

Combat Flight

Simulator 2

A Magazine For Fellow Enthusiast



MORE* scenery_cfs_library_Remodeled
Remodeled Howitzer 105

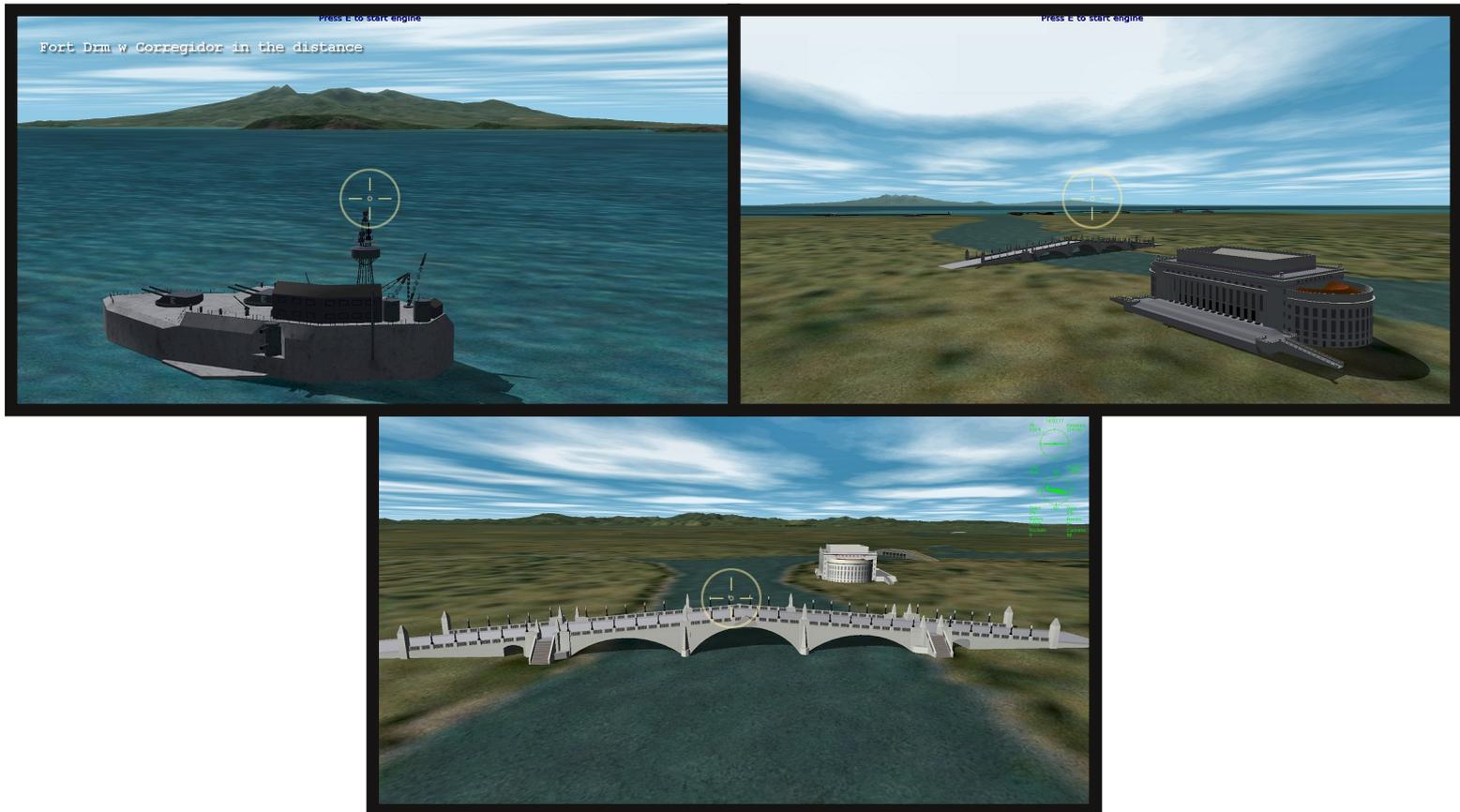


GSL Objects for the Philippines

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Screenshots of the models MaskRider sent to me



Editorial

Dear reader,
Time has come 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.

Publisher

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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.

LETTERS



No letters this issue

scenery_cfs_library Remodeled

Included in this issue are more remodeled cfs_library objects.

All objects have a damage object.

Most 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.

