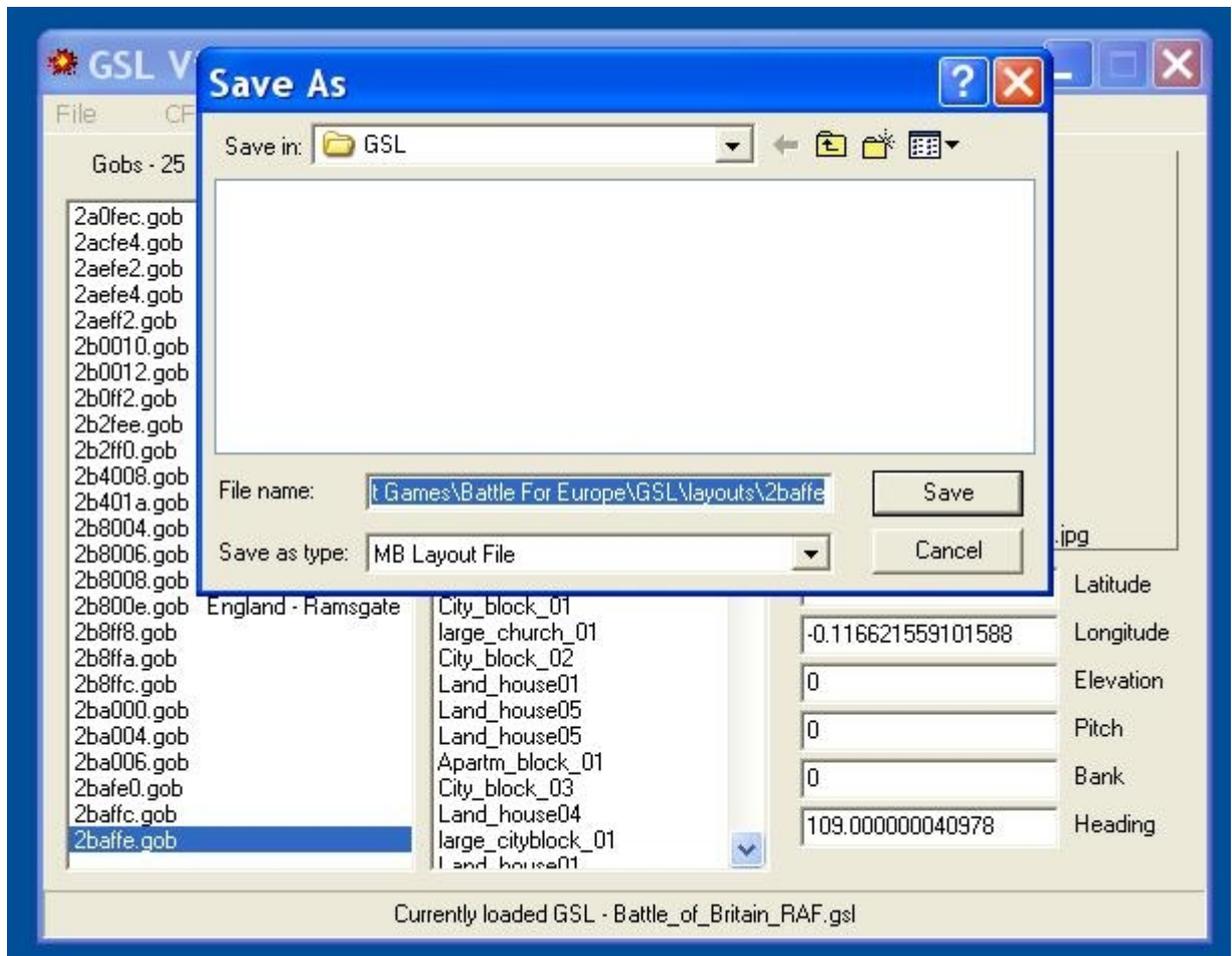
2baffe.gob

The reason for replacing these objects are my objects may be more frame rate friendly, and when damaged they show damaged textures.

Open GSLEdit and navigate to the gsl file you want to edit.



Extract gob to a Mission Builder Layout, and save.



