

S! RAF\_DaddyO  
Angel Wing W/C



## DaddyO's RAF662 Setup Tips and Getting Started Guide:

(as of 11/28/13)

Visit us at: <http://www.raf662.com>



There are three main pieces of software you need to successfully play online with the group of RAF662 pilots. Primarily these include several pieces of software which allow common game play, communications over voiceIP, and linking together with interactive online games. This guide is meant to be a guide to the parts of software necessary, where to get them and key settings to set once you have them to ensure uninterrupted game play with RAF662 members.

Disclaimers: This is by no means an exhaustive guide to all that's out there, just the minimum components - a primer - if you like. If you have trouble - post up on the RAF662 forums, and one of our pilots will be along to help you with specific problems. Also, I'll try to keep this guide updated periodically, as new updates and component come out, but the landscape is pretty fluid.

The parts:

### 1.) The Game -

**IL2 1946 Forgotten Battles/Pacific Fighters, Patched to 4.12.2m** – this is the latest stock version of the game and the base version you should start with when going online. Make sure you have a working copy of this version and you will be able to join most online servers and the RAF662.com server most of the time.

The game is also being modd'ed extensively by two separate mod groups. Modd'ed copies of the game allow more aircraft and options, but also require **much more** additional effort and work to keep up-to-date and working. These are for the more advanced among you so I'll keep considerations of these to the appendices. If you're going modd'ed, I'd recommend you copy your entire stock IL2 1946 game folder to a working copy and work on a copy for your modding work. That way if application of a mod doesn't work out, you can always revert back to your stock backup copy:

--Modd'ed with **UltraPack UP3, RC4** (which is the latest modd'ed version of UltraPack out there) - having the right versions of the game installed is crucial. As a client you will be restricted to have the same versions of the game and any mods active as the person hosting the server your multi-user game, so its important to keep up with the current sets of mods your squad may be using. UP3,RC4 is based on game stock version 4.10.1m.

--Modd'ed with **HSFX6 or HSFX7 (HSFX7.01** is the latest modd'ed version of HSFX out there) – again having the right starting version of the game is crucial for applying HSFX as well. HSFX7.01 is based on stock version 4.12.2m.

### 2.) Communications -

**Teamspeak 3** - This is our communications software. It allows us to speak over the radio during flight. A good set of headphones with a mic, is also recommended. RAF662.com maintains our own Teamspeak 3 server, as to most online squads, to connecting to them to talk via radio greatly enhances your online game play!

### 3.) HyperLobby -

**Hyperlobby** - This is our online meeting place. Hyperlobby lets you easily connect to online servers or team members hosting games without need of knowing their machine IP addresses directly, so you can connect online with other players hosting game servers.

## - The Game -

At RAF662 we currently mostly play stock IL2 4.12.2 - using moving dog fight servers.

IL2 4.12.2M - is the current latest version of the game and is available as a an update pack to the stock game, that has performed under the auspices of Oleg Maddox's IL2 production team under license to Team Dedaelos. There are several prior updates to the stock game as well which all need to be added in the right order, so their procedures are listed here:

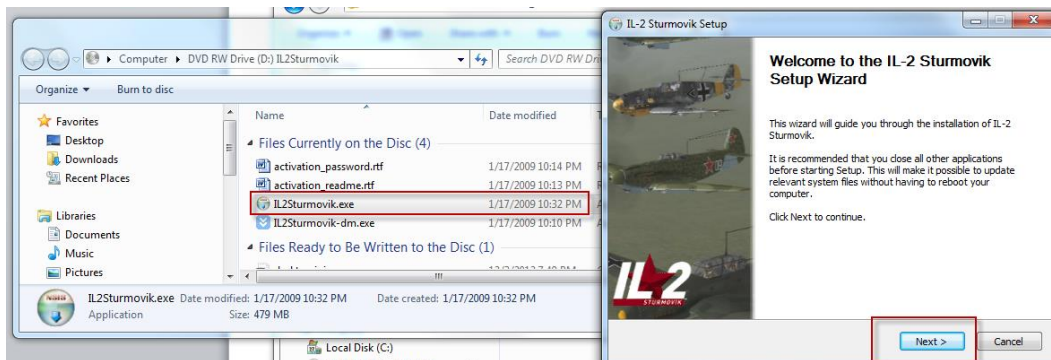
1.) First start with a good installation of IL2 Pacific Fighters, 1946 - this is the base release which all the subsequent updates are added onto. This can be picked up for about \$10 online from UBIsoft:

<http://www.ubi.com/us/games/info.aspx?pid=5163>

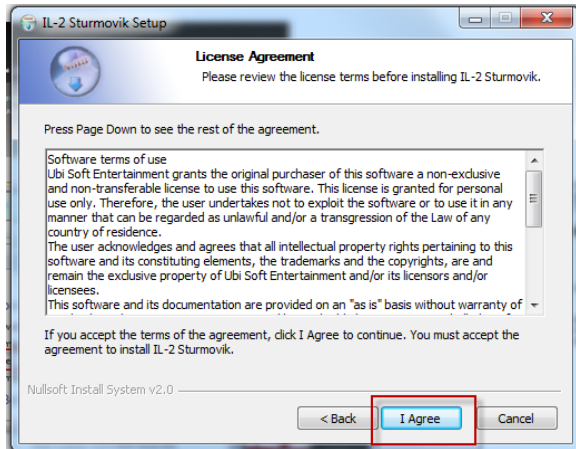


Download and install – one sequence is shown below. The game is also available for online download via STEAM however, – the older non-Steam, CD copy version is shown here:

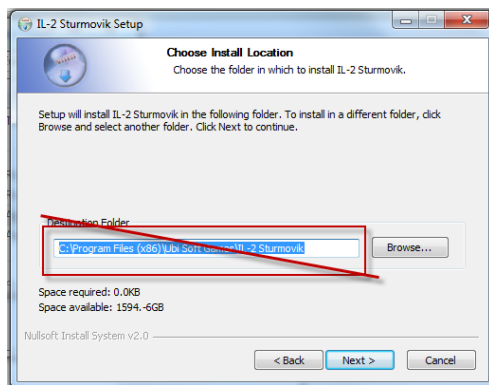
Run the installation program:



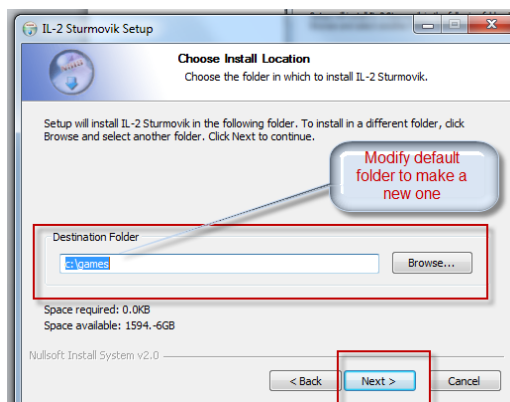
Accept the license agreement



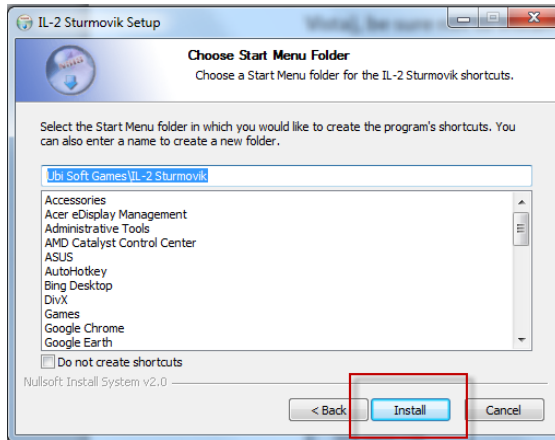
- a.) **Very important...** when you install this game onto your PC, (especially for Windows 7, XP or Vista), be sure not to install it into the default game folder the installer prompts you for at install time. (Normally c:\program files (x86)\.) Due to the online and permissions requirements of the game, and the new security requirements of the newer OS's (Vista and Win/7), the game will malfunction if you allow it to install into this default location (c:\program files (x86)\). Simply choose another folder at installation time of your choice: Example : c:\games\



OK! Modify stock installation location:



'Install' to let 'er rip!



- b.) At this point you should have a good base copy of the game – probably starting at 4.07 or 4.08M  
. Test it by running the game and make sure it starts properly and the game menu is shown.

*Tip: At each step in the sequence, it's a good idea to test run the game, and sure it starts completely and runs OK. That way if one step has a problem, you can back track and resolve it before moving onto the next step which could complicate a problem.*

2.) Patch up to 4.10.1m - the base game actually starts at v4.07m, however there have been a series of patches and fixes that go up through the following sequence from base v4.07m: 4.08m, 4.09m, 4.10m and 4.10.1m - they all must be placed on in order, and separate download/installs exist for each of these.

*Tip: The patches to the game are posted online as self-extracting \*.zip/\*.rar files, so some form of utility which can handle extracting zipped files will be necessary to manage them. (WINZIP or WINRAR, or 7-Zip will be required.)*

All the patch zip files can be downloaded from [www.mission4today.com](http://www.mission4today.com). They are all free patches, and while you can install them all separately, for convenience, the first group (4.08, 4.09, 4.10 and 4.10.1) have been combined into one all-encompassing patch that can be found here:

<http://www.mission4today.com/index.php?name=Downloads&file=details&id=4088>

The screenshot shows the website **Mission4Today.com** with a navigation bar at the top. The main content area displays details for the **IL-2 MegaPatch 4.10.1m\_EN**. The patch is submitted by **HzKHZ2**, version **1.0**, and is compatible with **CLEAN 4.07m+**. It is a standalone file of **944.65 MB**, published on **Sun Apr 17, 2011 2:46 am**. The patch updates the game from **4.07m, 4.08m, 4.09m or 4.10m to 4.10.1m**. The page also includes a sidebar with donation information, a 'Download Now' button, and a 'READ' section with instructions for installation.

**IL-2 MegaPatch 4.10.1m\_EN**  
Main | Details | Download Now | Write a Review | History | Statistics

Add your mirror to this download

Category	Submitted by	Version	Compatibility	PF Standalone	Filesize	Historical / Semi Historical	Published
IL-2 Series: Forgotten Battles & Pacific Fighters > Patches > Official Game Patches > IL-2 1946 - International (English Language)	HzKHZ2	1.0	CLEAN 4.07m+	No	944.65 MB	No	Sun Apr 17, 2011 2:46 am

Mega Patch to update a **clean English or International IL-2 Sturmovik 1946 v4.07m, v4.08m, 4.09m or v4.10m** to the current **v4.10.1m** in one go.

Applied patches:

- 4.08m
- 4.09m patch+skins
- 4.10m
- 4.10.1m

**READ:**

**USE ON CLEAN IL-2 1946 INSTALLATION ONLY!**

**APPLY ANY MODS AFTER INSTALLING MEGAPATCH AND THEN ONLY AFTER READING INSTRUCTIONS SUPPLIED WITH MOD DOWNLOAD!**

**YOU WILL NEED AN ARCHIVE MANAGER** that can handle .RAR files like **7Zip** or **WinRAR**. Windows does not natively support RAR archives  
**THIS IS A 944.65 MB file**. WinZIP does not support this large an archive.

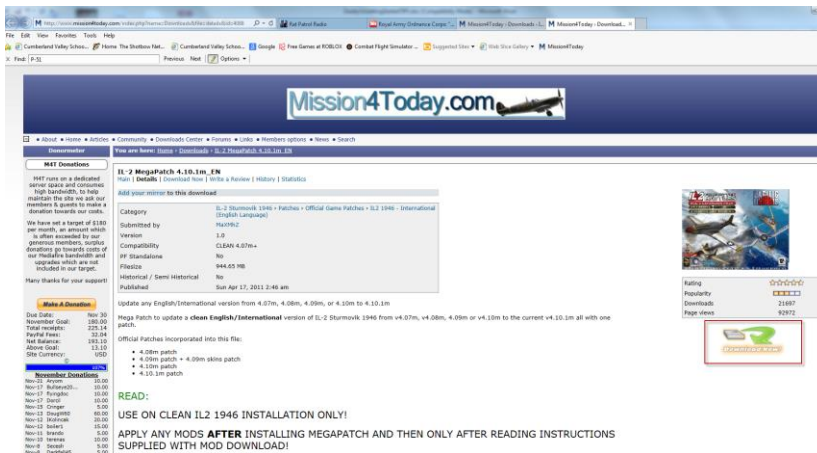
**Download Now**

Running this patch should get you from base 4.07m up to 4.10.1, in one go! This is a good base to start from.

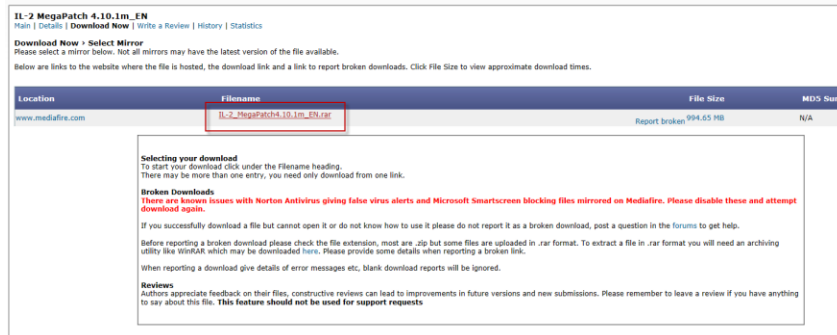
*Note: but 4.10.1 is a good starting spot, especially if you wish to pursue a modded installation as described in the appendices later.*

- Download this patch file to a local folder. It will appear as a \*.RAR (compressed/zip file) when you download it using the sequence below:

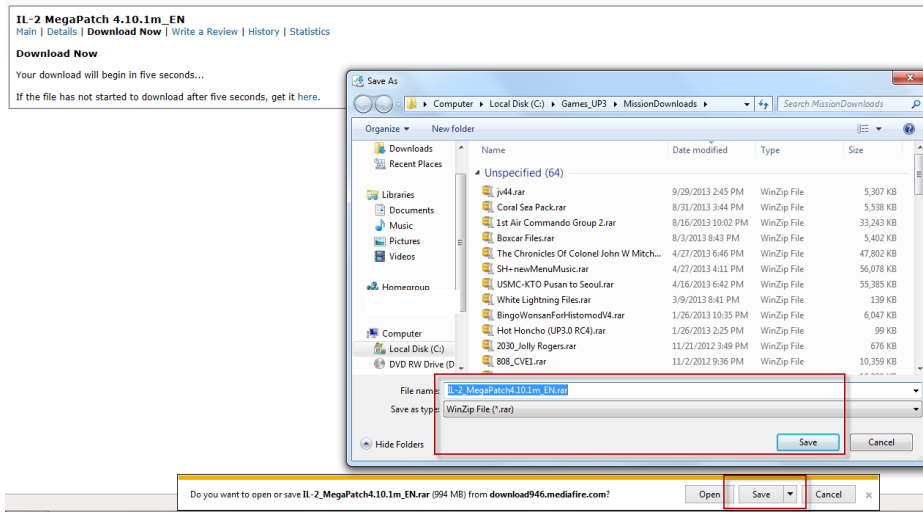
Click 'Download Now' link



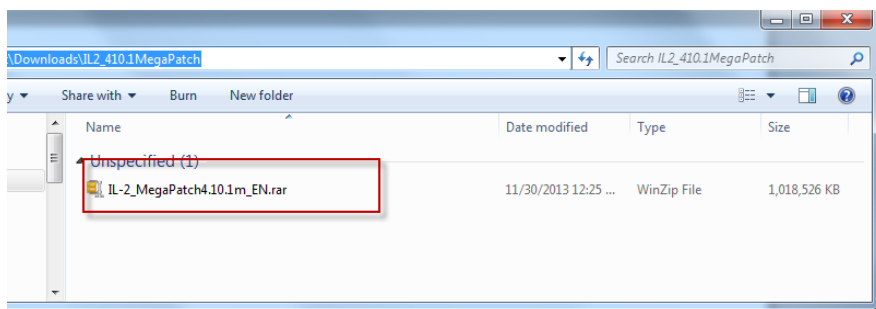
Double click on the \*.rar file



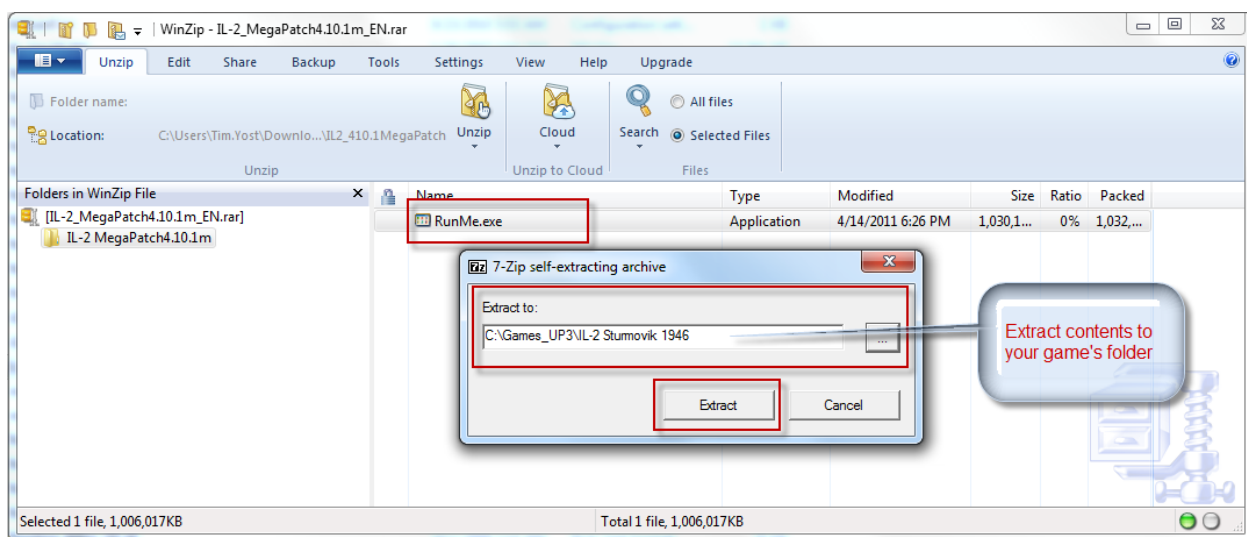
When prompted use 'Save as...' from the save button



And save the \*.rar file to a local folder:



- b.) The \*.RAR file is a self-extracting zip, so run it by double clicking on it and then double-clicking to run the 'runme.exe' inside it. This extracts its contents to a folder: Select your Game's base folder here and click 'Extract' button. (eg. My game folder is: C:\Games\_UP3\IL-2 Sturmovik 1946)



This should update your base game now to 4.10.1 version.