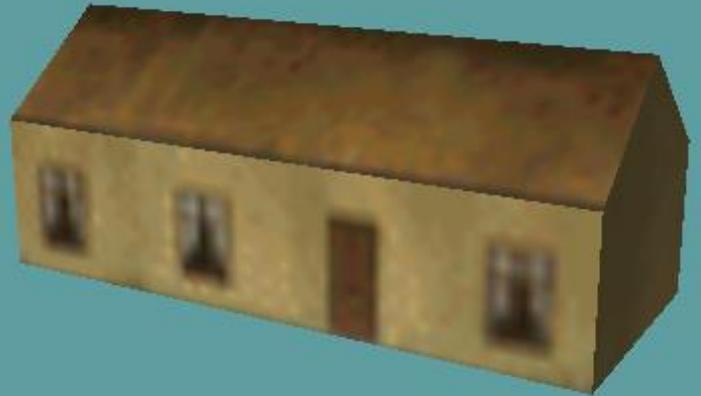
Add any textures supplied in the scenery_cfs_library Remodeled texture folder to the root texture folder.



GR_HSE0



GR_HSE1

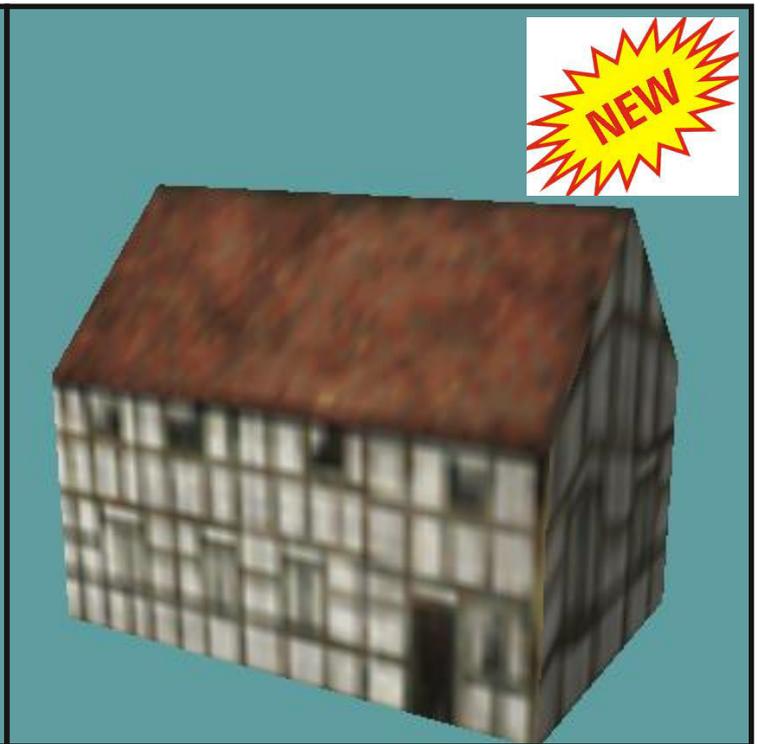
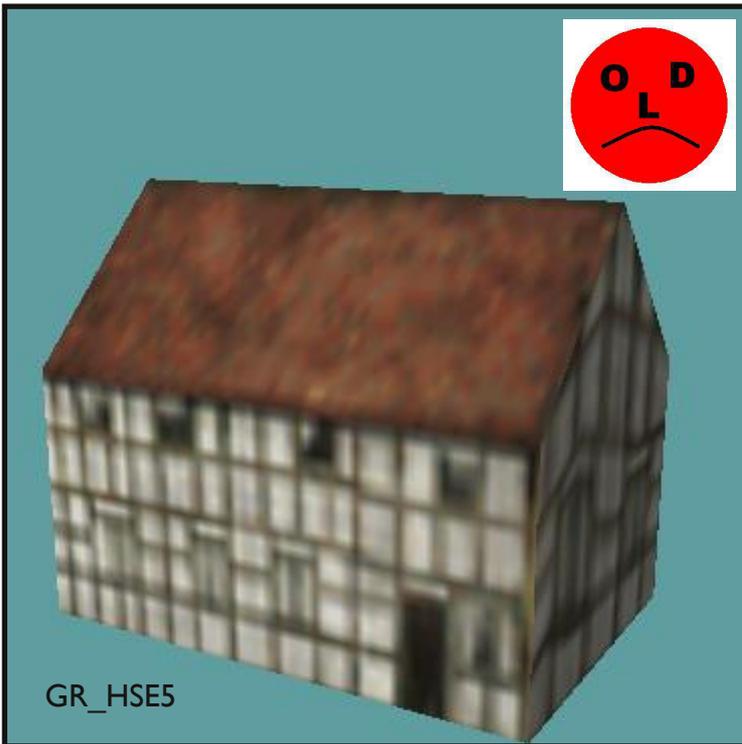


