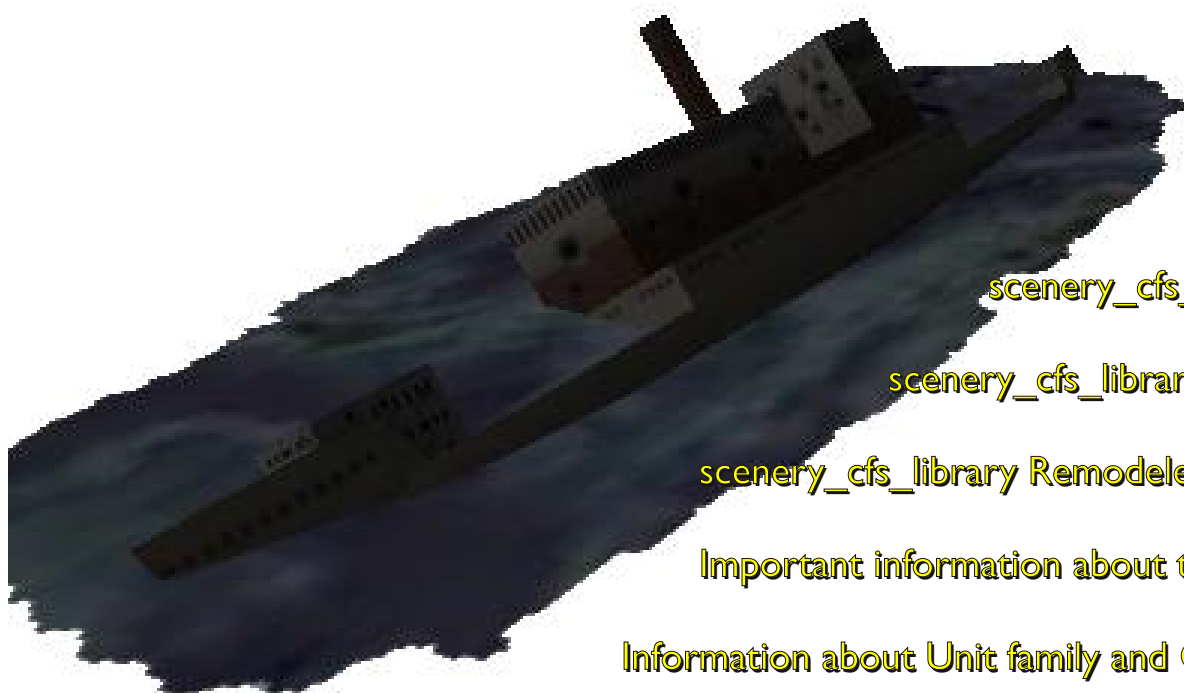


ISSUE 14

Combat Flight

Simulator 2

A Magazine For Fellow Enthusiast



scenery_cfs_library_Remodeled

scenery_cfs_library Remodeled: SHIPS

scenery_cfs_library Remodeled: DP's networking

Important information about the CFSI_Ships DP's

Information about Unit family and Category in DP files

Project Pheonix: MR_SEARCHLIGHTS

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**This Magazine
Needs
Your Support**

Small voluntary payment

Would you like to make a small payment to help me keep on creating the Magazines and Models for the community, and work with you to keep CFS2 alive.

You can buy the magazines and Models at

<http://flightsimmag.webs.com/magazines>

Thanking you in advance for your support.

Many thanks for the support already given.

Editorial

Dear reader,
Time has come around for another issue of the magazine.

There is a letters section and I really hope it will be used, I do need your feedback.

You can email me at rjsprackland@hotmail.com

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Publisher

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Logo and cover design

R J Sprackland

CREDITS

No Dice for hosting this magazine.

http://thefreeflightsite.com/CFS2_Magazine.htm

I like to thank everyone that has left comments about the Magazine at SOH, it really helps me in creating the next one.

LETTERS



No letters this issue

scenery_cfs_library Remodeled

Included in this issue are more remodeled cfs_library objects.

All objects have a damage object.

Most damage objects are only a plane polygon with a damage texture.

Most objects have LOD's (Level of details)

Some also have more detail than the original cfs Library and the textures on some models have been corrected.

Hope you like them.

If you have time please leave feedback.

OBJECTS_DP

The OBJECTS_DP's are stock.

GUID NUMBERS

The guid numbers are the same as the original scenery_cfs_library.