*Tip: At this point, test your 4.10.1 installation and DO A BACKUP! To backup the game, simply copy the main game's folder and all subfolders to a new location or offline backup drive. The game uses no registry keys and doesn't really require and uninstall/reinstall to reset it. To revert to a prior version, its as easy as copying your backup back over your main game folder.*

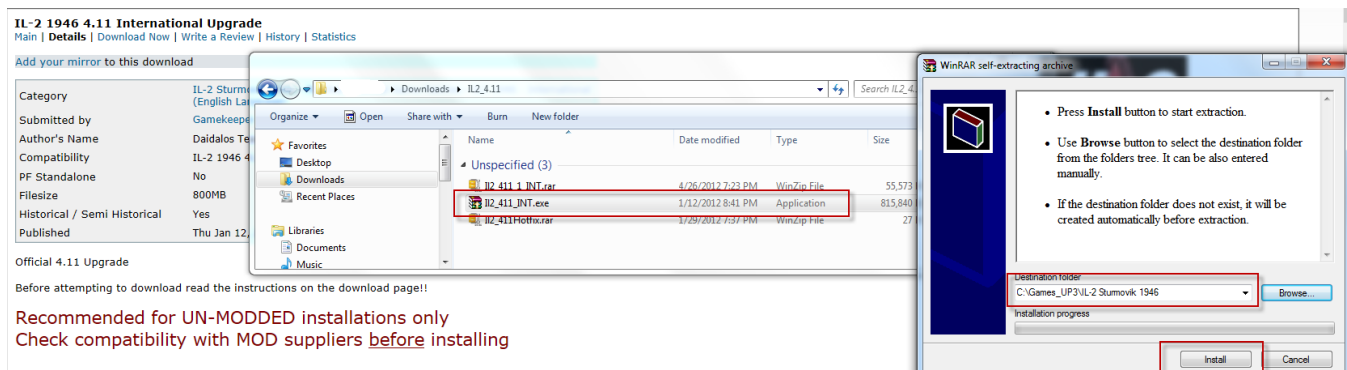
There are now several newer additional patches available from 4.10.1 all the way up to 4.12.2. (4.11, 4.11.1, 4.12, 4.12.1 and 4.12.2) You will follow similar update procedures for each of these patch versions. They can all be downloaded from Missions 4 Today, and applied **in order** into your base game folder. The instructions for each subsequent patch update are basically the same as the 4.10.1 path above. Download the proper update, and run the installer inside the zipped update file, the contents of the update will be extracted directly into your main IL2 game folder, (eg. C:\Games\_up3\IL-2 Sturm ovik 1946 as shown below) in the order listed below.

All can be found in the Mission4Today website under downloads/patches:

<http://www.mission4today.com/index.php?name=Downloads&file=search>

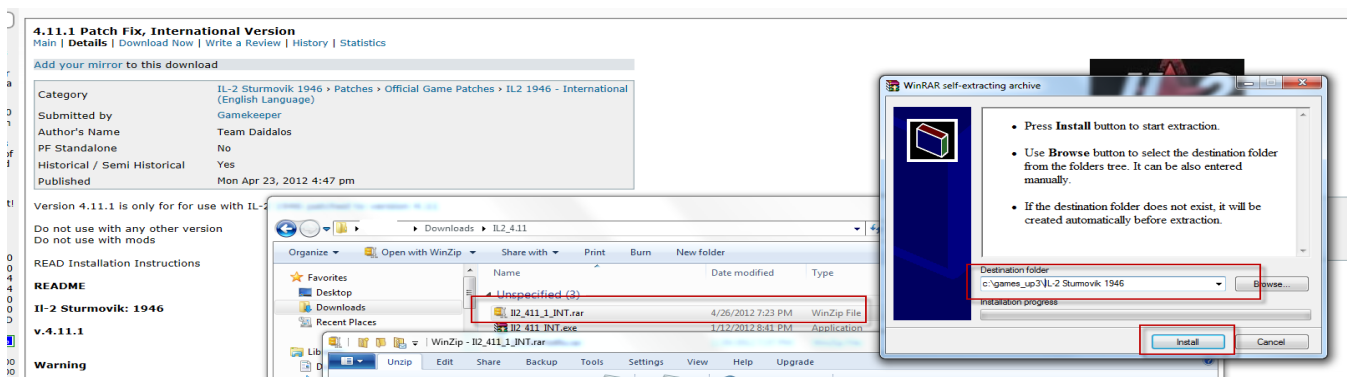
### 3.) 4.11

<http://www.mission4today.com/index.php?name=Downloads&file=details&id=4182>



### 4.) 4.11.1

<http://www.mission4today.com/index.php?name=Downloads&file=details&id=4212>



### 5.) 4.12

<http://www.mission4today.com/index.php?name=Downloads&file=details&id=4349>

**IL-2 1946 4.12 International Upgrade**  
Main | Details | Download Now | Write a Review | History | Statistics

Add your mirror to this download

Category	IL-2 Sturmikov 1946 > Patches > Official Game Patches > IL-2 1946 - International (English Language)
Submitted by	Gamekeeper
Author's Name	1C:Maddox Games, Daidalos Team
Compatibility	IL-2 4.11a
PF Standalone	No
Historical / Semi Historical	Yes
Published	Sun Jun 10 2012

The current version 4.12 is not compatible with the appropriate versions in order to have the appropriate versions in order to connect.

Strictly for use with official version 4.12. Do NOT use with a modded game.

Please do not use reviews for this version.

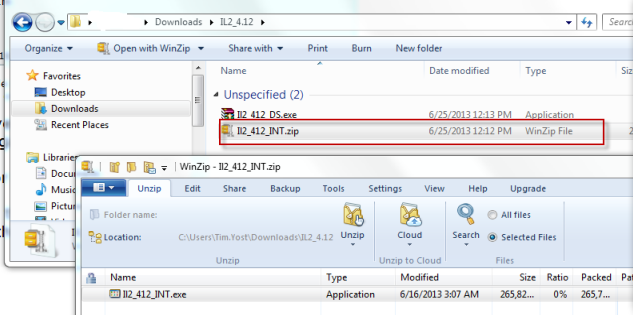
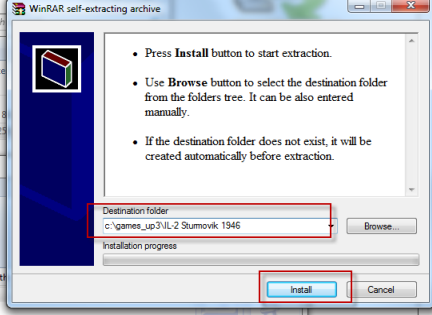
See the Knowledge Base for the patching Guide lists all the changes.

**README**

**IL-2 Sturmikov: 1946**

**v.4.12**

Rating: ★★★★★  
Popularity: 9588  
Downloads: 36147  
Page views: 36147

6.) 4.12.1

<http://www.mission4today.com/index.php?name=Downloads&file=details&id=4371>

**IL-2 1946 4.12.1 International Upgrade**  
Main | Details | Download Now | Write a Review | History | Statistics

Add your mirror to this download

Category	IL-2 (English Language)
Submitted by	Gamekeeper
Author's Name	1C:Maddox Games, Daidalos Team
Version	4.12
PF Standalone	No
Historical / Semi Historical	Yes
Published	Wed Jun 13 2012

Suitable for IL-2 1946 version 4.12

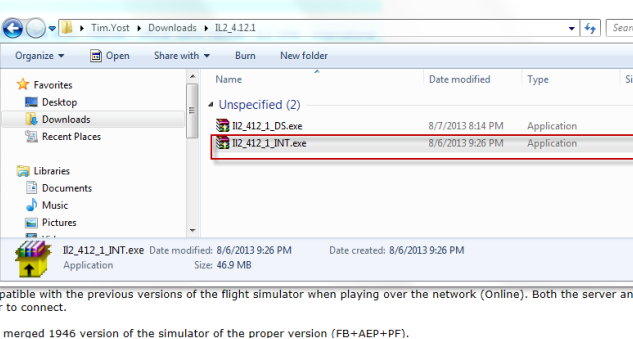
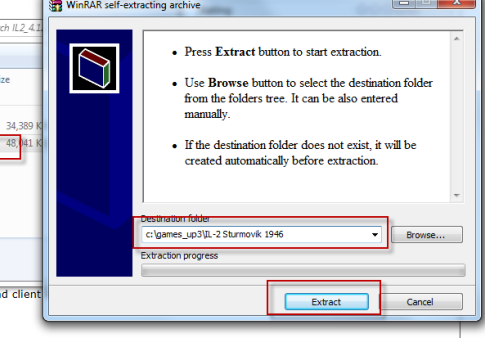
**IL-2 Sturmikov: 1946**

**v.4.12.1**

Warning

The current version 4.12.1 is not compatible with the previous versions of the flight simulator when playing over the network (Online). Both the server and client must have the appropriate versions in order to connect.

Attention: Version 4.12.1 is only for a merged 1946 version of the simulator of the proper version (FB+AEP+PF).

7.) 4.12.2

<http://www.mission4today.com/index.php?name=Downloads&file=details&id=4407>

**IL-2 1946 4.12.2 International Upgrade**  
Main | Details | Download Now | Write a Review | History | Statistics

Add your mirror to this download

Category	IL-2 (English Language)
Submitted by	Gamekeeper
Author's Name	1C:Maddox Games, Daidalos Team
PF Standalone	No
Historical / Semi Historical	Yes
Published	Tue Jun 12 2012

**IL-2 1946 4.12.2 International Upgrade**

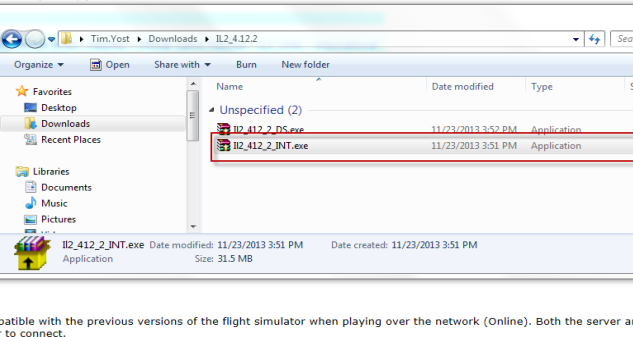
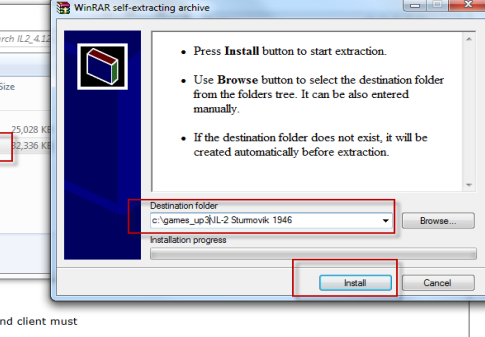
**README**

**IL-2 Sturmikov: 1946**

**v.4.12.2**

**Warning**

The current version 4.12.2 is not compatible with the previous versions of the flight simulator when playing over the network (Online). Both the server and client must have the appropriate versions in order to connect.

Wheewww! At this point, you should now have stock 4.12.2 on board and working!

Be sure to test it, and again take a full game folder backup (just in case).

Enjoy...see you online soon!

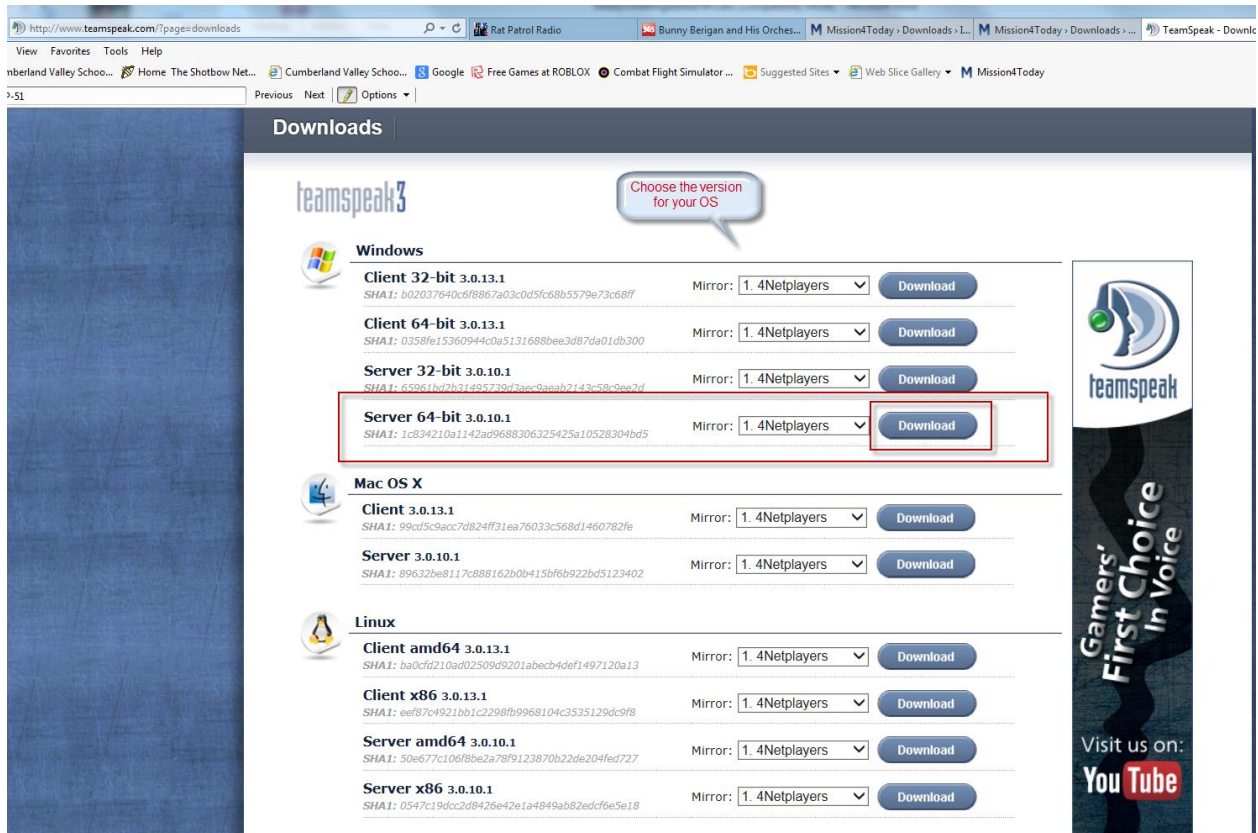
*ps - All content for this package is property and copyright 2011 of Team Daidalos and 1c Maddox Games, no content was modded, cracked or altered in any way in the making of this document, and none of it belongs to me. Its merely a repackaging of other's excellent content!*

