

November/December

Issue 4

# Combat Flight Simulator 2

A Magazine For Fellow Enthusiast

## Seasons in CFS2 ETO

To convert Gerrish trees to  
MW\_trees

Converting lwd and MR trees for the Seasons

CFS2BoB airfields by Gary20  
Now with seasons

NEW MODEL  
Of the White cliffs of Dover

# Contents

Page 1 - 2	Editorial
Page 3 - 10	Seasons in CFS2
Page 10	About seasonal textures
Page 11 - 12	The way I installed my seasonal textures
Page 13	Screenshots of a tree showing all seasons
Page 14 -17	To convert Gerrish trees to MW_trees
Page 17	<b>OTHER OBJECTS TO WINTERISE</b>
Page 17 – 29	<b><u>Alternate textures by PSULLYKEYS</u></b>
Page 31 - 33	Winterising BoB Objects.
Page 34 - 35	TAF - Gary20 BGL Update Pak
Page 35 - 36	Europe textures for CFS2 stock buildings

Page 37	<b><u>SOME SCREENSHOTS OF MY</u></b> <b><u>WINTERISING TEXTURES</u></b>
Page 38 - 120	Converting lwd and MR trees for the seasons
Page 120 -121	White cliffs of Dover
Page 121- 122	About the folders included in this issue

# Editorial



ear readers,

Time has come around for another issue of Combat Flight Simulator 2, "A Magazine For Fellow Enthusiast" with a new format, I hope you enjoy.

In this issue I will be dealing with Seasons in CFS2.  
I hope you find it an interesting topic.

I have started to winterise some of the textures needed for a winterised ETO.

Help so you can convert lwd and MR trees for the seasons and also MW\_trees to have seasons.

It is very important that you read and understand the batch files operating instructions in particular when using the Converting lwd and MR trees for the seasons batch files.

All links correct at time of writing.

I hope you enjoy this magazine.



**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

# **SEASONS IN CFS2**

There are many texture packs available to download.

The first season texture package I downloaded was the Eastern Front Scenery Project for CFS 2, EFSP1, EFSP2, EFSP3, EFSP4 they are packages that are FS9 TEXTURES CONVERTED FOR CFS2 BY STIZ AND MODIFIED BY AJAX,

GTS PROGRAM BY AJAX also included. GTS is a self installing program, and it was this program that I first started to take look at batch files.

The Freeware textures that are advertised in this issue are:-

## **"Seasons for CFS2"** prepared by simonu

They are packaged in five downloads

From the read me

\*\*\*\*\*

Seasons for CFS2

prepared by simonu

This texture pack contains ground textures from FS9 modified to be used in CFS2

They should match pretty well to the European texture sets released by STIZ, but the two sets differ slightly.

I am releasing these sets because they blend with my WW1 Western Front landclass scenery

\*\*\*\*\*

# Seasons for Europe Pack 1 Fall



This texture pack contains Autumn (fall) ground textures from FS9 modified to be used in CFS2. Matches the European ground textures released by stiz.

by simonu

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&sort=h&page=9&pp=20](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&sort=h&page=9&pp=20)



You may like to download A European water texture set for autumn/winter or dull weather. In dull winter weather the North Sea does look this colour.

This gives a uniform colour to the sea and lakes etc etc.

By Shessi

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&linkid=4333](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&linkid=4333)

# Seasons for Europe Pack 2 Winter

**This texture pack contains winter ground textures from FS9 modified to be used in CFS2. Matches the European ground textures by stiz.**

**by simonu**

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&sort=h&page=10&pp=20](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&sort=h&page=10&pp=20)



# Seasons for Europe Pack 3 Spring



[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&sort=h&page=9&pp=20](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&sort=h&page=9&pp=20)



## Seasons for Europe Pack 4 Hard Winter



This texture pack contains hard winter ground textures from FS9 modified to be used in CFS2. Matches the European ground textures by stiz.

by simonu

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&sort=h&page=9&pp=20](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&sort=h&page=9&pp=20)

## Seasons for Europe Pack 5 Summer



This texture pack contains summer ground textures from FS9 modified to be used in CFS2. Matches the European ground textures by stiz.

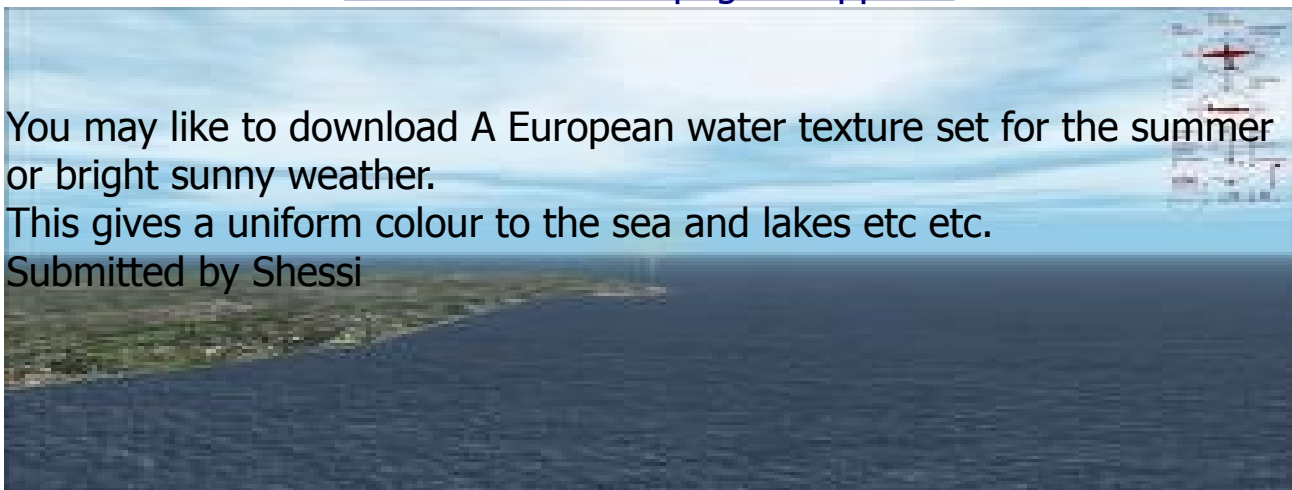
by simonu

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&sort=h&page=9&pp=20](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&sort=h&page=9&pp=20)

You may like to download A European water texture set for the summer or bright sunny weather.

This gives a uniform colour to the sea and lakes etc etc.

Submitted by Shessi



[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&linkid=4334](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&linkid=4334)

## **Installation.**

Follow the suggested method unless you know a better way.

1, place the pack in an addon scenery folder in a location of your choosing.

2,copy the contents of  
\\Combat Flight Simulator 2\\scenedb\\world\\texture  
and paste into \\Combat Flight Simulator 2\\texture

3,copy \\Combat Flight Simulator 2\\scenery\\worldlc.bgl  
and paste a copy into the scenery folder of each season subfolder  
contained in this seasons pack

Activate the scenery in the scenery library  
Start Combat Flight Simulator 2  
At the main page go to settings / scenery library  
and click add area,  
navigate to the cfs2-seasons folder and select one of the  
subfolders,name the area cfs2-seasons, click ok, before closing the  
scenery library move the new area down until it is in a layer below the  
WesternFront scenery and above the Default Scenery layer,

When you want to change from summer to fall or winter  
you must do it through the scenery library, open it, click on the cfs2-  
seasons area and click edit area, you may now select the desired  
season.

For best results when flying in winter reduce the visibility range so that  
you can't see the untextured landclass on the horizon.

thanks to Richard Ludowise for showing me the way  
thanks to Martin Wright for advice  
thanks to the flightsim team  
thanks to Bill G  
thanks to you



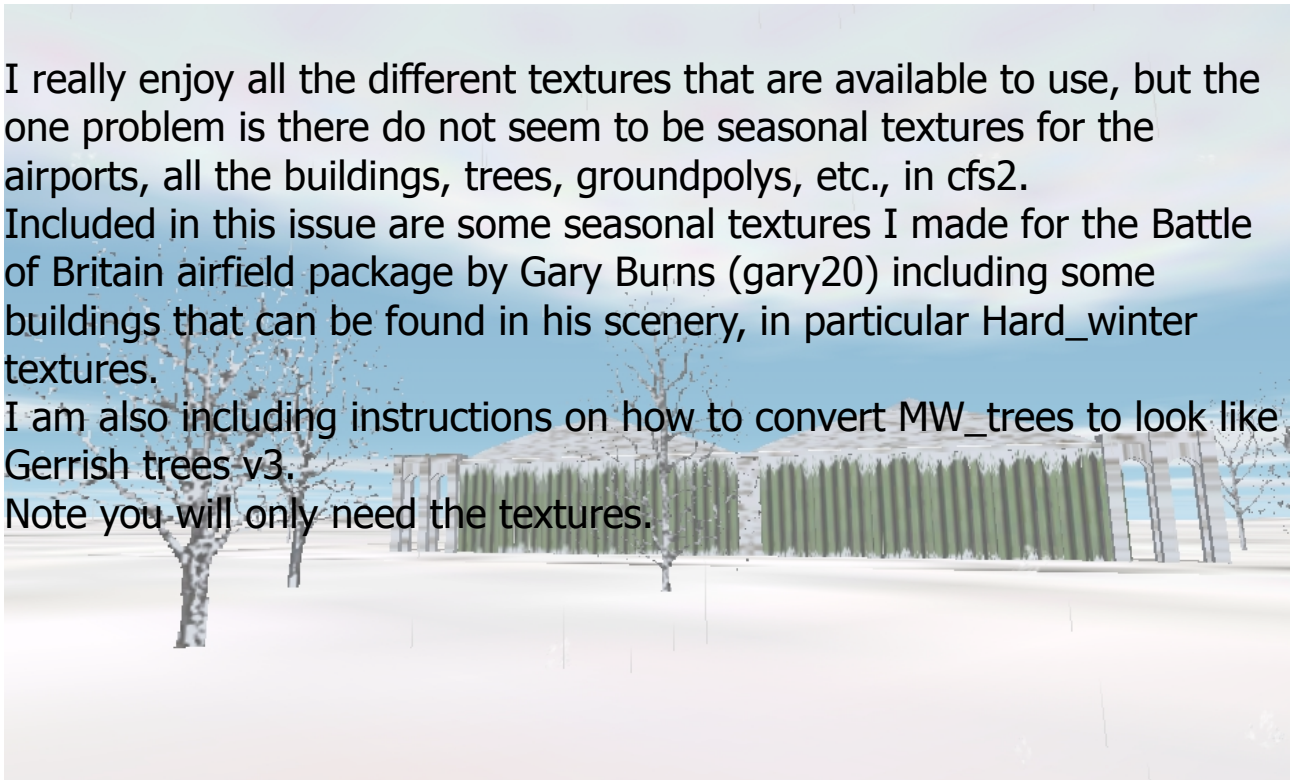
## **ABOUT SEASONAL TEXTURES**

I really enjoy all the different textures that are available to use, but the one problem is there do not seem to be seasonal textures for the airports, all the buildings, trees, groundpolys, etc., in cfs2.

Included in this issue are some seasonal textures I made for the Battle of Britain airfield package by Gary Burns (gary20) including some buildings that can be found in his scenery, in particular Hard\_winter textures.

I am also including instructions on how to convert MW\_trees to look like Gerrish trees v3.

Note you will only need the textures.



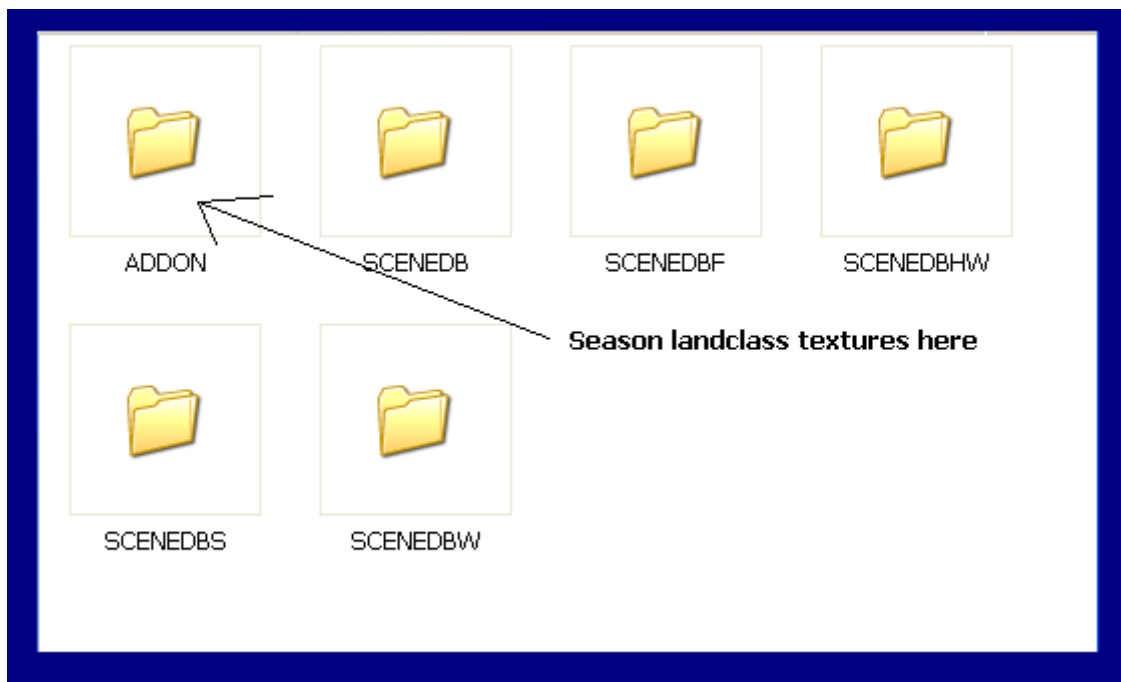
You can download Gerrish,s Trees Library for FS2000/2 Release 3 from here,

[http://www.simviation.com/fs2002utilities\\_ess1.htm](http://www.simviation.com/fs2002utilities_ess1.htm)



## **The way I installed my seasonal textures**

I installed my seasonal landclass textures in an addon folder which resides outside of my CFS2 root directory. To keep things simple I created four SCENEDB folders for the other scenery's and there textures.



SCENEDB is the other Summer textures.  
SCENEDBF is the other Fall textures.  
SCENEDBHW is the other Hard\_winter textures.  
SCENEDBS is the other Spring textures.  
SCENEDBW is the other Winter textures.

Copy the contents of your game SCENEDB folder into all the SCENEDB\*\*'s folders.



**Inside each SCENEDB\*\*.** Seasonal textures that are associated with CFS2BoB or other scenery's are placed into there texture folder that resides within them.

Inside my SCENEDBHW\CFS2BoB snowed in folder I placed just for fun ground textures with the runway and paths covered with snow which is included in this issue. Below are two textures showing Biggen Hill in Hard\_winter\Very Hard\_winter.



Runway and Paths  
cleared



Runway and Paths  
covered with Snow.

Remember to set the correct paths in your scenery .cfg file before using.  
ie.

```
[Area.xxx]  
Title=CFS2BoB  
Local=C:\Program Files\Microsoft Games\CFS2  
Scenery\Scenedbf\CFS2BoB  
Remote=  
Active=TRUE  
Required=TRUE  
Layer=xx
```

## Screenshots of tree\_irreg.bmp



Illustration A: tree\_irreg



Illustration D: tree\_irreg\_fa



Illustration B: tree\_irreg\_hw



Illustration E: tree\_irreg\_sp



Illustration C: tree\_irreg\_wi

# To convert Gerrish trees to MW\_trees

Make a folder and name it Gerrish Trees to MW Trees.  
Inside this folder make seven folders and name them as in the  
Illustration F: Tree converter.

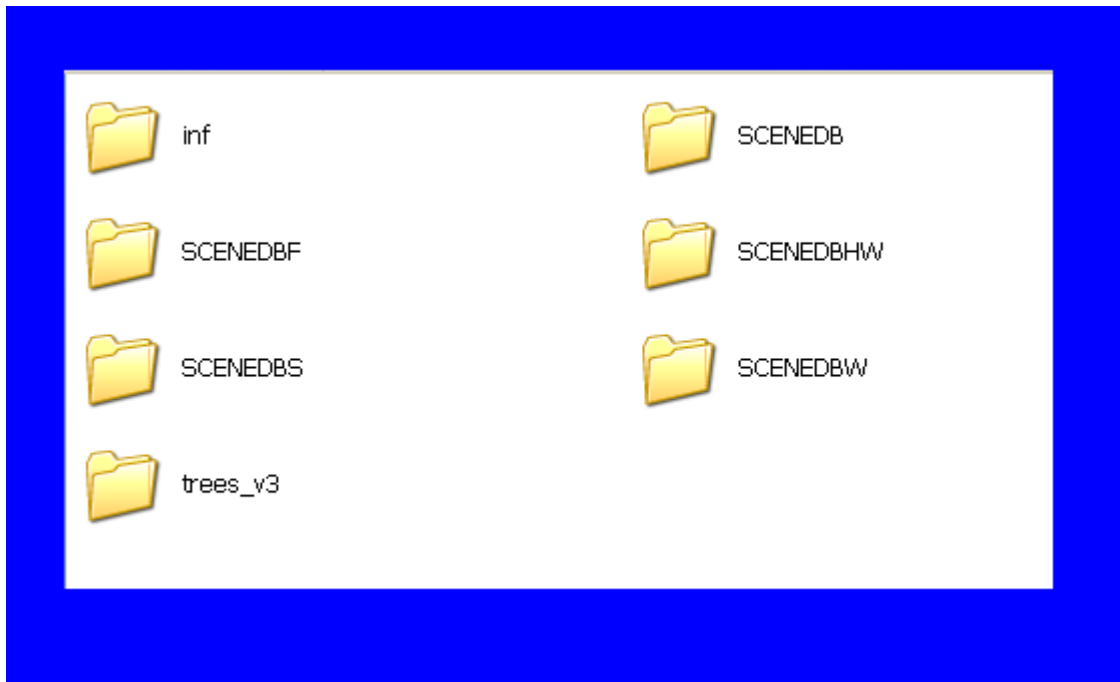


Illustration F: Tree converter

Place inside the trees\_v3 folder the trees\_v3.zip file, and Extract to folder.

Inside the inf folder make a texture folder and place all the .bmp's only from the trees\_v3 folder inside the texture folder.

Copy and paste the inf folder and all the contents into all the SCENEDBS\*'s folders.

Inside this issue there are five batch files they are called:-

- |                       |   |
|-----------------------|---|
| 1. TREES FALL.        | Place inside SCENEDBF                                       |
| 2. TREES SPRING.      | Place inside SCENEDBS                                       |
| 3. TREES HARD_WINTER. | Place inside SCENEDBHW                                      |
| 4. TREES WINTER       | Place inside SCENEDBW                                       |
| 5. TREES SUMMER       | <b>you may like to change the Summer tree textures too.</b> |

Place each batch file into the texture folder in all of the SCENEDBS\*'s folders, double click each batch file that are in there respective folders and you will end up with eight mw\_trees, there names will be:-

mw\_tree\_0, mw\_tree\_1, mw\_tree\_2, mw\_tree\_3, mw\_tree\_4,  
mw\_tree\_5, mw\_tree\_6, mw\_tree\_7.

## **Here is the text for Hard\_winter trees.bat**

\*\*\*\*\*

ECHO OFF

copy tree\_broad\_HW.BMP mw\_tree\_0.BMP  
copy tree\_conic\_HW.BMP mw\_tree\_1.BMP  
copy tree\_round\_HW.BMP mw\_tree\_2.BMP  
copy tree\_vase\_HW.BMP mw\_tree\_3.BMP  
copy tree\_irreg\_HW.BMP mw\_tree\_4.BMP  
copy tree\_column\_HW.BMP mw\_tree\_5.BMP  
copy tree\_weep\_HW.BMP mw\_tree\_6.BMP  
copy tree\_canopy\_HW.BMP mw\_tree\_7.BMP

del conifer\_broad.bmp  
del conifer\_broad\_hw.bmp  
del conifer\_canopy.bmp  
del conifer\_canopy\_hw.bmp  
del conifer\_column.bmp  
del conifer\_column\_hw.bmp  
del conifer\_conic.bmp  
del conifer\_conic\_hw.bmp  
del conifer\_irreg.bmp  
del conifer\_irreg\_hw.bmp  
del conifer\_oval.bmp  
del conifer\_oval\_hw.bmp  
del conifer\_round.bmp  
del conifer\_round\_hw.bmp  
del conifer\_vase.bmp  
del conifer\_vase\_hw.bmp  
del conifer\_weep.bmp  
del conifer\_weep\_hw.bmp  
del tree\_broad.bmp  
del tree\_broad\_fa.bmp  
del tree\_broad\_hw.bmp

del tree\_broad\_sp.bmp  
del tree\_broad\_wi.bmp  
del tree\_canopy.bmp  
del tree\_canopy\_fa.bmp  
del tree\_canopy\_hw.bmp  
del tree\_canopy\_sp.bmp  
del tree\_canopy\_wi.bmp  
del tree\_column.bmp  
del tree\_column\_fa.bmp  
del tree\_column\_hw.bmp  
del tree\_column\_sp.bmp  
del tree\_column\_wi.bmp  
del tree\_conic.bmp  
del tree\_conic\_fa.bmp  
del tree\_conic\_hw.bmp  
del tree\_conic\_sp.bmp  
del tree\_conic\_wi.bmp  
del tree\_irreg.bmp  
del tree\_irreg\_fa.bmp  
del tree\_irreg\_hw.bmp  
del tree\_irreg\_sp.bmp  
del tree\_irreg\_wi.bmp  
del tree\_oval.bmp  
del tree\_oval\_fa.bmp  
del tree\_oval\_hw.bmp  
del tree\_oval\_sp.bmp  
del tree\_oval\_wi.bmp  
del tree\_palmate.bmp  
del tree\_pinnate.bmp  
del tree\_round.bmp  
del tree\_round\_fa.bmp  
del tree\_round\_hw.bmp  
del tree\_round\_sp.bmp  
del tree\_round\_wi.bmp  
del tree\_vase.bmp  
del tree\_vase\_fa.bmp  
del tree\_vase\_hw.bmp  
del tree\_vase\_sp.bmp  
del tree\_vase\_wi.bmp



```
del tree_weep.bmp  
del tree_weep_fa.bmp  
del tree_weep_hw.bmp  
del tree_weep_sp.bmp  
del tree_weep_wi.bmp  
PAUSE
```

**del \*.bat**

**goto end**

**:end**

**EXIT**

PLEASE NOTE AFTER RUNNING THE BATCH FILE THE  
BATCH FILE WILL ALSO BE DELETED.

