

CFS2 Global Scenery Editor

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Getting Started

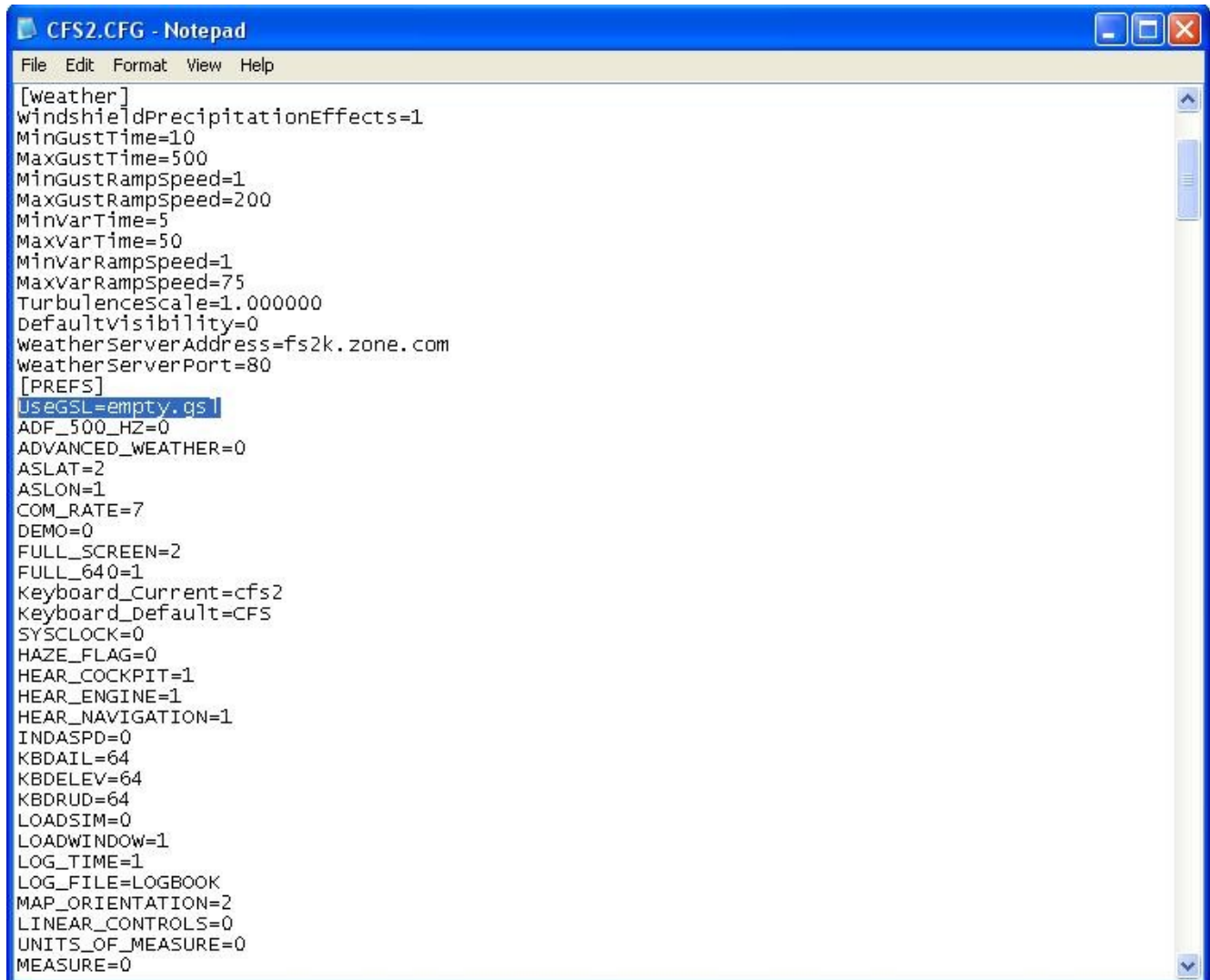
Before attempting to design GSL scenery be sure to make a backup copy of the file named cfs2.gsl and store it in a nice safe place.

Using an Empty GSL file

I have included an empty GSL file in the zip for your convenience. Place the file named empty.gsl into your Combat Flight Simulator 2\GSL folder.

Add the below line to the [PREFS] section in your CFS2.cfg file

UseGSL=empty.gsl



```
CFS2.CFG - Notepad
File Edit Format View Help

[weather]
windshiedPrecipitationEffects=1
MinGustTime=10
MaxGustTime=500
MinGustRampSpeed=1
MaxGustRampSpeed=200
MinVarTime=5
MaxVarTime=50
MinVarRampSpeed=1
MaxVarRampSpeed=75
TurbulenceScale=1.000000
Defaultvisibility=0
WeatherServerAddress=fs2k.zone.com
WeatherServerPort=80
[PREFS]
UseGSL=empty.gsl
ADF_500_HZ=0
ADVANCED_WEATHER=0
ASLAT=2
ASLON=1
COM_RATE=7
DEMO=0
FULL_SCREEN=2
FULL_640=1
Keyboard_Current=cfs2
Keyboard_Default=CFS
SYSCLOCK=0
HAZE_FLAG=0
HEAR_COCKPIT=1
HEAR_ENGINE=1
HEAR_NAVIGATION=1
INDASPD=0
KBDAIL=64
KBDELEV=64
KBDHUD=64
LOADSIM=0
LOADWINDOW=1
LOG_TIME=1
LOG_FILE=LOGBOOK
MAP_ORIENTATION=2
LINEAR_CONTROLS=0
UNITS_OF_MEASURE=0
MEASURE=0
```

By adding this line to your CFS2.cfg you allow CFS2 to use your empty gsl file next time CFS2 is loaded. Don't forget to change it back to use the cfs2.gsl once you have completed designing your scenery. ***Hot Tip* be sure to read the tips and tricks section under the heading of Rhumbaflappy. *Hot Tip***

Activating the default scenery editor

Start the CFS2 mission builder and activate GSL edit mode by the using the shortcut.