- Comms -

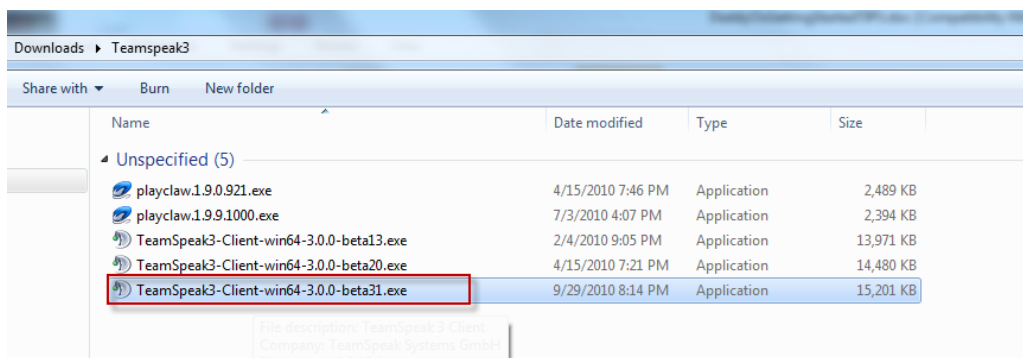
2.) **TS3 - Teamspeak 3** - the newer version of teamspeak is TS3. It is free for client usage and downloading from:

<http://www.teamspeak.com/?page=downloads>

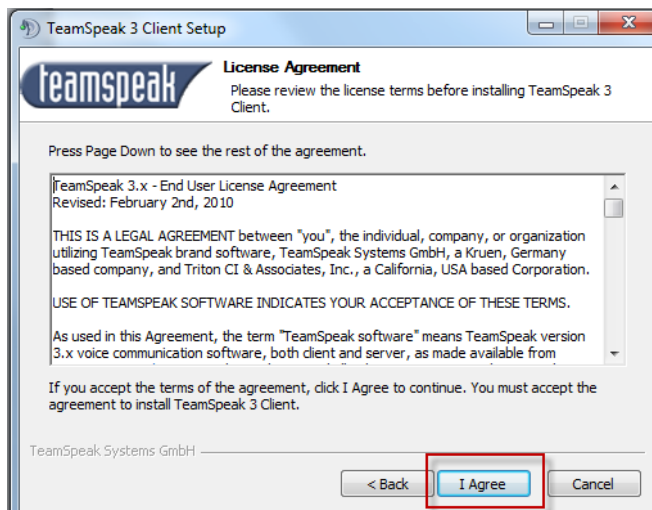
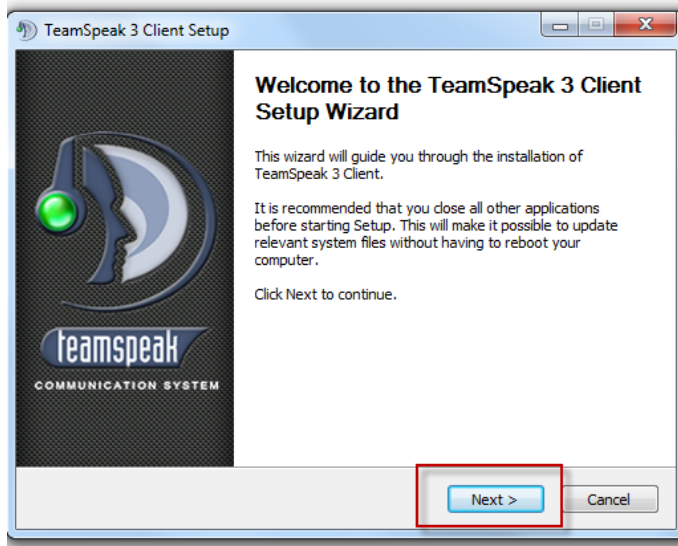
a.) Choose the version for your OS, and download it the TS3 installer

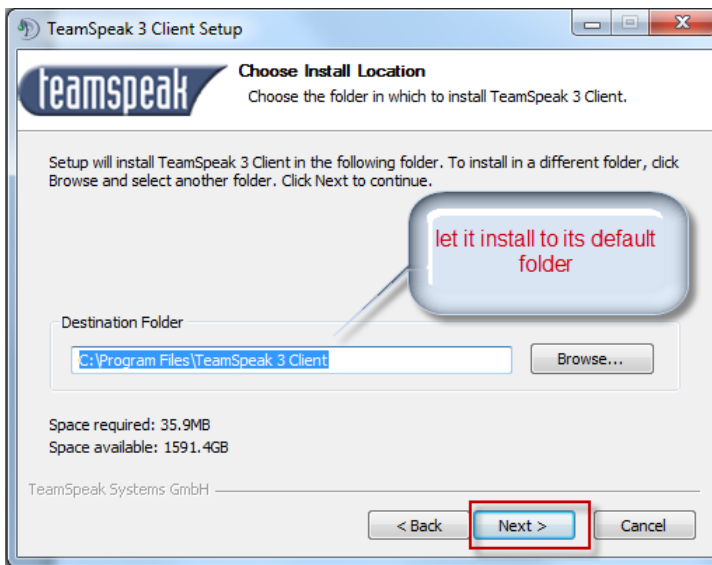
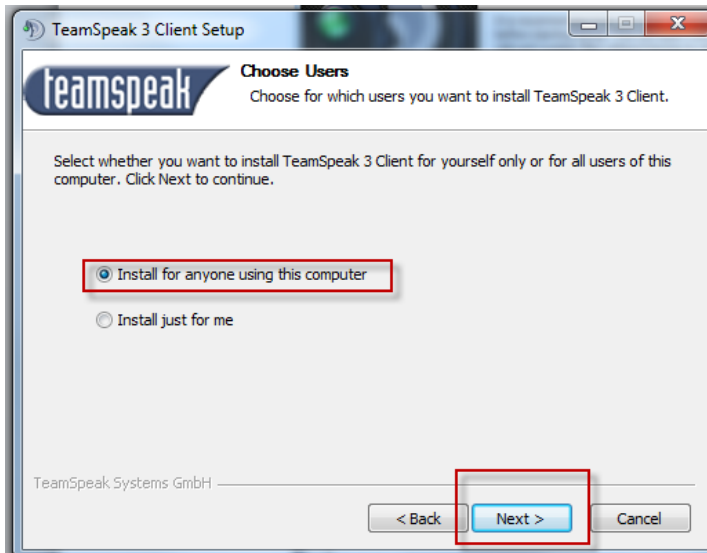


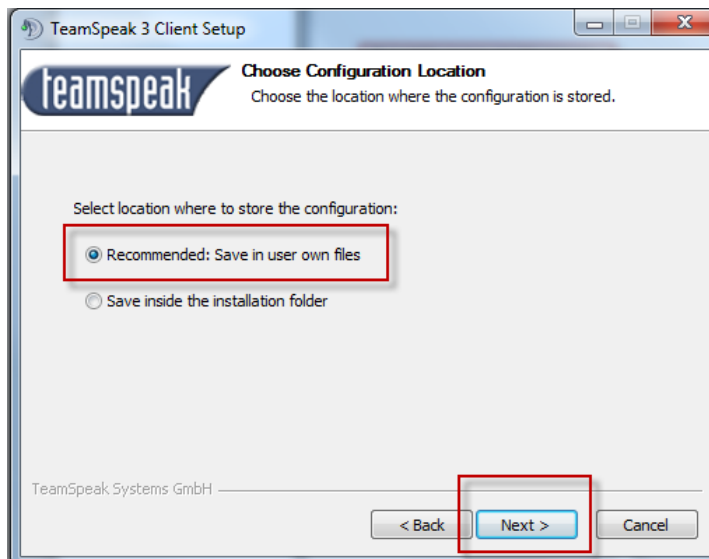
b.) Run the downloaded TeamSpeak setup program



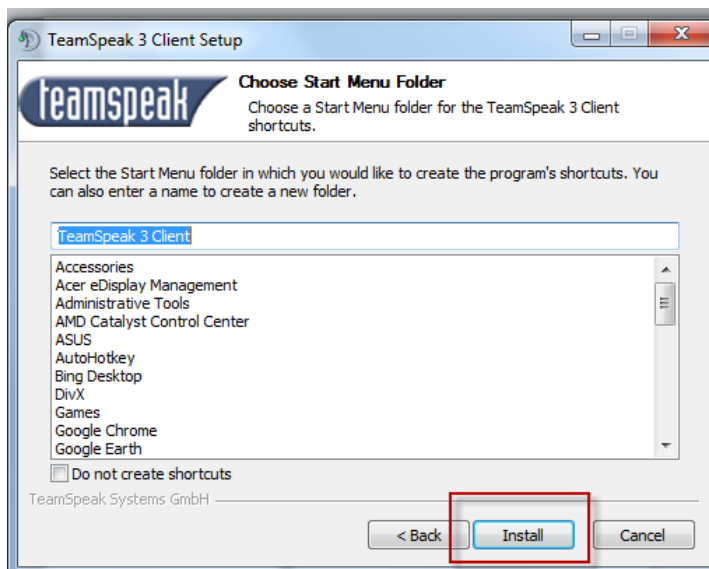
c.) Step through the Teamspeak setup wizard, taking all the default options





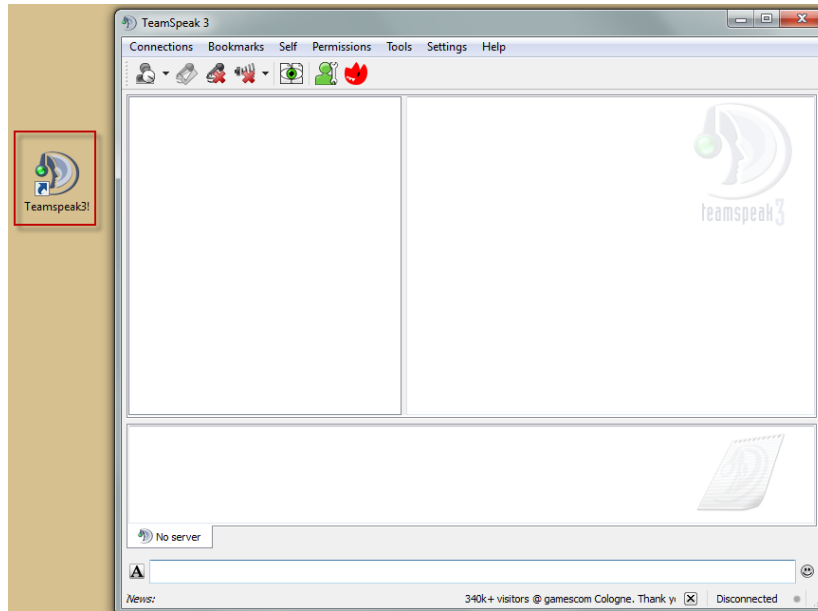


And let 'er rip!

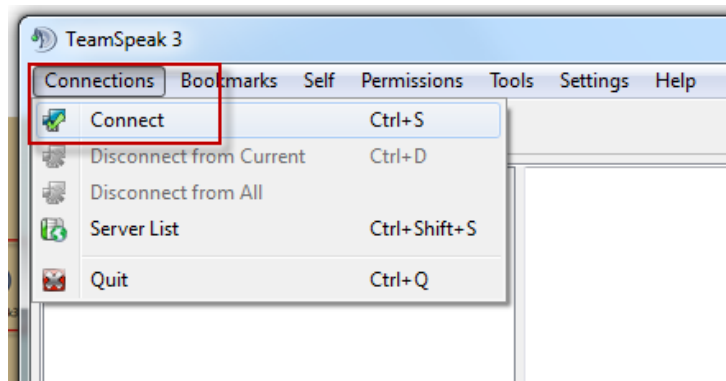


d.) After TeamSpeak 3 installs, you want to launch it and set it up to connect to our TeamSpeak 3 server. All TeamSpeak 3 servers require an IP Address and Port # (eg: 11.223.333:1234) and password in order to connect to it. Its also required that you have speakers and a microphone connected to your PC in order to communicate thru the program.

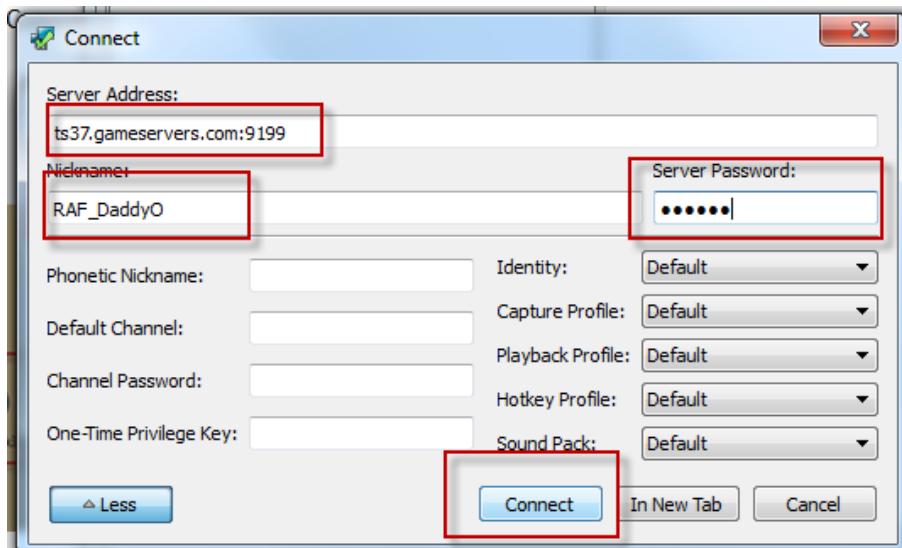
- a. The current RAF662 TS3 Server is at IP: **ts37.gameservers.com**, Port: **9199**  
Password: **flight**
- b. Launch Teamspeak 3 from its desktop or Start Menu icon



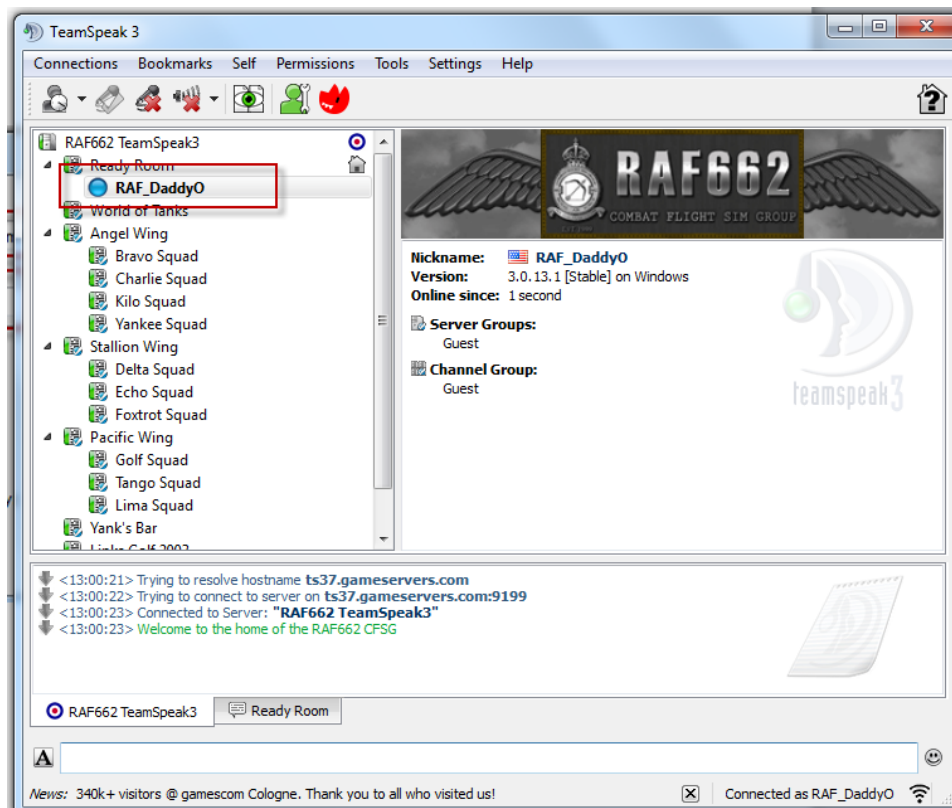
Connect it to the server:



Enter our IP address:port: **ts37.gameservers.com:9199**, our server password: **flight**, and your online call sign (eg. RAF\_DaddyO), Use 'Connect' to test connection:

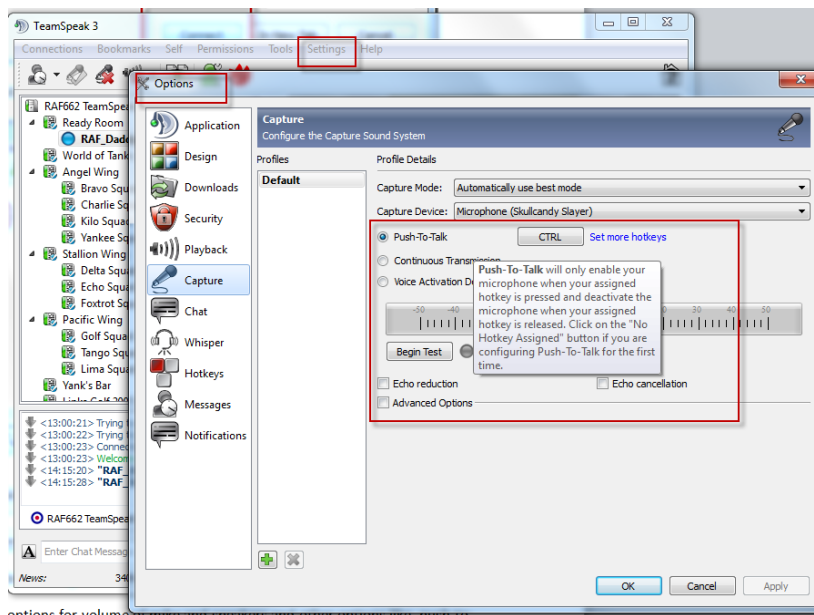


If connected successfully, you'll be placed in the 'ready room'. And Ready to go!

