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Editorial



ear readers,

Happy New Year.

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

Contents page now hyper-linked.

I will be showing you how I made an interface to be use with file
swapping, that works with win7.

The interface is HTML and the batch files do not seem to execute when
using Google Chrome. Works well with Internet Explorer.

I will also include winterised textures in this and the coming issues.
Please note winterised can also include textures for other seasons.
Although I have received a little feedback, the feedback has been very
good and I'm pleased when the magazine is mentioned in threads.

citable erratum

In Issue 4 page 121, I failed to mention the WHITECLIFFS.bg has to be put into all the Season's landclass scenery folder.

"About the folders included in this issue"

"3. Scenery.

Contains a new model of the white cliffs of Dover (WHITECLIFFS.bgl)
To be placed into your root scenery folder."

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

Hope you enjoy.

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The way I installed my seasonal textures CONTINUED

This topic is a continuation of “The way I installed my seasonal textures” that can be found in “issue 4”.

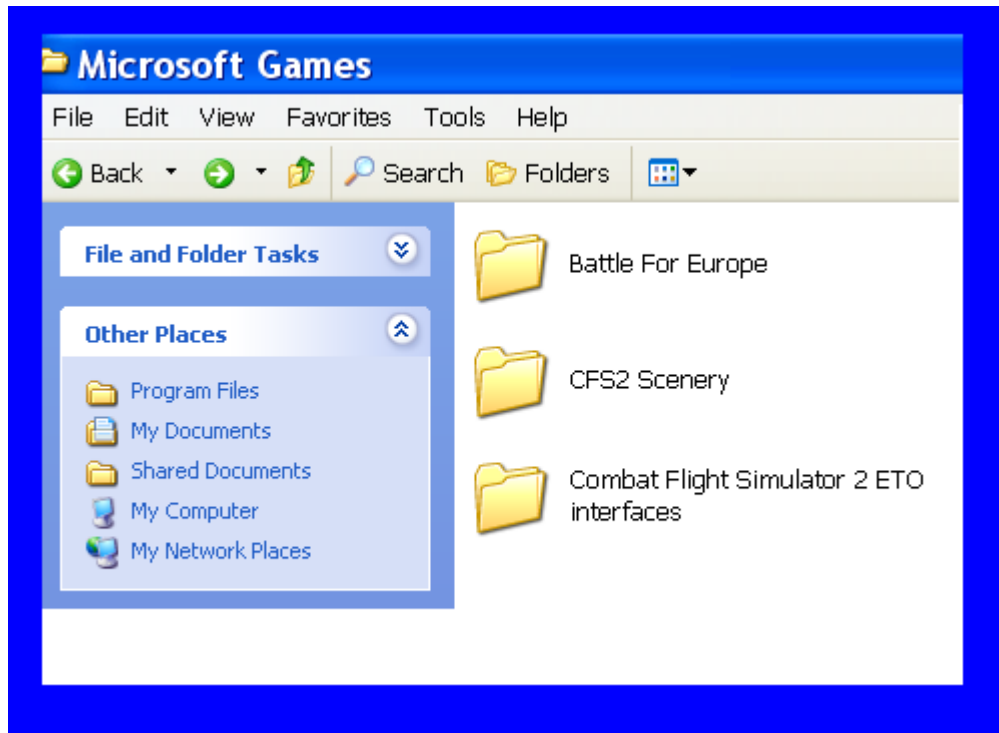


Illustration 1: modified screen-shot

The Illustration 1 shows three folders in my **“Microsoft Games”** folder, they are **“Battle of Europe”** which is my cfs2 game folder, **“CFS2 Scenery”** folder is where I keep most of my scenery's, and scenery objects in.

The **“Combat Flight Simulator 2 ETO interfaces”** is where I keep my ETO interface files in.

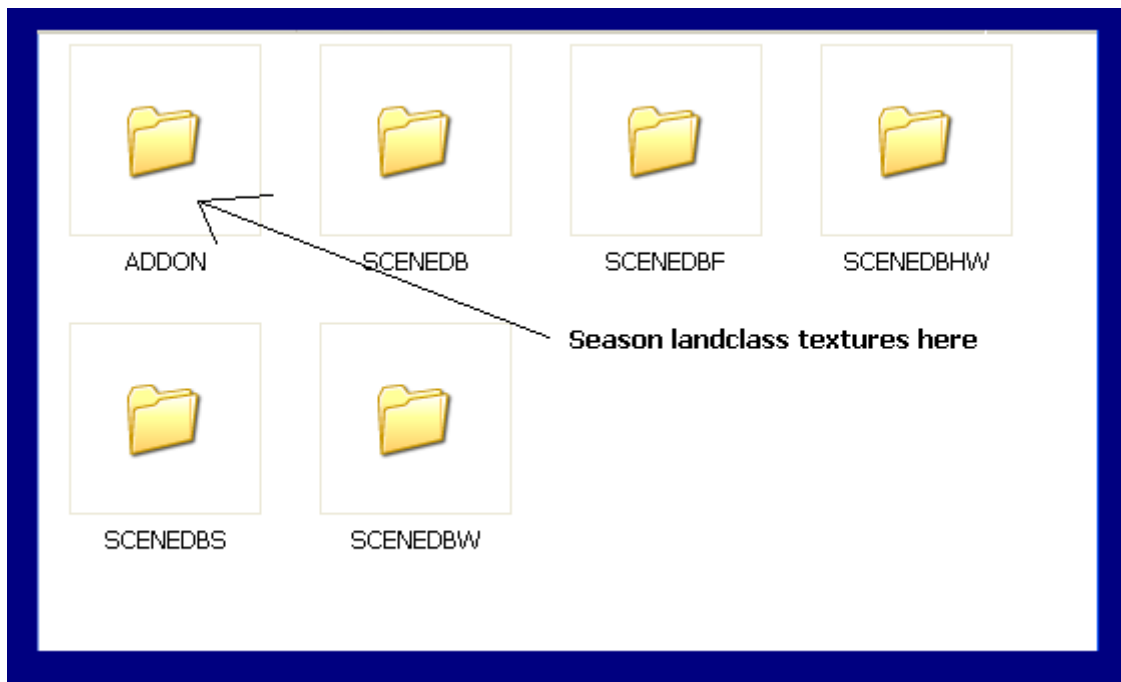


Illustration 2: Inside CFS2 Scenery folder

Illustration 2 is taken from "issue 4" and shows the **"SCENEDB**"** folder, and also the **"ADDON"** folder where the Season landclass textures are kept.

