Combat Flight

Simulator 2

A Magazine For Fellow Enthusiast

City of Rome
Building Rome: Article by Kevin Driver
Opel Kapitan by Edmundo Adad (GSL CONVERSION)
Rome Termini (1943)
MORE* scenery_cfs_library_Remodeled

Contents

Editorial

Dear reader,
Time has came around for another issue of the magazine.

There is a letters section and I really hope it will be used, I do need your feedback.

You can email me at rjsprackland@hotmail.com

Disclaimer
Please remember that I do not, endorse, or sponsor the Add-Ons. If you download any third-party materials, you do so completely at your own risk.

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R J Sprackland

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R J Sprackland

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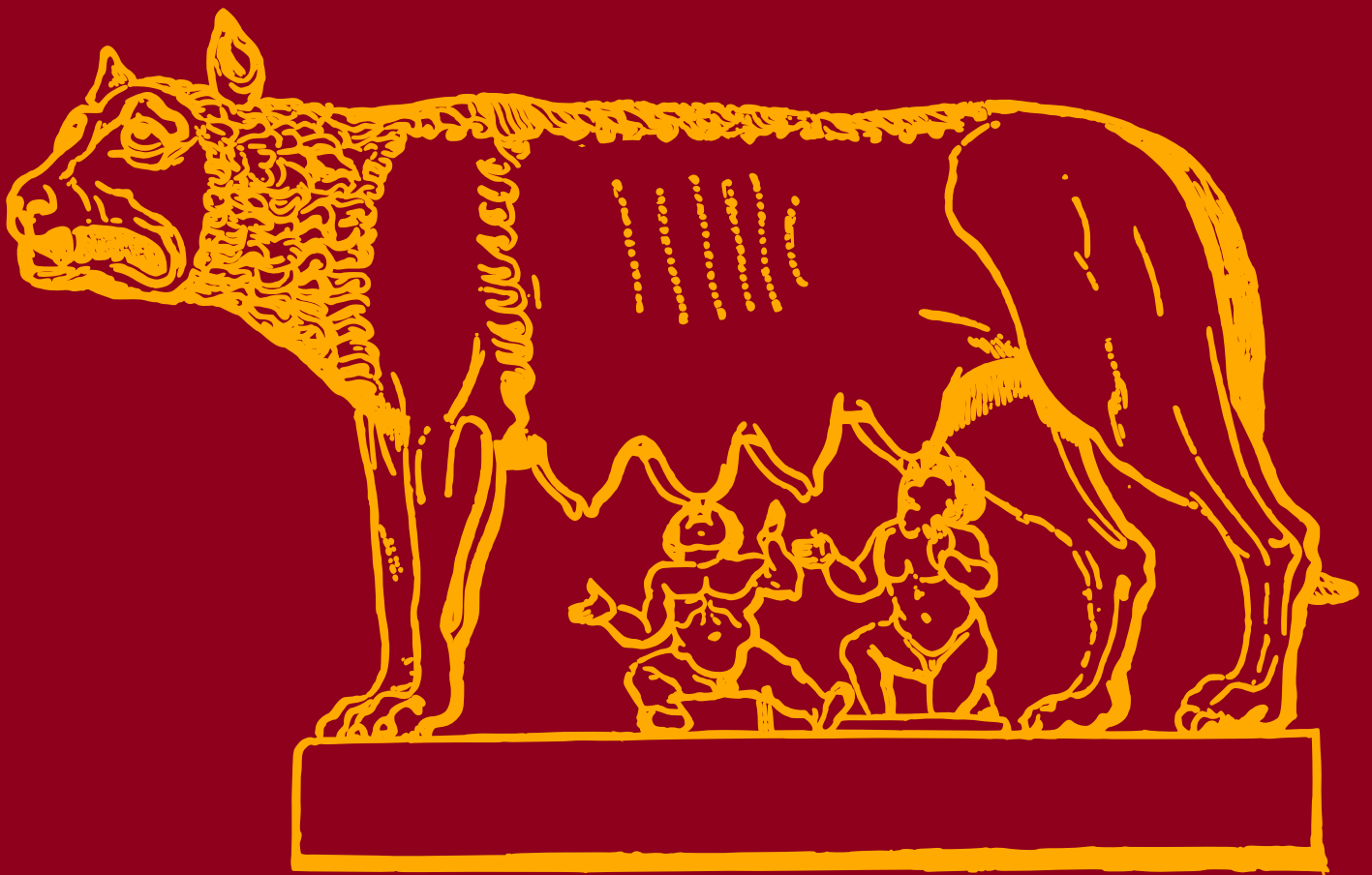## CREDITS

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.

LETTERS

No letters this issue

The buildings included in this issue are conversions from a mixture of

Microsoft Flight Simulators

Information

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The buildings included in this issue are conversions from a mixture of Microsoft Flight Simulators.

They are GSL scenery objects and all have a damage texture, but the damage texture are the same as the regular texture. These can be painted with damage. I have not painted the damage to these textures but hoping someone may and share their creations.

This work has been a collaboration between Kevin Driver and myself.

The screenshots are of all the objects found in the CFS2_Rome.BGL.
The screenshots are one per page so you can see the detail.

Rome_ForumCosmo_Parts (WITH)

This object is the basilica of Santi Cosma e Damiano is a church in the Roman Forum, parts of which incorporate original Roman buildings. The circular building at the entrance onto the Forum (not used today) was built in the early 4th century as a Roman temple.

Rome_ForumCosmo_Parts (WITH OUT)

This object is the basilica of Santi Cosma e Damiano it is a church in the Roman Forum, parts of which incorporate original Roman buildings but not including the circular Roman temple.
You can add the more detailed Rome_ForumCosmo to complete the object.

Rome_Navona

Rome_Navona_Ground is the Piazza Navona
Rome_Navona_Monument is the monument
both can be connected with Rome_Navona to create a more detailed object.

Content: Names of the Roman Buildings in this Issue

CFS2_City of Rome Extras

For information
Visit
https://en.wikipedia.org/wiki/Arch_of_Septimius_Severus

Rome_Arch_of_Severus

For information
Visit
https://en.wikipedia.org/wiki/Capitoline_Hill

Rome_Campidoglio

For information
Visit
https://en.wikipedia.org/wiki/Capitoline_Hill

Rome_Campidoglio_Plaza

For information
Visit
https://en.wikipedia.org/wiki/Castel_Sant%27Angelo

Rome_Castel

Rome_cityblock_1

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Rome_cityblock_5

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Rome_cityblock_6

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Rome_cityblock_7

For information
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Rome_Coliseum

For information
Visit
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Rome_Forum_Faust

For information
Visit
https://en.wikipedia.org/wiki/Arch_of_Titus

Rome_Forum_Titus

For information
Visit
https://en.wikipedia.org/wiki/Roman_Forum

Rome_ForumAnti

For information
Visit
https://en.wikipedia.org/wiki/Arch_of_Constantine

Rome_ForumConst

For information
Visit
https://en.wikipedia.org/wiki/Santi_Cosma_e_Damiano

Rome_ForumCosmo

For information
Visit
https://en.wikipedia.org/wiki/Roman_Forum

Rome_ForumMax

For information
Visit
https://en.wikipedia.org/wiki/Basilica_di_Santa_Maria_Maggiore

Rome_Maggiore

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Visit
https://en.wikipedia.org/wiki/Theatre_of_Marcellus

Rome_Marcellus

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Visit
https://en.wikipedia.org/wiki/Piazza_Navona

