

Combat Flight

Simulator 2

A Magazine For Fellow Enthusiast



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Editorial

Dear reader,
Time has come around for another issue of the magazine.

There is a letters section and I really hope it will be used, I do need your feedback.

You can email me at rjsprackland@hotmail.com

Disclaimer

Please remember that I do not, endorse, or sponsor the Add-Ons. If you download any third-party materials, you do so completely at your own risk.

Publisher

R J Sprackland

Layout and design

R J Sprackland

Logo and cover design

R J Sprackland

CREDITS

No Dice for hosting this magazine.

http://thefreeflightsite.com/CFS2_Magazine.htm

I like to thank everyone that has left comments about the Magazine at SOH, it really helps me in creating the next one.

LETTERS



No letters this issue

Opel Blitz

Many years ago I asked Mark if he could create a texture for an Opel Blitz Ambulance I remodeled and he created many textures, his creations can be seen below in the screenshots.

Although some textures look similar they have different insignias on them.



Project Pheonix

Textures by Mark, also known as Seagull V and also SGV.
Model by Robert Sprackland.



OBJECT NAME: Blitz1
TEXTURE: Blitz_Amb_Blaugrau



OBJECT NAME: Blitz2
TEXTURE: Blitz_Amb_Dunkelgelb



OBJECT NAME: Blitz3
TEXTURE: Blitz_Amb_Gray



OBJECT NAME: Blitz4
TEXTURE: Blitz_Amb_Grunbraun_DAK

Project Pheonix

Textures by Mark, also known as Seagull V and also SGV.
Model by Robert Sprackland.



OBJECT NAME: Blitz5
TEXTURE: Blitz_Amb_Grunbraun_DAK_2



OBJECT NAME: Blitz6
TEXTURE: Blitz_Amb_Winter



OBJECT NAME: Blitz7
TEXTURE: Blitz_Ofc_Blaugrau



OBJECT NAME: Blitz8
TEXTURE: Blitz_Ofc_Dunkelgelb

Project Pheonix

Textures by Mark, also known as Seagull V and also SGV.
Model by Robert Sprackland.



OBJECT NAME: Blitz9
TEXTURE: Blitz_Ofc_Gray



OBJECT NAME: Blitz10
TEXTURE: Blitz_Ofc_Grunbraun_DAK



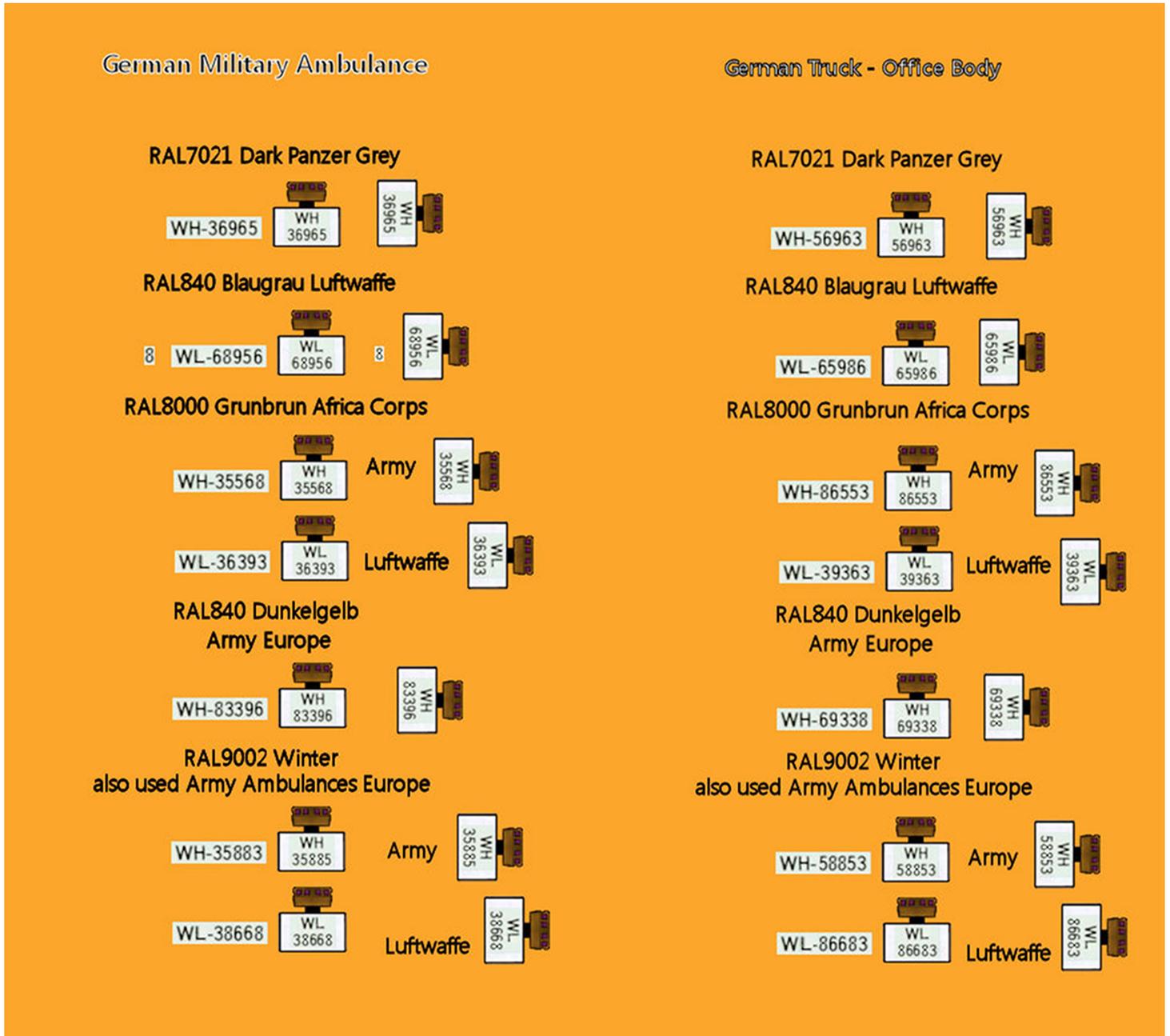
OBJECT NAME: Blitz11
TEXTURE: Blitz_Ofc_Grunbraun_DAK_2