To install

Inside the SCENEDB folder you will find a folder called library, in this folder you will find another folder called scenery, in this folder you will see a BGL file called "scenery_cfs_library," back this file up and add the new "scenery_cfs_library.BGL" also add to this folder the "old_scenery_cfs_library.BGL" included with this issue and delete the "filelist." DAT file.

The new "scenery_cfs_library.BGL" has the remodeled objects and the "old_scenery_cfs_library.BGL" have the objects that have not been remodeled.

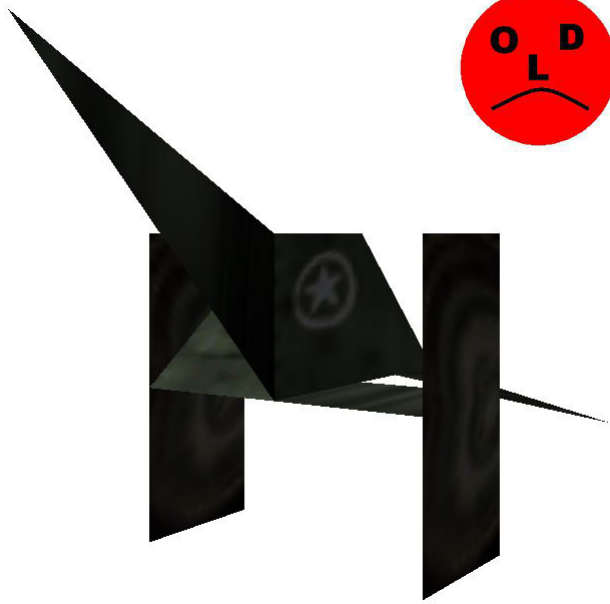
In future all you will have to do is overwrite these two folders and delete the "filelist." DAT file.

Add any textures supplied in the scenery_cfs_library Remodeled texture folder to the root texture folder.

Another way is to create a texture folder inside SCENEDB/ library to add these textures.

Error Corrected

I made a correction to the "oiltank1" model in the "scenery_cfs_library.BGL" that I remodelled and uploaded with issue 13, if you find any bad errors in the models please email me and let me know what the error is and I will endeavour to correct them.



Howitzer2



View 1



View 2



View 3



airfld4



BrFireTr





Hanger0



lighthse





OilTank0



shed1

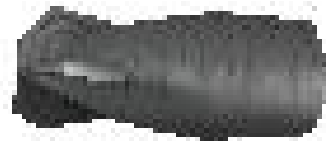




AAA_gun



*ShBarBall



ShBarBall now renamed to
cfs I _ShBarBall and is now a new model:
See notes below

These GSL scenery objects (SHIPS) may be idea for static objects for in and around ports, although they can be used as moving ships in missions and some will fire their guns at you.

I used the DP's that are in the ships folder. These DP's came with the game and you may want to adjust them so they work better. See Cody Coyote's Mission Building Handbook (Revised April 2011)

I had to change the Unit Family from 5 (Ship or Boat) to 3 (Ground Vehicle) so they will work. You will have to select them as if they were vehicles, that's the only way I was able to get them to work. I also changed the system_name.

There are no dp's for the ship objects I remodelled in the stock **OBJECTS_DP** folder so I think these object were never ment to be used as a **scenery_cfs_library object**.

The renamed dp's for these objects are included in this issue.

I have renamed **ShBarBall** to **cfsI_ShBarBall** because there is a **mdl model called shbarball** in the root directory folder called SHIPS and has a dp called **shbarball**.

To add a dp for ShBarBall to the OBJECTS_DP folder for it to show as a **scenery_cfs_library object** required a new name, so I named this object to **cfsI_ShBarBall**.

I have also remodelled the ships in the **scenery_cfs_library**. All these ships has a prefix **cfsI_** and have damage models, see pictures below.

The objects in the **scenery_cfs_library** are unrelated to the ships in the **Ships folder** with the same suffix name.

I think, you don't need the **scenery_cfs_ships.bgl** in the **\SCENEDB\ships** folders. I have deleted my **scenery_cfs_ships.bgl** and have had no bad affects.

I have also created a new model from the **ShBarBall mdl**, the **cfsI_ShBarBall** is now the same size as the **ShBarBall mdl** and use the same texture.

CFSI_ShSub

I have submerged the sub by 2m and I now think it looks better.

From the SOH Forum

<http://www.sim-outhouse.com/sohforums/showthread.php/113652-Help-to-understand-ships>

Allen

My guess is that SCENEDB\ships is a left over from the early days of CFS2 before ships used .mdl. Things where probably more like CFS1 where ships and vehicles used .bgl

.bgl based ships still sort of work but for torpedoes....

