FinnBuildings 2004
for MSFS 2002 & 2004

FinnBuildings 2004 (version 2.0) for MSFS 2002 & 2004
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FISD
FINNISH SCENERY DESIGNERS

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R E A D M E

1. INTRODUCTION

FinnBuildings 2004 is a complete replacement package for MS Flight Simulator's autogen building textures. FinnBuildings 2004 was made with typical Finnish urban architecture in mind, but will also look reasonably authentic in environments like Swedish and German cities.

FinnBuildings 2004 is a set full of approximately 50 new, custom and photorealistic autogen building textures. Some of them will be recognized by users of the previous versions, but many are introduced for the first time in this release. FS2002 had a more restrictive autogen building system (only blda2.bmp), whereas FS2004 takes use of two different textures (blda2.bmp and blda3.bmp), increasing the amount of different building models shown.

FinnBuidings 2004 will not have any effect on the framerates, as the textures are in the same size and format as the default ones (DXT1, 512*512 daytime and 256*256 at night).

Within the limits of MS Flight Simulator, FinnBuildings 2004 will offer you the most ultimate autogen building experience up to date. The hand-edited photorealistic buildings have been made from a total of over 1000 photographs serving as raw material, and numerous months of hard work lies behind the modest amount (4) of unique textures included in this package.

2. INSTALLATION

Installation procedure is for FS2004. If using FS2002, you won't be able to take advantage of the textures blda3.bmp and blda3lm.bmp, but except from that the installation procedure is the same also for FS2002.

FinnBuildings 2004 replaces the European autogen buildings. Before installation, backup the files blda2.bmp, blda3.bmp, blda2lm.bmp and blda3lm.bmp in your FS2004\TEXTURE-folder. These are the only files FinnBuildings 2004 will overwrite.

The texture files are already in proper DXT1-format. All you have to do is to unzip the 4 files blda2.bmp, blda3.bmp, blda2lm.bmp and blda3lm.bmp to your FS2004\TEXTURE-folder. Overwrite when prompted.

Included are also alternative texture files:

For users with low-end, slower system, there is also a set of alternative, low-resolution daytime textures (blda2_256.bmp and blda3_256.bmp). If you have a slower computer, these will be well worth trying, as the texture size is smaller than in FS2004 with the original textures, but the visual result is still way better. Extract these 2 files to any directory of your choice, and then rename them to blda2.bmp and blda3.bmp, and copy over the former files in your FS2004\TEXTURE-folder.

3. KNOWN PROBLEMS

As FS2002 varies the height of the autogen buildings, sometimes parts of the textures are not snapped 100% correctly. However, this is a minor feature, which most of the time FinnBuildings 2004 has succeeded in eliminating.

The models of the autogen buildings can not be changed, they are hard-coded somewhere inside FS2004. You have to bare with that, although several of the model types available in FS2004 does not match with the looks of their real-life counterparts in Finnish cities.

4. CREDITS

Kauko Lehtinen - valuable and well-needed photographs, testing, comments
Tatu Kantomaa - comments, ideas, photographs
Mikko Maliniemi - ideas, testing and critical comments
Tuomas Kuosmanen - thoughts and comments
Jari Varje - photographs, texturing assistance
Timo Mikkilä - photographs
Jussi Rantala - contribution
Jari Mikkilä - documentation contribution
Alex Lundqvist - Input, comments
Bamce Fabricius - Input
Members of FISD - beta testing
Janne Sinkkonen - various contributions

5. SCREENSHOTS

The zipfile includes screenshots (fb2004xx.jpg) representing FinnBuildings 2004. It is preferred that flight simulator web portals take use of these pictures in news items etc. concerning FinnBuildings 2004, rather than taking their own screenshots.

6. CONTACT

You can contact the author through FS Nordic's discussion forums. All suggestions for improvements are welcome. For additional details and distributional licensing contact Sebastian Rönnlund on sronnlund@hotmail.com - the same e-mail adress can be used for feedback, comments etc. as well.

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