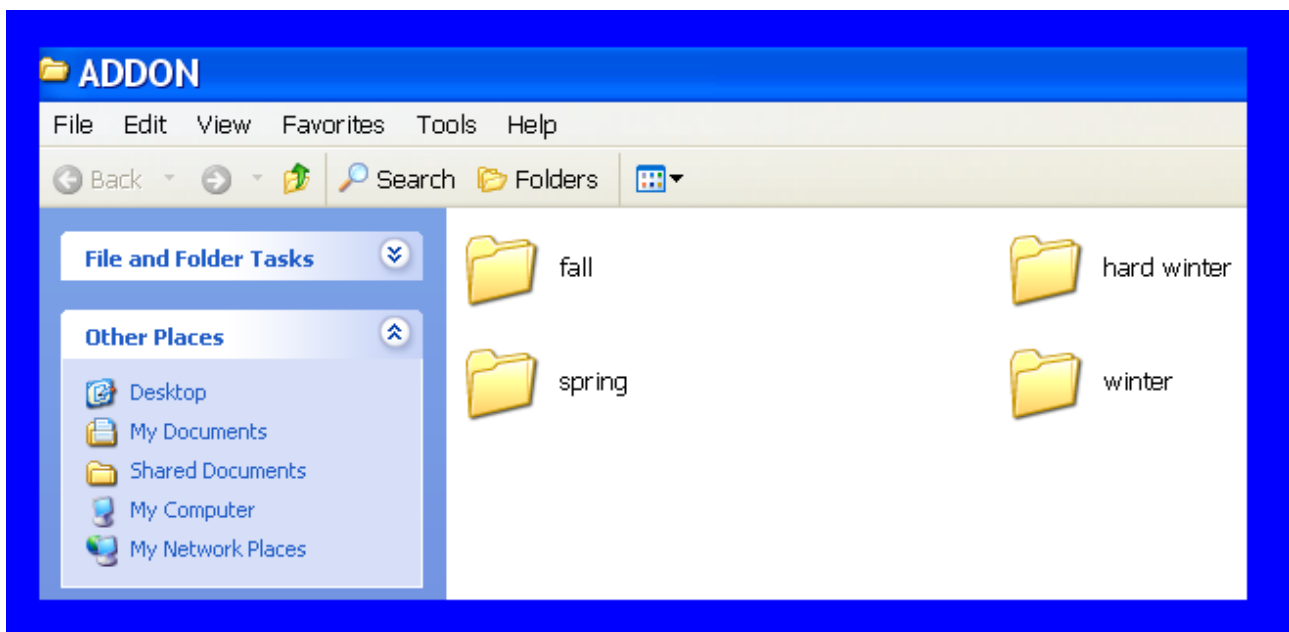


Illustration 3: Inside the ADDON folder

Illustration 3 shows the season landclass folders.

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HTML INTERFACES

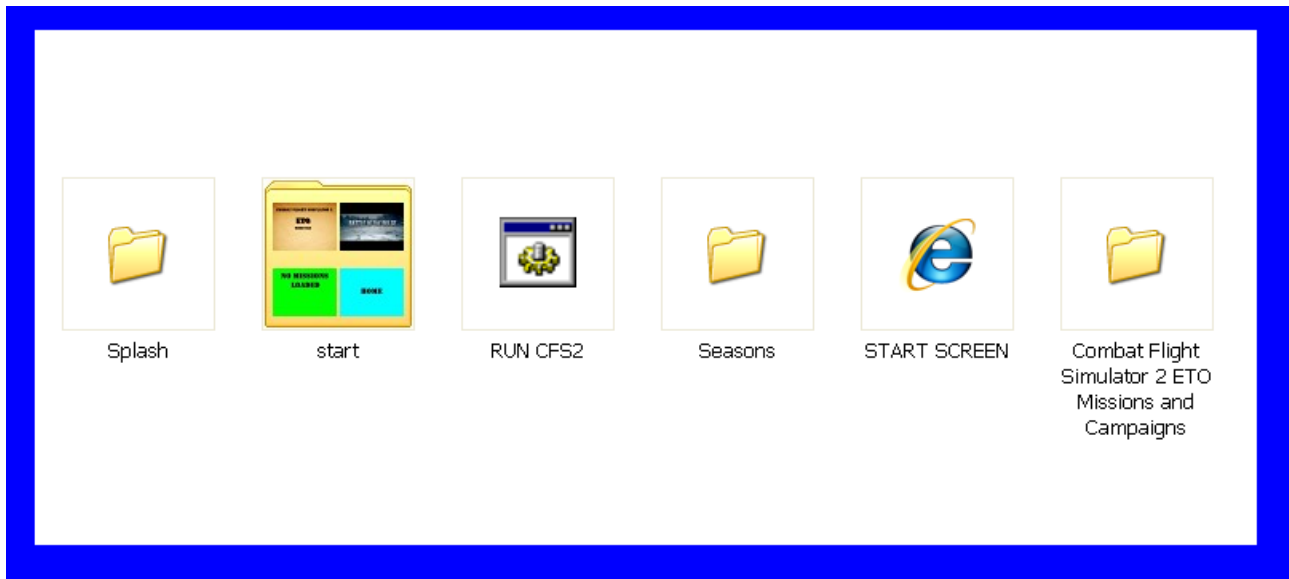


Illustration 4: Inside Combat Flight Simulator 2 ETO interfaces folder

Illustration 4 shows the files and folders inside the **"Combat Flight Simulator 2 ETO interfaces"** folder.

Inside the **"Splash"** folder are the splash-screen batch files and HTML Documents.

Inside the **"start"** folder are some of the pictures that are use in operating the HTML documents (see illustration 5 below)

Inside the **"Seasons"** folder are the batch files, Html Documents, and the folders that contain some of the files for swapping (see illustration 6 and 7 below).

Inside the **"Combat Flight Simulator 2 ETO Missions and Campaigns"** folder are the Missions and Campaigns folders, HTML Documents, and batch files, *See Illustration 11:.*

