



How To ?

How To...Add The Default Combat Flight Simulator Scenery To Combat Flight Simulator 2.

By Justin Haupt

In my time talking to fellow flightsim enthusiasts, I've heard many times: "I love Combat Flight Simulator 2 with its amazing aircraft/weapons detail and realistic ships, as well as the detail of the textures, but the scenery is so boring!"

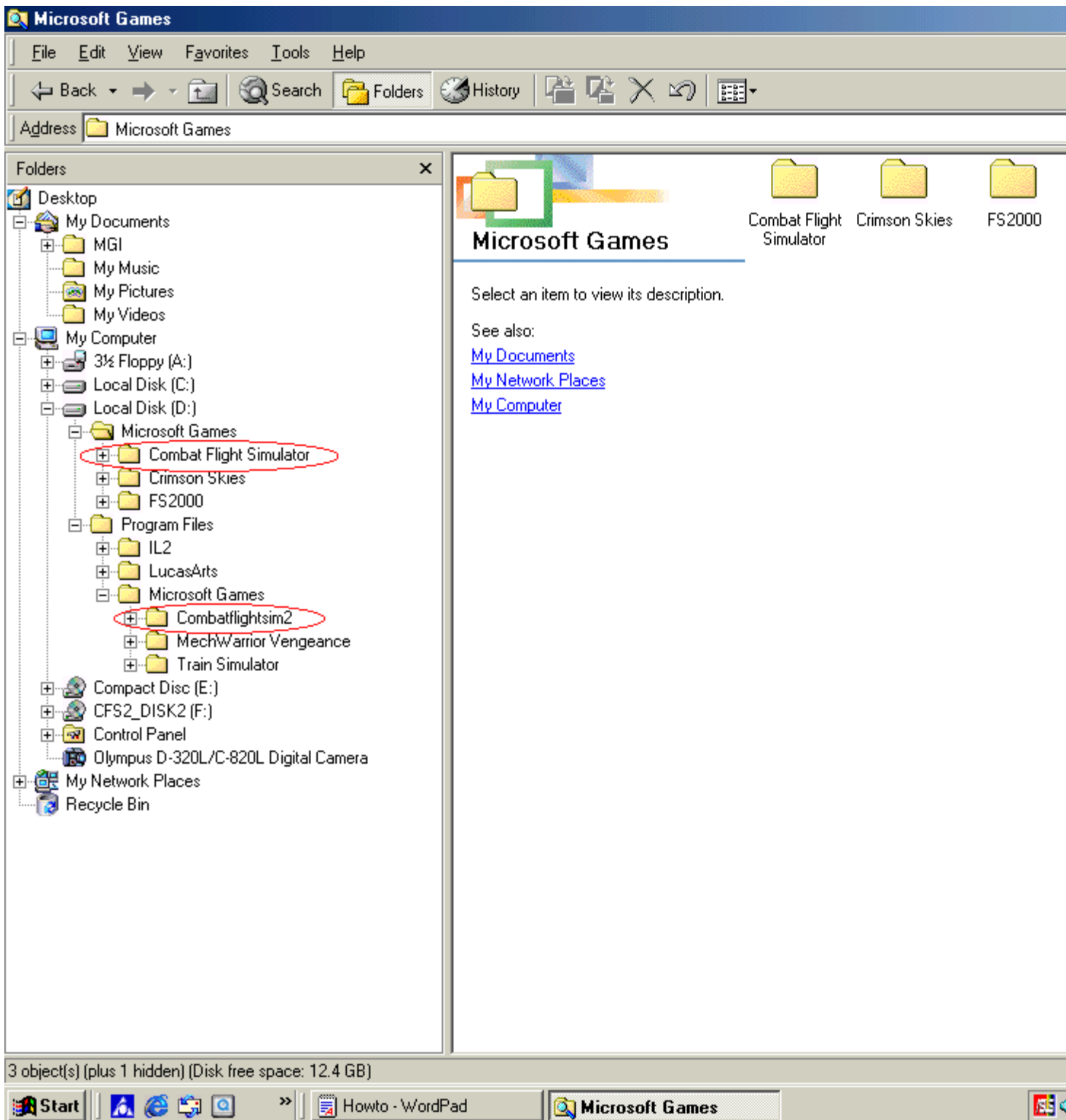
If you've ever played Combat Flight Simulator and Combat Flight Simulator 2, you know that in CFS there are plenty of places with mountains to weave through - the scenery itself is quite fun. However, with CFS2, in all its glory the scenery is mostly flat, although the textures are great (not that I'm blaming Microsoft, that's simply what the terrain in the Pacific Theatre is really like). So one is presented with the question: "How can I combine the interesting scenery of CFS with the amazing aircraft detail et cetera of CFS2?" Of course I don't mean overwriting the CFS2 scenery, just adding the Europe Theatre to it. While some may know the 'secret' of making this change, I think most do not.