2ba000.gob

V1.0,N51 30.6825,E0 5.6485

ldm_lon_navalhospital,-6372.8,-3285.0,167.0

BB_suporislán,4317.5,1077.0,90.0

BB_central,4317.5,1077.0,90.0

Large_bridge_100m,-1801.2,-957.2,-10.0

Large_bridge_100m,-1818.5,-858.6,-10.0

Large_bridge_100m,-1834.8,-760.3,-9.0

Large_bridge_100m,-1849.5,-661.4,-8.0

Large_bridge_100m,-1865.0,-562.8,-10.0

Large_bridge_50m,-5915.6,-172.6,89.0

Large_bridge_ramp_B,-5891.0,-172.2,-91.0

Large_bridge_ramp_B,-5940.5,-173.0,89.0

Large_bridge_100m,-1882.8,-465.0,-11.0

Large_bridge_ramp_A,-1892.4,-415.9,169.0

Large_bridge_ramp_A,-1792.7,-1006.3,-11.0

Bb-2_Rampa,4317.3,875.3,-90.0

BB_central,4317.4,876.1,90.0

Bb_Supor_Isla,4317.4,875.8,-90.0

BB_suporislán,4317.5,876.1,90.0

Bb-2_Rampa,4317.3,1277.7,90.0

BB_central,4317.6,1277.3,90.0

Bb_Supor_Isla,4317.3,1277.4,90.0

Change ldm_lon_navalhospital to CFS2_Royalnav

V1.0,N51 30.6825,E0 5.6485

CFS2_Royalnav,-6372.8,-3285.0,167.0

BB_suporislán,4317.5,1077.0,90.0

BB_central,4317.5,1077.0,90.0

Large_bridge_100m,-1801.2,-957.2,-10.0

Large_bridge_100m,-1818.5,-858.6,-10.0

Large_bridge_100m,-1834.8,-760.3,-9.0

Large_bridge_100m,-1849.5,-661.4,-8.0

Large_bridge_100m,-1865.0,-562.8,-10.0

Large_bridge_50m,-5915.6,-172.6,89.0

Large_bridge_ramp_B,-5891.0,-172.2,-91.0

Large_bridge_ramp_B,-5940.5,-173.0,89.0

Large_bridge_100m,-1882.8,-465.0,-11.0

Large_bridge_ramp_A,-1892.4,-415.9,169.0

Large_bridge_ramp_A,-1792.7,-1006.3,-11.0

Bb-2_Rampa,4317.3,875.3,-90.0

BB_central,4317.4,876.1,90.0

Bb_Supor_Isla,4317.4,875.8,-90.0

BB_suporislán,4317.5,876.1,90.0

Bb-2_Rampa,4317.3,1277.7,90.0

BB_central,4317.6,1277.3,90.0

Bb_Supor_Isla,4317.3,1277.4,90.0

2baffe.gob

V1.0,N51 29.9334,W0 3.6468
LDM_lon_CtyHall,-3869.8,418.5,109.0
ldm_lon_somerset_house,-3656.3,1590.4,155.0
Land_house05,-2488.9,1586.9,0.0
Apartm_block_02,-2447.4,1589.7,0.0
Land_house04,-2488.6,1606.7,-90.0
Apartm_block_04,-2530.6,1617.4,89.0
ldm_lon_bigben,-4287.8,56.3,2.0
LDM_Lon_Westminster,-4533.9,19.9,95.0
ldm_lon_treasury,-4531.0,429.5,0.0
ldm_lon_nelson,-4538.7,1197.7,-31.0
Apartm_block_01,-2447.4,1619.0,0.0
large_cityblock_04,-956.3,-492.6,-90.0
ldm_lon_towerbridge,-701.5,399.5,20.0
large_cityblock_02,-450.8,-183.3,-90.0
large_cityblock_03,-463.2,-464.0,-180.0
City_block_01,-624.1,-378.1,0.0
large_church_01,-698.0,-191.1,90.0
City_block_02,-689.6,-378.0,0.0
Land_house01,-610.0,-334.0,0.0
Land_house05,-610.9,-312.8,0.0
Land_house05,-612.0,-290.9,0.0
Apartm_block_01,-621.8,-253.9,0.0
City_block_03,-755.5,-377.8,0.0
Land_house04,-785.5,-337.6,0.0
large_cityblock_01,-945.8,-187.0,-90.0
Land_house01,-2391.9,1611.7,0.0

Land_house03,-2488.6,1632.3,-90.0
Land_house05,-2351.1,1612.3,0.0
Apartm_block_01,-2447.4,1647.9,0.0
Land_house02,-2488.6,1657.9,-90.0
Apartm_block_03,-2311.5,1617.9,1.0
Land_house02,-2391.9,1640.8,0.0
Land_house04,-2351.8,1638.9,1.0
Apartm_block_04,-2311.6,1641.5,0.0
Land_house01,-2488.4,1683.4,-90.0
Apartm_block_02,-2447.4,1677.4,0.0
Land_house03,-2391.9,1669.3,0.0
Land_house01,-2273.9,1637.9,1.0
Land_house03,-2352.1,1661.4,0.0
Apartm_block_04,-2311.6,1668.2,0.0
Land_house02,-2273.9,1659.4,0.0
Land_house01,-787.0,-314.6,0.0
Land_house04,-788.1,-292.3,0.0
Apartm_block_04,-773.2,-258.8,0.0
Land_house03,-760.7,-337.0,0.0
Land_house04,-760.3,-313.5,0.0
Land_house01,-732.5,-338.1,-88.0
ldm_lon_Buckingham,-5556.6,177.1,-126.0
ldm_lon_batterseaps,-5619.7,-2488.1,15.0
Land_house01,-760.8,-292.3,0.0
Land_house05,-734.2,-313.3,0.0
Land_house01,-709.4,-338.0,0.0
Land_house03,-686.0,-337.3,0.0
Land_house02,-662.6,-336.5,0.0
Land_house05,-633.9,-336.1,0.0
Land_house05,-635.8,-311.8,0.0

Land_house02,-664.7,-312.0,0.0
Land_house02,-636.9,-291.5,0.0
Land_house04,-736.6,-291.5,0.0
Land_house04,-687.3,-312.3,0.0
Land_house01,-711.2,-312.6,0.0
Land_house04,-713.5,-290.8,0.0
Land_house02,-688.7,-289.4,0.0
Apartm_block_03,-719.3,-257.8,0.0
Land_house04,-664.7,-290.3,0.0
Apartm_block_02,-674.8,-256.1,0.0
inf_Crane_2,3566.1,-1390.2,-177.0
wf_port_crates,3567.7,-1372.6,-177.0
inf_small_crane,3884.8,-1403.1,-177.0
inf_Crane_2,4128.5,-1418.4,-87.0
wf_port_crates,4128.9,-1392.9,-177.0
wf_port_crates,4129.0,-1381.0,-177.0
inf_Crane_1,3652.1,-1394.6,-87.0
wf_port_2,4085.3,-1390.0,93.0
wf_port_2,3610.1,-1366.9,93.0
inf_Crane_1,4040.1,-1411.7,-87.0
wf_port_crates,3568.6,-1352.5,-177.0
wf_port_crates,3655.9,-1374.6,-177.0
inf_small_crane,3799.9,-1399.6,-177.0
wf_port_oildrums,3884.3,-1384.0,-177.0
wf_port_crates,4042.0,-1391.6,-177.0
wf_port_crates,3655.8,-1358.7,-177.0
wf_port_crates,4042.0,-1378.5,-177.0
wf_port_oildrums,3801.0,-1376.5,-177.0
inf_xb_warehouse2,3544.1,-1284.0,-177.0
inf_xb_warehouse2,3623.7,-1288.4,-177.0

