# Combat Flight Simulator 2

A Magazine For Fellow Enthusiast

MORE scenery_cfs_library objects Remodeled

NEW Ford 15cwt Light Utility Truck
with four textures

Project Phoenix

NOW FREE

Contents

Editorial

Dear reader,
Time has came around for another issue of the magazine.
Some projects I produce maybe payware but will also include in each issue
freeware items.

Over the years I gained a little knowledge of working with CFS2 which I have passed on
through this magazine.
I do understand if some information is hard to understand, I have trouble with it myself
sometimes,
I hope that all the information within the magazine will been useful to you.

I am available and happy to answer any questions you have about
CFS2. If I am able.
There is now a letters section and I really hope it will be used, I do need your feedback.
If you or your company wish to advertise in the magazine please contact the Editor at
rjsprackland@hotmail.com

You can PM me at SOH.
or email me at rjsprackland@hotmail.com

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Please remember that I do not, endorse, or sponsor the Add-Ons. If you download any
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R J Sprackland

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R J Sprackland

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.

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 donate a small voluntary payment via Paypal by going to Flight Simulator Magazine and Models web site at

http://flightsimmag.webs.com/magazines

Thanking you in advance for your support.

Sorry no Letters in this issue.

Included in this issue are more remodeled cfs_library objects, some of the buildings have been scaled up to what I consider to be a better size and any gsl file that already use these objects may need slight adjustments. The buildings have a single plane damage model and is textured with inf_damage_grd_conc_lg.bmp.
The pictures below are some of the objects included in this issue.
I apologise for the error in the old_scenery_cfs_library.BGL in issue 9, it has now been corrected.

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 remodelled objects and the "old_scenery_cfs_library.BGL" has 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 the textures to the root texture folder.

Please note the screenshots are from modelconverterx and not all picture formats are compatable with ths program.