Rome_Navona

For information
Visit
https://en.wikipedia.org/wiki/Pantheon,_Rome

Rome_Pantheon

For information
Visit
https://en.wikipedia.org/wiki/Piazza_Venezia

Rome_Piazza_Venezia

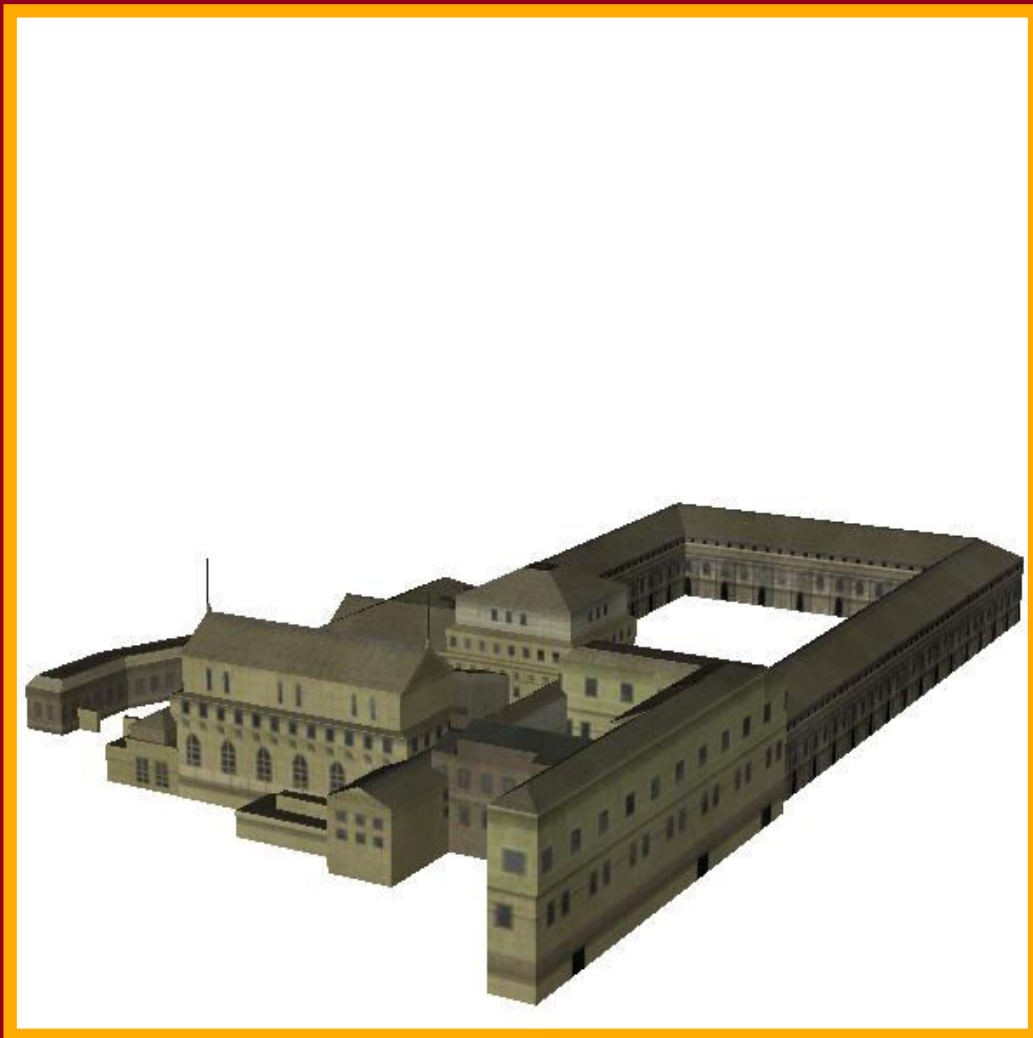CFS2_City of Rome

For information
Visit
https://en.wikipedia.org/wiki/Archbasilica_of_St._John_Lateran

Rome_San_Giovanni

For information
Visit
https://en.wikipedia.org/wiki/Sistine_Chapel

Rome_Sistine_Chapel

For information
Visit
https://en.wikipedia.org/wiki/Spanish_Steps

Rome_SpanSteps

For information
Visit
https://en.wikipedia.org/wiki/St._Peter%27s_Basilica

Rome_StPeters

For information
Visit
https://en.wikipedia.org/wiki/Tiber_Island

Rome_Tiberisland

For information
Visit
https://en.wikipedia.org/wiki/Trajan%27s_Market
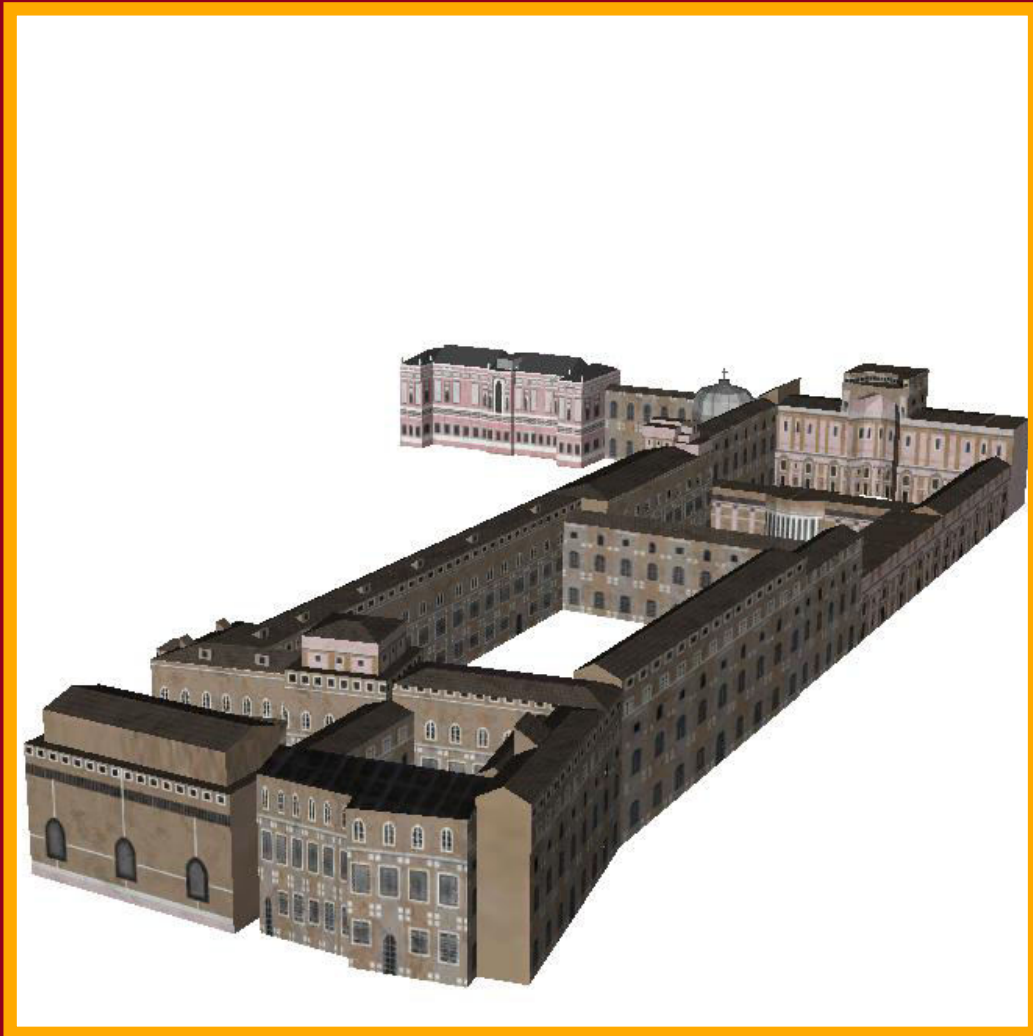

Rome_Trajan

For information
Visit
https://en.wikipedia.org/wiki/Trastevere

Rome_Trastavere

For information
Visit
https://en.wikipedia.org/wiki/Vatican_Museums

Rome_Vatican_Museum

For information
Visit
https://en.wikipedia.org/wiki/Altare_della_Patria

Rome_VicManuel

For information
Visit
https://en.wikipedia.org/wiki/Santi_Cosma_e_Damiano

Rome_ForumCosmo_Parts (WITH)

For information
Visit
https://en.wikipedia.org/wiki/Santi_Cosma_e_Damiano

Rome_ForumCosmo_Parts (WITH OUT)

For information
Visit
https://en.wikipedia.org/wiki/Piazza_Navona

Rome_Navona_Ground

For information
Visit
https://en.wikipedia.org/wiki/Piazza_Navona

Rome_Navona_Monument

CFS2_City of Rome

You can download these objects

This package contains destructible landmarks for **Rome**, Pisa and Venice.

They are library objects which can be used with Combat Flight Simulator 2 Mission Builder for missions or as GSL Scenery.

DOWNLOAD

GSL_Italian_Landmarks.zip

http://www.sim-outhouse.com/sohforums/local_links.php?catid=45

Building Rome

This project began when **Andrew Talbot ("Rami")** requested Littorio and Ciampino airfields to be made for bombing missions on the rail yards of Rome. I constructed the two airfields while Andrew built the Littorio rail yard. Not satisfied with the limited rail infrastructure in the CFS2 inventory at the time, I put out a request for a rail yard object which could be used to construct a better representation of Rome's extensive rail hub.