Before I explain, I will remind you that unless you can get the necessary files from somewhere else, it is necessary to have CFS installed on your machine as well as CFS2.

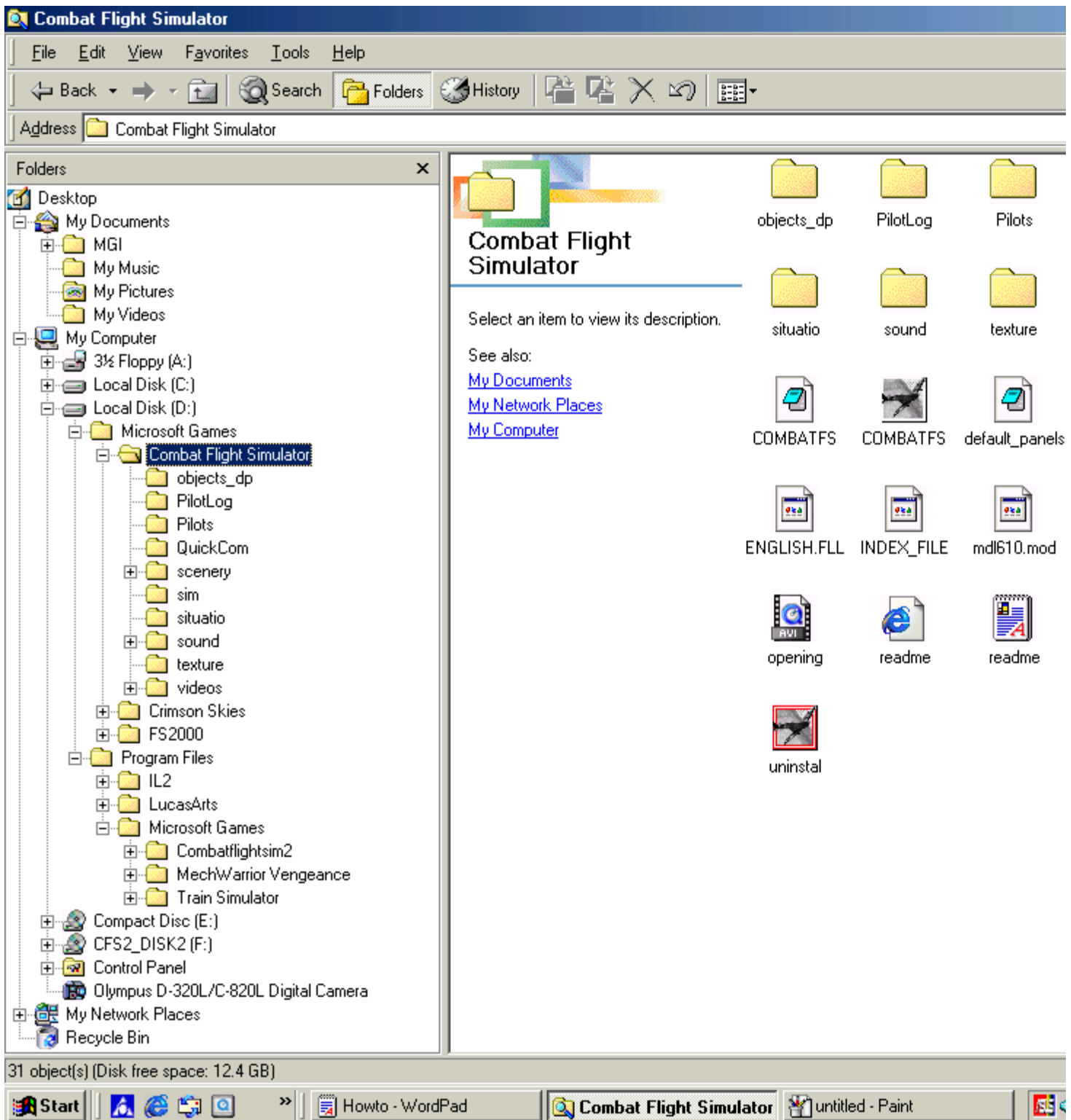
I decided I'd try this one day and was rather surprised when it worked. To some it may seem an obvious procedure, but for those who do not, this will tell you what you wanted to know in layman's terms.

