Game Remod 7 Readme
By Centurian

Dear Downloader,

    Thank you for downloading my Game Remod LIB. This is for *Janes Fighters Anthology*, a truly great and eternal game. First, let me introduce myself. My callsign is Centurian and I have been part of the *Janes Fighters Anthology* community for over four years now. I have been creating LIB files, which are third party modifications, since my start in the community. In my earlier years, my LIBs were poor and beginner-like but they have evolved into Game Remod. Originally, Game Remod started out as a small modification of the AAA and SAMs in the game, which was called AAA Remod v.1. It then evolved into a better, version 2. From there, came Game Remod v.1. Version 1 of Game Remod featured more of an addition rather than a modification but did keep the modifications from AAA Remod. Game Remod v.2 was riddled with bugs, unfortunately, and evolved into Game Remod v.3. This was the first of the "new" LIBs created by me. Game Remod v.3 was not as realistic as I wanted it to be and a long overhaul was done to create Game Remod v.4. Game Remod v.4 was still not overly realistic and was highly unstable in multiplayer flight. It would cause sporadic crash-to-desktop errors (CTDs). However, it did feature many new additions as well as realism modifications. Near the end of the version 4 series, I added modifications of the CAM files but version 4 had to go. Version 5 came next. It stemmed from an eGroup that I created (see credits). The members of this eGroup provided good knowledge and opinion for the LIB design. Version 5 was highly advanced but unfortunately not advanced enough. Then came Version 6, a revolutionary version that stood for the longest time being. Version 6 corrected every fault with previous versions and was, for the most part, the most perfect version yet of Game Remod. However, there were obvious flaws with some measurements and objects that were unnecessary. Thus this has all led to the revolutionary Game Remod version 7!

    Game Remod features aircraft from many countries as well as weaponry. It features realistic flight and weaponry and includes all the features of the previous versions. It is completely compatible with any missions and campaigns made for version 5 or 6 giving it much more of a kick, so to speak. It is highly stable in multiplayer flight and has yet to cause any significant problem. It features aircraft from Korea, Vietnam, the Cold War, the Gulf War, and present time. Please enjoy the LIB and read all areas of this documentation. By doing so, it could help clear up any questions and will tell you how to use the LIB. Also, it will help you see who contributed. I want to thank all those people that did contribute their various skills and talents. Without them, Game Remod v.7 could not exist.

Sincerely yours,
Centurian

How to Use Game Remod

Basic Play

Game Remod is very simple to use once you get it the first time. Game Remod **now** consists of a single lib file titled **GR7xxA.lib**. Simply place this LIB into your directory and you are free to fly.

Campaigns

Campaigns are provided separately from Game Remod 6. However, if you wish to fly the default campaigns with the aide of Game Remod 6, use the default CAM edits file that is included in the main LIB titled **GR7xxC.lib**. All other campaigns will either contain a small supplementary LIB or just use Game Remod 6. All campaigns will use Game Remod 6 regardless of having a suplementary LIB. They will be labeled accordingly.

GR7xxA.lib: Game Remod 7 LIB
GR7xxC.lib: Def. CAM LIB (required only for single player if wanting to play default campaigns)

If you have any further questions, please feel free to contact me.

Features

Game Remod v.7 features all of the following (and more):

Windows XP Compatability (v.6.05+)
Multiplayer stability
Single player stability
Aircraft from around the world
Standard systems of damage
Highly accurate specifications
New skins & icons
Real-world objects
Firing ships and land objects
3 additional carriers (Charles De Gaulle, Invincible & Kuznetsov)
Venomous AAA & SAMs
Nearly all objects have been modified
New sounds
Highly realistic gun rates
Versatility within Game Remod
Default campaign compatibility
Realistic loads
Frequent updates with missions
Quick support
New flight modeling
Little to no redundancy
Useful items
Plenty of toys to play with
Flyable helicopters
Railroad items
More accurate missiles & weapons

Updates

Red = new object
Blue = modified object
Black = removal

Version 7.04

- Su-30 Flanker-F added
- All Russian aircraft updated
- FAB series bombs updated (Build 010405)
- F-111F Aardvark CTD fixed (Build 010405)
- Su-37 Flanker-E removed