## **OTHER OBJECTS TO WINTERISE**

In CFS2 there are many objects etc. that still needs to be winterised. I have included in this issue a few, I hope there are a few members of the community that can help set up a project to achieve more of this. It must be remembered that when adding Snow to objects, areas of that object may get covered with snow that won't normally get covered, it is the texture artist that will have to make the compromise what is going to work best. I am only displaying Euro and EURO Hard\_winter textures.

### **Alternate textures for the stock CFS2 for infrastructure large hangers by PSULLYKEYS**

Another outstanding freeware addon for CFS2

This package contains all fifteen of the alternate texture uploads for the stock CFS2 infrastructure large hangers, as well as other objects in the

package.

These were made from stock CFS2 textures. there are 4 versions of the 3 large hangers: Pacific, European, Euro-Winter, Desert. Included are the INFO folder pix to replace the originals. (Except Pacific Theater)

by psullykeys

You can download the package from here:-

**Psullykeys\_inf\_retex.zip**

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&sort=h&page=11&pp=20](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&sort=h&page=11&pp=20)

**inf\_retex\_01: Alternate textures for the stock CFS2 infastructure large hangers. These were made from stock CFS2 textures.**

Please read all the original read me\_text in every folder.

This compilation is to give an easy to view article about winterising Europe.

**Snow**



inf\_hangar\_largea



inf\_hangar\_largeb



inf\_hangar\_largec

**Eur**

18

Alternate textures for the stock CFS2 infastructure large hangers.

These were made from stock CFS2 textures. there are 4 versions of the 3 large hangers: Pacific, European, **Euro-Winter**, Desert.

Included are the INFO folder pix to replace the originals.(Except Pacific Theater)

Description: I thought the originals were a bit too dark, standing out

too much, and one of the hangers was bamboo/palm and didn't work at all in other than the Pacific Theater.

1)The Pac version is merely softened and I've added a few small details, like removing the aircraft visible in the hanger.

2) **The Eur** has some texture changes, especially the roof instead of palm/bamboo.

3) **The Euro winter is a snow covered version of Euro.**

4) The Desert version was yellow/orange tinted to blend better in desert scenery - where dust/sand covers everything.

#### Installation Instructions:

The textures replace the original textures in the SCENEDB/INF/Texture folder. >>Back up your original ones!!!<< You may only use one of the choices for each large hanger in one version of CFS2.

The Info pix replace the originals in the INFO folder....>>Back up the originals!!<<

**DAMAGE TEXTURE: Textures found in the SCENEDB/INF folder... Since the originals are used, if you have a non Pacific Theater type version, hanger large 2 was originally a bamboo construction and uses the inf\_damage\_grd\_bamboo\_lg.bmp as the source. It has green in the format. I suggest you copy the inf\_damage\_grd\_conc\_lg.bmp and rename it inf\_damage\_grd\_bamboo\_lg.bmp. The destroyed structure will look more realistic. >>Back up your original!!!<<**

**"NOTE" Available inf\_retex\_14**

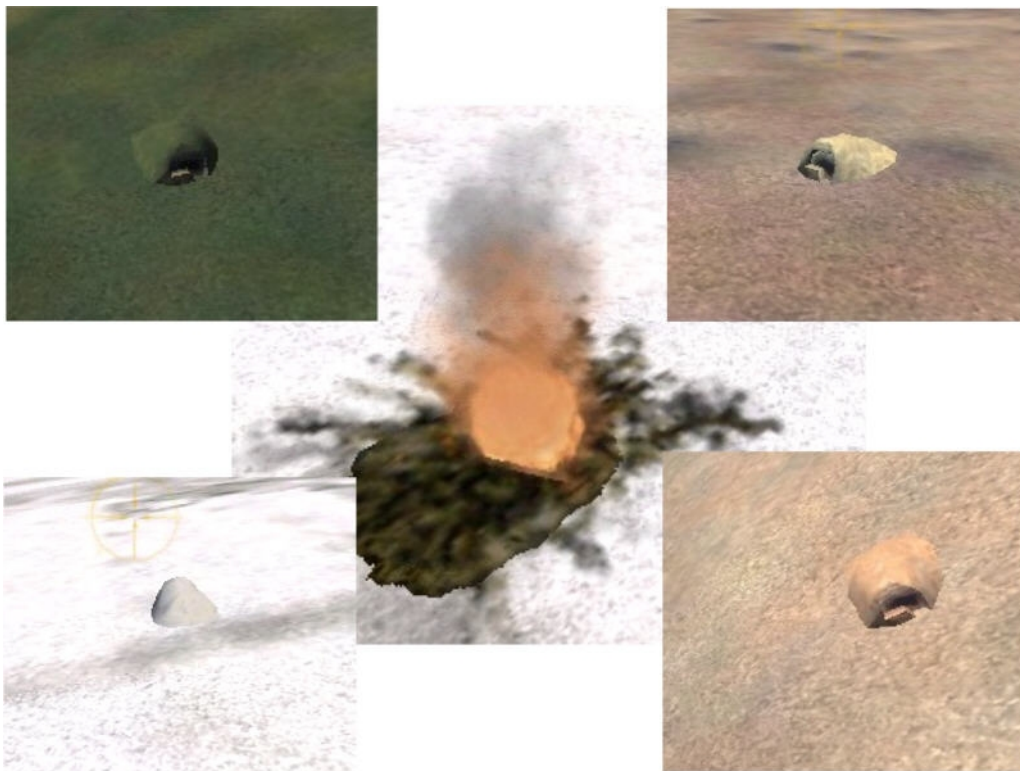
This is freeware made using stock CFS2 textures, some paint and sweat!! Enjoy!!! Don't use in payware without written permission of the author. I'm not responsible for any problems encountered.

Thank you for the support from the SimOuthouse CFS2 forum.

PSULLYKEYS 1/14/07

**inf\_retex\_02: Alternate textures for the stock CFS2  
infastructure inf\_fortified\_cave\_entrance. These were made  
from stock CFS2 texture.**

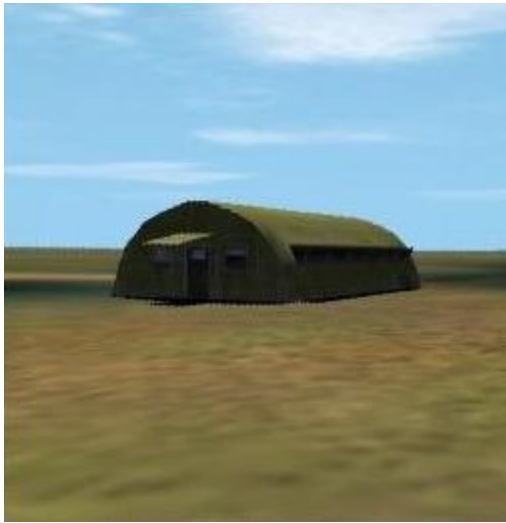
**ALL** inf\_fortified\_cave\_entrance



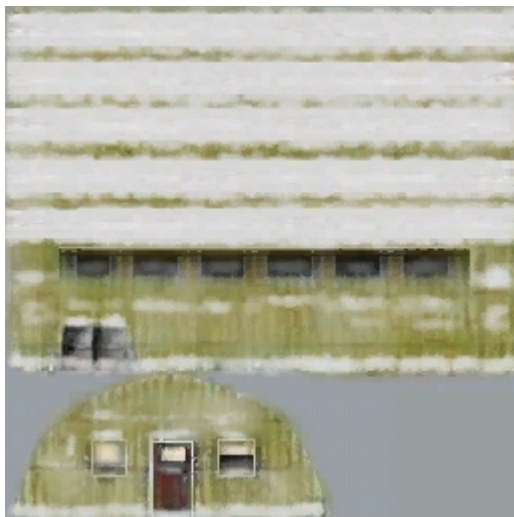
**ALL**

new **"exploding"** DP file included with this package.

**inf\_retex\_03 Alternate textures for the stock CFS2  
infastructure barracks and medium hut. These were made  
from stock CFS2 textures.**



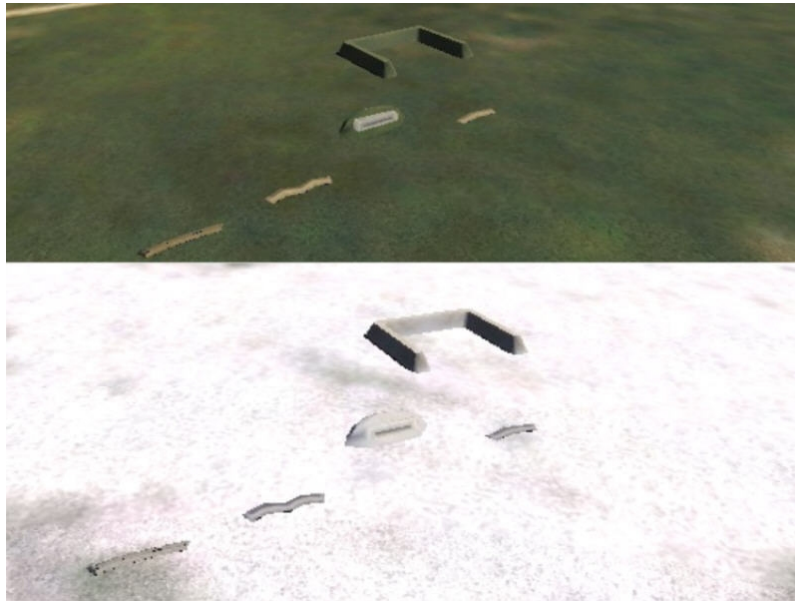
Eur\_OD is an olive drab version of barracks2 which is a quonset hut as used in the UK at bomber bases as described in a few books I've read.



Screenshot showing OD texture sheet.



**inf\_retex\_04: Alternate textures for the stock CFS2  
infrastructure foxholes,ground fringe,large pillbox and aircraft  
revetment . These were made from stock CFS2 textures.**

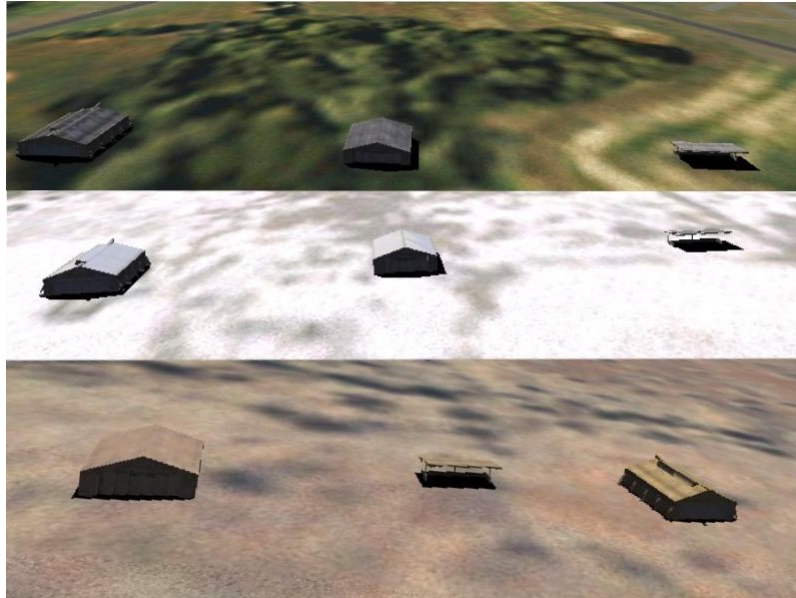


The Eur has a grassy revetment, ground fringe and large pillbox. The foxholes are dirt.(in moderate climates,any dirt becomes weeds pretty quickly if you have rainfall!) The Snow are snowy versions of the dirt texture softened originals.

**“Craters1,2 & 3 could not be converted,and the mask appears even in the original version!!??”**

**“I may have a go soon”  
Robert John.**

**inf\_retex\_05: Alternate textures for the stock CFS2 infrastructure small hangers. These were made from stock CFS2 textures.**



The Eur has some texture changes to look more European. The Snow is a snow covered version of Eur.

**Included are "Russia" and Snow versions of Barracks 1 not included in my inf\_retex03 that Achim at SOH indicated does not look out of place. Thanks Achim!**

**Bar1 Russia folder contains barracks 1 in regular and snow versions suitable for the Ost Front. USE FOR EUR.**

**The Eur has some texture changes to look more European. (inf\_retex03) The Snow is a snow covered version of Eur.**

**inf\_retex\_06: Alternate textures for the stock CFS2  
infastructure small buildings. These were made from stock  
CFS2 textures.**



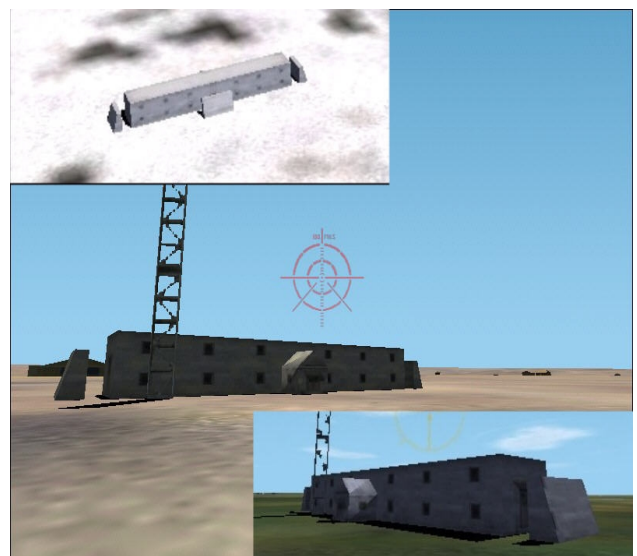
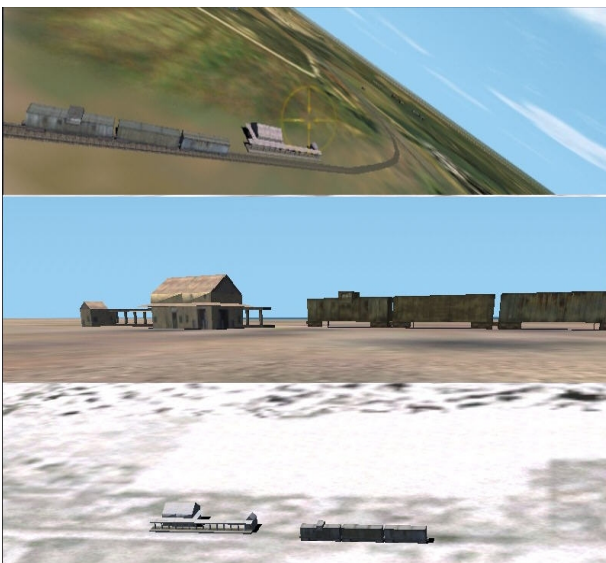
The Eur has texture changes to look more European. The Snow is a snow covered version of Eur.

### **inf\_retex\_07: CFS2 infastructure small buildings**



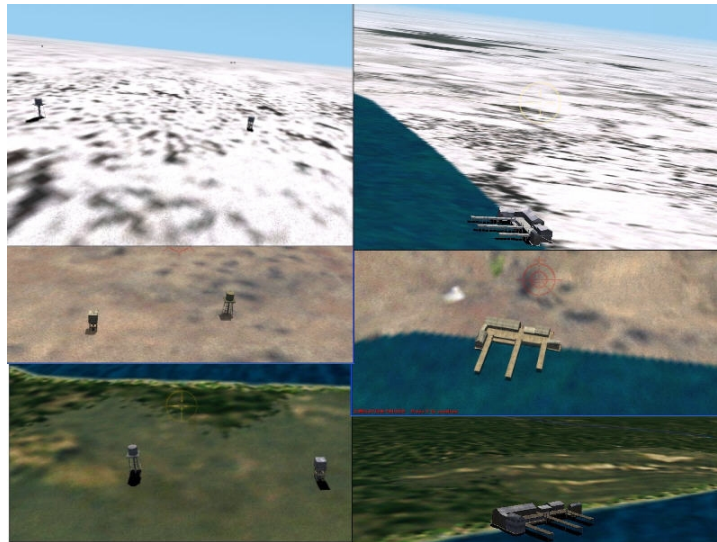
The Eur has texture changes to look more European. The Snow is a snow covered version of Eur.

### **inf\_retex\_08: Alternate textures for the stock CFS2 infastructure depot, train cars, radio antenna building and radio antenna .**



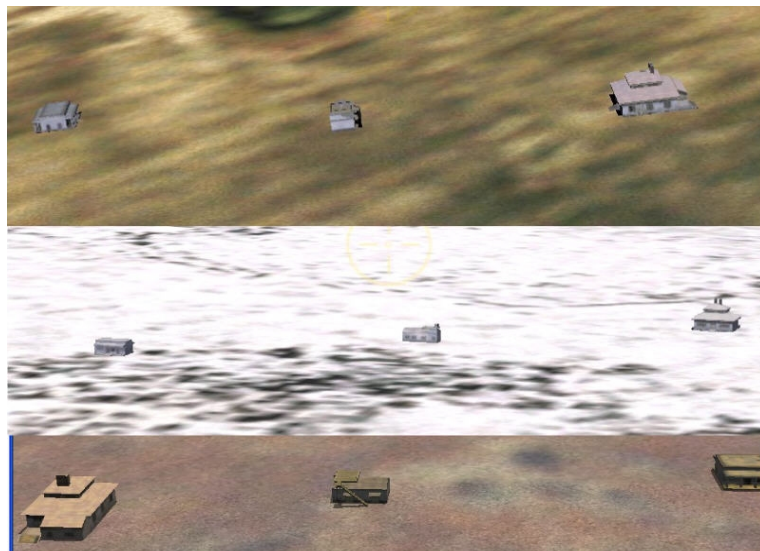


**inf\_retex\_09: Alternate textures for the stock CFS2 infrastructure water tower1, water tower2, water well and wharf. These were made from stock CFS2 textures.**



The Eur has texture changes to look more European. The Snow is a snow covered version of Eur.

**inf\_retex\_10: Alternate textures for the stock CFS2 infrastructure 3 stone buildings. These were made from stock CFS2 textures.**



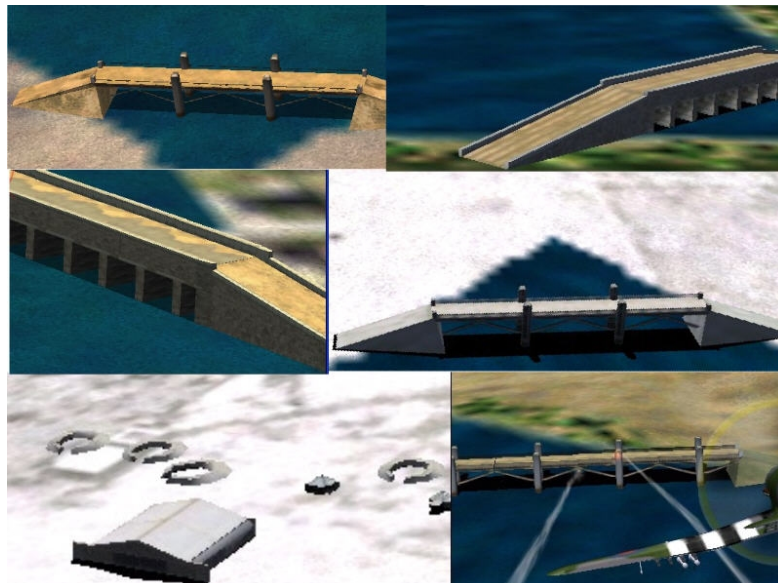
The Eur has texture changes to look more European. The Snow is a snow covered version of Eur.

**Inf\_retex\_11: Alternate textures for the stock CFS2  
infastructure 3 small factories. These were made from stock  
CFS2 textures.**



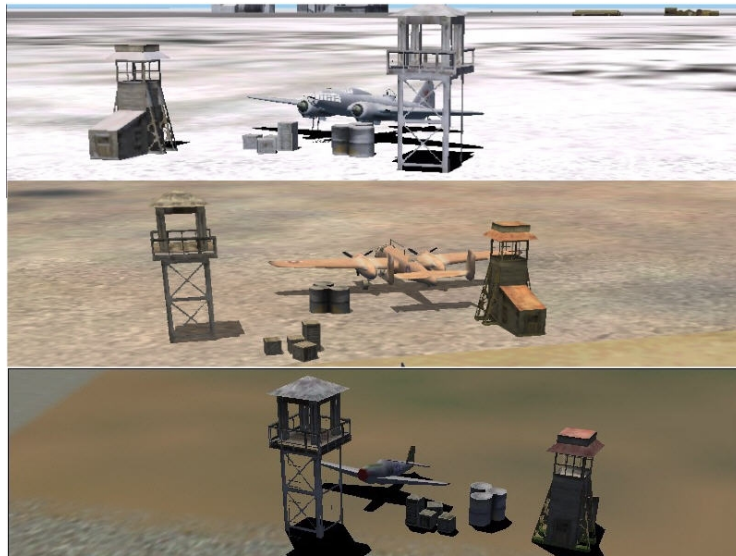
The Eur has texture changes to look more European. The Snow is a snow covered version of Eur.

**inf\_retex\_12: Alternate textures for the stock CFS2  
infastructure small wooden bridge and small wooden bridge  
damage texture, large stone bridge and the AA gun site. These  
were made from stock CFS2 textures.**



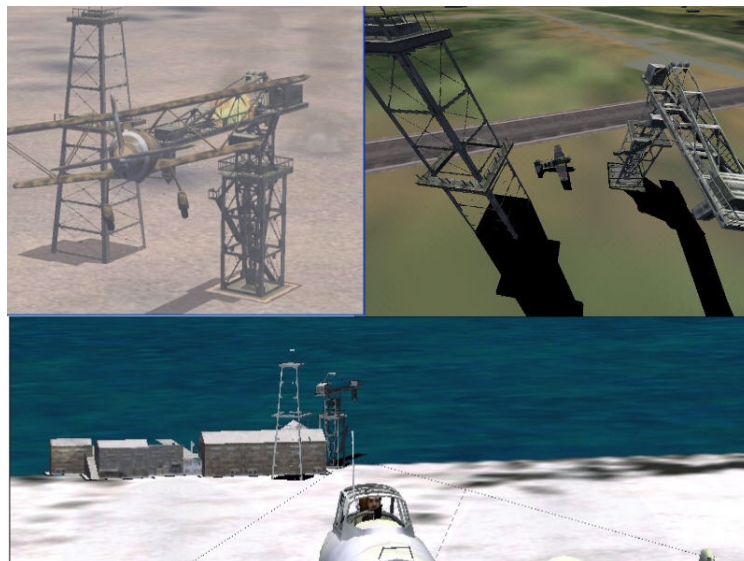
The Eur has texture changes to look more European. The Snow is a snow covered version of Eur.

