

May\June
May\June

Issue 1
Issue 1

Combat Flight Simulator 2

A Magazine For Fellow Enthusiast

Texture Correction

Make.bat files for Missions and Campaigns

Remagen Ludendorff Bridge



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.

26 April 2012

"A small note, after I compiled the "SMALL SAMPLE OF A CFS2 MAGAZINE" and after careful study of the folders downloaded from http://frenchee.pagesperso-orange.fr/FCFS2_sommaire.htm THE BRIDGE AT REMAGEN, The missing texture was not missing, it is in the Remagen\Texture folder the file texture name is 050507s1, the tutorial will help you change the texture if you so desire".

Combat Flight

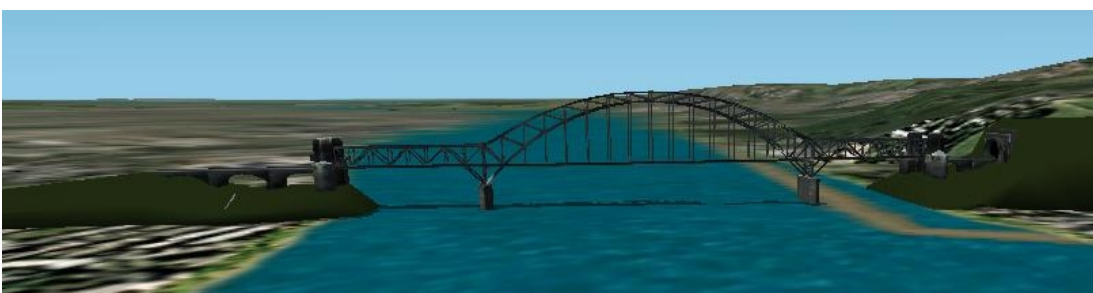


Simulator 2

Remagen Ludendorff Bridge.

Correcting Texture problems with the installs

THE NEW ETO THEATRE.



Click on the image
THE BRIDGE AT REMAGEN.



[This will hyperlink you to the download.](#)

Install this program into a dummy Combat Flight Simulator 2 folder.
You will now have three files and five folders inside your Combat Flight Simulator 2 folder .

For this install you will not need the Aircraft, Gauges, Mission.

Read the Readme First.

You will need LB1.Dp, LB2.Dp, LB3.Dp from the OBJECTS_DP, put these DP's into your install OBJECTS_DP file.

Make a folder on your desktop, drag Scenedb into that folder.

You may now uninstall the other files and folders . Click on the **Uninstal** this will uninstall everything including your dummy folder.

Inside the Scenedb folder you will find three folders, we only need the texture folder from inside the Ludendorff Bridge folder, you can delete the rest.

