



# THE SAS MODACTIVATOR V3.O6

BY SAS~CIRX

A QUICK GUIDED TOUR!

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## ● Introduction

### ◆ Welcome

If you have this, that means you have, or are planning to, download the Most Awesome SAS Modactivator ever! You should really be proud of yourself. You should really **HAVE A BEER**.

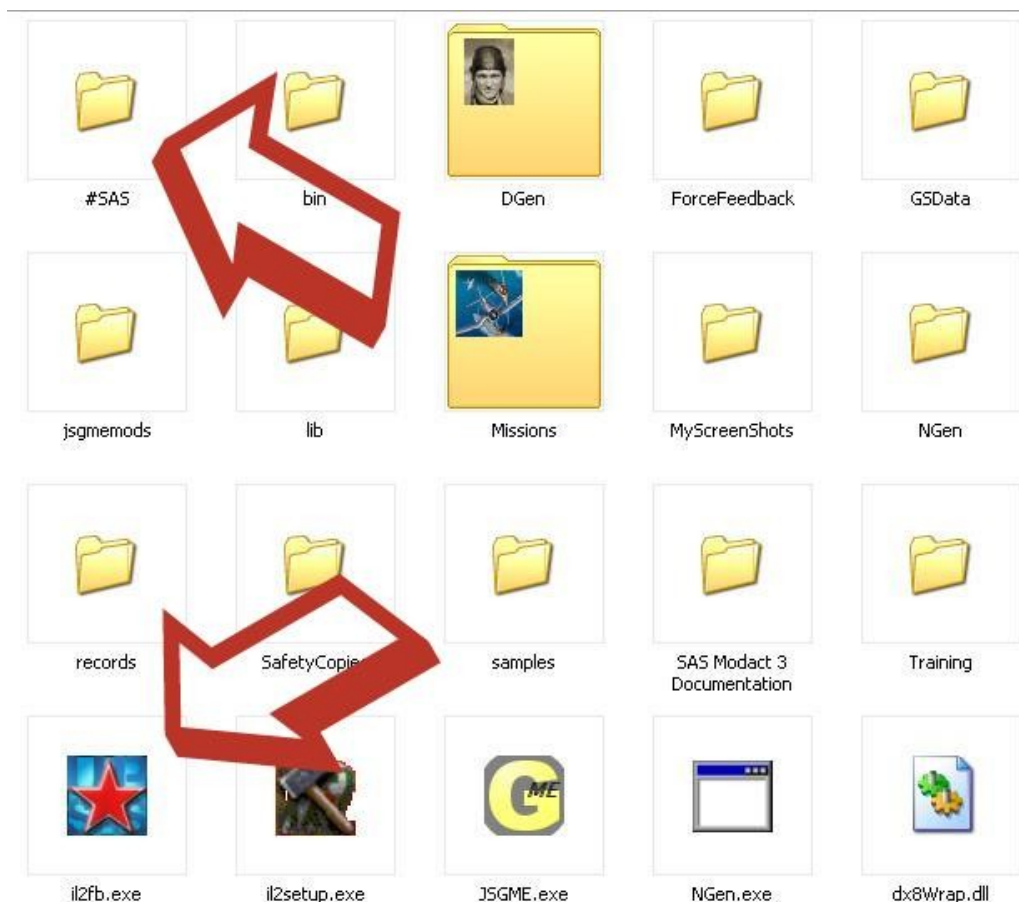
You DESERVE it!

The v3.06 SAS Modactivation system for il2 is a completely new take on using mods. Gone are the days of having multiple installations on your PC for every conceivable variant of the game. From now on, you can have ALL your different packs and activators in ONE installation. That means:

- ~ONE place where you can keep all your skins
- ~ONE place where you can keep all your missions and campaigns
- ~NO MORE gigabytes of unused il2 on your poor PC.

### How does it work?

From now on, you can only launch your SAS modactivated game with an il2fb.exe SELECTOR file. Your SAS Modact game will also be using a dedicated folder for your SAS mods, called "#SAS".



This means that no other modactivator or pack will be able to interfere with your SAS installation,

and in turn, your SAS activator will not interfere with anything else.

The SAS modactivator will NOT read anything in your MODS or FILES folders. It will ONLY read stuff in your #SAS folder. Your #SAS folder IS your mods folder now.

Does this freak you out? It really should. But don't worry, you will soon get used to it, and you will see how completely cool this is. In this guide, every aspect of the package you downloaded will be discussed. There will also be installation instructions that are easy to follow, as well as a simple guide for those on SAS Modact 2.72 installs, on how to "crossgrade" their installations to Modact 3.06. Quickly and easily.

This modact is a lot bigger than our previous ones, and that is because we are going to support this version for a LONG TIME. And to do that, we have had to rearrange and add some cool stuff. This modact has so many cool features you are GOING TO PLUTZ!

## ◆ Requirements

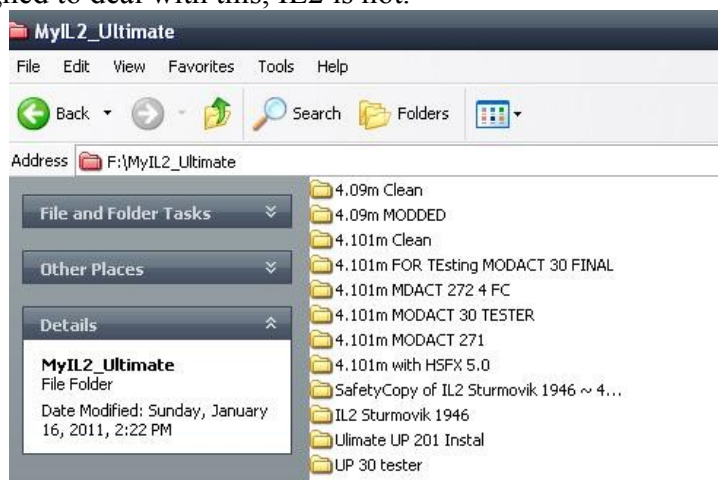
To be able to use the SAS Modact 3.06, you HAVE to have a WORKING installation of IL2 1946 v 4.101. Take note: Version 4.10 is NOT supported, it must be 4.101.

This installation can have any damn modact or pack from the past in it you like. This Modact will not hurt any of that. You can install this next to HSFx 5, UP 3, Modact 2.7 or anything of 4.101 you can think of, the SELECTOR will work with them all. You can of course also install it on a clean unmodded 4.101...this modact will not even touch your stock game at all! You can still play it, in fact, launching the stock game with the selector does not require the Disk in the Drive to work. So, if you have all that, let's move on to installation!