Robert came to the rescue way above and beyond the call of duty. He built the CFS2 Mega GSL Railway Package - a magnificent two hundred piece train set which included single and double track straights, curves, points, junctions, sidings and yards. In addition, he constructed beautiful replicas of the Roma Termini Station and the San Lorenzo Yard with its turntables, workshops and sheds. Robert also converted all the Roman landmarks and buildings from FSX/FS2004/FS2002 to CFS2 destructible GSL format.

Giuseppe Sisinni ("Gius") came to the aid of the project, building more fantastic landmarks and ruins for the Forum, as well as a set of typical Roman blocks of buildings.
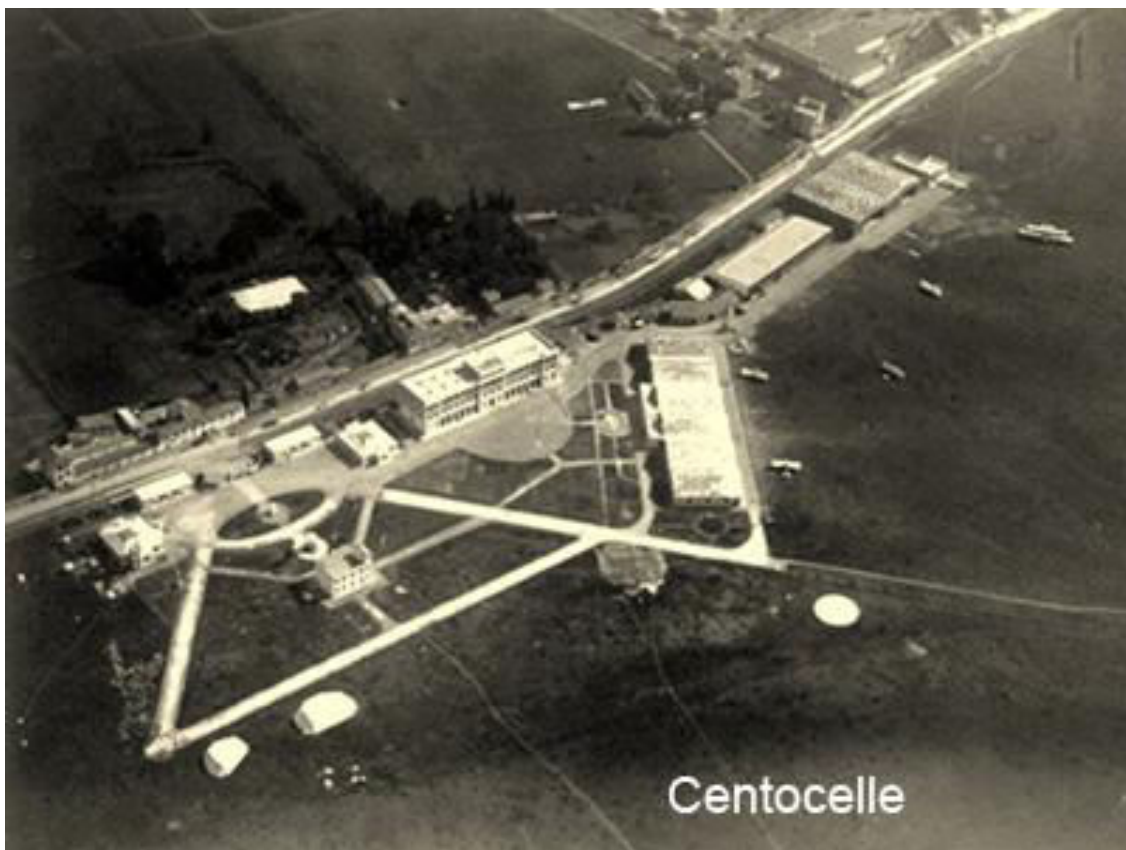
I added Centocelle airport and replaced the tracks with Robert's ones in the Littorio yard. Flattening parts of Rome to get the scenery to show correctly, yet try and preserve some of the hilly terrain, was a headache for all concerned at times.

I made the airfields, rail yards and Tiburtina Railway Station using prewar and wartime aerial photos and maps. Google Earth was indispensable for placing the GSL landmarks and buildings around Rome.

To install this GSL rendition
DOWNLOAD: KD_RJ_Gius_Rome.zip
http://www.sim-outhouse.com/sohforums/local_links.php?catid=45

Centocelle

8x10" print. Rec'd 7/30/43 from Hqts. North African Air Force.
Stamped: Released for Pub. 7/28/43 Photo News Bd. B.P.R. (2)
War Dept. Taken July 19, 1943. Copied 7/31/43 Copied A25659

Ciampino

INDEXED
INDEXED

B-24406-A.C.

