Q **After ditching, the plane sinks, but I can't get out by pressing the "O" key. The only recourse is to "die" when the plane explodes and then re-fly the mission from the beginning.**

A In CFS 2 a ditched mission is a failed mission, so you do have to re-fly the mission if you ditch. But you can press the ESC key before you ditch or hit the water. You'll lose the mission but you'll still be alive to fight again.

× close

Q **How do I get the yellow brackets framing the enemy to disappear?**

A Yellow brackets are intended to help you fly in combat. The feature is code-based and cannot be modified, but we have certainly noted its being optional for version 3.

× close

Q **I own CFS 1; I wonder if CFS 2 is an add-on or is it a completely different program?**

A Microsoft Combat Flight Simulator: WWII Pacific Theater (CFS 2) is a stand-alone application, you do not need to have CFS 1 (European theater) installed at all (but it's more fun to have both!).

× close

Q **I'm having a problem keeping my airspeed up in CFS 2, whereas I did not in CFS 1. I copied both the Hawker and the P-51D over to CFS 2 and both planes fly differently. If I bank over hard and pull back on the stick, I lose airspeed to the point of stalling. Neither plane behaves like this in the European version. What am I doing wrong?**

A You're not doing anything wrong; your aircraft should feel different, because we've improved the flight model. The physics engines for version 1 and version 2 differ, reflecting improvements in software technology and the code-writing process. S. ome of these changes in the physics do induce subtle inaccuracies in the older planes. Therefore, the aircraft in CFS 2 better reflect real-world performance and capabilities, and tactics and procedures that worked in version 1 may not necessarily work in version 2. Just . make sure you check your settings to ensure compatibility between your imported CFS 1 aircraft and those of CFS 2.

× close

Q **On the Nationality page, I see British and German as choices, even though CFS2 doesn't ship with any British or German missions. Why?**

A   One of the handy things about CFS2 is that you can import missions and aircraft from CFS1, which involves British, German, and American missions over Europe. If you want to fly a squadron of RAF Spitfires out of New Zealand over Gualdalcanal, for example, you can. So when you do that, we've built in the filters so you can keep your U.S., Japanese, British, and German missions in nice, neat stacks.

× close

Q   **Why are there no air-to-ground missions in the Single Missions portion of CFS2?**

A   All of the Single Missions that shipped with CFS2 are "Ace missions," meaning they are based on the actual battles during which ace pilots earned their distinguished standing. How a pilot get to be an ace is by shooting down other aircraft. Air-to-air victories, in other words. As for the air-to-ground category, we know that with our robust Mission Builder, people will be creating lots of different missions of different types, as well as importing German and British missions from CFS1. Having the air-to-ground filter in the game makes the list a lot more organized and a lot less crowded when your collection of missions grows.

× close

Q   **How can I disable the opening movie?**

A   To simply skip the opening movie once it loads, click your mouse anywhere on the screen. To disable the movie permanently, add a line to the [MAIN] section of your COMBATFS.CFG file that reads: ShowLogo=0

× close

Q   **When I start a Training Mission, nothing happens.**

A   If you installed Combat Flight Simulator 2 with the Typical option, or you used Custom Install but did not choose to copy Training Mission Media to your hard drive, then the sounds are loaded from the Combat Flight Simulator 2 CD-ROM as needed, and are deleted again when the Training Mission finishes. If you installed Combat Flight Simulator 2 this way, and you attempt to run a Training Mission without the Combat Flight Simulator 2 CD in your CD-ROM drive, no error message is generated, but none of the sounds will play, giving the appearance that nothing is happening. If this happens, press CTRL+SHIFT+M/CTRL+U to end the Training Mission, insert the Combat Flight Simulator 2 CD, and then restart the Training Mission.

× close

Q **I can't seem to open any of the dialogs in the application.**

A Some poorly behaved installers for other applications overwrite newer system files-which are needed by Combat Flight Simulator-with older versions. If this happens, copy the files MSVCRT.DLL and MFC42.DLL from your Combat Flight Simulator 2 CD-ROM's root directory to your Windows\System directory (System32 on NT 4.0.) In some cases you may need to close all of your applications or restart your computer in order to copy these files.

× close

Q **None of the numeric keypad keys seem to be controlling the aircraft-they are switching the views instead. Also, the Num Lock key no longer brings up a map view.**

A In order for the numeric keypad keys to control the aircraft, you must make sure that Num Lock is turned off.