Version 7.03

- Tornado GR1A replaced with Tornado GR1
- BLU-107/B Durandal modified
- F-105D/G updated
- Panavia Tornado ADV/IDS/ECR ECM/Weapons fixes
- EF-111A, F-111A/B/F ECM fixes
- SAM Guidance Fixes
- JAS-39C Updated
- Su-25/39 Rudder repaired
- 9M120F warhead damage fixed
- M163 APC renamed to M163 VADS
- Eurocopter Tiger updated
- Harrier GR7 upgraded to fit Brimstone
- Ka-50 Hokum-A wing-on-wing hardpoint adjusted for 9M120F carriage
- M270 MLRS updated
- AIM-9X Sidewinder range fixed

Version 7.02

- M2 Bradley changed to M2A3
- M113A3 changed to M113A3 APC
- UN M60A1 named UN M60A1 Patton
- Name changes in UN M113A2
- M163 APC ammunition fixed
- M998 HMMWV armament fixed
- F/A-18E/F shoulder hardpoints modified
- EA-18A Growler shoulder hardpoints modified

Version 7.01

- C-2A Greyhound added
- BGM-71F TOW 2B Fix
- S3VIK.SH error fixed
- Evil Flak CTD fixed

Version 7.00 (changed from v.6xx)

- FAB-250, 500, 1500 added
- 2A38 30MM 2S6 Tunguska cannon added
- SA-17 added
- SA-18 added
- MiG-23MLD Flogger-K added
- Cuba-Special Edition map added
- IRIS-T added
- AC-130U added
- RIM-116B added
- RIM-156A added
- RIM-161A added
- Skyguard System added
- AH-6J Little Bird added
- MH-60L Black Hawk added
- MiG-25PD Foxbat-E added
- EA-18A Growler added
- Ohio class SSGN added
- Kh-65SE Kent added
- MIM-72G Chaparral added
- Knox Class replaced with Virginia Class
- Artillery Gun replaced with M1978
- T-80 replaced with T-80U
- Sarancha replaced with Osa
- RGM-84A replaced with RGM-84D
- ZIF-31 replaced with ZPU-4
- F-16XL replaced with F-4F/ICE
- AGM-130A replaced with AGM-130C
- AGM-142A replaced with AGM-142D
- Phalanx modified with Block 0 & 1
- Su-25 and Su-39 yaw error fixed
- AV-8B+ modified to actual 8B+ specifications
- J-11 is now Su-27SK Flanker-B
- Ticonderoga split into Flight 0/1 and Flight 2
- Weapon damages and blast radius corrections
- Nuclear weapons fixed
- Air to ground rockets modified
- GBU-34 replaced with GBU-31(V)3/B
- Redundant .SEE and .ECM files removed
- Durandal 3-Pack removed
- Longtrack & Straightflush objects removed
- AA-10E/F removed
- Hystrike removed
- AS.37 Marte removed
- AIM-132 2-pack removed
- F-16XL removed
- Type 82 Rocket & Type 85 MLRS removed
- Nimrod removed
- Fake-Gun removed
- Oil Rig (vvater) removed
- M934 Mortar & M1064 Mortar removed
- M1990 gun removed
- M-389 removed

- AIM-92 removed
- MiG-35 removed
- FB-111A removed

F.A.Q.

Q: **Do I need the FA 1.02F patch?**
A: Yes you do.

Q: **I have an FA.exe error?**
A: This is caused by too many objects in FA. With LIBs and missions you may add up to 1500 - 1550 items to the Game. Currently, with the 7.00 release, Game Remod 7 has 1270 items. You must remove all **non-Game Remod 7** LIBs from your directory and it is also advisable to move all custom missions and breifings to another directory. If you still have troubles, contact me.

Q: **I installed the necessary LIBs but when I go to play the game I get a crash-to-desktop error?**
A: Make sure you do have all the necessary LIBs and restart your computer.

Q: **I installed Game Remod but it tells me there is a file missing?**
A: Ensure you have all necesary LIBs and if the error still reports, report it to me.

Q: **Do I have to pay for Game Remod? Is it copyrighted?**
A: No it is not copyrighted and it is freeware. You must own *Janes Fighters Anthology* though.

Q: **What type of LIB is Game Remod and are there other types?**
A: Game Remod is a realism LIB. Other types include fantasy LIBs, such as FTRON, and add-on LIBs, such as most squadron LIBs.