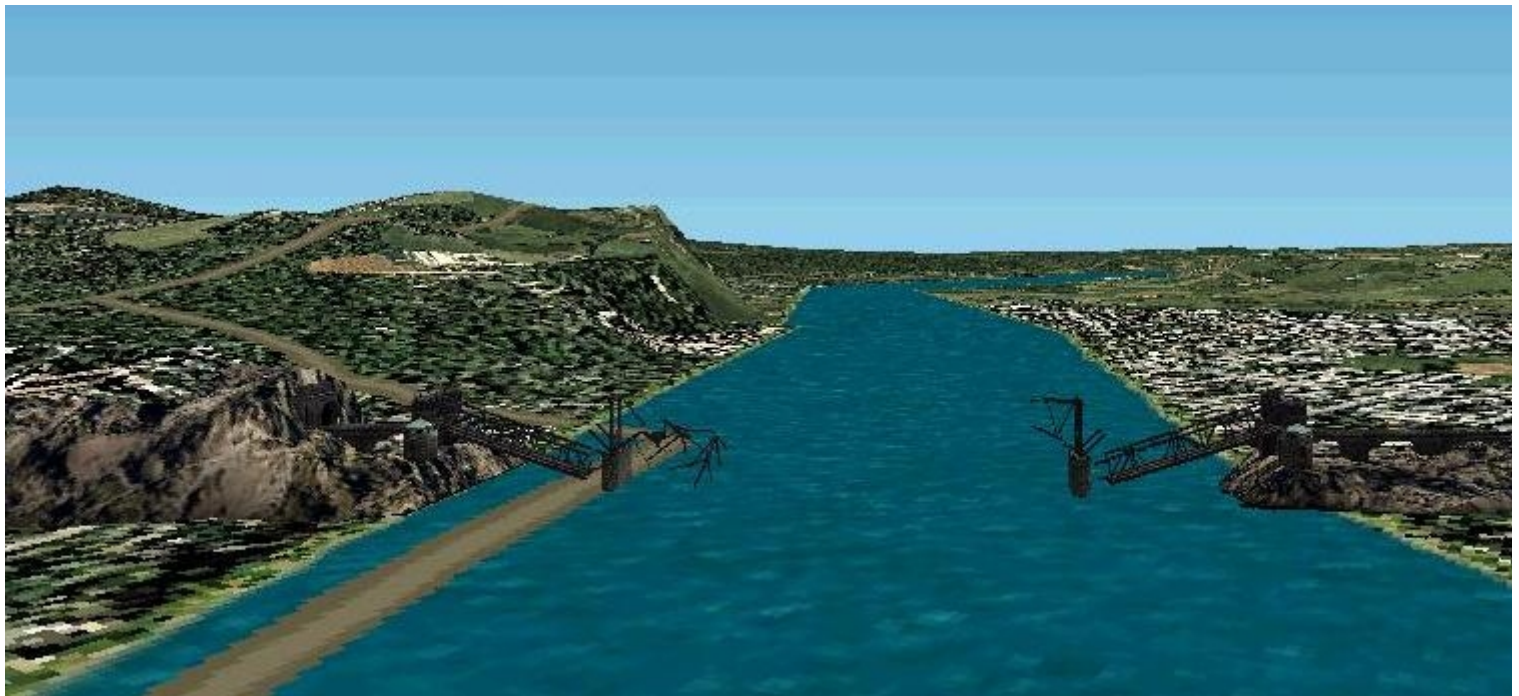
Open up your texture folder and delete the Oildrum texture.

Click on the image to download R_LBridge.zip



Unzip R_LBRIDGE into a temporary folder.

1. Read R_LBridge text file.
2. Put the two textures, LuddendorfBridge.bmp and LuddendorfBridgeD.bmp into your R_LBridge, texture folder.
3. Put the scenery and texture folder in to your Scenedb\inf folder. Don't forget to delete filelist.
4. Add the R_LB.gsl to your cfs2.gsl file.



R_LBribge destroyed.

Now to correct the texture.

TOOLS REQUIRED.

BGLAnalyze

You will need an account at avsim.

<http://library.avsim.net/eseach.php?CatID=fs2002sd&DLID=27375>

scasm

<http://www.scasm.de/>

Go to downloads.

Download SCASM 2.96

Lets get started.

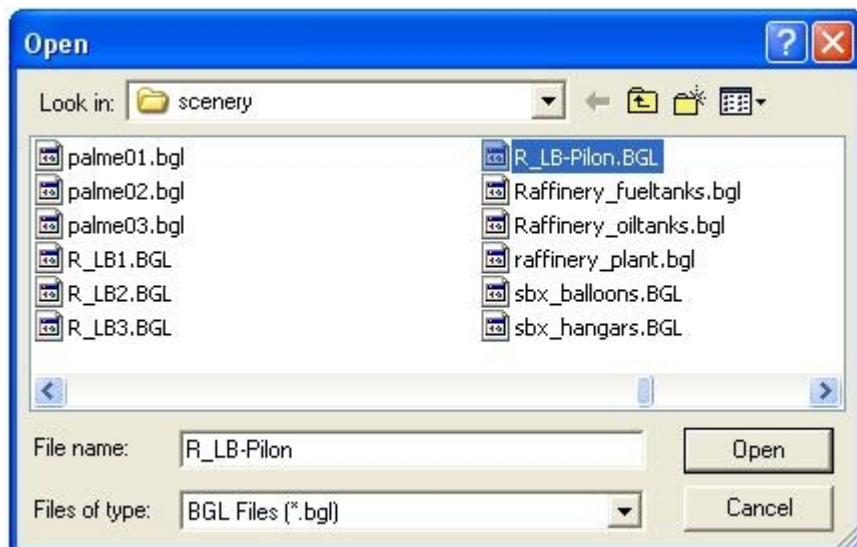
Decompiling.