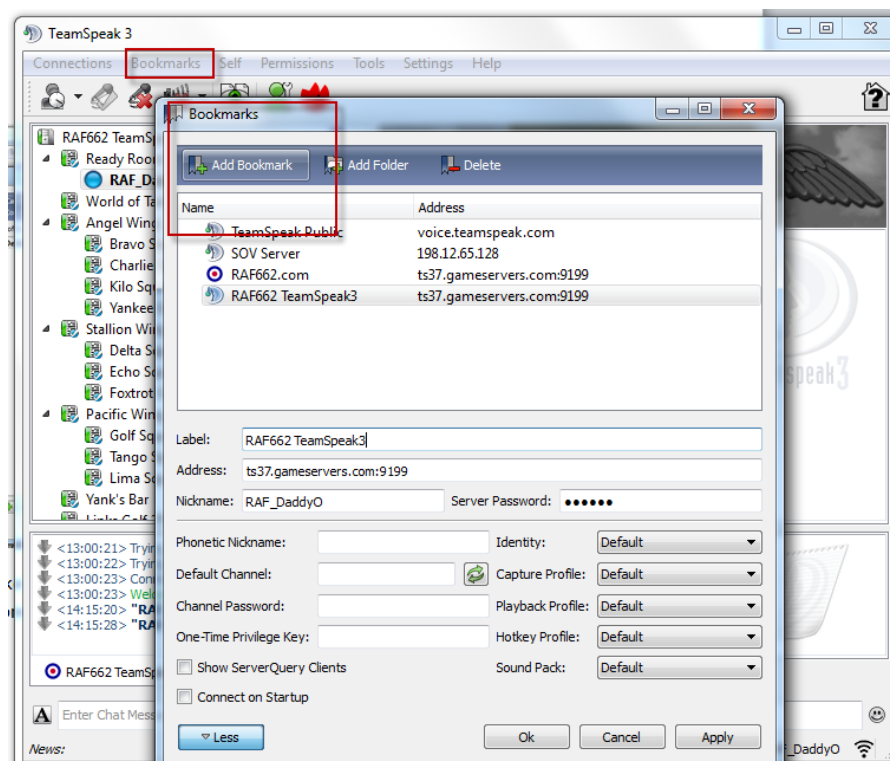


Swap channels by double-clicking on the channel folders: (eg... Angel Wing folder)

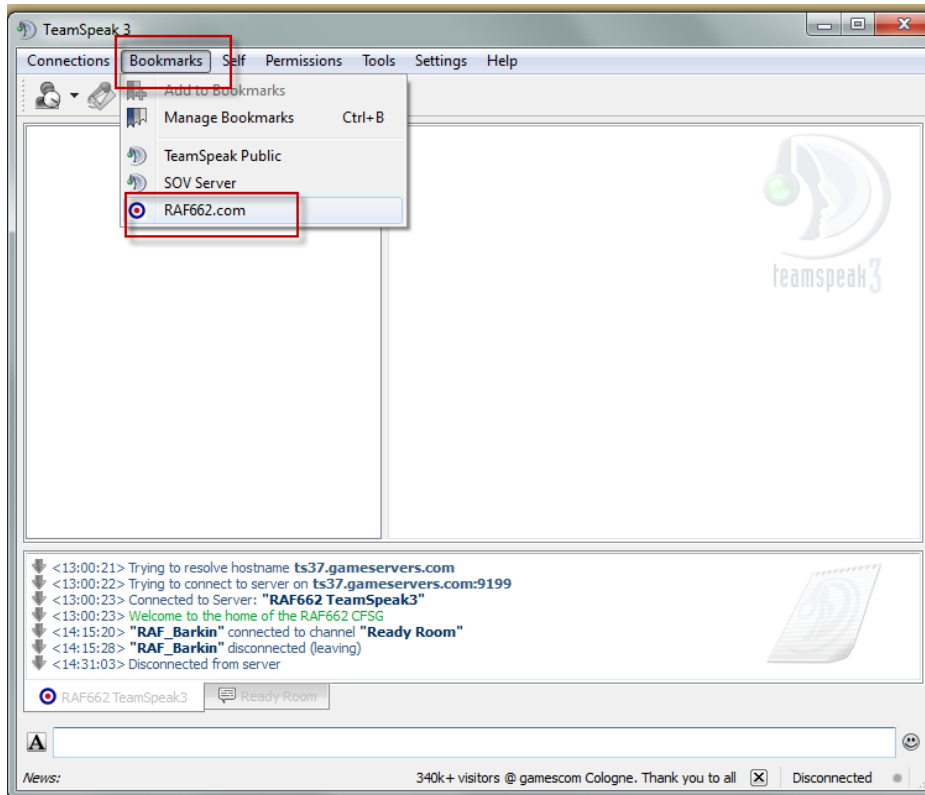
Also, you can set your options for volume of mike and speakers and other options like, push-to-talk under the \Settings\Options... menu



*Tip: For TS3 servers you like and join often (eg. RAF662!) you can save bookmarks to your favorite servers to help you connect easily using the \Bookmarks\Add to Bookmarks menu*



*Tip: A saved bookmark allows you to connect directly to our server each time, without having to remember our IP:Port address and password:*

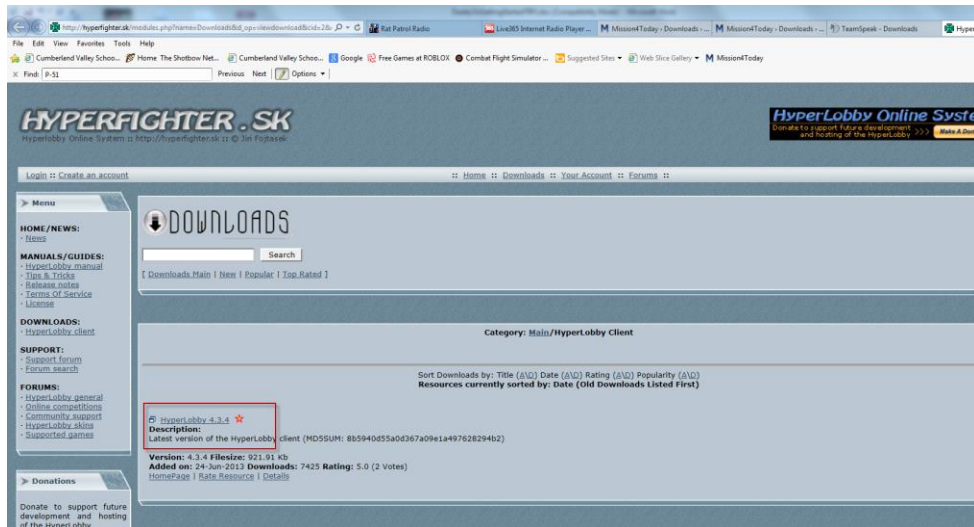


**3.) - Hyperlobby** - Hyperlobby is an IP-clearing house we all use to connect to each other...Its an awesome service, and one I highly recommend you support (Jiri) with a donation to his web-site!!!

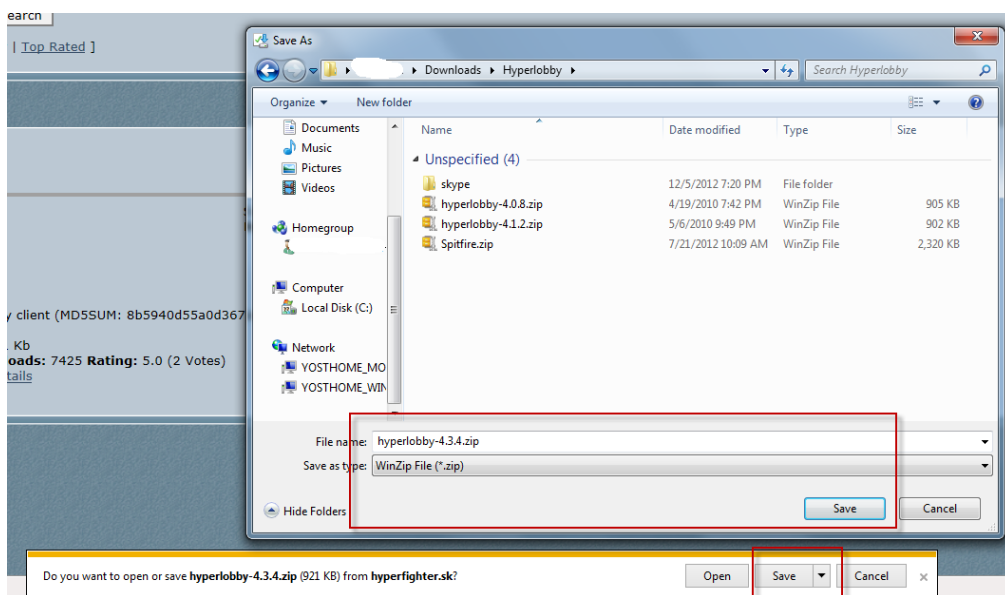
HL can be downloaded and installed from:

<http://hyperfighter.sk/modules.php?name=Downloads&do=viewdownload&cid=2&orderby=dateA>

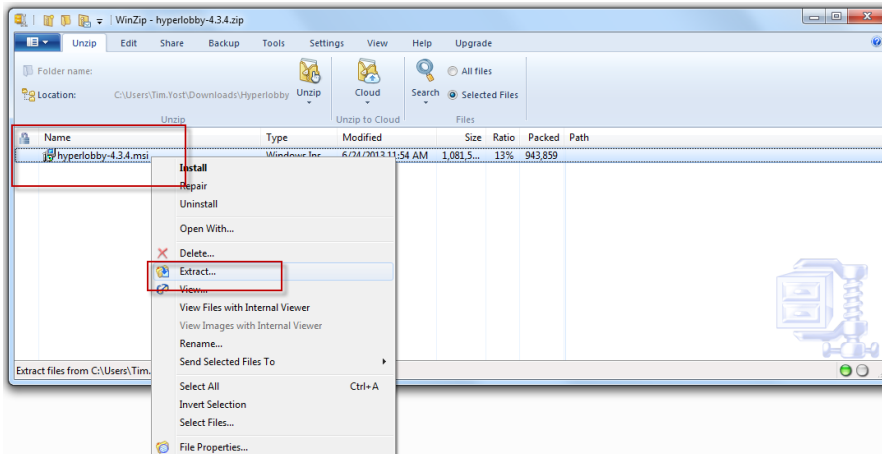
1.) Download hyperlobby from the site above



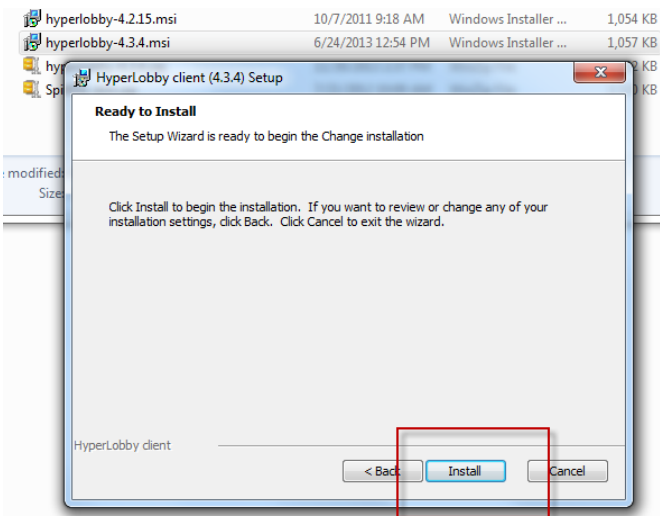
2.) Save its file to disk as normal, by clicking on the link, and using 'Save As'



3.) Extract the \*.msi file installer from the downloaded zip file



4.) Run the hyperlobby installer by double-clicking the \*.msi file and take all the default options

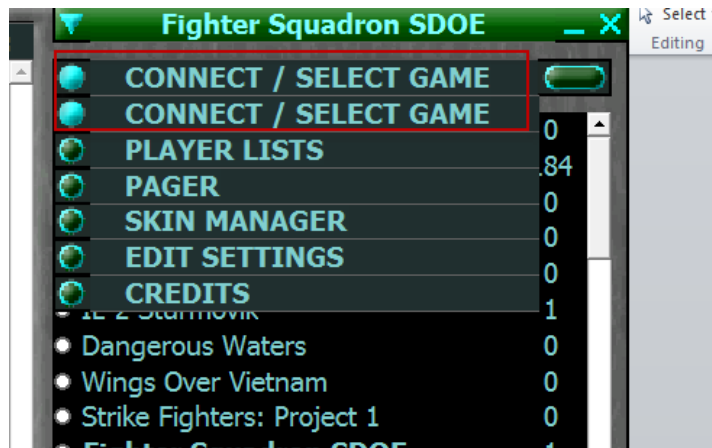


5.) Once you've installed HyperLobby, double-click its start icon to launch it

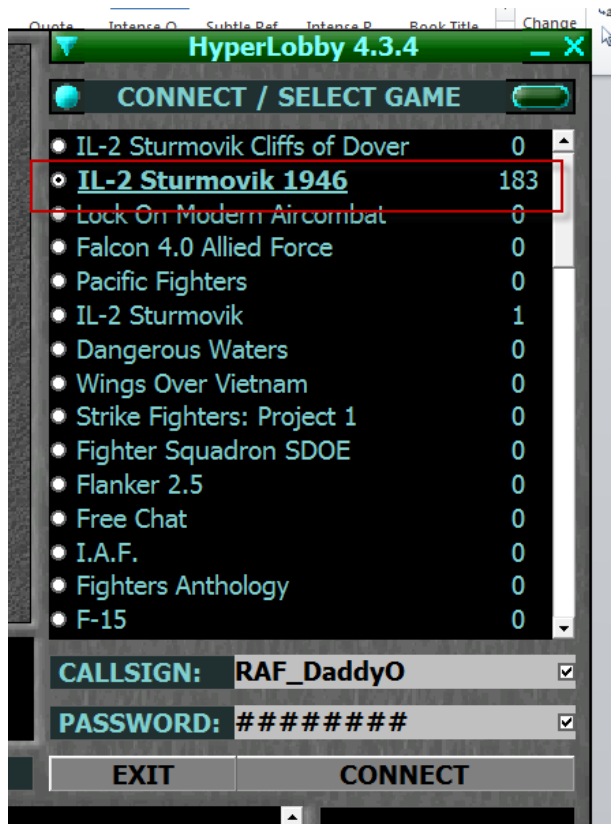


- a.) Normally the first time you launch HyperLobby you will have to setup 2 things: 1.) The location of your IL2FB.exe game executable file, and 2.) a user ID/callsign and Login password to identify yourself to the HyperLobby system.
- a. The location of your IL2FB.exe file will be located in your default game folder, where you've been installing things all along. So you will need to tell HL this, so the HL application knows where your IL2FB.exe (game executable file) is located so it can launch the game when you connect to a HL channel.

