Flybert's Red Baron II/3D Aerocraft model collection release

None of these files being have any endorsement or support from Dynamix or Sierra.
Nor are they the actual game files released by Dynamix on RBII or RB3D CDs.
No pilots were killed or aircraft needlessly destroyed to obtain these files :)

.dts contains .3ds file info ,
.dml lists and determines some attributes and colors of materials
(textures and palettes) mapped in the .dts file

All files here were compiled others' .3ds files.............
"BvH" in the file name ID's a model by Baron von Helton
"MM" in the file name ID's a model by Midnight Mike
"WS" in the file name ID's a model by Todd Comeau
"Fly" in the file name ID's a model by Dynamix and these .3ds files are
on my Shape World pages .

After saving these .zip files to your harddrive , 'Extract' these .zip files
'Use Folder Names' into a 'working' folder of your choice. This will create
an 'Aerocraft' folder and each model set will be in it's own (sub)folder
within 'Aerocraft'

Most *hard coded* solid parts' colors have been changed from
the stock colors ..most notably the exterior view strut colors.
I've also modified texture shading properties.

For a complete listing of 03xxxxxx files see 03files.txt

03pp8000.dts/03pp9000.dml set is the maximum detail level
03pp8100.dts/03pp9100.dml set is the high detail level
03pp8200.dts/03pp9200.dml set is the mid detail level
03pp8300.dts/03pp9300.dml set is the *speck* detail level :)
03pp8f00.dts/03pp9f00.dml set is the interior cockpit 3d model

Not all model sets have lower detail levels nor cockpit model files.

2-seater/bomber 3d models have no interior cockpit model
assigned , so what you see when flying these ,is the interior
of the scout type you have replaced , inless you replace cockpit
files/textures as well.

Any custom 'wingpp0x','windpp0x','strtpp0x',strtpp0x , and any .bmp
files other than regular RB Paint Shop exterior parts must be in
the same data subfolder as the dts/dml sets or your game will
DTD when you go to use the model

To use these files in the game to replace other types ,
change the 03pp8x00.dts and 03pp9x00.dml file names , where 'pp'

is the plane type ID hexidecimal , to the ID hex of the plane you
wish to replace...

Then,by placing the renamed file set in the following directories
with any textures *set* in the dml file (like "wires.bmp") :

1)'Simpatch' , the 3d model will show for the replaced type
everywhere in the game.

2)'Shellpat' , the 3d model will show for the replaced type
in Single Play including the RB Paint Shop where you
can apply a paint scheme and save a .cfg file (see #4)).

3)'Multi' , the 3d model will show for the replaced type
in Multiplay only.

4) MP Paint subfolders , with a scheme (.cfg) and the proper
paintcfg.ini lines , the 3d model will show for the replaced type
when you choose the replaced type and the sq# *pointing* to the
Paint/subfolder you have placed the .dts/.dml set and scheme
into. If you choose another sq#(related to a different subfolder
without replacement .dts/dml file sets for the scout type) ,
you will go back to seeing the stock 3d models in MMP , provided
you don't have replacement .dts/.dml sets in 'Simpatch' or 'Multi'

The new MMP alternative model sets I'm developing will not be making
use of sq# specific models .. more on a better implementation for
MMP alternative models when I release those sets<g>

From these files you can COPY and PASTE a 3d model file set to
'Shellpat' and paint scheme to 'Paint' , for use in SP campaign with
the same scout type being replaced. The schemes may or
may not assign , depending on what plane type in the RB Paint Shop the
paint scheme was originally made on. (MP doesn't care..lol).
If the scheme (.cfg) won't assign.. go into the RB Paint Shop ,
Import and Apply all the .bmp files and Save a new .cfg file ...
you should see the replacement 3d model shape in the RB Paint Shop if
you've placed the correct dts/dml file set in Shellpat.

In all cases , the game can only *see* one 3d model of a particular
plane type at any time .. so you will see all other players and AI
flying the replaced 3d model , if they are flying the same type
you are. ie: if you've replaced an N11 with a BE2 , you will see
all N11s as the Be2's shape.

Flybert 8-15-2000