Double click on the BGLAnalyze, go to file and open,
navigate to
the .bgl you want to open.

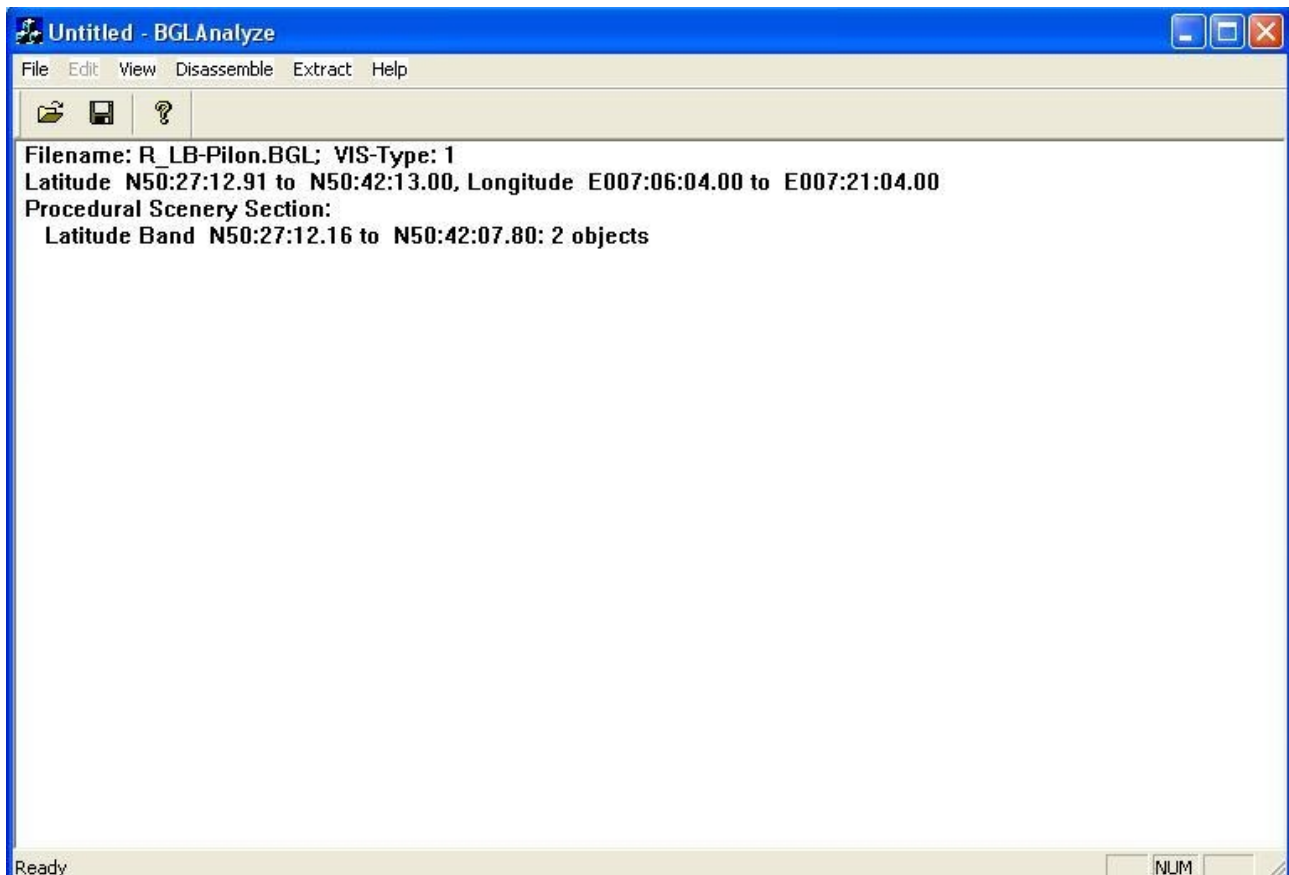
In this tutorial we are going to open the inf.bgl file that is
situated

