

Installation Guide for Ultrapack 2.01 and HSFX 4.1

Step 1

First of all you will need an unmodified version of Ultrapack 2.01.
Here you will find how to download and install the IL2 Ultrapack 2.01

<http://ultrapack.il2war.com/index.php/topic,1536.0.html>

Step 2

You will need following 2 files for the Northsea_0.5beta:

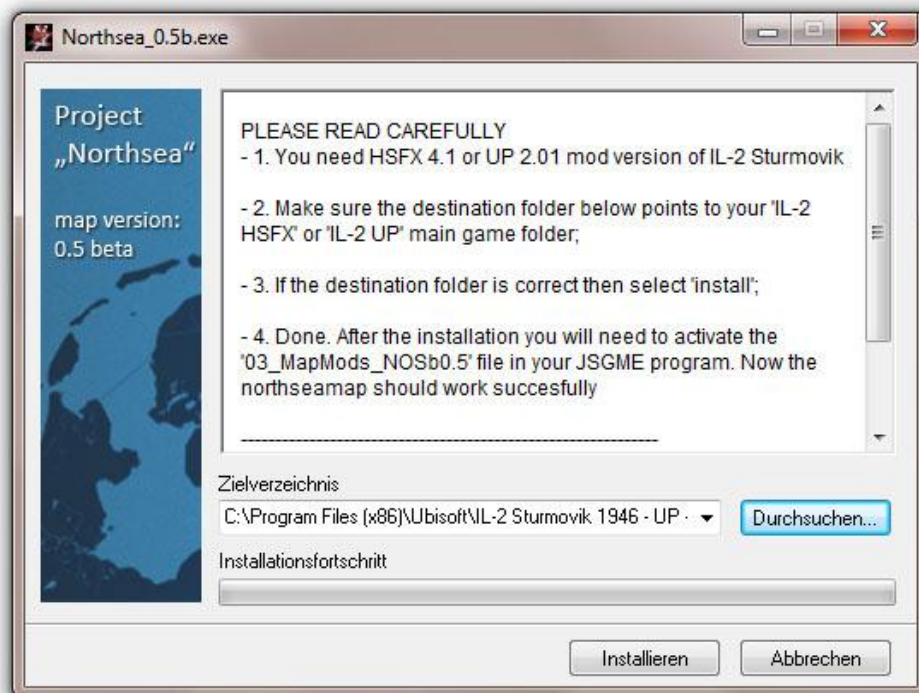
<http://www.mediafire.com/?lcbp1qcaze97z8n>

<http://www.mediafire.com/?x6fdacgzzm34y6z>

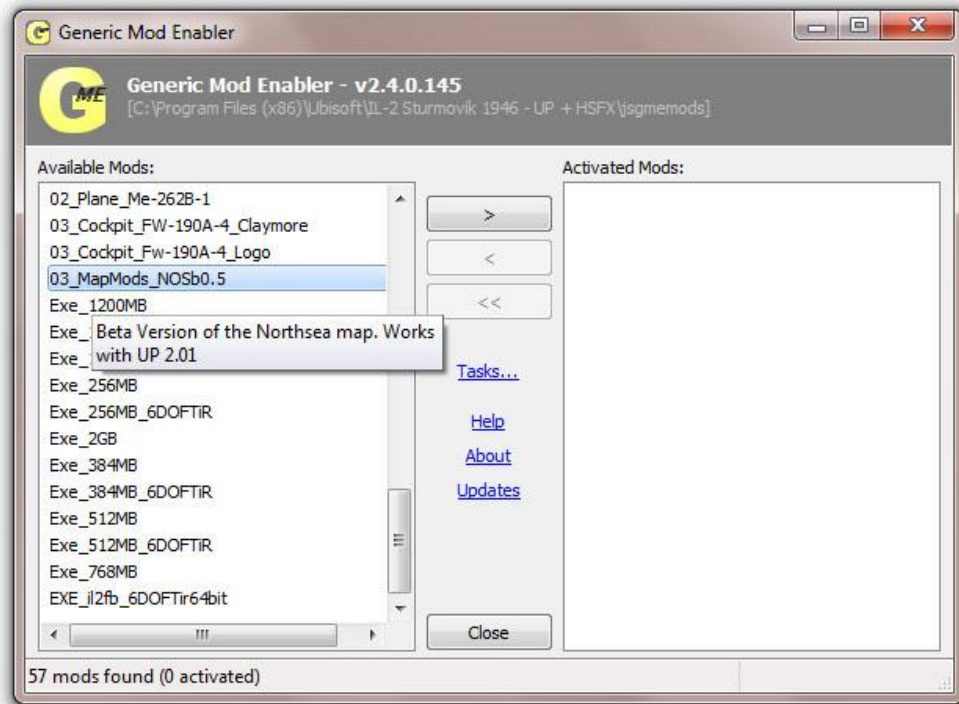
Step 3

If you have a MODs folder, make a backup of it first.

- Double click Northsea_0.5b.part1.exe
- Follow the installation guide



- Now you can activate the northsea beta with the JSGME.exe in your UP 2.01 game folder. Name of the JSGME file is: [03_MapMods_NOSb0.5](#) (picture below)



Some information about the development:

The map is still a beta version. Roads, railroads, bridges, harbors and cities are not finished. The textures need corrections (color range, removing houses and roads).

If you see some strange colored dots and boxes somewhere on the ground: These textures are empty at the moment. They will be filled with a texture later.

A lot of airfields are nearly finished in the Netherlands and in Germany. In England there are just a few airfields and they are still in progress. Klings Cliffe is nearly done.

I started to work with auto population. It reduces the working time and it looks like hand made.

If you have information about airfields, units, important points in this map, please contact me (wackelelvis@freenet.de).