OBJECT NAME: Blitz12
TEXTURE: Blitz_Ofc_Winter

Project Pheonix

Number plate template by_ Mark,
also known as Seagull V and also SVG.



OBJECTS_DP

The Opel Blitz objects dps are based on the BrAmb dp, they will require gunstations to move in missions, if anyone amends the Opel Blitz objects dps so they move in missions please share.
Thank you.

scenery_cfs_library Remodeled

Included in this issue are more remodeled cfs_library objects.
The objects in this issue are some German vehicles.

All vehicles have a damage object. The damage objects are only a plane polygon with "veh_dam_tank" or "veh_dam" textures.

The objects have LOD's (Level of details)

They also have more detail than the original cfs Library and the textures on some models have been corrected, hope you like them.

If you have time please leave feedback.

OBJECTS_DP

The OBJECTS_DP's are stock.

To install

Inside the SCENEDB folder you will find a folder called library, in this folder you will find another folder called scenery, in this folder you will see a BGL file called "scenery_cfs_library," back this file up and add the new "scenery_cfs_library.BGL" also add to this folder the "old_scenery_cfs_library.BGL" included with this issue and delete the "filelist." DAT file.

The new "scenery_cfs_library.BGL" has the remodeled objects and the

"old_scenery_cfs_library.BGL" have the objects that have not been remodeled.

In future all you will have to do is overwrite these two folders and delete the "filelist." DAT file.

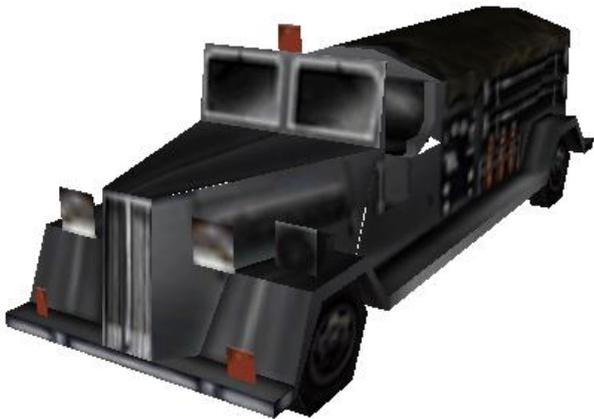
Add any textures supplied in the scenery_cfs_library Remodeled texture folder to the root texture folder.

Error correcting

I have corrected an error I made in the new "scenery_cfs_library," bgl that I had spotted, This is an on going project so I hope not to make too many but if you do find any or have any questions please contact me at rjsprackland@hotmail.com



GeBlitz



GeFireTr





GeFlak1

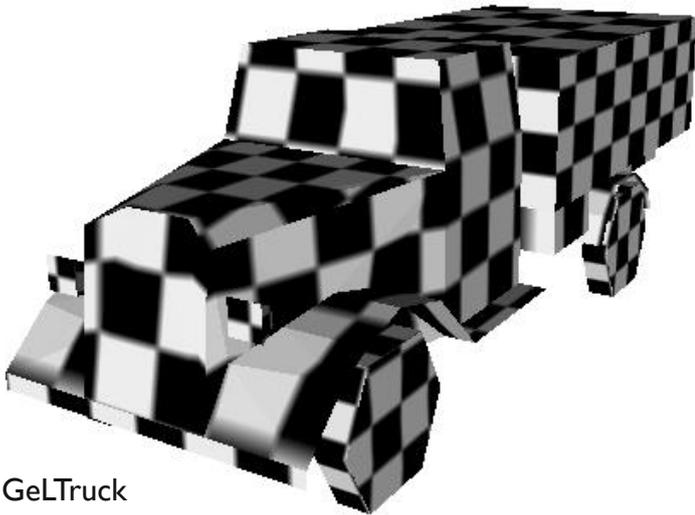


GeFlak2





GeKubelw



GeLTruck





GePanth



GeStaff





GeTiger



GeGetrca





GeWespe