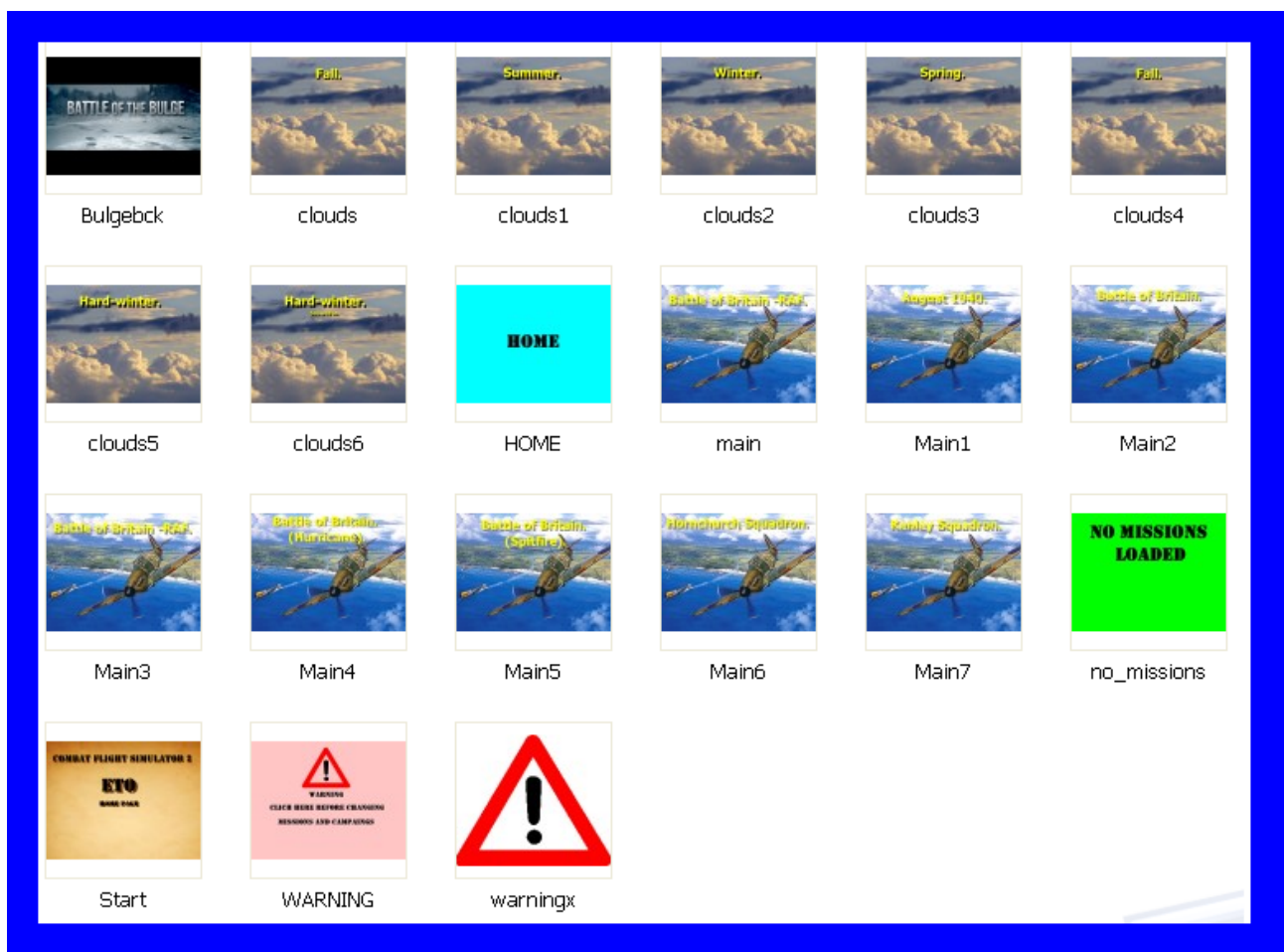


Illustration 5: Pictures inside start folder

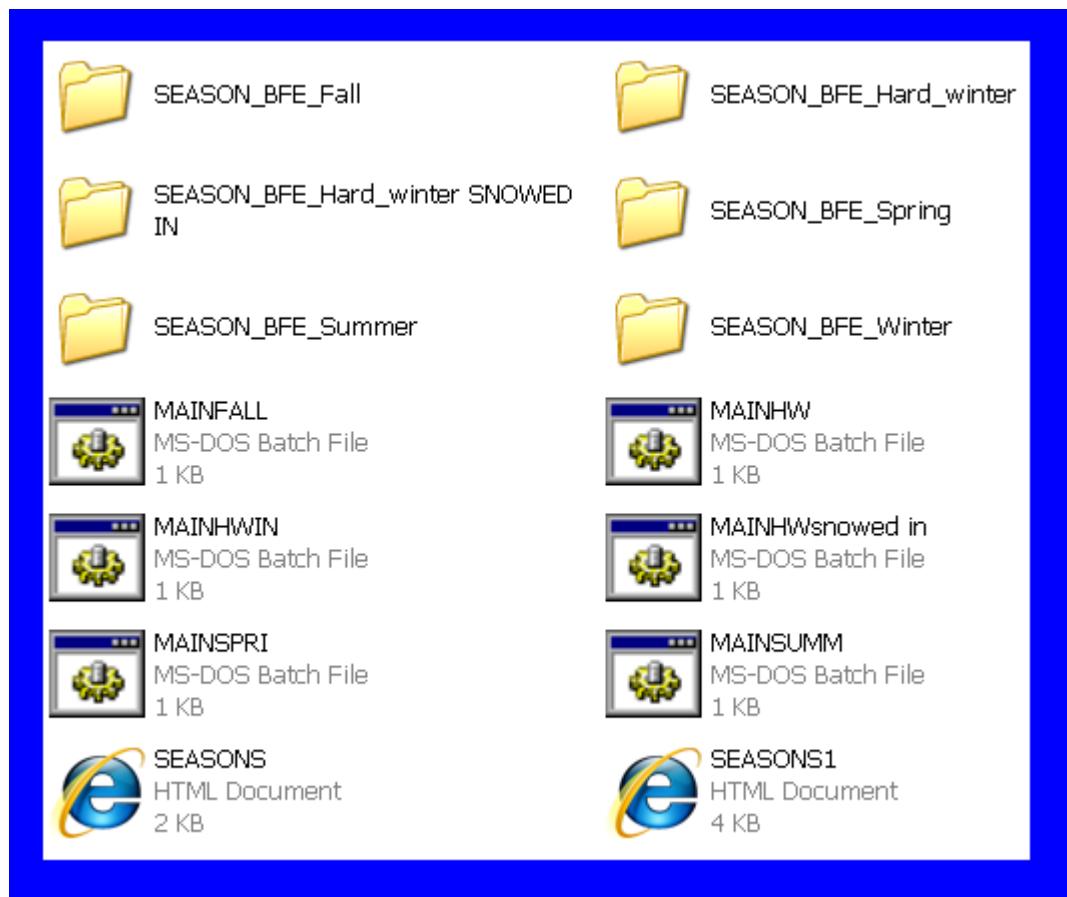
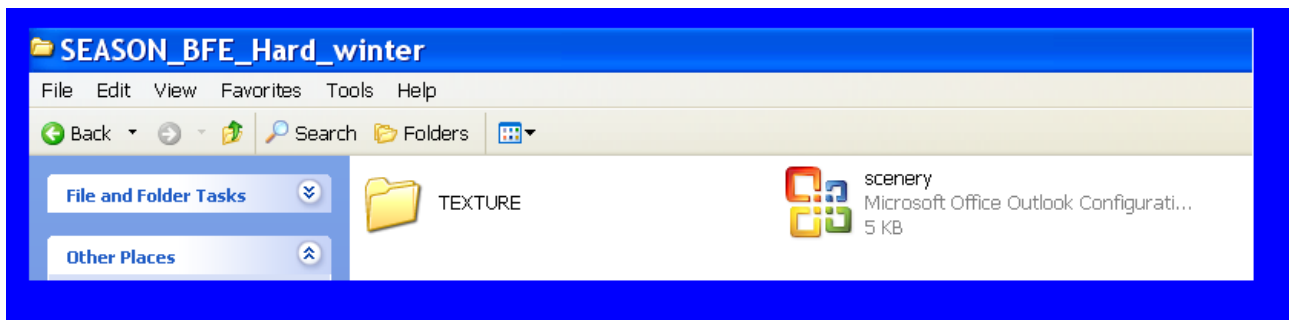


Illustration 6: Inside Seasons folder



*Illustration 7: Inside the SEASON_BFE_** folders*

Placed inside the **"SEASON_BFE_**"** folders are the Scenery .cfg file and a **"Texture"** folder that contains the raindrop texture because in the Hard_winter folder the snowflake texture is placed and renamed raindrop as to enable different types of precipitation.

Below is part of my Hard_winter .cfg file.

```
[General]
Title=CFS2 World
Description=CFS 2 Scenery data
Cache_Size=10M
Clean_on_Exit=TRUE
```

```
[Area.001]
Title=Default Scenery
Local=scenery
Active=TRUE
Layer=2
Required=TRUE
Remote=
```

```
[Area.002]
Title=Terrain
Local=C:\Program Files\Microsoft Games\CFS2
Scenery\Scenedbhw\World
Active=TRUE
Texture_ID=1
Layer=1
Required=TRUE
Remote=
```

[Area.003]
Title=CFS1 Library
Local=C:\Program Files\Microsoft Games\CFS2
Scenery**Scenedbhw**\library
Active=TRUE
Layer=3
Remote=
Required=TRUE

Please note the red Scenedbhw text is the name of folder inside the CFS2 Scenery folder

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About the HTML Documents I made

How I made my HTML Document interface.