in the scenery sub folder of the inf folder which resides in
the

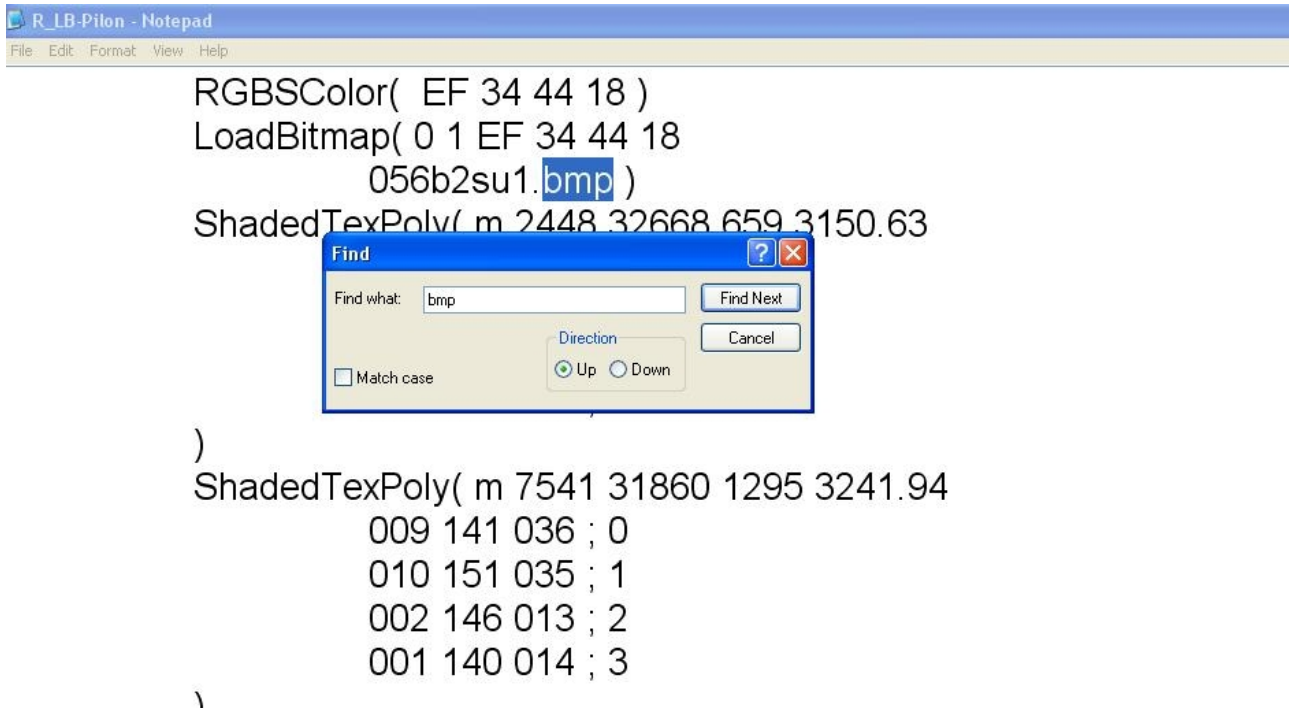
scenedb folder in your cfs2 root directory.



And disassemble



then save as R_LB-Pilon.sca in a folder you would like to save your .sca files in.
Now open the .sca file in notepad.



Find the textures you want to change, change them and save as R_LB-Pilon.sca

Recompiling.

Drag and drop your new .sca file on top of the scasm.exe.
Your new .bgl is now compiled.

The .bgl name for this tutorial is R_LB-Pilon.BGL.

Your re textured .bgl is ready to use.

Don't forget to delete filelist.

JUST FOR YOUR INFORMATION.

Notes about the files from SOH.

CICK ON LINK TO VIEW ALL

<http://www.sim-outhouse.com/sohforums/showthread.php?6825-Mega-mover-Remagen&highlight=Bridge+Remagen>

(quote)

December 29th, 2008, 19:10

5 Rocktser2

Guest

Bridge as CFS2 infrastructure

Once you have run Frenchy's installer.....

And

Added the to scenery library.....