Shessi

Hi RJ,

I think Allen's right, you'll find there are quite a few oddities and 'left-overs' from M\$'s early flight sim development. I've come across a few things in CFS2/3 that don't make sense and seem to do nothing?!!

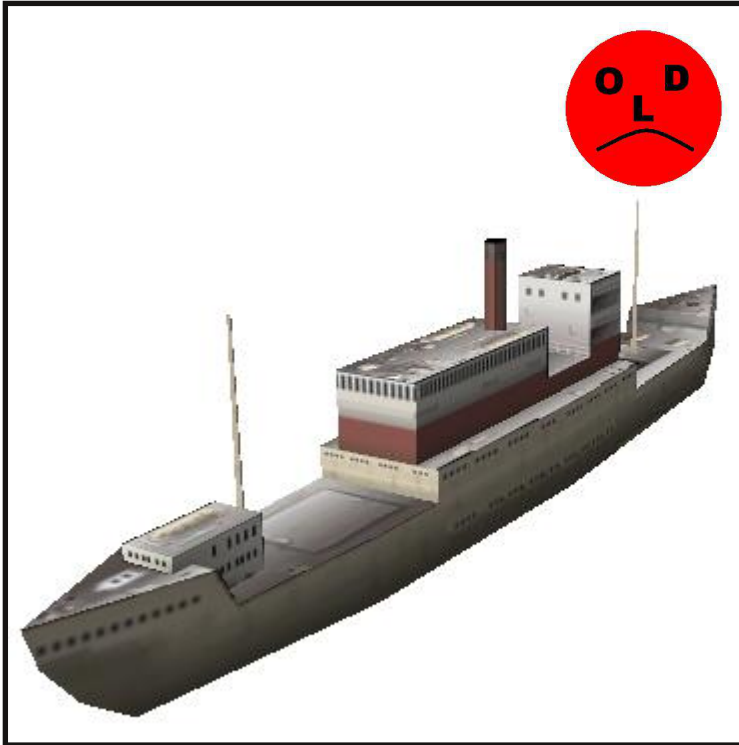
Cheers

Shessi

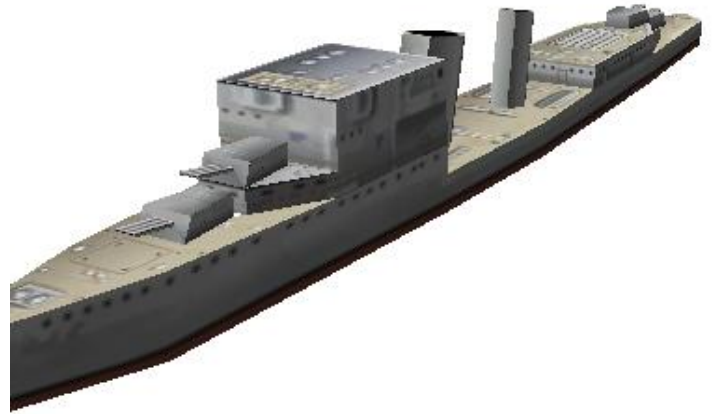
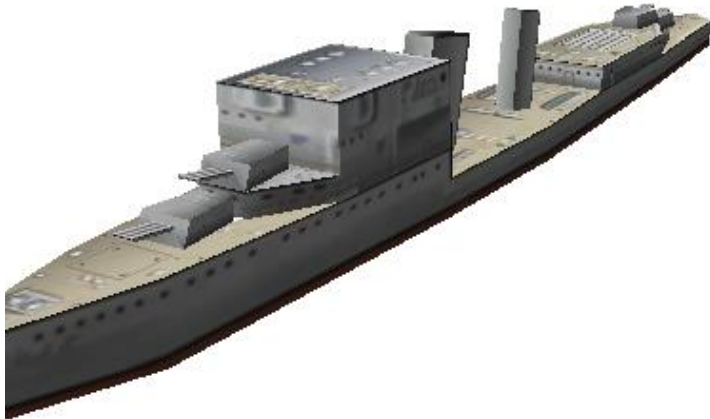
Allen

Using BGL Analyze on the scenery_cfs_ships.bgl shows to me that every object is a square if I'm reading the scasm code right and that they are using the same names as stock CFS2 ships but Sha_Indianapolis is missing from the scenery_cfs_ships.bgl. CFSI ships are not listed in the scenery_cfs_ships.bgl

To me the scenery_cfs_ships.bgl has boxes that use the same name as the CFS2 ships we still have today but in mdl format.