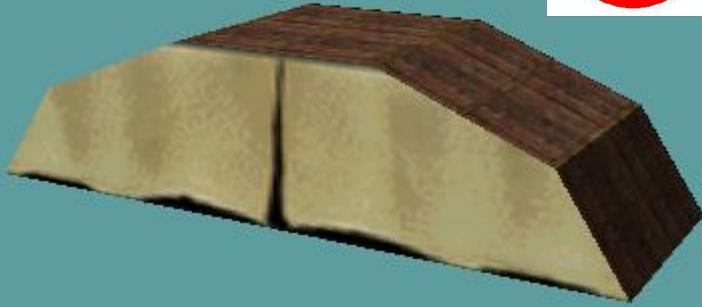


GR_HSE2



GR_HSE3





HANGARI



OILTANK I

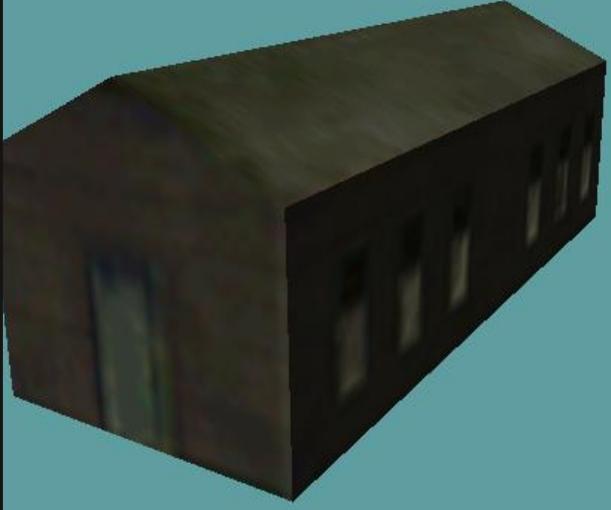


PIER0



PIER1





PILLBOX1



PILLBOX2

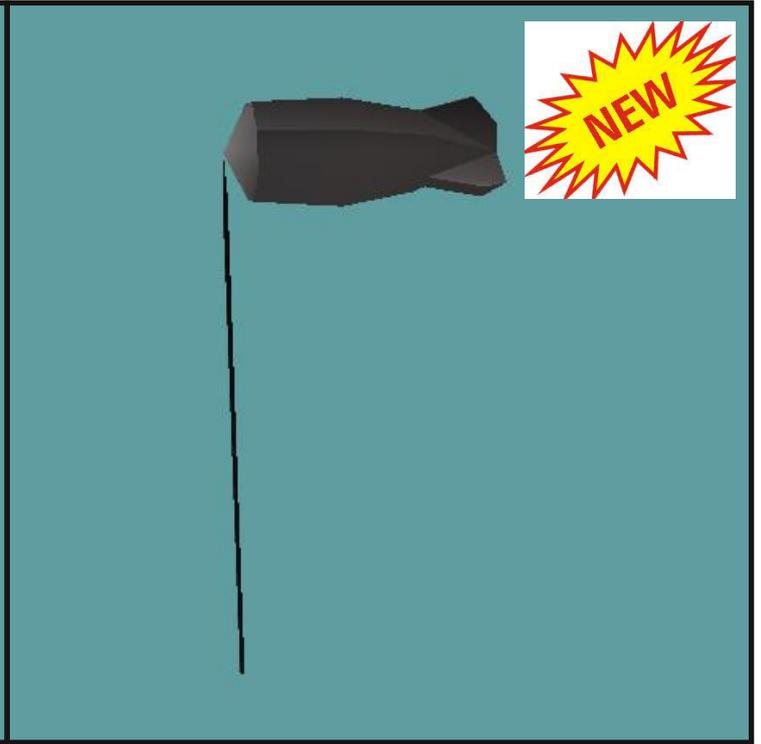
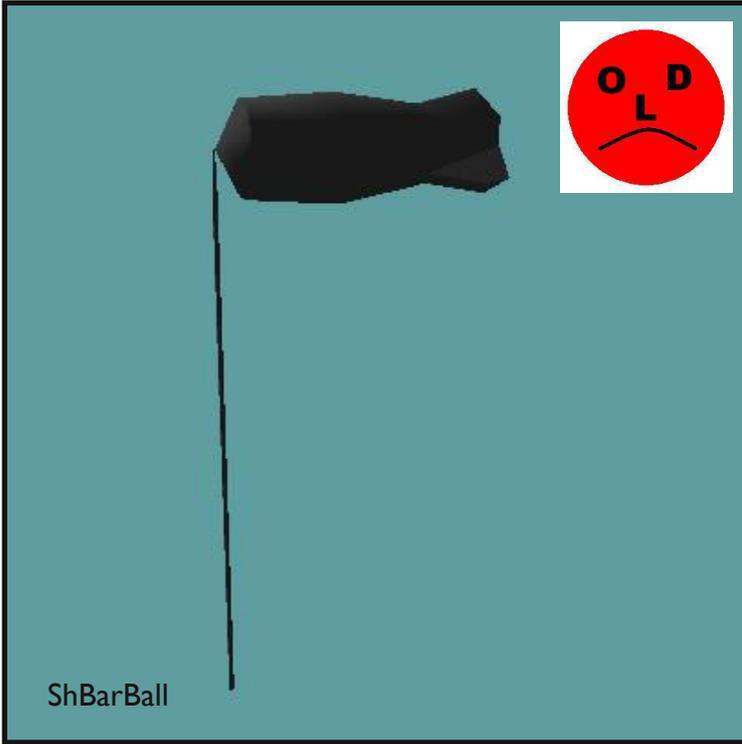