Q: **Can I use Game Remod in multiplayer flight?**
A: Yes you may. Game Remod is very stable in multiplayer flight and as long as all players have the same files, it will work excellently.

Q: **I don't like your LIB?**
A: I'm sorry to hear that. Tell me what you think is wrong with it and I might be able to fix it.

Q: **How do I contact you?**
A: Use the links in the lower left corner of each page in this readme file.

Q: **How can I contribute?**
A: Contact me.

Q: **Did this take you a long time to make?**
A: Yes it did. I've spent a lot of time on this LIB and I am proud of it.

Q: **Is this the most realistic LIB? If not, is there one?**
A: Game Remod is not the most realistic. It is very realistic but it is not the best. It is difficult to say which is the most realistic because there are a lot of limitations.

Q: **Why are there no fuel tanks and ECM pods?**
A: I am sorry but they have vanished because I have added too many weapons. You can add them through the M files and then make the missions unable to load armament. Then they'll be there.

Q: **Can I make missions and/or campaigns using Game Remod?**
A: Sure you can. Contact me if you need anything and send me them when you are done and I can put it on my website.

Q: **Are LIBs safe? Is Game Remod safe?**
A: Yes LIBs are safe and yes Game Remod is safe.

Q: **What is GR?**
A: GR is short for Game Remod.

Q: **What virtual squadrons have used Game Remod?**
A: All of my squadrons where I was the CO used Game Remod. The 57th Royal Guardians was the most long-lasting and had no problems with the LIB at all. The VFA-113 Stingers also used Game Remod. The 369th TFW also sporadically uses the LIB in single player and multiplayer flight but not in an official campaign, *yet*.

Q: **Can I import Game Remod to my toolkit?**
A: Yes you may, it is importable.

Q: **If I use anything from your LIB, what do I have to do?**
A: Just give me or the person that did the part credit in your readme and that is all.

Q: **Did you make everything?**
A: No I did not. I made most of the items but as for the rest, the makers are given credit in the credits section.

Q: **Can my squadron use your LIB?**
A: Of course you can. Let me know, place a link to my site, and go ahead. If you want me to make special items for you, I most certainly will.

Q: **What is Centurian? Isn't it supposed to be Centurion?**
A: No it isn't. Centurion is the Roman soldier. Centurian is the name I chose for the Grim Reaper, the angel of death. You see I am a writer and in my epic that I am/will be writing, the main character is named Centurian. Hence, there is the name. Please spell it correctly.

Q: **How can I get the Ukraine campaign to work with the FA-NOCD?**
A: It's a very difficult process. When prompted to enter CD2 (Red Disc) into the drive insert the Blue Disc (CD1) into the drive and hit OK. After a short pause, the campaign will start.

Q: **My question isn't listed?**
A: E-Mail me at **Centurian@369thtfw.com**

Important Information

Game Remod is freeware. It is not endorsed by Janes and is no affiliated with Janes, EA, or anybody other than Centurian. It is not to be copyrighted or used for anything other than freeware and fun and let's look at the news, you can't copyright something that is already copyrighted (i.e. Janes FA). It is not perfect and it is not the best for the best has yet to come. Let's face it, if the best was here, we wouldn't need to make anything else. Please give credit if you use anything and if you don't then I am sorry to hear that you can't simply put a line that says someone else did something but hey, what else is new. Keep unintelligent comments to yourself but do share intelligent ones, whether they are good or bad. Also note that if you use other items that were not made by me, please give them the credit and not me. In essence, just give us credit, that is all we ask for, nothing more.

Credits

Information

Federation of American Scientists
GlobalSecurity
United States Air Force
United States Navy
Aircraft Museum
Elevon
Battleships.com
Three-Four-Nine [F16.net]
Fighter Tactics Academy
Tomcat Alley
Dark Matter: Swedish Military Aviation and Comparision Tables
Lockheed Martin: Missiles & Fire Control
Missile Index
Home of the Israeli Air Force
F-117A: The Black Jet
Eurofighter Typhoon
B-66 Destroyer Historical Website
Janes USAF, IAF, F/A-18
Micropose Falcon 4.0
Many various other sources

Assistance
in alphabetical order
Please note that GR6.04/5 readme was lost so there could be inaccuracies