**inf\_retex\_13: Alternate textures for the stock CFS2 infrastructure Control Tower Japanese, Control Tower American, Oil Barrels and Crates. These were made from stock CFS2 textures.**



The Eur has texture changes to look more European. The Snow is a snow covered version of Eur.

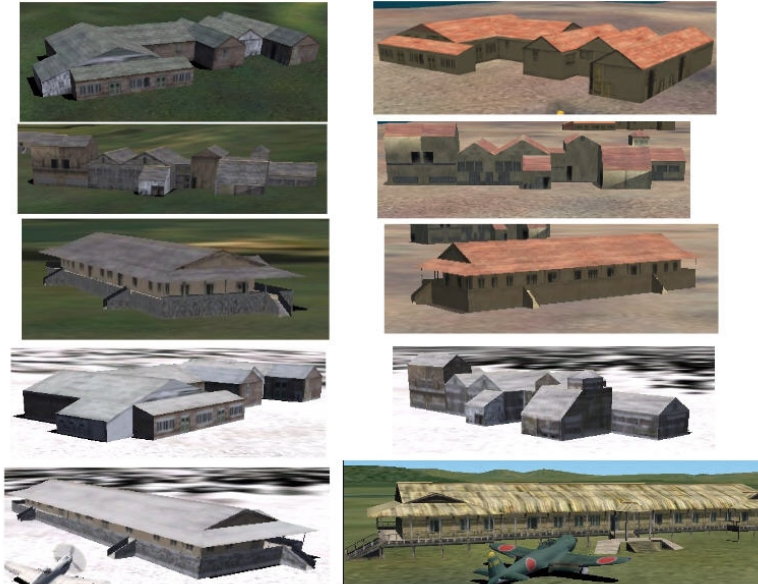
**inf\_retex\_14: Alternate textures for the stock CFS2 infrastructure small crane, oil rig, **damage concrete (lg & sm)**, **damage bamboo (lg & sm)**, **damage misc. and damage wall.** These were made from stock CFS2 textures.**



The Eur has texture changes to look more European. The Snow is a snow covered version of Eur.



**inf\_retex\_14: Alternate textures for the stock CFS2 infrastructure 3 large buildings and the large smokestack. These were made from stock CFS2 textures.**



The Eur has texture changes to look more European. The Snow is a snow covered version of Eur.

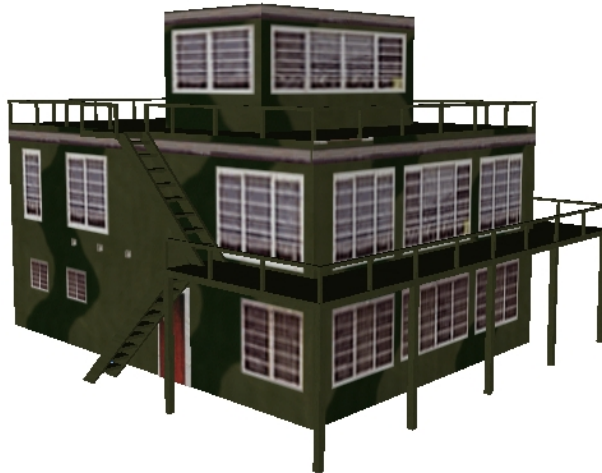
**inf\_tent\_tex Replacement textures for the "inf\_tents\_round" and "inf\_tent\_large" tents.**



faded Olive Drab

Olive drab, snow covered

## Winterising BoB Objects.



"TowerWith"=Building, RAF Watch Office



"TowerWith"=Building, RAF Watch Office

The RAF Watch Office pictures you see above are from the BritObj.bgl that resides in the scenery folder of the inf folder found in the **"BoB airfield package"**.

*CFS2 BoB airfields manual install.zip*

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45)

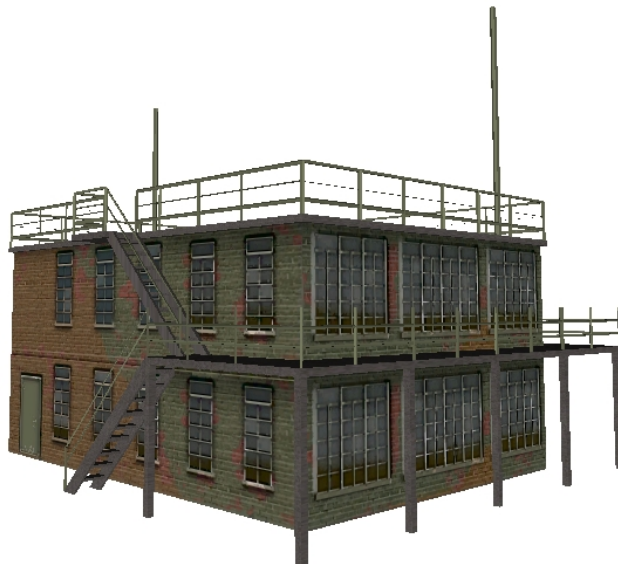
The RAF Watch Office pictures you see below are from the RAFLib.bgl that resides in the scenery folder of the inf folder found in the "GSL\_RAF\_Buildings".

*GSL\_RAF\_Buildings.zip*

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&sort=h&page=8&pp=20](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&sort=h&page=8&pp=20)



"TowerWith"=Building, RAF Watch Office



"TowerWithout"=Building, RAF Watch Office

# **ABOUT**

## **Gary20's wonderful BritObj.bgl (BoB Package) and the RAFLib.bgl (RAF Building Object)**

As you can see in the pictures in the Winterising BoB Objects section the TowerWith and the TowerWithout looks as if they are the same object sharing the same texture mapping, but they are not, they are separate models .

When you load the **"BoB airfield package"** followed by **GSL\_RAF\_Buildings** everything may seem to be OK. But in the inf texture folder Tower1.bmp gets overwritten by Tower1.bmp from the GSL\_RAF\_Buildings.

### **A thread I posted**

I can remember posting a thread at SOH CFS2 Discussion about Tower with and Tower without.

It seems when you load BritObj.bgl found in the BoB package followed by RAFLib.bgl found in GSL\_RAF\_Buildings, Tower1.bmp from the BoB package gets over written by Tower1 of the GSL\_RAF\_Buildings.

It makes a mess of the tower and I cannot remember how I sorted it out. I have been playing with CFS2BOB order in the scenery library but no luck. I think I replaced the over written bmp with the one that came with the BoB package, I have not thought about this for some time since I have been using the TAF\_G20OBJ\_Update and then having to find the oiltank.

Anyway I decided to do a little experiment with .bgl names and found that if I change RAFLib.bgl to ARAFLib.bgl The correct object I want with its correct textures are there.

So I think you can have the same LibObj( NAME "xxxxxx" ) in two .bgl's and the one you would like to show should come first alphabetically.

This could be interesting to designers making addons.

Robert John

I have included in this magazine two new Brit objects with new objid and LibObj( NAME "xxxx" they are "Towerwith\_OLD" and "Towerwithout\_OLD" in a bgl called "tower\_OLD".BGL.

I have renamed the textures so now they are more unique,  
In Mission Builder Objects by Stephen Barstow a.k.a Stiz the Roof  
texture overwrites the Tower's roof texture.

The names of the renamed textures are as follows:-

1. RoofA.
2. Tower1A
3. Tower2A

I have renamed the DP's to suit the new names.

Reply to thread

### **The B24 Guy**

Hi Guys,

If I remember right. Sometimes the sim calls the object by it's "name"  
and sometimes by it's "id number". I think it depends if it is in the GSL  
layer or added as a Mission Builder object.

I think the GSL calls for the ID and the Mission Builder calls for the  
name.

Regards,  
B24Guy

## **TAF - Gary20 BGL Update Pak**

*TAF - Gary20 BGL Update Pak*

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&sort=h&pp=20](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&sort=h&pp=20)

A set of 26 replacement BGL's for Gary20's wonderful BritObj.bgl (BoB  
Package) and the RAFLib.bgl (RAF Building Object) to fix several issues  
with the old ones. Plus two new C-Type Hangars by Gary in his FSDDS  
Package. All recreated in GMax and optimized for better FPS.





*Screenshot of TAF - Gary20 BGL Update Pak objects.*

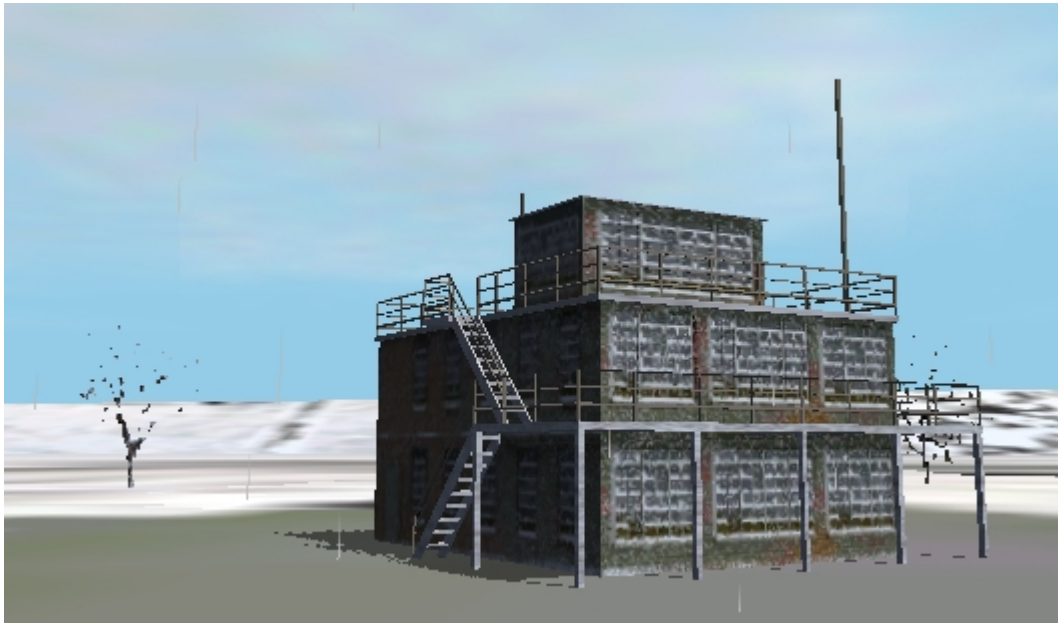
If you install this package you may find you will have a missing object, it is an **oiltank** so I also included the oiltank that I cut and pasted and made into a .bgl to make it easier for you to use this update. You can also use any oiltank by using GSLEdit to replace this object with another, or just delete from the gsl scenery.

There are many reasons why I think it is best to use this replacement package,

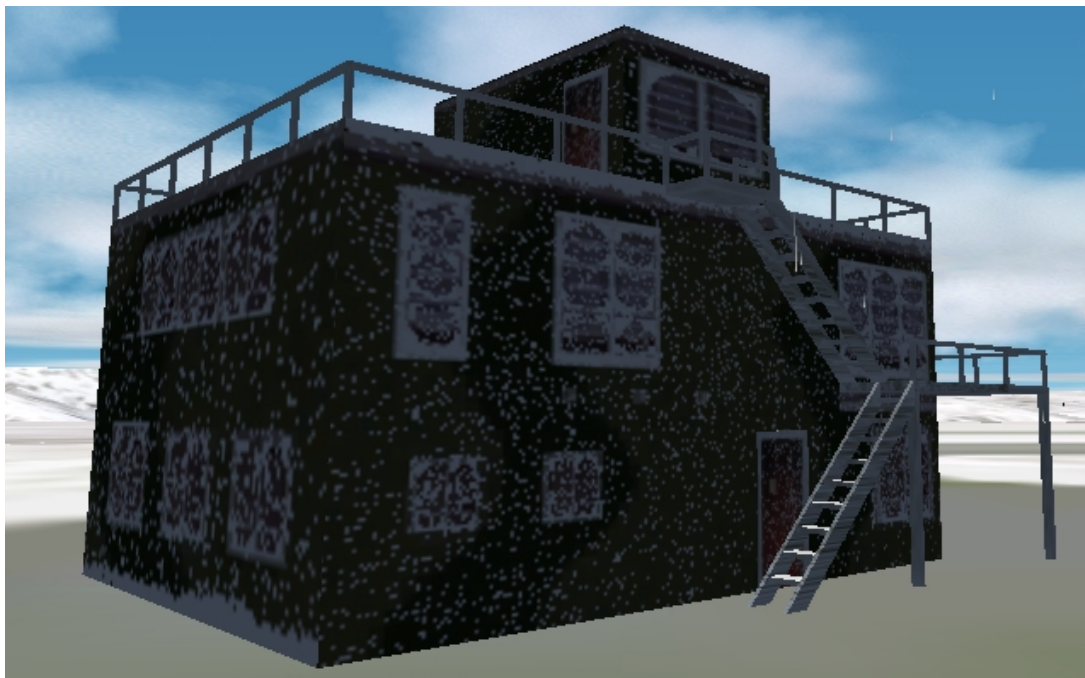
One is it can help stop any confusion with different objid's and objects with the same name.

Do not mix BritObj.bgl and RAFLib.bgl with TAF - Gary20 BGL Update Pak in any installation.

It may be safe to remove these textures, MobStore-748-39back.bmp, MobStore-748-39front.bmp, MobStore-748-39roof.bmp, MobStore-748-39side.bmp. DON'T FORGET ALWAYS BACK UP JUST IN CASE SOMETHING GOES WRONG.



GSL\_RAF\_Building : "TowerWith" with snow textures  
TowerWithout is similar



"BoB airfield package" : "TowerWith" with snow textures  
TowerWithout is similar.

Also similar to the one included with this issue.

## **Europe textures for CFS2 stock buildings**



These are 22 of the stock CFS2 buildings repainted in hi-res to use in the European Theater. A correction had been made for this package, adding textures for inf\_stone\_building\_2 and inf\_wharf.

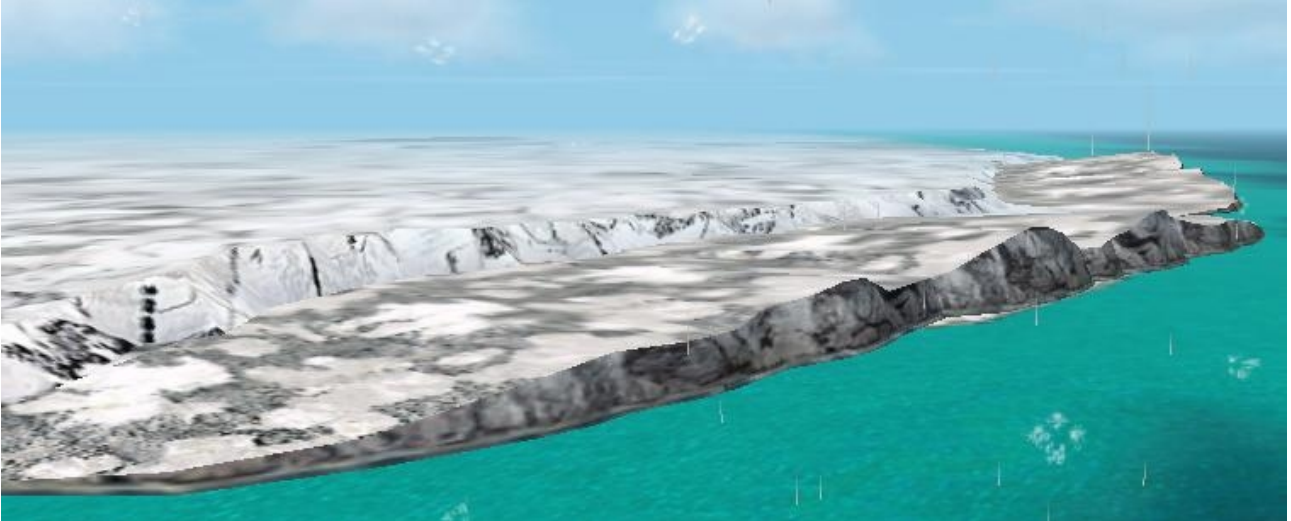
Download Europe textures for CFS2 stock buildings.zip

[http://www.sim-outhouse.com/sohforums/local\\_links.php?catid=45&linkid=12690](http://www.sim-outhouse.com/sohforums/local_links.php?catid=45&linkid=12690)

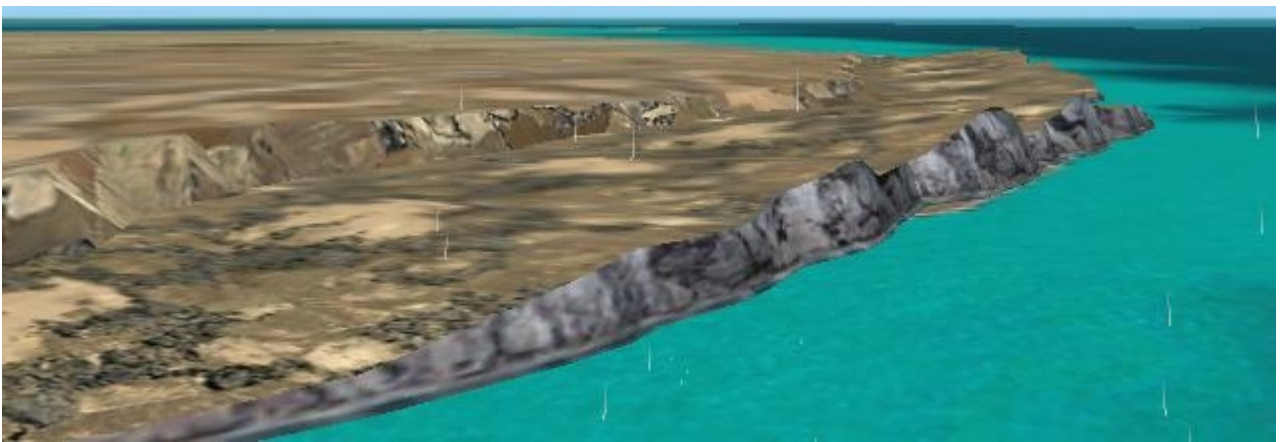
These textures are very good to use in your summer ETO inf texture folder, although I have winterised some of the textures that came with the BoB airfield package and the GSL\_RAF\_Buildings, the snow textures from the alternate textures for the stock CFS2 for infrastructure by PSULLYKEYS are very good.



# SOME SCREENSHOTS OF MY WINTERISING TEXTURES



*White cliffs of Dover covered with snow. WHITECLIFFS.BGL*



*White cliffs of Dover in winter. WHITECLIFFS.BGL*

**Above screenshots are of the new model that is included in this issue.**

## Converting lwd and MR trees for the seasons

If you would like to convert the objects below for your own **personal** use please follow the instructions carefully.

Although some trees may not look as they do in nature they will appear to have seasonal change.

What would be nice is to have all the wonderful trees used in cfs2 seasoned textured from the start, but as there is properly not a huge call for them, also it would also be a considerable amount of work, this is a work around.

You may already have these downloads installed, if you have you can either download again and just use the textures or you can find all the textures using the list below\* from my cfs2 install. The list is also enclosed within the magazine ( LWDtrees.txt ).

You will need to register for an account at lwdesigns.com.au and login.

\*You will need all the objects listed on pages 42 to 45.

### **From lwdesigns.com.au**

#### **LDW\_Trees**

<http://forum.lwdesigns.com.au/downloads.php?cat=3>

#### **LWD\_TreeLib.zip**

[http://forum.lwdesigns.com.au/downloads.php?cat=3&sort\\_by=0&order=ASC&start=10](http://forum.lwdesigns.com.au/downloads.php?cat=3&sort_by=0&order=ASC&start=10)

#### **ldw\_treelib\_061109.zip**

[http://forum.lwdesigns.com.au/downloads.php?cat=3&sort\\_by=0&order=ASC&start=10](http://forum.lwdesigns.com.au/downloads.php?cat=3&sort_by=0&order=ASC&start=10)



## **CFS2 Trees (Pro Series)**

[http://forum.lwdesigns.com.au/downloads.php?cat=3&sort\\_by=0&order=ASC&start=50](http://forum.lwdesigns.com.au/downloads.php?cat=3&sort_by=0&order=ASC&start=50)

## **MR\_LibObjs\_Complete.zip**

<http://forum.lwdesigns.com.au/downloads.php?cat=3>

## **MR\_Tree\_Package.zip**

<http://forum.lwdesigns.com.au/downloads.php?cat=3>

You will also need:-

## **From MW Graphics**

### **DXTBmp**

**BmpSeason** **please note not BmpSeasn4**

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

## **FSDeveloper.Com**

### **imagetool**

Custom Terrain Textures SDK

<http://www.fsdeveloper.com/forum/downloads.php?do=file&id=119>

### **STEP 1**

Next make a temporary folder and unzip all download packages into this folder. Name it my temp. You will have six folders:-

1. MR\_Tree\_Package.
2. LW\_Library\_Objects.
3. lwd\_tree\_library.
4. LDW\_Trees.
5. ldw\_treelib.
6. LDW\_Trees\_Pro.

## **STEP 2**

Inside your temporary folder make a folder and call it My Textures.

Open up MR\_Tree\_Package and chose a texture pack, tree\_textures\_512 or tree\_textures\_256 and unzip. Open this folder and Edit, Select All, copy and paste the contents inside My Textures folder

## **STEP 3**

Open up LW\_Library\_Objects, and inside this folder is a SCENEDB folder, and inside the SCENEDB folder there is an inf folder, and inside the inf is a texture folder, Copy the contents of this texture folder and paste it into the My Texture folder. Confirm file replace Yes to All.

## **STEP 4**

Open up lwd\_tree\_library, and chose a texture pack LWD\_TreeLib\_textures\_512 or LWD\_TreeLib\_textures\_256. Open the chosen folder and Edit, Select All, copy and paste the contents inside My Textures folder.