I made my HTML Document using a program called OpenOffice.org.



Illustration 8: Screen-shot of my HTML START SCREEN

Screen-shot of my HTML Document **"Start Screen"**

Below is the text in the batch file to RUN CFS2

ECHO OFF
CD\
CD C:\Program Files
CD Microsoft Games
CD Battle For Europe
START CFS2.EXE
EXIT

The START text to to enable the batch file to close after executing CFS2.

This batch file is hyper-linked from the RUN text in the **"START SCREEN"** HTML Document to the RUN CFS2.bat that is in the **"Combat Flight Simulator 2 ETO interfaces"** folder.

The Missions text in the "START SCREEN" HTML Document is hyper-linked to the "MISSIONS" HTML Document that is in the **"Combat Flight Simulator 2 ETO Missions and Campaigns"** folder that is inside the **"Combat Flight Simulator 2 ETO interfaces"** folder

See Illustration 11:.

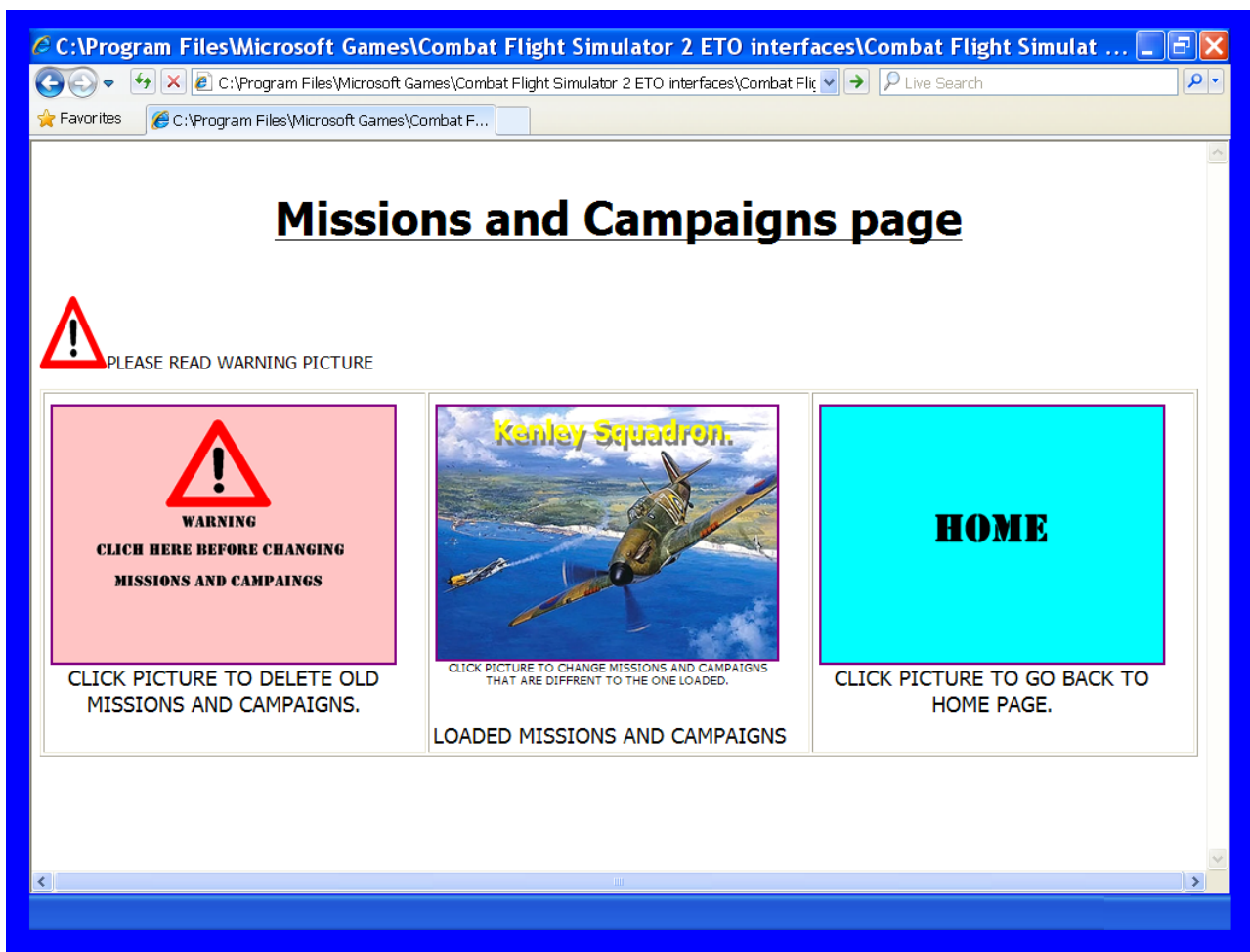


Illustration 9: Mission HTML

Above is a Screen-shot of my Mission and Campaigns page
(Illustration 9: Mission HTML)

The "MISSIONS AND CAMPAIGNS" Picture is hyper-linked to a batch file that deletes the **"Mission and Campaigns"** folders that are in the **root directory of cfs2** and all files inside them.

It also deletes the **main.bmp** and copy **no_missions.bmp** and renames it **main.bmp**, the three pictures in illustration 9 are linked to the pictures in the **"start folder"**

delete mc batch file.

ECHO OFF

CD\

CD C:\Program Files

```
CD Microsoft Games
CD Battle For Europe
rmdir /s /q "missions"
rmdir /s /q "Campaigns"
```

```
CD\
CD C:\Program Files
CD Microsoft Games
CD Combat Flight Simulator 2 ETO interfaces
cd start
del main.bmp
copy no_missions.bmp main.bmp
exit
```

The "LOADED MISSIONS AND CAMPAINGS" Picture is hyper-linked to MISSIONS 1 HTML Document that is inside the **"Combat Flight Simulator 2 ETO Missions and Campaigns"** folder that is inside the **"Combat Flight Simulator 2 ETO interfaces"** folder.

In Illustration 10 below are pictures of Missions and Campaigns that can be loaded and a "HOME" picture.

The "HOME" picture is hyper-link to the "START SCREEN" HTML Document.