AF_OilTankB2,3685.5,-1321.0,23.0
inf_xb_warehouse3,3548.1,-1219.7,-177.0
sbx_balloon_150,3724.8,-1335.7,0.0
inf_xb_warehouse2,4137.7,-1321.5,-177.0
wf_port_oildrums,3800.7,-1365.0,-177.0
wf_port_oildrums,3884.9,-1370.0,-177.0
inf_xb_warehouse3,3626.5,-1224.0,3.0
AF_OilTankB2,3685.5,-1293.7,45.0
AF_OilTankG2,3716.5,-1293.0,76.0
inf_xb_warehouse3,4139.0,-1258.5,-177.0
wf_port_1,3848.4,-1359.1,93.0
sbx_balloon_150,3979.0,-1337.5,0.0
AF_OilTankB2,3685.7,-1267.2,123.0
AF_OilTankG2,3716.5,-1268.4,23.0
inf_xb_warehouse1,3764.2,-1270.0,93.0
inf_xb_warehouse6,3848.7,-1275.5,93.0
inf_xb_warehouse2,4045.2,-1316.9,-177.0
AF_OilTankB2,3684.4,-1242.5,45.0
inf_xb_warehouse1,3928.9,-1281.0,93.0
AF_OilTankG2,3716.0,-1242.2,56.0
inf_xb_warehouse3,4048.8,-1255.0,-177.0
wf_smal_factory_1,3841.7,-1192.3,-180.0
Factory_Powerhouse,3661.3,-1140.7,-90.0
Factory_bldg_01,3630.6,-1093.5,90.0
Factory_bldg_01,3629.9,-1052.3,90.0
Factory_bldg_02,3693.5,-1085.7,90.0
Factory_bldg_01,3628.4,-1014.2,90.0
wf_industrial_complex,3838.9,-1160.9,-180.0
Factory_bldg_02,3693.9,-1025.4,90.0
wf_smal_factory_1,3840.1,-1039.6,-180.0

Factory_bldg_01,3629.3,-975.4,90.0
Factory_bldg_02,3692.2,-965.6,-180.0
wf_industrial_complex,3835.8,-1008.3,-180.0
ldm_lon_Tower,-835.0,671.9,3.0
LDM_lon_stpauls,-1991.7,1952.0,-90.0
Apartm_block_01,-2202.8,1770.0,179.0
Apartm_block_01,-2238.4,1770.0,179.0
LDM_Lon_BrMuseum,-4410.7,2720.5,-33.0
Apartm_block_04,-2238.0,1715.0,0.0
Apartm_block_01,-2274.9,1770.3,179.0
Land_house05,-2273.6,1727.7,0.0
Land_house04,-2274.8,1703.0,0.0
Land_house03,-2273.9,1681.2,0.0
Apartm_block_01,-2311.6,1734.9,0.0
Apartm_block_02,-2311.6,1713.8,0.0
Apartm_block_03,-2311.6,1691.9,0.0
Apartm_block_04,-2325.0,1766.2,0.0
Apartm_block_03,-2354.4,1766.2,0.0
Land_house01,-2351.7,1734.9,0.0
Land_house02,-2351.7,1708.5,0.0
Land_house03,-2351.7,1683.9,0.0
Apartm_block_04,-2384.2,1766.2,0.0
Land_house05,-2391.9,1728.5,0.0
Land_house04,-2391.9,1699.2,0.0
Apartm_block_02,-2440.8,1766.2,0.0
Apartm_block_04,-2447.4,1735.5,0.0
Apartm_block_03,-2447.4,1706.8,0.0
Apartm_block_01,-2470.5,1766.2,0.0
Land_house01,-2488.4,1709.2,-90.0
Apartm_block_03,-2528.5,1712.3,89.0

Land_house01,-2518.9,1762.7,0.0

Land_house02,-2488.1,1734.7,-90.0

Large_bridge_ramp_B,-4950.3,-1898.0,157.0

Large_bridge_100m,-4930.1,-1943.6,156.0

Large_bridge_100m,-4890.0,-2034.6,156.0

Large_bridge_ramp_B,-4869.5,-2080.2,-25.0

CHANGE

ldm_lon_bigben	to	CFS2_Bigben
LDM_Lon_Westminster	to	CFS2_Westminster
ldm_lon_nelson	to	CFS2_Nelson
ldm_lon_towerbridge	to	CFS2_Towerbridge-L
ldm_lon_Buckingham	to	CFS2_Buckingham
ldm_lon_batterseaps	to	CFS2_Battersea

