# Gmax designed 3D object library

This is an updated/new version of my previously released library objects for CFS2.. The objects take damage and now can be used in the CFS2 mission builder and with GSL scenery...

Note: This update will not change objects at bases that used the old buildings or trees... It includes some new objects but mostly updates the old.

## Installation:

1.) Unzip to a temp folder leaving the "use folder names" option checked in winzip.. Then just move the files to the appropriate locations in CFS2..

2.) Then goto your C:\Program Files\Microsoft Games\Combat Flight Simulator 2\SCENEDB\inf\scenery folder and delete the file named filelist.dat.

3.) Add the names in the add_to_mdlnames.txt file to your C:\Program Files\Microsoft Games\Combat Flight Simulator 2/ mdlnames.txt file

Open the CFS2 Mission Builder and the new objects will appear in the infrastructure list

## Credits:

All buildings were designed in Gmax, de-compiled using BGLAnalyze, hand edited and re-compiled using scasm.

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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