CFSI_ShCargo



Damage Model



CFSI_ShDest



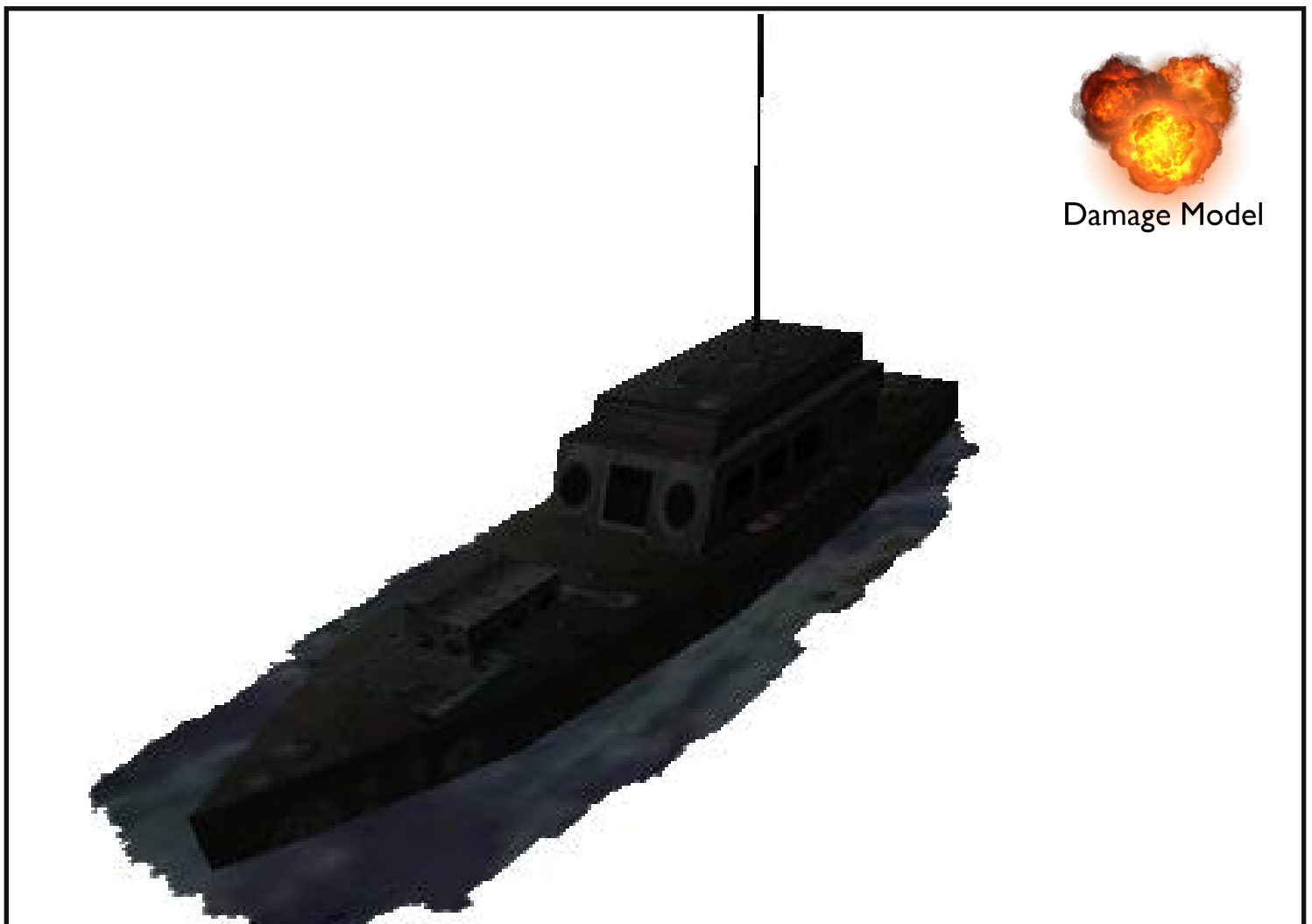