## **STEP 5**

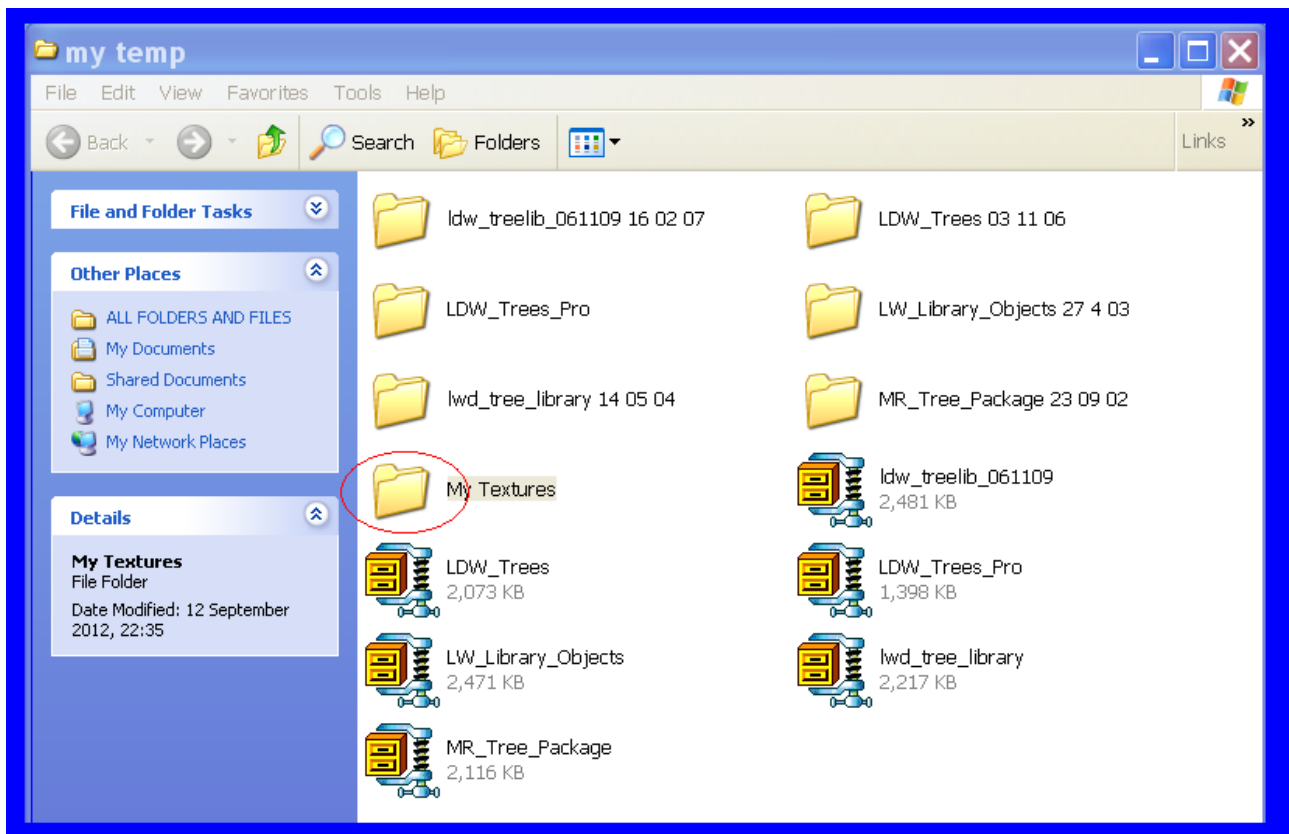
Open up LDW\_Trees, inside this folder there is an inf folder, and inside the inf folder is a folder called textures. *( if you were to install this folder into your game the folder would have to be re-named texture)* Copy the contents of the textures folder and paste it into the My Texture folder.

## **STEP 6**

Open up ldw\_treelib\_061109, inside this folder is a folder called LDW\_TreesLib\_061109, and inside this folder is a SCENEDB folder, and inside the SCENEDB folder there is an inf folder, and inside the inf is a textures folder, *( if you were to install this folder into your game the folder would have to be re-named texture)* Copy the contents of this texture folder and paste it into the My Texture folder. Confirm file replace Yes to All.

## **STEP 7**

Open up LDW\_Trees\_Pro, inside this folder is a folder called LDW\_Trees\_Pro, and inside this folder is a SCENEDB folder, and inside the SCENEDB folder there is an inf folder, and inside the inf is a textures folder, (*if you were to install this folder into your game the folder would have to be re-named texture*) Copy the contents of this texture folder and paste it into the My Texture folder.



Screenshot showing all files and folders inside your temporary folder

## **STEP 8**

Now make a batch file like the blue text, and place inside your My Textures folder, this will give you a text file naming all the files you have in your My Textures folder. Name the bat file LWDtrees. Keep the LWDtrees.bat and the text file it produces "LWDtrees.txt" inside this folder.

---

**ECHO OFF**  
**DIR/B/O:N>LWDtrees.txt**  
**EXIT**

---

Batch file included with Magazine.  
To run a batch file double click on it.

## **A List of all the textures you have to have**

Austrian\_Pine.bmp  
Date\_Palm.bmp  
Douglas\_Fir.bmp  
Eucalyptus\_1.bmp  
Eucalyptus\_2.bmp  
Eucalyptus\_3.bmp  
Eucalyptus\_4.bmp  
Eucalyptus\_5.bmp  
Fan\_Palm.bmp  
Generic\_1.bmp  
Generic\_2.bmp  
Generic\_3.bmp  
Generic\_4.bmp  
Generic\_5.bmp  
Generic\_6.bmp  
Generic\_7.bmp  
Generic\_8.bmp  
LDW\_Gen\_P1.bmp  
LDW\_Gen\_P10.bmp  
LDW\_Gen\_P11.bmp  
LDW\_Gen\_P12.bmp  
LDW\_Gen\_P13.bmp  
LDW\_Gen\_P2.bmp  
LDW\_Gen\_P3.bmp  
LDW\_Gen\_P4.bmp  
LDW\_Gen\_P5.bmp  
LDW\_Gen\_P6.bmp

LDW\_Gen\_P7.bmp  
LDW\_Gen\_P8.bmp  
LDW\_Gen\_P9.bmp  
LDW\_Gum\_P1.bmp  
LDW\_Gum\_P10.bmp  
LDW\_Gum\_P11.bmp  
LDW\_Gum\_P12.bmp  
LDW\_Gum\_P13.bmp  
LDW\_Gum\_P14.bmp  
LDW\_Gum\_P2.bmp  
LDW\_Gum\_P3.bmp  
LDW\_Gum\_P4.bmp  
LDW\_Gum\_P5.bmp  
LDW\_Gum\_P6.bmp  
LDW\_Gum\_P7.bmp  
LDW\_Gum\_P8.bmp  
LDW\_Gum\_P9.bmp  
LE\_HANGAR.BMP  
lwd\_conifer\_01.bmp  
lwd\_conifer\_02.bmp  
lwd\_generic\_01.bmp  
lwd\_generic\_02.bmp  
lwd\_generic\_03.bmp  
lwd\_generic\_04.bmp  
lwd\_generic\_05.bmp  
lwd\_generic\_06.bmp  
lwd\_generic\_07.bmp  
lwd\_generic\_08.bmp  
lwd\_generic\_09.bmp  
lwd\_generic\_10.bmp  
lwd\_generic\_11.bmp  
lwd\_generic\_12.bmp  
lwd\_generic\_13.bmp  
lwd\_generic\_14.bmp  
lwd\_generic\_15.bmp  
lwd\_gum\_01.bmp

lwd\_gum\_02.bmp



lwd\_gum\_03.bmp  
lwd\_gum\_04.bmp  
lwd\_gum\_05.bmp  
lwd\_gum\_06.bmp  
lwd\_gum\_07.bmp  
lwd\_palm\_01.bmp  
lwd\_palm\_02.bmp  
lwd\_palm\_03.bmp  
lwd\_palm\_04.bmp  
lwd\_palm\_05.bmp  
lwd\_poplar\_01.bmp  
lwd\_poplar\_02.bmp  
MR\_barracks\_1.bmp  
MR\_barracks\_1\_d.bmp  
MR\_BARRACKS\_1\_LM.BMP  
MR\_barracks\_2.bmp  
MR\_Boabab\_tree\_01.bmp  
MR\_Boabab\_tree\_02.bmp  
MR\_Boabab\_tree\_03.bmp  
MR\_causeway.bmp  
MR\_Coconut\_palm\_01.bmp  
MR\_Coconut\_palm\_02.bmp  
MR\_Coconut\_palm\_03.bmp  
MR\_concrete.bmp  
MR\_concrete\_02.bmp  
MR\_control\_tower.bmp  
MR\_control\_tower\_d.bmp  
MR\_control\_tower2.bmp  
MR\_control\_tower3.bmp  
MR\_control\_tower4.bmp  
MR\_Generic\_01.bmp  
MR\_Generic\_02.bmp  
MR\_Generic\_03.bmp  
MR\_Generic\_broadleaf\_01.bmp  
MR\_Generic\_broadleaf\_02.bmp  
MR\_Generic\_broadleaf\_03.bmp  
MR\_Generic\_gum\_01.bmp

MR\_Generic\_gum\_02.bmp  
MR\_Generic\_gum\_03.bmp  
MR\_Gum\_tree\_01.bmp  
MR\_Gum\_tree\_02.bmp  
MR\_Gum\_tree\_03.bmp  
MR\_hanger\_1.bmp  
MR\_Norfolk\_Is\_pine\_01.bmp  
MR\_Norfolk\_Is\_pine\_02.bmp  
MR\_Norfolk\_Is\_pine\_03.bmp  
MR\_radar.bmp  
MR\_sandbags.bmp  
MR\_Snow\_gum\_01.bmp  
MR\_Snow\_gum\_02.bmp  
MR\_Snow\_gum\_03.bmp  
MR\_tent.bmp  
MR\_tent\_02.bmp  
MR\_Tower2.bmp  
Palm\_1.bmp  
Palm\_2.bmp  
Palm\_3.bmp  
Palm\_4.bmp  
Palm\_5.bmp  
pine.bmp  
Poplar.bmp  
weeping\_willow\_1.bmp  
weeping\_willow\_2.bmp

When you run the LWDtrees.bat the two lines below will also be included in the list above.

LWDtrees.BAT  
LWDtrees.txt

These two items will be deleted after running the converter batch files.

You will notice that there are some non tree objects in the list, these will also be deleted automatically when running the converter batch files.

You will need the list from LWDtrees.txt to make the converter batch file.

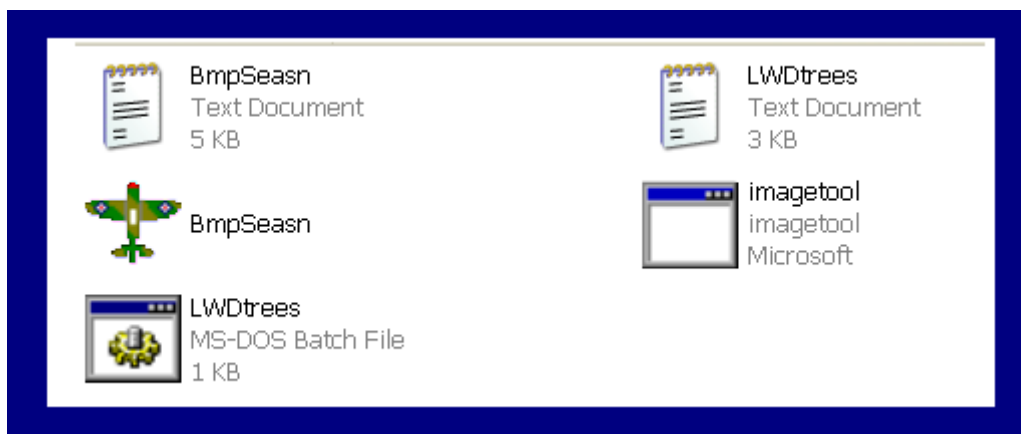
## **STEP 9**

Run LWDtrees.bat and check the list to make sure you have all the textures and when correct use this list to help produce the batch files.

I used a notepad called subpad, it allows you to make columns and is included it with this issue.

Inside the BmpSeason package there is a text file called BmpSeasn, the BmpSeasn program needs this to work and you need it to make the batch file. These need to stay in the My Textures folder.

Imagetool and BmpSeason must also be placed inside the My Textures folder.



Screenshot of the files placed into My Texture folder excluding the image files.

Now make your converter batch files.

Below is a copy of the batch files for Hard\_winter.

The text highlighted in yellow are the non tree objects that will be deleted when running the converter batch files.

I made it like this with the hope it would be easier for you.

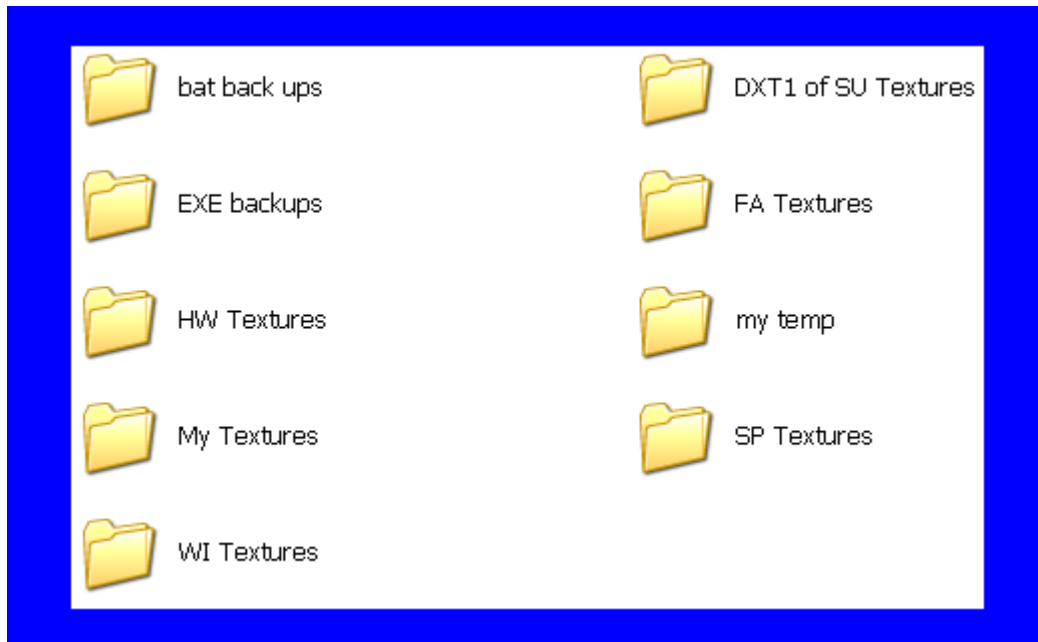
Bath files are included with this issue.

The correct batch files must be placed inside the correct season texture folder. To do this copy and paste My Textures and rename each copy  
\*\* Textures.

You will need four folders,

1. HW Textures.
2. WI Textures.
3. FA Textures.
4. SP Textures.

Please note when putting the textures into the game re-name folders Texture.



MY CONVERTER FOLDERS

## **Copy of the batch files for Hard\_winter.**

@ECHO OFF

ECHO.

ECHO.

This program will Convert  
lwd and MR trees for Hard\_winter.

ECHO.

ECHO.

ECHO.

ECHO.

ECHO. Although some trees may not look as they do in nature

ECHO. they will appear to have seasonal change.

ECHO.

ECHO. Please note that the processes may take several  
ECHO. seconds to complete, so please be patient...  
ECHO.  
ECHO.  
PAUSE  
CLS

ECHO. ONLY MAKE HARD\_WINTER TEXTURES  
ECHO. WITH THE SEASONAL TEXTURE CREATOR PROGRAM.  
ECHO.

ECHO.  
ECHO. MAKE SURE THE PATH IS SET TO THIS FOLDER.  
ECHO.  
ECHO.  
ECHO. After the Seasonal Texture Creator for CFS1.1 GUI opens  
ECHO. set Adjustment for Winter and refresh. I set mine to 60.  
ECHO.  
ECHO. Exit when set and refreshed.  
ECHO.  
ECHO. Seasonal Texture Creator for CFS1.1 GUI  
ECHO. will open next.  
PAUSE  
CLS

ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
BmpSeasn

CLS  
ECHO.  
ECHO.  
ECHO.  
ECHO. This batch file will convert the textures to 8bit format without  
ECHO. mipmaps.  
ECHO.  
ECHO.  
ECHO. WAIT UNTILL BATCH PROCESS IS COMPLETE  
ECHO. AND CLICK DONE.  
ECHO.



ECHO. imagetool will open next.

PAUSE

CLS

ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...

imagetool -batch -8 -nomip bmp \*.bmp

CLS

ECHO.

ECHO. You have successfully converted the textures

ECHO. to 8bit.bmp with no mip maps.

PAUSE

CLS

ECHO.

ECHO. Now this batch file will help you re-name the files

ECHO. so the BmpSeasn program can read them.

ECHO.

ECHO. IT WILL ALSO DELETE THE INFRASTRUCTURE

ECHO. TEXTURES.

ECHO.

PAUSE

ren Austrian\_Pine.bmp

000000s1.bmp

ren Date\_Palm.bmp

000001s1.bmp

ren Douglas\_Fir.bmp

000002s1.bmp

ren Eucalyptus\_1.bmp

000003s1.bmp

ren Eucalyptus\_2.bmp

000007s1.bmp

ren Eucalyptus\_3.bmp

000100s1.bmp

ren Eucalyptus\_4.bmp

000101s1.bmp

ren Eucalyptus\_5.bmp

000102s1.bmp

ren  
000103s1.bmp  
ren  
000200s1.bmp  
ren  
000201s1.bmp  
ren  
000202s1.bmp  
ren  
000203s1.bmp  
ren  
000300s1.bmp  
ren  
000301s1.bmp  
ren  
000302s1.bmp  
ren  
000303s1.bmp  
ren  
000700s1.bmp  
ren  
000703s1.bmp  
ren  
000707s1.bmp  
ren  
010000s1.bmp  
ren  
010001s1.bmp  
ren  
010003s1.bmp  
ren  
010100s1.bmp  
ren  
010101s1.bmp  
ren  
010101s2.bmp  
ren  
010101s3.bmp

Fan\_Palm.bmp  
  
Generic\_1.bmp  
  
Generic\_2.bmp  
  
Generic\_3.bmp  
  
Generic\_4.bmp  
  
Generic\_5.bmp  
  
Generic\_6.bmp  
  
Generic\_7.bmp  
  
Generic\_8.bmp  
  
LDW\_Gen\_P1.bmp  
  
LDW\_Gen\_P10.bmp  
  
LDW\_Gen\_P11.bmp  
  
LDW\_Gen\_P12.bmp  
  
LDW\_Gen\_P13.bmp  
  
LDW\_Gen\_P2.bmp  
  
LDW\_Gen\_P3.bmp  
  
LDW\_Gen\_P4.bmp  
  
LDW\_Gen\_P5.bmp  
  
LDW\_Gen\_P6.bmp

ren  
010101s4.bmp

LDW\_Gen\_P7.bmp

ren  
010101s5.bmp

LDW\_Gen\_P8.bmp

ren  
010101s6.bmp

LDW\_Gen\_P9.bmp

ren  
010101s7.bmp

LDW\_Gum\_P1.bmp

ren  
010102s1.bmp

LDW\_Gum\_P10.bmp

ren  
010103s1.bmp

LDW\_Gum\_P11.bmp

ren  
010104s1.bmp

LDW\_Gum\_P12.bmp

ren  
010105s1.bmp

LDW\_Gum\_P13.bmp

ren  
010106s1.bmp

LDW\_Gum\_P14.bmp

ren  
010200s1.bmp

LDW\_Gum\_P2.bmp

ren  
010201s1.bmp

LDW\_Gum\_P3.bmp

ren  
010202s1.bmp

LDW\_Gum\_P4.bmp

ren  
010203s1.bmp

LDW\_Gum\_P5.bmp

ren  
010204s1.bmp

LDW\_Gum\_P6.bmp

ren  
010300s1.bmp

LDW\_Gum\_P7.bmp

ren  
010301s1.bmp

LDW\_Gum\_P8.bmp

ren  
010302s1.bmp

LDW\_Gum\_P9.bmp

DEL

LE\_HANGAR.BMP

ren  
010304s1.bmp  
ren  
010305s1.bmp

lwd\_conifer\_01.bmp  
  
lwd\_conifer\_02.bmp

ren  
010306s1.bmp  
ren  
010401s1.bmp  
ren  
010402s1.bmp  
ren  
010403s1.bmp  
ren  
010404s1.bmp  
ren  
010405s1.bmp  
ren  
010501s1.bmp  
ren  
010503s1.bmp  
ren  
010504s1.bmp  
ren  
010505s1.bmp  
ren  
010601s1.bmp  
ren  
010603s1.bmp  
ren  
010604s1.bmp  
ren  
010605s1.bmp  
ren  
010606s1.bmp  
ren  
020000s1.bmp

lwd\_generic\_01.bmp  
  
lwd\_generic\_02.bmp  
  
lwd\_generic\_03.bmp  
  
lwd\_generic\_04.bmp  
  
lwd\_generic\_05.bmp  
  
lwd\_generic\_06.bmp  
  
lwd\_generic\_07.bmp  
  
lwd\_generic\_08.bmp  
  
lwd\_generic\_09.bmp  
  
lwd\_generic\_10.bmp  
  
lwd\_generic\_11.bmp  
  
lwd\_generic\_12.bmp  
  
lwd\_generic\_13.bmp  
  
lwd\_generic\_14.bmp  
  
lwd\_generic\_15.bmp  
  
lwd\_gum\_01.bmp

ren  
020001s1.bmp  
ren  
020002s1.bmp  
ren  
020003s1.bmp

lwd\_gum\_02.bmp  
  
lwd\_gum\_03.bmp  
  
lwd\_gum\_04.bmp

ren  
020100s1.bmp  
ren  
020101s1.bmp  
ren  
020102s1.bmp  
ren  
020103s1.bmp  
ren  
020104s1.bmp  
ren  
020106s1.bmp  
ren  
020200s1.bmp  
ren  
020201s1.bmp  
ren  
020202s1.bmp  
ren  
020202s2.bmp

lwd\_gum\_05.bmp  
  
lwd\_gum\_06.bmp  
  
lwd\_gum\_07.bmp  
  
lwd\_palm\_01.bmp  
  
lwd\_palm\_02.bmp  
  
lwd\_palm\_03.bmp  
  
lwd\_palm\_04.bmp  
  
lwd\_palm\_05.bmp  
  
lwd\_poplar\_01.bmp  
  
lwd\_poplar\_02.bmp

DEL	LWDtrees.BAT
DEL	LWDtrees.txt
DEL	MR_barracks_1.bmp
DEL	MR_barracks_1_d.bmp
DEL	MR_BARRACKS_1_LM.BMP
DEL	MR_barracks_2.bmp
ren	MR_Boabab_tree_01.bmp
020204s1.bmp	
ren	MR_Boabab_tree_02.bmp
020205s1.bmp	



ren	MR_Boabab_tree_03.bmp
020206s1.bmp	
DEL	MR_causeway.bmp
ren	MR_Coconut_palm_01.bmp
020300s1.bmp	
ren	MR_Coconut_palm_02.bmp
020301s1.bmp	
ren	MR_Coconut_palm_03.bmp
020302s1.bmp	
DEL	MR_concrete.bmp
DEL	MR_concrete_02.bmp
DEL	MR_control_tower.bmp
DEL	MR_control_tower_d.bmp
DEL	MR_control_tower2.bmp
DEL	MR_control_tower3.bmp
DEL	MR_control_tower4.bmp
ren	MR_Generic_01.bmp
020403s1.bmp	
ren	MR_Generic_02.bmp
020404s1.bmp	
ren	MR_Generic_03.bmp
020405s1.bmp	
ren	MR_Generic_broadleaf_01.bmp
020502s1.bmp	
ren	MR_Generic_broadleaf_02.bmp
020505s1.bmp	
ren	MR_Generic_broadleaf_03.bmp
020602s1.bmp	
ren	MR_Generic_gum_01.bmp
020603s1.bmp	
ren	MR_Generic_gum_02.bmp
020606s1.bmp	
ren	MR_Generic_gum_03.bmp
020702s1.bmp	
ren	MR_Gum_tree_01.bmp
020703s1.bmp	

ren	MR_Gum_tree_02.bmp
020707s1.bmp	
ren	MR_Gum_tree_03.bmp
030000s1.bmp	
DEL	MR_hanger_1.bmp
ren	MR_Norfolk_Is_pine_01.bmp
030002s1.bmp	
ren	MR_Norfolk_Is_pine_02.bmp
030003s1.bmp	
ren	MR_Norfolk_Is_pine_03.bmp
030004s1.bmp	
DEL	MR_radar.bmp
DEL	MR_sandbags.bmp
ren	MR_Snow_gum_01.bmp
030007s1.bmp	
ren	MR_Snow_gum_02.bmp
030100s1.bmp	
ren	MR_Snow_gum_03.bmp
030101s1.bmp	
DEL	MR_tent.bmp
DEL	MR_tent_02.bmp
DEL	MR_Tower2.bmp
ren	Palm_1.bmp
030105s1.bmp	
ren	Palm_2.bmp
030106s1.bmp	
ren	Palm_3.bmp
030200s1.bmp	
ren	Palm_4.bmp
030201s1.bmp	
ren	Palm_5.bmp
030202s1.bmp	
ren	pine.bmp
030203s1.bmp	
ren	Poplar.bmp
030204s1.bmp	

```
ren                                weeping_willow_1.bmp
030205s1.bmp
ren                                weeping_willow_2.bmp
030206s1.bmp
```

```
CLS
ECHO.
ECHO.  You have successfully re-named the textures.
ECHO.
ECHO.  UNWANTED INFRASTRUCTURE TEXTURES DELETED.
PAUSE
```

```
CLS
ECHO.
ECHO.  This batch file will make the Hard_winter textures.
ECHO.  ONLY MAKE WINTER TEXTURES
ECHO.  WITH THIS PROGRAM.
ECHO.
ECHO.
ECHO.  click on Convert All Standard Textures to Winter.
ECHO.
ECHO.  Exit when all textures have been converted.
PAUSE
CLS
ECHO.  PLEASE WAIT FOR THE GUI TO OPEN  so please be patient...
BmpSeason
```

```
CLS
```

```
ECHO.
ECHO.  You have successfully converted the textures
ECHO.  to Hard_winter textures.
PAUSE
```

```
CLS
ECHO.
ECHO.  This batch file will delete the old textures
```