You can put LB1, Lb2, and Lb3 anywhere you want as a mission builder infrastructure objects.....for that specific mission. The bridge is destructible

The end caps, tunnels, piers supports, and earth embankments are API's added by the installer for that specific location of scenery for every mission created at that location. API are not destructible.....they are just there.....all the time

I used Airport designer to add piers and end caps to create API's specific to that scenery location.....for all mission in that location .

(END QUOTE)

As the end caps, tunnels, piers supports, and earth embankments are API's, so if you use another Ludendorff Bridge at that location you will have to hide the **R_LB1.BGL**, I do this by renaming .bgl to .BCK. (**R_LB-Pilon.BCK**) .

Another way is to put R_LB1.BGL, R_LB2.BGL, R_LB3.BGL and R_LB1.BGL into a Scenery folder and the textures LuddendorfBridge.bmp and LuddendorfBridgeD.bmp into a folder named Texture and put in a folder name it something like Bridge at Remagen.
And then add the scenery to the scenery library.

A Bridge at Remagen.

ETO_Inf-Pack_01.

Ludendorff Bridge





ETO_Inf-Pack_01

Ludendorff Bridge
destroyed.

I don't know what the damage model suppose to look like.

INFORMATION TAKEN FROM WIKIPEDIA.

http://en.wikipedia.org/wiki/Ludendorff_Bridge

The Ludendorff Bridge (known frequently by English-speakers during World War II as the Bridge at Remagen) was a railway bridge across the River Rhine in Germany, connecting the villages of Remagen and Erpel between two ridge lines of hills flanking the river. Remagen is situated near and south of Bonn.

At the end of Operation Lumberjack (1 - 7 March 1945), American Forces of the 1st US Army approached to Remagen and were much surprised to see the Bridge intact.

The bridge is notable for its capture on 7–8 March 1945, by American forces during the Second World War Battle of Remagen, which allowed the Allies to establish a bridgehead across the Rhine.

The bridge capture was an important strategic event of WW2 because it was the only remaining bridge over the Rhine River into Germany's heartland and was also strong enough that the Allies could cross immediately with tanks and trucks full of supplies. Once it was captured, the German troops began desperate efforts to damage it or slow the Allies' use of it. I.e., they sent frogmen[1]; but they were discovered by using strong floodlight.

At the same time, the Allies worked to defend it, expand their bridgehead into a lodgement sufficiently large that the Germans could

no longer attack the bridge with artillery, and kept it in repair despite the ongoing battle damage.

The ensuing engagement continued for more than a week, including a huge artillery duel, a desperate air battle, and scrambled troop dispositions for both sides along the entire defensive front along the River Rhine as both sides reacted to the capture. One effect of those redeployments was that the Allies were able, within a fortnight, to establish other lodgements using pontoon bridges in several other sectors of the Rhenish front, again complicating the defense for the Germans and hastening the end of German resistance on their western front.

On 23 March the long prepared Operation Plunder, commanded by Bernard Montgomery, 1st Viscount Montgomery of Alamein, crossed the Rhine in force to the north near Rees and Wesel[2] (North Rhine-Westphalia).

JUST FOR FUN.



A quiz about the film,

http://www.movieiqtest.com/quiz/6MSuED5/Quiz-on-The-Bridge-at-Remagen-Trivia?view_quiz=1

Working with Batch files.

You can find information about batch files from here,

http://en.wikipedia.org/wiki/Batch_file

I use batch files often when working\playing with CFS2 for many reasons.

I have installed my ETO by following
Rami's_Europe_scenery_install_guide.

http://www.sim-outhouse.com/sohforums/local_links.php?catid=49&sort=d&page=2&pp=25

I thought it would be nice to keep the Missions and Campaigns in their own individual series.

Battle for Europe

A Bridge at Remagen.

