

Tagert's AOTP: WWII 1946 II Version 1.0
Mod Date: 08-11-93
Doc Date: 08-12-93

TABLE OF CONTENTS:

~~~~~  
Section 0000: AOTP 1946 II ADDITIONS  
Section 0001: AOTP 1946 II REPLACEMENTS  
Section 0003: AOTP 1946 II CORRECTIONS  
Section 0004: AOTP 1946 II NEW FEATURES  
Section 0005: AOTP 1946 II LIST OF FILES  
Section 0006: AOTP 1946 II SUGGESTIONS  
Section 0007: ACKNOWLEDGMENTS  
Section 0008: CAUTIONARY NOTICES  
Section 0009: PLAY BACK OF VCR TAPES  
Section 000a: POINT OF CONTACT

Section 0000: AOTP 1946 II ADDITIONS

~~~~~  
The most significant additions are two new planes. The planes themselves are not new to this forum, but the way they are incorporated into the game is new! I found a way to add new planes to the game without displacing others planes to do so. So now the Xp-72 and the P-47 can be selected or the P-51D and P-51H can be selected at anytime.

The next significant addition is that I found a way to incorporate the new planes into the campaign play. Now when you play the AOTP: WWII 1946 expansion disk portion of AOTP you will find the some of the units will upgrade or start of with Xp-72 and P-51H's.

For instance the 433rd FS, 475th FG will begin with P-38J's and upgrade to the Xp-72 instead of the P-80. The 63rd FS, 56th FG will begin with Xp-72's instead of P-47's and will then upgrade to P-80. The 336th FS, 4th FG will begin with P-51D's and upgrade to Xp-72's instead of P-80's. And last but not least the 34th FS, 348th FG will begin with P-51D's and upgrade to P-51H's.

Section 0001: AOTP 1946 II REPLACEMENTS

~~~~~  
Another thing the 46 II will do for you is change some of the versions of the planes. These are not new "separate" planes like the Xp-72 and P-51H are, but they are new if you call a different version of the same thing as new?

For instance, the original Ki-43 is replaced with the Ki-433b version. It now has two 20mm cannons, new performances and a new paint job. This modification was a combination of Nicholas Bells Ki-43 and mine! The Ki-61 is replaced with the Ki-61a basically not much different here except for the bigger guns. The Ki-84 is replaced with the Ki84C, again not much different

here. That is if you can call the replacement of two of it's 20mm cannons with two 30mm cannons not much different! The Kikka now has four 20mm Cannons instead of two 30mm Cannons. The P-80 is replaced with the P-80C. This mode removes two .50 Cals and replaces them with two 20mm cannons. Which really gives the P-80 an extra punch!

I have included another one of Nicholas Bell's color jobs, it's a silver B-25J! I also recolored the P-47D and the P-51D with a new silver finish and white stars instead of those black stars? And added a little color to their noses! So now while in flight you can tell the difference between the P-51D & H and the P-47D & Xp-72. To get an idea of what they look like check them out in the View Aircraft section! I think you'll like these new colors! And I also changed the wing view of the P47D. I also changed the performance of the P-38J. And last but not least I changed the P51H's gun load to four 20mm Cannons instead of the two .50cals and two 20mm Cannons.

#### Section 0003: AOTP 1946 II CORRECTIONS

~~~~~

Well I also made a few corrections to some of the planes and features of AOTP. I fixed the "View Aircraft" section. By that I mean now you can view the N1K1 George and the G4M Betty. I also fixed the Kikka, well at least I call it a fix. You may think different after I explain! I found that the Kikka could exceed it top speed at almost ever altitude. For example the 46 book estimates the Kikka's top speed at 20k ft to be 525mph. But the Kikka in the game could exceed 535mph. And the real interesting thing was that the Kikka could out climb a X-15. I got the Kikka to go up to 80k ft and it was still climbing! The new Kikka will now have a top speed as rated and a ceiling of 39k ft as stated in the manual. The main purpose for the down grading the performance of the Kikka was to make it a little inferior to the P-80, which is the way it should be! I also fixed the P-47's ceiling rating. Every book I've read on the P-47D rates it ceiling at about 42k ft. But until the fix the ceiling of the P-47D in AOTP was 29k ft. I know that is what it says in their manual but it is wrong!

Section 0004: AOTP 1946 II NEW FEATURES

~~~~~

The new features in 46 II is the ability to select a pure rocket selection on US planes that could carry rockets. This is good for a bomber intercept mission. Look for the new selection in the preflight menu called INCP. I also included a rocket selection for some of the Jap planes. I figured that by the end of the war they would have figured out how to incorporate them. And I also gave the F7F and the Ki-83 the ability to carry torpedoes!

Section 0005: AOTP 1946 II LIST OF FILES

~~~~~  
Below is a listing of all the 75 files included in the 1946II.ZIP. The files add up to 92910 bytes.

