

May\June  
May\June

Issue 7  
Issue 7

# Combat Flight

## Simulator 2

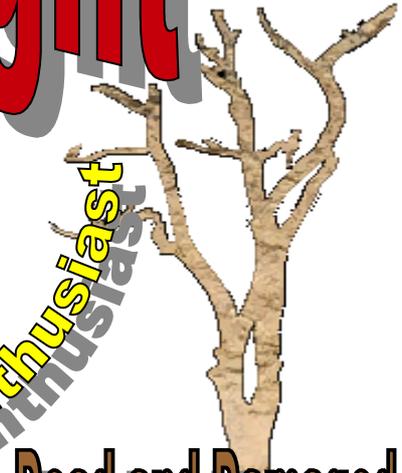
A Magazine For Fellow Enthusiast

Happy

First

# Birthday

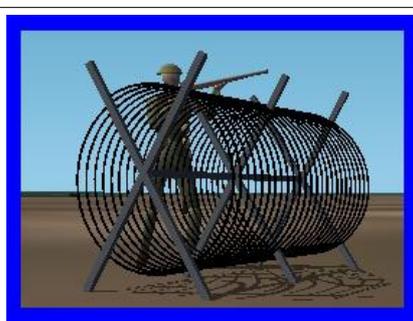
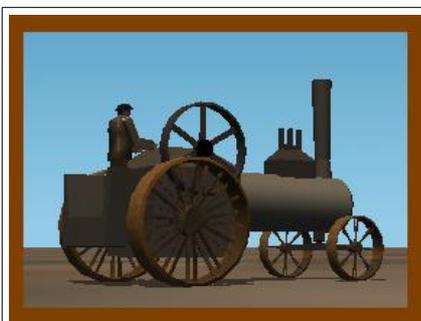
Edition



Dead and Damaged  
Trees

WWI Traction Engine

WWI Barbed Wire



# Contents

Hyper-linked content page

Page 1	Front cover
Page 2	Editorial
Page 5	Dead Trees for your GSL scenery 0 to 23 .bmp's
Page 11	Dead and Damaged Trees for your GSL scenery 0d to 23d .bmp's
Page 17	WWI_Traction_Engines
Page 19	Info Pictures for Traction Engine.
Page 19	WWI Barbed wire.
Page 21	INFO TEXT AND DP'S By John P Fortin
Page 24	Modding a Game
Page 26	Paid content Magazine
Page 27	Preview Of Paid content

[Back to contents](#)

# Editorial

**D**ear readers,

Time has come around for another issue of Combat Flight Simulator 2, "A Magazine For Fellow Enthusiast".

Its been twelve months that I have been producing this magazine for the CFS2 community. "Happy Birthday Magazine".

Thank you for the voluntary payments received

Included in this issue are models of dead and damaged dead trees, a traction engine, a traction engine towing a big gun, and barbed wire, good for a WWI install.

Over the years I gained a little knowledge of working with CFS2 which I have passed on through this magazine. I do understand if some information is hard to understand, I have trouble with it myself sometimes,

I hope that all the information within the magazine have been useful to you.

I am available and happy to answer any questions you have about CFS2. that I can

You can PM me at SOH.

or 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

### **small payment**

Would you like to make a small payment to help me keep creating the magazine and models for the community, and work with you to keep cfs2 alive.

You can buy the magazines and Models at [flightsimmag.webs.com/magazines](http://flightsimmag.webs.com/magazines)  
From about £2.00 per issue.

See also [Paid content Magazine](#)

R J Sprackland

[Back to contents](#)

## Dead Trees for your GSL scenery

I have created some Dead Trees for the GSL scenery using the same method as Martin Wright's "mw\_gsl.bgl" and included them with this issue, each are a one object bgl with eight different textures, and on every placement in mission builder a different tree texture is allocated.