I write this assuming you have both sims installed to the default directories (C:\Program Files\Microsoft Games\Combat Flight Simulator[2]). If not, use whatever other locations you had specified. Mine are in D:\Microsoft Games\Combat Flight Simulator and D:\Program Files\Microsoft Games\Combatflightsim2, so don't let the pictures confuse you.

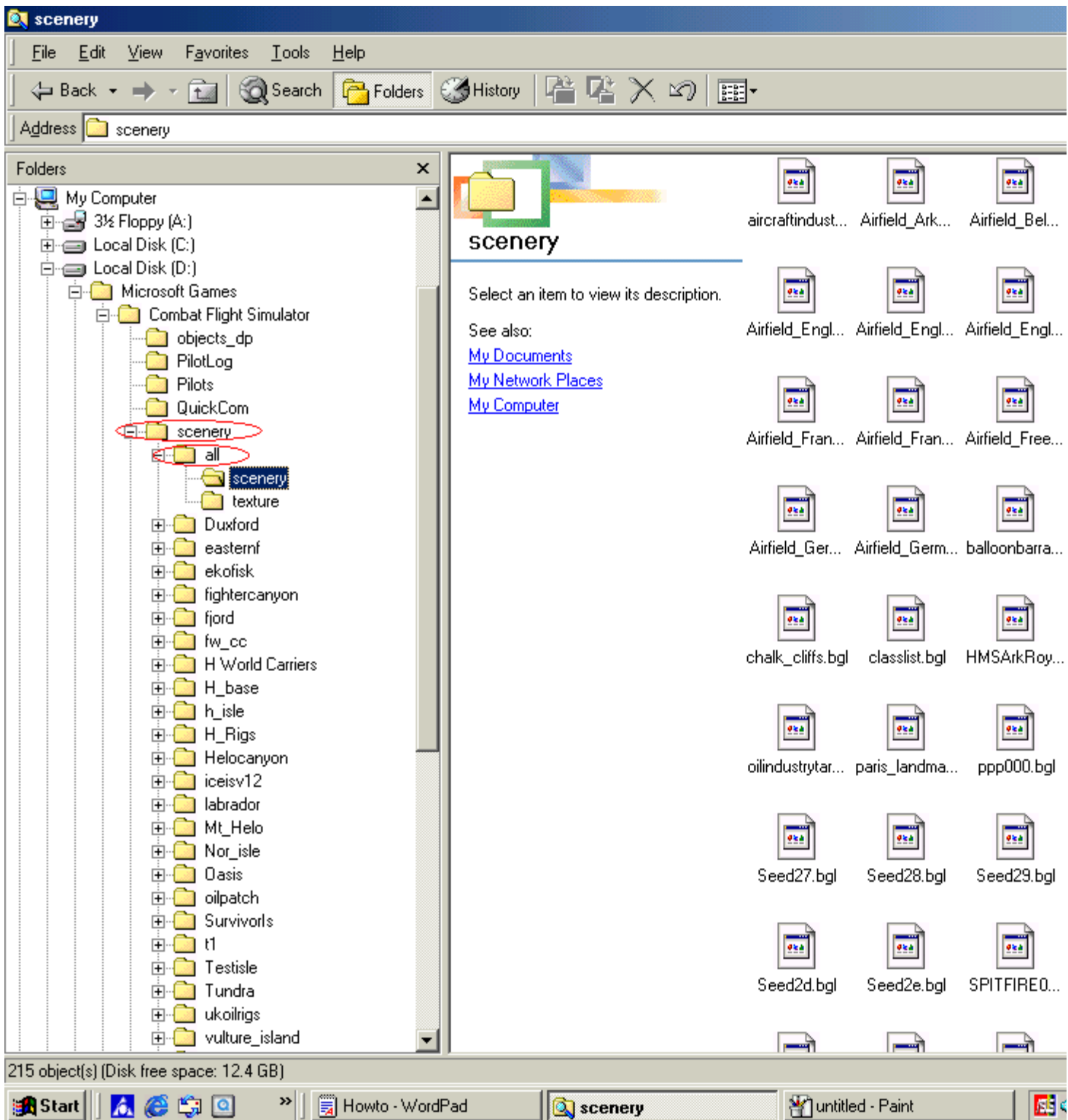
Open Windows Explorer and find the folders containing both Combat Flight Sims.