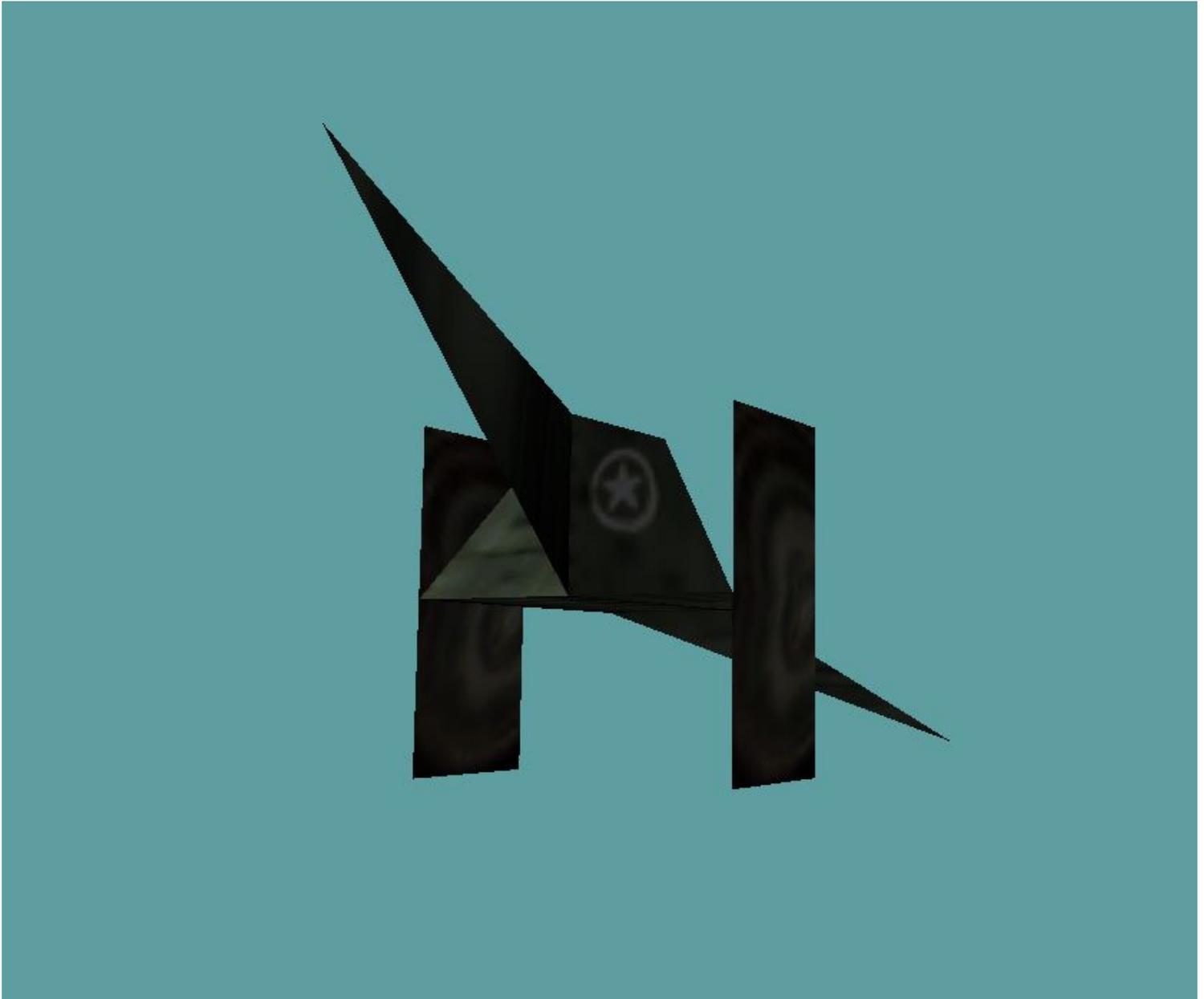
REVNTMNT



SANDBAGS







The above picture is of the original cfs2 stock scenery_cfs_library 105mm Howitzer, the pictures below are pictures of the same object remodeled. The model is of medium to high detail and has LOD's (Level of detail).