× close

Q **How can I change the SHIFT+Z coordinate displays back to degrees/minutes/seconds? It currently displays only minutes and fractional minutes.**

A Add the following line to your CombatFS.CFG file, in the [MAIN] section: DISPLAY_FRACTIONAL_MINUTES = 0 This returns CFS2 to the display format used in prior versions of Microsoft® Flight Simulator.

× close

Q **Why does installing only the game files for Combat Flight Simulator 2 take up more than 200MB on my disk drive?**

A The amount of space Combat Flight Simulator 2 uses on your hard disk depends on the size of clusters on the disk drive. A cluster is the smallest unit of hard drive space. If your cluster size is 32K, a file that is really only 5K will still take up 32K of space on your hard drive. If your cluster size is 4K, a file that is 5K will still take up 8K (two clusters) of space on your hard drive. Combat Flight Simulator 2 has many files that are less than 10K in size, so on hard drives with large cluster sizes, many files take up more space than they need to.

× close

Q **Does Combat Flight Simulator 2 support the aircraft from Combat Flight Simulator 1 as add-ons? For example, for Combat Flight Simulator 1 there are many add-on aircraft by third parties, will Combat Flight Simulator 2 be able to load these aircraft?**

A   Yes, Combat Flight Simulator 2 will support add-on aircraft
     from Combat Flight Simulator 1, although the graphical detail
     of the planes in Combat Flight Simulator 2 has improved
     greatly.

     × close

Q   **How do I download airplanes from the Internet? Is there an
     easy way to add more campaigns to Combat Flight Simulator?**

A   There are a number of third-party airplanes, missions and
     campaigns available over the Internet. "Third-party" means
     that individuals or companies other than Microsoft are making
     and providing these to you.

     Some of the airplanes and campaigns created for Combat
     Flight Simulator 1 are listed here. There will also be a
     community section of this site when Combat Flight Simulator 2
     is in stores, so check back for an updated listing. Please keep
     in mind that Microsoft doesn't endorse or support any of these
     third-party add-ons.

     × close

Q   **How do you play Combat Flight Simulator with other people
     online? Where are the instructions?**

A   You can find instructions for playing Combat Flight Simulator
     online at the MSN Gaming Zone. Until Combat Flight Simulator
     2 is in the stores, however, the only Combat Flight Simulator
     section on the Zone is focused on Combat Flight Simulator 1.

     × close

Q   **Can one implement customizable planes from Flight Simulator
     98?**

A   Yes, planes and scenery from Flight Simulator 2000, as well as
     other third-party customized arenas, will be transportable to
     Microsoft Combat Flight Simulator. However, the damage
     modeling on those planes will not be as sophisticated as that
     found in the planes of Combat Flight Simulator.

     × close

Q   **How do I adjust my graphics settings for the best results?**

A   Because there are so many combinations of hardware and
     software available, we've added more graphics settings which
     can be adjusted to achieve the look and feel you want. The
     article Advanced Image Quality/Performance Settings for
     Combat Flight Simulator 2 will help you adjust those settings,
     which will help you create the best CFS2 experience.

     × close

Q   **Optimising game Settings?**

A   Firstly make sure that the 'Enable autorudder' box is
    unchecked. This will improve your turning ability.
    At the top right is a simple slider, if you don't want to get
    involved with things like Bi-linear or Tri-linear filtering, anti
    aliasing or mip maps use this. Start at the lowest Image
    quality (1) and work your way up to the highest (6) checking
    FPS in Free Flight mode. Clicking the ? symbol in the top left
    corner will give you all the help you need to set up
    graphics

    Image complexity and sound options depend on your
    computers capabilities. Start off by selecting the minimum
    possible settings and then gradually increase them. You FPS
    or Frames per Second can be seen in Free Flight mode by
    pressing SHIFT+Z twice. The higher the FPS the better, an
    optimum would be better than 30 FPS less than 24 would lead
    to flickering.

    Click to view

    To improve joystick response select your joystick from the
    Control Device window and then select Ailerons Axis from the
    Axis window.
    The Null Zone is the amount of play your joystick has before
    any response to movement. Decrease this by dragging the
    slider bar all the way to the left.
    Sensitivity sets the joysticks response to small movements.
    Increase sensitivity by dragging the slider bar all the way to
    the right.
    Now do the same to Elevator and Rudder Axes.
    Experiment with these settings to find what is ideal for you.
    You can always return to default settings if you mess up.