### Dead Trees 0 to 7



*Dead Trees\_0*



*Dead Trees\_1*



*Dead Trees\_2*



*Dead Trees\_3*



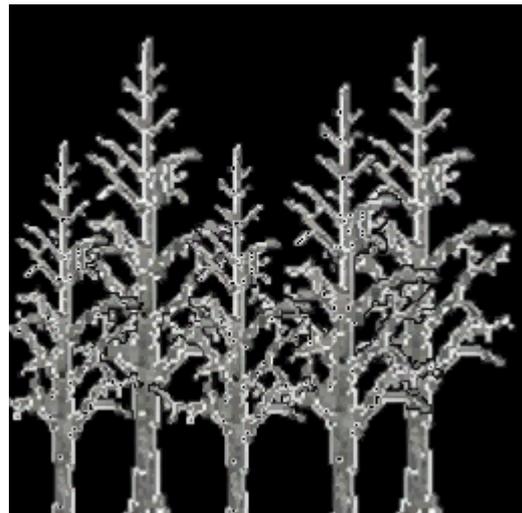
*Dead Trees\_4*



*Dead Trees\_5*



*Dead Trees\_6*



*Dead Trees\_7*

Dead Trees 8 to 15



*Dead Trees\_8*



*Dead Trees\_9*



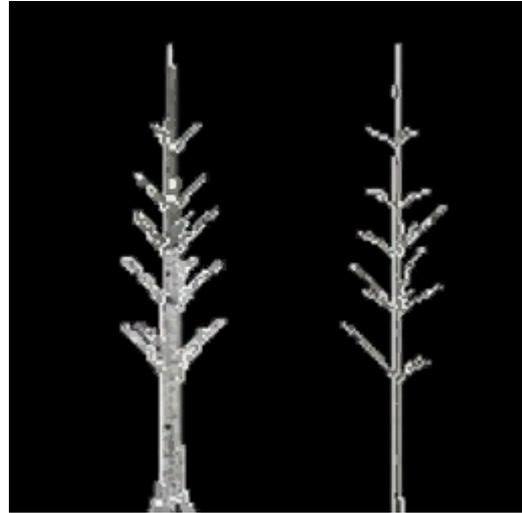
*Dead Trees\_10*



*Dead Trees\_11*



*Dead Trees\_12*



*Dead Trees\_13*



*Dead Trees\_14*



*Dead Trees\_15*

**Dead Trees 16 to 23**



*Dead Trees\_16*



*Dead Trees\_17*



*Dead Trees\_18*



*Dead Trees\_19*



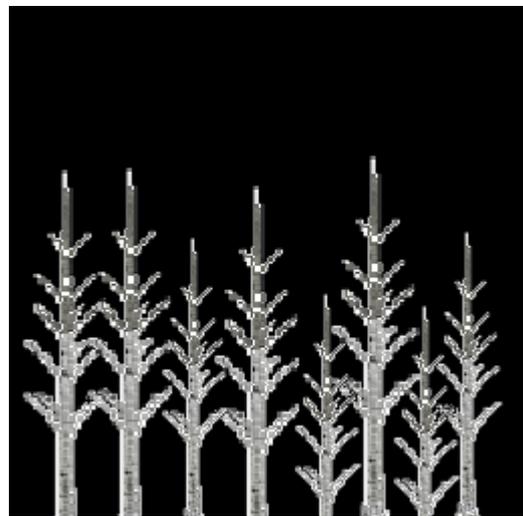
*Dead Trees\_20*



*Dead Trees\_21*



*Dead Trees\_22*

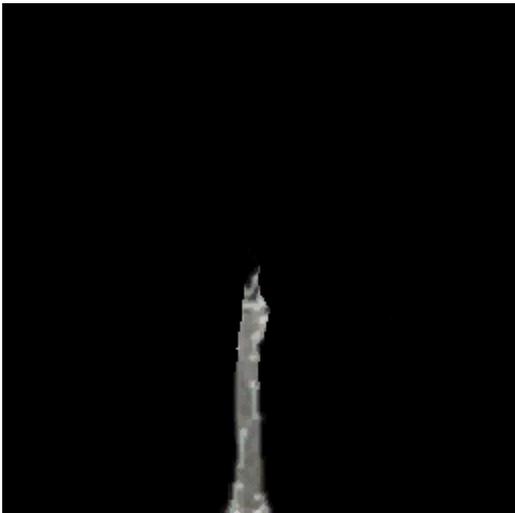


*Dead Trees\_23*

[Back to contents](#)

