

Feb\March

Issue 8

Combat Flight

Simulator 2

A Magazine For Fellow Enthusiast



Project Phoenix



"FEATURE" Personnel by Captain Kurt
scenery cfs library being remodelled

With **NEW** models

NEW Ford 15cwt Light Utility Truck Model
with four textures for
GB_ETO, GB_MTO, US_ETO, US_MTO.



CLICK ON HEADERS TO HYPERLINK BACK TO CONTENTS

PAGE 3	<u>EDITORIAL</u>
PAGE 4	<u>LETTERS</u>
PAGE 5	<u>CFS2 TODAY</u>
PAGE 6	<u>scenery_cfs_library being remodelled</u>
PAGE 11	<u>PROJECT PHOENIX</u> NEW Ford 15cwt Light Utility Truck FOR CFS2 ONLY
PAGE 12	<u>FEATURE USAAF MTO-PTO Personnel</u>
PAGE 13	<u>USAAF PERSONNEL</u>
PAGE 16	<u>ABOUT PROJECT PHOENIX</u>



**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 buy the magazines and Models at

<http://flightsimmag.webs.com/magazines>

Thanking you in advance for your support.

Dear reader

Time has come around for another issue of the magazine.

I apologise for the lateness of the magazine as I have been busy working on some new and exciting things to do with the simulators and the gaming world. Some projects I produce will be payware but will also include in each issue freeware items.

I also apologise that this issue is very short, but as I have a project to upload and not having too much time I hope you will still enjoy this issue.

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 have 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.

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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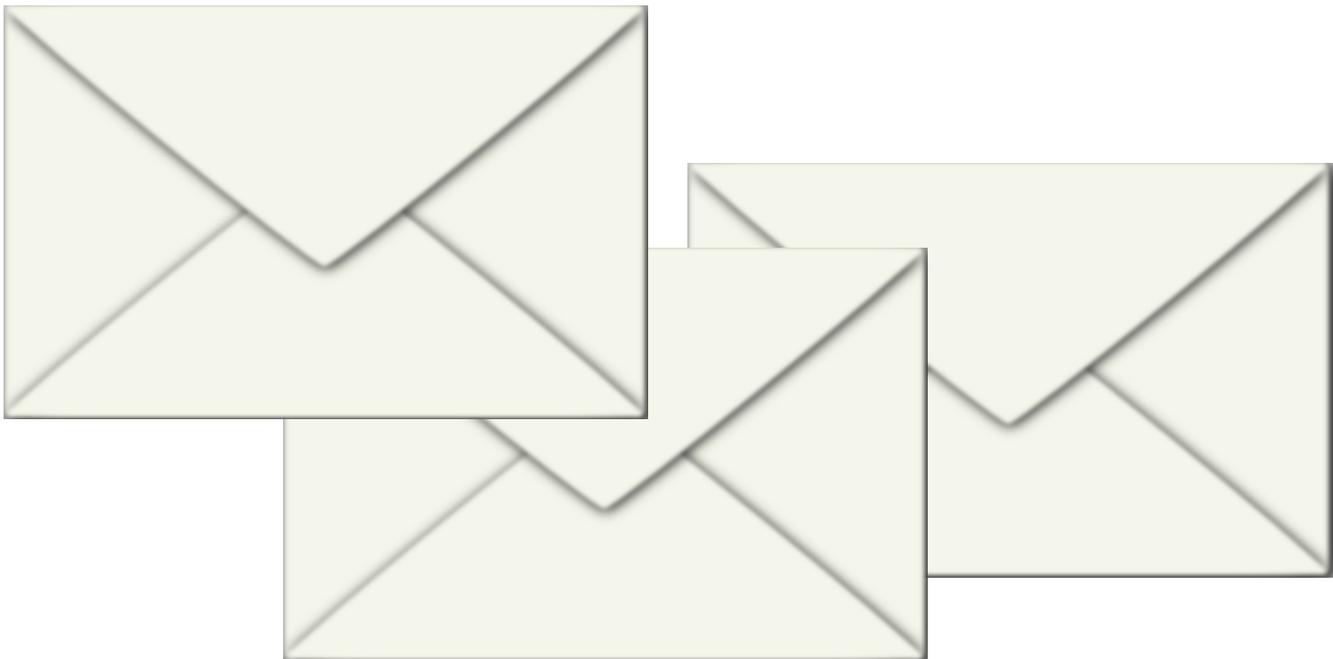
CREDITS

No Dice for hosting this magazine.

http://thefreeflightsite.com/CFS2_Magazine.htm



Sorry no letters in this issue.



CFS2 Today

Microsoft Combat Flight Simulator 2 is the second of three combat flight simulator series. Microsoft Combat Flight Simulator 2 original missions etc are located in the Pacific theatre. Over the years the game has expanded far greater than I would have expected a game to expand, there are many active theatres of war with missions and add on scenery etc that have been created by many talented developers that recreates in virtual space conflicts over a greater time period in many parts of the cfs2 world.