## ● Installation

### ◆ Backing Up & PreTesting

It is always advised that you back up things before modifying them (duh!). In the world of IL2, we advise to simply copy your entire IL2 game folder and paste it somewhere else. Then you will not only be safe, but, you will always have a clean copy to start with if you have to start again. Also, very very importantly: **DO NOT have your copy of IL2 that you play with, in your "Program Files" folder.** This causes huge problems, since Windows Vista and 7 basically "cripples" applications running from that folder, for "security" reasons (classic MS Bullshit). Modern applications are designed to deal with this, IL2 is not.



To read more about how to have multiple copies of IL2 on your PC, visit this thread <http://www.sas1946.com/main/index.php/topic,19.0.html>

## ◆ Unpacking & Checking

You have downloaded the whole SAS Modact! Now's the time to open it and look under the skirt! Your SAS Modact comes as a 7zip archive. We don't recommend using anything other than 7zip to open it. Read more about 7zip here: <http://www.sas1946.com/main/index.php/topic,2123.0.html>

When you have unpacked it, you will find somewhere inside a folder called "This is the SAS Modact 302". Inside that are all the files you need.

### **You should find the following:**

- ~ a folder called #SAS
- ~ a folder called DGen
- ~ a folder called jsgmemods
- ~ a folder called Missions
- ~ a folder called MyScreenShots
- ~ a folder called NGen
- ~ a folder called SAS Modact 3 Documentation
- ~ a folder called SAS\_SFS
  
- ~ a file called il2fb.exe
- ~ a file called il2fb\_Stock.exe
- ~ a file called JSGME.exe
- ~ a file called JSGME.ini

### **That is 12 items in total.**

If any of that is missing, you messed up. Re-download or re-unzip.

If you are a wise-ass who thinks you can delete any of the stuff in the package because you already have it, you are mistaken. If you leave out any part, you are screwed. Even the JSGME.exe. Don't leave it out, it is a better version than the one you have and will not harm any of your previous jsgme mods.

## ◆ Installing & Testing

Before installing the SAS Modactivator into your IL2 game, make sure that if you have a previous version of JSGME mods there, that you **first DISABLE ALL JSGME mods**. You can re-enable them afterwards if you like, but during installation, they gotta be disabled, capish?

Then, you have to do the DIFFICULT part.

**You have to copy all the 12 items in the modact, and paste them into your main IL2 installation.**

When you do this, you will be warned that "this folder already contains a folder called "xxx"...blablabla.

Just click **"Yes to all"**

COME ON NOW, DONT BE A PUSSY! JUST DO IT!

**Special Instructions for users of older modacts or "Classic" modacts like HSFX5:** If you have something like HSFX5, also find and delete all "il2fb.exe" files from your jsgmemods folder (after making backups)

And that is all she wrote! You now have a fully fledged SAS activated il2! Now you have to TEST it.

And make sure that, unlike a lot of idiots I can name, you test it BEFORE you carry on installing all your crappy old mods into it.

To test it, you have to click on the "il2fb.exe" icon. Single click or double click..whatever you do to launch something on your PC.



### Using the SAS/UP game selector:

In the original SAS ModAct 3, you launched your SAS game by clicking on the fbSAS.exe. We did provide an interim solution to those who needed an exe called "il2fb.exe" for Hyperlobby or San's viewer, or for their graphic card settings, by providing a set of il2fb.exe files that worked with SAS Modact 3.06. Those are no longer needed.

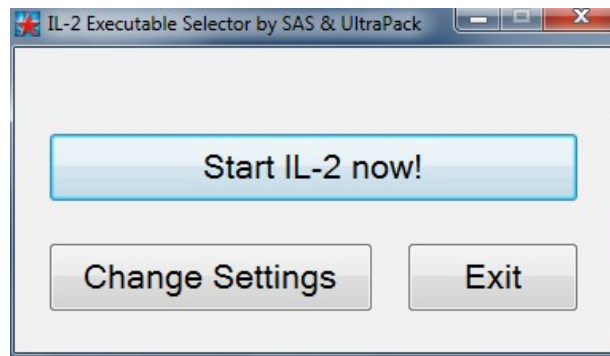
You now launch *all* your game choices by clicking on the new **il2fb.exe**. It's icon looks like this:



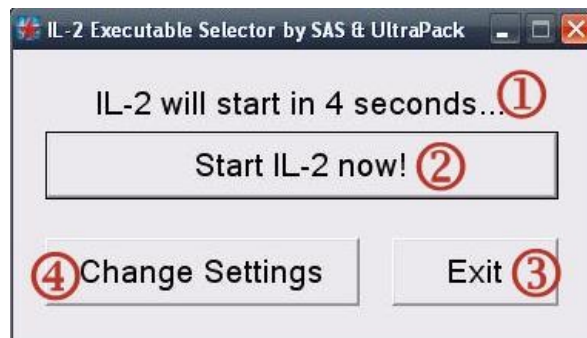
(yes, we know, it is very pretty....)

This will bring up the following window:





Here is a key to these buttons (if you have selected an "auomatically launch after" setting, more about that below) (NOTE: these screenshots are from an earlier version of the selector, but it is just to give you the idea.)



- ① tells you how long you have until the selector starts il2
- ② allows you to bypass the timer and start il2 immediately
- ③ exits the selector, without starting il2
- ④ Press this to go to the setting screen, from where you can change all selector options