# Dead and Damaged Trees for your GSL scenery

## Dead and Damaged Trees 0d to 7d



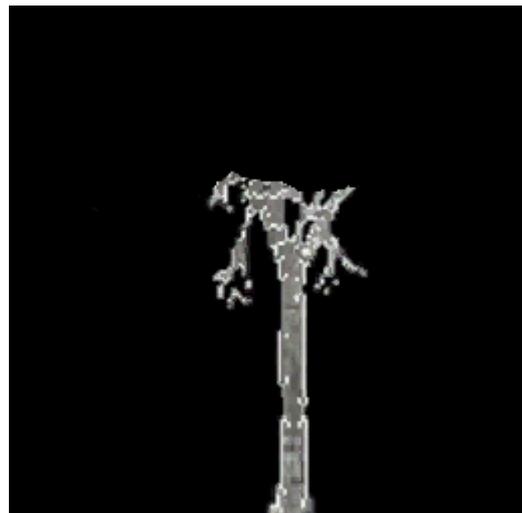
*Dead and Damaged Trees\_0d*



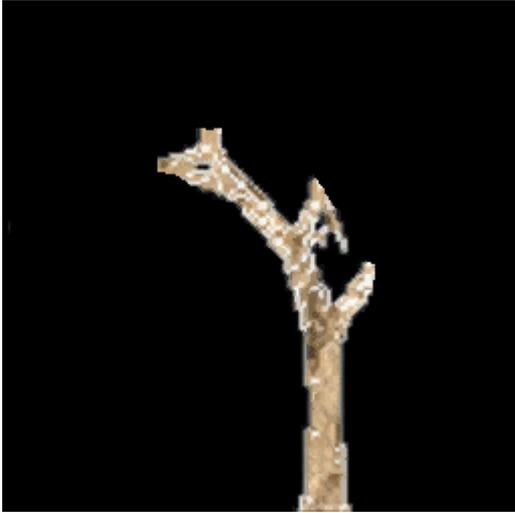
*Dead and Damaged Trees\_1d*



*Dead and Damaged Trees\_2d*



*Dead and Damaged Trees\_3d*



*Dead and Damaged Trees\_4d*



*Dead and Damaged Trees\_5d*



*Dead and Damaged Trees\_6d*



*Dead and Damaged Trees\_7d*

**Dead and Damaged Trees 8d to 15d**



*Dead and Damaged Trees\_8d*



*Dead and Damaged Trees\_9d*



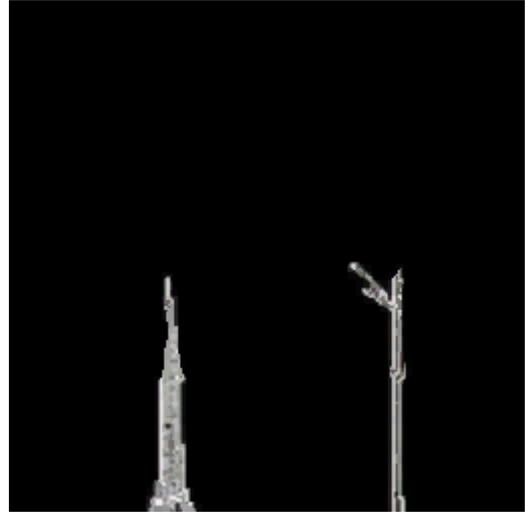
*Dead and Damaged Trees\_10d*



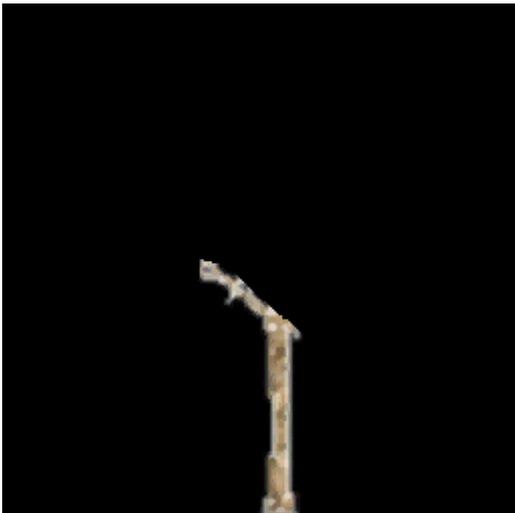