Br_Radar

OLD

NEW

BrAmb

OLD

NEW
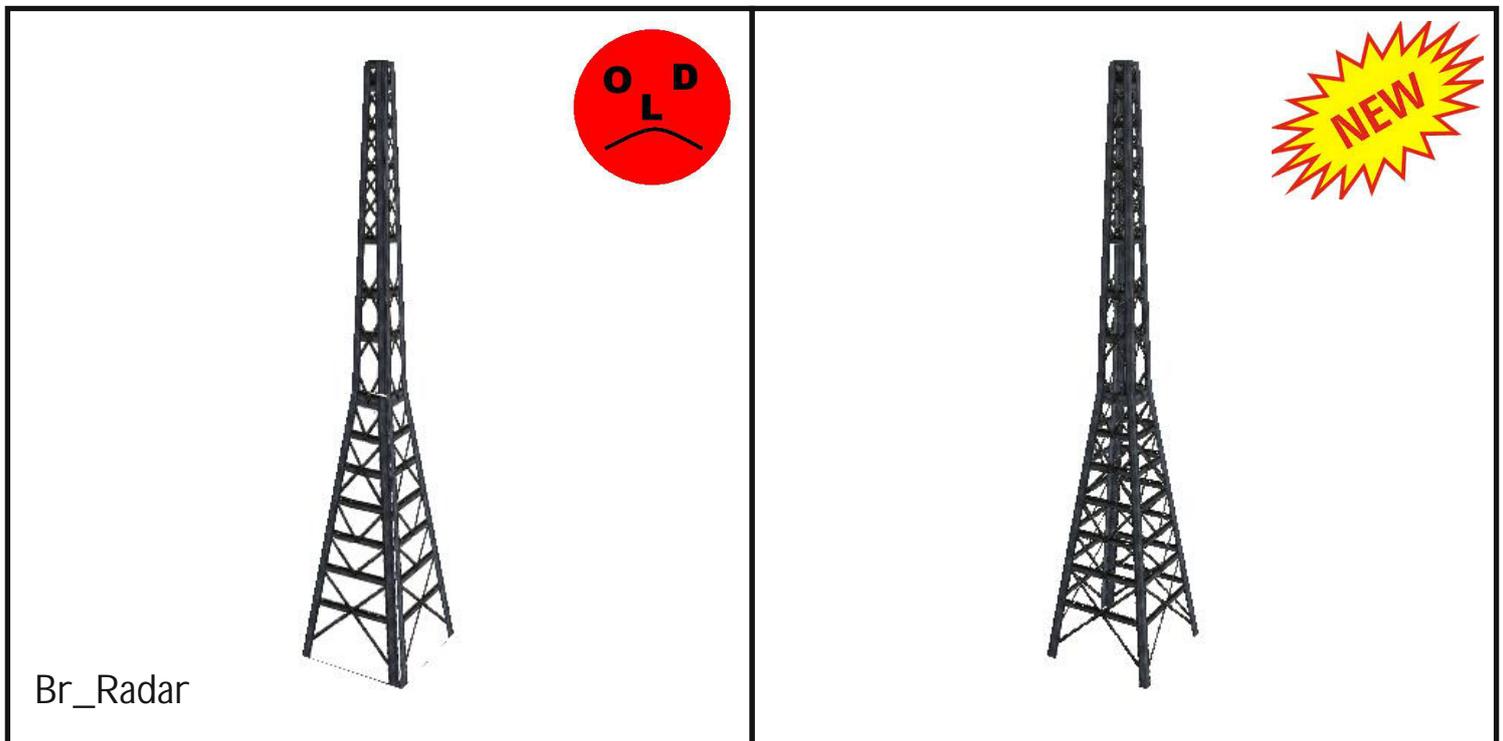
BrGasTr

Bridge0

Bridge1

Both bridges are the same size and have the same damage but the dp's are different.