ECHO. and re-name the new textures back to the  
ECHO. original names.

PAUSE

DEL 000000s1.bmp  
DEL 000001s1.bmp  
DEL 000002s1.bmp  
DEL 000003s1.bmp  
DEL 000007s1.bmp  
DEL 000100s1.bmp  
DEL 000101s1.bmp  
DEL 000102s1.bmp  
DEL 000103s1.bmp

DEL 000200s1.bmp  
DEL 000201s1.bmp  
DEL 000202s1.bmp  
DEL 000203s1.bmp  
DEL 000300s1.bmp  
DEL 000301s1.bmp  
DEL 000302s1.bmp  
DEL 000303s1.bmp  
DEL 000700s1.bmp  
DEL 000703s1.bmp  
DEL 000707s1.bmp  
DEL 010000s1.bmp  
DEL 010001s1.bmp  
DEL 010003s1.bmp  
DEL 010100s1.bmp  
DEL 010101s1.bmp  
DEL 010101s2.bmp  
DEL 010101s3.bmp  
DEL 010101s4.bmp  
DEL 010101s5.bmp  
DEL 010101s6.bmp  
DEL 010101s7.bmp  
DEL 010102s1.bmp

DEL	010103s1.bmp
DEL	010104s1.bmp
DEL	010105s1.bmp
DEL	010106s1.bmp
DEL	010200s1.bmp
DEL	010201s1.bmp
DEL	010202s1.bmp
DEL	010203s1.bmp
DEL	010204s1.bmp
DEL	010300s1.bmp
DEL	010301s1.bmp
DEL	010302s1.bmp
DEL	010304s1.bmp
DEL	010305s1.bmp
DEL	010306s1.bmp
DEL	010401s1.bmp
DEL	010402s1.bmp
DEL	010403s1.bmp
DEL	010404s1.bmp
DEL	010405s1.bmp
DEL	010501s1.bmp
DEL	010503s1.bmp
DEL	010504s1.bmp
DEL	010505s1.bmp
DEL	010601s1.bmp
DEL	010603s1.bmp
DEL	010604s1.bmp
DEL	010605s1.bmp
DEL	010606s1.bmp
DEL	020000s1.bmp
DEL	020001s1.bmp
DEL	020002s1.bmp
DEL	020003s1.bmp
DEL	020100s1.bmp
DEL	020101s1.bmp



DEL	020102s1.bmp
DEL	020103s1.bmp
DEL	020104s1.bmp
DEL	020106s1.bmp
DEL	020200s1.bmp
DEL	020201s1.bmp
DEL	020202s1.bmp
DEL	020202s2.bmp
DEL	020204s1.bmp

DEL	020205s1.bmp
DEL	020206s1.bmp

DEL	020300s1.bmp
DEL	020301s1.bmp
DEL	020302s1.bmp

DEL	020403s1.bmp
DEL	020404s1.bmp
DEL	020405s1.bmp
DEL	020502s1.bmp
DEL	020505s1.bmp
DEL	020602s1.bmp
DEL	020603s1.bmp
DEL	020606s1.bmp
DEL	020702s1.bmp

DEL 020703s1.bmp  
DEL 020707s1.bmp  
DEL 030000s1.bmp

DEL 030002s1.bmp  
DEL 030003s1.bmp  
DEL 030004s1.bmp

DEL 030007s1.bmp  
DEL 030100s1.bmp  
DEL 030101s1.bmp

DEL 030105s1.bmp  
DEL 030106s1.bmp  
DEL 030200s1.bmp  
DEL 030201s1.bmp

DEL 030202s1.bmp  
DEL 030203s1.bmp  
DEL 030204s1.bmp  
DEL 030205s1.bmp  
DEL 030206s1.bmp

ren	000000w1.bmp	Austrian_Pine.bmp
ren	000001w1.bmp	Date_Palm.bmp
ren	000002w1.bmp	Douglas_Fir.bmp
ren	000003w1.bmp	Eucalyptus_1.bmp
ren	000007w1.bmp	Eucalyptus_2.bmp
ren	000100w1.bmp	Eucalyptus_3.bmp
ren	000101w1.bmp	Eucalyptus_4.bmp
ren	000102w1.bmp	Eucalyptus_5.bmp
ren	000103w1.bmp	Fan_Palm.bmp
ren	000200w1.bmp	Generic_1.bmp
ren	000201w1.bmp	Generic_2.bmp

ren	000202w1.bmp	Generic_3.bmp
ren	000203w1.bmp	Generic_4.bmp
ren	000300w1.bmp	Generic_5.bmp
ren	000301w1.bmp	Generic_6.bmp
ren	000302w1.bmp	Generic_7.bmp
ren	000303w1.bmp	Generic_8.bmp
ren	000700w1.bmp	LDW_Gen_P1.bmp
ren	000703w1.bmp	LDW_Gen_P10.bmp
ren	000707w1.bmp	LDW_Gen_P11.bmp
ren	010000w1.bmp	LDW_Gen_P12.bmp
ren	010001w1.bmp	LDW_Gen_P13.bmp
ren	010003w1.bmp	LDW_Gen_P2.bmp
ren	010100w1.bmp	LDW_Gen_P3.bmp
ren	010101w1.bmp	LDW_Gen_P4.bmp
ren	010101w2.bmp	LDW_Gen_P5.bmp
ren	010101w3.bmp	LDW_Gen_P6.bmp
ren	010101w4.bmp	LDW_Gen_P7.bmp
ren	010101w5.bmp	LDW_Gen_P8.bmp
ren	010101w6.bmp	LDW_Gen_P9.bmp
ren	010101w7.bmp	LDW_Gum_P1.bmp
ren	010102w1.bmp	LDW_Gum_P10.bmp

ren	010103w1.bmp	LDW_Gum_P11.bmp
ren	010104w1.bmp	LDW_Gum_P12.bmp
ren	010105w1.bmp	LDW_Gum_P13.bmp
ren	010106w1.bmp	LDW_Gum_P14.bmp
ren	010200w1.bmp	LDW_Gum_P2.bmp
ren	010201w1.bmp	LDW_Gum_P3.bmp
ren	010202w1.bmp	LDW_Gum_P4.bmp
ren	010203w1.bmp	LDW_Gum_P5.bmp
ren	010204w1.bmp	LDW_Gum_P6.bmp
ren	010300w1.bmp	LDW_Gum_P7.bmp
ren	010301w1.bmp	LDW_Gum_P8.bmp
ren	010302w1.bmp	LDW_Gum_P9.bmp

ren	010304w1.bmp	lwd_conifer_01.bmp
ren	010305w1.bmp	lwd_conifer_02.bmp

ren	010306w1.bmp	lwd_generic_01.bmp
ren	010401w1.bmp	lwd_generic_02.bmp
ren	010402w1.bmp	lwd_generic_03.bmp
ren	010403w1.bmp	lwd_generic_04.bmp
ren	010404w1.bmp	lwd_generic_05.bmp
ren	010405w1.bmp	lwd_generic_06.bmp
ren	010501w1.bmp	lwd_generic_07.bmp
ren	010503w1.bmp	lwd_generic_08.bmp
ren	010504w1.bmp	lwd_generic_09.bmp
ren	010505w1.bmp	lwd_generic_10.bmp
ren	010601w1.bmp	lwd_generic_11.bmp
ren	010603w1.bmp	lwd_generic_12.bmp
ren	010604w1.bmp	lwd_generic_13.bmp
ren	010605w1.bmp	lwd_generic_14.bmp
ren	010606w1.bmp	lwd_generic_15.bmp
ren	020000w1.bmp	lwd_gum_01.bmp
ren	020001w1.bmp	lwd_gum_02.bmp
ren	020002w1.bmp	lwd_gum_03.bmp
ren	020003w1.bmp	lwd_gum_04.bmp
ren	020100w1.bmp	lwd_gum_05.bmp
ren	020101w1.bmp	lwd_gum_06.bmp
ren	020102w1.bmp	lwd_gum_07.bmp
ren	020103w1.bmp	lwd_palm_01.bmp
ren	020104w1.bmp	lwd_palm_02.bmp
ren	020106w1.bmp	lwd_palm_03.bmp
ren	020200w1.bmp	lwd_palm_04.bmp
ren	020201w1.bmp	lwd_palm_05.bmp
ren	020202w1.bmp	lwd_poplar_01.bmp
ren	020202w2.bmp	lwd_poplar_02.bmp
ren	020204w1.bmp	MR_Boabab_tree_01.bmp

ren	020205w1.bmp	MR_Boabab_tree_02.bmp
ren	020206w1.bmp	MR_Boabab_tree_03.bmp

ren	020300w1.bmp	MR_Coconut_palm_01.bmp
ren	020301w1.bmp	MR_Coconut_palm_02.bmp
ren	020302w1.bmp	MR_Coconut_palm_03.bmp

ren	020403w1.bmp	MR_Generic_01.bmp
ren	020404w1.bmp	MR_Generic_02.bmp
ren	020405w1.bmp	MR_Generic_03.bmp
ren	020502w1.bmp	MR_Generic_broadleaf_01.bmp
ren	020505w1.bmp	MR_Generic_broadleaf_02.bmp
ren	020602w1.bmp	MR_Generic_broadleaf_03.bmp
ren	020603w1.bmp	MR_Generic_gum_01.bmp
ren	020606w1.bmp	MR_Generic_gum_02.bmp
ren	020702w1.bmp	MR_Generic_gum_03.bmp
ren	020703w1.bmp	MR_Gum_tree_01.bmp
ren	020707w1.bmp	MR_Gum_tree_02.bmp
ren	030000w1.bmp	MR_Gum_tree_03.bmp

ren	030002w1.bmp	MR_Norfolk_Is_pine_01.bmp
ren	030003w1.bmp	MR_Norfolk_Is_pine_02.bmp
ren	030004w1.bmp	MR_Norfolk_Is_pine_03.bmp

ren	030007w1.bmp	MR_Snow_gum_01.bmp
ren	030100w1.bmp	MR_Snow_gum_02.bmp
ren	030101w1.bmp	MR_Snow_gum_03.bmp



ren	030105w1.bmp	Palm_1.bmp
ren	030106w1.bmp	Palm_2.bmp
ren	030200w1.bmp	Palm_3.bmp
ren	030201w1.bmp	Palm_4.bmp
ren	030202w1.bmp	Palm_5.bmp
ren	030203w1.bmp	pine.bmp
ren	030204w1.bmp	Poplar.bmp
ren	030205w1.bmp	weeping_willow_1.bmp
ren	030206w1.bmp	weeping_willow_2.bmp

CLS

ECHO.

ECHO. This batch file will convert the textures  
ECHO. to DXT1 format with mipmaps.

ECHO.

ECHO. WAIT UNTILL BATCH PROCESS IS COMPLETE  
ECHO. AND CLICK DONE.

PAUSE

CLS

ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...

imagetool -batch -dxt1 -e bmp \*.bmp

del imagetool.EXE

del BmpSeasn.EXE

del BmpSeasn.TXT

CLS

ECHO.

ECHO. You have successfully converted the textures

ECHO. to Hard\_winter with a DXT1 format with mipmaps.

ECHO.

ECHO. ALL DONE

ECHO.

ECHO. Hope you enjoy.

PAUSE

del \*.bat

EXIT

## **Copy of the batch files for Winter.**

@ECHO OFF

ECHO.

ECHO.                   This program will Convert

ECHO.                   lwd and MR trees for Winter.

ECHO.

ECHO.

ECHO.

ECHO. Although some trees may not look as they do in nature

ECHO.                   they will appear to have seasonal change.

ECHO.

ECHO. Please note that the processes may take several

ECHO. seconds to complete, so please be patient...

ECHO.

ECHO.

PAUSE

CLS

ECHO. ONLY MAKE FALL TEXTURES

ECHO. WITH THE SEASONAL TEXTURE CREATOR PROGRAM.

ECHO.

ECHO.

ECHO. MAKE SURE THE PATH IS SET TO THIS FOLDER.

ECHO.

ECHO.

ECHO. After the Seasonal Texture Creator for CFS1.1 GUI opens

ECHO. set Adjustment for Fall and refresh. I set mine to 25.

ECHO.

ECHO. Exit when set and refreshed.

ECHO.  
ECHO. Seasonal Texture Creator for CFS1.1 GUI  
ECHO. will open next.  
PAUSE  
CLS  
ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
BmpSeasn

CLS  
ECHO.  
ECHO.  
ECHO.  
ECHO. This batch file will convert the textures to 8bit format without  
ECHO. mipmaps.  
ECHO.  
ECHO.  
ECHO. WAIT UNTILL BATCH PROCESS IS COMPLETE  
ECHO. AND CLICK DONE.  
ECHO.  
ECHO. imagetool will open next.  
PAUSE  
CLS  
ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
imagetool -batch -8 -nomip bmp \*.bmp

CLS

ECHO.  
ECHO. You have successfully converted the textures  
ECHO. to 8bit.bmp with no mip maps.  
PAUSE

CLS  
ECHO.  
ECHO. Now this batch file will help you re-name the files  
ECHO. so the BmpSeasn program can read them.  
ECHO.  
ECHO. IT WILL ALSO DELETE THE INFRASTRUCTURE  
ECHO. TEXTURES.

ECHO.

PAUSE

ren

000000s1.bmp

ren

000001s1.bmp

ren

000002s1.bmp

ren

000003s1.bmp

ren

000007s1.bmp

ren

000100s1.bmp

ren

000101s1.bmp

ren

000102s1.bmp

ren

000103s1.bmp

ren

000200s1.bmp

ren

000201s1.bmp

ren

000202s1.bmp

ren

000203s1.bmp

ren

000300s1.bmp

ren

000301s1.bmp

ren

000302s1.bmp

ren

000303s1.bmp

Austrian\_Pine.bmp

Date\_Palm.bmp

Douglas\_Fir.bmp

Eucalyptus\_1.bmp

Eucalyptus\_2.bmp

Eucalyptus\_3.bmp

Eucalyptus\_4.bmp

Eucalyptus\_5.bmp

Fan\_Palm.bmp

Generic\_1.bmp

Generic\_2.bmp

Generic\_3.bmp

Generic\_4.bmp

Generic\_5.bmp

Generic\_6.bmp

Generic\_7.bmp

Generic\_8.bmp

ren  
000700s1.bmp  
ren  
000703s1.bmp  
ren  
000707s1.bmp  
ren  
010000s1.bmp  
ren  
010001s1.bmp  
ren  
010003s1.bmp  
ren  
010100s1.bmp  
ren  
010101s1.bmp  
ren  
010101s2.bmp  
ren  
010101s3.bmp  
ren  
010101s4.bmp  
ren  
010101s5.bmp  
ren  
010101s6.bmp  
ren  
010101s7.bmp  
ren  
010102s1.bmp  
ren  
010103s1.bmp

ren  
010104s1.bmp  
ren  
010105s1.bmp

LDW\_Gen\_P1.bmp  
  
LDW\_Gen\_P10.bmp  
  
LDW\_Gen\_P11.bmp  
  
LDW\_Gen\_P12.bmp  
  
LDW\_Gen\_P13.bmp  
  
LDW\_Gen\_P2.bmp  
  
LDW\_Gen\_P3.bmp  
  
LDW\_Gen\_P4.bmp  
  
LDW\_Gen\_P5.bmp  
  
LDW\_Gen\_P6.bmp  
  
LDW\_Gen\_P7.bmp  
  
LDW\_Gen\_P8.bmp  
  
LDW\_Gen\_P9.bmp  
  
LDW\_Gum\_P1.bmp  
  
LDW\_Gum\_P10.bmp  
  
LDW\_Gum\_P11.bmp  
  
  
LDW\_Gum\_P12.bmp  
  
LDW\_Gum\_P13.bmp

ren  
010106s1.bmp  
ren  
010200s1.bmp  
ren  
010201s1.bmp  
ren  
010202s1.bmp  
ren  
010203s1.bmp  
ren  
010204s1.bmp  
ren  
010300s1.bmp  
ren  
010301s1.bmp  
ren  
010302s1.bmp  
DEL  
ren  
010304s1.bmp  
ren  
010305s1.bmp  
ren  
010306s1.bmp  
ren  
010401s1.bmp  
ren  
010402s1.bmp  
ren  
010403s1.bmp  
ren  
010404s1.bmp

LDW\_Gum\_P14.bmp

LDW\_Gum\_P2.bmp

LDW\_Gum\_P3.bmp

LDW\_Gum\_P4.bmp

LDW\_Gum\_P5.bmp

LDW\_Gum\_P6.bmp

LDW\_Gum\_P7.bmp

LDW\_Gum\_P8.bmp

LDW\_Gum\_P9.bmp

LE\_HANGAR.BMP

lwd\_conifer\_01.bmp

lwd\_conifer\_02.bmp

lwd\_generic\_01.bmp

lwd\_generic\_02.bmp

lwd\_generic\_03.bmp

lwd\_generic\_04.bmp

lwd\_generic\_05.bmp

ren  
010405s1.bmp

lwd\_generic\_06.bmp



ren  
010501s1.bmp  
ren  
010503s1.bmp  
ren  
010504s1.bmp  
ren  
010505s1.bmp  
ren  
010601s1.bmp  
ren  
010603s1.bmp  
ren  
010604s1.bmp  
ren  
010605s1.bmp  
ren  
010606s1.bmp  
ren  
020000s1.bmp  
ren  
020001s1.bmp  
ren  
020002s1.bmp  
ren  
020003s1.bmp  
ren  
020100s1.bmp  
ren  
020101s1.bmp  
ren  
020102s1.bmp  
ren  
020103s1.bmp  
ren  
020104s1.bmp

lwd\_generic\_07.bmp  
  
lwd\_generic\_08.bmp  
  
lwd\_generic\_09.bmp  
  
lwd\_generic\_10.bmp  
  
lwd\_generic\_11.bmp  
  
lwd\_generic\_12.bmp  
  
lwd\_generic\_13.bmp  
  
lwd\_generic\_14.bmp  
  
lwd\_generic\_15.bmp  
  
lwd\_gum\_01.bmp  
  
lwd\_gum\_02.bmp  
  
lwd\_gum\_03.bmp  
  
lwd\_gum\_04.bmp  
  
lwd\_gum\_05.bmp  
  
lwd\_gum\_06.bmp  
  
lwd\_gum\_07.bmp  
  
lwd\_palm\_01.bmp  
  
lwd\_palm\_02.bmp

ren  
020106s1.bmp  
ren  
020200s1.bmp  
ren  
020201s1.bmp  
ren  
020202s1.bmp  
ren  
020202s2.bmp  
DEL  
DEL  
DEL  
DEL  
DEL  
DEL  
ren  
020204s1.bmp  
ren  
020205s1.bmp  
ren  
020206s1.bmp  
DEL  
ren  
020300s1.bmp  
ren  
020301s1.bmp  
ren  
020302s1.bmp  
DEL  
DEL  
DEL  
DEL  
DEL  
DEL  
DEL

lwd\_palm\_03.bmp  
  
lwd\_palm\_04.bmp  
  
lwd\_palm\_05.bmp  
  
lwd\_poplar\_01.bmp  
  
lwd\_poplar\_02.bmp  
  
LWDtrees.BAT  
LWDtrees.txt  
MR\_barracks\_1.bmp  
    MR\_barracks\_1\_d.bmp  
MR\_BARRACKS\_1\_LM.BMP  
    MR\_barracks\_2.bmp  
MR\_Boabab\_tree\_01.bmp  
  