2baffc.gob

V1.0,N51 28.2718,W0 15.4790

Idm_lon_ralberthall,5678.5,3171.7,-5.0

Idm_lon_Kensington,4923.9,3794.5,-105.0

Large_bridge_ramp_B,-3953.4,-713.2,52.0

Large_bridge_100m,-3914.2,-682.5,-128.0

Large_bridge_100m,-2781.0,-1514.4,56.0

Large_bridge_ramp_B,-2823.1,-1541.5,56.0

Large_bridge_ramp_B,-2739.1,-1487.5,-124.0

Large_bridge_ramp_B,-1808.2,1399.9,2.0

Large_bridge_ramp_B,-1804.8,1499.6,-178.0

Large_bridge_100m,-1806.4,1449.7,2.0

Large_bridge_50m,4954.4,-779.6,81.0

Large_bridge_50m,-4345.2,-1033.5,49.0

Large_bridge_ramp_B,-4364.0,-1049.5,49.0

Large_bridge_ramp_B,-4326.6,-1017.1,-131.0

Large_bridge_ramp_B,-3874.7,-652.0,-128.0

Large_bridge_100m,3255.9,130.6,14.0

Large_bridge_ramp_B,3243.6,82.2,14.0

Large_bridge_100m,3281.8,226.7,14.0

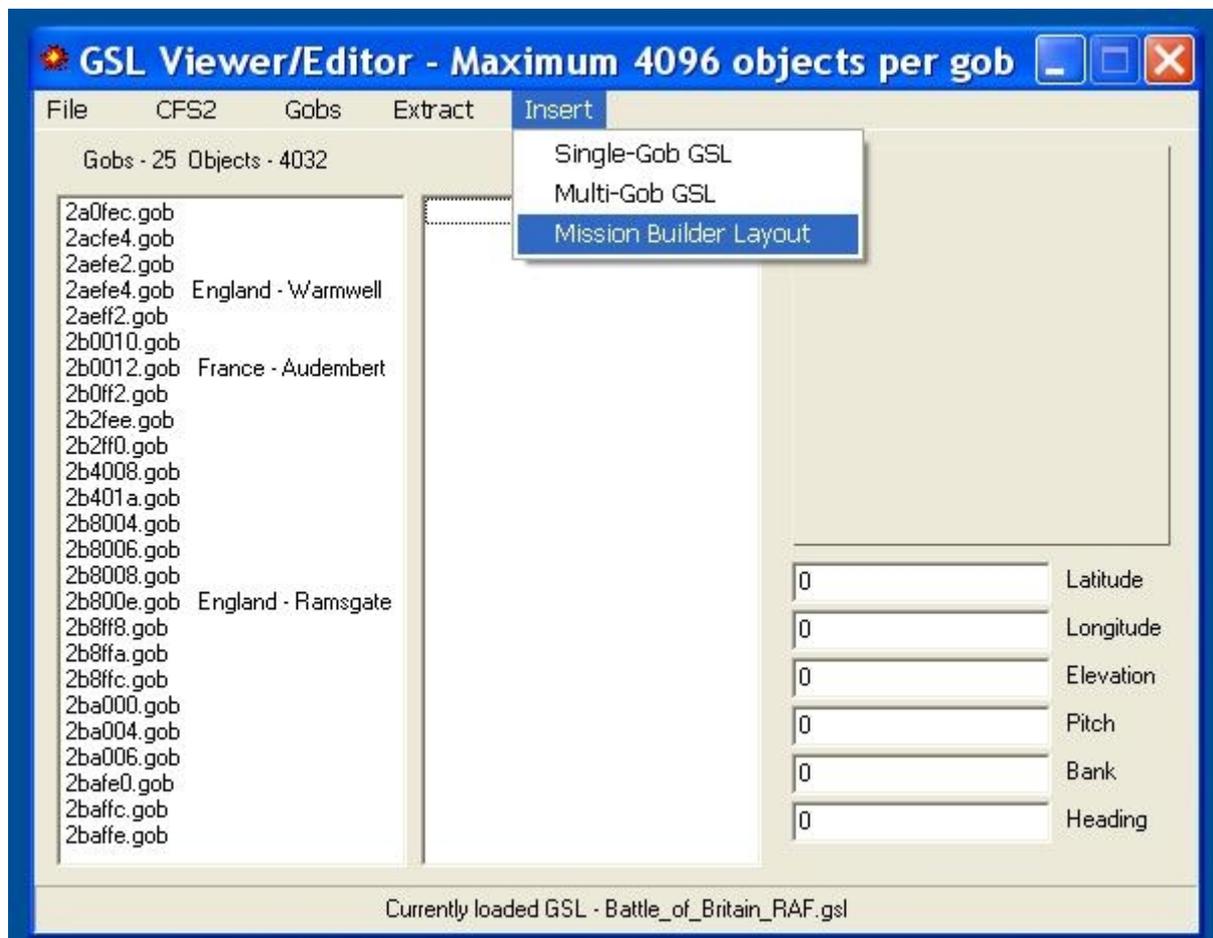
Large_bridge_ramp_B,3293.8,275.1,-166.0

Large_bridge_ramp_B,4978.5,-775.7,-99.0

Large_bridge_ramp_B,4930.2,-783.3,81.0

CHANGE

Idm_lon_ralberthall	to	CFS2_Alberthall
Idm_lon_Kensington	to	CFS2_Kensington



Once all the objects have been replaced in the layout file they are added to the gsl file by using **Insert** Mission Builder Layout.

After taking a look at the new objects in cfs2 you may wish to flatten the ground around some objects or even move them slightly to a new position.



The



Battle of Britian



1940



Aircraft of the Royal Air Force



Supermarine Spitfire

MK1

On the 11th of August 1938 the first production Spitfires entered RAF squadron service flying into RAF Duxford to equip No. 19 Squadron, these Spitfires were all MkIa's fitted with four machine guns in each wing and a fixed pitch twin bladed propeller, this was soon replaced with a more efficient 2-pitch 3-bladed design. The Supermarine Spitfire MkI was armed with either with eight 0.303 Browning machine guns as a MkIa with four 0.303 Browning machine guns and twin 20mm cannon as the * MkIb. In total 1566 Mk I Spitfires were produced, but at the outbreak of WW2 only 182 Spitfires were in RAF service and the main task of winning the Battle of Britain fell to the more numerous Hawker Hurricane.

=====

The Supermarine Spitfire MkIa and the newer MkII Spitfires were the British fighters that fought alongside the less glamorous Hawker Hurricane in the Battle of Britain, the Hurricanes engaged the German bombers while the more agile but less numerous Spitfires engaged their Messerschmitt Bf 109 E fighter escorts. Few MkI Spitfires survive today, this is partially due to high losses in the early part of WW2, and the fact that most survivors were converted in to Spitfire MkV's.

=====

Though lacking in evidence

It is of interest to note that the Supermarine Spitfire's 300 round ammunition belts were nine yards in length, often a young pilot returning from an operational sortie would enthusiastically describe an aerial combat by saying "I gave him the whole nine yards", hence the popular phrase "The Whole Nine Yards".

=====

The name "Spitfire" for the British fighter developed in the 1930s was apparently suggested by Sir Robert McLean, against the wishes of its developers. The Type 224 did not work out, but the name was kept for the subsequent Type 300. The designer, R.J. Mitchell, did not particularly like the name but an alternative name, the "Shrew," was considered even worse.