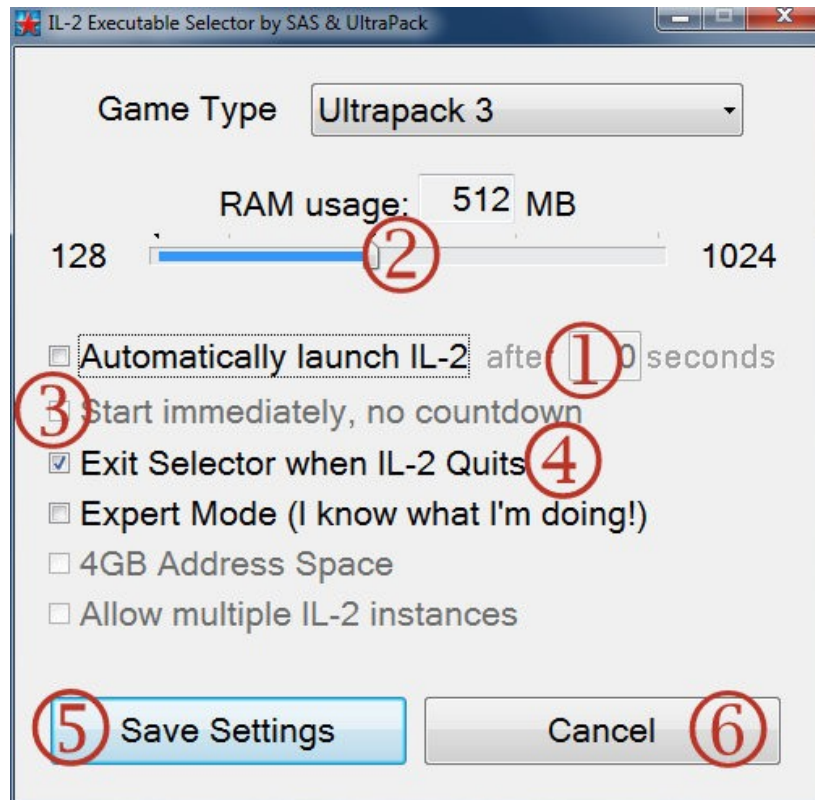
Press "Change Setting" before your time runs out, and you will go to the settings screen for the selector. Here you can modify it to whatever you wish.

The first thing you can select, under the "Game Type" tab, is what game you want to launch. You can select SAS3, or UP3 (if you have it installed), or the Stock Game (launches stock 4.101), or any "Classic Mod Game". A "Classic Mod Game" is an activator or pack that uses the traditional "MODS/FILES" system. Like HSFX 5. In the 3.06 selector you can also select "Dark Blue World", for users who have UP3 and DBW installed.



Whatever you select and save, will be remembered the next time you launch the selector.

Here is a key to the rest of the Settings Screen:



- ① Sets the seconds the selector will display before launching the game
- ② Instead of using the old separate 256, 512 and 1GB exe's for improved memory performance, simply select the setting you want here. More about that below.
- ③ If you select this, the selector will not be displayed, clicking on il2fb.exe will launch your selection immediately. To make the selector appear again if you loose it this way, find the "il2fb.ini" file in your main game folder, and set the "StartImmediately=1" setting to "StartImmediately=0"
- ④ Will close the selector automatically when you quit IL2
- ⑤ Saves your selections and re-launches the game-start countdown screen
- ⑥ Cancels your subscription to Sports Illustrated

**ADDENDUM:** In the 3.06 selector, there is also a slection for use of 6do/TrackIR. This is not for users of the PAL 6dof mouse mods. This is for users of TrackIR. When having selected this, ensure that you have also enabled the 6dof files from jsgme.



- About Expert Mode, Memory, TrackIR & Multiple Instances



If you select "Expert Mode", you will also be able to select the "4GB address space". This is for guys with supercomputers and combovers, who still live with their mothers. The 4GB thing could be explained like this: With Large Address Aware switch set, the IL-2 launcher process can benefit from a larger process area of 4GB on 64 Bit systems, in contrast to the 2GB process memory size limitation on 32 Bit systems.

Note that not all executables, libraries and drivers are large address aware, hence setting this switch is at your own risk. If it works: Fine. If it doesn't: Untick it.

Note that even with process memory limit raised to 4GB, IL-2 will not utilize more than 2GB at once. That's a limitation of the Java Virtual Machine used by IL-2. The benefit of using those additional 2 GB is just making life easier for IL-2 if it's searching for some large chunks of free memory area, nothing more and nothing less.

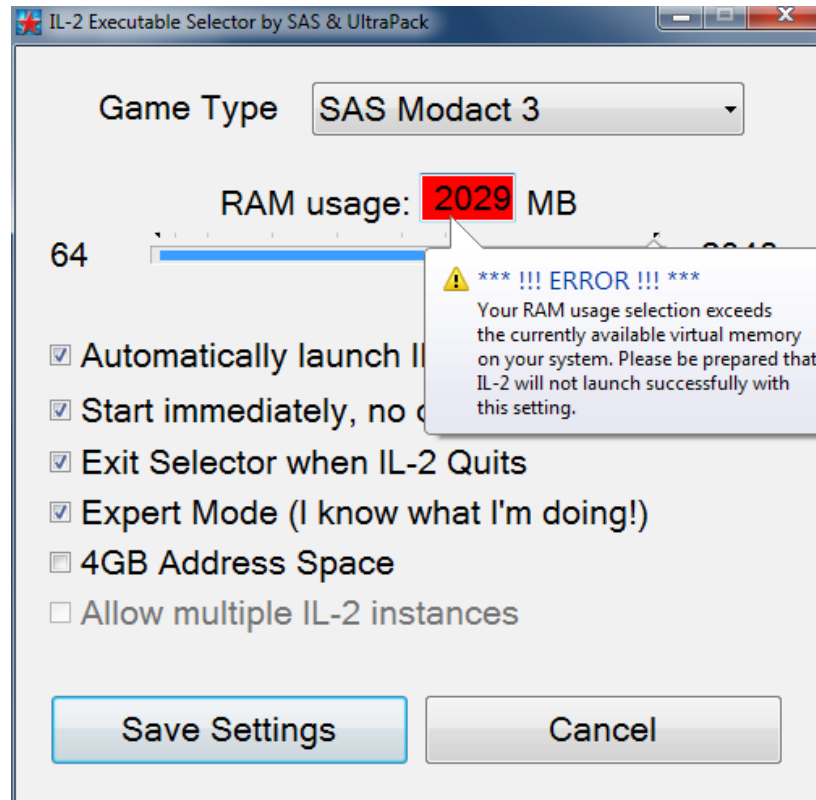
If you select "Expert Mode", and DO NOT have "Exit Selector when IL2 quits" selected, you will also be able to select "Allow Multiple Instances". This allows you to launch more than one IL2 game at a time. Useful for comparisons, testing, mod making, or for trying to prove to your mother that your "4GB Address Space" setting really works.

- **Memory size:** In "Expert Mode", max. limit will be raised to 2048MB. Additionally, in Expert Mode an Edit Box is available, where the memory setting can be entered manually. This Edit Box is read only if Expert Mode is unticked. Last but not least in Expert Mode the slider will not snap to memory size boundaries like 128MB, 256MB, 512MB. It will snap to those boundaries still when Expert Mode is unticked, and will be still limited to 1GB then.

- **Memory usage warning levels implemented.**

In Expert Mode, the users gets a feedback about whether or not his RAM usage selection might or will cause trouble.

The feedback is given in the background color of the RAM usage box and, if critical limit is reached, by showing a balloon bubble warning message.