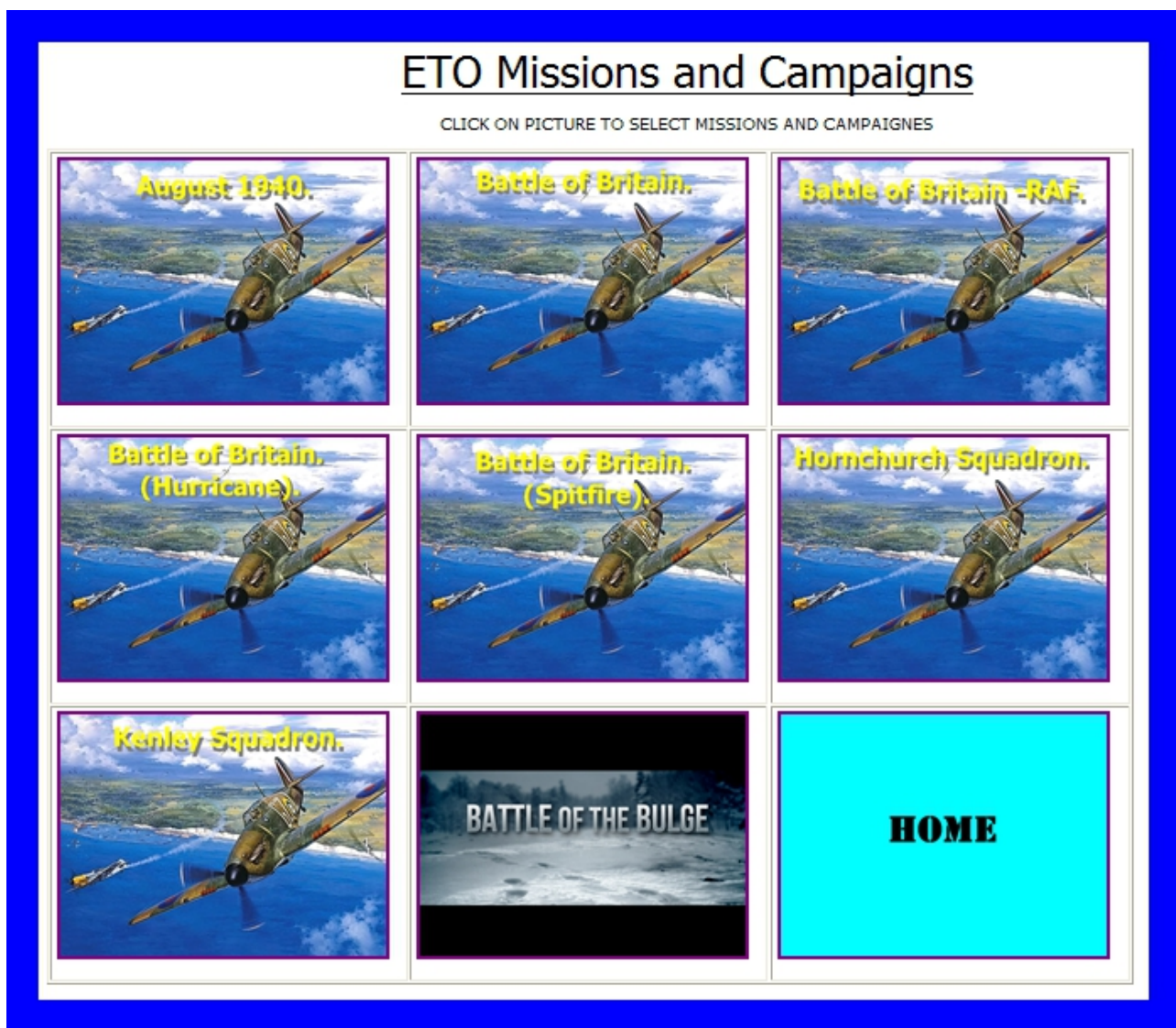


Illustration 10: Mission 1 HTML

The Mission pictures are linked to the pictures in the **"START"** folder in **"Combat Flight Simulator 2 ETO interfaces"** folder and are also hyper-linked to a mission batch file in the. **"Combat Flight Simulator 2 ETO Missions and Campaigns"** folder.

When a picture is clicked, the picture on the MISSION HTML Document changes to that picture. **The text in red below is what causes this to execute.**

Please note the pictures only changes after the web page is refreshed.

Battle Of Britain .bat

ECHO OFF

CD\

CD C:\Program Files

CD Microsoft Games

CD Combat Flight Simulator 2 ETO interfaces

CD Combat Flight Simulator 2 ETO Missions and Campaigns

xcopy "Battle Of Britain" C:\Program Files\Microsoft Games\Battle For

Europe" /e

CD\

CD C:\Program Files

CD Microsoft Games

CD Combat Flight Simulator 2 ETO interfaces

cd start

del main.bmp

copy main2.bmp main.bmp

exit

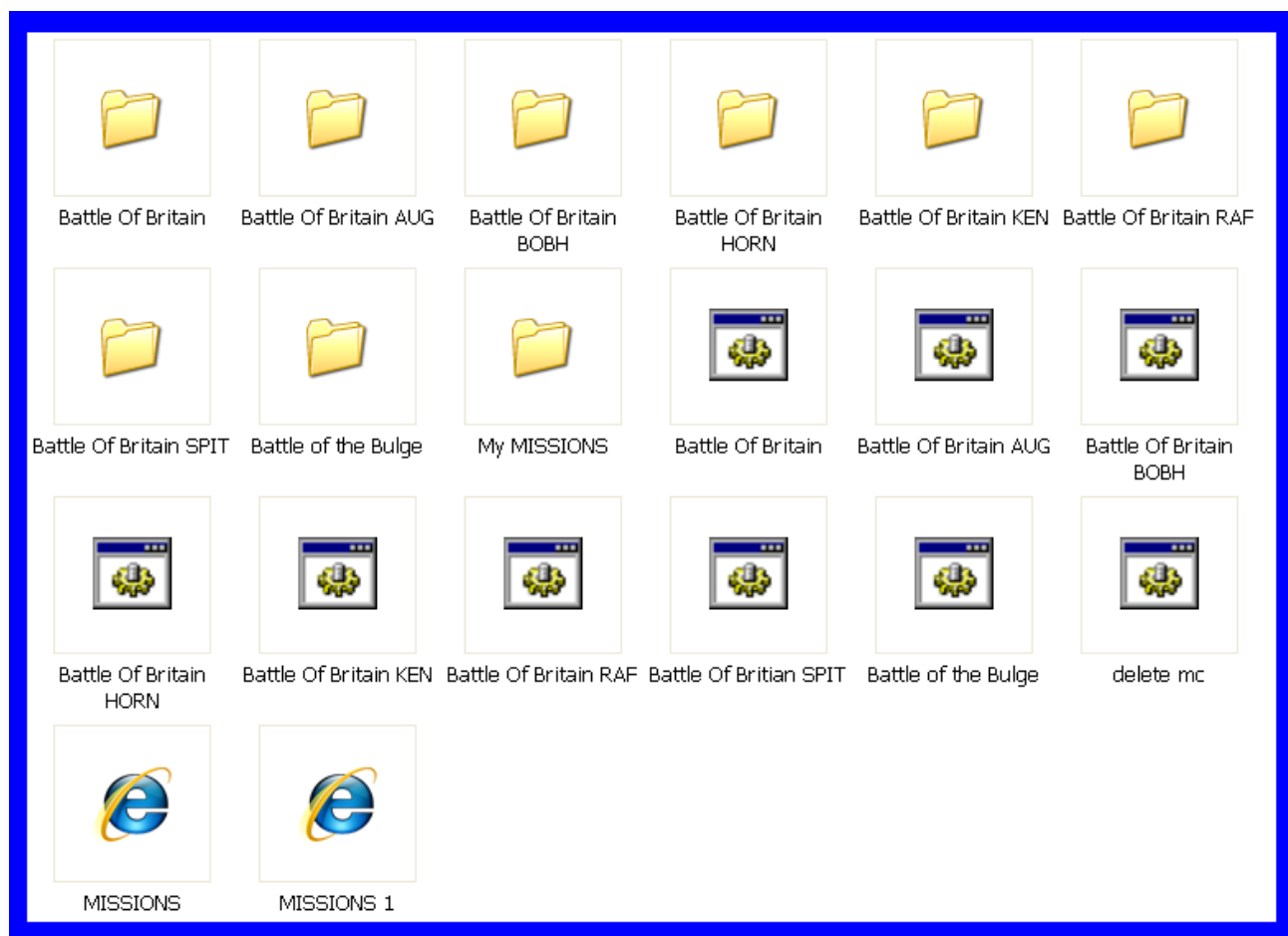


Illustration 11: Inside Combat Flight Simulator 2 ETO Missions and Campaigns

Also after Battle of Britain .bat is executed the “Missions” and “Campaigns” folders are loaded into the root directory of CFS2.