Bombing of Ciampino Airfield

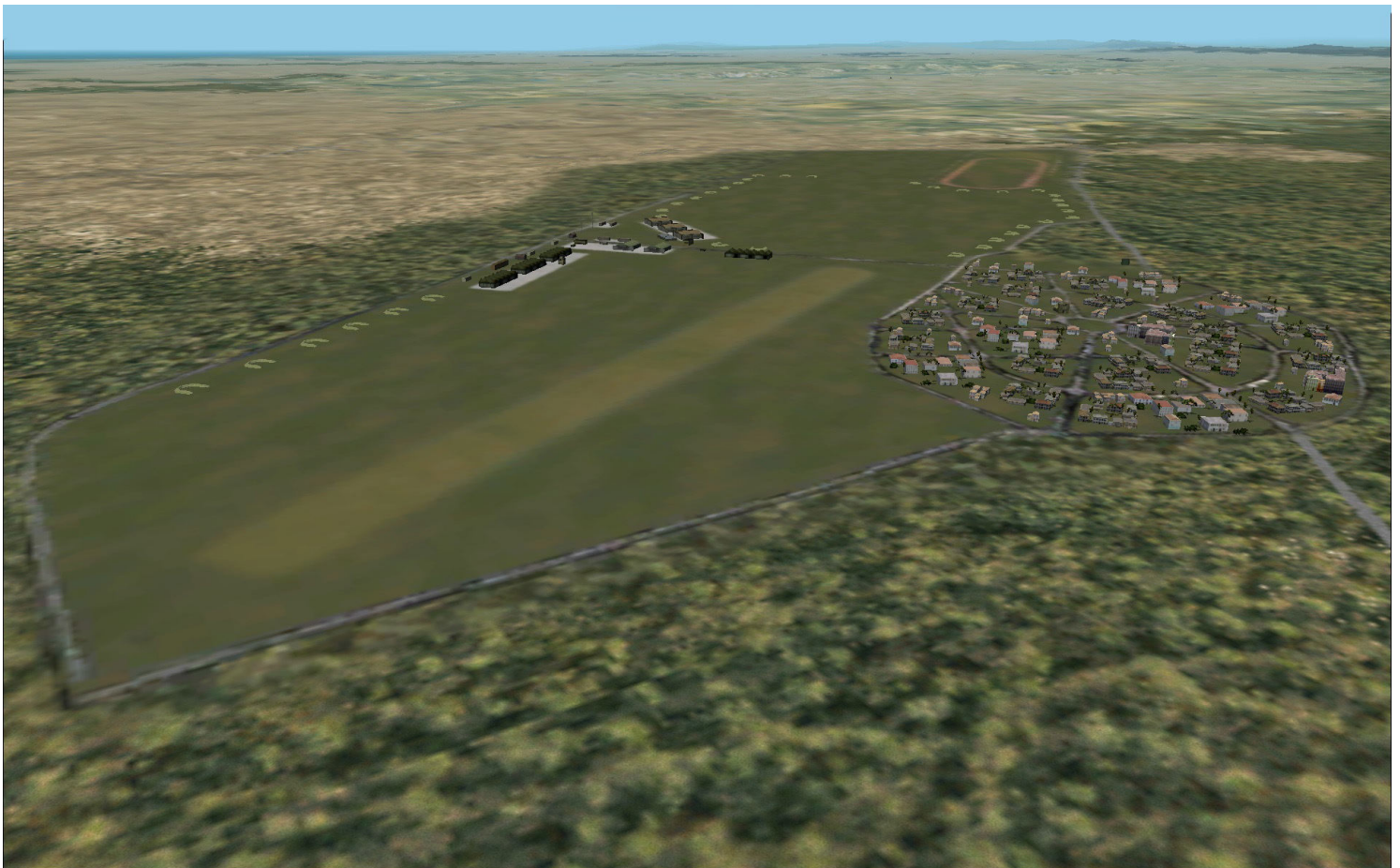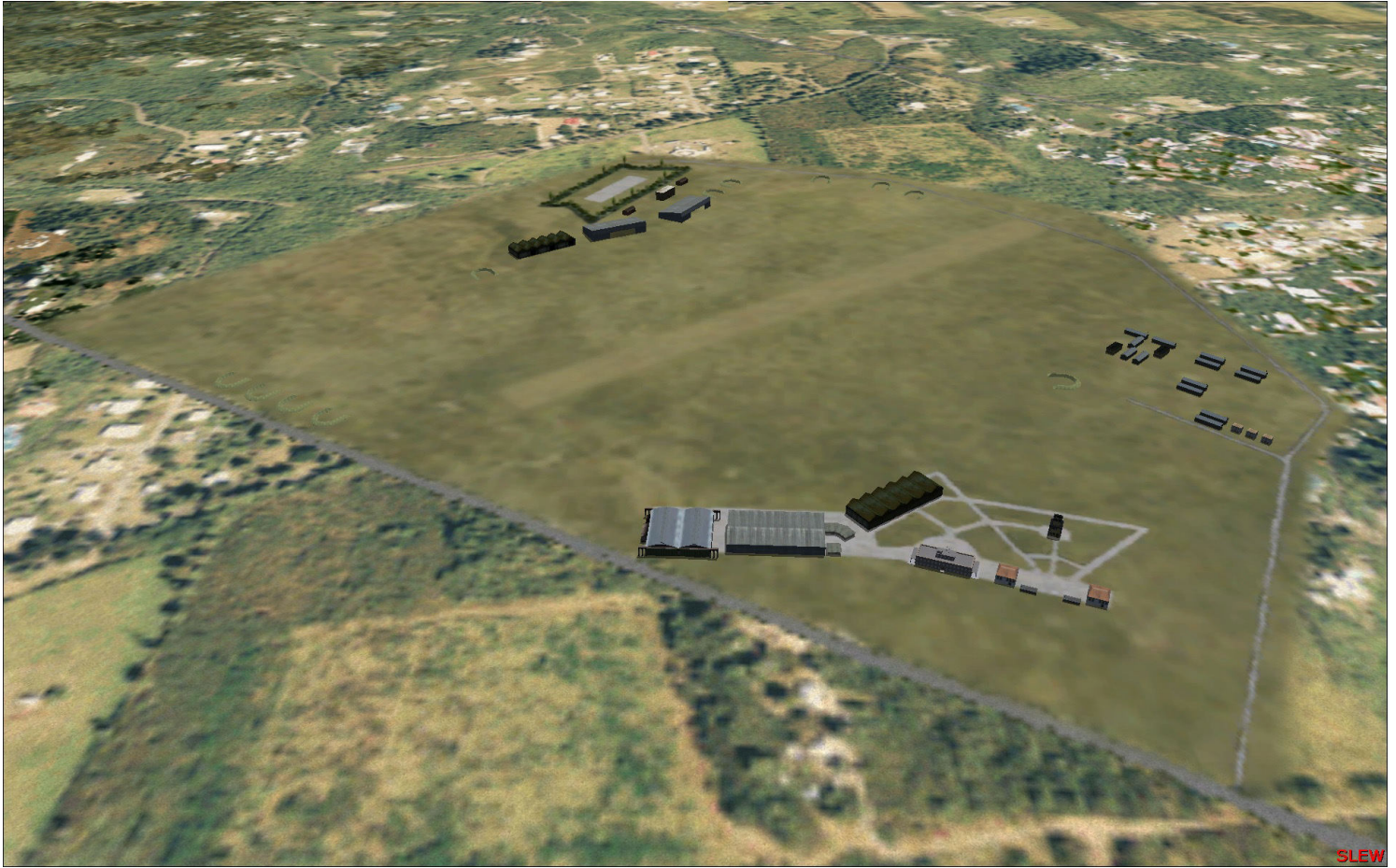THEATRE # 12, (Rome - Italy) BOMBING

Littorio

Littorio

Littorio

With its motor racing track, Littorio was a sort of Rome's answer to Brooklands. Tazio Nuvolari was beaten in a race with an aircraft.

CFS2_City of Rome

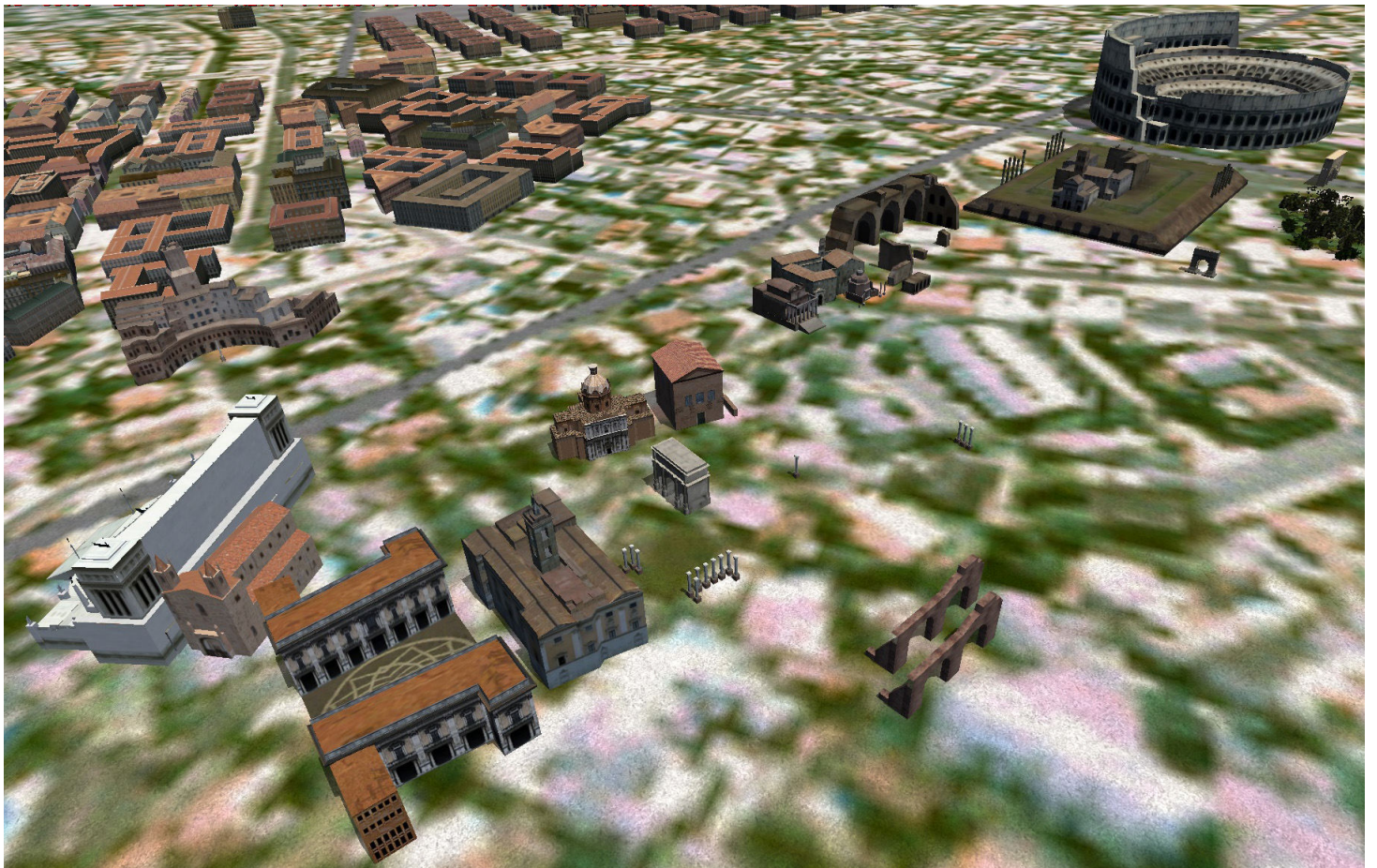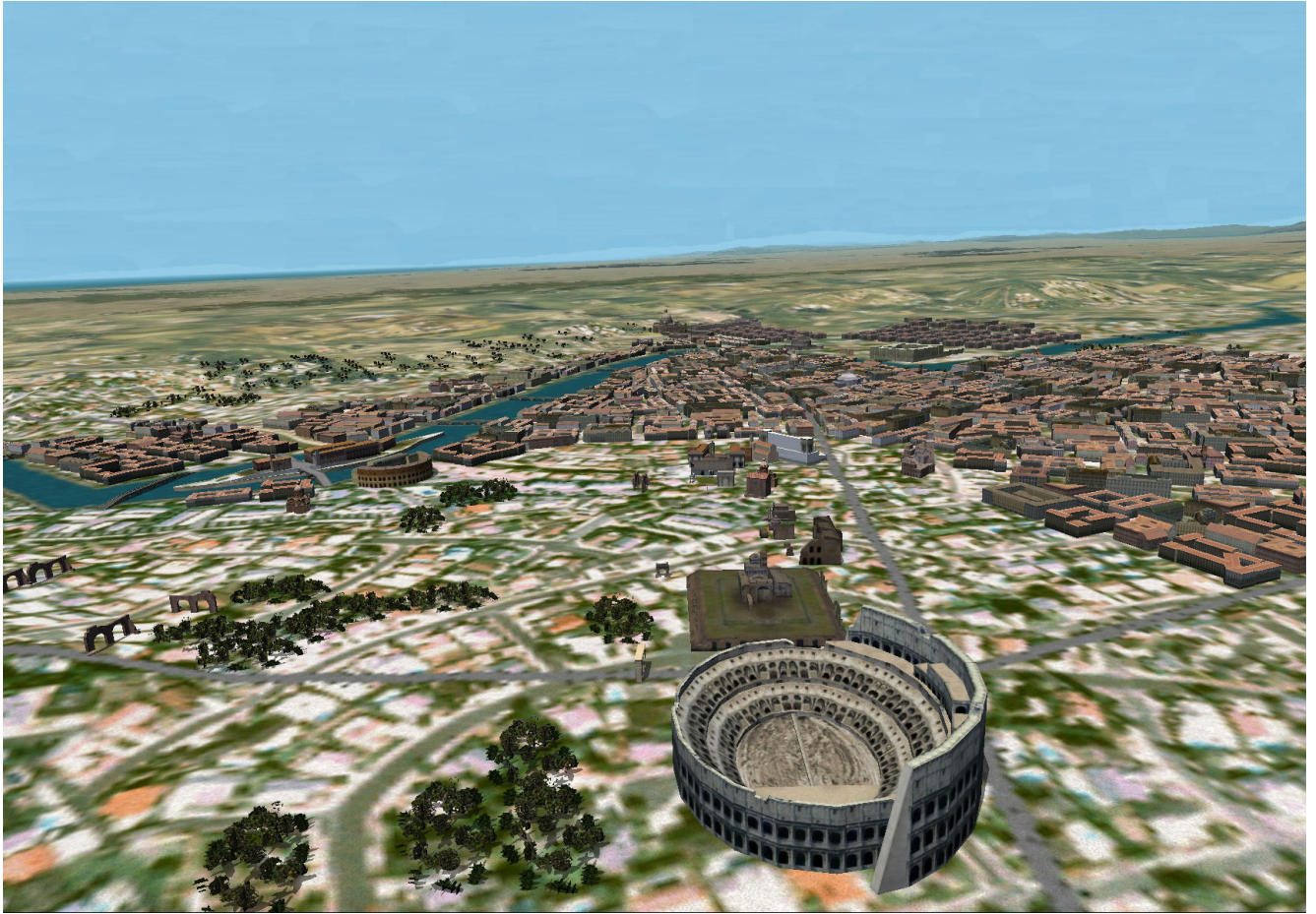Many of the FSX landmarks' scales had to be adjusted. After placing each of Robert's converted objects in Mission Builder, I checked its relative size to the landscape and other buildings using Google Earth and Google Maps street view. **Bruno ("brunosk") Escaravage's** Norton with riders came in handy for fine tuning the size of buildings by placing the motor bike next to doorways and windows.