=====

The Type 224

The Supermarine Type 224 was a gull-wing monoplane fighter aircraft designed by R.J. Mitchell at Supermarine in response to Air Ministry Specification F.7/30, which sought a fighter for introduction to succeed the Gloster Gauntlet. It was powered by the Rolls-Royce Goshawk engine which used an experimental evaporative cooling system, and problems with this combined with its disappointing performance led to it being rejected, a contract for production aircraft eventually going to the Gloster Gladiator. It is nevertheless notable because R.J. Mitchell learnt lessons from its failure that were to contribute greatly to his success with the Supermarine Spitfire.

=====
During the Battle of Britain (July–October 1940), the Spitfire was perceived by the public as the RAF fighter of the battle, though the more numerous Hawker Hurricane shouldered a greater proportion of the burden against the Luftwaffe. The Spitfire units had a lower attrition rate and a higher victory to loss ratio than those flying Hurricanes.

*** An attempt to install two 20mm cannon in the Spitfire I. The cannon were unreliable and prone to jam, and would not enter front line service in the Spitfire until the IIb.**

Crew	Pilot only
Wingspan	36ft 11 in (11.25m)
Length	29ft. 11 in (9.12m)
Height	11 feet 5 inches (3.48m)
Engine	1,030 hp Rolls-Royce Merlin III twelve-cylinder liquid-cooled V12
Maximum Speed	362 mph (584km/h) at 19,000 ft (5,790m)
Range	395 miles
Service Ceiling	34,556ft (10,532m)
Armament, MK1a	Eight wing mounted .303 Browning machine guns
Armament, MK2b	Four wing mounted .303 Browning machine guns, Twin 20mm cannon.



<http://www.aeroplaneheaven.com/>

Battle of Britian aircraft

You can download the two early Spitfires here.

Battle_of_Britain_aircraft_package.zip

http://www.sim-outhouse.com/sohforums/local_links.php?catid=50&sort=h&page=8&pp=20

This package consist of the Aeroplane Heaven Messerschmidt bf-109, Supermarine Spitfire (2 models), and the Hawker Hurricane (4 models).

You can download extra skins and a 2d panel

http://www.sim-outhouse.com/sohforums/local_links.php?catid=50

Morton's "**Battle of Britain Spitfire Mk1 package**" here.

mk_AH-BOB-Spitfires.zip

New 1680x1050 widescreen 2D panel with gauges

Reworked dynamic shine.

Who Built The Models

Aeroplane Heaven built them, and those particular models are the same vintage as the multi-lod Bf-109e and the older Hurricane set. Bazzar gave his permission a while ago to have them preserved here at SOH

Click on the image



This will hyperlink you to the CFS2 SOH

DYNAMIC SCENERY

My Screenshots



CFS2 London Docks showing night mods



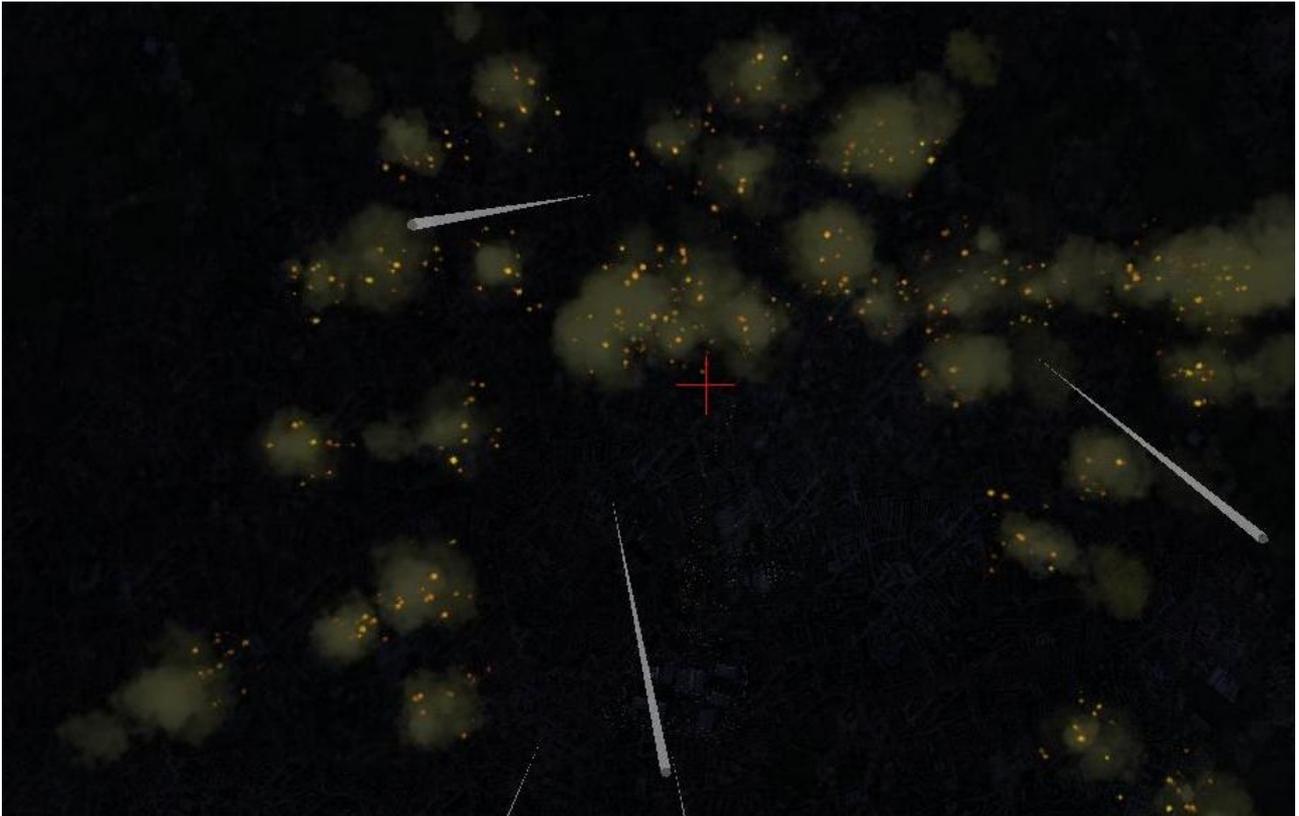
CFS2 St Pauls showing night mods



CFS2 Tower of London showing night mods



CFS2 Towerbridge showing night mods



DYNAMIC OBJECT EFFECTS

Night_Missions_Mod

You can download Night_Missions_Mod.zip here.