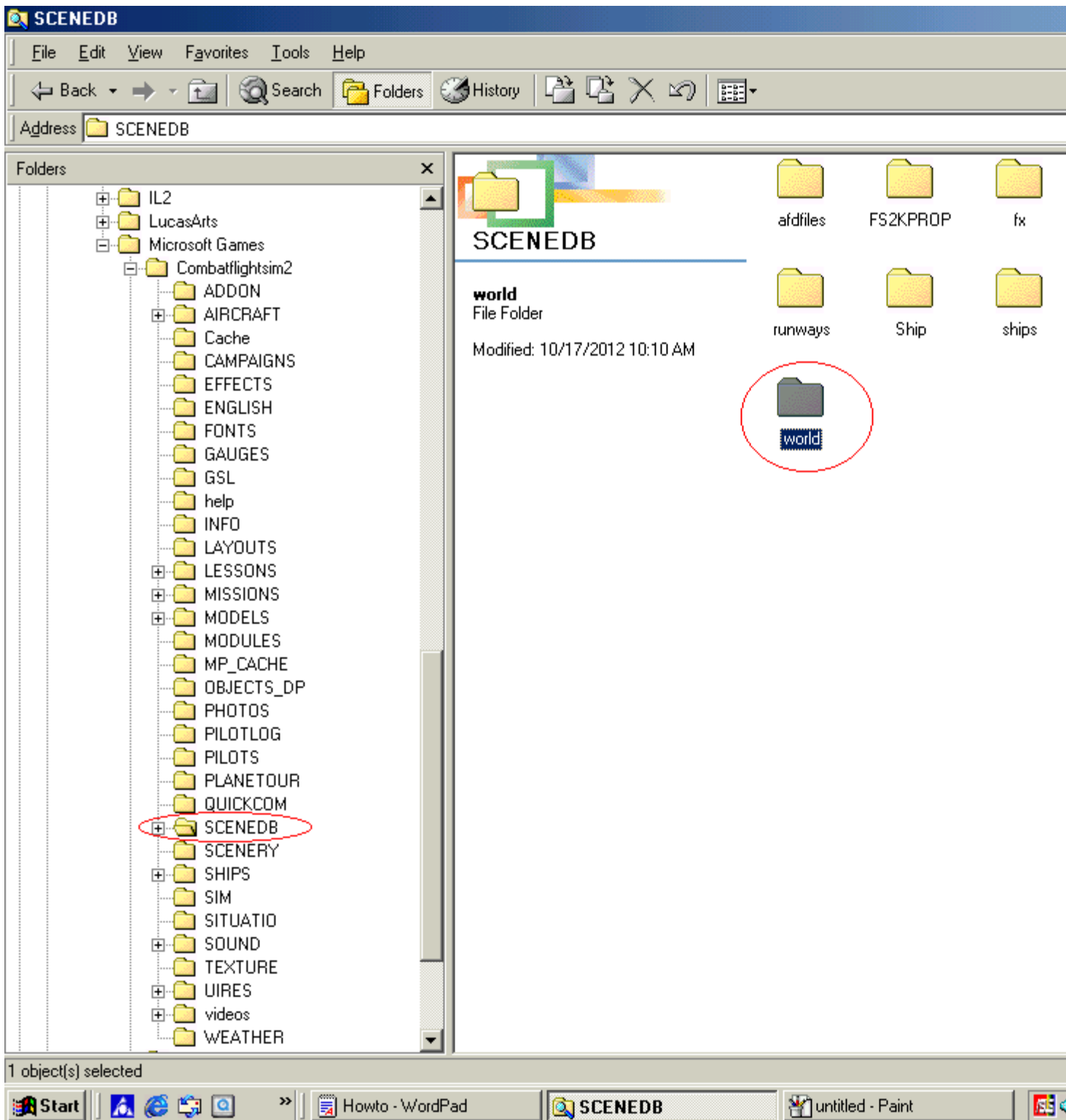
Next, double click Combat Flight Simulator(1) so all of its contents are displayed.