CFS2_City of Rome

Building the railway was a massive and fiddly project. Robert provided both flat and raised tracks, as well as two textures for the ballast (gravel). In order to keep the OBJECTS_DP count down, I used only the flat variety of tracks. I used the grey gravel as it blended better with the railway background bitmap which was derived from Google Earth.

I hope you enjoy the sights of the Eternal City.

Fill those yards with rolling stock and bombs away!

Kevin Driver

Opel Kapitan
by Edmundo Abad

I have converted Edmundo Abad wonderful api macro of an Opel Kapitan to a CFS2 GSL object.

The model I converted now has LOD'S (level of detail).

Its orientation has been corrected for use as a moving mission building object.

To use this object you will need the textures sheet, to obtain this you will have to download the api macro from

https://www.surclaro.com/fsdownload-detail-20927.html

 I have included and renamed a dp file, they are
• wf_us_staff_car_2.dp to Opel-kapitan.dp

Opel Kapitan

The notes below are from Edmundo Abad File_id.Diz

The Kapitän was the last new Opel model to appear before the outbreak of the Second World War, developed during 1938 and launched in the spring of 1939 at the Geneva motor show. The first Kapitän was available in many different body styles, the most popular one being the 4-door saloon. 2-door coupé cabriolets were also built. The pre-war Kapitän featured a unitary body, a modern feature for its time. The car inherited its 2.5 litre engine from its predecessor: in this application a maximum speed of 118 km/h (73 mph) was reported.

Civilian automobile production by Opel ceased in the Fall / Autumn of 1940, by which time 25,371 Kapitäns had been produced: a further three were assembled during 1943, giving a total production volume for the version launched in 1939 of 25,374.
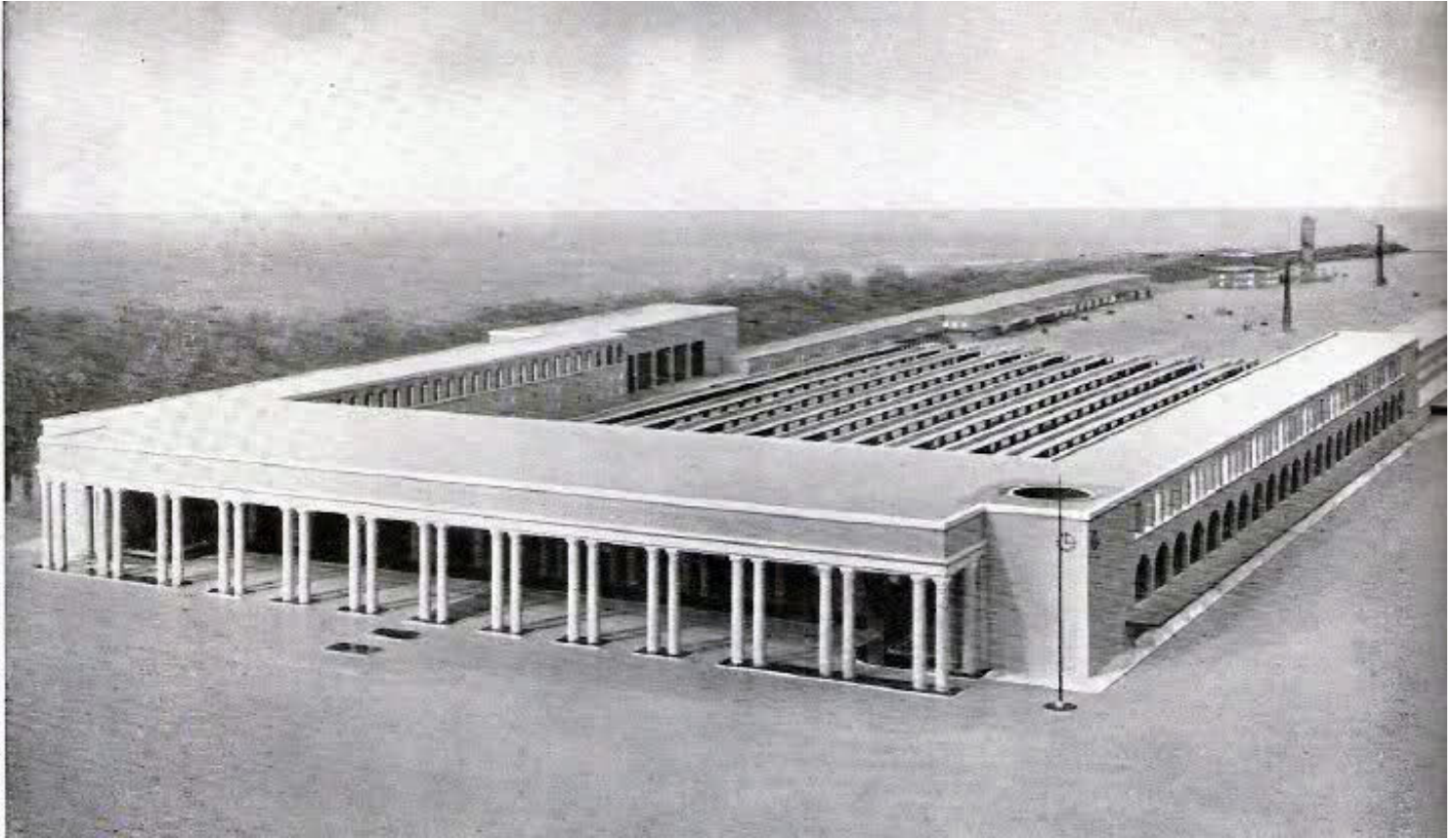
After the war, in October 1948, the Kapitän was re-introduced as a large six-cylinder saloon only, based on the 1939 version. New body's designs were developed in the 50s an 60s, and the production of the last model called Kapitan, ended in May 1970.