CFSI_ShEboat



Damage Model



CFSI_ShGun



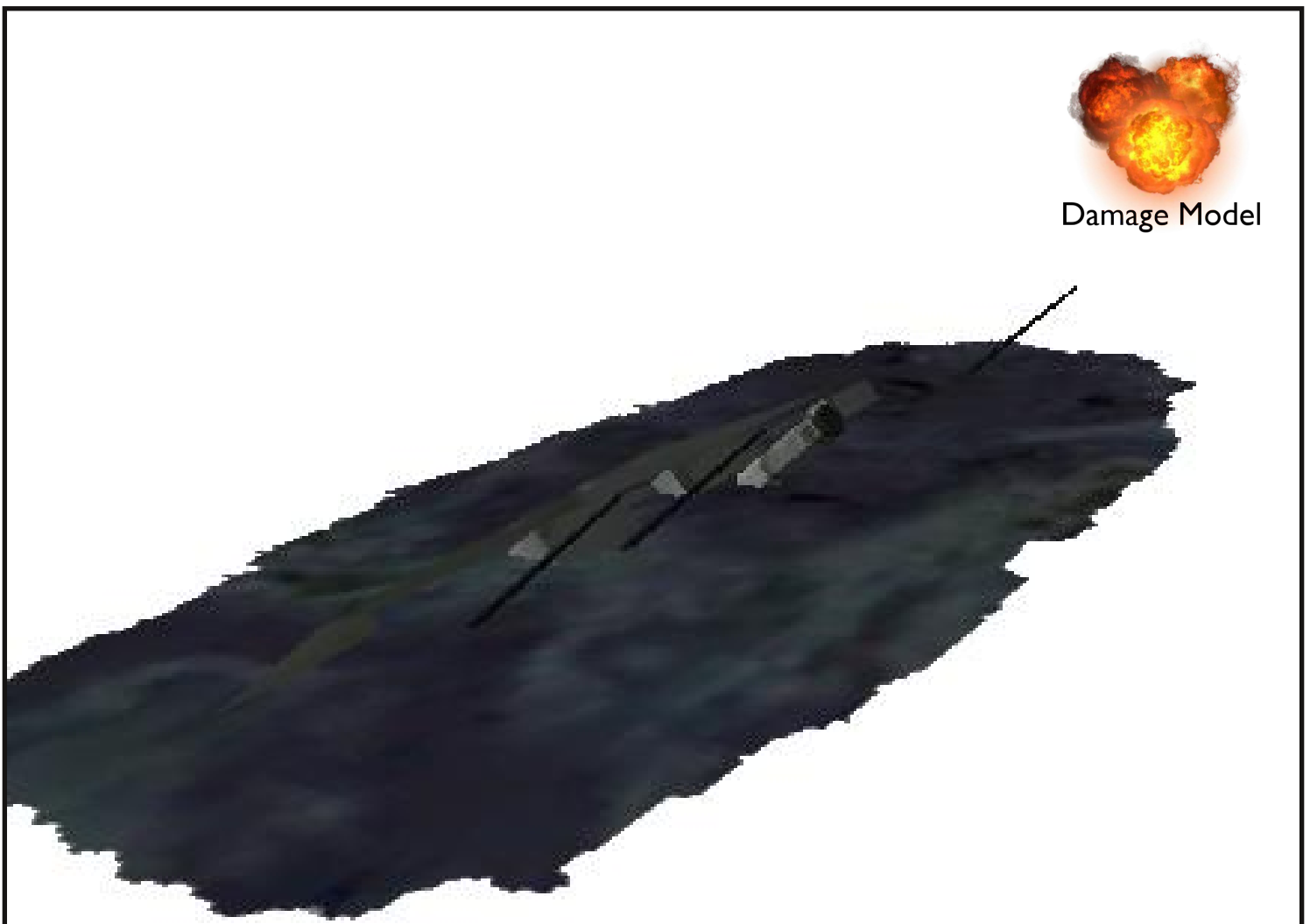
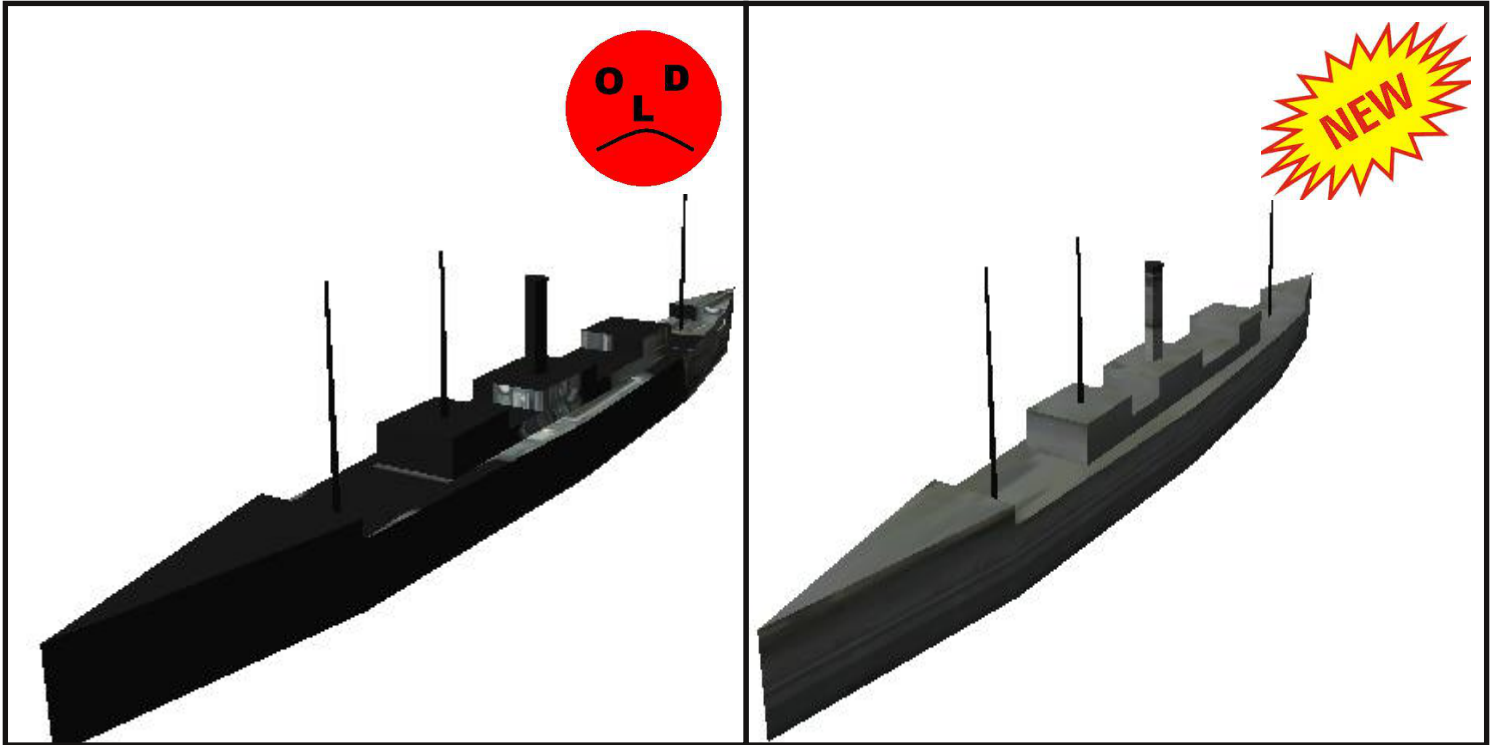
CFSI_ShLaun



