

I have highlighted 5 segments:

The first, in purple, is telling RB2 to use the fuselage of Jasta 10 for Jasta 12. How?

1200 0003 is the Fuselage for Jasta 12, **03000012**. It is being replaced by **1000 0003** or **03000010**, which is the fuselage for Jasta 10.

Just above the pink box is a reference for the default fuselage bitmap used by squadrons which have no schemes defined. Fly Now, for example.

The pink box is highlighting the replacement of the Upper wing texture of Jasta 14 to that of Jasta 10.

The green box highlights a convenient feature. Here, RB2 is told to use the upper surface texture of the elevator for Jasta 10 on the bottom surface as well. Note that Both 4-byte segments start with 0x10.

The red box is similar to the former one, but here Jasta 5 Elevator bottom is replaced by Jasta 10 Elevator top.

The red series of numbers at the bottom is the first replacement pointer for the Aviatik C.I, FA 2 to FA 1.

Squadron.DAT

Filelist.DAT

Lists