The “HOME” picture is hyper-link to the “START SCREEN” HTML Document

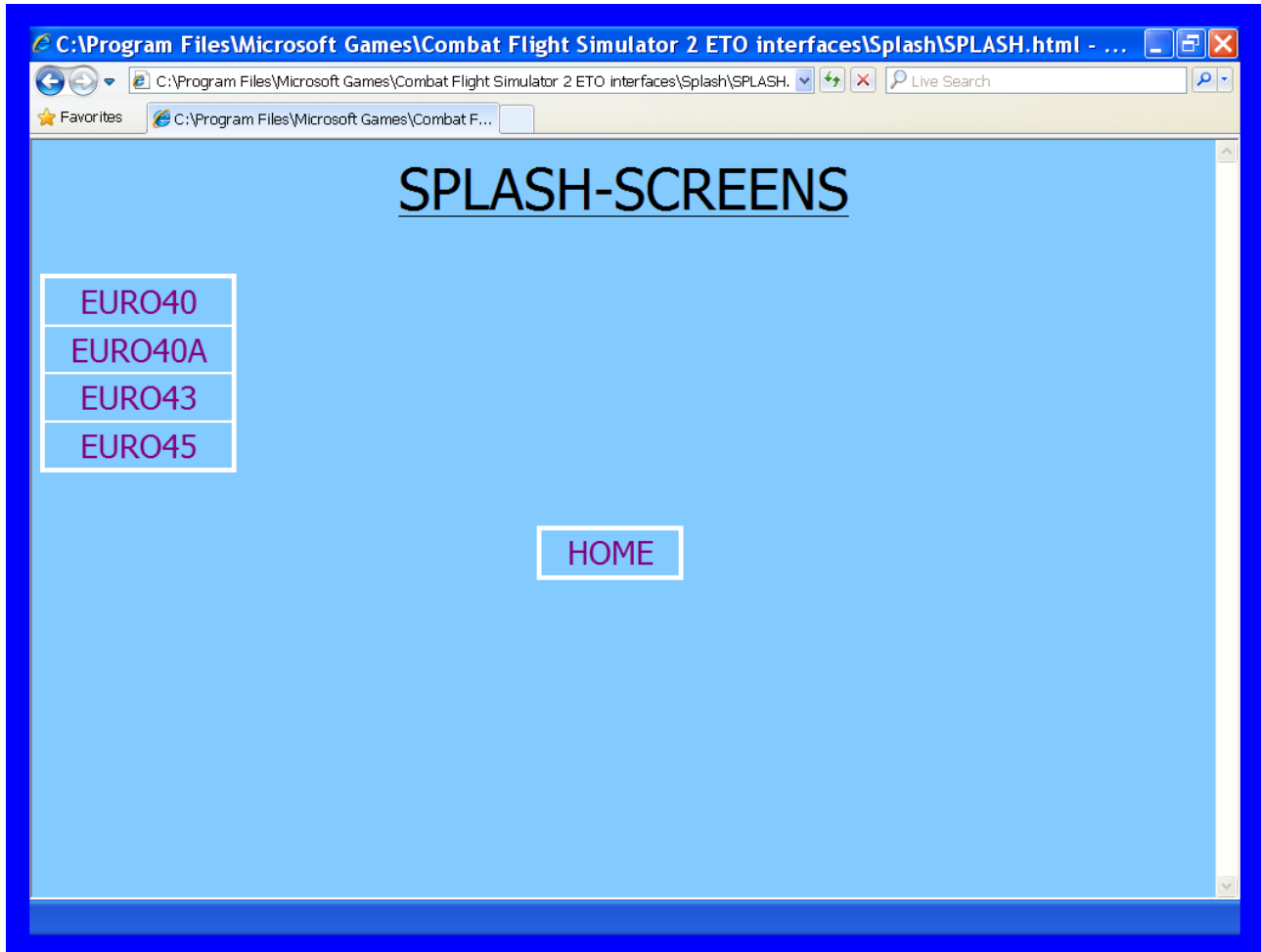


Illustration 12: Splash HTML Document

The Splash-screen text ie EURO40 in the “START SCREEN” HTML Document is hyper-linked to the “SPLASH” HTML Document that is in the **“Splash”** folder that is inside the **“Combat Flight Simulator 2 ETO interfaces”** folder. (Illustration 12: SPLASH HTML)

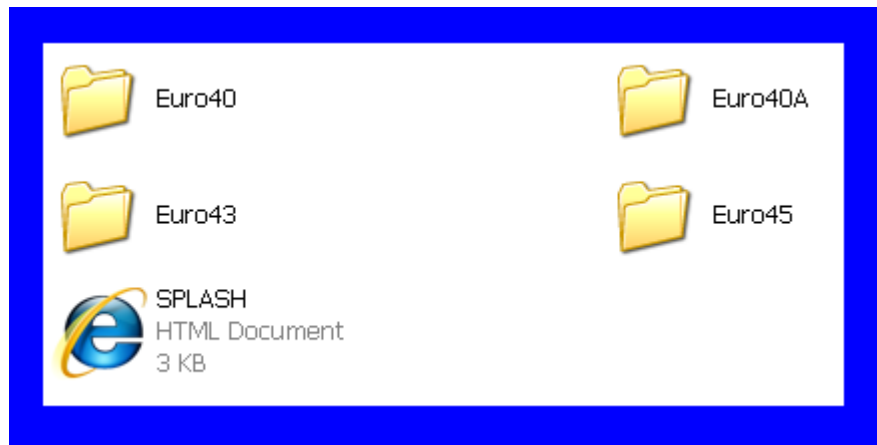


Illustration 13: Inside splash folder

Inside the **"splash"** folder there are four folders, and each one contains a HTML. Document, it also contains three batch files that changes the Splash-screens in the **"UIRES"** folder in the CFS2 root directory, it also changes the Splash-screen pictures in the HTML Document as seen in illustration 14: Euro45 HTML Document.



Illustration 14: Euro45 HTML Document

The pictures on the splash-screen HTML Documents are the pictures that can be seen in the CFS2 **"UIRES"** folder once executed and by refreshing the web page.

The BACK TO SPLASH-SCREENS text hyper-links back to Splash HTML Document.



Illustration 15: Inside the splashscreens folder

The **"splashscreens"** folder that is placed into the CFS2 root directory, have individual folders inside that also have splash-screens placed into them.

See Illustration 17:



Illustration 16: Inside the individual splashscreens folders

The Splash-screens are picked randomly.

Illustration 17 below shows the **"splashscreens"** folder inside the CFS2 root directory.

Please note all the splash-screens are numbered.



*Illustration 17: INSIDE
CFS2 root directory*

Splash-screens batch file text.