I have created this api macro with Easy Object Designer (EOD), Version 2.2.85 (© Matthias Brückner), to generate the bus version of the Opel Kapitän 1939, with use of BMP transparent textures, oriented to CFS scenery designers and that they work with Airport 2.0 or later.
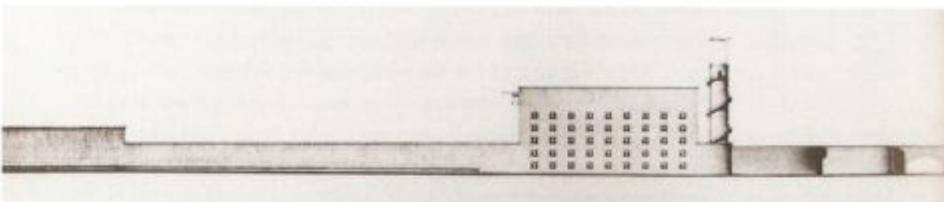
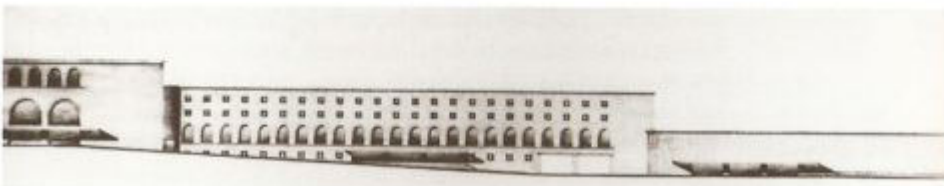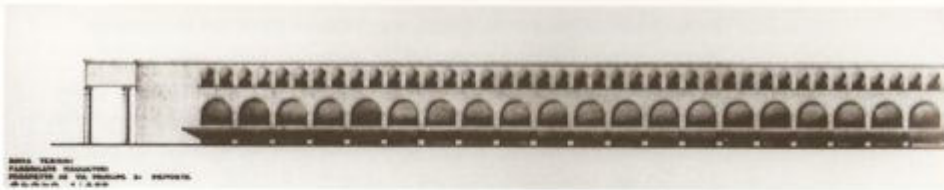This macro was tested only in CFS1 sceneries, but I believe that can work without problems in CFS2-3 and FS2000-2002.

All mine API macros, could be included on objects libraries with crash detection (for CFS missions), but must be distributed with the original API-MACRO copyright.

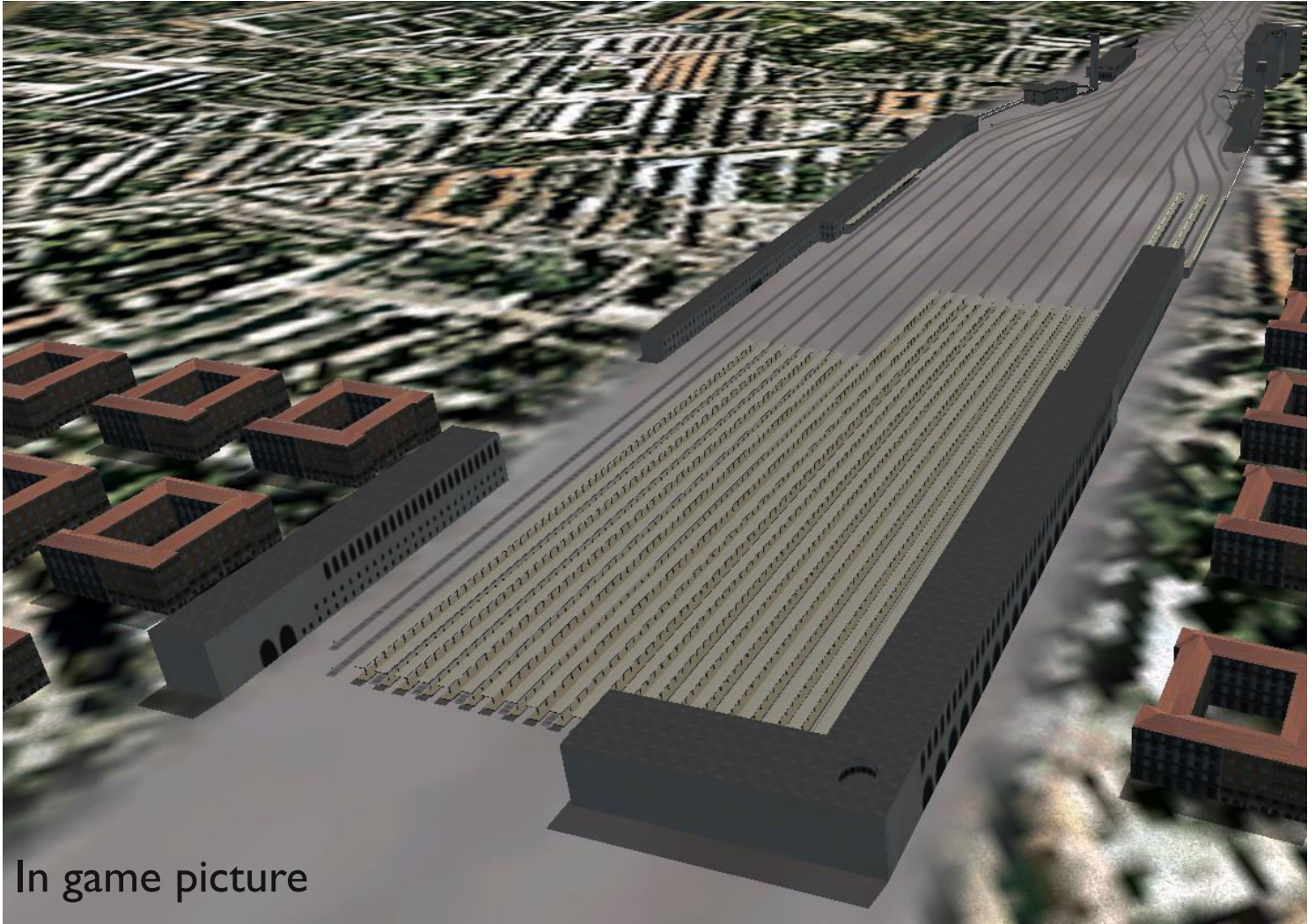Edmundo Abad
Santiago-Chile
November 2011

Model of the original Mazzoni design of Termini Station

Elevations Mazzoni´s project

CFS2_Rome Termini (approx 1943)

In game picture

Rome Termni

CFS2_Rome Termini is my rendition and lot of immagination of the termini as it may have looked in 1943.
The model was created using a student vision of AutoCAD, exported as stl, imported into Modelconverterx, exported as 3ds, then imported into gmax to texture and export as a BGL.

I used many references found on the internet.

I also used Google Earth to view and get ideas for the model and scale the termini using my own interpretation of heights etc.

The Rome Termni is in the CFS2 Mega GSL Railway Package and can be downloaded at

http://www.sim-outhouse.com/sohforums/local_links.php?catid=45
CFS2 Mega GSL Railway Package.zip

In game picture

Some refrences you may find interesting.

https://en.wikipedia.org/wiki/Roma_Termini_railway_station
https://en.wikiarquitectura.com/building/roma-termini-station/
https://romeonrome.com/2016/01/mussolinis-architectural-legacy-in-rome/

Below is the map I used as a WW2 refrence.