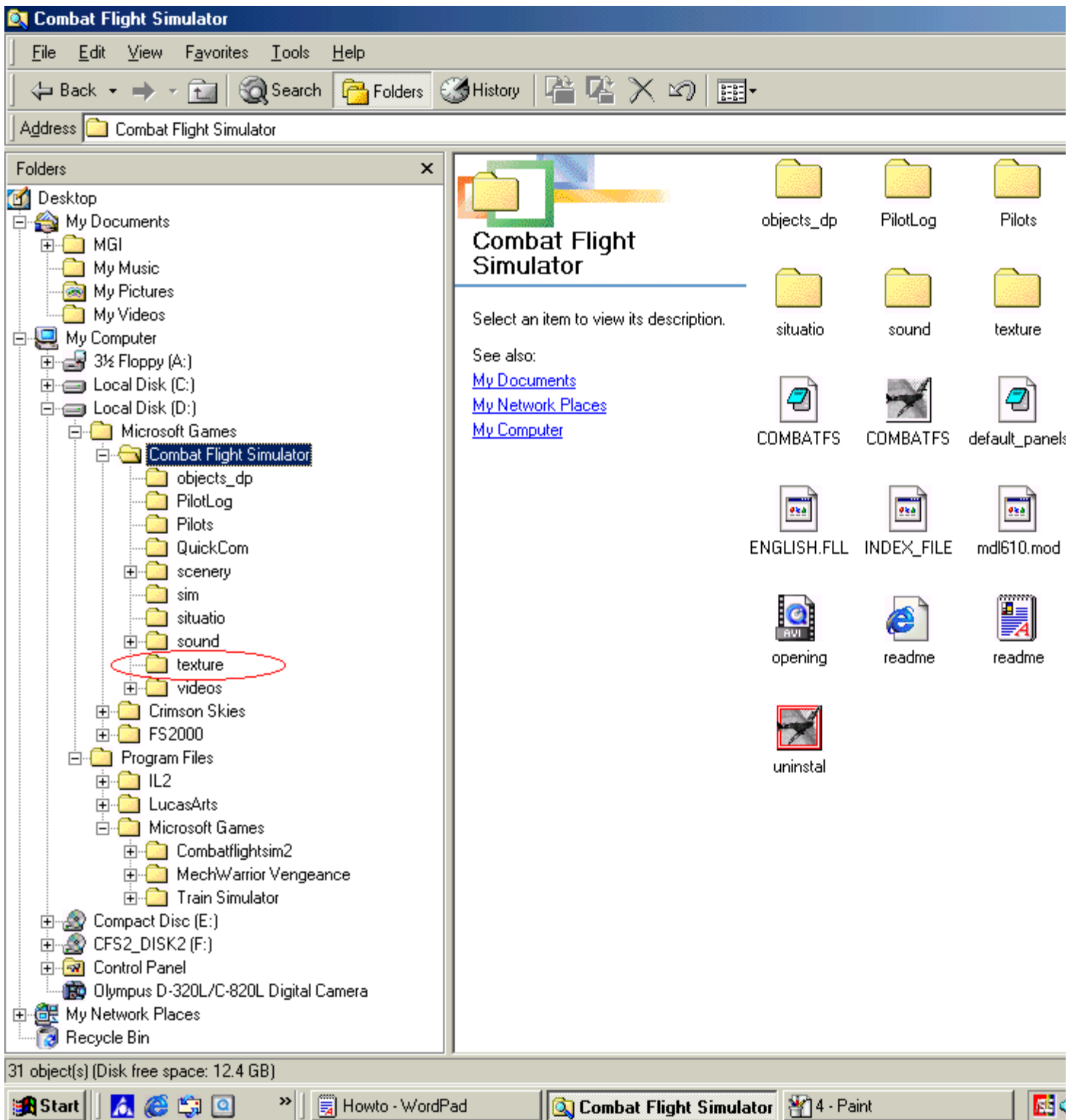
Now open the 'scenery' folder, as well as its 'all' subfolder.