BFE - The Regensburg raid

Battle of Britain – RAF

HERE IS THE TEXT FOR MY "BATTLE FOR EUROPE" BAT FILE.

echo off

if exist missions\@BFE.txt ren missions missions

if exist missions\@BAR.txt ren missions MisBAR

ren MisBFE missions

if exist campaigns\@BFE.txt ren campaigns campaigns

if exist campaigns\@BAR.txt ren campaigns CamBAR

ren CamBFE campaigns

copy sceneryBAR.cfg scenery.cfg

:: The line below is the copy command and the command to run CFS2

:: Edit as necessary to point to correct location of CFS2

CFS2.EXE /CFG:cfs2BFE.cfg

exit

HERE IS THE TEXT FOR MY "A BRIDGE AT REMAGEN" BAT FILE.

echo off

if exist missions\@BAR.txt ren missions missions

if exist missions\@BFE.txt ren missions MisBFE

ren MisBAR missions

if exist campaigns\@BAR.txt ren campaigns campaigns

if exist campaigns\@BFE.txt ren campaigns CamBFE

ren CamBAR campaigns

copy sceneryBAR.cfg scenery.cfg

:: The line below is the copy command and the command to run CFS2

:: Edit as necessary to point to correct location of CFS2

CFS2.EXE /CFG:cfs2BAR.cfg

exit

A NOTE ABOUT THE TEXT IN RED WILL BE EXPLAINED IN NEXT ISSUE.

Using cfg files

CFS2.EXE /CFG:cfs2BAR.cfg

echo off

if exist missions\@Afr.txt ren missions missions

if exist missions\@EurEF.txt ren missions MisEurEF

if exist missions\@EurWF.txt ren missions MisEurWF

if exist missions\@Afr.txt ren missions MisAfr

if exist missions\@Pac.txt ren missions MisPac

if exist missions\@SCW.txt ren missions MisSCW

if exist missions\@Kor.txt ren missions MisKor

ren MisAfr missions

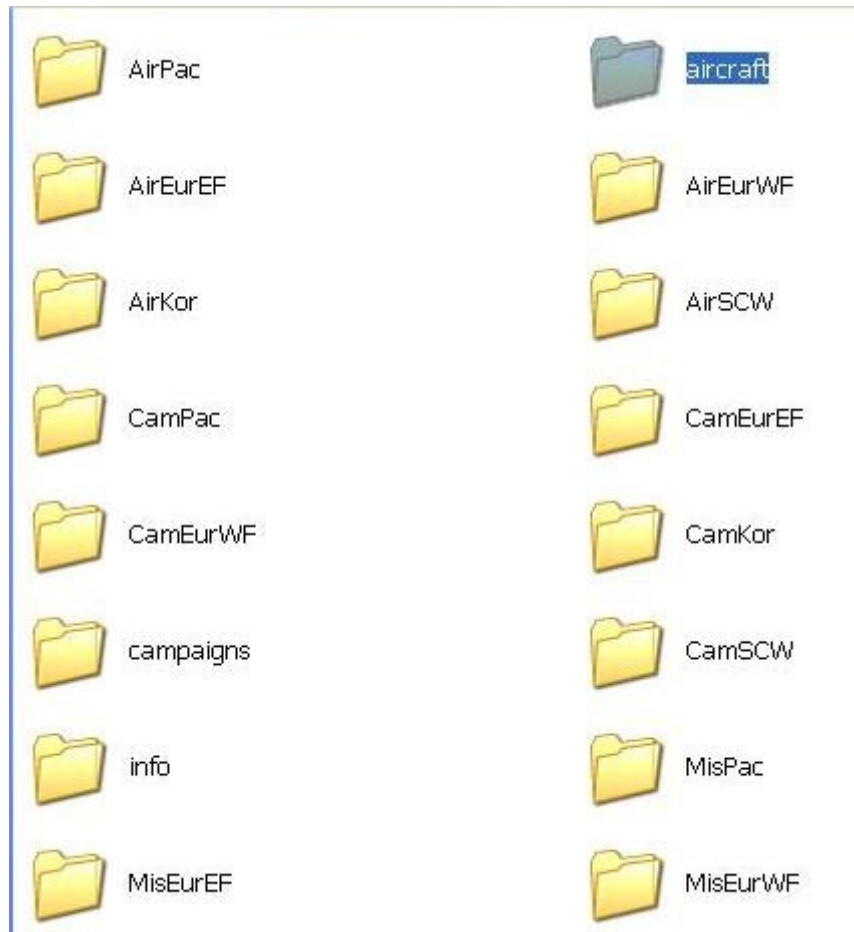
EasyMultiinstall_101.