User 'Connect/Select' game menu

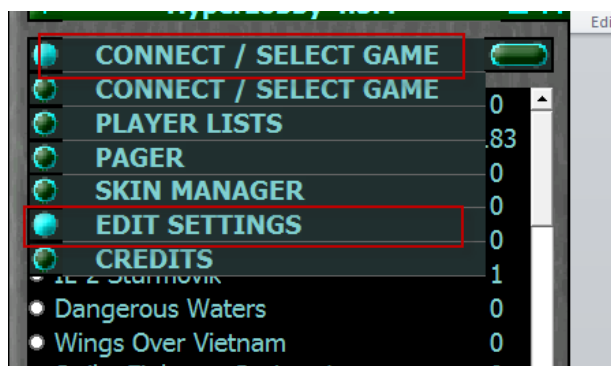


And choose: IL-2 Sturmovik 1946,

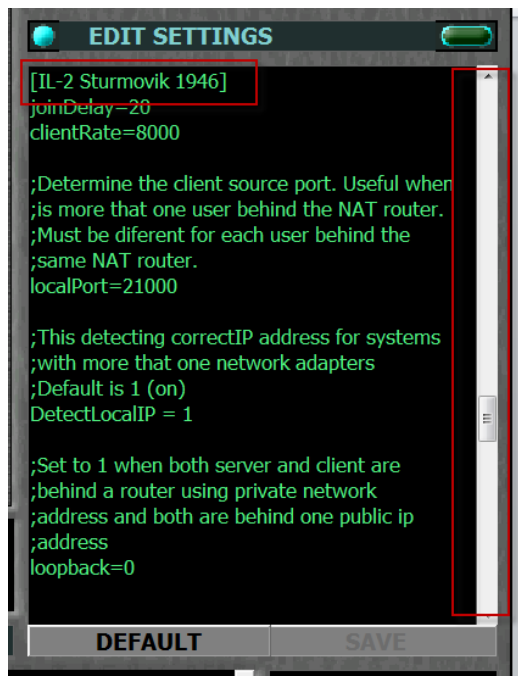


Normally at this point, the game will prompt you or scan for the location of your game executable in your main game folder. Make sure it finds the IL2FB.exe file in your main game folder. IF it has trouble scanning for it automatically you can also edit the HL settings file to manually set the game path like so:

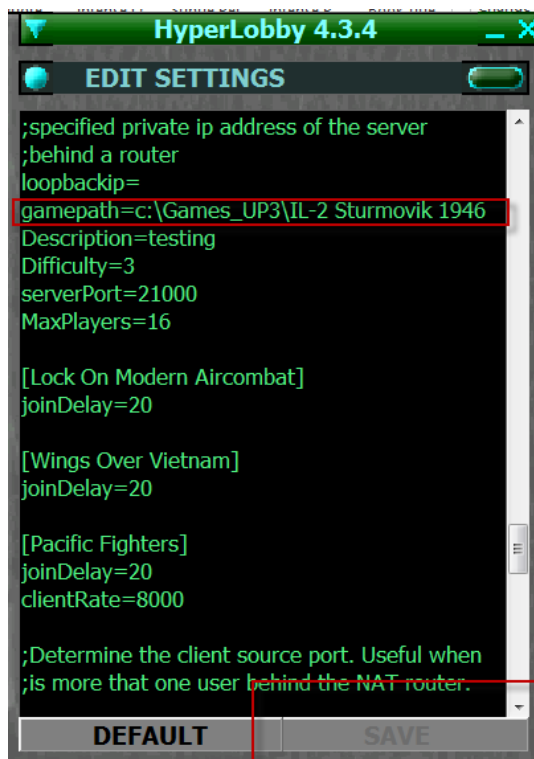
Connect/Edit Settings...



Scroll down until you see the [IL-2 Sturmovik 1946] section...

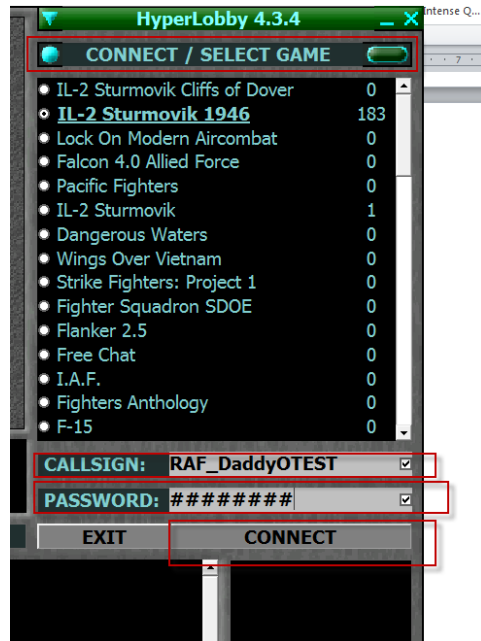


Scrool a little further down to the Gamepath= line, and enter the full path to your home game folder here (eg. below for mine: c:\games\_up3\il-2 sturmovik 1946)

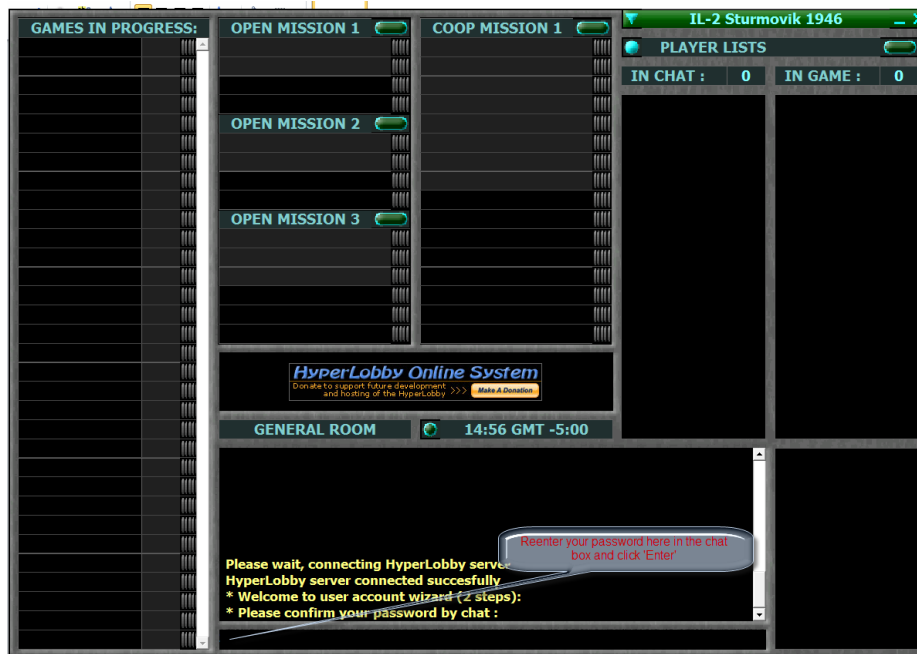


Click save and restart HL.

- b. Add an ID to use for login to the HyperLobby system. To add a new ID to HL, you go to the Connect/Select Game tab, and enter a new id into the login, and a new password into the password box, click 'Connect':



For new IDs, HL will recognize this and prompt you in chat to enter your password again from above to confirm it...the first time you connect. So just re-enter your password into the HL chat box (2 times) and hit enter each time.



And this should gain you access to HL through your new ID



You enter a game by clicking on one of the running game slots and using the 'Join player game' menu option...





## Appendices:

The major MODs... appear below... **SO STOP HERE** unless you intend to go modd'ed and have the time and energy to do so!

### UltraPack UP3, RC4

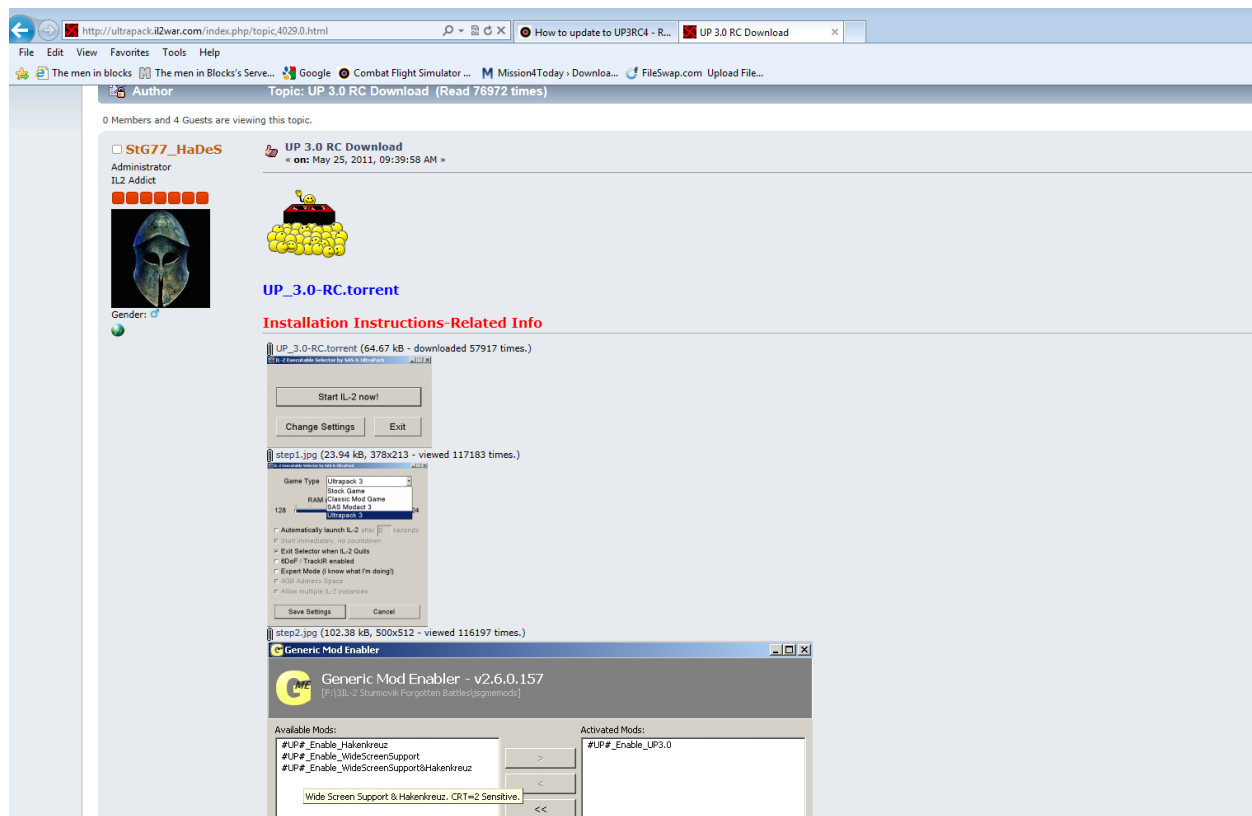
UltraPack is provided by a private group of Modd'ers who have modified the stock game starting at 4.10.1m to provide key upgrades, like better sounds, carrier catapults, online moving dogfight servers, many more flyable AC, etc. It is a really nice set of mods that really enhances game play. Once you try it you're likely to not want to go back.

**NOTE: Current UP3 mod packs are based on 4.10 or 4.10.1 as the base SO IF YOU ARE GOING TO RUN A MODDED INSTALLATION - HOLD OFF ON 4.11M FOR NOW. THERE WILL BE A SEPARATE OPTION TO INSTALL 4.11M AS A SWITCHABLE MOD SHOWN LATER IN THIS DOCUMENT.**

Now comes the longest part the Ultra Pack Mod Pack. The latest version of Ultra Pack is Called UP3, RC4. You will install this in two steps. First download and install base UP3, second the RC4 update.

**UP3 Mod pack can be found here. It installs over top of stock 4.10 or 4.10.1 game.**

<http://ultrapack.il2war.com/index.php/board,7.0.html?PHPSESSID=rcaejmb6lopdlu83il2j6c30d7>



This is the biggest and longest process in this entire document. This download usually involves first downloading the Torrent download manager tool. And second running the torrent download to get the game files. This is a large update and will involve This will install two key tools you will use all the time, called the JSGME and the UP Update tool...

When this download is done, you should have some 14 files of downloaded materials.. each of about 491mbgs.. To launch the installer, run the UP\_3.0RC\_ClientPart01.exe...

This download is managed as a multi-part 'uTorrent' download.. so it takes two parts to get all the necessary files....uTorrent is an online download management tool, which assists with the download of the necessary files. First you have to download the uTorrent executable tool..

1.) if you haven't already got it.. download the uTorrent Application executable, from:

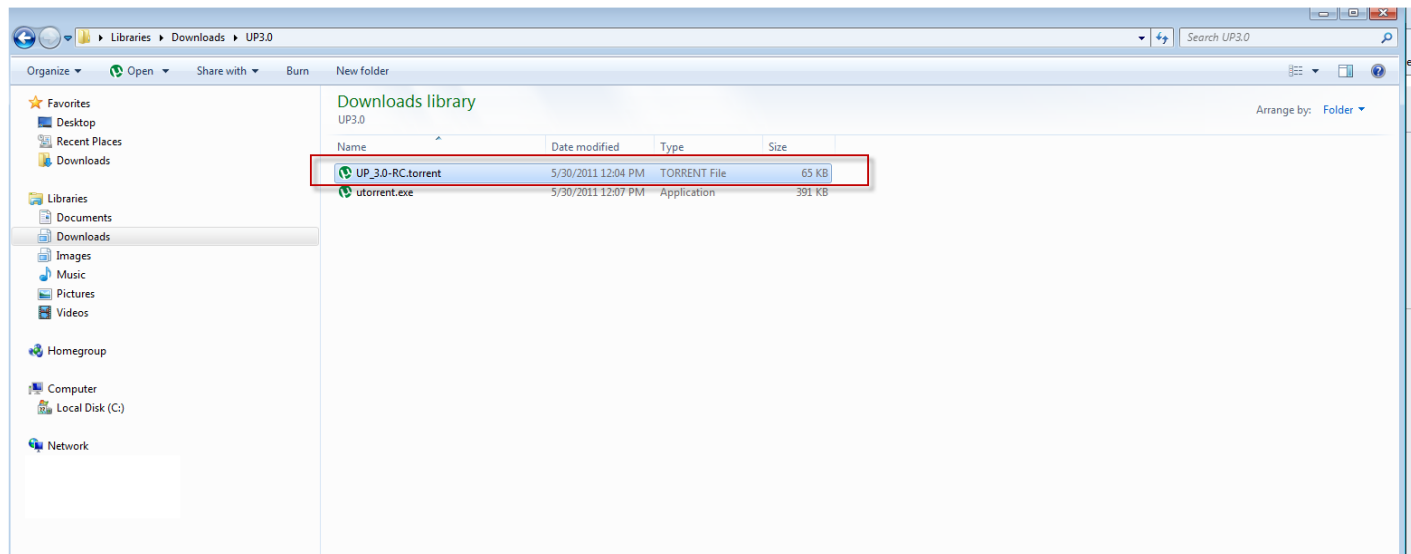
<http://www.utorrent.com/returning-visitor>

it should download a uTorrent installer, which you must run to install uTorrent download manager:

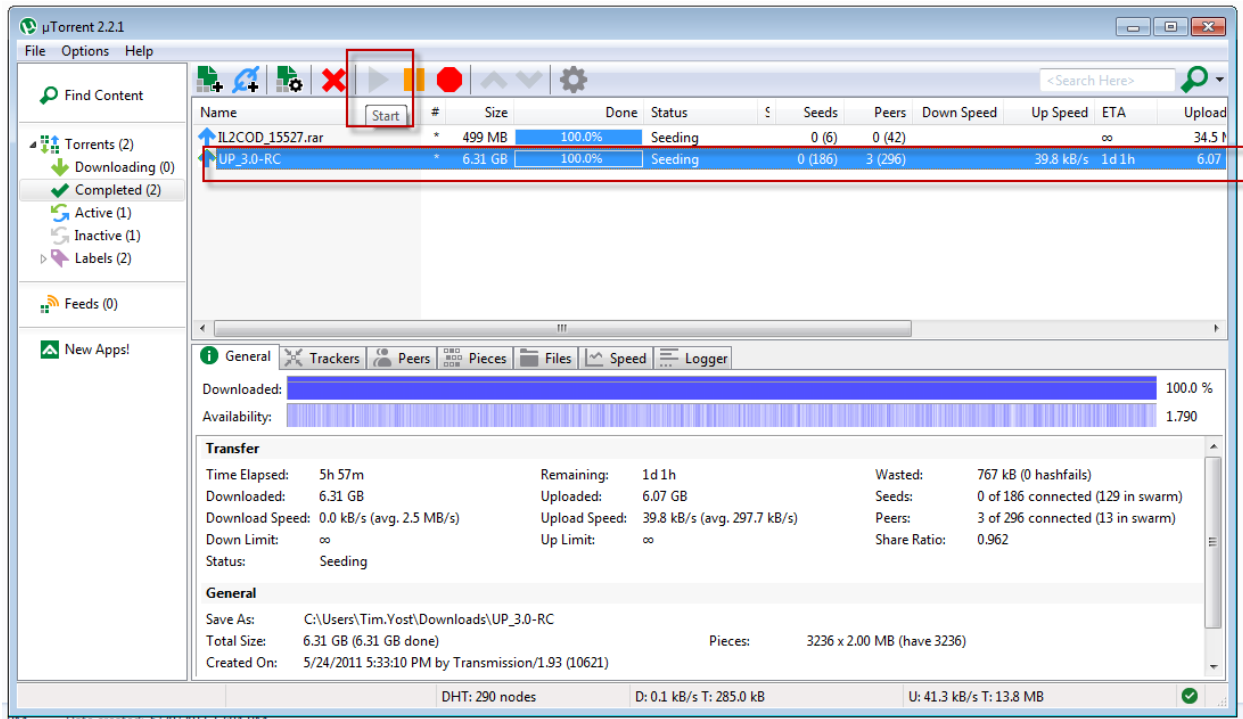
2.) download the UP3 torrent files for Ultrapack...