http://www.sim-outhouse.com/sohforums/local_links.php?catid=47

Night_Missions_Mod Screenshots

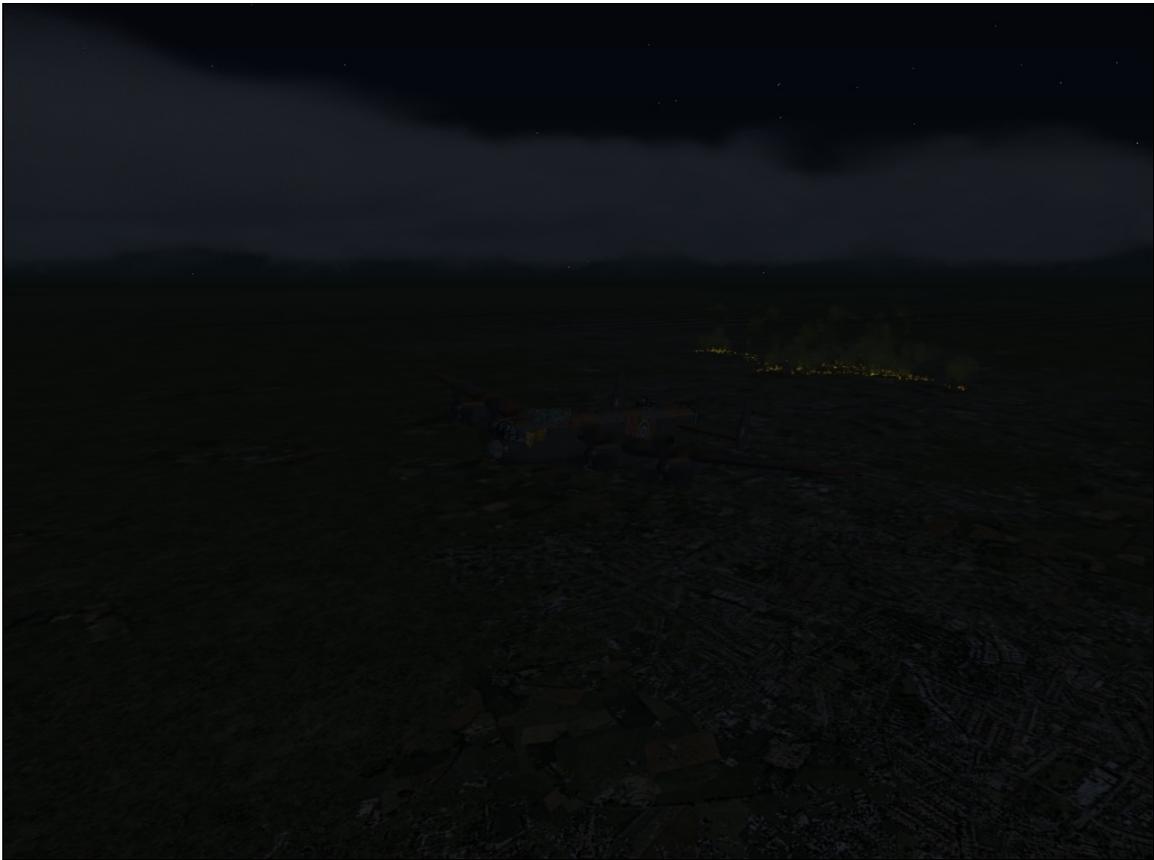
From the Screen Shot folder;

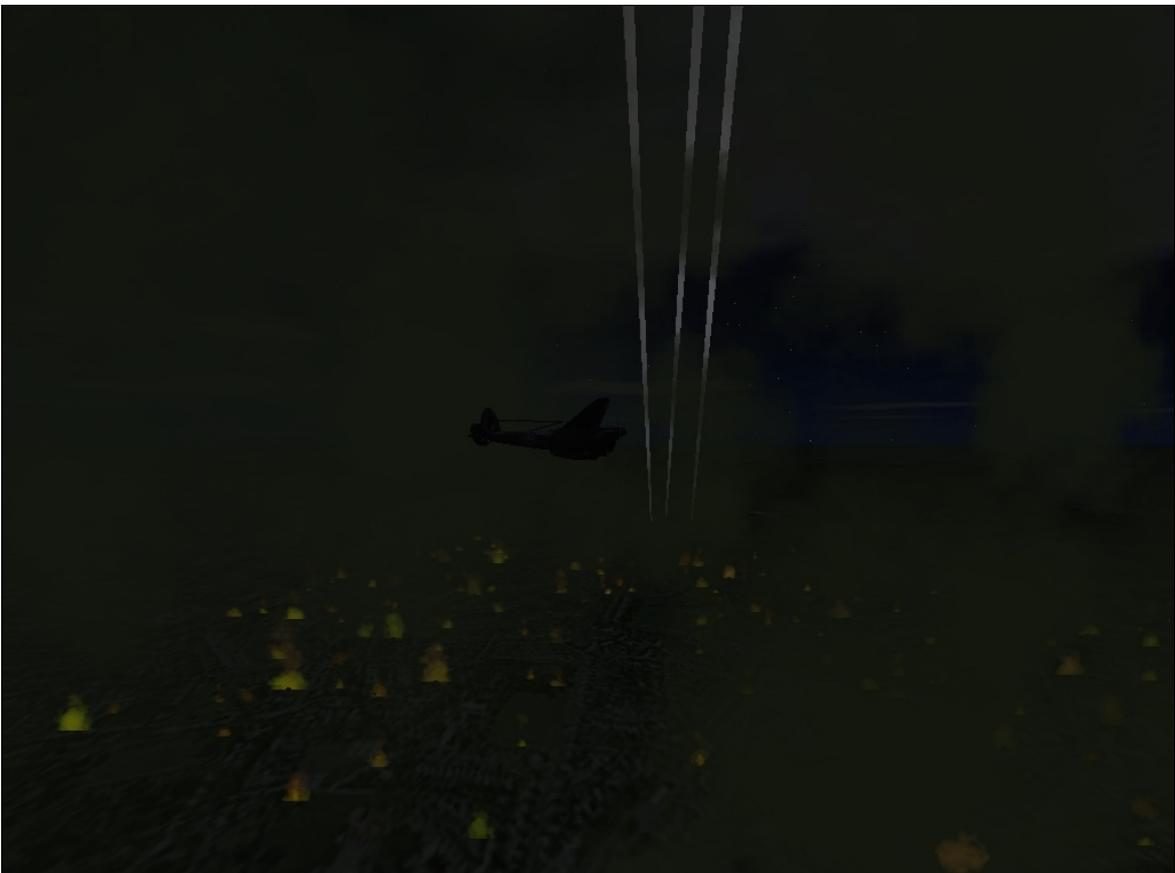
SCRN01.jpg	SCRN06.jpg
SCRN02.jpg	SCRN07.jpg
SCRN03.jpg	SCRN08.jpg
SCRN04.jpg	SCRN09.jpg
SCRN05.jpg	