Euro40.bat file.

```
@echo off
CD\
CD C:\Program Files
CD Microsoft Games
CD Battle For Europe
for /r %%a in (splashscreens\EURO40\*.bmp) DO SET /a NumOfPics=
%NumOfPics + 1
SET /a ChosenPic="%random% %% %NumOfPics% + 1"
COPY splashscreens\EURO40\%ChosenPic%.bmp
uires\scr_splash.bmp
```

exit

Euro40A.bat file.

```
@echo off
CD\

CD C:\Program Files

CD Microsoft Games
CD Battle For Europe
for /r %%a in (splashscreens\Euro40\ALERT\*.bmp) DO SET /a
```

```
NumOfPics= %NumOfPics + 1
SET /a ChosenPic="%random% %% %NumOfPics% + 1"
COPY splashscreens\Euro40\ALERT\%ChosenPic%.bmp
uires\dlg_alert.bmp
```

exit

Euro40L.bat file.

```
@echo off
CD\
CD C:\Program Files
CD Microsoft Games
CD Battle For Europe
for /r %%a in (splashscreens\EURO40\LOAD\*.jpg) DO SET /a
NumOfPics= %NumOfPics + 1
SET /a ChosenPic="%random% %% %NumOfPics% + 1"
COPY splashscreens\EURO40\LOAD\%ChosenPic%.jpg
uires\scr_loadingsim.jpg
```

exit

This batch file works with Windows 7.

Any batch file with "debug>NUL" do not work with the Windows 7 cmd.

The Weather text in the "START SCREEN" HTML Document is hyper-linked to the "SEASONS" HTML Document that is in the "**Seasons**" folder that is inside the "**Combat Flight Simulator 2 ETO interfaces**" folder. (Illustration 18: SEASONS HTML)

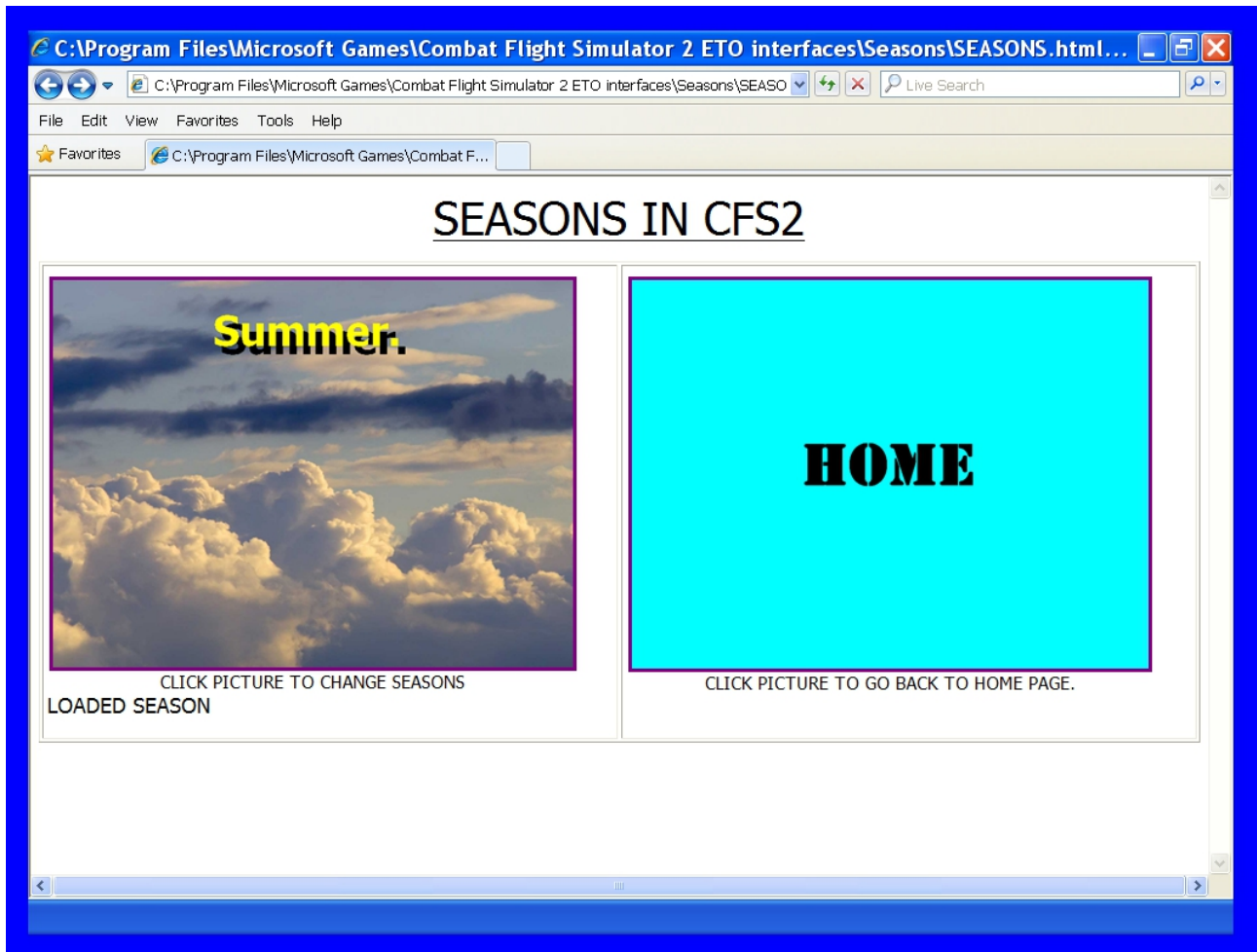


Illustration 18: SEASONS HTML

The "HOME" picture is hyper-link to the "START SCREEN" HTML Document.

The LOADED SEASON picture is hype-linked to the "SEASONS1" HTML and the pictures are linked to the pictures in the **"start"** folder.



Illustration 19: SEASONS1 HTML

The pictures in the SEASONS1 HTML Document are hype-linked to a Season batch file that when executed changes the Seasons in CFS2, this will also change the picture in the SEASONS HTML after refreshing the web page.

Batch file to change Seasons

@ECHO OFF

CD\

CD C:\Program Files

CD Microsoft Games

CD Combat Flight Simulator 2 ETO interfaces

CD Seasons

xcopy "SEASON_BFE_Hard_winter" C:\Program Files\Microsoft Games\Battle For Europe" /e /y

CD\
CD C:\Program Files
CD Microsoft Games

CD Combat Flight Simulator 2 ETO interfaces
cd start
del clouds.bmp
copy clouds5.bmp clouds.bmp

EXIT

I have included with this issue in a folder called "**Combat Flight Simulator 2 ETO interface**" extended HTML Documents and batch files and pictures that are required, except the Splash-screen pictures, Mission and Campaign files, Video's, raindrop, **snowflake texture**, .cfg files and Jumper Models, you will need to add the required files.

Note the snowflake texture have to be renamed raindrop.

The batch files paths will need to be edited to suite your game.
All batch files can be edited with notepad.
Using the information above and studying the layout and batch files you should be able to make one yourself.

Hope you enjoyed and found this article interesting please leave feedback.

Any questions you can PM me at SOH.



click picture to go to SOH

or email me at rjsprackland@hotmail.com.

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MORE WINTERISED TEXTURES



Illustration 20: original treessu



Illustration 21: treessuX



Illustration 22: treessuHW



Illustration 23: treessuWI



Illustration 24: treessuSP



Illustration 25: treessuFA

I was asked by a member of our community if it is possible to remove the Palm trees from some scenery to be used in the ETO, so here is what I came up with to share with you and made the trees for the seasons, they are included in this issue and can be found in the .treessu ALL folder.