<http://ultrapack.il2war.com/index.php/board,7.0.html?PHPSESSID=rcaejmb6lopdlu83il2j6c30d7>

it should download a UP3-RC.torrent file something like this:

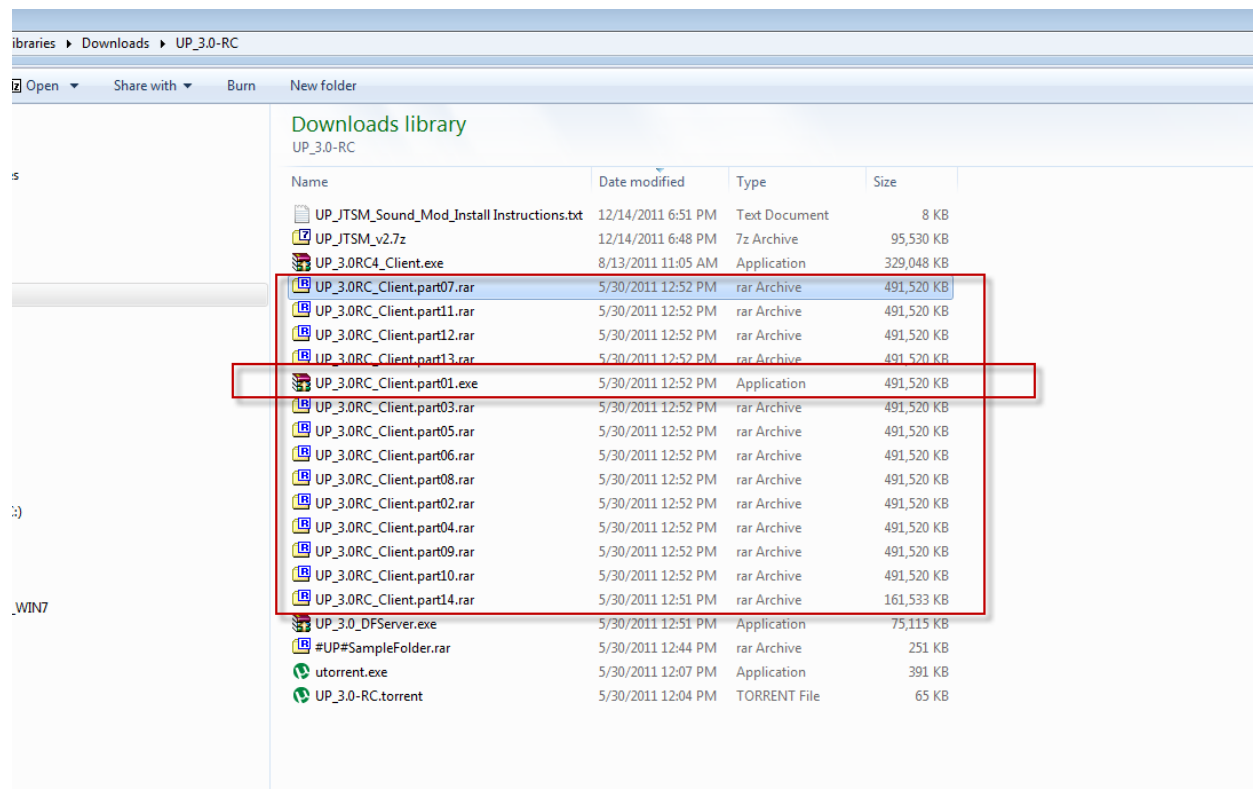


Run the UP\_3.0\_RC.torrent by double clicking it. With torrent installed, this should launch the torrent download manager window. You should have a download for UP\_3.0-RC queued up in the torrent ready to download. Click start and let torrent manage your download...(note, my image below shows my download after its already completed.)



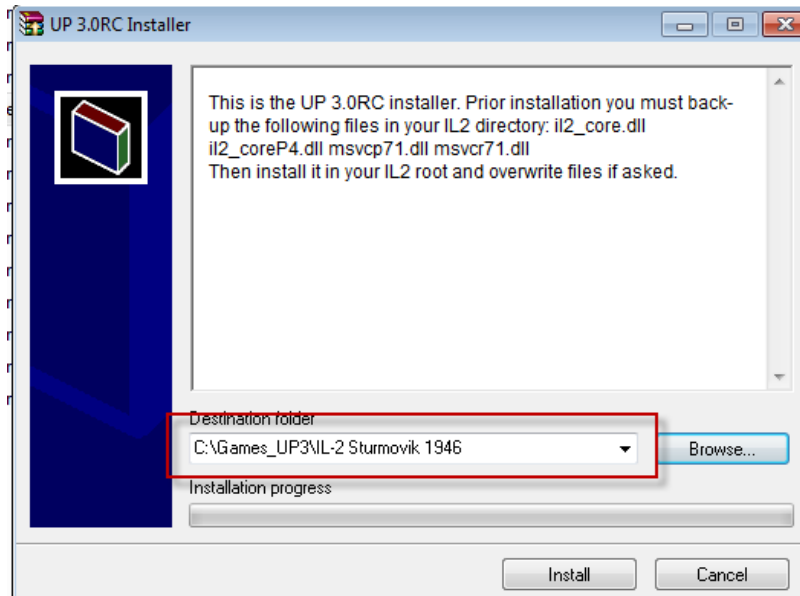
2.) Run the torrent EXE to get the necessary .RAR files which contain the UP3 files.

When the torrent download is complete, in your target folder you should have the set of UP3 files looking something like this... its a 14 part install each part is around 500mb in size.



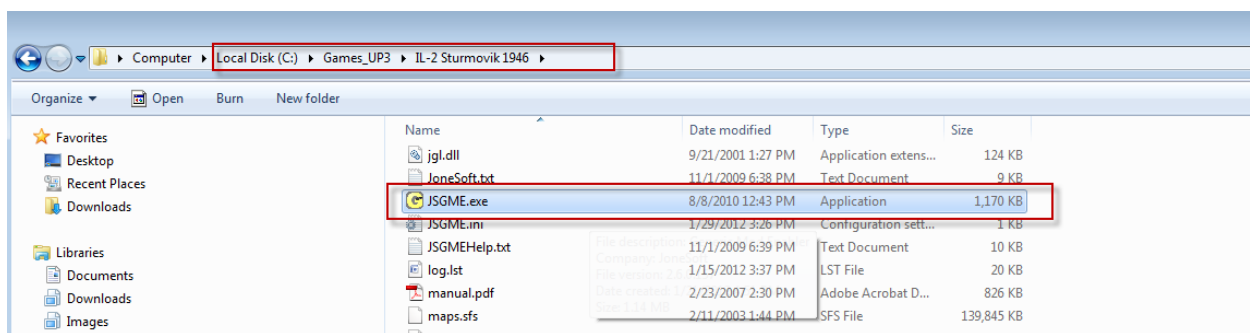
To run the UP3 install- kick off the UP\_3.0RC\_Client\_part01.exe...

When this runs it will prompt you for the location of your home IL2 game folder, give it this location, and continue...



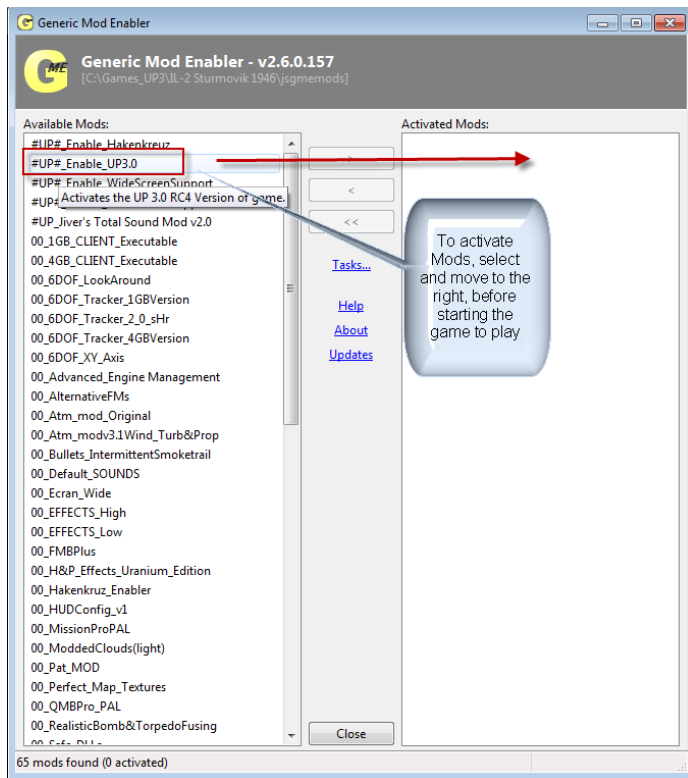
a.) Once installed, The JSGME is the generic Mods enabler, it works by copying groups of files contained in a given mod, from temporary holding folders, over top of your current games files, and restoring them back again. You will use this tool (WITH IL2 and Hyperlobby NOT RUNNING!) to switch in and out combinations of mods for online play. Its good practice to ask your host which mods he's running, and to be sure to sync your active mods with his. Most servers require your mods match exactly with your host's.

The JSGME Mod switcher can be found in your game folder at: {mygame folder}\JSGME.exe



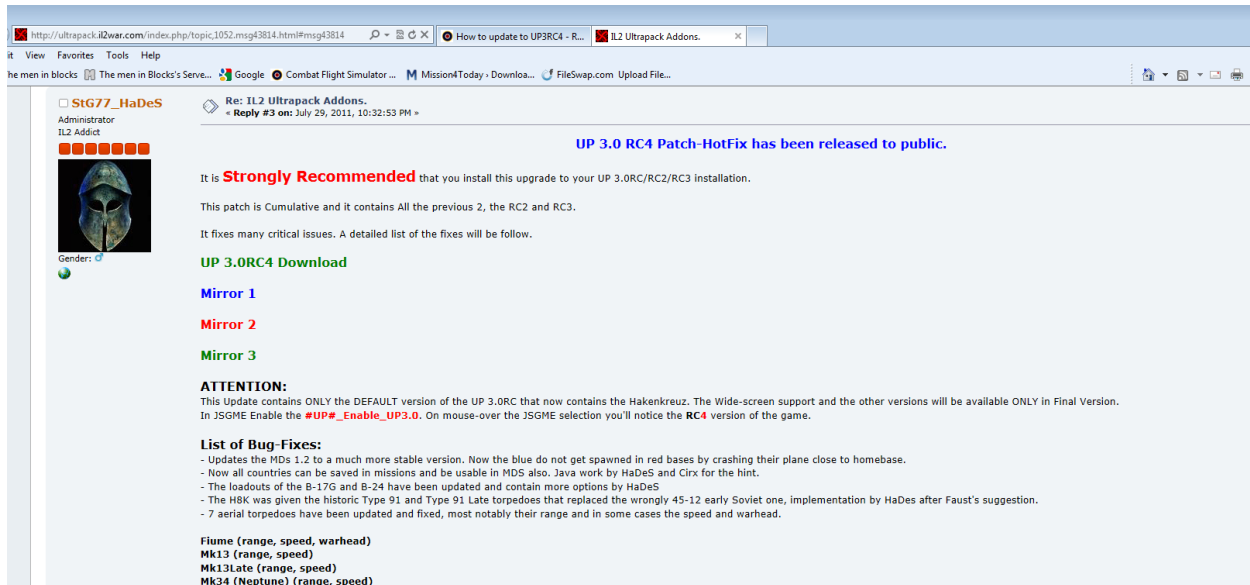
You can add this as a shortcut to the desktop for convenience...

To turn on/off mods you move then from left (inactive) to right (active) in this dialog. For example, after base UP3 runs, you will hopefully see a mod in the left at the top called..#UP#-Enable\_UP3.0:



4.) After installing base UP3RC, you also need to upgrade UP3 to the latest set of patches for it. This set is called UP3, RC4... it can be found here at:

<http://ultrapack.il2war.com/index.php/topic,1052.msg43814.html#msg43814>



Re: IL2 Ultrapack Addons.  
« Reply #3 on: July 29, 2011, 10:32:53 PM »

**UP 3.0 RC4 Patch-HotFix has been released to public.**

It is **Strongly Recommended** that you install this upgrade to your UP 3.0RC/RC2/RC3 installation.

This patch is Cumulative and it contains All the previous 2, the RC2 and RC3.

It fixes many critical issues. A detailed list of the fixes will be follow.

**UP 3.0RC4 Download**

**Mirror 1**

**Mirror 2**

**Mirror 3**

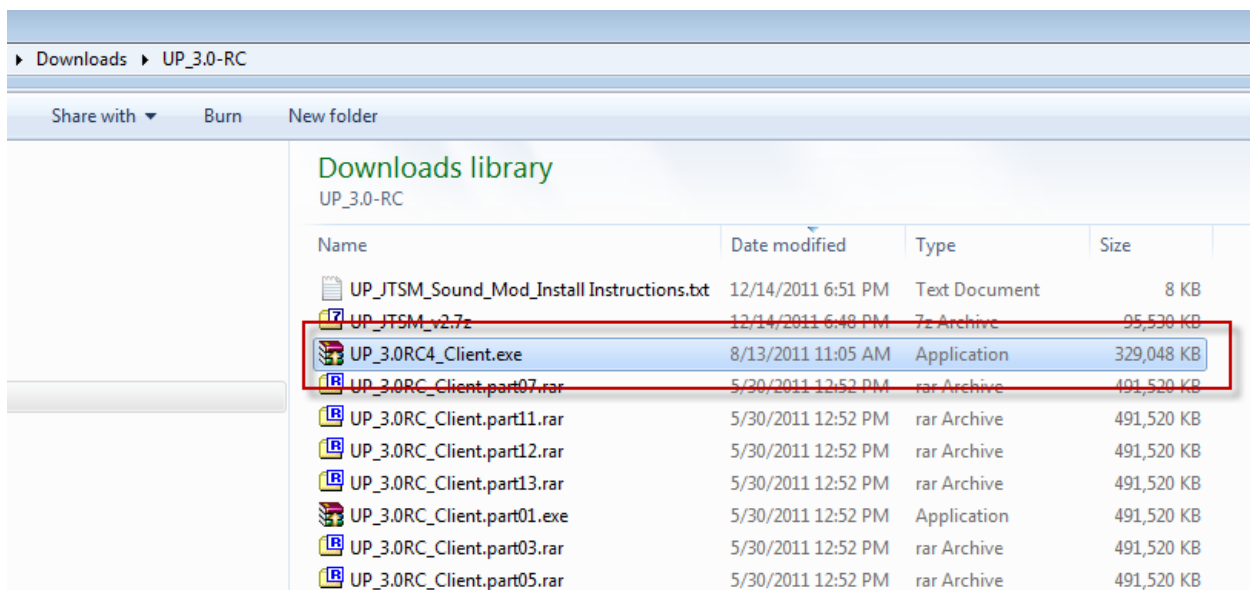
**ATTENTION:**  
This Update contains ONLY the DEFAULT version of the UP 3.0RC that now contains the Hakenkreuz. The Wide-screen support and the other versions will be available ONLY in Final Version.  
In JSGME Enable the **#UP#\_Enable\_UP3.0**. On mouse-over the JSGME selection you'll notice the **RC4** version of the game.

**List of Bug-Fixes:**

- Updates the MDs 1.2 to a much more stable version. Now the blue do not get spawned in red bases by crashing their plane close to homebase.
- Now all countries can be saved in missions and be usable in MDS also. Java work by HaDeS and Cirx for the hint.
- The loadouts of the B-17G and B-24 have been updated and contain more options by HaDeS
- The HbK was given the Historic Type 91 and Type 91 Late torpedoes that replaced the wrongly 45-12 early Soviet one, implementation by HaDeS after Faust's suggestion.
- 7 aerial torpedoes have been updated and fixed, most notably their range and in some cases the speed and warhead.