Damage Model



CFSI_ShLndcra



CFSI_ShMrchmn



CFSI_ShRivBar



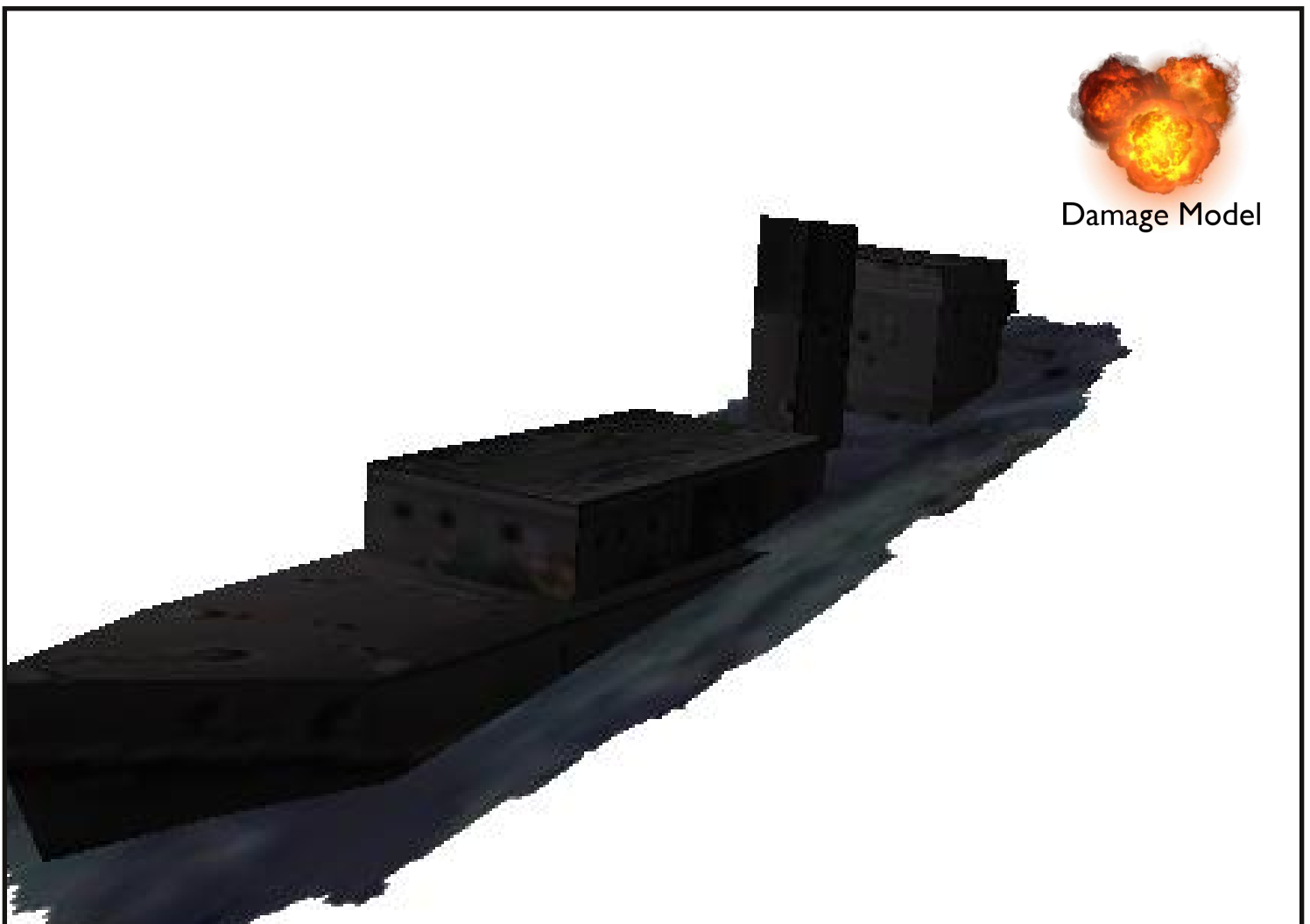
I have submerged the sub by 2m



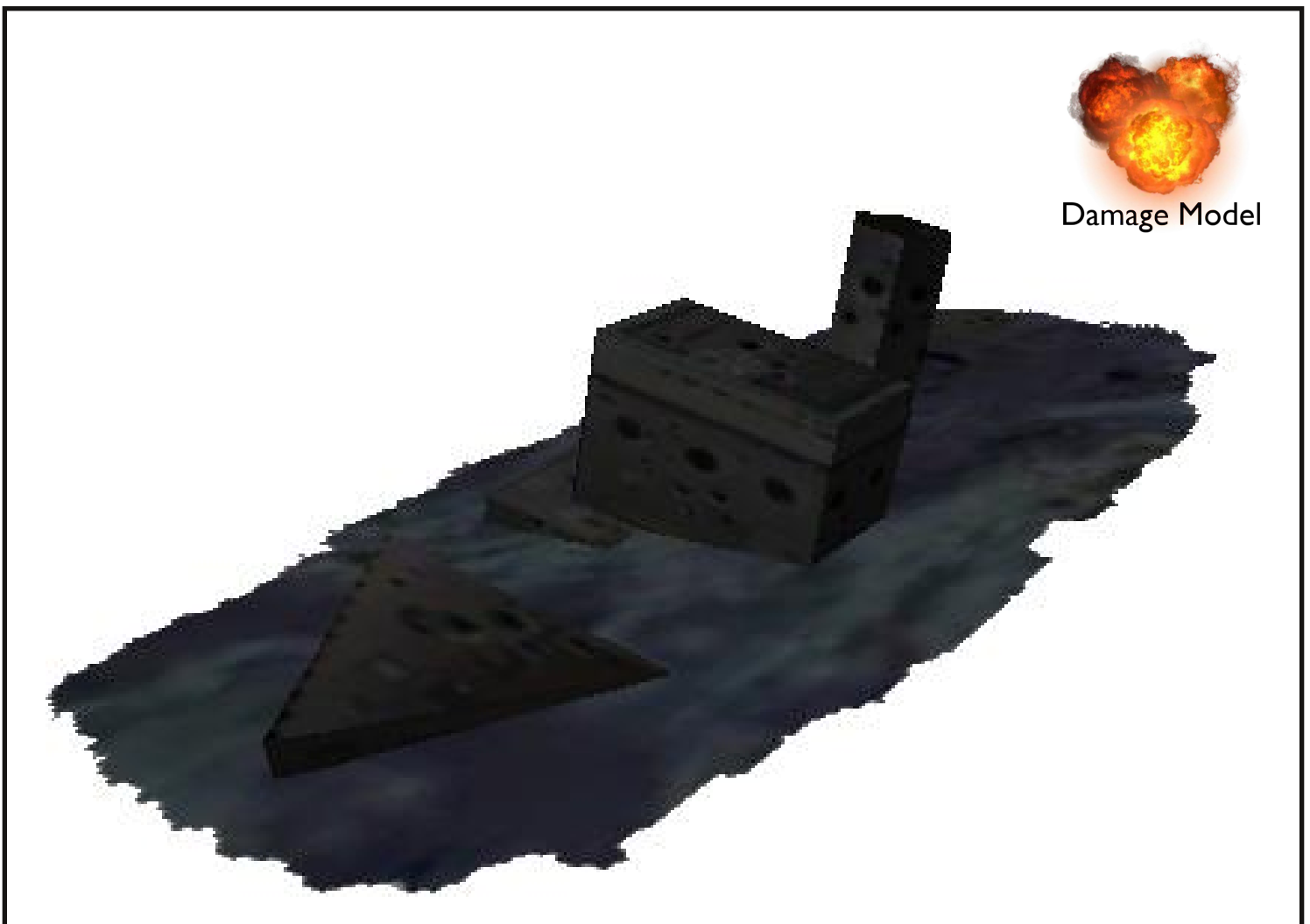
Damage Model



CFSI_ShSub



CFSI_ShTraw



CFSI_ShTug

scenery_cfs_library Remodeled: DP's not working

After testing the remodelled scenery_cfs_library I found that a few objects do not show up in mission Builder, they are

gr_ap0.dp
gr_ap1.dp
gr_ap2.dp
gr_ap3.dp
gr_ap4.dp
gr_b0.dp
gr_b1.dp
gr_hse0.dp
gr_hse1.dp
gr_hse2.dp
gr_hse3.dp
gr_hse4.dp
gr_hse5.dp
lighthse.dp

The reason for this is that there are no category in the DP's

Example

```
[MISC_DATA]  
unit_family=4
```

The data should look like this

```
[MISC_DATA]  
unit_family=4  
category=31
```

The modified DP's are included in this issue

CFSI_Ships DP's

Reminder, as stated above.

I used the DP's that are in the ships folder. These DP's came with the game and you may want to adjust them so they work better. See Cody Coyote's Mission Building Handbook (Revised April 2011)

I had to change the Unit Family from 5 (Ship or Boat) to 3 (Ground Vehicle) so they will work. You will have to select them as if they were vehicles, that's the only way I was able to get them to work. I also changed the system_name.

Information about Unit family and Category in DP files

The source of the information below can be viewed here