MR\_Boabab\_tree\_02.bmp  
  
MR\_Boabab\_tree\_03.bmp  
  
MR\_causeway.bmp  
MR\_Coconut\_palm\_01.bmp  
  
MR\_Coconut\_palm\_02.bmp  
  
MR\_Coconut\_palm\_03.bmp  
  
MR\_concrete.bmp  
    MR\_concrete\_02.bmp  
MR\_control\_tower.bmp  
MR\_control\_tower\_d.bmp  
MR\_control\_tower2.bmp  
MR\_control\_tower3.bmp  
MR\_control\_tower4.bmp

ren  
020403s1.bmp  
ren  
020404s1.bmp  
ren  
020405s1.bmp  
ren  
020502s1.bmp  
ren  
020505s1.bmp  
ren  
020602s1.bmp  
ren  
020603s1.bmp  
ren  
020606s1.bmp  
ren  
020702s1.bmp  
ren  
020703s1.bmp  
ren  
020707s1.bmp  
ren  
030000s1.bmp  
DEL  
ren  
030002s1.bmp  
ren  
030003s1.bmp  
ren  
030004s1.bmp  
DEL  
DEL  
ren  
030007s1.bmp  
ren  
030100s1.bmp

MR\_Generic\_01.bmp  
  
MR\_Generic\_02.bmp  
  
MR\_Generic\_03.bmp  
  
MR\_Generic\_broadleaf\_01.bmp  
  
MR\_Generic\_broadleaf\_02.bmp  
  
MR\_Generic\_broadleaf\_03.bmp  
  
MR\_Generic\_gum\_01.bmp  
  
MR\_Generic\_gum\_02.bmp  
  
MR\_Generic\_gum\_03.bmp  
  
MR\_Gum\_tree\_01.bmp  
  
MR\_Gum\_tree\_02.bmp  
  
MR\_Gum\_tree\_03.bmp  
  
MR\_hanger\_1.bmp  
MR\_Norfolk\_Is\_pine\_01.bmp  
  
MR\_Norfolk\_Is\_pine\_02.bmp  
  
MR\_Norfolk\_Is\_pine\_03.bmp  
  
MR\_radar.bmp  
MR\_sandbags.bmp  
MR\_Snow\_gum\_01.bmp  
  
MR\_Snow\_gum\_02.bmp

ren	MR_Snow_gum_03.bmp
030101s1.bmp	
DEL	MR_tent.bmp
DEL	MR_tent_02.bmp
DEL	MR_Tower2.bmp
ren	Palm_1.bmp
030105s1.bmp	
ren	Palm_2.bmp
030106s1.bmp	
ren	Palm_3.bmp
030200s1.bmp	
ren	Palm_4.bmp
030201s1.bmp	
ren	Palm_5.bmp
030202s1.bmp	
ren	pine.bmp
030203s1.bmp	
ren	Poplar.bmp
030204s1.bmp	
ren	weeping_willow_1.bmp
030205s1.bmp	
ren	weeping_willow_2.bmp
030206s1.bmp	

CLS  
ECHO.  
ECHO. You have successfully re-named the textures.  
ECHO.  
ECHO. UNWANTED INFRASTRUCTURE TEXTURES DELETED.  
PAUSE

CLS  
ECHO.  
ECHO. This batch file will make the Winter textures.  
ECHO. ONLY MAKE FALL TEXTURES  
ECHO. WITH THIS PROGRAM.  
ECHO.  
ECHO.

ECHO. click on Convert All Standard Textures to Fall.  
ECHO.  
ECHO. Exit when all textures have been converted.  
PAUSE  
CLS  
ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
BmpSeason

CLS

ECHO.  
ECHO. You have successfully converted the textures  
ECHO. to Winter textures.  
PAUSE

CLS  
ECHO.  
ECHO. This batch file will delete the old textures  
ECHO. and re-name the new textures back to the  
ECHO. original names.

PAUSE  
DEL 000000s1.bmp  
DEL 000001s1.bmp  
DEL 000002s1.bmp  
DEL 000003s1.bmp  
DEL 000007s1.bmp  
DEL 000100s1.bmp  
DEL 000101s1.bmp  
DEL 000102s1.bmp  
DEL 000103s1.bmp  
DEL 000200s1.bmp  
DEL 000201s1.bmp  
DEL 000202s1.bmp  
DEL 000203s1.bmp  
DEL 000300s1.bmp  
DEL 000301s1.bmp  
DEL 000302s1.bmp

DEL	000303s1.bmp
DEL	000700s1.bmp
DEL	000703s1.bmp
DEL	000707s1.bmp
DEL	010000s1.bmp
DEL	010001s1.bmp
DEL	010003s1.bmp
DEL	010100s1.bmp
DEL	010101s1.bmp
DEL	010101s2.bmp
DEL	010101s3.bmp
DEL	010101s4.bmp
DEL	010101s5.bmp
DEL	010101s6.bmp
DEL	010101s7.bmp
DEL	010102s1.bmp
DEL	010103s1.bmp
DEL	010104s1.bmp
DEL	010105s1.bmp
DEL	010106s1.bmp
DEL	010200s1.bmp
DEL	010201s1.bmp
DEL	010202s1.bmp
DEL	010203s1.bmp
DEL	010204s1.bmp
DEL	010300s1.bmp
DEL	010301s1.bmp
DEL	010302s1.bmp
DEL	010304s1.bmp
DEL	010305s1.bmp
DEL	010306s1.bmp
DEL	010401s1.bmp
DEL	010402s1.bmp
DEL	010403s1.bmp
DEL	010404s1.bmp
DEL	010405s1.bmp
DEL	010501s1.bmp



DEL	010503s1.bmp
DEL	010504s1.bmp
DEL	010505s1.bmp
DEL	010601s1.bmp
DEL	010603s1.bmp
DEL	010604s1.bmp
DEL	010605s1.bmp
DEL	010606s1.bmp
DEL	020000s1.bmp
DEL	020001s1.bmp
DEL	020002s1.bmp
DEL	020003s1.bmp
DEL	020100s1.bmp
DEL	020101s1.bmp
DEL	020102s1.bmp
DEL	020103s1.bmp
DEL	020104s1.bmp
DEL	020106s1.bmp
DEL	020200s1.bmp
DEL	020201s1.bmp
DEL	020202s1.bmp
DEL	020202s2.bmp
DEL	020204s1.bmp

DEL	020205s1.bmp
DEL	020206s1.bmp

DEL	020300s1.bmp
DEL	020301s1.bmp
DEL	020302s1.bmp

DEL	020403s1.bmp
DEL	020404s1.bmp
DEL	020405s1.bmp
DEL	020502s1.bmp
DEL	020505s1.bmp
DEL	020602s1.bmp
DEL	020603s1.bmp
DEL	020606s1.bmp
DEL	020702s1.bmp
DEL	020703s1.bmp
DEL	020707s1.bmp
DEL	030000s1.bmp

DEL	030002s1.bmp
DEL	030003s1.bmp
DEL	030004s1.bmp

DEL	030007s1.bmp
DEL	030100s1.bmp
DEL	030101s1.bmp

DEL	030105s1.bmp
DEL	030106s1.bmp
DEL	030200s1.bmp
DEL	030201s1.bmp
DEL	030202s1.bmp
DEL	030203s1.bmp
DEL	030204s1.bmp
DEL	030205s1.bmp
DEL	030206s1.bmp

ren	000000f1.bmp	Austrian_Pine.bmp
ren	000001f1.bmp	Date_Palm.bmp

ren	000002f1.bmp	Douglas_Fir.bmp
ren	000003f1.bmp	Eucalyptus_1.bmp
ren	000007f1.bmp	Eucalyptus_2.bmp
ren	000100f1.bmp	Eucalyptus_3.bmp
ren	000101f1.bmp	Eucalyptus_4.bmp
ren	000102f1.bmp	Eucalyptus_5.bmp
ren	000103f1.bmp	Fan_Palm.bmp
ren	000200f1.bmp	Generic_1.bmp
ren	000201f1.bmp	Generic_2.bmp
ren	000202f1.bmp	Generic_3.bmp
ren	000203f1.bmp	Generic_4.bmp
ren	000300f1.bmp	Generic_5.bmp
ren	000301f1.bmp	Generic_6.bmp
ren	000302f1.bmp	Generic_7.bmp
ren	000303f1.bmp	Generic_8.bmp
ren	000700f1.bmp	LDW_Gen_P1.bmp
ren	000703f1.bmp	LDW_Gen_P10.bmp
ren	000707f1.bmp	LDW_Gen_P11.bmp
ren	010000f1.bmp	LDW_Gen_P12.bmp
ren	010001f1.bmp	LDW_Gen_P13.bmp
ren	010003f1.bmp	LDW_Gen_P2.bmp
ren	010100f1.bmp	LDW_Gen_P3.bmp
ren	010101f1.bmp	LDW_Gen_P4.bmp
ren	010101f2.bmp	LDW_Gen_P5.bmp
ren	010101f3.bmp	LDW_Gen_P6.bmp
ren	010101f4.bmp	LDW_Gen_P7.bmp
ren	010101f5.bmp	LDW_Gen_P8.bmp
ren	010101f6.bmp	LDW_Gen_P9.bmp
ren	010101f7.bmp	LDW_Gum_P1.bmp
ren	010102f1.bmp	LDW_Gum_P10.bmp
ren	010103f1.bmp	LDW_Gum_P11.bmp
ren	010104f1.bmp	LDW_Gum_P12.bmp
ren	010105f1.bmp	LDW_Gum_P13.bmp
ren	010106f1.bmp	LDW_Gum_P14.bmp
ren	010200f1.bmp	LDW_Gum_P2.bmp
ren	010201f1.bmp	LDW_Gum_P3.bmp
ren	010202f1.bmp	LDW_Gum_P4.bmp
ren	010203f1.bmp	LDW_Gum_P5.bmp

ren	010204f1.bmp	LDW_Gum_P6.bmp
ren	010300f1.bmp	LDW_Gum_P7.bmp
ren	010301f1.bmp	LDW_Gum_P8.bmp
ren	010302f1.bmp	LDW_Gum_P9.bmp
ren	010304f1.bmp	lwd_conifer_01.bmp
ren	010305f1.bmp	lwd_conifer_02.bmp
ren	010306f1.bmp	lwd_generic_01.bmp
ren	010401f1.bmp	lwd_generic_02.bmp
ren	010402f1.bmp	lwd_generic_03.bmp
ren	010403f1.bmp	lwd_generic_04.bmp
ren	010404f1.bmp	lwd_generic_05.bmp
ren	010405f1.bmp	lwd_generic_06.bmp
ren	010501f1.bmp	lwd_generic_07.bmp
ren	010503f1.bmp	lwd_generic_08.bmp
ren	010504f1.bmp	lwd_generic_09.bmp
ren	010505f1.bmp	lwd_generic_10.bmp
ren	010601f1.bmp	lwd_generic_11.bmp
ren	010603f1.bmp	lwd_generic_12.bmp
ren	010604f1.bmp	lwd_generic_13.bmp
ren	010605f1.bmp	lwd_generic_14.bmp
ren	010606f1.bmp	lwd_generic_15.bmp
ren	020000f1.bmp	lwd_gum_01.bmp
ren	020001f1.bmp	lwd_gum_02.bmp
ren	020002f1.bmp	lwd_gum_03.bmp
ren	020003f1.bmp	lwd_gum_04.bmp
ren	020100f1.bmp	lwd_gum_05.bmp
ren	020101f1.bmp	lwd_gum_06.bmp
ren	020102f1.bmp	lwd_gum_07.bmp
ren	020103f1.bmp	lwd_palm_01.bmp
ren	020104f1.bmp	lwd_palm_02.bmp
ren	020106f1.bmp	lwd_palm_03.bmp
ren	020200f1.bmp	lwd_palm_04.bmp
ren	020201f1.bmp	lwd_palm_05.bmp
ren	020202f1.bmp	lwd_poplar_01.bmp
ren	020202f2.bmp	lwd_poplar_02.bmp

ren	020204f1.bmp	MR_Boabab_tree_01.bmp
ren	020205f1.bmp	MR_Boabab_tree_02.bmp
ren	020206f1.bmp	MR_Boabab_tree_03.bmp

ren	020300f1.bmp	MR_Coconut_palm_01.bmp
ren	020301f1.bmp	MR_Coconut_palm_02.bmp
ren	020302f1.bmp	MR_Coconut_palm_03.bmp

ren	020403f1.bmp	MR_Generic_01.bmp
ren	020404f1.bmp	MR_Generic_02.bmp
ren	020405f1.bmp	MR_Generic_03.bmp
ren	020502f1.bmp	MR_Generic_broadleaf_01.bmp
ren	020505f1.bmp	MR_Generic_broadleaf_02.bmp
ren	020602f1.bmp	MR_Generic_broadleaf_03.bmp
ren	020603f1.bmp	MR_Generic_gum_01.bmp
ren	020606f1.bmp	MR_Generic_gum_02.bmp
ren	020702f1.bmp	MR_Generic_gum_03.bmp
ren	020703f1.bmp	MR_Gum_tree_01.bmp
ren	020707f1.bmp	MR_Gum_tree_02.bmp
ren	030000f1.bmp	MR_Gum_tree_03.bmp

ren	030002f1.bmp	MR_Norfolk_Is_pine_01.bmp
ren	030003f1.bmp	MR_Norfolk_Is_pine_02.bmp
ren	030004f1.bmp	MR_Norfolk_Is_pine_03.bmp

ren	030007f1.bmp	MR_Snow_gum_01.bmp
ren	030100f1.bmp	MR_Snow_gum_02.bmp
ren	030101f1.bmp	MR_Snow_gum_03.bmp

ren	030105f1.bmp	Palm_1.bmp
ren	030106f1.bmp	Palm_2.bmp
ren	030200f1.bmp	Palm_3.bmp
ren	030201f1.bmp	Palm_4.bmp
ren	030202f1.bmp	Palm_5.bmp
ren	030203f1.bmp	pine.bmp
ren	030204f1.bmp	Poplar.bmp
ren	030205f1.bmp	weeping_willow_1.bmp
ren	030206f1.bmp	weeping_willow_2.bmp

CLS

ECHO.

ECHO. This batch file will convert the textures  
ECHO. to DXT1 format with mipmaps.

ECHO.

ECHO. WAIT UNTILL BATCH PROCESS IS COMPLETE  
ECHO. AND CLICK DONE.

PAUSE

CLS

ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...

imagetool -batch -dxt1 -e bmp \*.bmp

del imagetool.EXE

del BmpSeasn.EXE

del BmpSeasn.TXT

CLS

ECHO.

ECHO. You have successfully converted the textures  
ECHO. to Winter with a DXT1 format with mipmaps.

ECHO.

ECHO. ALL DONE

ECHO.

ECHO. Hope you enjoy.

PAUSE

del \*.bat

EXIT



# **Copy of the batch files for Spring.**

@ECHO OFF

ECHO.

ECHO.                    This program will Convert  
ECHO.                    lwd and MR trees for Spring.

ECHO.

ECHO.

ECHO.

ECHO.    Although some trees may not look as they do in nature  
ECHO.                    they will appear to have seasonal change.

ECHO.

ECHO.    Please note that the processes may take several  
ECHO.                    seconds to complete, so please be patient...

ECHO.

ECHO.

PAUSE

CLS

ECHO.    ONLY MAKE FALL TEXTURES

ECHO.    WITH THE SEASONAL TEXTURE CREATOR PROGRAM.

ECHO.

ECHO.

ECHO.    MAKE SURE THE PATH IS SET TO THIS FOLDER.

ECHO.

ECHO.

ECHO.    After the Seasonal Texture Creator for CFS1.1 GUI opens

ECHO.    set Adjustment for Fall and refresh. I set mine to 6.

ECHO.

ECHO.    Exit when set and refreshed.

ECHO.

ECHO.    Seasonal Texture Creator for CFS1.1 GUI

ECHO.    will open next.

PAUSE

CLS

ECHO.    PLEASE WAIT FOR THE GUI TO OPEN so please be patient...

BmpSeasn

CLS

ECHO.

ECHO.

ECHO.

ECHO. This batch file will convert the textures to 8bit format without  
ECHO. mipmaps.

ECHO.

ECHO.

ECHO. WAIT UNTILL BATCH PROCESS IS COMPLETE  
ECHO. AND CLICK DONE.

ECHO.

ECHO. imagetool will open next.

PAUSE

CLS

ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
imagetool -batch -8 -nomip bmp \*.bmp

CLS

ECHO.

ECHO. You have successfully converted the textures  
ECHO. to 8bit.bmp with no mip maps.

PAUSE

CLS

ECHO.

ECHO. Now this batch file will help you re-name the files  
ECHO. so the BmpSeasn program can read them.

ECHO.

ECHO. IT WILL ALSO DELETE THE INFASTRUCTURE  
ECHO. TEXTURES.

ECHO.

PAUSE

ren

Austrian\_Pine.bmp

000000s1.bmp

ren  
000001s1.bmp  
ren  
000002s1.bmp  
ren  
000003s1.bmp  
ren  
000007s1.bmp  
ren  
000100s1.bmp  
ren  
000101s1.bmp  
ren  
000102s1.bmp  
ren  
000103s1.bmp  
ren  
000200s1.bmp  
ren  
000201s1.bmp  
ren  
000202s1.bmp  
ren  
000203s1.bmp  
ren  
000300s1.bmp  
ren  
000301s1.bmp  
ren  
000302s1.bmp  
ren  
000303s1.bmp  
ren  
000700s1.bmp  
ren  
000703s1.bmp  
ren  
000707s1.bmp

Date\_Palm.bmp  
  
Douglas\_Fir.bmp  
  
Eucalyptus\_1.bmp  
  
Eucalyptus\_2.bmp  
  
Eucalyptus\_3.bmp  
  
Eucalyptus\_4.bmp  
  
Eucalyptus\_5.bmp  
  
Fan\_Palm.bmp  
  
Generic\_1.bmp  
  
Generic\_2.bmp  
  
Generic\_3.bmp  
  
Generic\_4.bmp  
  
Generic\_5.bmp  
  
Generic\_6.bmp  
  
Generic\_7.bmp  
  
Generic\_8.bmp  
  
LDW\_Gen\_P1.bmp  
  
LDW\_Gen\_P10.bmp  
  
LDW\_Gen\_P11.bmp

ren  
010000s1.bmp  
ren  
010001s1.bmp  
ren  
010003s1.bmp  
ren  
010100s1.bmp  
ren  
010101s1.bmp  
ren  
010101s2.bmp  
ren  
010101s3.bmp  
ren  
010101s4.bmp  
ren  
010101s5.bmp  
ren  
010101s6.bmp  
ren  
010101s7.bmp  
ren  
010102s1.bmp  
ren  
010103s1.bmp  
ren  
010104s1.bmp  
ren  
010105s1.bmp  
ren  
010106s1.bmp  
ren  
010200s1.bmp  
ren  
010201s1.bmp  
ren  
010202s1.bmp

LDW\_Gen\_P12.bmp  
  
LDW\_Gen\_P13.bmp  
  
LDW\_Gen\_P2.bmp  
  
LDW\_Gen\_P3.bmp  
  
LDW\_Gen\_P4.bmp  
  
LDW\_Gen\_P5.bmp  
  
LDW\_Gen\_P6.bmp  
  
LDW\_Gen\_P7.bmp  
  
LDW\_Gen\_P8.bmp  
  
LDW\_Gen\_P9.bmp  
  
LDW\_Gum\_P1.bmp  
  
LDW\_Gum\_P10.bmp  
  
LDW\_Gum\_P11.bmp  
  
LDW\_Gum\_P12.bmp  
  
LDW\_Gum\_P13.bmp  
  
LDW\_Gum\_P14.bmp  
  
LDW\_Gum\_P2.bmp  
  
LDW\_Gum\_P3.bmp  
  
LDW\_Gum\_P4.bmp

ren  
010203s1.bmp  
ren  
010204s1.bmp  
ren  
010300s1.bmp  
ren  
010301s1.bmp  
ren  
010302s1.bmp  
DEL  
ren  
010304s1.bmp  
ren  
010305s1.bmp  
ren  
010306s1.bmp  
ren  
010401s1.bmp  
ren  
010402s1.bmp  
ren  
010403s1.bmp  
ren  
010404s1.bmp  
ren  
010405s1.bmp  
ren  
010501s1.bmp  
ren  
010503s1.bmp  
ren  
010504s1.bmp  
ren  
010505s1.bmp  
ren  
010601s1.bmp

LDW\_Gum\_P5.bmp  
  
LDW\_Gum\_P6.bmp  
  
LDW\_Gum\_P7.bmp  
  
LDW\_Gum\_P8.bmp  
  
LDW\_Gum\_P9.bmp  
  
LE\_HANGAR.BMP  
lwd\_conifer\_01.bmp  
  
lwd\_conifer\_02.bmp  
  
lwd\_generic\_01.bmp  
  
lwd\_generic\_02.bmp  
  
lwd\_generic\_03.bmp  
  
lwd\_generic\_04.bmp  
  
lwd\_generic\_05.bmp  
  
lwd\_generic\_06.bmp  
  
lwd\_generic\_07.bmp  
  
lwd\_generic\_08.bmp  
  
lwd\_generic\_09.bmp  
  
lwd\_generic\_10.bmp  
  
lwd\_generic\_11.bmp

ren	lwd_generic_12.bmp
010603s1.bmp	
ren	lwd_generic_13.bmp
010604s1.bmp	
ren	lwd_generic_14.bmp
010605s1.bmp	
ren	lwd_generic_15.bmp
010606s1.bmp	
ren	lwd_gum_01.bmp
020000s1.bmp	
ren	lwd_gum_02.bmp
020001s1.bmp	
ren	lwd_gum_03.bmp
020002s1.bmp	
ren	lwd_gum_04.bmp
020003s1.bmp	
ren	lwd_gum_05.bmp
020100s1.bmp	
ren	lwd_gum_06.bmp
020101s1.bmp	
ren	lwd_gum_07.bmp
020102s1.bmp	
ren	lwd_palm_01.bmp
020103s1.bmp	
ren	lwd_palm_02.bmp
020104s1.bmp	
ren	lwd_palm_03.bmp
020106s1.bmp	
ren	lwd_palm_04.bmp
020200s1.bmp	
ren	lwd_palm_05.bmp
020201s1.bmp	
ren	lwd_poplar_01.bmp
020202s1.bmp	
ren	lwd_poplar_02.bmp
020202s2.bmp	
DEL	LWDtrees.BAT
DEL	LWDtrees.txt