#### Additional info about the selector:

- Additional user rights check in the installation folder.  
That way we can tell for sure when something simply *can't* work the way the user installed his game, and a message box can tell him what to do.  
Might help, maybe doesn't, at least it doesn't hurt.
- File handling functions replaced by "secure" versions.  
This includes retry counters, access rights check and modification etc.
- Enhanced wrapper implemented which speeds up game launch either slightly or dramatically, depends on your hardware.  
How did we do that?  
Well, the original IL-2 wrapper created a list of all modded files, and when trying to access a file from either SFS archives or modded files (happens some 60.000+ times during game launch already), for each file it walks from top of the list to the very bottom in order to check whether that particular file is in some mods subfolder or has to be loaded from SFS archives.  
Since most of the files are still in SFS archives, this means that most of the time the wrapper has to search through the *whole list*, which for instance contains about 11.000 entries on an Ultrapack 2.01 installation (that's just the modded files from the UP 2.01 "FILES" folder).  
Result: In average, on Ultrapack 2.01 (I take this as some comparison base here), the

wrapper has to crawl through an average of 10.000 list comparisons per file access, that's 600.000.000 list comparisons during game launch.

Now in contrast our enhanced wrapper:

This one implements two modifications to the list creation and search algorithm with a huge impact:

First it sort's the list by the file's hash value. Sound simple, is simple and is necessary for the next step.

Second step is it doesn't search the list from top to bottom, but instead performs a so-called "binary search" with an enhanced, "assisted" algorithm.

This second step is the key to success, and the result shows the dramatical impact on the enhanced wrapper's performance.

Remember we've had **10.000** list comparisons before? Now we have an average of *less than 9*.

This is a performance increase of factor 1.000.

Depending on your hardware, especially HDD and CPU speed, results may vary.

Very slow HDD means you won't notice that much impact (the game still has to load the files, doesn't it?).

Biggest impact appears on fastest systems, see yourself.

At runtime the wrapper generates performance stats in your IL-2 game folder in a file called "wrapper.log".

You might want to check that file to see how your system performs from the wrapper's point of view.

- **Additional mod files cache mode implemented in wrapper (you need to activate Expert mode to be able to activate the cache mode).**

In cache mode, the wrapper generates a text file "~wrapper.cache" in the MODS and/or FILES folder (whatever it's name is, in Modact it's currently "#SAS", in UP3 RC it is "#UP#") which it reads on game start time instead of scanning the whole mod files folder.

This save time, especially for highly customized IL-2 installations, especially for slow PCs, especially on slow HDDs, especially on external HDDs and network shared installations.

On the other hand, **the user must take care to delete the "~wrapper.cache" file whenever he's applying changes to the regarding mod folder or any of it's subfolders.**

- Start screen shows current game settings and additional command line parameters (if applicable), so you have all relevant settings at hands without needing to open the settings screen. Additionally now when you launch the game from Hyperlobby, you can see the server IP, Port and your Player Name like it is parsed to IL-2. This can be useful if your favourite server suddenly disappears from Hyperlobby for some reason, so you can still connect to it manually through the "Multiplayer" option of IL-2 by entering server IP and Port yourself.
- Dark Blue World support added
- Background color of RAM setting changes to "Yellow-Green" when more than 512MB are selected.

This should remind the users that they're leaving trusted area already at 512MB.

## After launching the game:

Immediately you should see the SAS Modact 3.06 loadscreen, and the loadup dialogue will say "SAS Modact 3.06" or something like that. Once it has started up you will see the beautiful new GUI and background that we made for you because we love you.



If that has all happened, you are in business.

You are now ready to carry on exploring the wicked features of the SAS Modact further. If you want to update your existing modact 2.72 install to the SAS modact (because 2.7 is HISTORY!), there is an easy to follow guide for that at the end of the tour.

### ● Tour the Modact

#### ◆ DGen, NGen and Mission Translation Files

Included in your install was a DGEN, NGen and Missions folder. Because modded IL2 gives precedence to russian files in the game, all the russian files have to be replaced with english ones. These folders contain all the necessary translated files to cover almost all the russian in the game. All the other translation files for the gui and so forth, are part of the modact itself already (see "XTD" folder tour)

Also included is a great new background for the "None" folder in "Single Missions", with a folder for putting some of your "Forgotten Countries" missions in.

#### ◆ The #SAS mods folder

You no longer need a FILES and MODS folder for your SAS game. You can use those for other packs and activators. Your SAS modact 3 will not even read those folders. It will ONLY read the #SAS folder. If you install mods, and they say "install in your mods folder", that will mean in your #SAS folder. Watch out for using mods that insist on being JSGME options, because they will of course install themselves everywhere else EXCEPT your SAS game. You have to download updated versions of those or just change the folder names in JSGME yourself.

Mods in the #SAS folder work just like they did in the MODS folder, the same folder depth and all.

To make one mod load OVER another, you must name the folder it is in something that will load before that other one. So if one mod is called "00\_ModX" and the other is called "01\_ModY", then mod X will load over mod Y.

The depth of mods folder in the #SAS folder is the same as the old mods folder:

it will be:

#SAS/Name\_this\_folder\_what\_you\_like/3do....

Instead of the 3do folder, there will sometimes be something else (like for example "cod", "effects", "presets", "samples"..ect), and if there are classfiles in the mod, they will be on the same level as the 3do folder

Lets look at the contents of the #SAS Folder:

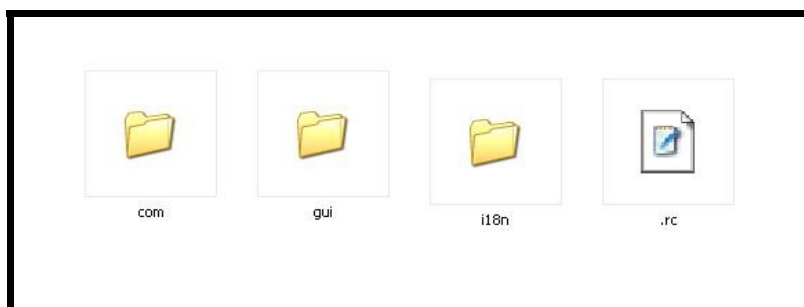
### ➔ MapMods

This is a convenient folder you can use to install maps. It contains the "All.ini", that you will need for that. For instructions on how to install a map, read this <http://www.sas1946.com/main/index.php/topic,726.0.html>

WARNING: Never install a new map through jsgme, even if the author tells you it is safe. DONT DO IT!

### ➔ STD

The STD (Standard) folder is the one you will use mostly to add new mods. Inside it, in #SAS\STD\com\maddox\il2\objects\... you will find all the ini files you need to add new planes, ships, ect.