If you look carefully some trees do not match the same tree in different seasons, this is because the trees had to fall within the texture boundary of the tree object, and use the textures I had.

The textures go into your SCENEDB**\ INF\TEXTURE folder, one for each season.

TreessuX will have to be renamed treessu.

TreessuHW will have to be renamed treessu.

TreessuWI will have to be renamed treessu.

TreessuSP will have to be renamed treessu.

TreessuFA will have to be renamed treessu.

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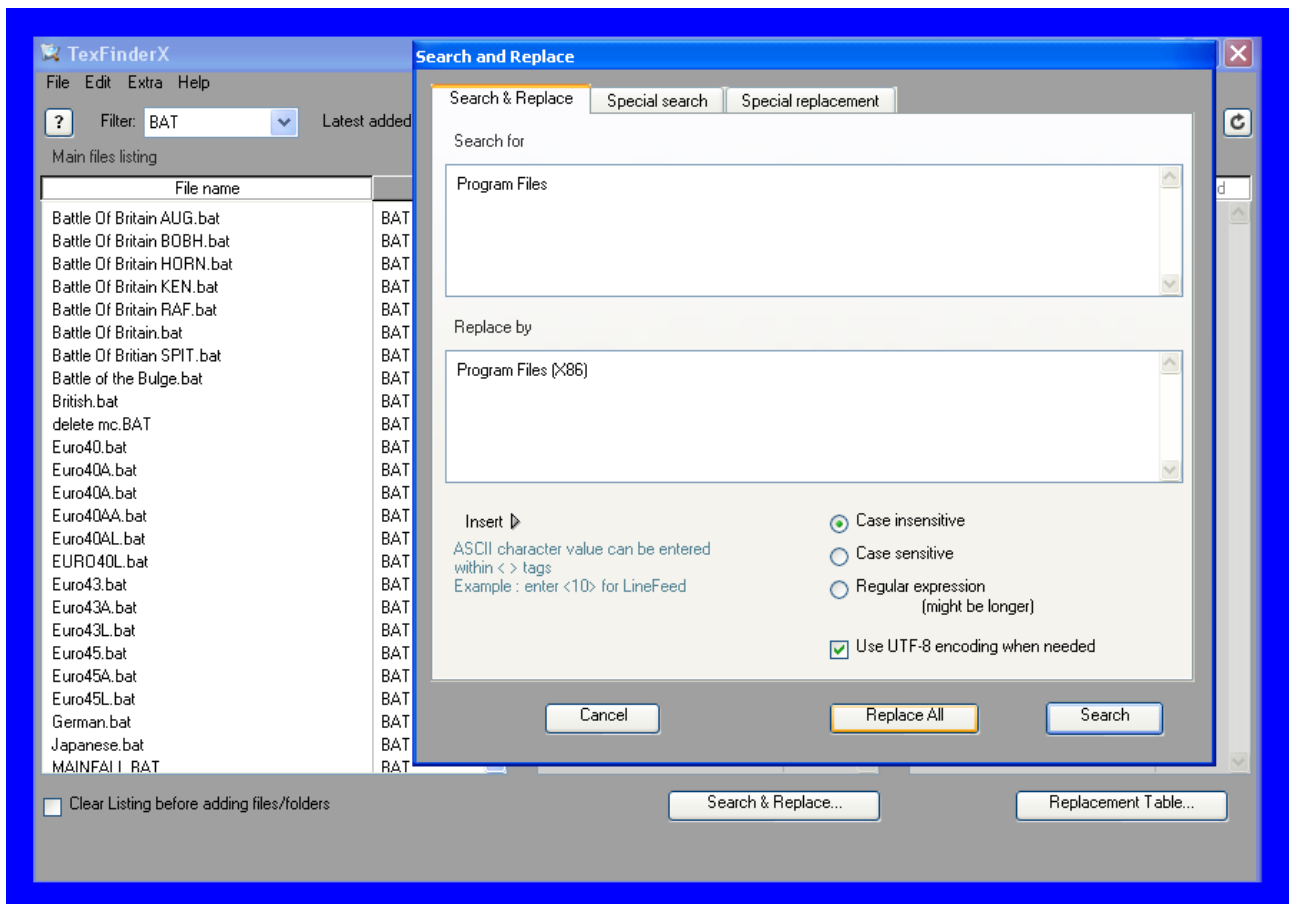
EDITING MULTI BATCH FILE FAST

While writing this issue I came across this little program called TexFinderX

TexFinderX can be downloaded here,

<http://sw.ixoft.com/texfinderx/>

It helps find and replace text in multi files in one go.
If you use my batch files this tool is very handy.



When you first run the program a file called TexFinderX_Prefs.xml is produced. My xml text was produced in **"My Documents"** folder.

TexFinderX_Prefs.xml text.

```
<?xml version="1.0"?>
<userprefs><lastused><lastfolder></lastfolder><lasttable></lasttable>
<lastfilter>2</lastfilter><checkadd>>false</checkadd><recentfolders>
</recentfolders><screenrect>0%2C0%2C1024%2C768</screenrect>
<stackloc>512%2C384</stackloc><stackheight>565</stackheight></l
astused><extensionlist>css%09CSS%0D%0Acsv%09CSV%0D%0Ahtml
%2Chtm%2Cphtml%09HTML%0D%0Ajs%09JS%0D%0Alua%09LUA
%0D%0Aphp%09PHP%0D%0Atxt%09TXT%0D%0Axml
%09XML</extensionlist></userprefs>
```

Because when I used the program I wanted the batch files to show I edited the xml document.

EDITED TexFinderX_Prefs.xml text.

```
<?xml version="1.0"?>
<userprefs><lastused><lastfolder></lastfolder><lasttable></lasttable>
<lastfilter>2</lastfilter><checkadd>>false</checkadd><recentfolders>
</recentfolders><screenrect>0%2C0%2C1024%2C768</screenrect>
<stackloc>512%2C384</stackloc><stackheight>565</stackheight></l
astused><extensionlist>css%09CSS%0D%0Acsv%09CSV%0D%0Ahtml
%2Chtm%2Cphtml%09HTML%0D%0Ajs%09JS%0D%0Alua%09LUA
%0D%0Aphp%09PHP%0D%0Atxt%09TXT%0D%0Abat%09BAT
%0D%0Axml%09XML</extensionlist></userprefs>
```

The highlighted red text is what I added.

To make this easier for you I have included an edited xml document with this issue.

Just replace the original xml document with the one that came with this issue.

The original is a hidden file.



click picture to go to SOH

Any questions you can PM me at SOH.

or email me at rjsprackland@hotmail.com.

Below is text in a batch file that may need editing.

Batch file to change Seasons

```
@ECHO OFF
CD\
CD C:\Program Files
CD Microsoft Games
CD Combat Flight Simulator 2 ETO interfaces
CD Seasons
xcopy "SEASON_BFE_Hard_winter" C:\"Program Files\Microsoft Games\Battle For Europe" /e /y
```

```
CD\
CD C:\Program Files
CD Microsoft Games
```

```
CD Combat Flight Simulator 2 ETO interfaces
cd start
del clouds.bmp
copy clouds5.bmp clouds.bmp
```

```
EXIT
```

Green text is the text that may need editing.