*Dead and Damaged Trees\_11d*



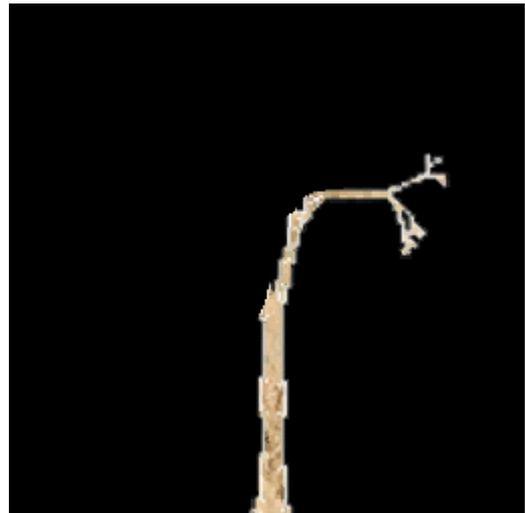
*Dead and Damaged Trees\_12d*



*Dead and Damaged Trees\_13d*



*Dead and Damaged Trees\_14d*



*Dead and Damaged Trees\_15d*

**Dead and Damaged Trees 16d to 23d**



*Dead and Damaged Trees\_16d*



*Dead and Damaged Trees\_17d*



*Dead and Damaged Trees\_18d*



*Dead and Damaged Trees\_19d*



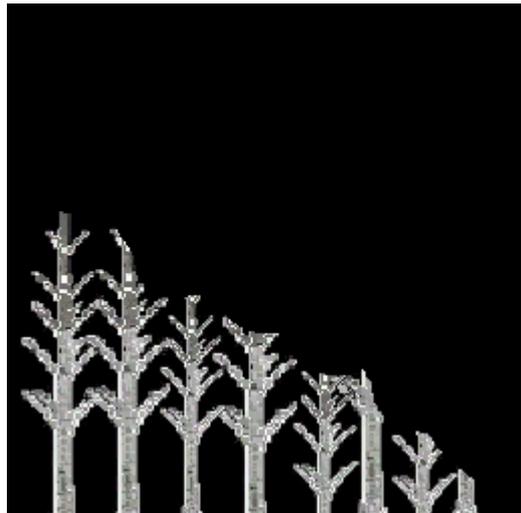
*Dead and Damaged Trees\_20d*



*Dead and Damaged Trees\_21d*



*Dead and Damaged Trees\_22d*



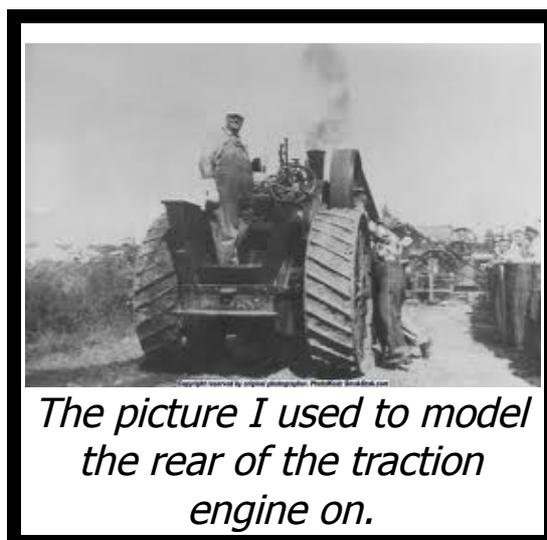
*Dead and Damaged Trees\_23d*

Back to contents