Building4

OLD

NEW

I did not like this building as a church

OLD

Added a spire to church1 to create church0
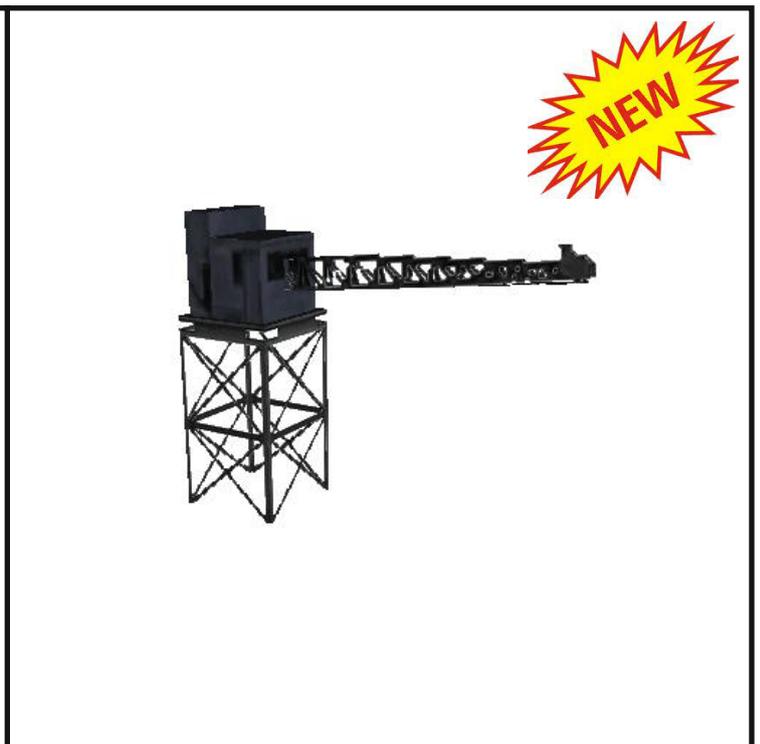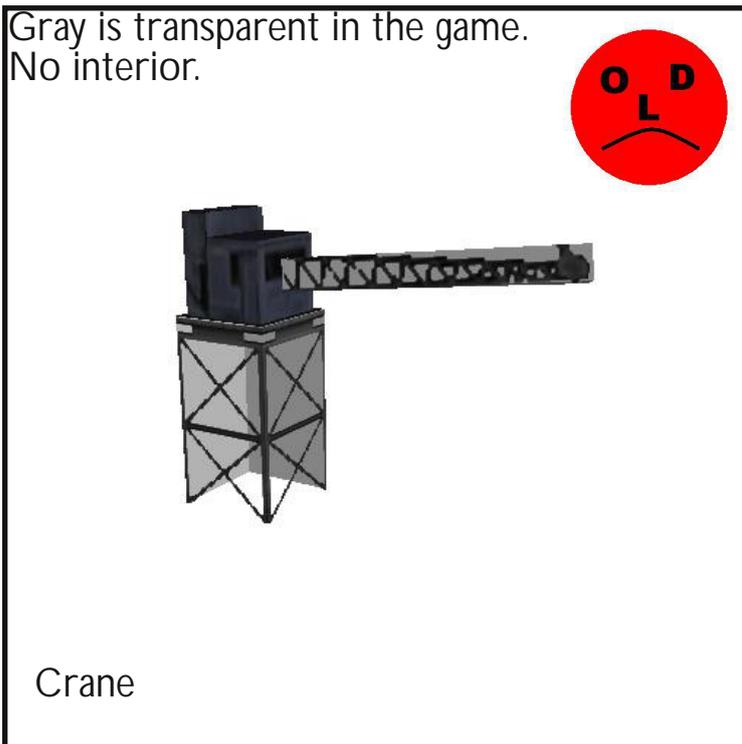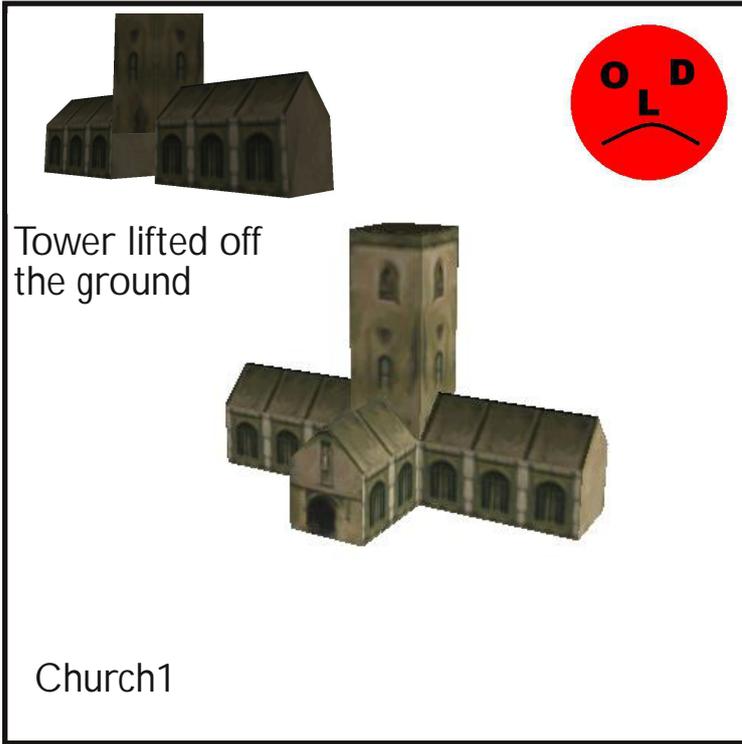
NEW

Church0

O L D

NEW

Tower lifted off
the ground

Church1

Gray is transparent in the game.
No interior.

O L D

NEW

Crane

Please note the screenshots are from
modelconverterx and not all picture formats
are compatable with ths program.

Crate

OLD

**NEW**

Dovecot0

OLD

NEW
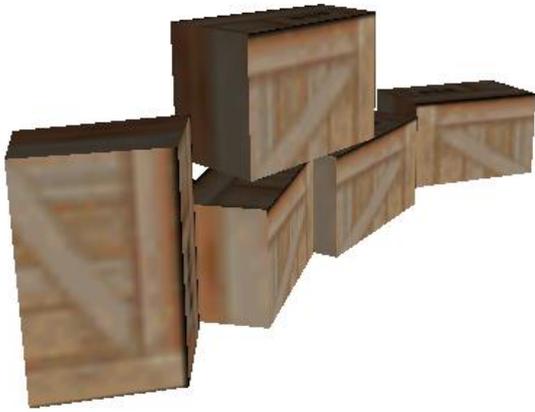
Although some object have little change some
textures have been adjusted and the lowest lod
have been deleted. By remodeling the objects
in gmax they become more framerate frendly.

