



LWD (Lindsay Watt Designs) Tree Library

This is a brand new release of tree library objects for CFS2. These objects can be used in the CFS2 mission builder and with GSL scenery...

NOTE: After unzipping to a convenient temporary location you will notice the LWD_Tree_Library folder contains the following six (6) items:

1. LWD_TreeLib_textures_256 (folder)
2. LWD_TreeLib_textures_512 (folder)
3. DP_Files (folder)
4. add_to_mdlnames.txt
5. LWD_TreeLib.bgl
6. LWD_TreeLibrary.pdf (this file!)

NOTE: The tree textures come in two sizes: 256 (smaller file size-less detail) and 512 (larger file size- richer detail). Install whichever size you feel will run best on your machine. **Do Not Install Both!**

Installation:

1. Choose your desired texture size.
2. Place the contents of that folder into your C:\Program Files\Microsoft Games\Combat Flight Simulator 2\SCENEDB\inf\texture folder.
3. Place the contents of the DP_Files folder into your C:\Program Files\Microsoft Games\Combat Flight Simulator 2\OBJECTS_DP folder.
4. Place the LWD_TreeLib.bgl into your C:\Program Files\Microsoft Games\Combat Flight Simulator 2\SCENEDB\inf\scenery folder
5. **Then** go to your C:\Program Files\Microsoft Games\Combat Flight Simulator 2\SCENEDB\inf\scenery folder and delete the file named **filelist.dat**
6. Add the names in the add_to_mdlnames.txt file to your C:\Program Files\MicrosoftGames\Combat Flight Simulator 2/ mdlnames.txt file

Next time you open the CFS2 Mission Builder, the new objects will appear in the infrastructure list

Credits:

All trees designed using Bryce 5.0..

DP files were made using DPEd.exe and/or manually edited by hand in notepad..

I'd like to thank Martin Wright for all his valuable help over the years..

I'd also like to thank Gerrish Grey for his input into the tree package..

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