## WWI Traction Engines



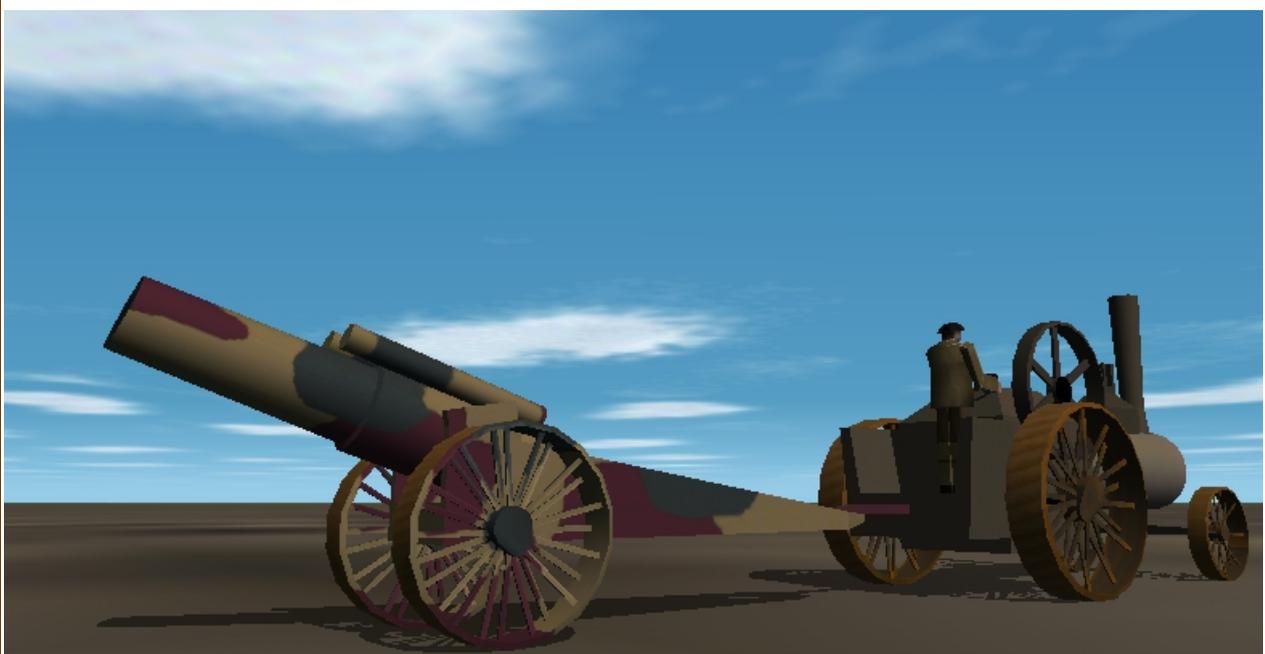
Rendition of a steam traction engine use in WW1 by Robert John



*The picture I used to model  
the rear of the traction  
engine on.*

Included in this issue are low-poly models of steam traction engines, they are not of any particular make or model and all have lod's.

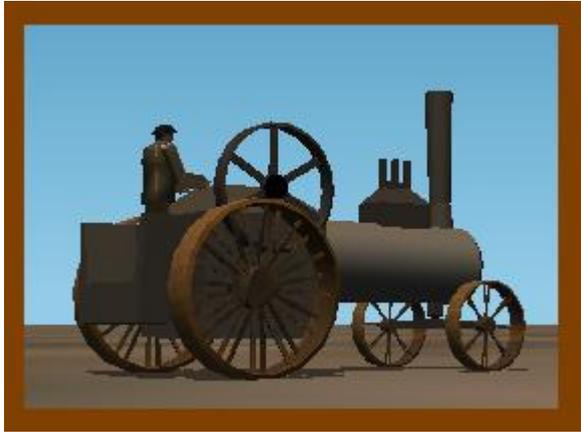
Before the USA entered the war in April 1917, thousands of such steam traction engines had been sold to the Allies. In addition to sawmill work, these machines were also used to haul artillery guns and for pulling supply wagons along the rough roads behind the front-line.