    GAME PRESETS
    You can make CFS start up in multiplayer with your preferred
    settings
    The following variables can be changed by editing CFS2.cfg in
    Notepad. Before editing ensure that CFS is NOT running. Scroll
    down the file until you see the [MULTIPLAYER section.
    These variables may or may not appear in the file, if they do
    not simply add them under the [MULTIPLAYER tag.

    SP_DISPLAY_CHEAT_WARNINGS =n
    Displays a warning if a player is opening a panel, may indicate
    a cheat is being used.
    0=OFF
    1=ON

SP_PLAYER_NAME=XXX
XXX may be changed to your player name.
SP_MAX_KILLS =n
n=1+
SP_MAX_PLAYERS =n
n= 2 to 32
SP_COMBAT_TYPE =n
1= Free For All
2= Squadron
SP_MAX_PLAYERS_PER_TEAM =n
n=1 to 16
SP_WIN_CRITERIA =n
0= None
1= First to n (Set in SP_MAX_KILLS)
2= Last Alive
SP_MAX_TEAMS =n
n=2+
SP_RECOMMENDED_LEVEL =n
0= All
1= Novice
2= Novice - Veteran
3= Veteran
4= Veteran - Ace
5= Ace
SP_FLIGHT_MODEL =n
1=Easy
2=Med
3=Hard
SP_ALLOW_PAUSE =n
0=Off
1=On
SP_UNLIMITED_FUEL =n
0= Limited Fuel
1= Unlimited Fuel
SP_SUN_GLARE =n
0= No Sun Glare
1= Sun Glare On
SP_UNLIMITED_AMMO =n
0= Limited Fuel
1= Unlimited Fuel
SP_WEAPON_EFFECTIVENESS =n
1=Normal
2=Strong
3=Strongest
SP_G_EFFECTS =n
0= No G Effects
1= G Effects On

× close

Q   **How do I take screenshots in CFS2?**

A   There are various utilities for taking multiple screenshots.

These are mostly Shareware programs & difficult to set up
properly. I find the old-fashioned Windows Clipboard method
less trouble with equally good results. This works with any MS
sim from Full Screen or Windows mode, the only drawback
being that you must take one shot at a time. Once you get
used to the idea, any number of shots can be taken very
quickly. They can be taken on the fly but this is how I do it.
First pause the sim & pose the shot. Zoom in/out & pan with
the keyboard or HAT.
Then hit the Print Screen key. This saves the image to the
Windows Clipboard.
Minimise the sim & open your favourite paint program. MS
Paint will do but I find IrfanView more convenient.
Hit Ctrl + V to retrieve the shot from the Clipboard. Resize or
crop the image as necessary.
Click File/Save As to save the image in a suitable format.
JPEG (JPG) format is ideal for most purposes.
You can now maximise the sim ready for another shot.

× close

Q **I hope you can help. I am running CFS on WinXP and I have a
problem with the model showing up in QC. The plane is listed
but there is no picture in the box. When you hit OK it says
unable to display visual model. I've used them before without
problem in Win98. Any suggestions? Thank You for your time.
Q2 CFS and CFS2 see the planes as options to select,
however they do not appear when selected in the window.
When using them for a mission you get an error that visual
files not loaded. I have read the briefs and tutorials but I am
stumped. Do you have any advice? (Windows 2000 Pro user)**

A Try patching the MDL of offending aircraft with the FS2000
MDL Repair Utility Here
Don't let the name put you off trying it. This utility was
released before CFS2 & the author might not have CFS
anyway.
People with Win2000 & WinXP have tried it for me with 100%
success so far in all MS sims including CFS1 & FS2002.

If the offending planes work OK as flyable aircraft be sure to
patch the correct MDL.
Some CFS aircraft have special AI versions (drones) which
might cause the problem in QC.

The fix posted on the Abacus website has been tested & also
works for CFS1 & CFS2. (AbacusMDLFix.zip)
NOTE: Both utilities are for Windows 2000 or Windows XP
ONLY

× close

Q **Key Commands in CFS2?**

A   Function

FS/CFS1 Command
Combat Keyboard Command

Open/Close canopy   Ctrl + E   Shift + C

Fold/Unfold wings (Naval aircraft only)Shift + F   Shift + W

Extend/Retract Tailhook   Shift + G   Shift + H

War Emergency Power (WEP) Toggle   F10   W

Spoilers/Dive Brakes Toggle   / (Fwd Slash) D

Brakes (Both)   . (Period)   B

Parking Brake On   Ctrl + . (Period) Shift + B

Left Brake F11   , (Comma)