P51H	BXL	LP47	EDG	KI61	GLT
XP72	BXL	LP51H	EDG	KI84	GLT
AIR0	DAT	LXP72	EDG	KIKKA	GLT
AIR1	DAT	RP47	EDG	P51H	GLT
CSET1	DAT	RP51H	EDG	P80	GLT
MISC	DAT	RXP72	EDG	XP72	GLT
ORDNCE0	DAT	KI43	FMD	F4U	PG
ORDNCE1	DAT	KIKKA	FMD	KI43	PG
ORDTXT0	DAT	P38_J	FMD	KI61	PG
P51H	DAT	P47	FMD	KI84	PG
PITCH_0	DAT	P51H	FMD	KIKKA	PG
PITCH_1	DAT	XP72	FMD	P51H	PG
PLTXT0	DAT	P51H	GAU	P80	PG
PLTXT1	DAT	P80	GAU	XP72	PG
SQUAD1	DAT	XP72	GAU	B25_J	TBL
XP72	DAT	F4U	GL	KI43	TBL
KI43	DMG	KI43	GL	P47	TBL
P51H	DMG	KI61	GL	P51	TBL
XP72	DMG	KI84	GL	P51H	TBL
BP47	EDG	KIKKA	GL	XP72	TBL
BP51H	EDG	P51H	GL	KI43	TTM
BXP72	EDG	P80	GL	P47	TTM
FP47	EDG	XP72	GL	P51H	TTM
FP51H	EDG	F4U	GLT	XP72	TTM
FXP72	EDG	KI43	GLT	PFNAME1_	TXT

Section 0006: AOTP 1946 II SUGGESTIONS

~~~~~  
Now that the P-51H and the Xp-72 are separate planes to choose from may I make a suggestion? Delete the previous mods that I made that converted the P-51D to a P-51H and the mod that converted the P-47D to a Xp-72. Now if you unzip the 1946II.ZIP and copy those files into your games directory it will automatically replace MOST of the files that now do this. The only files you will have to delete are the P51.GL, P51.GLT and the P47.GL, P47.GLT.

Section 0007: ACKNOWLEDGMENTS

~~~~~  
Below is a listing of all the people who have, in one way or another, contributed to the hex editing ability of AOTP. With this kind of team work it won't be long before we have all the unknowns figured out!

I want to thank...

- 1) James "Jaybird" Johnson:
for his inspirational and pioneering work on Red Baron.
And for all his personal help in getting me started in editing Dynamix data. I especially want to thank Jaybird for his excellent documents that help a lot and for his personal help in cracking the campaign codes!!!
- 2) Keith Heitmann:
for his inspirational and pioneering work on Red Baron.
- 3) Bill "Samuri" Ciciora:
for his inspirational and pioneering work on Red Baron.
- 4) Joe "The Maverick" Scoleri:
for his inspirational and pioneering work on Red Baron.
And for his extensive document on how to edit Red Baron. It proved to be very helpful in the development of this document. I only hope that with everyone contributing to this document that we can achieve a document as detailed as Joe's.
- 5) Kevin M. Fritz:
for his FMD Map corrections.
- 6) Tim Kilgore:
for his wonderful AOTP editing utility programs! And for his extensive work in the development of his mission builder programs. He has made the cumbersome task of creating a custom mission into a relatively easy process. His method of editing the HIS*.DAT's instead of old VCR method has added a whole new dimension to creating FSFORUM AOTP Tournaments. Basically he has given us a mission builder way before Dynamix has!
- 7) Nicholas Bell:
for his extensive work on the FMD and DMG files. Nick is responsible for all the new information on the engine power ratings and drag factors in the FMD data. And he is solely responsible for all the info on the DMG files. His attention to detail and his historical accuracy is unsurpassed! I also want to thank Nick for his silver B-25J and his silver Ki-43 along with its new performance!!
- 8) Uwe Serf:
for his extensive work on the TBL data files. Due to his efforts we can now color the planes to just about any color we desire.

Section 0008: CAUTIONARY NOTICES

~~~~~

It is always a good idea to make backup copies before applying any non Dynamix modifications. Note that the utilization of these files and information is at your own risk! I assume no responsibility for any modifications you make to these or any of the original program data.

## Section 0009: PLAY BACK OF VCR TAPES

~~~~~

One side effect to installing modified files that change "the performance" of vehicles. Is that your VCR files may not play back exactly as they were originally recorded. By modified I'm referring to any modified files with any performance modifications made to the speed, maneuverability, weapon size, ammo count etc. The reason is that the game loads all the pertinent data for each aircraft in the VCR prior to playback of the VCR. If this data is different then the data that was used during the original recording of the VCR then you will get a different play back of the VCR. So this is why you will probably have trouble playing back previously recorded VCR tapes. For example after adding the modified files you may notice that your aircraft appears to shoot at a targets that's not there. So if you or anyone else wishes to view your VCR as it was originally recorded then you must insure that the same modified files are installed that were installed during the original recording of the VCR. Note that due to this it will be very easy to tell if anyone is cheating on in a tournament! So if you were thinking of giving your self an edge during the next tournament then just forget it because all tournaments are flow with the original data files! There appears to be no side effect to modifying a planes ORDNANCE. With the modified files in plane I flew a TORPEDO MISSION with the Ki-83. I then saved that mission to a VCR. Next I removed the modified files from the games directory. I then played back the VCR and found it to fly the same as the originally flew!

Section 000a: POINT OF CONTACT

~~~~~

Contact me if you have any new information or corrections to this doc and I will incorporate or correct the next version. The best way for us to figure all this data is to share all our information.

GRANT C. SENN (TAGERT)  
70713,136