*Traction Engine pulling a big-gun*

[Back to contents](#)

## **Info Pictures for Traction Engine.**



*WWI\_Traction\_Engine*



*WWI\_Traction\_Engine\_Towing*

[Back to contents](#)

## **Screen-shot of WWI Barbed wire.**



## INFO PICTURE OF WWI\_barbed\_wire



*WWI\_barbed\_wire*

Information from,

[http://en.wikipedia.org/wiki/Wire\\_obstacle](http://en.wikipedia.org/wiki/Wire_obstacle)

World War I entanglements could in some places be scores of metres thick and several metres deep, with the entire space filled with a random, tangled mass of barbed wire. Entanglements were often not created deliberately, but by pushing together the mess of wire formed when conventional barbed wire fences had been damaged by artillery shells.

Whenever there was time and opportunity to plan and emplace wire obstacles during the First World War, it was standard practice to deploy designs that would channel and concentrate attacking troops, herding them like cattle into designated killing zones i.e. fixing multiple screw pickets of wire running diagonally, away from the protected zone. This meant that a belt-fed machine-gun such as the Maschinengewehr 08 sighted along that diagonal line had easy targets to enfilade when attacking troops were blocked from advancing by the wire and then massed together in a line. Another method was to deliberately leave attractive-looking gaps in wire obstacles to give the appearance of a weak link in the defences. Such gaps were designed to act like a funnel, luring attacking troops through the opening and straight into the concentrated direct and enfilade fire of different machine gun

emplacements. Because multiple water-cooled machine-guns such as the Vickers gun were used, continuous fire could be sustained for hours at a time if required.

A method for attacking soldiers to conquer this threat was a small wheeled steel plate that was slowly pushed forward in front of the soldier to shield them from bullet fire as they crawled across the ground towards the obstacle. When the obstacle was reached, access holes in the shield allowed the attacking soldier to cut away at the wire obstacle with pliers from behind the protection of the armoured shield.

Tanks and light armoured vehicles can generally flatten unmined wire obstacles, although the wire can become entangled in the tracks and immobilize the vehicle. This can also occur to wheeled vehicles once the wire becomes wrapped around the axle. Wire obstacles can also be breached by intense artillery shelling or Bangalore torpedoes.

Back to contents

## INFO TEXT AND DP'S By John P Fortin

-----mdlNames-----

"WWI\_barbed\_wire"=Barbed Wire Fence

"WWI\_Traction\_Engine"=WWI Steam Traction Engine

"WWI\_Traction\_Engine\_Towing"=WWI Steam Traction Engine Towing  
Howitzer

-----descrip.dat-----

# WWI\_Traction\_Engine

WWI Steam Traction Engine (CFS2 object). When selected from the Ground Unit list, you can add waypoints to make this vehicle move along the ground. When selected from the Infrastructure list, this vehicle is just scenery and won't move, but can be damaged and destroyed.

# WWI\_Traction\_Engine\_Towing

WWI Steam Traction Engine Towing Howitzer (CFS2 object). When selected from the Ground Unit list, you can add waypoints to make this vehicle move along the ground. When selected from the Infrastructure list, this vehicle is just scenery and won't move, but can be damaged and destroyed.

Dps By John P Fortin

## TrenchAttackWWI Mission

Mission By John P Fortin

Included in the Paid content Magazine issue 7 number 1. is a mission for your WW1 AeroCrate install,  
You can find out how you can set up this install in the Paid content Magazine issue 7 number 1.