Since my involvement with cfs2, I like many others have increased my own knowledge in History, Geography, Aviation and Art.

Negative thoughts.

The original game has many items that was cut short in its production for reasons unknown by myself, for example:-

1. Some DLLs are broken in places which affects many items that may have been included.
2. Some of the scenery_cfs_library objects are of poor quality and don't work as they should.
3. Adding mods to the game can be frustrating.

Positive thoughts

CFS2 is not the same game as it was when it was first released, it have been improved beyond belief by hundreds of developers over the years and the improvements seems to be never ending. Here are some improvements to name but a few-:

1. It took many talented members of the Combat flight simulator community to figure out the inner workings of cfs2, like how to add to the gsl layer as scenery.
2. Great mesh enhancements by Rhumbaflappy, Sander, and many others.
3. Fantastic Campaigns and missions by Rami and others.
4. Great 3d objects that can be added to the game via gsl scenery or ordinary scenery.
5. Great lc textures, and 3d model repaints including aircraft.
6. There are many tutorials on subjects connected with CFS2.
7. Many of the free-ware, pay-ware and donation-ware add-ons are great and makes the game very interesting.
8. After adding the mods and when all the teething problems are sorted many hours of combat flying in any theatre of war is achievable, enjoyable and fun.

scenery_cfs_library being remodelled

I was never happy with the cfs_library objects, as some if not all the models were not created as well as they could have been, if like myself you like nice scenery objects even if you can not see the detail most of the time, you may like my remodelled cfs_library.

The new cfs_library objects were created in gmax.

I have also kept the models low-poly.

The models have increased level of detail built into them, and the changes to the level of detail in each model are more discrete than the original models,

They have been textured using the original textures where possible but any changes to the format of the textures will be included with the issues.

Being created with gmax they are more frame rate friendly.

Unfortunately the damage models are very simple and are usually just a plane polygon with a damage texture, this helps with keeping the frame rates up when the damage effects kicks in during the time when the object is damage or destroyed.

Whilst on the subject of textured plane polygons the material is z-bias, which means that when they are displayed in the game and are placed on a flat surface will not flicker.

Also included is a modified scenery_cfs_library.bgl, because the guid numbers for the new models are the same as the original, it is hope that by doing so the remodelled scenery_cfs_library.bgl will be much easier to use.

As this project is very large and time consuming it will take a along time to complete, I am adding to the new remodelled .bgl and modifying the scenery_cfs_library.bgl as the work progresses.

Below are pictures of the models that show the old and the new remodelled ones that are included in this issue.



scenery_cfs_library



scenery_cfs_library





scenery_cfs_library



scenery_cfs_library



Ford 15cwt Light Utility Truck





scenery_cfs_library



scenery_cfs_library





scenery_cfs_library



scenery_cfs_library



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.

NEW Ford 15cwt Light Utility Truck

Project Phoenix are pleased to present to you a NEW payware Ford 15 cwt Light Utility Truck, the models has LOD's and damage, 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.

You can purchase these models by donating to this magazine, after receiving a donation I will send you the models via email. Thanking you for your support.

PayPal[™]

Buy Now



GB_ETO



US_ETO



US_MTO



GB_MTO

USAAF MTO-PTO Personnel



This will give you 22 pilot and ground crew figures to add to your Mediterranean and Pacific Theatre sceneries. Place them around your airfields with the Mission Builder.

My thanks to Lindsey Watt and Robert John for their examples which I used to figure out how to make this.

The objects are a single plane that is textured on one side and will always face the user when playing the game, this type of object is very frame rate friendly and can give the player added immersion.

You can download the file from here, you will need to register for an account.

http://www.sim-outhouse.com/sohforums/local_links.php?action=jump&catid=45&id=17697

USAAF Personnel

This will give you 21 pilot and ground crew figures to add to your scenery. Place them around your airfields with the Mission Builder.

You can download the file from here, you will need to register for an account.

http://www.sim-outhouse.com/sohforums/local_links.php?action=jump&catid=45&id=16338