57th Royal Guardians, 77th VTFS Gamblers, 257th Squadron, 369th TFW, B.T. Ace, Bear, Bucksaw_369th, CAG Hotshot, Crimsun_77th, Dagger_369th, Paul Duplessis, Fivepoint_369th, Gadget, Game Remod v.5 Project Team, Goodjob55, Homer, Iron Eagle, Jeff White, JKPete, Kaptor, Kewell_77th, Maverick_369th, Outlaw, Outryder_369th, Panther_257th, Cliff Parrott, Rafale_77th, Red Bear, Starostin, Stonefish_369th, Tank_77th, Tim Smith, Viper_369th, VNFAWING AND all those who helped me out along the way with Game Remod and *Janes Fighters Anthology*

Credited Objects
listed by group & person
All, PT, NT, OT, JT, SEE, ECM files done by Centurian unless otherwise listed

Weapon Icons
Centurian: AGM-65, AGM-88, AIM-9B/L/M, GAU-2, M197, Sea Eagle
Gadget: AGM-45, AGM-62, AGM-130, AGM-142, BLU-27, GBU-12, GBU-15, GBU-24, GBU-27, GBU-32, LAU-3, LAU-61, LAU-68, LAU-5003, MK-83
Homer: AIM-120C
Jeff White: AIM-9C/D/G/H, SUU-11
JKPete: AA-1, AA-2A/C/D, AA-3, AA-7, AGM-12, AGM-78, AGM-86C, AGM-114C/Pack, AGM-122, AGM-131, AGM-154, AIM-4D/F/G, AIM-7D/E/F/M, AIM-9E/J/X, AIM-92, AIM-132, AIR-2, Alarm, ALQ-119/131, B-61, BGM-71A/D, BL-755, Brimstone, BVRAAM, CBU-58, CRV-7, FAB-250/500/1500, FFAR, GBU-16, GBU-31, HyStrike, IRIS-T, JP-233, KAB-500/1500, M117, MK-28, MK-46, Python 3/4, R-37, R-530, RBK-250/500, Russian AS missiles, S-24/25, Skyflash, Storm Shadow, TN-1200, UB-32, YJ-6/8
Kaptor: BLU-82
P.Mok: AGM-119, AIM-120, Durandal

Tim Smith: AA-6 IR, AA-10A/C/E/F
U.K. LIB: 1000 litre tank

Sounds
All sounds have come from *Janes IAF, Janes USAF*, *Micropose Falcon 4.0*, other games, myself, and Cold War Fighters LIB
Jet Damage from Homer

Start-Up Screens
Images from Federation of American Scientists

Other
369th TFW: 369th Nose & Tail art
Cag Hotshot: Op. Enduring Freedom nose art
Centurian: 174th NYANG Cobra tail art, Grim Reaper Nose art, Op. Enduring Freedom nose art, Pilot face taken from Pearl Jam's "Do the Evolution" music video
Frenchfri: Let's Roll Nose Art
Homer: GAU-8 smoke idea, Mouse cursor, Smoke effects, Two bird tail art
Kaptor: MIM-14 site, SA-2 site, SA-5 site, Styx site & launch error fix

Shapes & Skins
714th LIB: F-111B
CAG Hotshot: Su-30
Centurian: A-10A, Air Vent, Charles De Gaulle, EC-121D, EF-111A, E-8 (Grey), F-4F/4F/EJ ICE, F-111B/G, Harrier, JP-233, M39 Rocket, MH-53J, MiG-29 (all), MiG-29 (Desert), Mirage F.1E, Nimitz, OA-10, RF-4C, Su-15, Su-39, Tu-22, Tornado ADV/(Desert), Tu-16 (Desert), T-38A, Weapon changes, XB-70
Crimsun: F-105D
Dagger: A-26B/C, Mi-8, Mi-17 (Desert), MiG-15bis, MiG-25 (Desert), Tu-22 (Desert)
Dave (Eagle_114th): F-8 (Tiger)
Gadget: AN-2, C-123B, C-130 (Jungle), F-102 (Jungle), F-104 (Jungle), Forest M-1975, Forest SCUD, RF-101A, Tornado ECR, UH-1H
Goomba: BGM-109, Railroad Items(?), Water Tower(?)
Hawk-513: MiG-29 (Desert), OA-10A
Homer: Eurofighter 2000, Iowa, M-1(Forest), Ticonderoga, UN BTR-70, UN Humvee, UN M60A1, UN M113, UN Truck
Ihabia: A-7D, MiG-19P
Iron Eagle: F-106A/B, Tracer for AAA guns
Jeff White: A-1H, AH-1G, A-26A, F-105G, HH-3, Tu-22, U-2C/S
Jimbo: Alpha Jet
JKPete: CF-105, F-4C/D/E/Kurnass, F-100 (Jungle), F-105F, Il-28, J-8IIM, JH-7, MiG-21MF, XB-70
Kaptor: AH-1S, AN-12, An-124, BLU-87, C-17, F-5E (ROK), KA-50, MI-28N, OH-58D, RF-5A, Su-20, UH-60A/L
Migslayer: MiG-21D/J
Outryder: Essex class
P.Mok: A-4KU, MiG-27
Planes.LIB: F-102
Red Bear: AH-64A/D
Rick R: Invincible, KC-135R, Mi-25, MiG-21bis, Su-17 (Desert), Su-24 (Desert), Su-33
Scorpion: F-86
U.K. LIB: F-4K/M
Vark & Assorted Developers: Kuznetsov
Victor Liu: B-52D, Jaguar (Desert), F-5A
Wrench: A-37, Jeep, Tu-16, Tu-16 (Desert)