The air ini file of the SAS modact is arranged with placeholders in a very custom way. You will see the result of this in Quick Mission Builder. In QMB there is an option to arrange your planes alphabetically. This is safe to do, disabling it will again restore your custom list.



If you are one of those anal people who like the useless stock way of listing the planes, there is a disabled "original air.ini" file in that folder, you can use it to replace the nice one. To read more about customising your air ini, read here: <http://www.sas1946.com/main/index.php/topic,23.0.html>

Also in your STD folder is a "gui" folder. Inside that, in #SAS\STD\gui\game\... you will find your "buttons" file. You need to keep this up to date when you install new aircraft. It contains the flightmodels and engine sound references for all aircraft.

Read more and download the latest here: <http://www.sas1946.com/main/index.php/topic,97.0.html>

**Included in the Modact is SAS Offline Buttons for 4.10 version 8.7.** Be aware: buttons for 4.09 will not work in this version of the game.

The last folder contained in your STD file is the i18n folder.

I18n folders contain properties files, and they tell the game what text to display. In this i18n folder we placed the weapons\_ru and plane\_ru files, which you will probably use the most, especially if you install planes.



All other i18n properties files are contained out of the way in the XTD folder. More about that later.

Then, lastly, in your STD folder, is a file called ".rc". This is the file you will have to update if you install SFS based mods into your SAS install. If an SFS file is not referenced in this file, your SAS install will not read it.



## ➡ XTD

The XTD folder is sort of like the STD folder. It contains everything usually contained in the STD folder, but only the stuff you don't usually want to use. It is all in the XTD folder so that it is out of the way. You should not change or do anything in the XTD folder unless you know what you are doing.

It contains classfiles essential to the running of the modact. Among these classfiles are the overhauled paintcheme classes, incorporating the forgotten countries options, the SAS placeholder classes, some classes directly tied to the modactivator, as well as the "windblow bugfix", which will stop the windblow sound when switching between positions in bombers. Also there are the classes for the Screenshot as JPEG updated mod that comes with your Modact. More about this in the JSGME tour.

In the i18n folder are all the translated properties files you may not always want to look at, and in the gui folder, is the background image for loading the SAS Modact.

## ➡ UP3\_GUNS

This folder contains the classfiles of the Machineguns and Cannons from UP3. They are the best yet, and very well researched. The primary reason that they are included here though, is so that they can trigger the modded gunsounds in the soundmod.

## ◆ The SAS Modact .SFS files

The SAS Modact 3.06 comes with several SFS archives, essential to its running and future updates. SFS archives are the game's native format. They do not add time to your game's start up time like mods do, and offer an excellent way of containing large mod content in a compressed and safe format.

They are located in the SAS\_SFS folder, conveniently out of the way so that they do not interfere with anything else.

In the Documentation folder is a filelist for those modders interested in extracting the content of the SFS files for modification, with SFS extractor. We regret there is not currently a filelist for the sas\_sounds\_01 archive, but all the rest of it is there.

Read more about SFS mods here: <http://www.sas1946.com/main/index.php/topic,15031.0.html>

## ➡ sas\_basic\_30

This contains the basic files for the modact. It will also be the file we update in the future to update the modact.

## ➡ sas\_sound 01 & 02

This is the soundmod. The SAS modact now contains a fully fledged soundmod as default, with a return to stock sounds option in JSGME. Although this is similar to our older SFS soundmods, it is required in this name format for the equalised upgrading in future of the SAS sounds system.

## ➔ sasup\_decals 01 & 02

We have completely overhauled the game's terrible national and regimental marking system, and these files contain that. They also contain all the info needed for the Forgotten Countries option. As default in SAS Modact 3, you have a forgotten countries mod with reduced countries. In JSGME there is also an option to have the full FC mod, or just to have stock countries.

There are other SFS files in there also, a small effects file needed to make the guns work, as well as several placeholders for FBDSM and future upgrades. When you want to add an FBDSM or future SFS option for modact, you simply drop it in, replacing the placeholder. Placeholder SFS files are empty SFS files, they are about 25K big.

## ◆ JSGME

### ➔ The JSGME .exe and .ini files

The JSGME exe included with the SAS Modact is version 2.6.0.157 of JSGME. This is a lot further advanced than the old JSGME distributed with il2 modpacks. You must install it and its ini file as is into your install. Dont worry, all your old JSGME mods will still work as before. But be sure to disable all your JSGME mods before installing the new exe.

### ➔ The jsgmemods folder

The jsgmemods folder contains all the jsgme options that comes with SAS modact. Since we will in many cases be sharing the jsgme folder with other modpacks, we have marked our mods clearly with a "#SAS" at the start. We suggest you do the same with future jsgme mods if you add any yourself.

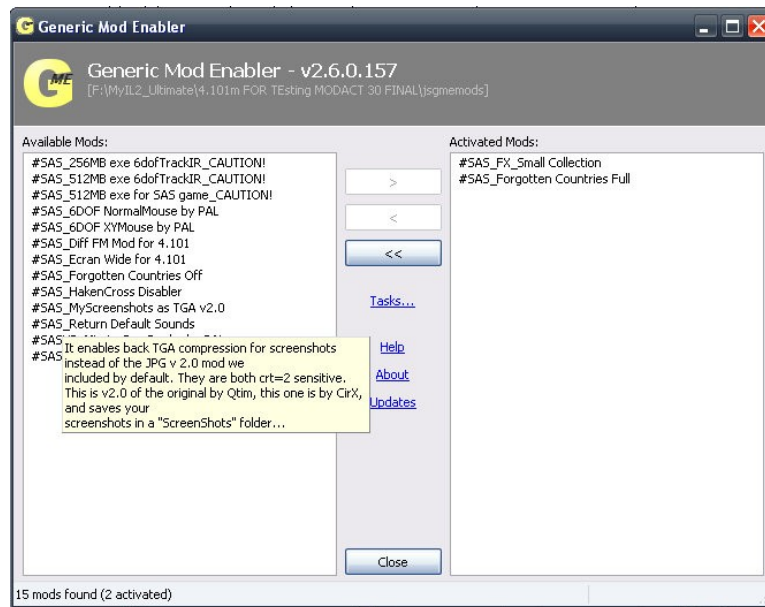
In the Documentation folder that came with SAS Modact, there is the original complete guide to JSGME. Read it.