Right Brake   F12   . (Period)

× close

Q   **I keep getting error messages when I either try to load free flight or mission editor. The problem usually is solved by trying again in freeflight, and the thing loads right. I'm probably going to have to reinstall.**

A   You may not realise that CFS2 has a "100" plane limit. I think this limit is set by the Mission Builder but it also affects the sim itself. I supect you're over or near the limit. The easiest way to fix it is to create a Hangar sub-folder in the CFS2 Aircraft folder & drag some of your aircraft into it. You could also delete anything you don't wish to keep. Make sure you don't move any default aircraft or 3rd party aircraft used in missions. That should stop those error messages. You can reinstall planes from the Hangar as you wish, providing you drag a corresponding number back into it.

× close

Q   **Multiple Installs for CFS2**

A   In Microsoft Games have 3 separate folders: Combat Flight Simulator 2, ETO, and North Africa. The 2nd two will contain everything in the original CFS2 folder with certain distinctions.

1. Right click and send shortcut to desktop of the CFS2.exe file (the guy with the helmut) from both the ETO & North Africa folders. Rename the shortcuts ETO & North Africa. If you like, right click & select the Properties button to browse and change the icon. I use the CFS1 .exe icon (the black & white

airplane) cuz I think it looks better. The CFS1 icon resides in my CFS2/Utilities folder. I also renamed the original Combat Flight Simulator 2 shortcut to PTO.

2. In the SCENEDB folders of ETO & North Africa, you will need all the original stuff but you can eliminate yor PTO addon folders. In scenedb/world you can have specific theater textures in the TEXTURE folder. I use Mauro's Desert Air Force scenery (http://digilander.libero.it/LoriMauro/index.htm) for North Africa

and pactex swaps(http://myweb.tiscali.co.uk/brigstock/CFS. htm)for ETO and pactex regular for PTO. Also http://cfsfrance. altajeux.com/ has snow textures that look real nice for ETO.

3. In ETO's and North Africa's AIRCRAFT folders you can save lots of space by using Aired to set the Japanese aircraft types in Section 105 to 2. This eliminates the Japanese planes from apppearing in your menus. Also, **UNLESS*** other aircraft are aliased to the Japanese planes' panel or sound folders you can delete the contents of each of the Japanese planes Model, Panel, Sound, and Texture folders. LEAVE the folders themselves plus the aircraft.cfg, airfiles, and .dp files for each Japanese plane.

EASY WAY: to build each new install folder: Just copy the original CFS2 folder by folder into the other two.
The AIRCRAFT folder and SCENEDB folder take the longest. Remember that you don't need aircraft that don't belong in each of the new installs but you do need to include the stock planes albeit with the space-savers mentioned above. That is, in ETO and North Africa you need to have the Jap. aircraft with a Model, Panel, Sound, Texture. ac.cfg, air, and .dp file.

In UIRES I have created new scr_splash, scr_start, scr_freefight, scr_loadingsim, and scr_quickcombat screens for each new install. These have to be the same size & format(.bmp or .jpg) as the originals, but they can be any picture that you like. For example my North Africa scr_splash is a colored map of the region.

Other space-savers:

1. MISSIONS need only to contain specific regional missions.
2. Ditto PHOTOS, SCENEDB/weapons.

× close

Q   **I've installed the aircraft successfully ... but it don't work!**

A   here could be a myriad of reasons why it don't work, but here is the most common one. Any CFS2 aircraft has several "core" files and folders that, basically, make up the airplane, such as

the "Model," the "Panel," the "Sound," the "Textures," and
several assorted text files in a computer language code. You
should see these files inside any aircraft folder for CFS2. For
instance, if you go to the CFS2 Aircraft folder, and open the
F4F Wildcat folder, you'll see all the aircraft folders and files
that make it work. Now we come to what this all has to do with
add-on downloads. Very often, the aircraft will be installed in a
sub-folder of itself. For instance, lets say you download a
Bf109G add-on aircraft for CFS2. In the CFS2 Aircraft folder
you might see a folder named Bf109G, and this is the plane
you had just installed. But if you open the Bf109G folder,
there will be another folder inside, and that is the one with all
the "core" aircraft files. For the aircraft to work, the "core"
files must be in the "surface" folder in the CFS2 Aircraft folder.
About 75% of 'non-working' aircraft suffer from this simple
problem

× close

close