DEL  
DEL  
DEL  
DEL  
ren  
020204s1.bmp  
ren  
020205s1.bmp  
ren  
020206s1.bmp  
DEL  
ren  
020300s1.bmp  
ren  
020301s1.bmp  
ren  
020302s1.bmp  
DEL  
DEL  
DEL  
DEL  
DEL  
DEL  
DEL  
ren  
020403s1.bmp  
ren  
020404s1.bmp  
ren  
020405s1.bmp  
ren  
020502s1.bmp  
ren  
020505s1.bmp  
ren  
020602s1.bmp  
ren  
020603s1.bmp

MR\_barracks\_1.bmp  
MR\_barracks\_1\_d.bmp  
MR\_BARRACKS\_1\_LM.BMP  
MR\_barracks\_2.bmp  
MR\_Boabab\_tree\_01.bmp  
  
MR\_Boabab\_tree\_02.bmp  
  
MR\_Boabab\_tree\_03.bmp  
  
MR\_causeway.bmp  
MR\_Coconut\_palm\_01.bmp  
  
MR\_Coconut\_palm\_02.bmp  
  
MR\_Coconut\_palm\_03.bmp  
  
MR\_concrete.bmp  
MR\_concrete\_02.bmp  
MR\_control\_tower.bmp  
MR\_control\_tower\_d.bmp  
MR\_control\_tower2.bmp  
MR\_control\_tower3.bmp  
MR\_control\_tower4.bmp  
MR\_Generic\_01.bmp  
  
MR\_Generic\_02.bmp  
  
MR\_Generic\_03.bmp  
  
MR\_Generic\_broadleaf\_01.bmp  
  
MR\_Generic\_broadleaf\_02.bmp  
  
MR\_Generic\_broadleaf\_03.bmp  
  
MR\_Generic\_gum\_01.bmp

ren  
020606s1.bmp  
ren  
020702s1.bmp  
ren  
020703s1.bmp  
ren  
020707s1.bmp  
ren  
030000s1.bmp  
DEL  
ren  
030002s1.bmp  
ren  
030003s1.bmp  
ren  
030004s1.bmp  
DEL  
DEL  
ren  
030007s1.bmp  
ren  
030100s1.bmp  
ren  
030101s1.bmp  
DEL  
DEL  
DEL  
ren  
030105s1.bmp  
ren  
030106s1.bmp  
ren  
030200s1.bmp  
ren  
030201s1.bmp  
ren  
030202s1.bmp

MR\_Generic\_gum\_02.bmp  
  
MR\_Generic\_gum\_03.bmp  
  
MR\_Gum\_tree\_01.bmp  
  
MR\_Gum\_tree\_02.bmp  
  
MR\_Gum\_tree\_03.bmp  
  
MR\_hanger\_1.bmp  
MR\_Norfolk\_Is\_pine\_01.bmp  
  
MR\_Norfolk\_Is\_pine\_02.bmp  
  
MR\_Norfolk\_Is\_pine\_03.bmp  
  
MR\_radar.bmp  
MR\_sandbags.bmp  
MR\_Snow\_gum\_01.bmp  
  
MR\_Snow\_gum\_02.bmp  
  
MR\_Snow\_gum\_03.bmp  
  
MR\_tent.bmp  
MR\_tent\_02.bmp  
MR\_Tower2.bmp  
Palm\_1.bmp  
  
Palm\_2.bmp  
  
Palm\_3.bmp  
  
Palm\_4.bmp  
  
Palm\_5.bmp

```
ren                                pine.bmp
030203s1.bmp
ren                                Poplar.bmp
030204s1.bmp
ren                                weeping_willow_1.bmp
030205s1.bmp
ren                                weeping_willow_2.bmp
030206s1.bmp
```

```
CLS
ECHO.
ECHO.  You have successfully re-named the textures.
ECHO.
ECHO.  UNWANTED INFRASTRUCTURE TEXTURES DELETED.
PAUSE
```

```
CLS
ECHO.
ECHO.  This batch file will make the Spring textures.
ECHO.  ONLY MAKE FALL TEXTURES
ECHO.  WITH THIS PROGRAM.
ECHO.
ECHO.
ECHO.  click on Convert All Standard Textures to Fall.
ECHO.
ECHO.  Exit when all textures have been converted.
PAUSE
CLS
ECHO.  PLEASE WAIT FOR THE GUI TO OPEN  so please be patient...
BmpSeasn
```

```
CLS
```

```
ECHO.
ECHO.  You have successfully converted the textures
ECHO.  to Spring textures.
PAUSE
```

CLS  
ECHO.  
ECHO. This batch file will delete the old textures  
ECHO. and re-name the new textures back to the  
ECHO. original names.

PAUSE

DEL 000000s1.bmp  
DEL 000001s1.bmp  
DEL 000002s1.bmp  
DEL 000003s1.bmp  
DEL 000007s1.bmp  
DEL 000100s1.bmp  
DEL 000101s1.bmp  
DEL 000102s1.bmp  
DEL 000103s1.bmp  
DEL 000200s1.bmp  
DEL 000201s1.bmp  
DEL 000202s1.bmp  
DEL 000203s1.bmp  
DEL 000300s1.bmp  
DEL 000301s1.bmp  
DEL 000302s1.bmp  
DEL 000303s1.bmp  
DEL 000700s1.bmp  
DEL 000703s1.bmp  
DEL 000707s1.bmp  
DEL 010000s1.bmp  
DEL 010001s1.bmp  
DEL 010003s1.bmp  
DEL 010100s1.bmp  
DEL 010101s1.bmp  
DEL 010101s2.bmp  
DEL 010101s3.bmp  
DEL 010101s4.bmp  
DEL 010101s5.bmp  
DEL 010101s6.bmp  
DEL 010101s7.bmp

DEL	010102s1.bmp
DEL	010103s1.bmp
DEL	010104s1.bmp
DEL	010105s1.bmp
DEL	010106s1.bmp
DEL	010200s1.bmp
DEL	010201s1.bmp
DEL	010202s1.bmp
DEL	010203s1.bmp
DEL	010204s1.bmp
DEL	010300s1.bmp
DEL	010301s1.bmp
DEL	010302s1.bmp
DEL	010304s1.bmp
DEL	010305s1.bmp
DEL	010306s1.bmp
DEL	010401s1.bmp
DEL	010402s1.bmp
DEL	010403s1.bmp
DEL	010404s1.bmp
DEL	010405s1.bmp
DEL	010501s1.bmp
DEL	010503s1.bmp
DEL	010504s1.bmp
DEL	010505s1.bmp
DEL	010601s1.bmp
DEL	010603s1.bmp
DEL	010604s1.bmp
DEL	010605s1.bmp
DEL	010606s1.bmp
DEL	020000s1.bmp
DEL	020001s1.bmp
DEL	020002s1.bmp
DEL	020003s1.bmp
DEL	020100s1.bmp
DEL	020101s1.bmp
DEL	020102s1.bmp

DEL	020103s1.bmp
DEL	020104s1.bmp
DEL	020106s1.bmp
DEL	020200s1.bmp
DEL	020201s1.bmp
DEL	020202s1.bmp
DEL	020202s2.bmp
DEL	020204s1.bmp

DEL	020205s1.bmp
DEL	020206s1.bmp

DEL	020300s1.bmp
DEL	020301s1.bmp
DEL	020302s1.bmp

DEL	020403s1.bmp
DEL	020404s1.bmp
DEL	020405s1.bmp
DEL	020502s1.bmp
DEL	020505s1.bmp
DEL	020602s1.bmp
DEL	020603s1.bmp
DEL	020606s1.bmp
DEL	020702s1.bmp
DEL	020703s1.bmp
DEL	020707s1.bmp
DEL	030000s1.bmp

DEL	030002s1.bmp
DEL	030003s1.bmp
DEL	030004s1.bmp

DEL	030007s1.bmp
DEL	030100s1.bmp
DEL	030101s1.bmp

DEL	030105s1.bmp
DEL	030106s1.bmp
DEL	030200s1.bmp
DEL	030201s1.bmp
DEL	030202s1.bmp
DEL	030203s1.bmp
DEL	030204s1.bmp
DEL	030205s1.bmp
DEL	030206s1.bmp

ren	000000f1.bmp	Austrian_Pine.bmp
ren	000001f1.bmp	Date_Palm.bmp
ren	000002f1.bmp	Douglas_Fir.bmp
ren	000003f1.bmp	Eucalyptus_1.bmp
ren	000007f1.bmp	Eucalyptus_2.bmp
ren	000100f1.bmp	Eucalyptus_3.bmp
ren	000101f1.bmp	Eucalyptus_4.bmp
ren	000102f1.bmp	Eucalyptus_5.bmp
ren	000103f1.bmp	Fan_Palm.bmp
ren	000200f1.bmp	Generic_1.bmp
ren	000201f1.bmp	Generic_2.bmp
ren	000202f1.bmp	Generic_3.bmp
ren	000203f1.bmp	Generic_4.bmp
ren	000300f1.bmp	Generic_5.bmp
ren	000301f1.bmp	Generic_6.bmp
ren	000302f1.bmp	Generic_7.bmp
ren	000303f1.bmp	Generic_8.bmp



ren	000700f1.bmp	LDW_Gen_P1.bmp
ren	000703f1.bmp	LDW_Gen_P10.bmp
ren	000707f1.bmp	LDW_Gen_P11.bmp
ren	010000f1.bmp	LDW_Gen_P12.bmp
ren	010001f1.bmp	LDW_Gen_P13.bmp
ren	010003f1.bmp	LDW_Gen_P2.bmp
ren	010100f1.bmp	LDW_Gen_P3.bmp
ren	010101f1.bmp	LDW_Gen_P4.bmp
ren	010101f2.bmp	LDW_Gen_P5.bmp
ren	010101f3.bmp	LDW_Gen_P6.bmp
ren	010101f4.bmp	LDW_Gen_P7.bmp
ren	010101f5.bmp	LDW_Gen_P8.bmp
ren	010101f6.bmp	LDW_Gen_P9.bmp
ren	010101f7.bmp	LDW_Gum_P1.bmp
ren	010102f1.bmp	LDW_Gum_P10.bmp
ren	010103f1.bmp	LDW_Gum_P11.bmp
ren	010104f1.bmp	LDW_Gum_P12.bmp
ren	010105f1.bmp	LDW_Gum_P13.bmp
ren	010106f1.bmp	LDW_Gum_P14.bmp
ren	010200f1.bmp	LDW_Gum_P2.bmp
ren	010201f1.bmp	LDW_Gum_P3.bmp
ren	010202f1.bmp	LDW_Gum_P4.bmp
ren	010203f1.bmp	LDW_Gum_P5.bmp
ren	010204f1.bmp	LDW_Gum_P6.bmp
ren	010300f1.bmp	LDW_Gum_P7.bmp
ren	010301f1.bmp	LDW_Gum_P8.bmp
ren	010302f1.bmp	LDW_Gum_P9.bmp
ren	010304f1.bmp	lwd_conifer_01.bmp
ren	010305f1.bmp	lwd_conifer_02.bmp
ren	010306f1.bmp	lwd_generic_01.bmp
ren	010401f1.bmp	lwd_generic_02.bmp
ren	010402f1.bmp	lwd_generic_03.bmp
ren	010403f1.bmp	lwd_generic_04.bmp
ren	010404f1.bmp	lwd_generic_05.bmp
ren	010405f1.bmp	lwd_generic_06.bmp
ren	010501f1.bmp	lwd_generic_07.bmp
ren	010503f1.bmp	lwd_generic_08.bmp

ren	010504f1.bmp	lwd_generic_09.bmp
ren	010505f1.bmp	lwd_generic_10.bmp
ren	010601f1.bmp	lwd_generic_11.bmp
ren	010603f1.bmp	lwd_generic_12.bmp
ren	010604f1.bmp	lwd_generic_13.bmp
ren	010605f1.bmp	lwd_generic_14.bmp
ren	010606f1.bmp	lwd_generic_15.bmp
ren	020000f1.bmp	lwd_gum_01.bmp
ren	020001f1.bmp	lwd_gum_02.bmp
ren	020002f1.bmp	lwd_gum_03.bmp
ren	020003f1.bmp	lwd_gum_04.bmp
ren	020100f1.bmp	lwd_gum_05.bmp
ren	020101f1.bmp	lwd_gum_06.bmp
ren	020102f1.bmp	lwd_gum_07.bmp
ren	020103f1.bmp	lwd_palm_01.bmp
ren	020104f1.bmp	lwd_palm_02.bmp
ren	020106f1.bmp	lwd_palm_03.bmp
ren	020200f1.bmp	lwd_palm_04.bmp
ren	020201f1.bmp	lwd_palm_05.bmp
ren	020202f1.bmp	lwd_poplar_01.bmp
ren	020202f2.bmp	lwd_poplar_02.bmp

ren	020204f1.bmp	MR_Boabab_tree_01.bmp
ren	020205f1.bmp	MR_Boabab_tree_02.bmp
ren	020206f1.bmp	MR_Boabab_tree_03.bmp
ren	020300f1.bmp	MR_Coconut_palm_01.bmp
ren	020301f1.bmp	MR_Coconut_palm_02.bmp
ren	020302f1.bmp	MR_Coconut_palm_03.bmp

ren	020403f1.bmp	MR_Generic_01.bmp
ren	020404f1.bmp	MR_Generic_02.bmp
ren	020405f1.bmp	MR_Generic_03.bmp
ren	020502f1.bmp	MR_Generic_broadleaf_01.bmp
ren	020505f1.bmp	MR_Generic_broadleaf_02.bmp
ren	020602f1.bmp	MR_Generic_broadleaf_03.bmp
ren	020603f1.bmp	MR_Generic_gum_01.bmp
ren	020606f1.bmp	MR_Generic_gum_02.bmp
ren	020702f1.bmp	MR_Generic_gum_03.bmp
ren	020703f1.bmp	MR_Gum_tree_01.bmp
ren	020707f1.bmp	MR_Gum_tree_02.bmp
ren	030000f1.bmp	MR_Gum_tree_03.bmp
ren	030002f1.bmp	MR_Norfolk_Is_pine_01.bmp
ren	030003f1.bmp	MR_Norfolk_Is_pine_02.bmp
ren	030004f1.bmp	MR_Norfolk_Is_pine_03.bmp
ren	030007f1.bmp	MR_Snow_gum_01.bmp
ren	030100f1.bmp	MR_Snow_gum_02.bmp
ren	030101f1.bmp	MR_Snow_gum_03.bmp
ren	030105f1.bmp	Palm_1.bmp
ren	030106f1.bmp	Palm_2.bmp
ren	030200f1.bmp	Palm_3.bmp
ren	030201f1.bmp	Palm_4.bmp
ren	030202f1.bmp	Palm_5.bmp
ren	030203f1.bmp	pine.bmp
ren	030204f1.bmp	Poplar.bmp
ren	030205f1.bmp	weeping_willow_1.bmp
ren	030206f1.bmp	weeping_willow_2.bmp

CLS  
ECHO.

ECHO. This batch file will convert the textures  
ECHO. to DXT1 format with mipmaps.  
ECHO.  
ECHO. WAIT UNTILL BATCH PROCESS IS COMPLETE  
ECHO. AND CLICK DONE.  
PAUSE  
CLS  
ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
imagetool -batch -dxt1 -e bmp \*.bmp  
del imagetool.EXE  
del BmpSeasn.EXE  
del BmpSeasn.TXT  
  
CLS  
ECHO.  
ECHO. You have successfully converted the textures  
ECHO. to Spring with a DXT1 format with mipmaps.  
ECHO.  
ECHO. ALL DONE  
ECHO.  
ECHO. Hope you enjoy.  
  
PAUSE  
del \*.bat  
  
EXIT

## **Copy of the batch files for Fall.**

@ECHO OFF  
ECHO.  
ECHO. This program will Convert  
ECHO. lwd and MR trees for Fall.  
ECHO.  
ECHO.  
ECHO.  
ECHO. Although some trees may not look as they do in nature  
ECHO. they will appear to have seasonal change.

ECHO.  
ECHO. Please note that the processes may take several  
ECHO. seconds to complete, so please be patient...  
ECHO.  
ECHO.  
PAUSE  
CLS

ECHO. ONLY MAKE FALL TEXTURES  
ECHO. WITH THE SEASONAL TEXTURE CREATOR PROGRAM.  
ECHO.

ECHO.  
ECHO. MAKE SURE THE PATH IS SET TO THIS FOLDER.  
ECHO.  
ECHO.  
ECHO. After the Seasonal Texture Creator for CFS1.1 GUI opens  
ECHO. set Adjustment for Fall and refresh. I set mine to 12.  
ECHO.  
ECHO. Exit when set and refreshed.  
ECHO.  
ECHO. Seasonal Texture Creator for CFS1.1 GUI  
ECHO. will open next.  
PAUSE  
CLS

ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
BmpSeason

CLS  
ECHO.  
ECHO.  
ECHO.  
ECHO. This batch file will convert the textures to 8bit format without  
ECHO. mipmaps.  
ECHO.  
ECHO.  
ECHO. WAIT UNTILL BATCH PROCESS IS COMPLETE  
ECHO. AND CLICK DONE.

ECHO.  
ECHO. imagetool will open next.  
PAUSE  
CLS  
ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
imagetool -batch -8 -nomip bmp \*.bmp

CLS

ECHO.  
ECHO. You have successfully converted the textures  
ECHO. to 8bit.bmp with no mip maps.  
PAUSE

CLS  
ECHO.  
ECHO. Now this batch file will help you re-name the files  
ECHO. so the BmpSeasn program can read them.  
ECHO.  
ECHO. IT WILL ALSO DELETE THE INFRASTRUCTURE  
ECHO. TEXTURES.  
ECHO.  
PAUSE

ren	Austrian_Pine.bmp
000000s1.bmp	
ren	Date_Palm.bmp
000001s1.bmp	
ren	Douglas_Fir.bmp
000002s1.bmp	
ren	Eucalyptus_1.bmp
000003s1.bmp	
ren	Eucalyptus_2.bmp
000007s1.bmp	
ren	Eucalyptus_3.bmp
000100s1.bmp	
ren	Eucalyptus_4.bmp
000101s1.bmp	

ren  
000102s1.bmp  
ren  
000103s1.bmp  
ren  
000200s1.bmp  
ren  
000201s1.bmp  
ren  
000202s1.bmp  
ren  
000203s1.bmp  
ren  
000300s1.bmp  
ren  
000301s1.bmp  
ren  
000302s1.bmp  
ren  
000303s1.bmp  
ren  
000700s1.bmp  
ren  
000703s1.bmp  
ren  
000707s1.bmp  
ren  
010000s1.bmp  
ren  
010001s1.bmp  
ren  
010003s1.bmp  
ren  
010100s1.bmp  
ren  
010101s1.bmp  
ren  
010101s2.bmp

Eucalyptus\_5.bmp  
  
Fan\_Palm.bmp  
  
Generic\_1.bmp  
  
Generic\_2.bmp  
  
Generic\_3.bmp  
  
Generic\_4.bmp  
  
Generic\_5.bmp  
  
Generic\_6.bmp  
  
Generic\_7.bmp  
  
Generic\_8.bmp  
  
LDW\_Gen\_P1.bmp  
  
LDW\_Gen\_P10.bmp  
  
LDW\_Gen\_P11.bmp  
  
LDW\_Gen\_P12.bmp  
  
LDW\_Gen\_P13.bmp  
  
LDW\_Gen\_P2.bmp  
  
LDW\_Gen\_P3.bmp  
  
LDW\_Gen\_P4.bmp  
  
LDW\_Gen\_P5.bmp



ren	LDW_Gen_P6.bmp
010101s3.bmp	
ren	LDW_Gen_P7.bmp
010101s4.bmp	
ren	LDW_Gen_P8.bmp
010101s5.bmp	
ren	LDW_Gen_P9.bmp
010101s6.bmp	
ren	LDW_Gum_P1.bmp
010101s7.bmp	
ren	LDW_Gum_P10.bmp
010102s1.bmp	
ren	LDW_Gum_P11.bmp
010103s1.bmp	
ren	LDW_Gum_P12.bmp
010104s1.bmp	
ren	LDW_Gum_P13.bmp
010105s1.bmp	
ren	LDW_Gum_P14.bmp
010106s1.bmp	
ren	LDW_Gum_P2.bmp
010200s1.bmp	
ren	LDW_Gum_P3.bmp
010201s1.bmp	
ren	LDW_Gum_P4.bmp
010202s1.bmp	
ren	LDW_Gum_P5.bmp
010203s1.bmp	
ren	LDW_Gum_P6.bmp
010204s1.bmp	
ren	LDW_Gum_P7.bmp
010300s1.bmp	
ren	LDW_Gum_P8.bmp
010301s1.bmp	
ren	LDW_Gum_P9.bmp
010302s1.bmp	
DEL	LE_HANGAR.BMP

ren	lwd_conifer_01.bmp
010304s1.bmp	
ren	lwd_conifer_02.bmp
010305s1.bmp	
ren	lwd_generic_01.bmp
010306s1.bmp	
ren	lwd_generic_02.bmp
010401s1.bmp	
ren	lwd_generic_03.bmp
010402s1.bmp	
ren	lwd_generic_04.bmp
010403s1.bmp	
ren	lwd_generic_05.bmp
010404s1.bmp	
ren	lwd_generic_06.bmp
010405s1.bmp	
ren	lwd_generic_07.bmp
010501s1.bmp	
ren	lwd_generic_08.bmp
010503s1.bmp	
ren	lwd_generic_09.bmp
010504s1.bmp	
ren	lwd_generic_10.bmp
010505s1.bmp	
ren	lwd_generic_11.bmp
010601s1.bmp	
ren	lwd_generic_12.bmp
010603s1.bmp	
ren	lwd_generic_13.bmp
010604s1.bmp	
ren	lwd_generic_14.bmp
010605s1.bmp	
ren	lwd_generic_15.bmp
010606s1.bmp	
ren	lwd_gum_01.bmp
020000s1.bmp	
ren	lwd_gum_02.bmp
020001s1.bmp	

ren  
020002s1.bmp  
ren  
020003s1.bmp  
ren  
020100s1.bmp  
ren  
020101s1.bmp  
ren  
020102s1.bmp  
ren  
020103s1.bmp  
ren  
020104s1.bmp  
ren  
020106s1.bmp  
ren  
020200s1.bmp  
ren  
020201s1.bmp  
ren  
020202s1.bmp  
ren  
020202s2.bmp  
DEL  
DEL  
DEL  
DEL  
DEL  
DEL  
ren  
020204s1.bmp  
ren  
020205s1.bmp  
ren  
020206s1.bmp  
DEL

lwd\_gum\_03.bmp  
  
lwd\_gum\_04.bmp  
  
lwd\_gum\_05.bmp  
  
lwd\_gum\_06.bmp  
  
lwd\_gum\_07.bmp  
  
lwd\_palm\_01.bmp  
  
lwd\_palm\_02.bmp  
  
lwd\_palm\_03.bmp  
  
lwd\_palm\_04.bmp  
  
lwd\_palm\_05.bmp  
  
lwd\_poplar\_01.bmp  
  
lwd\_poplar\_02.bmp  
  
LWDtrees.BAT  
LWDtrees.txt  
MR\_barracks\_1.bmp  
    MR\_barracks\_1\_d.bmp  
MR\_BARRACKS\_1\_LM.BMP  
    MR\_barracks\_2.bmp  
MR\_Boabab\_tree\_01.bmp  
  
MR\_Boabab\_tree\_02.bmp  
  
MR\_Boabab\_tree\_03.bmp  
  
MR\_causeway.bmp

ren  
020300s1.bmp  
ren  
020301s1.bmp  
ren  
020302s1.bmp  
DEL  
DEL  
DEL  
DEL  
DEL  
DEL  
DEL  
ren  
020403s1.bmp  
ren  
020404s1.bmp  
ren  
020405s1.bmp  
ren  
020502s1.bmp  
ren  
020505s1.bmp  
ren  
020602s1.bmp  
ren  
020603s1.bmp  
ren  
020606s1.bmp  
ren  
020702s1.bmp  
ren  
020703s1.bmp  
ren  
020707s1.bmp  
ren  
030000s1.bmp  
DEL

MR\_Coconut\_palm\_01.bmp  
  
MR\_Coconut\_palm\_02.bmp  
  
MR\_Coconut\_palm\_03.bmp  
  
MR\_concrete.bmp  
MR\_concrete\_02.bmp  
MR\_control\_tower.bmp  
MR\_control\_tower\_d.bmp  
MR\_control\_tower2.bmp  
MR\_control\_tower3.bmp  
MR\_control\_tower4.bmp  
MR\_Generic\_01.bmp  
  
MR\_Generic\_02.bmp  
  
MR\_Generic\_03.bmp  
  
MR\_Generic\_broadleaf\_01.bmp  
  
MR\_Generic\_broadleaf\_02.bmp  
  
MR\_Generic\_broadleaf\_03.bmp  
  
MR\_Generic\_gum\_01.bmp  
  
MR\_Generic\_gum\_02.bmp  
  
MR\_Generic\_gum\_03.bmp  
  
MR\_Gum\_tree\_01.bmp  
  
MR\_Gum\_tree\_02.bmp  
  
MR\_Gum\_tree\_03.bmp  
  
MR\_hanger\_1.bmp

ren  
030002s1.bmp  
ren  
030003s1.bmp  
ren  
030004s1.bmp  
DEL  
DEL  
ren  
030007s1.bmp  
ren  
030100s1.bmp  
ren  
030101s1.bmp  
DEL  
DEL  
DEL  
ren  
030105s1.bmp  
ren  
030106s1.bmp  
ren  
030200s1.bmp  
ren  
030201s1.bmp  
ren  
030202s1.bmp  
ren  
030203s1.bmp  
ren  
030204s1.bmp  
ren  
030205s1.bmp  
ren  
030206s1.bmp

CLS  
ECHO.