M22

PZA DELL'
INDIPENDENZA

V.S. MARTINO D. BA

V. MONZAMBANO

VIALE DELL' UNIVERSITA

Città

V. D. SCIENZE

CLINICO

VIA VOLTURNO
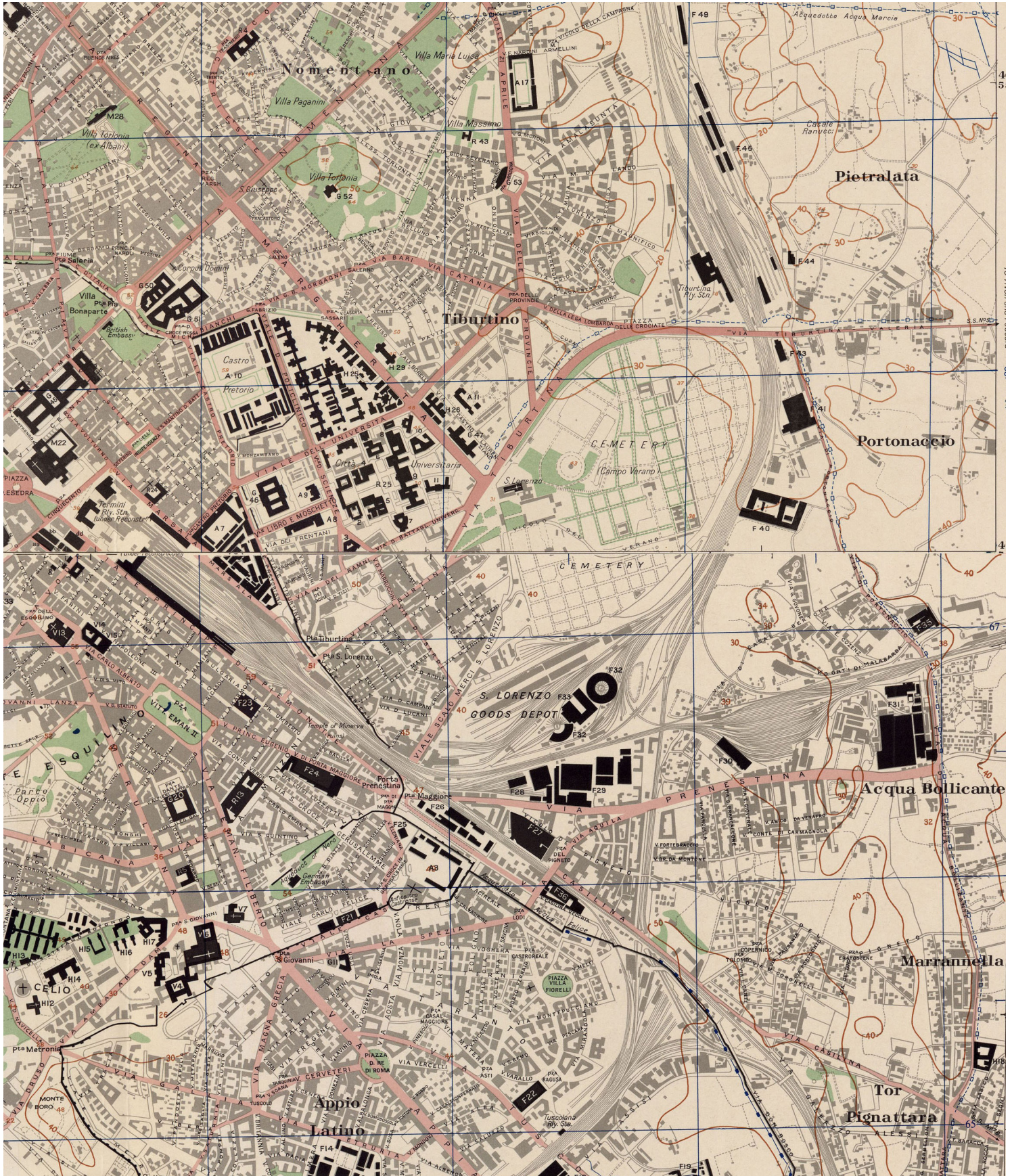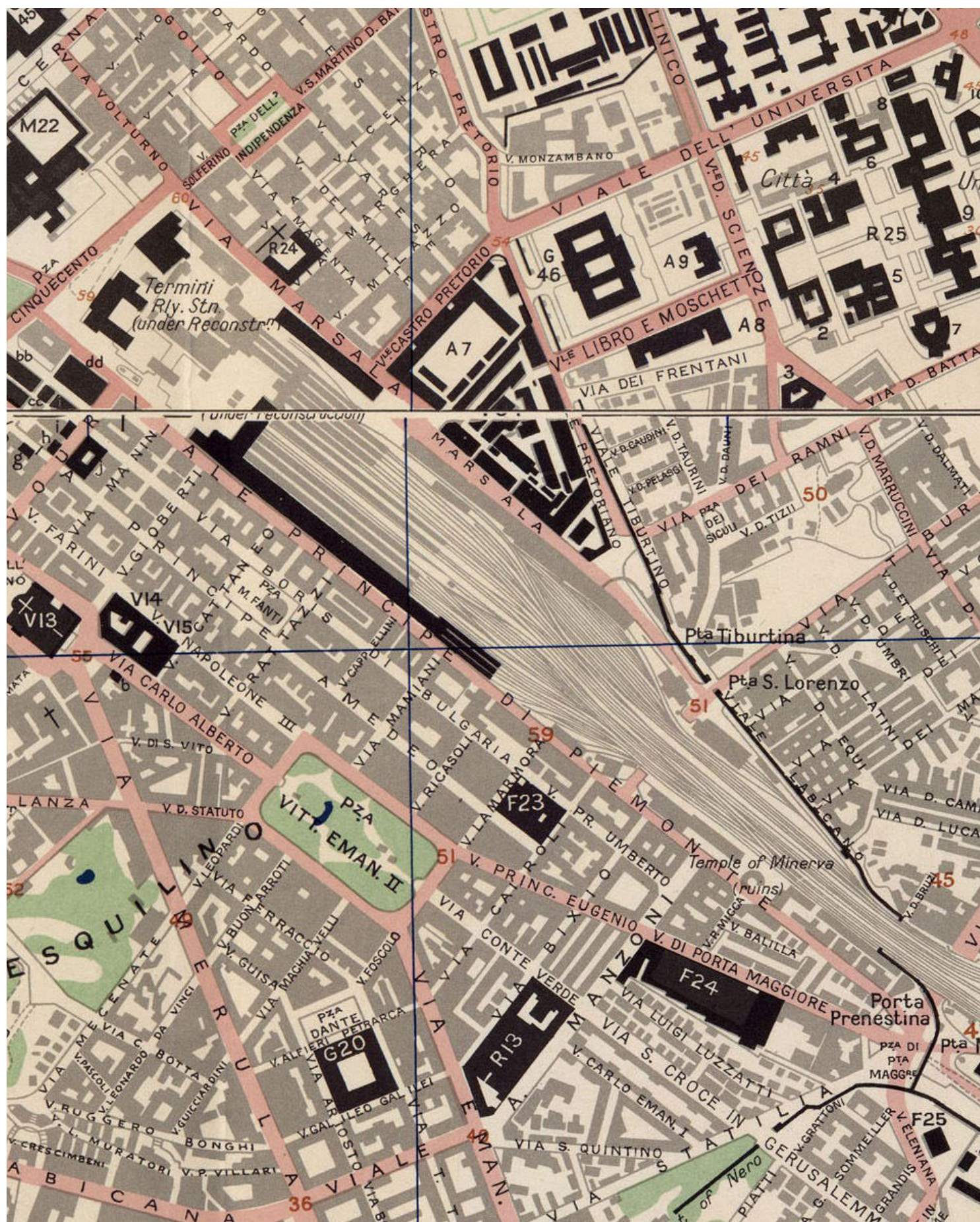
PZA
CINQUECENTO

Termini
Rly. Stn.
(under Reconstr.")