It was the standard U.S. light field howitzer in World War II and saw action in both the European and Pacific theatres.

It was used by the USA in the
World War II
Korean War
First Indochina War
Vietnam War
Insurgency in the Philippines



For more information go to
https://en.wikipedia.org/wiki/M101_howitzer









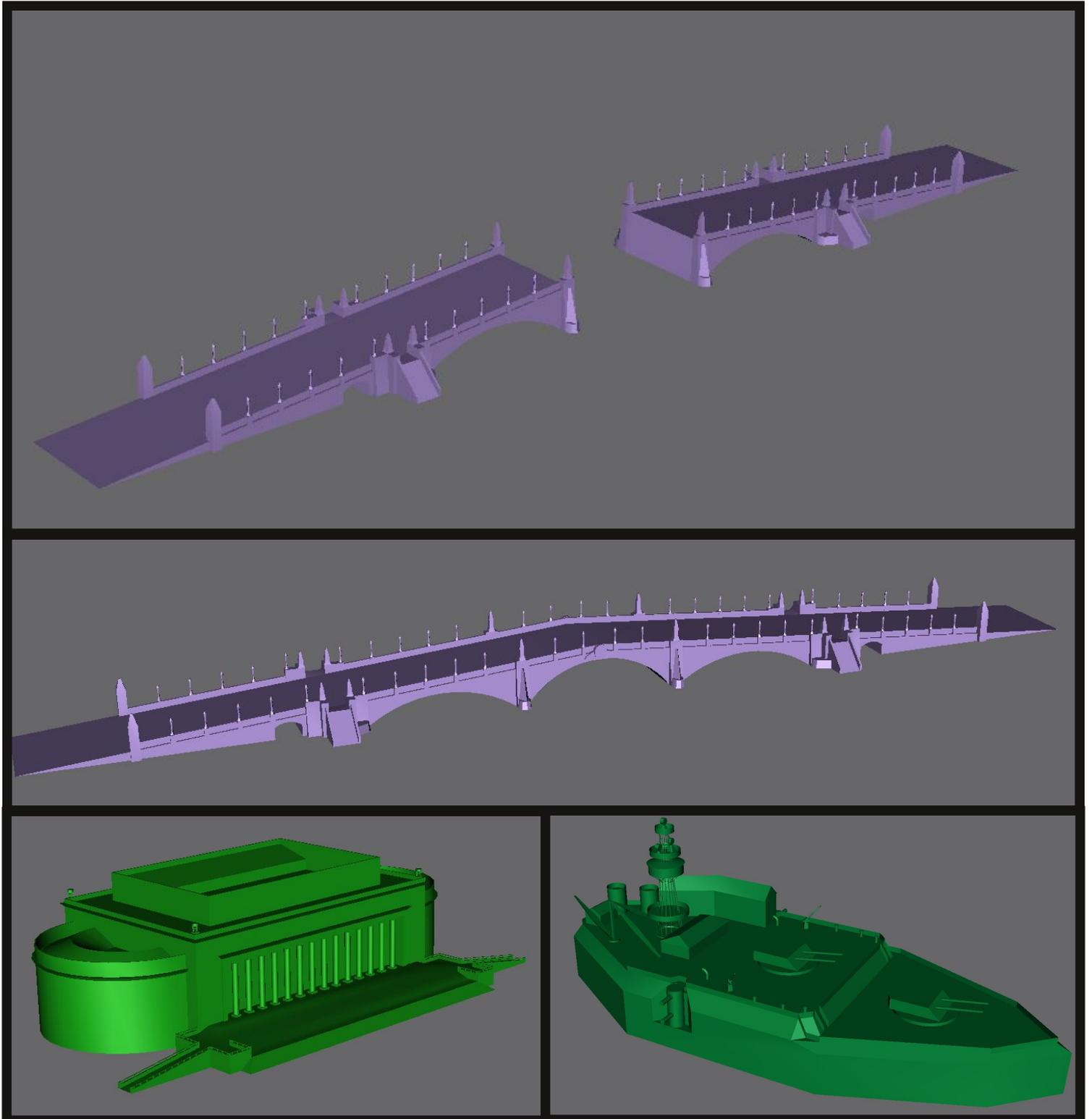


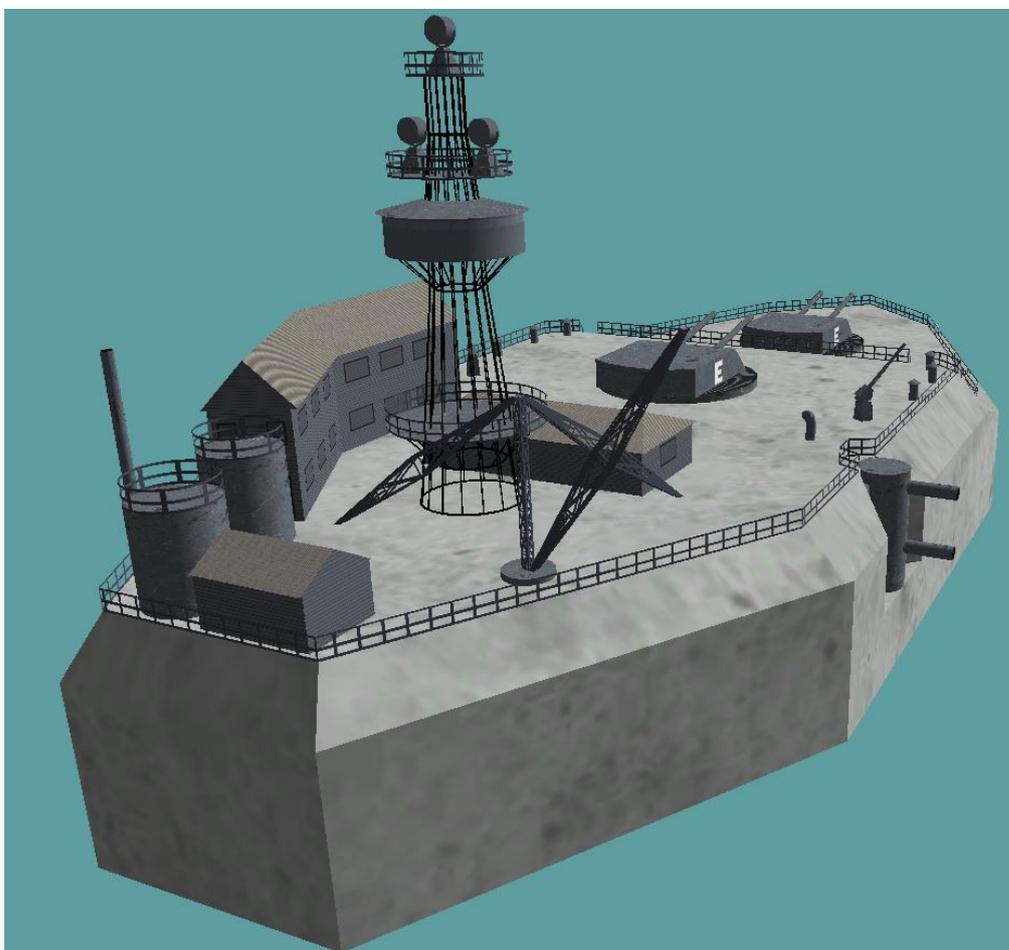
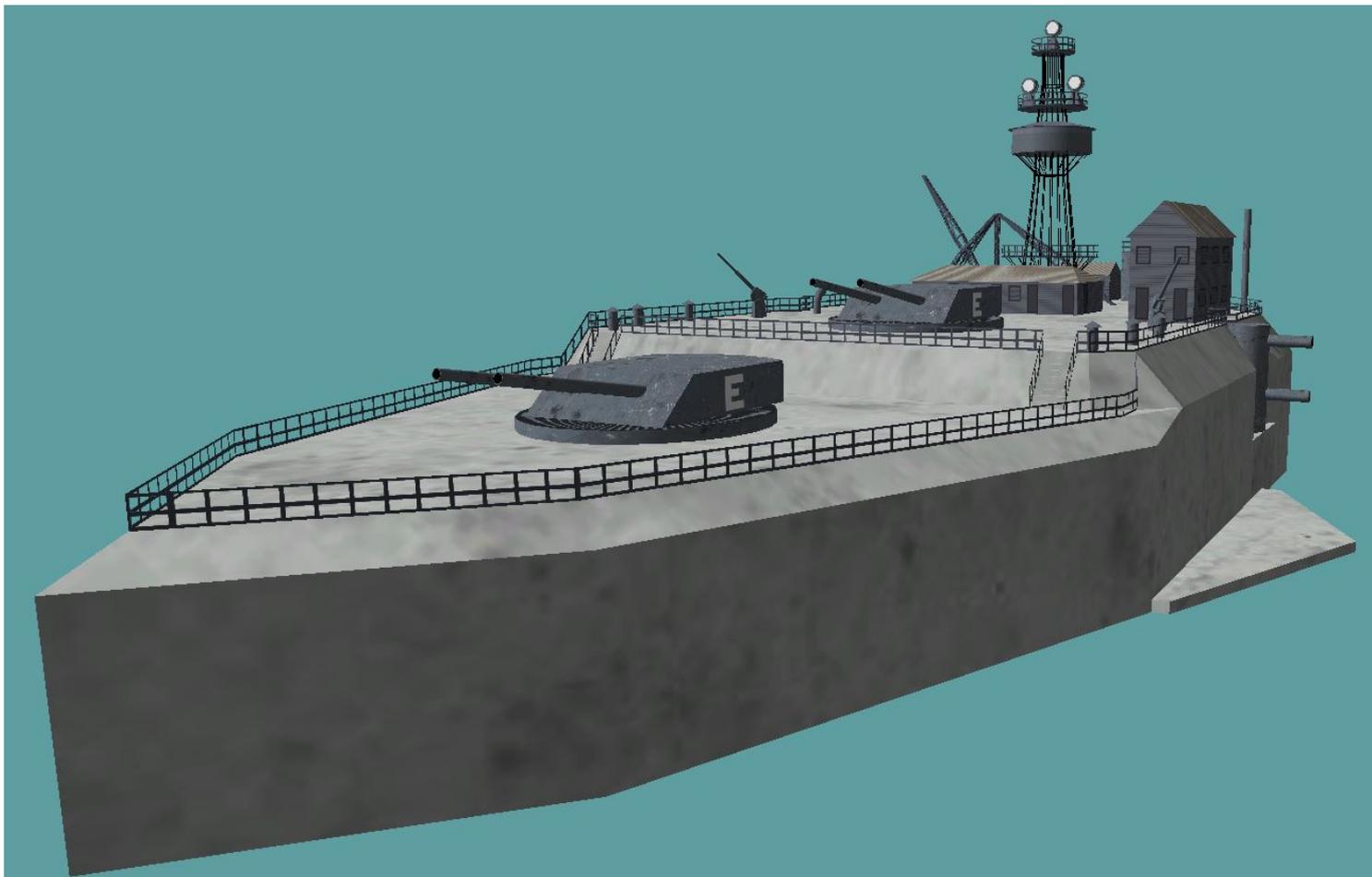