**Fiume (range, speed, warhead)**  
**Mk13 (range, speed)**  
**Mk13Late (range, speed)**  
**Mk34 (Neptune) (range, speed)**

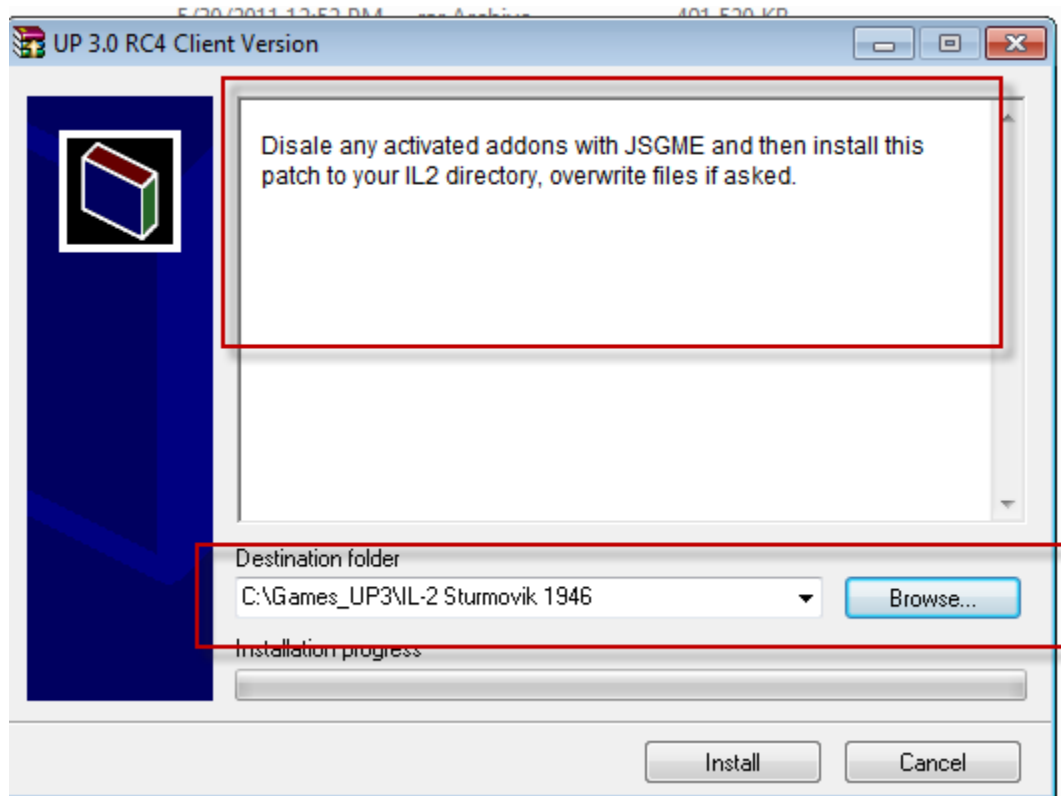
Once downloaded, this patch is contained in one file, (approx 329mb) and can be kicked off by running, UP\_3.0RC4\_Client.exe. **NOTE: BE SURE TO DISABLE ALL MODS IN THE JSGME MOD SWITCHER BEFORE INSTALLING THIS PATCH.**



Downloads library  
UP\_3.0-RC

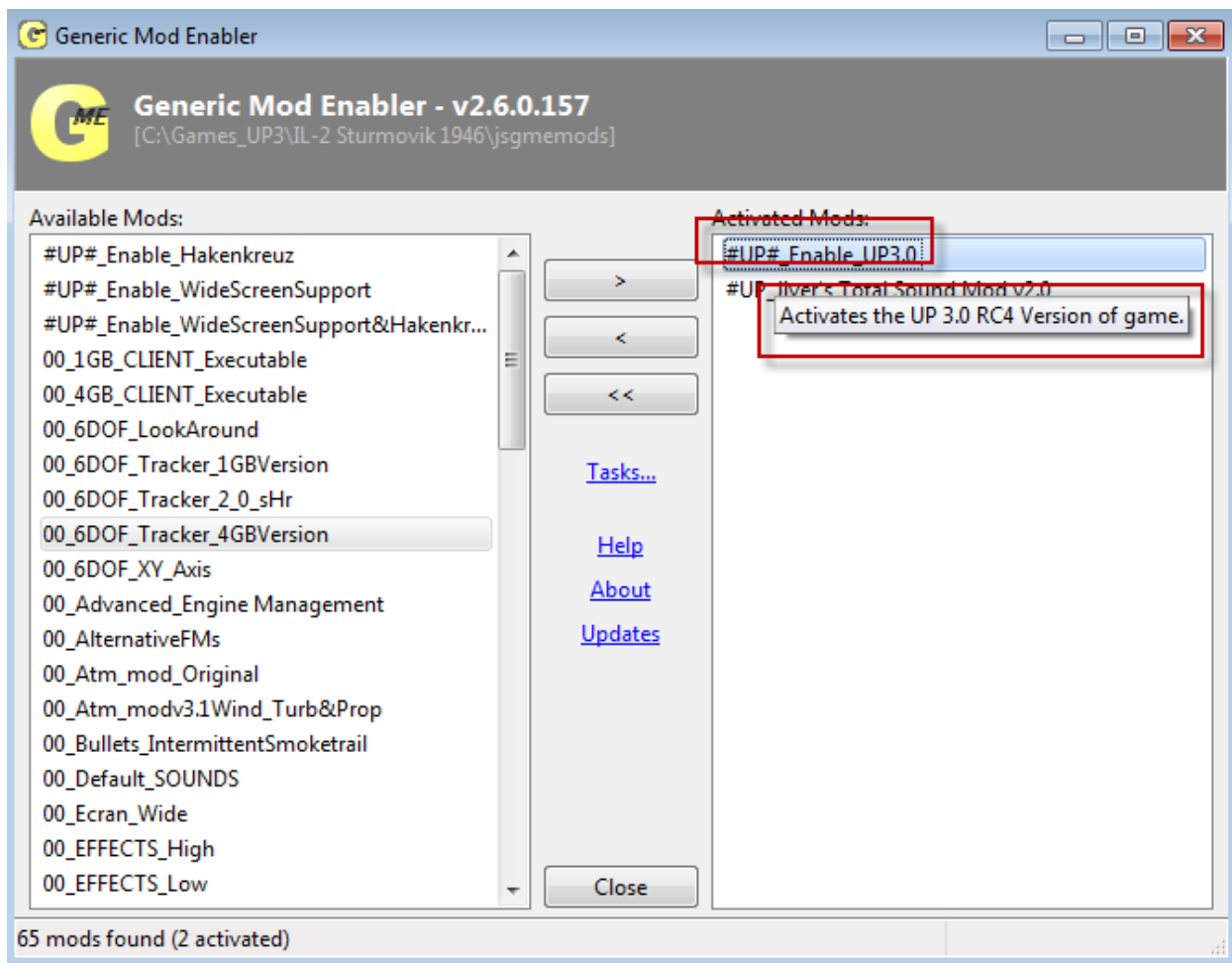
Name	Date modified	Type	Size
UP_JTSM_Sound_Mod_Install Instructions.txt	12/14/2011 6:51 PM	Text Document	8 KB
UP_JTSM_v2.7z	12/14/2011 6:48 PM	7z Archive	95,530 KB
<b>UP_3.0RC4_Client.exe</b>	8/13/2011 11:05 AM	Application	329,048 KB
UP_3.0RC_Client.part07.rar	5/30/2011 12:52 PM	rar Archive	491,520 KB
UP_3.0RC_Client.part11.rar	5/30/2011 12:52 PM	rar Archive	491,520 KB
UP_3.0RC_Client.part12.rar	5/30/2011 12:52 PM	rar Archive	491,520 KB
UP_3.0RC_Client.part13.rar	5/30/2011 12:52 PM	rar Archive	491,520 KB
UP_3.0RC_Client.part01.exe	5/30/2011 12:52 PM	Application	491,520 KB
UP_3.0RC_Client.part03.rar	5/30/2011 12:52 PM	rar Archive	491,520 KB
UP_3.0RC_Client.part05.rar	5/30/2011 12:52 PM	rar Archive	491,520 KB

Once run, it will also ask you for the location of your game folder:



c.) after you've installed both UP3 AND RC4 - Open up the JGSME mod switcher... double check it is current and has the versions included in it. Having this in JGSME allows you to switch back and forth between the stock versions of 4.10.1, or the private modd'ed versions of UP3, RC4 moving dog fight server.

Your JGSME if its current should look something like this, indicating that you have UP3, RC4 on board.. At this point, you should be ready to go. You've now got 4.10.1 base, plus UP3, RC4 on board.



Now for 4.11m and 4.11.1 - 4.11.1m is the latest version of the stock game. To use it you have two options. You can install a parallel copy of 4.11m on top of 4.10.1m -or- you can embedd 4.11m and 4.11.1 into your current UP3, RC4 framework as a switchable mod, so you can turn it on/off. The procedure below describes how to do the later...

Ok here it is... for those of you who want to try out embedded 4.11m and 4.11.1 update directly into your current installation of UP3 RC4 as a JSGME swappable MOD.

### Prerequisites: UP3 RC4 and JSGME Mod Switcher...

Disclaimers: Please take backups of your game folder to be safe, this hasn't been extensively tested yet on multiple machines... only mine!! But if you're feeling lucky.. punk.... you might just get something cool! Also, this should be relatively safe, in that its only a swappable mod, so if it seems like its squirrely or not working, you can swap it out and not use it, and it shouldn't destroy your whole IL2 installation. But.. as always a good backup goes a long way too! 🍷

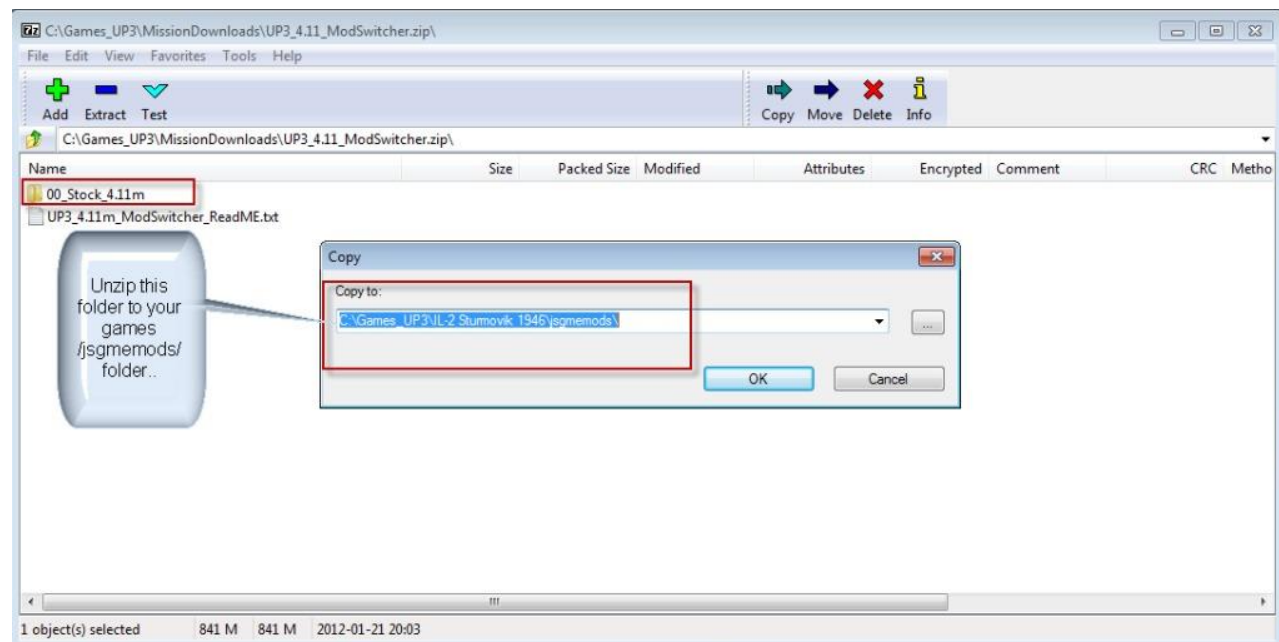
**4.11m** Here's the link for the download:

1.) Click on this and download the file, **UP3\_4.11\_ModSwitcher.zip** from this site. Speeds aren't fast, (its about 800mb) so grab a beer and kick back....

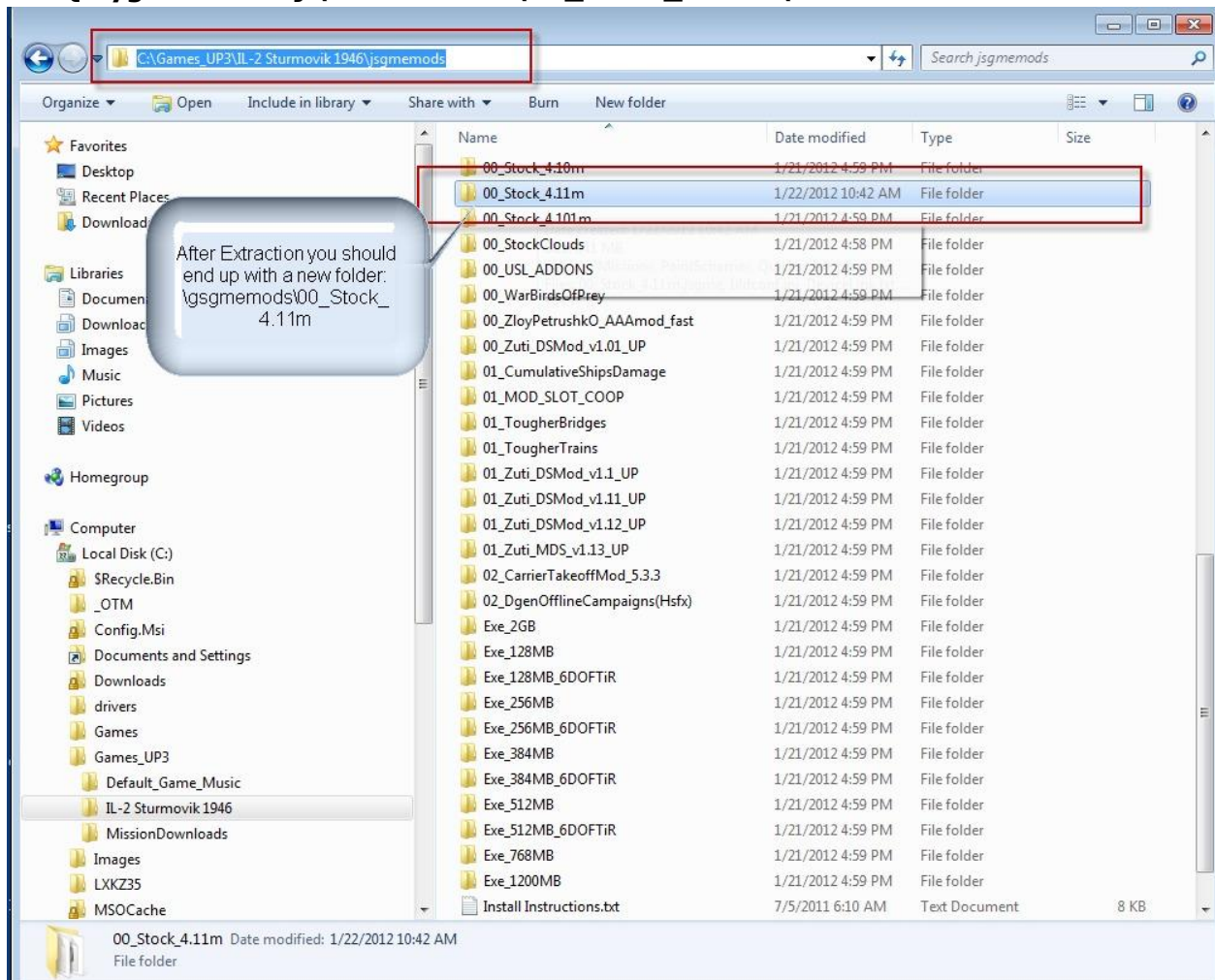
<http://www.fileswap.com/dl/4NNSUnKqB...tcher.zip.html>

2.) remove all mods from your JSGME mod switcher.. so nothings in the right-hand window.

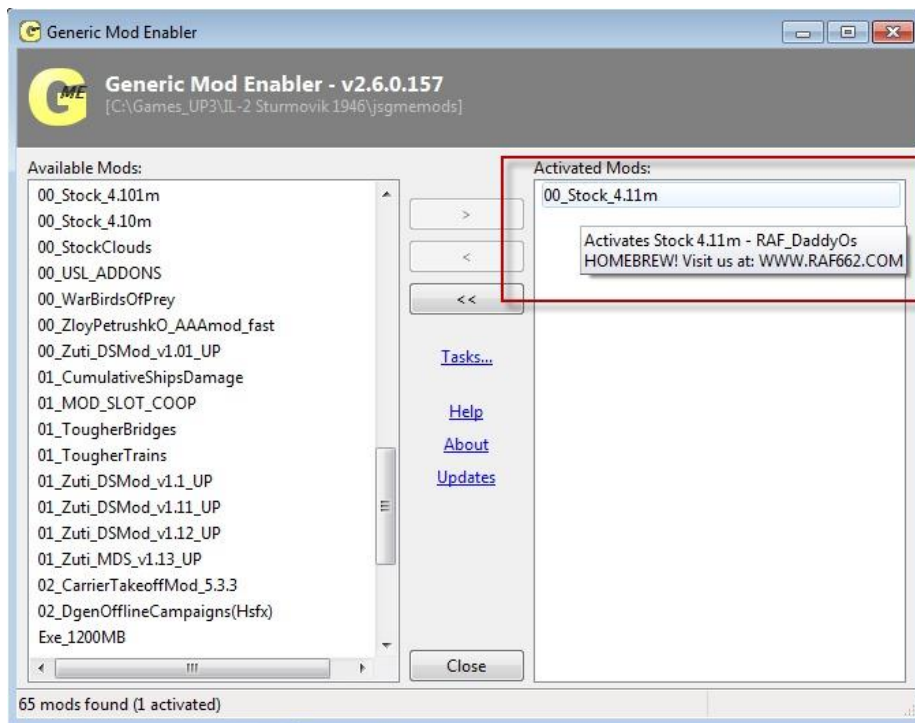
3.) open the downloaded zip and Extract the contents to your game's **\JSGMEMODS\** folder... as so..