Dovecot1

Dovecot2

Factory0

Factory1

O L D

NEW

Factory2

O L D

NEW
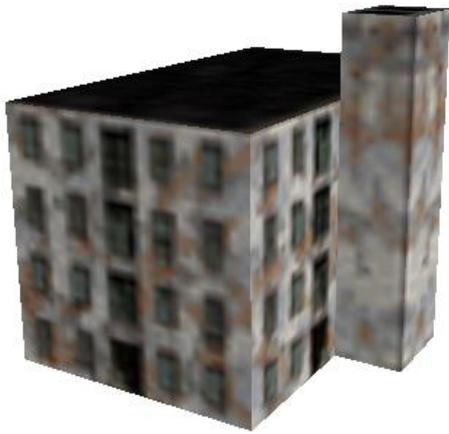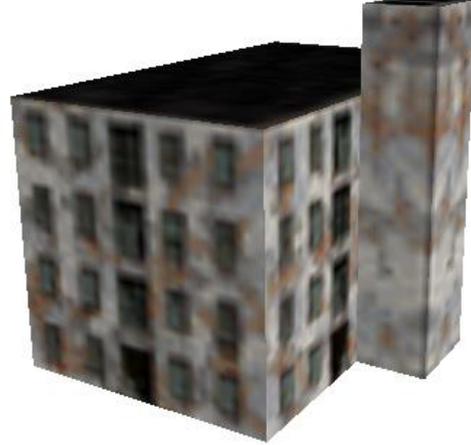
Factory3

Although some object have little change some
textures have been adjusted and the lowest lod
have been deleted. By remodeling the objects
in gmax they become more framerate frendly.

Factory4

Factory5
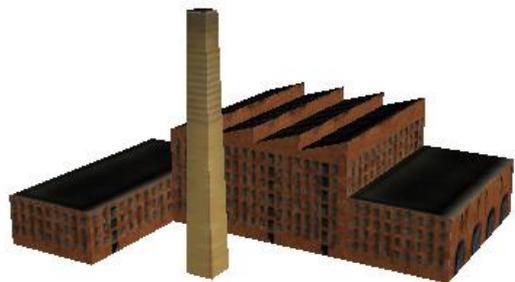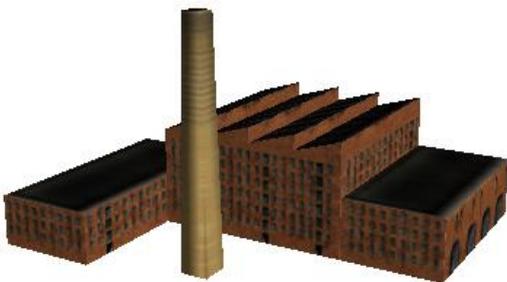
Fr_apt0

OLD

NEW

Fr_apt1

OLD

NEW

Fr_apt2

OLD

NEW

Fr_apt3

OLD

NEW

Although some object have little change some
textures have been adjusted and the lowest lod
have been deleted. By remodeling the objects
in gmax they become more framerate frendly.