**WARNING: If you do not completely understand how JSGME mod structure works, please DO NOT TRY TO PUT YOUR OWN MODS IN WITH IT.**

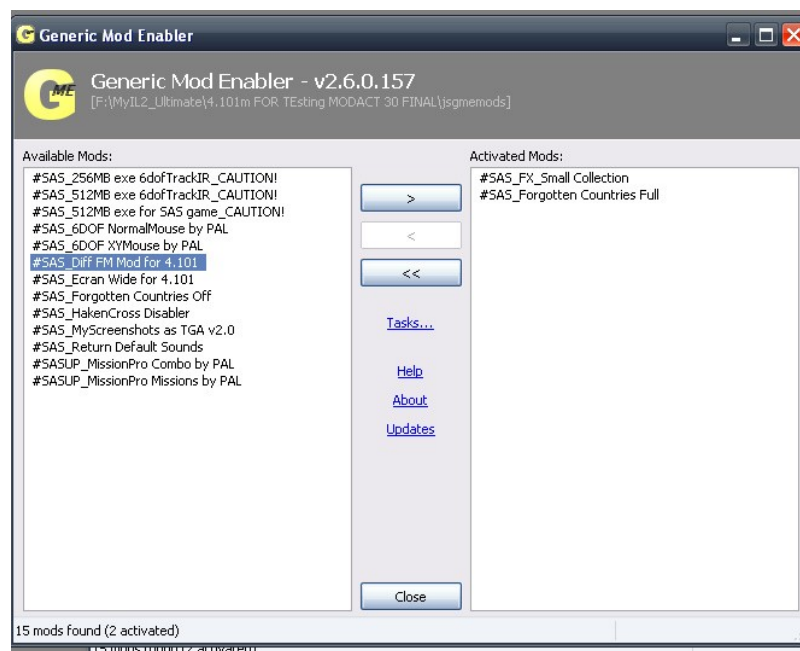
Also be aware: Old jsgme mods will not install mods into #SAS folder. You have to set that up yourself, but first make sure that you are not duplicating something already included. Take a tour of the contents of SAS's Modact 3 jsgmemods folder!

- JSGME Mods
  - ◆ a Quick How-to

Some mods are not suitable for jsgme. These include all mods that change a root ini file of the game. These include new objects, planes, maps and things like that. For other things, jsgme works great. In the documentation folder of the modact is a complete guide to JSGME v2.6.



A few quick tips: When you hover your mouse over an item in the left hand window of jsgme, a discription of that mod will appear. To activate a mod, highlight it and click on the arrow to move it to the right hand window. If there is a potential conflict, JSGME will warn you. Pay heed to the warnings!



As said previously, if you dont understand or are not comfortable with the structure and working of JSGME, then please dont use it to enable new mods you may download. Rather install and remove them manually in your #SAS folder.

## ◆ 6DOF Mousemods by PAL



### ➡ Normal Mouse

The 6DOF update by Benitomuso, which brings back the headshake effect. The normal mouse version :

Mouse move controls normal look around.

Hold Left button and drag emulates X,Y TrackIR axis.

Hold Right button and drag over the Y mouse axis emulates Z TrackIR axis.

Middle mouse button resets the view.

The complete readme of this mod can be found in the Documentation folder

### ➡ XY Mouse

The 6DOF update by Benitomuso, which brings back the headshake effect. The XY mouse version :

Mouse move emulates X,Y TrackIR axis.

Hold Left button and drag controls normal look around.

Hold Right button and drag over the Y mouse axis emulates Z TrackIR axis.

Middle mouse button resets the view.

The complete readme of this mod can be found in the Documentation folder

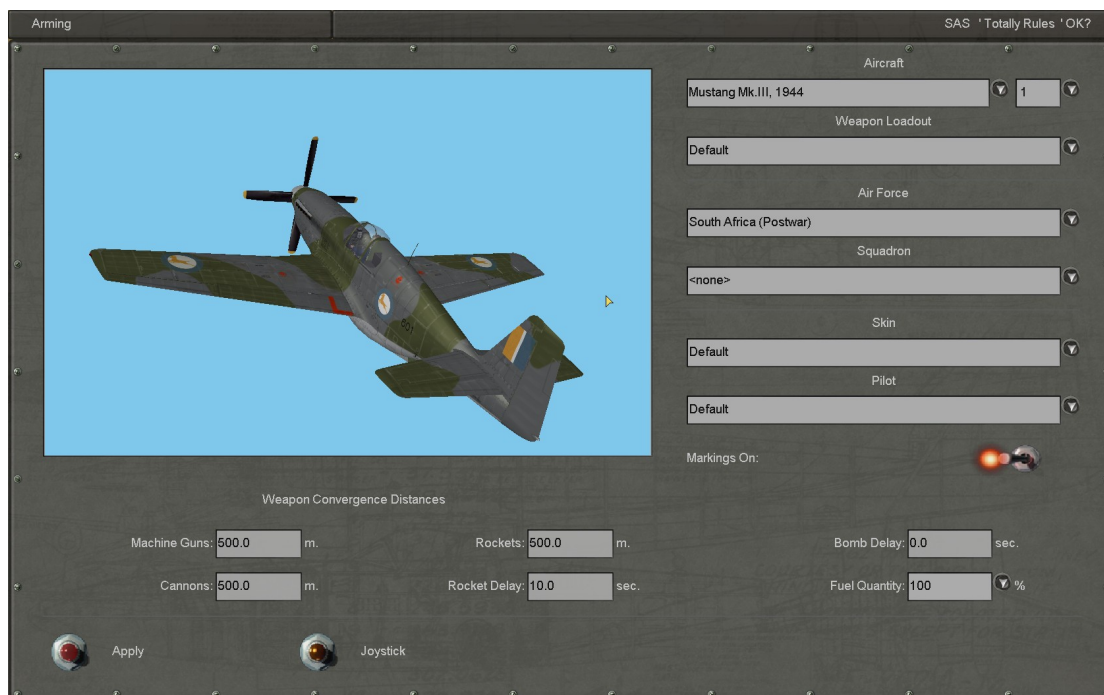
### ◆ 6DOF Track IR mod Classfiles

These are the classfiles needed to make your Track IR work in your SAS Modact3 game(You have to enable them BEFORE starting the game though). Also, you have to start your TrackIR stuff as always , before launching the game.

### ◆ DiffFM Mod for 4.101

The Diff FM mod was created by SJACK, and updated for 4.101 by SAS~Sani. It was originally intended as a way to help development of FM's. But some modders used it for release versions of their planes. It is not ideal, and not without issues, but if you want to install a plane that requires it, you need to activate this.