MR\_Norfolk\_Is\_pine\_01.bmp  
  
MR\_Norfolk\_Is\_pine\_02.bmp  
  
MR\_Norfolk\_Is\_pine\_03.bmp  
  
MR\_radar.bmp  
MR\_sandbags.bmp  
MR\_Snow\_gum\_01.bmp  
  
MR\_Snow\_gum\_02.bmp  
  
MR\_Snow\_gum\_03.bmp  
  
MR\_tent.bmp  
MR\_tent\_02.bmp  
MR\_Tower2.bmp  
Palm\_1.bmp  
  
Palm\_2.bmp  
  
Palm\_3.bmp  
  
Palm\_4.bmp  
  
Palm\_5.bmp  
  
pine.bmp  
  
Poplar.bmp  
  
weeping\_willow\_1.bmp  
  
weeping\_willow\_2.bmp

ECHO. You have successfully re-named the textures.  
ECHO.  
ECHO. UNWANTED INFRASTRUCTURE TEXTURES DELETED.  
PAUSE

CLS  
ECHO.  
ECHO. This batch file will make the Fall textures.  
ECHO. ONLY MAKE FALL TEXTURES  
ECHO. WITH THIS PROGRAM.  
ECHO.  
ECHO.  
ECHO. click on Convert All Standard Textures to Fall.  
ECHO.  
ECHO. Exit when all textures have been converted.  
PAUSE  
CLS  
ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
BmpSeason

CLS

ECHO.  
ECHO. You have successfully converted the textures  
ECHO. to Fall textures.  
PAUSE

CLS  
ECHO.  
ECHO. This batch file will delete the old textures  
ECHO. and re-name the new textures back to the  
ECHO. original names.

PAUSE  
DEL 000000s1.bmp  
DEL 000001s1.bmp  
DEL 000002s1.bmp  
DEL 000003s1.bmp

DEL	000007s1.bmp
DEL	000100s1.bmp
DEL	000101s1.bmp
DEL	000102s1.bmp
DEL	000103s1.bmp
DEL	000200s1.bmp
DEL	000201s1.bmp
DEL	000202s1.bmp
DEL	000203s1.bmp
DEL	000300s1.bmp
DEL	000301s1.bmp
DEL	000302s1.bmp
DEL	000303s1.bmp
DEL	000700s1.bmp
DEL	000703s1.bmp
DEL	000707s1.bmp
DEL	010000s1.bmp
DEL	010001s1.bmp
DEL	010003s1.bmp
DEL	010100s1.bmp
DEL	010101s1.bmp
DEL	010101s2.bmp
DEL	010101s3.bmp
DEL	010101s4.bmp
DEL	010101s5.bmp
DEL	010101s6.bmp
DEL	010101s7.bmp
DEL	010102s1.bmp
DEL	010103s1.bmp
DEL	010104s1.bmp
DEL	010105s1.bmp
DEL	010106s1.bmp
DEL	010200s1.bmp
DEL	010201s1.bmp
DEL	010202s1.bmp
DEL	010203s1.bmp
DEL	010204s1.bmp
DEL	010300s1.bmp

DEL	010301s1.bmp
DEL	010302s1.bmp
DEL	010304s1.bmp
DEL	010305s1.bmp
DEL	010306s1.bmp
DEL	010401s1.bmp
DEL	010402s1.bmp
DEL	010403s1.bmp
DEL	010404s1.bmp
DEL	010405s1.bmp
DEL	010501s1.bmp
DEL	010503s1.bmp
DEL	010504s1.bmp
DEL	010505s1.bmp
DEL	010601s1.bmp
DEL	010603s1.bmp
DEL	010604s1.bmp
DEL	010605s1.bmp
DEL	010606s1.bmp
DEL	020000s1.bmp
DEL	020001s1.bmp
DEL	020002s1.bmp
DEL	020003s1.bmp
DEL	020100s1.bmp
DEL	020101s1.bmp
DEL	020102s1.bmp
DEL	020103s1.bmp
DEL	020104s1.bmp
DEL	020106s1.bmp
DEL	020200s1.bmp
DEL	020201s1.bmp
DEL	020202s1.bmp
DEL	020202s2.bmp
DEL	020204s1.bmp



DEL 020205s1.bmp  
DEL 020206s1.bmp

DEL 020300s1.bmp  
DEL 020301s1.bmp  
DEL 020302s1.bmp

DEL 020403s1.bmp  
DEL 020404s1.bmp  
DEL 020405s1.bmp  
DEL 020502s1.bmp  
DEL 020505s1.bmp  
DEL 020602s1.bmp  
DEL 020603s1.bmp  
DEL 020606s1.bmp  
DEL 020702s1.bmp  
DEL 020703s1.bmp  
DEL 020707s1.bmp  
DEL 030000s1.bmp

DEL 030002s1.bmp  
DEL 030003s1.bmp  
DEL 030004s1.bmp

DEL 030007s1.bmp  
DEL 030100s1.bmp  
DEL 030101s1.bmp

DEL	030105s1.bmp
DEL	030106s1.bmp
DEL	030200s1.bmp
DEL	030201s1.bmp
DEL	030202s1.bmp
DEL	030203s1.bmp
DEL	030204s1.bmp
DEL	030205s1.bmp
DEL	030206s1.bmp

ren	000000f1.bmp	Austrian_Pine.bmp
ren	000001f1.bmp	Date_Palm.bmp
ren	000002f1.bmp	Douglas_Fir.bmp
ren	000003f1.bmp	Eucalyptus_1.bmp
ren	000007f1.bmp	Eucalyptus_2.bmp
ren	000100f1.bmp	Eucalyptus_3.bmp
ren	000101f1.bmp	Eucalyptus_4.bmp
ren	000102f1.bmp	Eucalyptus_5.bmp
ren	000103f1.bmp	Fan_Palm.bmp
ren	000200f1.bmp	Generic_1.bmp
ren	000201f1.bmp	Generic_2.bmp
ren	000202f1.bmp	Generic_3.bmp
ren	000203f1.bmp	Generic_4.bmp
ren	000300f1.bmp	Generic_5.bmp
ren	000301f1.bmp	Generic_6.bmp
ren	000302f1.bmp	Generic_7.bmp
ren	000303f1.bmp	Generic_8.bmp
ren	000700f1.bmp	LDW_Gen_P1.bmp
ren	000703f1.bmp	LDW_Gen_P10.bmp
ren	000707f1.bmp	LDW_Gen_P11.bmp
ren	010000f1.bmp	LDW_Gen_P12.bmp
ren	010001f1.bmp	LDW_Gen_P13.bmp
ren	010003f1.bmp	LDW_Gen_P2.bmp
ren	010100f1.bmp	LDW_Gen_P3.bmp
ren	010101f1.bmp	LDW_Gen_P4.bmp
ren	010101f2.bmp	LDW_Gen_P5.bmp
ren	010101f3.bmp	LDW_Gen_P6.bmp
ren	010101f4.bmp	LDW_Gen_P7.bmp

ren	010101f5.bmp	LDW_Gen_P8.bmp
ren	010101f6.bmp	LDW_Gen_P9.bmp
ren	010101f7.bmp	LDW_Gum_P1.bmp
ren	010102f1.bmp	LDW_Gum_P10.bmp
ren	010103f1.bmp	LDW_Gum_P11.bmp
ren	010104f1.bmp	LDW_Gum_P12.bmp
ren	010105f1.bmp	LDW_Gum_P13.bmp
ren	010106f1.bmp	LDW_Gum_P14.bmp
ren	010200f1.bmp	LDW_Gum_P2.bmp
ren	010201f1.bmp	LDW_Gum_P3.bmp
ren	010202f1.bmp	LDW_Gum_P4.bmp
ren	010203f1.bmp	LDW_Gum_P5.bmp
ren	010204f1.bmp	LDW_Gum_P6.bmp
ren	010300f1.bmp	LDW_Gum_P7.bmp
ren	010301f1.bmp	LDW_Gum_P8.bmp
ren	010302f1.bmp	LDW_Gum_P9.bmp

ren	010304f1.bmp	lwd_conifer_01.bmp
ren	010305f1.bmp	lwd_conifer_02.bmp
ren	010306f1.bmp	lwd_generic_01.bmp
ren	010401f1.bmp	lwd_generic_02.bmp
ren	010402f1.bmp	lwd_generic_03.bmp
ren	010403f1.bmp	lwd_generic_04.bmp
ren	010404f1.bmp	lwd_generic_05.bmp
ren	010405f1.bmp	lwd_generic_06.bmp
ren	010501f1.bmp	lwd_generic_07.bmp
ren	010503f1.bmp	lwd_generic_08.bmp
ren	010504f1.bmp	lwd_generic_09.bmp
ren	010505f1.bmp	lwd_generic_10.bmp
ren	010601f1.bmp	lwd_generic_11.bmp
ren	010603f1.bmp	lwd_generic_12.bmp
ren	010604f1.bmp	lwd_generic_13.bmp
ren	010605f1.bmp	lwd_generic_14.bmp
ren	010606f1.bmp	lwd_generic_15.bmp
ren	020000f1.bmp	lwd_gum_01.bmp
ren	020001f1.bmp	lwd_gum_02.bmp
ren	020002f1.bmp	lwd_gum_03.bmp
ren	020003f1.bmp	lwd_gum_04.bmp

ren	020100f1.bmp	lwd_gum_05.bmp
ren	020101f1.bmp	lwd_gum_06.bmp
ren	020102f1.bmp	lwd_gum_07.bmp
ren	020103f1.bmp	lwd_palm_01.bmp
ren	020104f1.bmp	lwd_palm_02.bmp
ren	020106f1.bmp	lwd_palm_03.bmp
ren	020200f1.bmp	lwd_palm_04.bmp
ren	020201f1.bmp	lwd_palm_05.bmp
ren	020202f1.bmp	lwd_poplar_01.bmp
ren	020202f2.bmp	lwd_poplar_02.bmp

ren	020204f1.bmp	MR_Boabab_tree_01.bmp
ren	020205f1.bmp	MR_Boabab_tree_02.bmp
ren	020206f1.bmp	MR_Boabab_tree_03.bmp

ren	020300f1.bmp	MR_Coconut_palm_01.bmp
ren	020301f1.bmp	MR_Coconut_palm_02.bmp
ren	020302f1.bmp	MR_Coconut_palm_03.bmp

ren	020403f1.bmp	MR_Generic_01.bmp
ren	020404f1.bmp	MR_Generic_02.bmp
ren	020405f1.bmp	MR_Generic_03.bmp
ren	020502f1.bmp	MR_Generic_broadleaf_01.bmp
ren	020505f1.bmp	MR_Generic_broadleaf_02.bmp
ren	020602f1.bmp	MR_Generic_broadleaf_03.bmp
ren	020603f1.bmp	MR_Generic_gum_01.bmp
ren	020606f1.bmp	MR_Generic_gum_02.bmp

ren	020702f1.bmp	MR_Generic_gum_03.bmp
ren	020703f1.bmp	MR_Gum_tree_01.bmp
ren	020707f1.bmp	MR_Gum_tree_02.bmp
ren	030000f1.bmp	MR_Gum_tree_03.bmp
ren	030002f1.bmp	MR_Norfolk_Is_pine_01.bmp
ren	030003f1.bmp	MR_Norfolk_Is_pine_02.bmp
ren	030004f1.bmp	MR_Norfolk_Is_pine_03.bmp
ren	030007f1.bmp	MR_Snow_gum_01.bmp
ren	030100f1.bmp	MR_Snow_gum_02.bmp
ren	030101f1.bmp	MR_Snow_gum_03.bmp
ren	030105f1.bmp	Palm_1.bmp
ren	030106f1.bmp	Palm_2.bmp
ren	030200f1.bmp	Palm_3.bmp
ren	030201f1.bmp	Palm_4.bmp
ren	030202f1.bmp	Palm_5.bmp
ren	030203f1.bmp	pine.bmp
ren	030204f1.bmp	Poplar.bmp
ren	030205f1.bmp	weeping_willow_1.bmp
ren	030206f1.bmp	weeping_willow_2.bmp

CLS

ECHO.

ECHO. This batch file will convert the textures  
ECHO. to DXT1 format with mipmaps.

ECHO.

ECHO. WAIT UNTILL BATCH PROCESS IS COMPLETE  
ECHO. AND CLICK DONE.

PAUSE

CLS

ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...  
imagetool -batch -dxt1 -e bmp \*.bmp

```
del imagetool.EXE
del BmpSeasn.EXE
del BmpSeasn.TXT
```

```
CLS
ECHO.
ECHO. You have successfully converted the textures
ECHO. to Fall with a DXT1 format with mipmaps.
ECHO.
ECHO. ALL DONE
ECHO.
ECHO. Hope you enjoy.
```

```
PAUSE
del *.bat
```

```
EXIT
```

## **Why I think the original textures should be converted to DXT1**

Texture question presented to FSDEVELOPER forum.

#1 12 Sep 2012, 08:41  
Robert John

Texture question.

---

Hi all,  
The game I design for is CFS2.  
I am looking into a problem I observed when objects are textured with dxt3 with alpha, objects behind them disappear. Is it better to use dxt1

with alpha and maybe convert all the dxt3 with alpha textures to dxt1 with alpha.

The objects I am talking about are trees and fences with objects behind them.

Robert John

---

#2 12 Sep 2012, 11:19

Tejal Bernardo

Something important is to check Z-Test alpha, and the alpha test level to 90 or so, Alpha test mode to GreaterEqual

And in "Enhanced Parameters" Z-Write Alpha. and will disappear that draw order effect.

---

#3 12 Sep 2012, 13:42

arno

Hi,

Since this is for cfs2 the above suggestions won't work.

I think with cfs2 there is not so much you can do. The drawing order between different objects is determined by the location of the reference point.

It could be that dxt1 textures are sorted differently (not sure since I never developed for it, but other FS versions also did that). So using dxt1 might help, but of course you can't do semitransparent.

---

Arno

If the world should blow itself up, the last audible voice would be that of an expert saying it can't be done.

FSDeveloper Administrator | Former Microsoft FS MVP

---

#4 13 Sep 2012, 07:35  
Robert John

Thank you all,  
Just the information required.  
RJ

Robert John  
View Public Profile  
Send a private message to Robert John  
Send email to Robert John  
Find all posts by Robert John  
Add Robert John to Your Contacts

Make a copy of My Textures and name it DXT1 of SU Textures and make a converter batch file to convert the textures from dxt3 to dxt1 and name it SU, place su batch file inside of this folder.

## **Copy of the batch files for DXT1 SU Textures.**

### **SU .BAT**

```
@ECHO OFF
ECHO.
ECHO.           This program will Convert
ECHO.           lwd and MR trees to dxt1 Summer.
ECHO.
ECHO.
ECHO.
ECHO.
ECHO.
ECHO.           Please note that the processes may take several
ECHO.           seconds to complete, so please be patient...
ECHO.
ECHO.
```



PAUSE

CLS

ECHO. You are going to convert the dxt3 textures to dxt1

ECHO. This will convert the textures to DXT1 format with mipmaps.

ECHO.

ECHO. PLEASE WAIT FOR THE GUI TO OPEN so please be patient...

ECHO. WAIT UNTILL BATCH PROCESS IS COMPLETE

ECHO. AND CLICK DONE.

imagetool -batch -dxt1 -e bmp \*.BMP

CLS

ECHO.

ECHO. You have successfully converted the textures

ECHO. to DXT1 format with mipmaps.

CLS

ECHO.

ECHO. Now you are going to delete the unwanted files.

ECHO.

ECHO. IT WILL ALSO DELETE THE INFRASTRUCTURE

ECHO. TEXTURES.

ECHO.

ECHO. EXCEPT DXT1 SU CONVERTER BAT

ECHO. THIS WILL HAVE TO BE REMOVED MANUALLY

DEL LE\_HANGAR.BMP

DEL

LWDtrees.BAT

DEL

LWDtrees.txt

DEL

MR\_barracks\_1.bmp

DEL

MR\_barracks\_1\_d.bmp

```
DEL MR_BARRACKS_1_LM.BMP
DEL MR_barracks_2.bmp
DEL MR_causeway.bmp
DEL MR_concrete.bmp
DEL MR_concrete_02.bmp
DEL MR_control_tower.bmp
DEL MR_control_tower_d.bmp
DEL MR_control_tower2.bmp
DEL MR_control_tower3.bmp
DEL MR_control_tower4.bmp
DEL MR_hanger_1.bmp
DEL MR_radar.bmp
DEL MR_sandbags.bmp
DEL MR_tent.bmp
DEL MR_tent_02.bmp
DEL MR_Tower2.bmp
DEL imagetool.EXE
DEL BmpSeasn.EXE
DEL BmpSeasn.TXT
```

```
CLS
ECHO.
ECHO. You have successfully deleted the unwanted files.
ECHO.
```

```
CLS
ECHO.
ECHO. ALL DONE
ECHO.
ECHO. Hope you enjoy.
```

```
PAUSE
DEL SU.bat
goto end
```

:end  
EXIT

To save you a lot of work all batch files are pre-made and are included in this issue.

## **White cliffs of Dover**



I have included a new model of the white cliffs of Dover.  
It has lod's and all are textured.  
It has a viewing distance of 30000 m.  
The ground uses the landclass textures and the cliff uses the mark\_2.bmp found in the root texture folder.  
The model is in the WHITECLIFFS.bg and is placed into your root scenery folder.

If you have CFS2BoB installed and you would like to use this model follow install instructions below.

You will have to remove the `Dover_INF.bgl` from the `CFS2BoB\scenery` folder, and the `landmark.bgl` from the `inf\scenery` folder, you will also have to remove the `mark_2.bmp` from the `inf\texture` folder.

The `DOVER_WHITECLIFFS.bgl` is the placement bgl and has a built in flattening switch, it is placed in the `CFS2BoB\scenery` folder.

Delete the `FILELIST` from the `CFS2BoB\scenery` folder the `inf\scenery` folder and also the root scenery folder.

## About the folders included in this issue

There are thirteen folders and one file included with this issue.

1. `tower_OLD` model.

Contains the model with re-named textures of the tower found in the "BoB airfield package".

2. `Tower_old_Hard_winter`.

Contains winterised textures for the above object.

3. `scenery`.

Contains a new model of the white cliffs of Dover (`WHITECLIFFS.bgl`)

To be placed into your root scenery folder.

4. `inf`.

Contains the missing oiltank if you have installed the TAF - Gary20 BGL Update Pak.

Copy this folder into all the `SCENEDB**` folders.

5. `CFS2BoB`.

Contains the `DOVER_WHITECLIFFS.bgl` which is the placement bgl for the whitecliffs of Dover and copy this folder into all the `SCENEDB**` folders.

6,7,8,9,10.

All the `SCENEDB**`'s folder, must be added to your game `SCENEDB**`'s folders when all installations are complete.

11. `Tree .BAT` files.

Contains the batch files to convert Gerrish trees to `MW_trees`.

12. ALL FOLDERS AND FILES FOR SEASON CONVERSION.

Contains the batch files to convert `lwd` and `MR` trees for the seasons.

13. `subpad`.

`subpad` - the basic notepad clone.

14.LWDtrees.txt.

A text file you may need to check you have all the textures.

You will need to know away on how to use the seasonal folders.

In the next issue I will show you a way to do this and produce more seasonal textures.

Below is an example of a file swapping interface.



**Hard\_winter loaded**



**Summer loaded**

### 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.

Robert John Sprackland