Flight Modeling (aerodynamic info, movement info, speed info, envelope)

Centurian: A-3B, A-4C/E/F, A-5A, A-6B/E/E (TRAM), A-7A/E, A-12, A-37, AC-47D, AC-119K, Airbus 310-300, AJ 37, Alpha Jet E, AMX, An-12/72/124, Aurora, AV-8B/B+, B-1B, B-2A, B-52D/F/G/H, B-57B, B-66B, Blimp, Boeing 707-100, Boeing 747-400, Buccaneer S.Mk 2, C-123B, CF-105, Ching-Kuo, E-4B, EF-2000 Typhoon, EA-3B, EA-6B, EB-66B, EC-121D, EF-10B, EF-111A, F-2A (FS-X), F-5A, F-5E, F-8C/D/E/J, F-10B, F-14A/B/D, F-15A/C/E/J, F-16A/C/D/XL, F/A-18C/D/E/F, F-19A, F-22A/N, F-24A, F-35 (all), F-84F, F-101A/B, F-102A, F-104A, F-105D/G, F-106A/B, F-111A/B/E/F/G, F-117A, FB-111A, Harrier Gr.5/7, IAI Nesher, J 35J Draken, J-8II, J-9 J-10, J-11, J-22B, JA 37, Jaguar GR.Mk 1A/GR.1A, JAS-38C Gripen, JH-7, KC-135A/R, L-39ZO, MH-6J, MiG-23B/BN/M/ML, MiG-25P, MiG-27K/M, MiG-29B/K/S/SE/SM, MiG-31/31M, MiG-33, MiG-35, Mirage IIIC/E, Mirage 50, Mirage 2000C/D/E, Mirage F.1C/EQ, Mitsubishi F-1, Mirage IVP, Q-5A Fantan, RA-5C, Rafale D/M, RB-66B, RF-5A, RF-8A/G, RF-101C, S-3B, S-37, Sea Harrier FRS.Mk 2, SF.260, SR-71, Strikemaster Mk 88, Su-7B, Su-15, Su-20, Su-22M-4, Su-24/24M, Su-25, Su-27, Su-30M, Su-33, Su-39, Super Entendard, Tornado F.3/GR.1/GR.1A/GR.4/ECR, T-38A, Tu-16K-26, Tu-22B, Tu-22M-3, Tu-95, Tu-142, Tu-160, U-2C/S, X-29, X-31, XB-70A, Yak-38/141

B.T. Ace: G-4A

Dagger: A-1H, A-26A/B/C, F-4B/C/D/E/EJ/EJ Kai/F/G/ICE/J/K/Kurnass 2000/M, F-86H, F-100C/D/F, Helicopters, J-7E, MiG-15bis, MiG-17F, MiG-19P/S, MiG-21F-13/PF/SM/Mbis, RF-4C

Dave (Eagle_114th): Su-35, Su-37

Homer: A-10A, OA-10A

JKPete: CF-105

Kaptor: A-50, AC-130H, Atlantique 2, C-5B, C-17A, C-130H, E-2C, E-3A, E-8A, Il-20, IL-96M, MC-130E, Nimrod, P-3C

Maverick: F-80C