(Ctrl + Alt + Shift + G)

Object Placement

Object placement is very straight forward. Objects are placed as you would when designing a mission. For help using the mission builder locate the file named MB.hlp in your Combat Flight Simulator\help folder.



Saving your new scenery

Once you're happy with your scenery save it by using the shortcut (Ctrl + Alt + S)

Notes:

1. By default once you save the GSL (Ctrl + Alt + S) it's automatically added to the gsl file you have entered in the CFS2.cfg.
2. You can save a master copy of your work in either .mis or .lay format.

Saving and loading a Layout file

Save layout file = (Ctrl + E)

Load a layout file = (Ctrl + L)

Removing GSL scenery

Removing Individual Scenery Objects

If you want to delete say the two stock hangers at Midway do this.

1. Start Mission Builder and go to Midway. Zoom in on the hangers.
2. Start up the GSL Editor (Ctrl+Alt+Shift+G) and left click on the two hangers. Each hanger should now show the infrastructure icon.
3. Zoom out 3 or 4 times and move the cursor to the lower right corner of the window.
4. Hold down the shift key and draw a box around the area. (make sure you include the hangers) Both hanger icons should turn green.
5. Click on the trash can icon. Hangers should be gone.
6. Save to GSL file. (Ctrl+Alt+S)

Note: If you make a mistake (like selecting something you don't want deleted) exit GLS Edit mode (Ctrl+Alt+Shift+G) again and go someplace else (with out saving). Then come back to Midway and you should be able to start over again.

Removing Complete Sceneries

If you wish to remove an entire scenery.

1. Start Mission Builder and go to the scenery you wish to remove.
2. Start up the GSL Editor (Ctrl+Alt+Shift+G)
3. Zoom out 3 or 4 times and move the cursor to the lower right corner of the window.
4. Hold down the shift key and draw a box around the area. All the scenery objects icons should turn green.
5. Click on the trash can icon. Scenery should be gone.
6. Save to GSL file. (Ctrl+Alt+S)

Note: If you make a mistake (like selecting something you don't want deleted) exit GLS Edit mode (Ctrl+Alt+Shift+G) again and go someplace else (without saving). Then come back to the scenery you wish to remove and you should be able to start over again.

It is possible to use Martin Wright's GSLMan.exe to remove complete GSL scenery. Instructions for doing so are available in Martin's GSLTools.

Distributing your scenery

There's a certain element of care that you as the designer need to take when distributing GSL scenery. Firstly you need to be certain that you provide the end-user with detailed instructions on the removal of your scenery if they wish to unistall it.

Release the layout file. This requires the end-user to simply open their mission builder load the layout file (Ctrl + L) and save it to their GSL (Ctrl+Alt+S). Be sure to instruct the end-user to check the "place layout at original world location" checkbox on the load layout dialog box.

It is possible to use Martin Wright's GSLMan.exe to distribute GSL scenery. Instructions for doing so are available in Martin's GSLTools.

Things to be aware of:

If your scenery does not incorporate a base/ runway location the end-user can go to using the mission builder “go to airport”, you must supply the Lat/Long coordinates so the end-user can manually enter the location into the mission builder and remove the scenery using the built-in scenery editor.

Tips & Tricks

Rhumbaflappy

We can force an alternate CFG file at startup with a command-line switch.

Code:

```
"C:\Program Files\Microsoft Games\Combat Flight Simulator 2\CFS2.EXE" /CFG:hendersonGSL.cfg
```

You can make a copy of the Desktop shortcut, and rename it HendersonGSL.

Then right-click the new shortcut, and select the "Properties" item. This exposes the properties of the shortcut... and left-click on the "Shortcut" tab.

The line named "Target:" is where you can add a command-line like the above example. Not only can you have different shortcuts for different GSL files, but you can now have completely different CFG setups for each shortcut.

This seems a better solution than swapping out or altering the CFS2.gsl file.

Now opening CFS2 by clicking the HendersonGSL Desktop icon will start CFS2 with the henderson.gsl file. Opening CFS2 by clicking the default icon will start CFS2 normally.

The shortcut could be included with distributed GSL files for placement on the Desktop.

Known Issues

HP Users

Jagdfliieger has informed me that users running HP systems may need to disable their HP support information services before working with the CFS2 GSL Editor.

If you receive the above message you can follow the below steps kindly supplied by Jagdfliieger to disable this feature.



Start> All Programs> PC Help and Tools> HP Pavilion Support Information

Right click on the "HP Pavilion Support Information line" and select: "Properties"

Select the "Short Cut" tab

In the box titled "Short Cut Key" delete the (Ctrl+Alt+S) command. "None" should automatically appear.

Click on "Apply"

Click on "OK"

Done.

Credits

I'd like to thank The B24Guy, Jagdfliieger, and Rhumbaflappy for their contributions to this document.