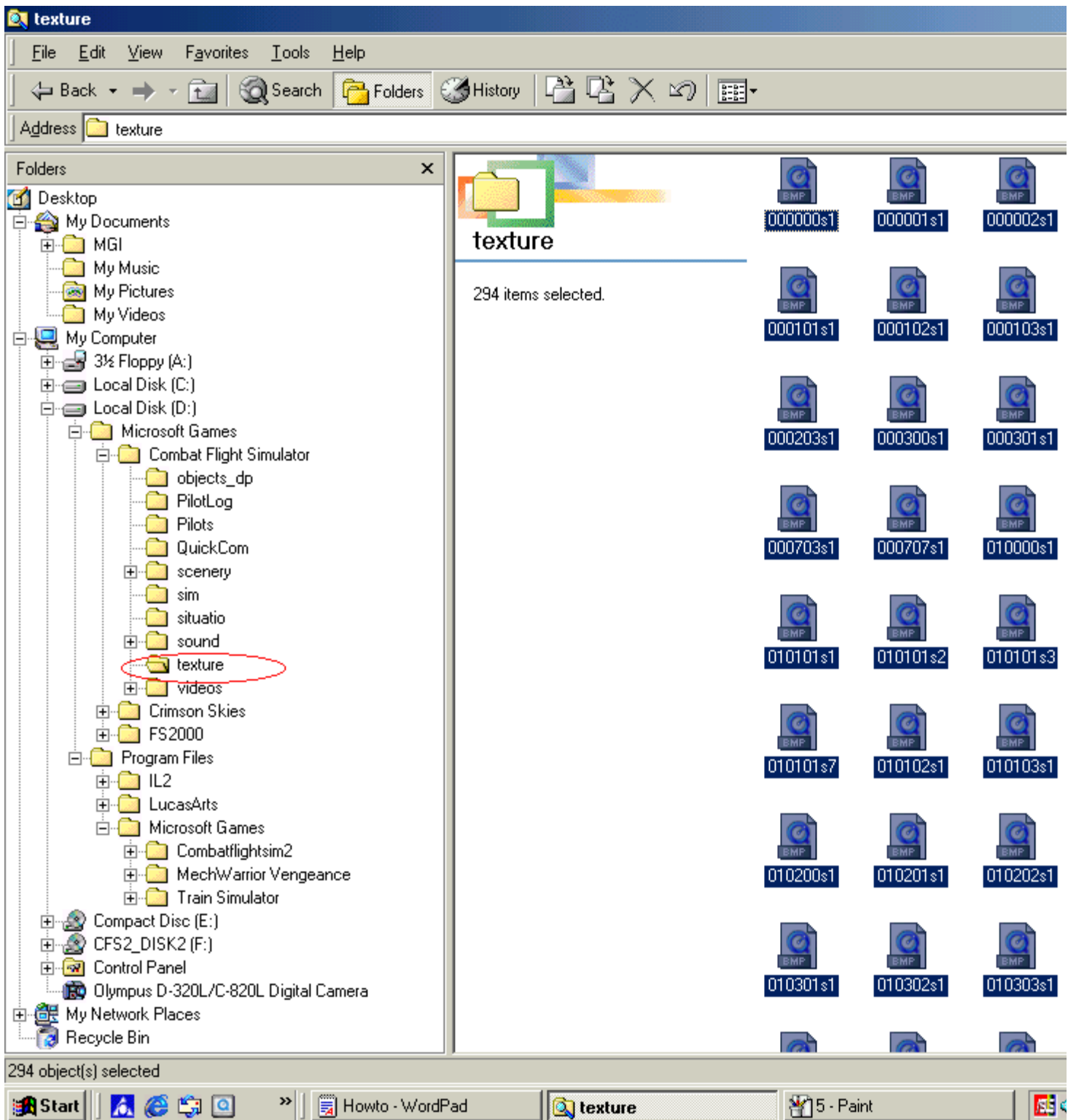
You should see two more folders in 'all': Scenery and Texture. Open 'Scenery', highlight all of its contents, and click copy. Now go into your Combat Flight Simulator 2 folder and open the 'Scenedb' subfolder. In 'Scenedb' is the folder 'world'.