Fr_apt4

Fr_bl0

Fr_bl1

Fr_hse0

OLD

NEW

Fr_hse1

OLD

NEW
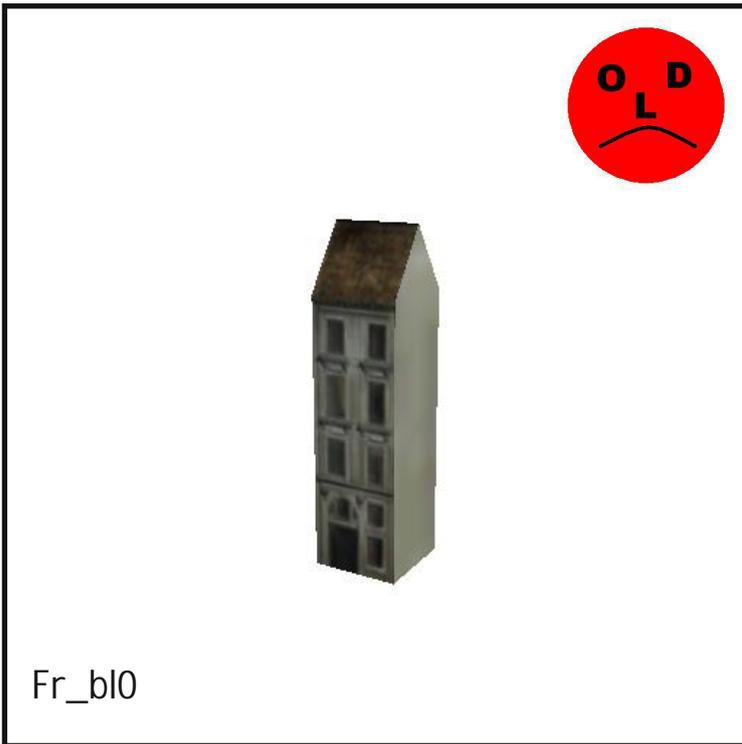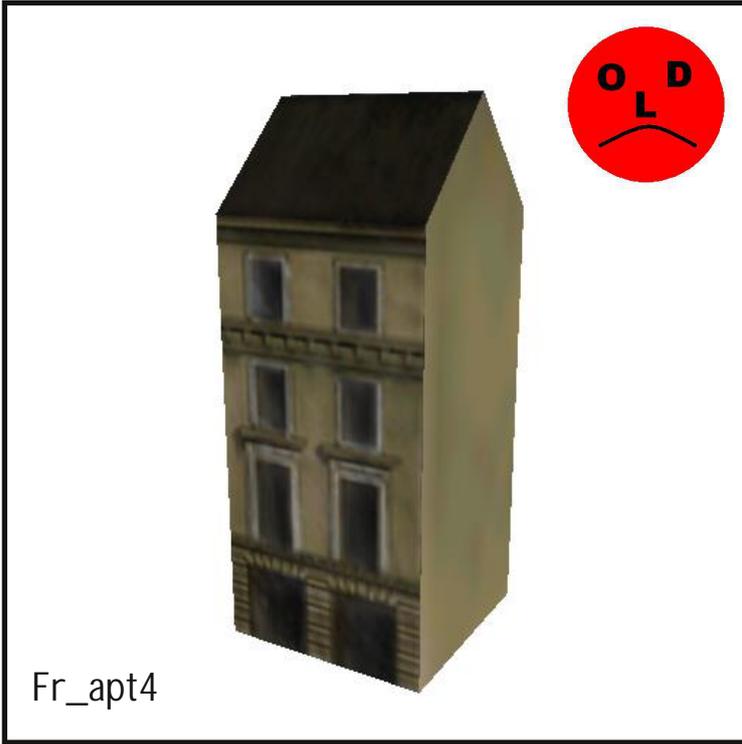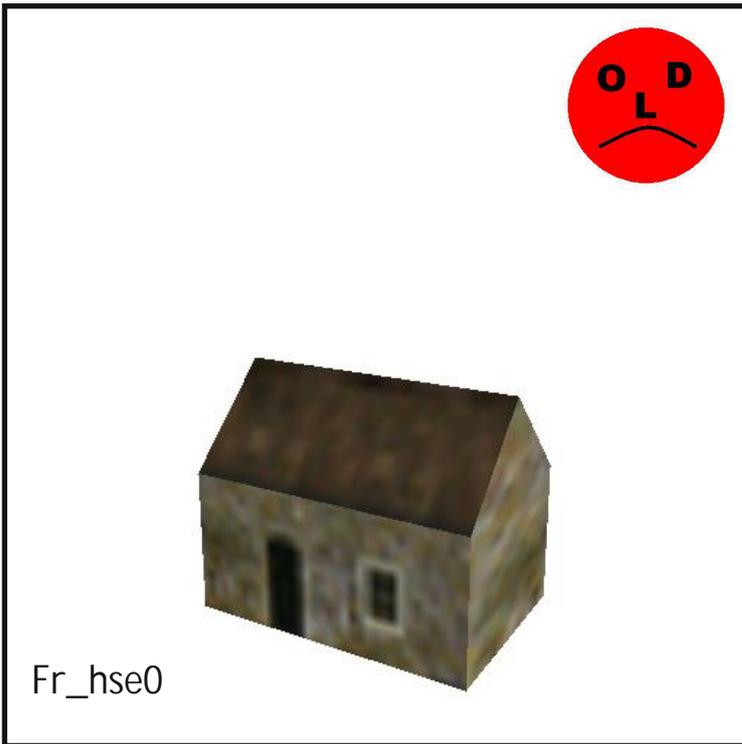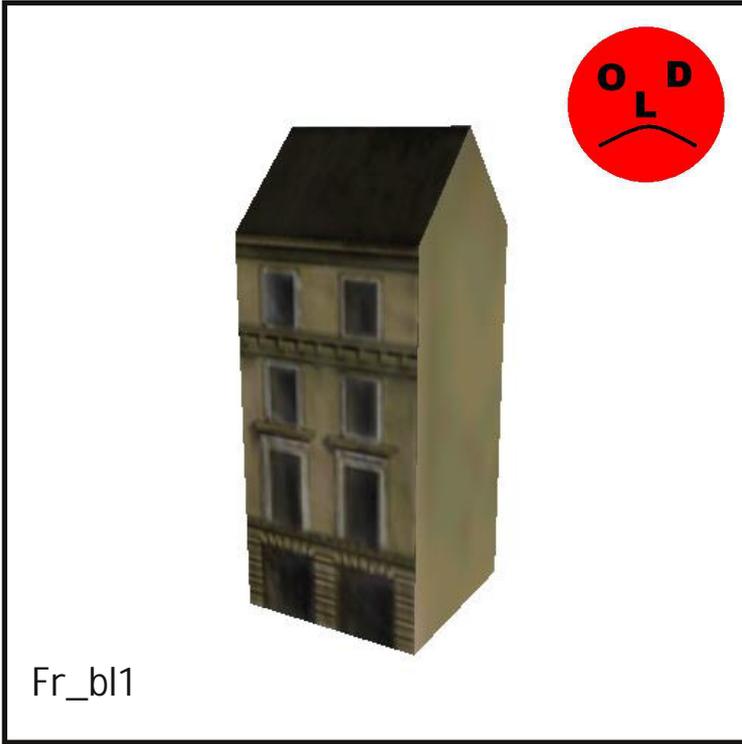
Fr_hse2