http://www.sim-outhouse.com/sohforums/local_links.php?catid=49

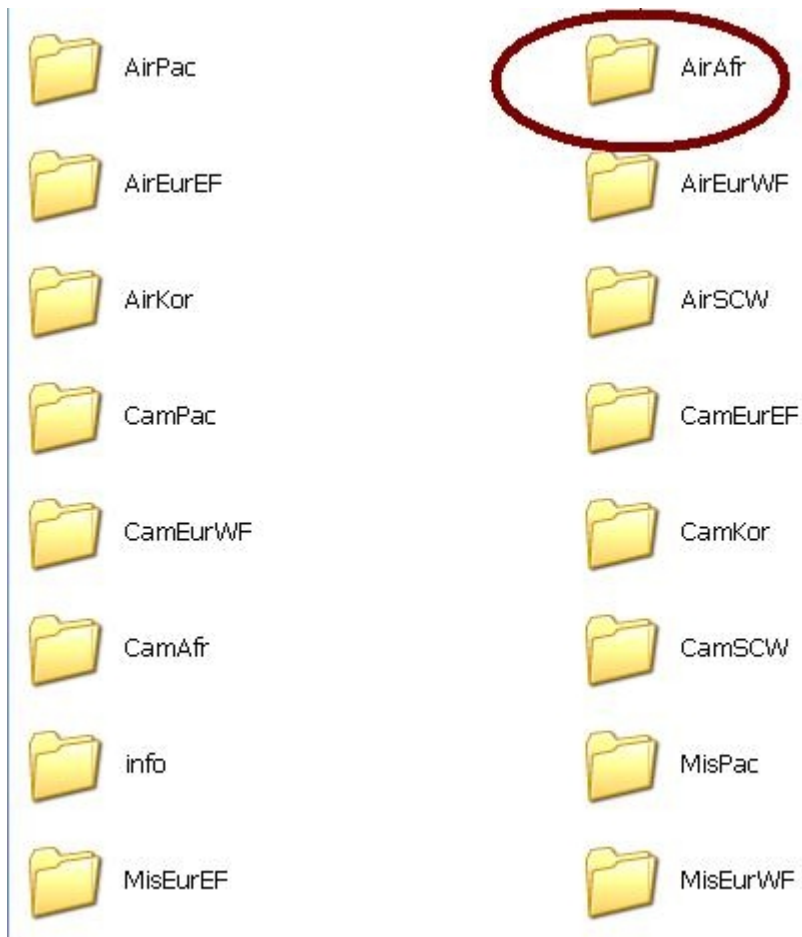
I have noticed a small error in EasyMultiinstall_101.

The problem is if you use the same .bat file twice the names that the game require to work is overwritten.

First use.



Second use.



To cure this problem.

For CFS Afr.bat

for aircraft,

if exist aircraft\@EurEF.txt ren aircraft AirEurEF

if exist aircraft\@EurWF.txt ren aircraft AirEurWF

if exist aircraft\@Afr.txt ren aircraft **AirAfr** (rename **AirAfr** aircraft)

if exist aircraft\@Pac.txt ren aircraft AirPac


```
if exist aircraft\@SCW.txt ren aircraft AirSCW
if exist aircraft\@Kor.txt ren aircraft AirKor
ren AirAfr aircraft
```

It will look like this,

```
if exist aircraft\@EurEF.txt ren aircraft AirEurEF
if exist aircraft\@EurWF.txt ren aircraft AirEurWF
if exist aircraft\@Afr.txt ren aircraft aircraft
if exist aircraft\@Pac.txt ren aircraft AirPac
if exist aircraft\@SCW.txt ren aircraft AirSCW
if exist aircraft\@Kor.txt ren aircraft AirKor
ren AirAfr aircraft
```

Do the same for.

```
if exist missions\@Afr.txt ren missions missions
Campaigns.
scenedb\world\texture.
Uires.
Quickcom.
Pilotlog.
```

Now do the same for the other .bat files.

A SMALL .BAT FILE TO DELETE THE .CDP FILES.

```
echo off
del *.cdp /s
exit
```

COMING UP IN NEXT ISSUE.

Working with .cfg files.

Working with GSL files.

Adding LOD's to old scenery files.

Thanking all members of the CFS2 community for all there hard work.
Ideas in producing this magazine are welcome.

Please leave feedback.

By Robert John