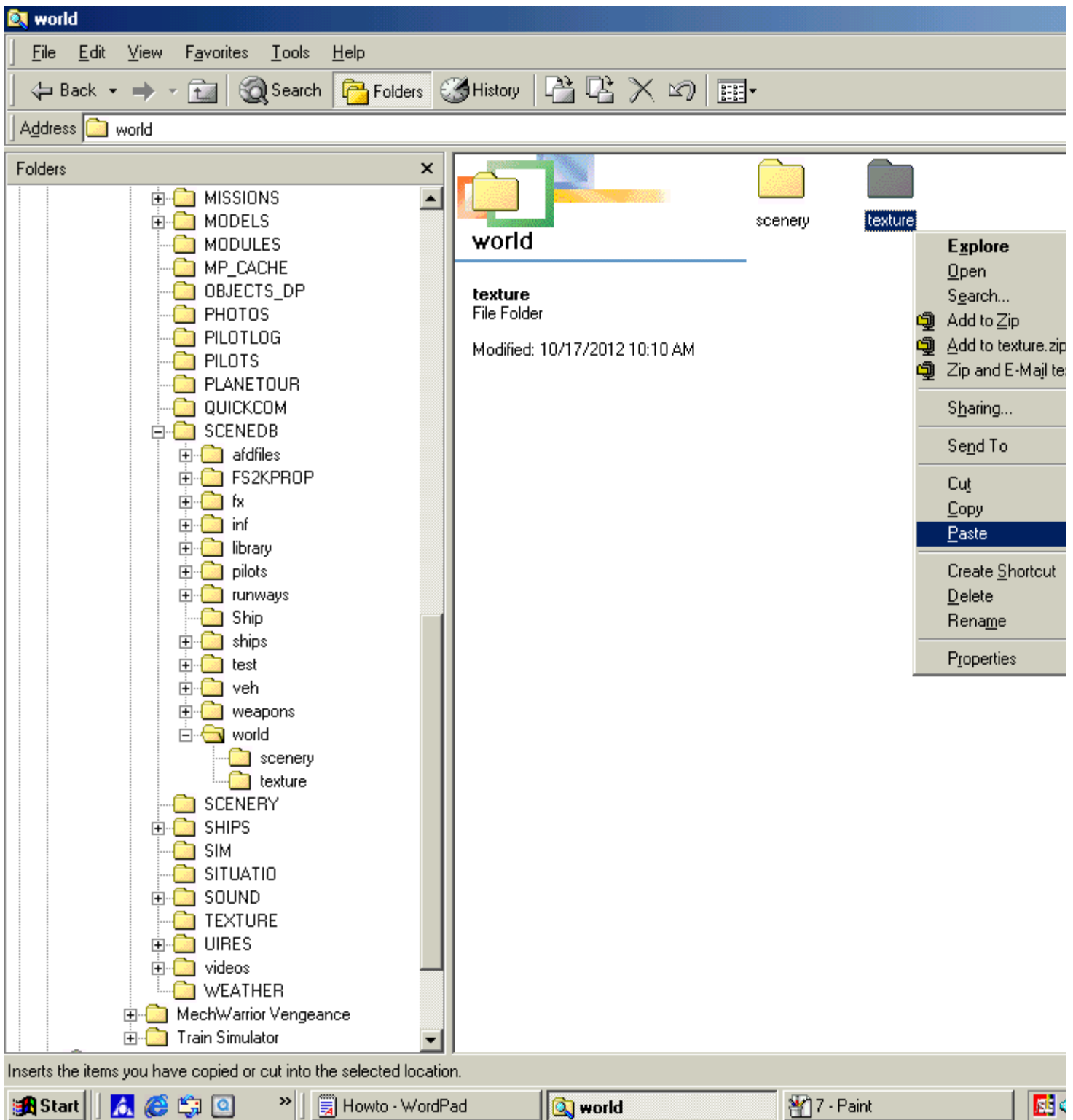
Open 'world', right click in an empty space, and click paste. You should not be asked if you wish to overwrite anything, but if you are, just click no. Now go back to the Combat Flight Simulator 1 folder and find the main Texture folder.



Open 'Texture' and highlight all the files whose names are numbers (000000s1.bmp to 080808s1.bmp).



Right click on the highlighted area and click copy. Now go back to the Combat Flight Simulator 2 folder and open the 'Scenedb' folder. Now open 'World', right click 'Texture' and click paste. If asked, do not overwrite any files.



You don't need to mess around in the scenery library of CFS2 or anything; you're done. If you start up Combat Flight Sim 2 and you see a window with a load bar come up, you did everything right - Congratulations! If you want to fly from, say, Interlaken, just select that from the airfield selection list in CFS2 and have fun!



Justin Haupt
c85airman@aol.com



[[Back](#) | [Main Menu](#) | [Logout](#) | [Help](#)]

Copyright © 2001 by [FlightSim.Com](http://www.flightsim.com). All Rights Reserved.