Press X to end mission











To use this mod you may like to use my upgrade to the models and use the renamed DP file.

The object library included with this issue RJ_GROUNDv1.bgl consist of four objects,they are:-

1. searchlight.
2. Nightveh.
3. Nightinf.
4. searchlight_small.

Nightveh is a single poly object that replaces ***American Willys Jeep "amjeep" (veh)**

Nightinf is a single poly object that replaces ***Tent Round "tent_rnd" (inf)** the DP's are just renamed files.

Download Introduction

Night_Missions_Mod.zip contains files which will enhance night missions, without drastically effecting your frame rates. **Alternate Object_DPs for the stock *American Willys Jeep "amjeep" (veh) and *Tent Round "tent_rnd" (inf)** will allow you in the Mission Builder to place small 'effect areas' for way finding and/ or to develop large areas

simulating urban spaces undergoing a heavy bombing raid. The 'Extra' effects attached to the objects will produce randomly; sized, timed and placed flashes, fires and smoke. By delaying entry times of the (veh) object you can determine when they appear in the mission and/or simulate these effects to multiply, spread or merge with others. File set includes; Alternate Object_DPs, completely new (and very low LOD/res) effect files, screenshots, demo mission and instructions. Please read the full "read me " file for install inst. and a more detailed explanation of the files.

W. Porochnuk Jr.

aplaceintheclouds@hotmail.com

Night Missions Mod for CFS 2

by Author/ Creator

W. Porochnuk Jr.

aplaceintheclouds@hotmail.com

01/Sept/2010

Introduction

.....

CFS2 has always been an outstanding game format for fighter jocks, big open skies a great environment for one on one aerial combat.

But (for me) it lacks an environment for night missions.

The files included in this zip will hopefully change dark, gloomy and featureless night missions,

to a more realistic and dramatic atmosphere. Whether you are; dodging flak, trying to spot your target or sneaking up onto a heavies

blind spot, I am hoping that, should you be able to take a quick look out the windscreen at the scene on the ground,

you get that " I'm glad I'm not down there right now ! " feeling.
Night Missions Mod for CFS 2 is for night missions only.

Description

.....

Night_Missions_Mod.zip contains files which will enhance night missions, without drastically affecting your frame rates. **Alternate Object_DPs for the *American Willys Jeep "amjeep" (veh) and *Tent round "tent_rnd" (inf)** will allow you in the Mission Builder to place small "effect areas" for way finding and/ or to develop large areas simulating urban spaces undergoing a heavy night bombing raid. The 'Extra' effects attached to the objects will produce randomly; sized, timed and placed flashes, fires and smoke. By delaying entry times of the (veh) object you can determine when they appear in the mission and/or simulate these effects to multiply, spread or merge with others. File set includes; Alternate Object_DPs, completely new (and very low LOD/res) effect files, screenshots, demo mission and instructions.

Description of files

.....

OBJECT_DP files

amjeep.dp (VEH)-

is the stock MSCFS2 dp file modified with Extra effects; fx_NMMFlame_N, fx_NMMFlash and fx_NMMSmoke.

It's speed is always zero (reduces mission builder set up time and prevents run away effects).

It takes 50000 damage points to destrot it (accidental destruction and loss of effects is very difficult).

Because it is a (VEH) it's appearance can be delayed.

tent_rnd.dp (INF)-

is the stock MSCFS2 dp file modified with Extra effects; fx_FMMFlame_N, fx_FMMFlash and fx_FMMSmoke_N.

It takes 50000 damage points to destroy it (accidental destruction and loss of effects is very difficult).

Because it is a (INF) will appear at the start of a mission only.

EFFECT files

fx_NMMFlash.fx

when an object with this file attached appears, inside a square measuring 80 X 80 centred on the object, 26 Low RES/LOD flashes of random; size, placement and timing, will appear between 0.00 seconds and 20 minutes after the object has appeared in the mission.

The effect does no damage.

fx_NMMFlame.fx

when an object with this file attached appears, inside a square measureing 500 X 500 centred on the object, 11 Low RES/LOD fires of various colour and random; size and placement, and one more at the centre of the square. These will randomly appear between 25 seconds

and 180 seconds after the object has appeared in the mission.

The effect does no damage.

fx_NMMSmoke.fx

when an object with this file attached appears, Ground Smoke (randomly sized and placed in elevation) will begin

appearing directly over the object between 60 and 110 seconds after the objects appearance.

Low Level Smoke (randomly sized and placed in elevation) will begin appearing directly over the object

and above the Ground Smoke between 100 and 150 seconds after the objects appearance.

The effects do no damage.

Mission file

SNMM.mis (with apologies to Cody Coyote as this is a so not a mission)

It will appear as a " British " single mission.

It is just a very quick example free flight that you may cruise around, watch the mayhem unfold below as well as to see how I placed and timed the objects.