USAAF_Armorers



USAAF_Bomb_Loaders



USAAF_Debrief



USAAF_Mechanic



USAAF_Mechanic_2



USAAF_Mechanic_3



USAAF_Mechanic_4



USAAF_Mechanics_Cleanup



USAAF_Mechanics_Group



USAAF_Mechanics_Pair



USAAF_Mechanics_with_Bomb



USAAF_Men_and_Dog



USAAF_Officer



USAAF_Officer_2



USAAF_Pilot



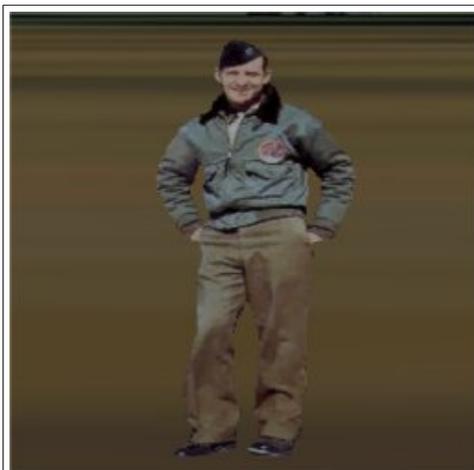
USAAF_Pilot_2



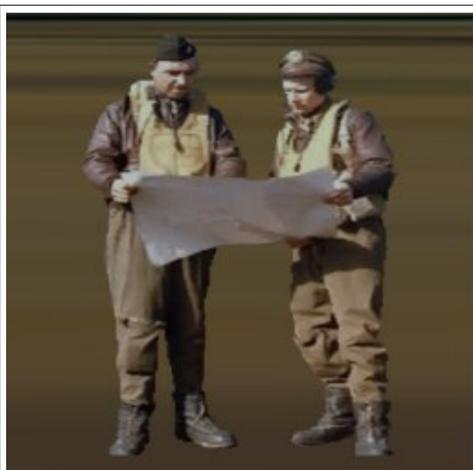
USAAF_Pilot_3



USAAF_Pilot_4



USAAF_Pilot_5



USAAF_Pilot_Pair



USAAF_Pilots_Trio

Captian Kurk has created many more of these types of packages and numerous other addons and can be found at

SOH

Flight Center



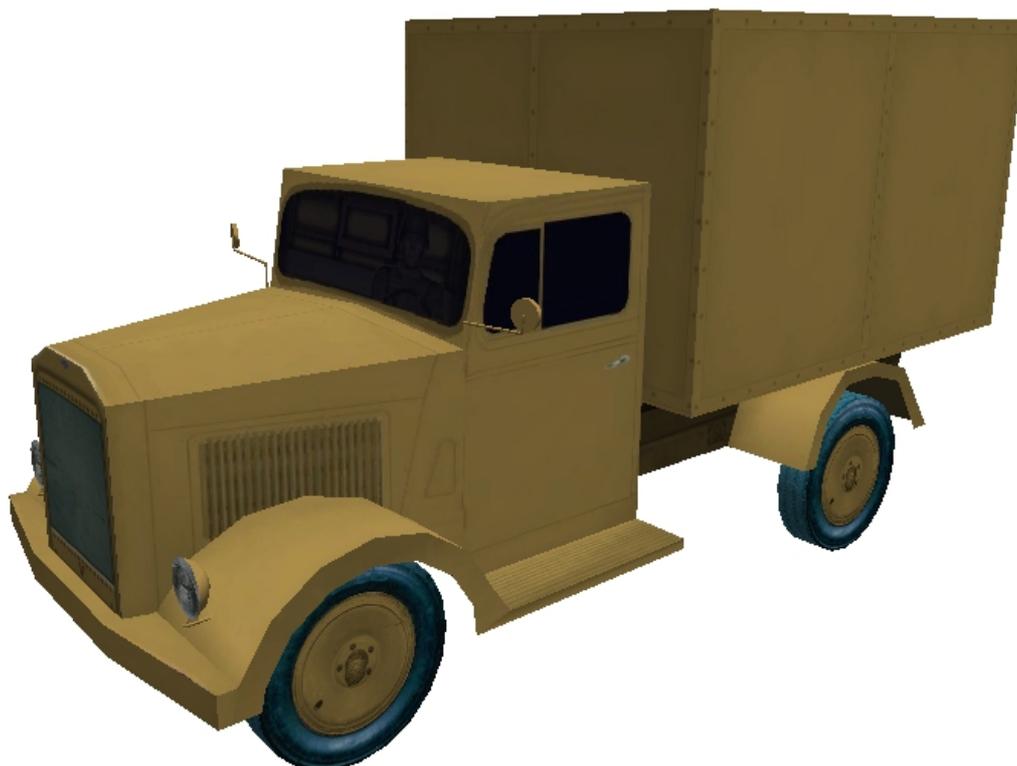
click on image to hyperlink to SOH flight center.



Project Phoenix is a small company that has started to develop addons for the games industry, working on projects is open to any developer that is interest in learning about many aspects of development and you can contact the manager at rjsprackland@hotmail.com

The main tools that Project Phoenix works with are:-

GMAX:	for its main 3d modeling.
AUTOCAD:	for fine lining the textures.
MANY PAINT PROGRAMS:	for texturing.
MANY PROGRAMS FORCOMPILEIG:	



Early Opel Blitz Modelled with GMAX

The picture of the Early Opel Blitz is a 3d model created using GMAX, the fine lines were drawn using Autocad, when the model is finished there will be about forty textures and will be available to download at a cost of £4.00. and will be compatible to be used with CFS2 and will have a damage model and also with night textures, it will also be compatible to be used with FS9, FSX, and PREPAR3D.

[CLICK ON IMAGE TO RETURN TO CONTENTS.](#)