R24

VIA MARSALA

V.LE CASTRO PRETORIO

A7

G
46

A9

VLE LIBRO E MOSCHETT

VIA DEI FRENTANI

A8

R 25

bb

dd

cc

(under Reconstruction)

MARSALA

PRETORIANO

VIALE TIBURTINO

V.D. CAUDINI
V.D. TAURINI
V.D. PELASGI
V.D. DAUNI

VIA DEI RAMNI

V. D. DALMATI

V.D. MARRUCCINI

PZA
DEI
SICULI

V.D. TIZII

50

V.D. ET RUSCHI

VIALE PRINCIPESSA

VIALE MANIN

V. FARINI

V. FAVIA

V. GIRONE

V. POBERTI

VIA CATIPEI

M. FANTI

V.CAPPELLINI

Pta Tiburtina

V14
V13
V15

NAPOLEONE III

Pta S. Lorenzo

51

VIALE LABICANO

VIA CARLO ALBERTO

V. DI S. VITO

VIA MAMIANI

VIA BULGARIA

V. RICASOLI

V. LA MARMORA

59

VIALE DI PIEMONTE

VIA D. EQUI

VIA D. CAMP

VIA D. LUCA

LANZA

V. D. STATUTO

PZA
VIT. EMAN. II

V. LEOPARDI

F23

V. PR. UMBERTO

Temple of Minerva
(ruins)

45

V. D. BRUZI

ESQUILINO

V. IVIA
V. FARROTI
V. BUONARROTI
V. GUISA
V. MACHIAVELLI
V. FOSCOLO

VIA CONTE VERDE

VIA PRINC. EUGENIO

V. DI PORTA MAGGIORE

V.R. MIGGA
V. BALILLA

F24

Porta
Prenestina

PZA
DANTE
PETRARCA

G20

V. ALFIERI

V. ARIOSTO

R13

VIA MANZONI

VIA LUIGI LUZZATTI

V. CARLO EMAN.I

PZA DI
PTA
MAGG

Pta M

V. C. BOTTA
V. GUICCIARDINI
V. GALILEO GALILEI

V. PASCOLI
V. LEONARDO DA VINCI

V. RUGGERO
F. L. MURATORI
V. CRESCIMBENI
V. P. VILLARI

BONGHI

VIA S. CROCE IN

VIA S. QUINTINO

of Nero

PIATTI

GERUSALEMME

F25

36

ABICANA

VIALE TERULIA

scenery_cfs_library Remodeled

Included in this issue are more remodeled cfs_library objects.

All objects have a damage object.
The damage objects are only a plane polygon with a damage texture.

Most objects have LOD's (Level of details)
Some also have more detail than the original cfs Library and the textures on some models have been corected.

Hope you like them.

If you have time please leave feedback.

OBJECTS_DP

The OBJECTS_DP's are stock.

GUID NUMBERS

The guid numbes are the same as the original scenery_cfs_library.

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 remodeled objects and the "old_scenery_cfs_library.BGL" have 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.
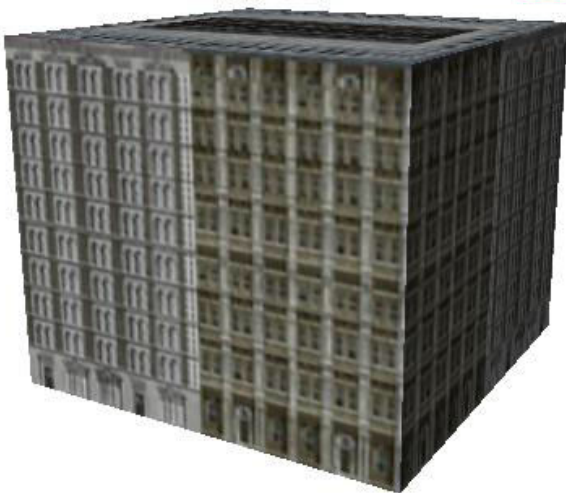
Add any textures supplied in the scenery_cfs_library Remodeled texture folder to the root texture folder.
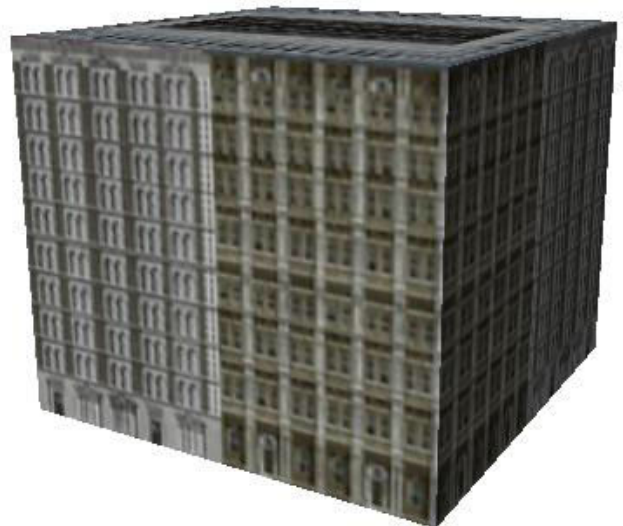
Error correcting
I have corrected an error I made in the new"scenery_cfs_library," bgl that I had spotted, This is an on going project so I hope not to make too many but if you do find any or have any questions please contact me at rjsprackland@hotmail.com
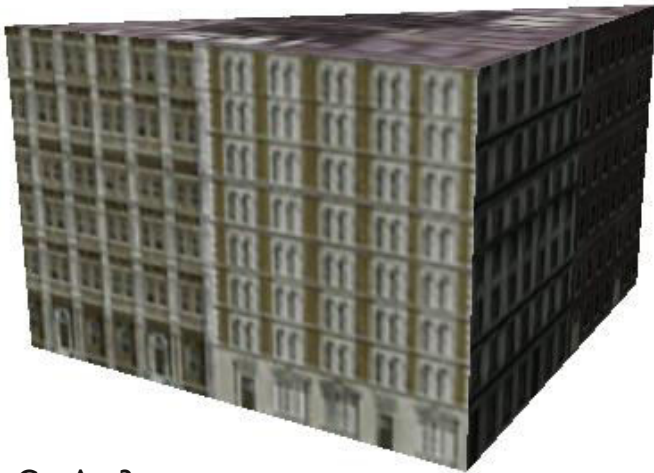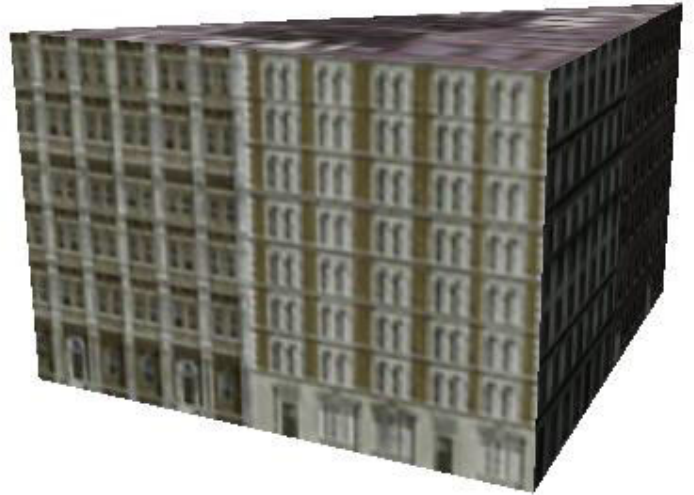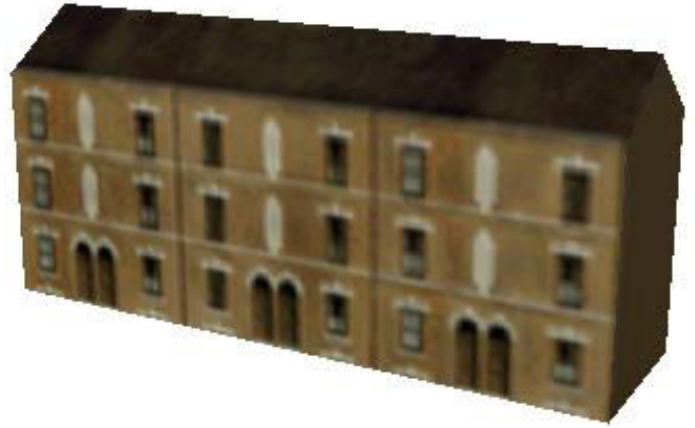
GeGasTr

Gr_Apt0

Gr_Apt1

Gr_Apt2

Gr_Apt3

Gr_Apt4

OLD

NEW

Gr_BL0

OLD

NEW

Gr_BL1