Models for the Philippines

I have included the gmax lod 100 models for anyone who would like to make a good dp file for these model and share with the cfs2 community.





Model of Fort Drum

The pictures on this page is my rendition of Fort Drum, it is a medium to high detail model and has LOD'S (level of detail).

I built this model after answering a request that MaskRider posted on the SOH website.

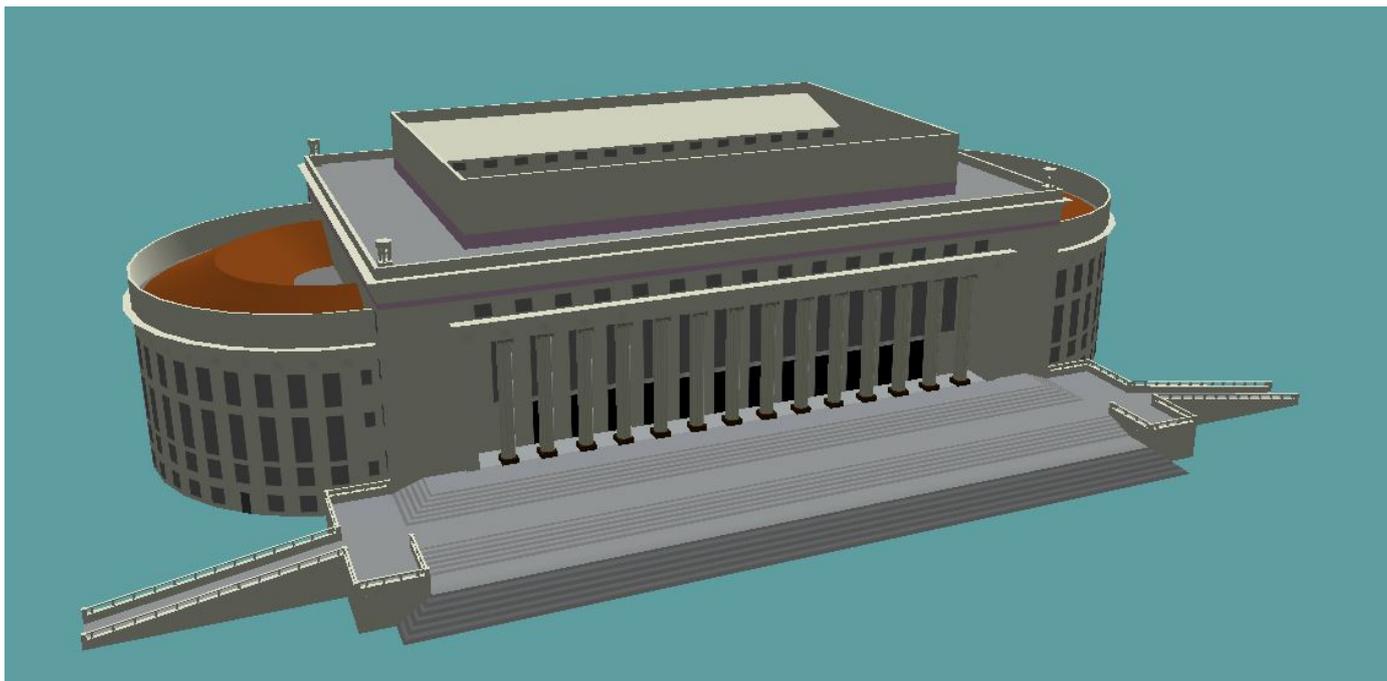


The above picture is Fort Drum showing its damage textures.