### ◆ Ecran Wide for 4.101



A wide screen mod for IL2, by Josse and CirX, this is a complete one stop wide screen solution for IL2. It is recommended for all widescreen users. It also features a reshaped in game map, which you can move by the usual means of clicking both mouse buttons on it and dragging it. It includes an updated SAS GUI, Loadscreen, Background screen and fonts.



### ◆ **Forgotten Countries Options**

The SAS modact comes loaded with the complete overhaul of the entire terrible il2 national and regimental marking system. This was an enormous task, which is still ongoing. The marking system in IL2 is very limited, therefore the achievement of accurate markings across all types for all nations is impossible. But we feel it has been improved a lot. Also the look and texture off all decals have been updated, to look more like it is painted on to the skin, rather than the "vinyl sticker" look of the stock game. Be aware that the representation of planes in the 3d preview window in QMB is not quite the same as it is in game. A decal or regimental marking may look too translucent or dull in the preview screen, but will look right in game on the most appropriate type.



### ➔ **Forgotten Countries Full**

The SAS modact comes with a reduced amount of extra countries as default. Roughly similar to previous HSFx or UP games, but with a few extra countries. Enabling this option will give you the full monty, the whole shebang, the entire united nations and then some.

### ➔ **Forgotten Countries Off**

This does what it says: it turns the extra countries and regiments OFF. You will then only have the stock regiments and countries.



### ◆ FX Small Collection

This is a tiny, no-FPS impact collection of FX mods. It is designed to make an immediate difference to your game experience, for no cost in performance. You may wish to replace it with a more developed and bigger effects pack, but this is for those guys who just want to get started.

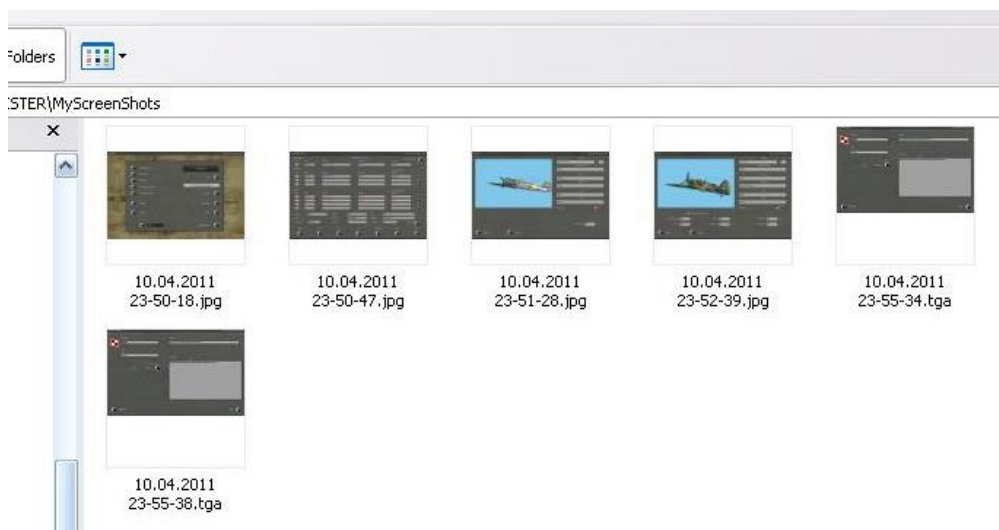


A full description of it's contents are in the Documents Folder in SAS Smoke FX Pack.txt

### ◆ HakenCross Disabler

The HakenCross for German WW2 aircraft, and for WW2 Finnish aircraft, are enabled by default in the new marking system. If needed, you can disable them with this option.

### ◆ MyScreenshots .TGA option



The original Screenshots as JPG mod by Qtim has been revisited by CirX, and has a new feature: All your screenshots will be saved to a folder called "MyScreenShots", included in the modact. The JPG option is enabled by default, but, the TGA option has also been reworked. You can enable the TGA option here, and screenshots taken as TGA will also be saved in your MyScreenShots folder.

### ◆ Return to Default Sounds

**NOTE:** This feature has been removed as of version 3.06 of the activator, since we found that the amount of work to keep it updated does not justify itself, against the return in usage and demand.

### ◆ Mission Pro combo by PAL

Benitomuso takes a different tack on the QMB and Single mission options in II2, and comes up with a beauty! This is his latest beta version of this, and it fixes many small issues and adds much functionality. Search for it at SAS to get updated, or for help.

This enables the QMB, FMB and Single mission mods by Benitomuso (PAL). It does NOT contain the extra missions. We have those separately, because you may be sharing your missions folder with other packs and mods, or you may have customised it already.

### ➡ MissionPro Missions

The Mission Pro reads it's missions from its own folder, installed into your Missions folder. It will thus not interfere with the stock Quick folder missions.

## ● Upgrading from SAS Modact 2.72

If you have a buzzing install of SAS Modact 2.72 going on, no worries. You can, in most cases, easily jump over to Modact 3.06 without losing any sleep. Here is what you should do:

~If you have added any custom SFS files to your 2.72 install, add their lines to the .rc file, in #SAS/STD/...

Take care to not add SFS files from the old modact, or that have been updated or replaced.

~You can copy your customised ini files (air.ini, static.ini...whatever you added to), as well as your customised weapons\_ru and plane\_ru properties files, plus whatever mods they refer to, directly over to your #SAS folder. DO NOT JUST COPY YOUR WHOLE STD FOLDER OVER. Only the ini files and the two properties files mentioned.

WARNING: Be sure the mods and maps you copy over were working ones. If they did not work in 2.72 modact, they won't magically start working in modact 3.

~You can copy the customised contents of your Mapmods folder over directly to your #SAS folder

~Any other mods, if you are sure they are not already represented in updated form in the Modact3.06 or it's JSGME options, can be copied over directly to #SAS

~Unless you added something to your files folder, you can get rid of it, unless of course you have a pack like HSFx running off it. I am only talking about vanilla SAS Modact 2.72 files folders.

~If you used your mods folder for SAS Modact, and not for another pack like HSFx, you can also get rid of it after copying all you want over to your #SAS folder. It is your choice, it won't harm anything if it, or the files folder, stays there. They will not be read by the new SAS Modact.

~You can delete JSGME mods that came with your SAS Modact 2.72 from the jsgmemods folder. They were: "DiffFM mod, EcranWide for 4.10, Hakencross Enabler, Screenshots and JPG, UK awards and ranks fix".

All new SAS Modact 3 jsgme mods are marked with "#SAS\_" as the start of the folder name, so you can easily identify them. Do not delete those!