<http://sim-outhouse.com/sohforums/showthread.php/46084-DP-file-quot-Misc-Data-quot>

Here you have something that Jagd posted

unit_family:

- 1 - Fighter (default)
- 2 - Bomber
- 3 - Ground vehicle
- 4 - Static object
- 5 - Ship or boat
- 7 - carrier

Category:

- 1 - aircraft fighter
- 2 - aircraft level bomber (B-24, He-111)
- 3 - aircraft dive bomber (Stuka, Dauntless, Val)
- 4 - aircraft torpedo bomber (Avenger, TBF)
- 5 - aircraft tactical bomber (A-20, Ju-88)
- 6 - aircraft strike (Fw-190F2, A-4; 2-engine nightfighters?)
- 7 - aircraft civil
- 8 - aircraft recon (Storch)
- 9 - aircraft transport (C-47)
- 10 - aircraft fighter-bomber (any fighter equipped with bombs) or Dive Bombers

Category codes for non-aircraft objects:

- 13 - ship aircraft carrier
- 14 - ship cruiser
- 15 - ship destroyer
- 16 - ship submarine
- 17 - ship battleship
- 18 - ship patrol
- 19 - ship auxiliary
- 21 - tracked vehicle
- 22 - wheeled vehicle
- 23 - train car
- 24 - amphibious vehicle
- 29 - artillery static
- 30 - mechanical equipment
- 31 - structure static
- 32 - factory
- 33 - non-target object
- 34 - runway

Project Pheonix: MR_SEARCHLIGHTS



MR_Searchlights
Regular_object



MR_Searchlights
damage_object

I created a low poly searchlight for MaskRider's Philippines project. The object has LOD'S (level of detail) and has a damage object. It does not have beams of light radiating from it. This object is included in this issue.