Although some object have little change some
textures have been adjusted and the lowest lod
have been deleted. By remodeling the objects
in gmax they become more framerate frendly.

Fr_hse3
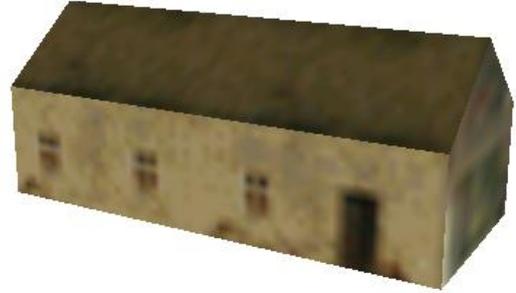
Fr_hse4
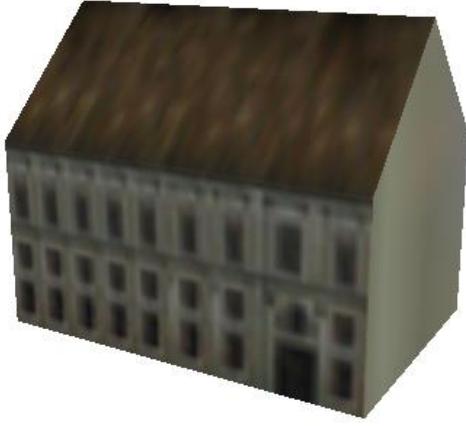
Fr_hse5
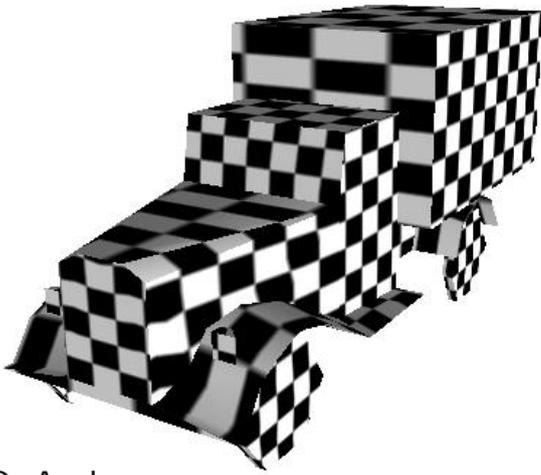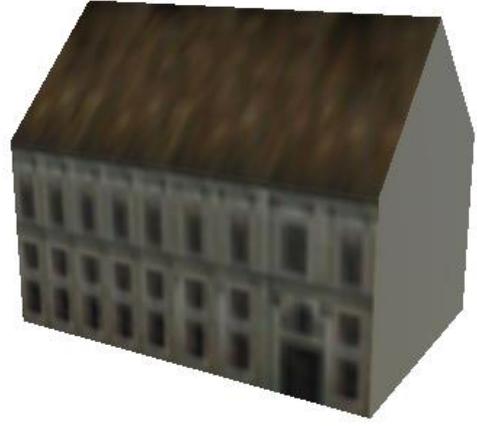
GeAmb