## ● Upgrading from Modact 3.0x

This modact unfortunately contains many little improvements and tweaks all over, which means that, as much as we regret it, users of previous v3 modacts, will need to download the whole thing again.

Once you have passed this inconvenience though, you are ready to rock. Here is what you do:

Before installing the activator, Go to your main game folder:

~Launch JSGME, and disable all the "#SAS..." mods in your jsgme.

~Then open your jsgmemods folder, and delete them all the folders starting with "#SAS\_..." or "SASUP\_..." that originally came with your modact. Just take care to not delete those that you yourself may have put there. Only the ones that came with your original install.

~You can then proceed to install the new modact as explained in this guide, EXCEPT : DO NOT install the new #SAS folder!

When you are finished with installing the other stuff, you can now deal with the #SAS folder:

~If you have never added any mods to your previous install, then you can just go ahead and copy the new #SAS folder over the old one.

~If you have installed any mods, then download the "#SAS Folder for previous Modact3 users"

It is a "safe" folder, that will just replace the files it needs to, leaving all your ini files and property files, and other mods, intact. The only thing of possible value to you that it must replace, is the .rc file. If you have modified your .rc file in the past to install any FBDSM SFS mod, or the Jetwar SFS mod, then do not worry. Replace your rc file with the new one, and then simply go copy those SFS files from your main game folder, and paste them into the new SAS\_SFS folder, replacing the placeholders" that are already there. No further steps needed.

Then lastly, if you want, in your main game folder, you can find the SFS files called sas\_basic\_30.sfs , sas\_sound\_01.sfs , and sas\_sound\_02.sfs . You can delete those. This is optional. You can do it whenever you like also.

**IMPORTANT:** The rc file in the new modact is completely new. If you have installed SFS addons like FBDSM or Jetwar in your modact before, do not add those lines to your new .rc file. Just copy your FBDSM SFS files, and Jetwar SFS files from your main installation, and paste them in the SAS\_SFS folder, overwriting the placeholders there.

We promise, this is the last big shuffle for this modact. It is going to stay pretty much as is now for a long time, and and further "fixes" we do will be small and easily installed.

Again, apologies.

## ● Support

Educate yourself about IL2 modding by reading the tutorial section of SAS:

<http://www.sas1946.com/main/index.php/board,7.0.html>

Use the troubleshooters and guides at the top of the Tech help section:

<http://www.sas1946.com/main/index.php/board,4.0.html>

And use the search function on the SAS forum to see if you can solve your problem.

Report bugs in the modact in the modact's thread. Do not pm or email them privately to the authors.

Visit the Essential SAS section regularly for updates, fixes, new buttons and additions.

<http://www.sas1946.com/main/index.php/board,176.0.html>

**REMEMBER:** Most of the guides and tutorials in the modding world, about modding, may be a little out of date for this Modact, when they say "MODS" folder, it means your "#SAS" folder. When they say "FILES" folder, it also means your #SAS folder.

## ◆ Simple Troubleshooting

This is a collection of tips and questions from us and users that can perhaps help :

### 1) Something or anything in il2 does not work as it should:

A: Is your game installed in "Program Files" folder? If so, move it out of there. IL2 does not do well inside "Program Files". You will have endless crap from windows if you have IL2 installed in program files. Copy your installation elsewhere (Make multiple copies), and then use your IL2 disk to UN-INSTALL the version you have in program files. That will also get rid of the spyware and malware UBI installed on your PC when you installed IL2.

### 2) "Will HSFx, UP, and Modact versions of the game all read mods out of the #SAS folder? So one mod will in effect work in three different versions of the game?"

A: no. only SAS will read from the #sas folder. mods in #sas folder will not be seen by any other modact. mods in MODS or FILES or any other folder, will not be seen by SAS modact.

### 3) I am having trouble making the new SAS.exe work with Hyperlobby, San's Viewer, or my Graphics Card custom schemes:

A: Update to Modact 3.06

### 4) My il2fb.exe disappears, or gets renamed to il2fb.sas, or I get a virus alert :

A: Move your install out of Program Files. Disable your antivirus applications, or make it ignore il2fb.exe, or update to Modact3.06

### 5) There is no "HSFX5" option in the star up choices of the selector:

A: HSFx is a "Classic Mod Game" that uses classic mod structure.IOW "MODS" and or "FILES" folders

## ● Credits

This is an impossible task, to track and identify everybody who has contributed to this Modact. But I will give it a try. My apologies if anyone is not mentioned here.

The SAS Modact 3.06 was made by SAS~CirX and UP~HaDeS.

The SAS/UP game selector v 3.06 was developed by SAS~Storebror, and tested by SAS, UP and AMT development teams.

Markings and Country Systems by SAS CirX and Gaston , based on original mods by Sanka, and with help from: McWolf, CharlieChap, kopfdorfer, SAS~Anto, incorporating previous works by Veltro, Brandle and Bridgestock, Loku, and special mention to 102nd\_YU\_Devil, and also special mention to jg54 Spookie

6DOF and Mission Pro mods by Benitomuso (PAL), originally by sHr

EcranWide by Josse and CirX

SAS and 6DOF exe files and wrapper by HaDeS and CirX, based on originals by Qtim

SAS Soundmods by ChalrieChap & CirX, compiled from various sources, but special mention to Jafa, SG2\_Wasi , Fly!, Tiger, and Jiver. There are many others though.. Riedel starter fix by boogabooga.

Credits for Small FX pack: Stuka\_40, SG4\_Loku, Maven, Fly!, CirX, HolyGrail, Potenz, F22-Raptor, carsmaster(AvSk)

JSGME by JoneSoft <http://www.users.on.net/~jscones/software/>

Windblow Fix by Zephyr, adapted for 4.10m by Burn

Translations by CirX, based off old mod by Potenz, and all additional DGEN translations by Vtrelut.

Screenshot mods by CirX and Qtim

Diff FM mod was created by SJACK, and updated for 4.101 by SAS~Sani

Background and loadscreens, new "NONE" single mission background, new game GUI and EcranWide GUI, Hakencross options, SASModact 3 Guide, by CirX

SFS Packing by HaDeS & LutZ. Default Sounds SFS packed by CharlieChap.

Beta Testers: HaDes, SAS~Malone, SAS~Anto, SAS~Crazyflak

Big thanks to Oleg, 1C, and Team Daedalus, for the great game.

This Modact is the result of madness, and a collaborative effort by UltraPack and the SAS

Big thanx to Panos!

**SALUTES!**

**SAS~CIRX**



[WWW.SAS1946.COM](http://WWW.SAS1946.COM)