No targets, flak, searchlights or other aircraft, just you, you're ride (I prefer my DH Mosquito) and some poor virtual town being strategically included in CFS2 history. The last object appears 15 minutes into the mission. The effects last much, much longer.

There are a few INF OBJECTS for those who wish to fly low enough to spot them.

Besides, there are far better mission authors out there writing some very creative missions. Perhaps these new hues on the MB pallet will inspire some of you to break out the Night Time Canvas.

It is what it is

.....

After a great deal of trial, error, trading effect detail for FPS, calculation, recalculating, cursing and what seems like a bizillion restarts to view my work, you may still have some questions like

Why the INF object, when the VEH object can also appear right at the start of a mission ?

Although the INF object can only appear right at start of a mission, you can place one without having to worry about; two way points, Assigning 'No Name" and it saves numerous mouse clicks, if you are designing a mission where you want all of the objects and effects to begin right at the start.

Why are the Fire and Flash effects " good from far but far from good " ?

Ya, up close, they do kinda take me back to my old 8 bit DOS game ' SWOTL '

It all came down to " do I program the size, timing and placement of the effects or do I want them sized, timed and placed randomly ?

After a lot of play testing I chose the low res random approach. It looks and behaves more naturally. From on high you barely notice the LOD and the randomness means that fires and flashes will never appear the same way or time or place, for each object in a mission, or each time you play the mission.

Stock CFS2 effects are beautiful, but can have multiple emitter/particles "pairs" to give them thier detail and "bling ". But they eat up your GPU, they are very choreographed and they almost always need to come from a fixed point at a fixed time to look right. Randomizing a stock effects' emitter/particle pairs, timing and placement would send pieces of them all over the place, at any time and using hundereds of stock effects would knock your frame rate out of the sky.

The NMM effects are all single emitter / single particle so their randomness is not an issue, and as an added benefit their low LOD, is very frame rate friendly.

Feel free to contact me with questions, concerns, offers to build a vehicle object library to attach effects to, or to play test your real night missions

Now hit that Mission Builder and get those " Black bottomed, Camo topped " bad boys and anything else that shouldn't see the light of day, outta your Hangers and up in the sky where they belong !

File List for Night_Missions_Mod.zip

.....

Night_Missions_Mod Read me.txt

Description.txt

FileID.txt

Night_Missions_Mod.gif

OBJECTS_DP folder;

am_jeep.dp

tent_rnd.dp

EFFECTS folder;

fx_NMMFlame

fx_NMMFlash

fx_NMMSmoke

MISSIONS folder;

SNMM.mis

Screen Shot folder;

SCRN01.jpg

SCRN02.jpg
SCRN03.jpg
SCRN04.jpg
SCRN05.jpg
SCRN06.jpg
SCRN07.jpg
SCRN08.jpg
SCRN09.jpg

Installation instructions

.....

1. Unzip Night_Missions_Mod into a temporary folder.
2. Open the OBJECTS_DP folder in your CFS2 directory.

3. Locate and back up the following two files;

**amjeep.dp and
tent_rnd.dp**

4. If they exist, locate and delete the following two files;

**amjeep.cdp and
tent_rnd.cdp the game will re-write these.**

Note: if you do have these files it means that you have played missions which have them and will be affected by this Mod.

(Not a big problem, and you may be amused by flashes, fires and yellowish smoke where your **jeep or tent** should be.)

5. From the temp folder, open the OBJECT_DP folder and copy the following two "NMM" DP files

to the CFS2/OBJECTS_DP folder;

amjeep.dp and

tent_rnd.dp

6. Close the CFS2/OBJECTS_DP folder.

7. From the temp folder, open the Effects folder and copy the following 3 "NMM" effect files

into the CFS2/EFFECTS folder;

fx_NMMFlame

fx_NMMFlash

fx_NMMSmoke

8. From the temp folder, open the Mission folder and copy the mission file

into the to the CFS2/MISSIONS folder.

.....

To uninstall the MOD just rename the "NMM" amjeep.dp and "NMM" tent_rnd.dp that you placed in the CFS 2/OBJECTS_DP folder to let's say

NMMamjeep.dp and NMMtent_rnd.dp, then restore the two backed up DP files from step three and finally perform step four again.

C'est ca !

..... LEGAL STUFF

After years of downloading and enjoying the generous creations of so many CFS2 freeware designers and developers, I want to give something back and it may not be much, but this is it.

So, Night_Missions_Mod.zip and its contents are freeware and always will remain so.

At time of release this zip file was virus and spyware. (I do not write malicious code)

Any harm caused by use or miss-use of these files is not the responsibility of the author. (use at your own risk)

These files have been created and distributed to enhance the CFS 2 experience, and are not intended to offend any persons who were adversely affected by night time strategic bombing campaigns undertaken by all sides in WW 2.

With the exception of the two (modified) MSCFS2 stock OBJECT_DPs, Night_Missions_Mod.zip and it's contents are the original creations and the intellectual and copy writeable property of their Author;

William N. Porochnuk Jr.
aplaceintheclouds@hotmail.com
2010

Mission Authors wishing to post their missions which use these Mod may include this zip file with thier missions, with the following caveats';

1. Night_Missions_Mod.zip, must remain complete and unaltered.
2. It remains freeware.

About the Searchlights

There are two searchlights in the RJ_GROUNDv1.bgl.
When used as an object in missions they fire flack but like all gsl objects tend to pop up at close range.
Included in this issue is also a folder called Dynamic scenery, and inside

this is a scenery folder, and inside this is a bgl file called called Ramis gsl LONDON searchlights, it is so named because it is compatible with his recent gsl layouts and is ordinary scenery with a viewing distance of 30000m. And was placed using the airportforwindows program, and the API's are included in the Searchlights API folder.

CREDITS

No Dice for hosting this magazine.

http://thefreeflightsite.com/CFS2_Magazine.htm

and

All the people who host information on this good old game. (simulator)

Thanking all that has downloaded this magazine and the people that has given me help.

Robert John Sprackland.