Project Phoenix will be bringing you new and exciting models every issue.
Members of the Project Phoenix team can construct and texture models for you.
The team leader can be contacted by email at,
rjsprackland@hotmail.com.

NOW FREE

NEW Ford 15cwt Light Utility Truck

Project Phoenix are pleased to present to you a NEW Ford 15 cwt Light Utility Truck, the models has LOD's and a damage vehicle ground polygon, and is based on the Ford 15cwt Light Utility Truck that can be found in the Combat Flight Simulator 2 scenery_cfs_library.
CREDITS:-------TEXTURES BY: Giuseppe and a colleague Steve.
                 MODEL BY: Robert John Sprackland.
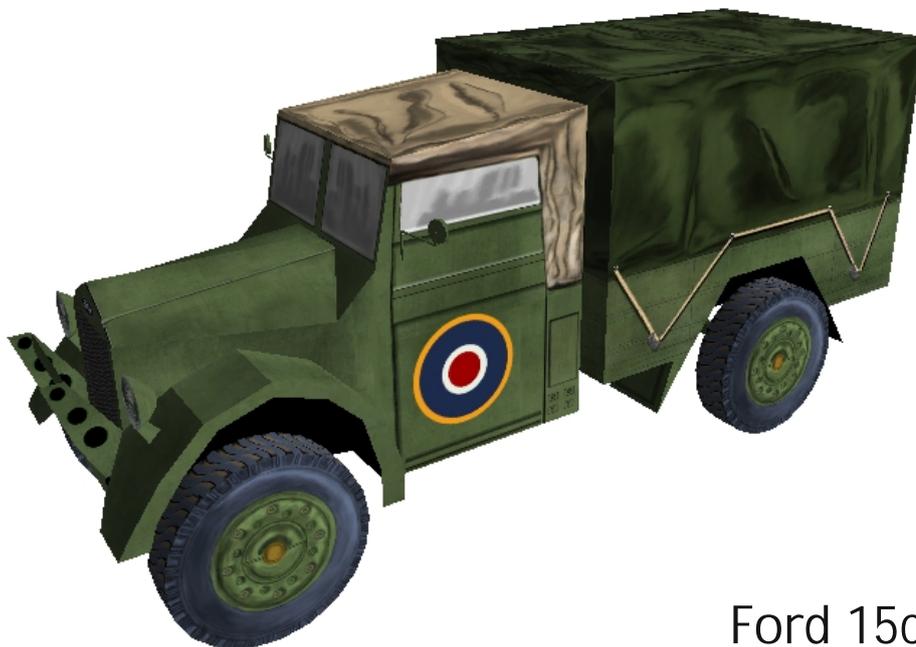
Ford 15cwt_GB_ETO

Ford 15cwt_US_ETO

Ford 15cwt_GB_MTO

Ford 15cwt_US_MTO