[Paid content Magazine](#)

[Back to contents](#)

Information scoured from Wikipedia, the free encyclopedia. [http://en.wikipedia.org/wiki/Mod\\_\(video\\_gaming\)](http://en.wikipedia.org/wiki/Mod_(video_gaming))  
Modding is a slang expression that is derived from the verb "modify". <http://en.wikipedia.org/wiki/Modding>

## Modding a Game

Mod or modification is a term generally applied to personal computer games (PC games), especially first-person shooters, role-playing games and real-time strategy games. Mods are made by the general public or a developer and can be entirely new games in themselves, but mods are not stand-alone software and require the user to have the original release in order to run. They can include new items, weapons, characters, enemies, models, textures, levels, story lines, music, and game modes. They also usually take place in unique locations. They can be single-player or multi-player. Mods that add new content to the underlying game are often called partial conversions, while mods that create an entirely new game are called total conversions and mods that fix bugs only are called unofficial patches.

Mods can significantly outshine and help to continue the success of the original game, even when the original game has become dated.

**Total conversion** a total conversion is a mod of an existing game that replaces virtually all of the artistic assets in the original game, and sometimes core aspects of game-play. Total conversions can result in a completely different genre from the original.

**Add-on** An add-on or addon is a typically small mod which adds to the original content of a specific game. In most cases, an add-on will add one particular element to a game, such as a new weapon, a new vehicle. This can be accomplished without changing any of the original game's existing content. Many games are flexible and allow this, however that is not always the case. Some add-ons occasionally have to replace in-game content, due to the nature of a peculiar game engine. It may be the case, for example, that in a game which does not give a player the option to choose their character, modders wishing to add

another player model will simply have to overwrite the old one.

**Total overhaul** A total overhaul mod changes or redefines the game-play style of the original game, while keeping it in the original game's universe.

**Total conversion modification** total conversion modification remakes the core game itself from scratch on a newer game engine than the original, rather than making entirely new content or changing/redefining game-play.

**Unofficial patch** An unofficial patch can be a mod of an existing game that fixes bugs not fixed by an official patch or that unlocks content present in the released game's files but is inaccessible in official game-play. Such patches are usually created by members of the game's fan base when the original developer is unwilling or unable to supply the functionality officially.

**Development** Most mods do not progress very far and are abandoned without ever having a public release. Some are very limited and just include some game-play changes or even a different loading screen, and others are total conversions and can modify content and game-play extensively. A few mods become very popular and convert themselves into distinct games, with the rights getting bought and turning into an official modification.

**Mods in general** are required to be non-commercial (free) when they include any parts from another mod or the main game, which, by their nature always do. Some mods become open source as well.

Back to contents

## **Paid content Magazine**

I am producing a paid content to enable myself to carry on producing the voluntary paid magazine for those who are unable to pay.

What I would like to produce in the paid content magazine is work that I have compiled and created that would be consider worthy of monetary gain.

After you have made a voluntary payment for this issue I will email you a link where you can download your paid content magazine within a few days at no extra cost.

### **small payment**

Would you like to make a small payment to help me keep creating the magazine and models for the community, and work with you to keep cfs2 alive.

You can buy the magazines and Models at [flightsimmag.webs.com/magazines](http://flightsimmag.webs.com/magazines)  
From about £2.00 per issue.

### **CREDITS**

No Dice for hosting this magazine.

[http://thefreeflightsite.com/CFS2\\_Magazine.htm](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.

# Preview

## AeroCrate's WWI 1916

In the first paid content magazine is how I placed my downloaded files, extracted them, and made a batch file installer, and upgrade installer, and a restore to default installer

 <p><b>AeroCrate's</b> <b>Western Front</b> <b>1916</b> <b>NOT INSTALLED</b> <b>For CFS2</b></p> <p><i>Not Installed</i></p>	 <p><b>AeroCrate's</b> <b>Western Front</b> <b>1916</b> <b>INSTALLED</b> <b>For CFS2</b></p> <p><i>Installed</i></p>
 <p><b>AeroCrate's</b> <b>Western Front</b> <b>1916</b> <b>INSTALLED</b> <b>UPGRADED</b> <b>For CFS2</b></p> <p><i>Upgraded</i></p>	 <p><b>AeroCrate's</b> <b>Western Front</b> <b>1916</b> <b>NOT INSTALLED</b> <b>For CFS2</b></p> <p><i>Restored to Default</i></p>

END Back to contents