4.) when extracted you should have a new folder under **\JSGMEMODS\** that looks like so...**{mygamefolder}\JSGMEMODS\00\_Stock\_4.11m\**



5.) You should now be able to swap in a new mod package Stock 4.11m in JSGME as so...



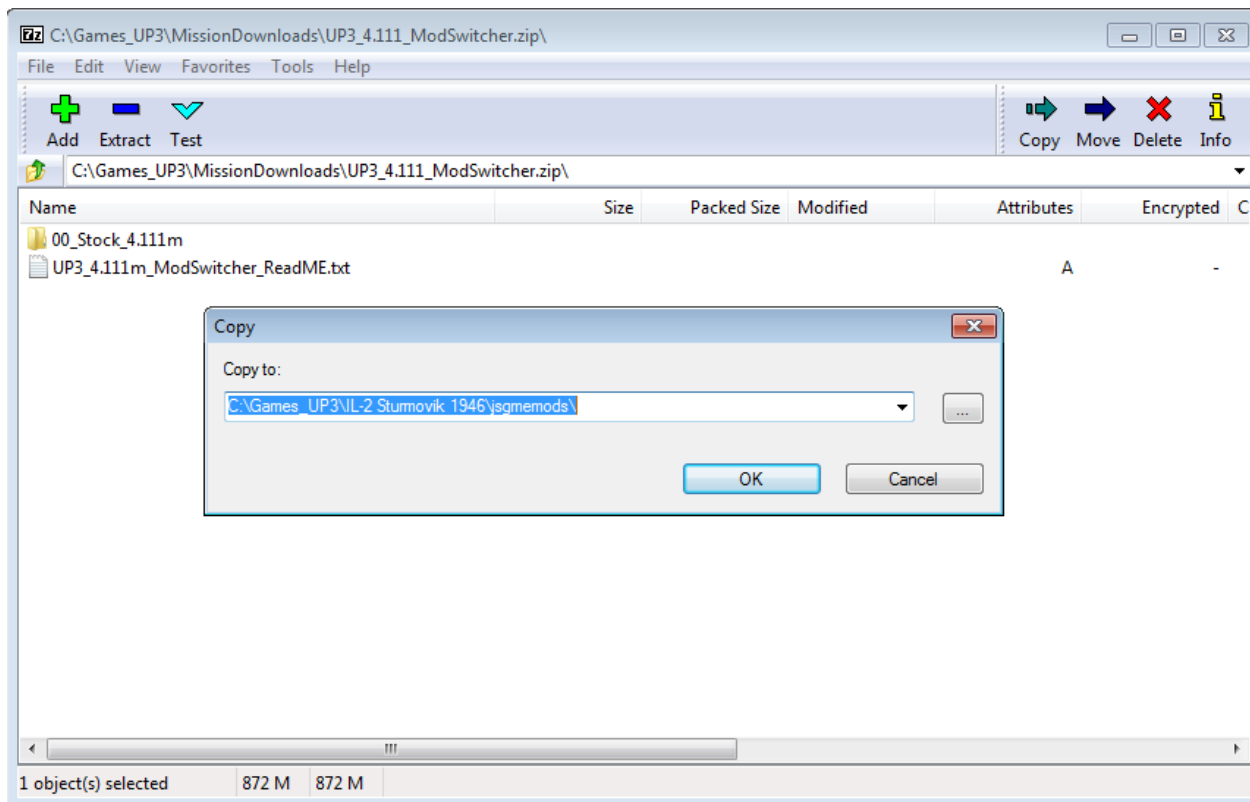
**4.11.1m** Here's the link for the download:

1.) Click on this and download the file, **UP3\_4.111\_ModSwitcher.zip** from this site.  
Speeds aren't fast, (its about 800mb) so grab a beer and kick back....

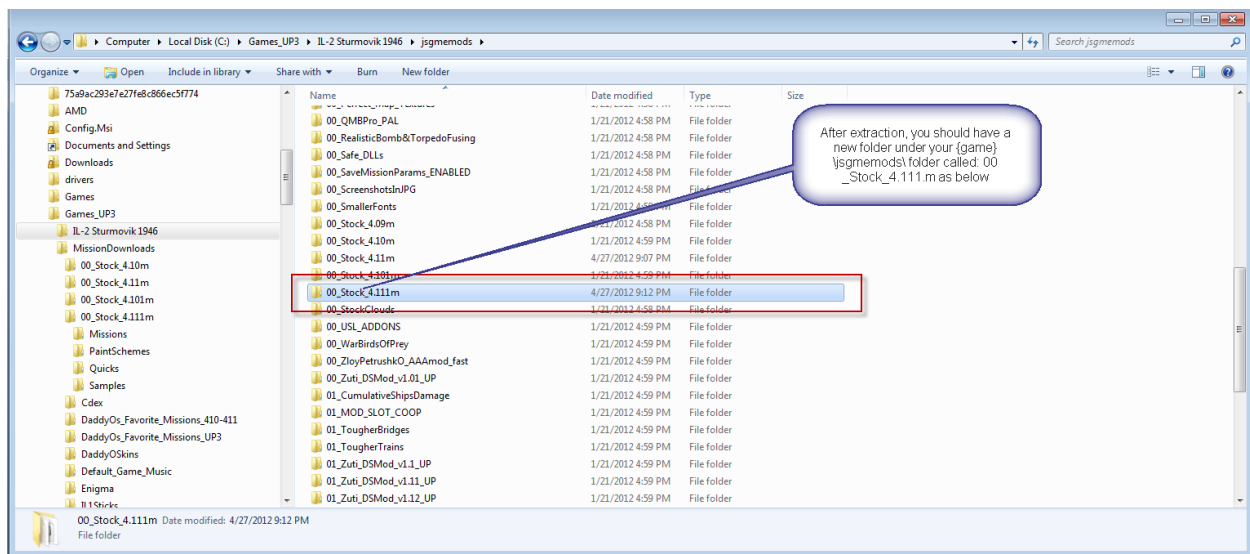
[http://www.fileswap.com/dl/PHkobch1FW/UP3\\_4.111\\_ModSwitcher.zip.html](http://www.fileswap.com/dl/PHkobch1FW/UP3_4.111_ModSwitcher.zip.html)

2.) remove all mods from your JSGME mod switcher.. so nothings in the right-hand window.

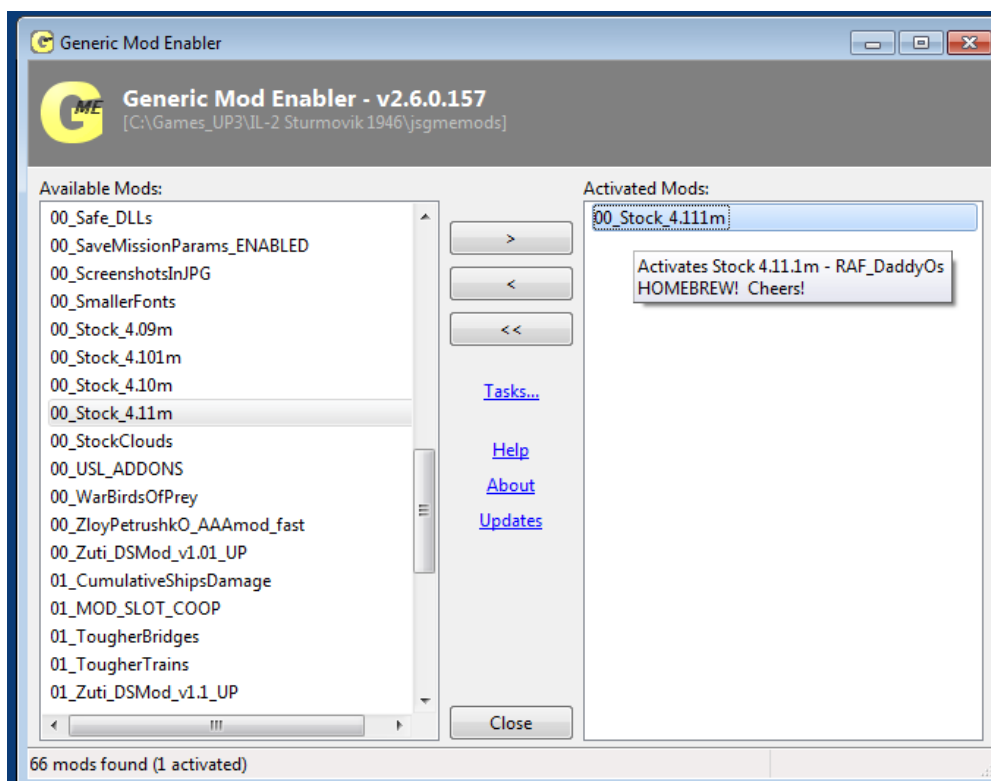
3.) open the downloaded zip and Extract the contents to your game's **\JSGMEMODS\** folder... as so..



4.) when extracted you should have a new folder under **\JSGMEMODS\** that looks like so...**{mygamefolder}\JSGMEMODS\00\_Stock\_4.111m\**



5.) You should now be able to swap in a new mod package Stock 4.11.1m in JSGME as so...



## HSFX

HSFX is an alternate mod pack as well which competes with UP3,RC4. It has seen recent updates compared with UP3, and contains much better graphics, sounds, effects and additional aircraft. The latest version of HSFX is 7.01 and is compatible with Stock 4.12.2m version of the game. HSFX installation and management is much simpler than UP3. HSFX will have to be installed, first as v7 and next as update 7.01...

HSFX7 can be downloaded from:

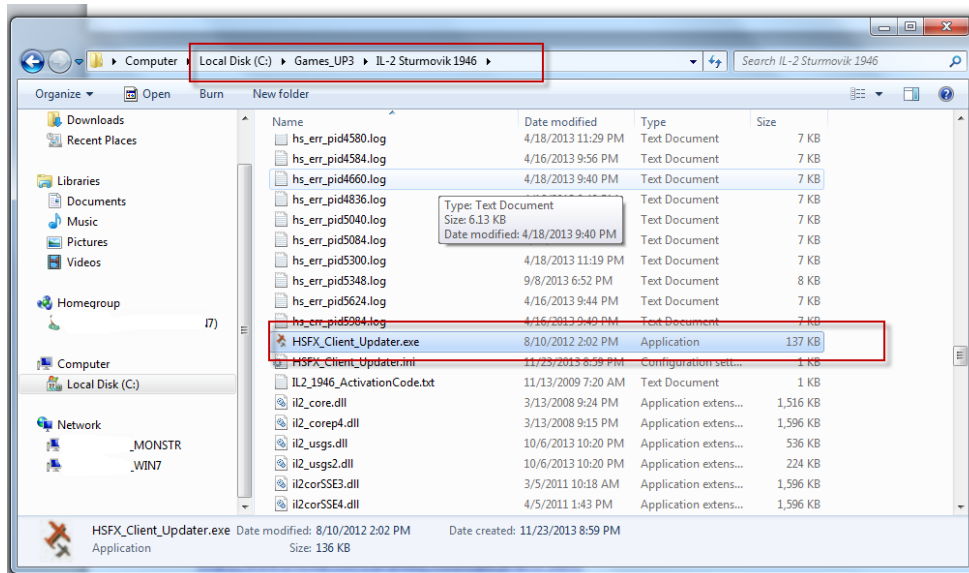
<http://www.sas1946.com/main/index.php/topic,37309.0.html?PHPSESSID=1dd3768bd75921af67501e72f0e2d356>

When HSFX 7 installs it will setup and install the JSGME mod swapper, as seen above in the UP3 setup install. Its options as well appear as swappable mods inside the JSGME mod swapper utility just like UP3 above.

HSFX7.01:

<http://www.242sgn.com/phpBB2/viewtopic.php?t=3847>

When 7.01 installs, it adds a new HSFX update utility to your game folder. This update utility is what you run to update HSFX from 7 to 7.01.



Please follow the specific HSFX instructions from the 242 website, for downloading and installing it.

Many thanks to the 242 squadron for their excellent management and content in HSFX7!!!

### - Other recommendations and TIPS:

1.) - When using the JSGME - Mod-switcher - DO NOT switch mods while either IL2 or Hyperlobby is open. This causes problems because the mod switcher is a program that tries to copy files from a 'holding folder' containing the mods, to your live game folder for play. While having the Game or HL open the mod switcher will fail to copy over several key files while the game is open because several of the files it will try to update are locked. You very likely will end up with game malfunctions if you do this. Be sure to close both HL and IL2 **before** using the JGSME to switch mods always!

I think one way to correct for this if it happens is: close HL and the Game, switch mods to Stock 4.10.1 and then back off, to say UP3 again. Then try again. If that doesn't work, you may have to restore from a backup. Hence the need for tip #3 below!

2.) - If installing IL2 on Win/7 or Vista systems, **DO NOT** allow it to install to the default location if running the installer. For example, DO NOT install IL2 into c:\program files, or c:\program files (x86)... Win/7 and Vista security prevent IL2 game from interacting with its local game folder if placed these locations, and malfunctions have been reported. Instead, install IL2 into another folder outside this location like: c:\Games\....

So your end path will be something like: C:\Games\Ubisoft\IL-2 Sturmovik 1946

3.) - Make frequent backups! - IL2 does not use the registry, so, it can be easily and safely backed up and even picked up and moved from machine to machine, by simply backing up or restoring all the files in the home IL2 game folder and all subfolders. (eg: C:\Games\Ubisoft\IL-2 Sturmovik 1946)... This can be very useful if you have a good IL2 setup you like on one machine and wish to port that installation to another machine. Simply copy the entire game folder from one system to the next.

- I use this nice aspect to backup my entire game and all its folders to a USB harddrive weekly... so that if anything in the game would corrupt a file or something, I can simply restore from a weekly backup and be running again in minutes.

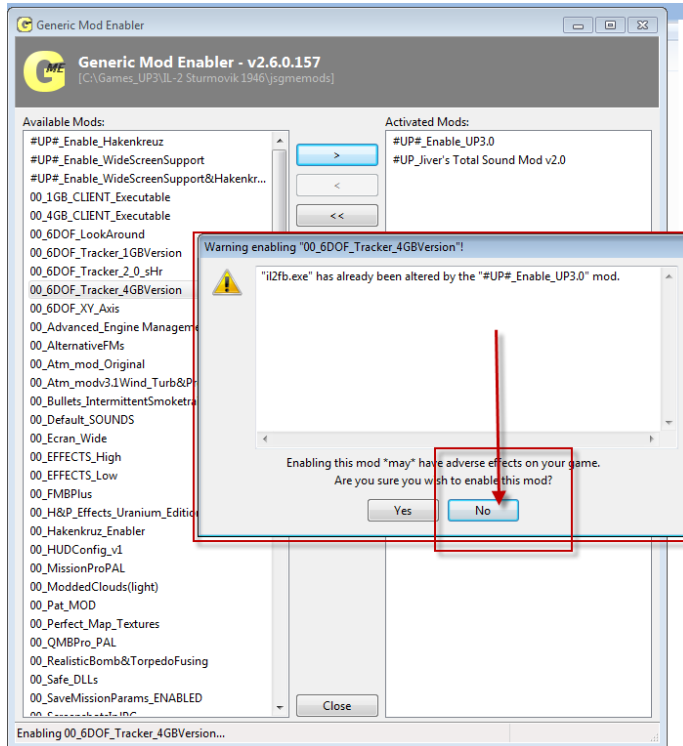
4.) - There are many game tweaks and mods you can make to the playing environment by manipulating the game's setup \*.ini files and other files, building missions, etc. These are too numerous to mention here, but post up your wishes to the RAF662 forums and a member can help you or steer you right. Another great source of info on this are the UBI forums at:

<http://forums.ubi.com/eve/forums/a/cfrm/f/25910613>

5.) - A great source of missions for download or sharing game missions can be found at Missions 4 Today website. I use this site all the time to exchange missions with the public and download templates for use in building maps and missions for the squad.

<http://www.mission4today.com/index.php?name=Downloads&file=search>

6.) NOTE: if activating mods, and you get a warning like the following...below.. DO NOT Activate the mod to override the warning. This warning is indicating that the mod combination you selected have conflicting files which will create an incompatible version of the game. You will likely get game malfunctions if you disregard these warnings...



Happy flying—and S!

RAF\_DaddyO