Fort Drum

(originally known as El Fraile Island), also known as "the concrete battleship", is a heavily fortified island situated at the mouth of Manila Bay in the Philippines, due south of Corregidor Island. The reinforced concrete sea fort shaped like a battleship was built by the United States in 1909 as one of the harbor defenses at the wider South Channel entrance to the bay during the American colonial period. It was unique among forts built by the United States between the Civil War and early World War II, both as a sea fort and in having turrets. It was captured and occupied by the Japanese during World War II, and was recaptured by the U.S. after igniting petroleum and gasoline in the fort, leaving it permanently out of commission.

For more information go to
https://en.wikipedia.org/wiki/Fort_Drum

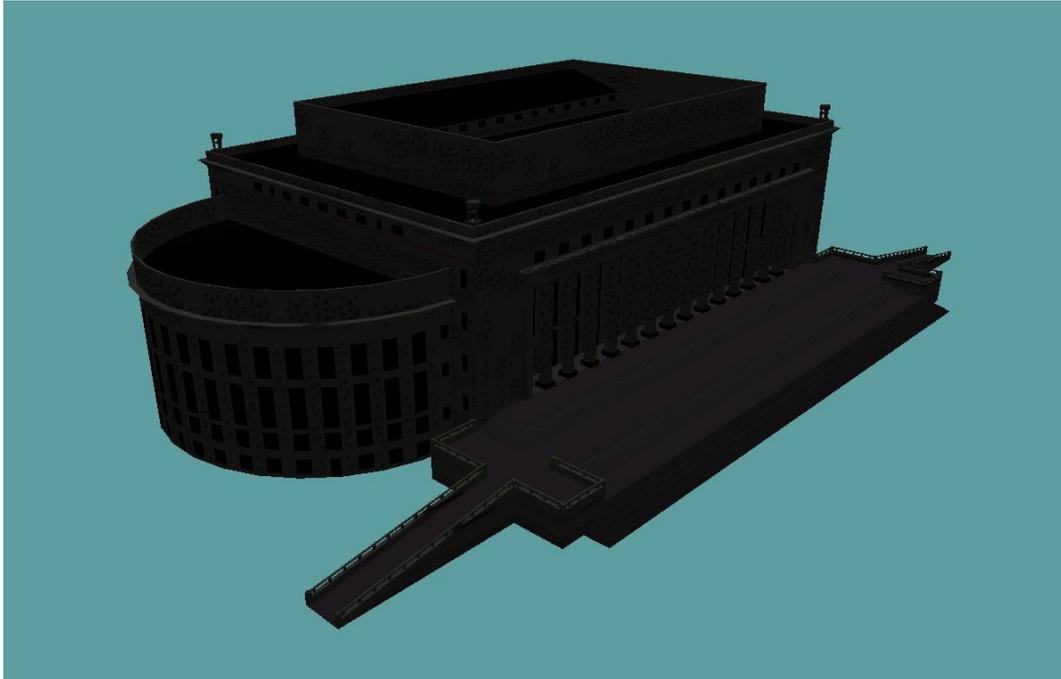


Model of The Manila Central Post Office

The pictures on this page is my rendition of the Manila Central Post Office, it is a medium to high detail model and has LOD'S (level of detail).

I built this model after answering a request that MaskRider posted on the SOH website.





The above picture is of the Manila Central Post Office showing its damage textures.

Manila Central Post Office

The post office building was built in neoclassical architecture in 1926. It was severely damaged in World War II, and rebuilt in 1946 preserving most of its original design.

For more information go to

https://en.wikipedia.org/wiki/Manila_Central_Post_Office

Jones Bridge



The pictures on this page is my rendition of Jones Bridge, it is a medium to high detail model and has LOD'S (level of detail). I built this model after answering a request that MaskRider posted on the SOH website.

The picture below is my rendition of the bridge damaged after the Japanese bombed it during World War II.

Jones Bridge

This bridge spans the Pasig River in the Philippines connecting the Manila area of Binondo on Rosario Street (Calle Rosario, now Quintin Paredes Street), with the center of city in Ermita.

Ermita is a district in Manila, Philippines.

For more information go to
https://en.wikipedia.org/wiki/Jones_Bridge