

Bonjour Gibus,

Voici un Topo pour purger de MilSab v 3.6 tous les fichiers concernant le ZClass.
Rappels Mod ZClass v0.5 sur le Fofo (Mods - SH4)

R.A.Z. Mil.Sab. version 3.6 et ultérieure

Effacer les fichiers suivants

Dans le dossier :

**Data \ Library \ ShipParts **

- ASW_AMZ_O01.dds
- asw_GE_AMZ.dat
- asw_GE_AMZ.sim
- asw_GE_AMZ.zon
- DC_Ge_AMZ.dds
- guns_AMZ_00.dat
- guns_AMZ_00.sim
- guns_AMZ_00.zon
- guns_AMZ_01.dat
- guns_AMZ_01.sim
- guns_AMZ_01.zon
- guns_radars_T01.dds
- man_DCR.tga
- Search_Lights_AMZ.dat
- Sensors_Ge_AMZ.da

Dans dossier:

**Data \ Roster \German \ Sea **

- DDZClass.cfg

Dans dossier:

**Data \ Sea \ NDD_ZClass **

- NDD_ZClass.cfg
- NDD_ZClass.dat
- NDD_ZClass.dsd
- NDD_ZClass.eqp
- NDD_ZClass.sim
- NDD_ZClass.sns
- NDD_ZClass.val
- NDD_ZClass.zon
- NDD_ZClass_en.log
- NDD_ZClass_fr.log
- NDD_ZClass_ge.log
- NDD_ZClass_shp.dds
- NDD_ZClass_sil.tga
- NDD_ZClass_T01.tga
- NDD_ZClass_T02.tga
- NDD_ZClass_T03.tga
- NDD_ZClass_T04.tga
- NDD_ZClass_T05.tga

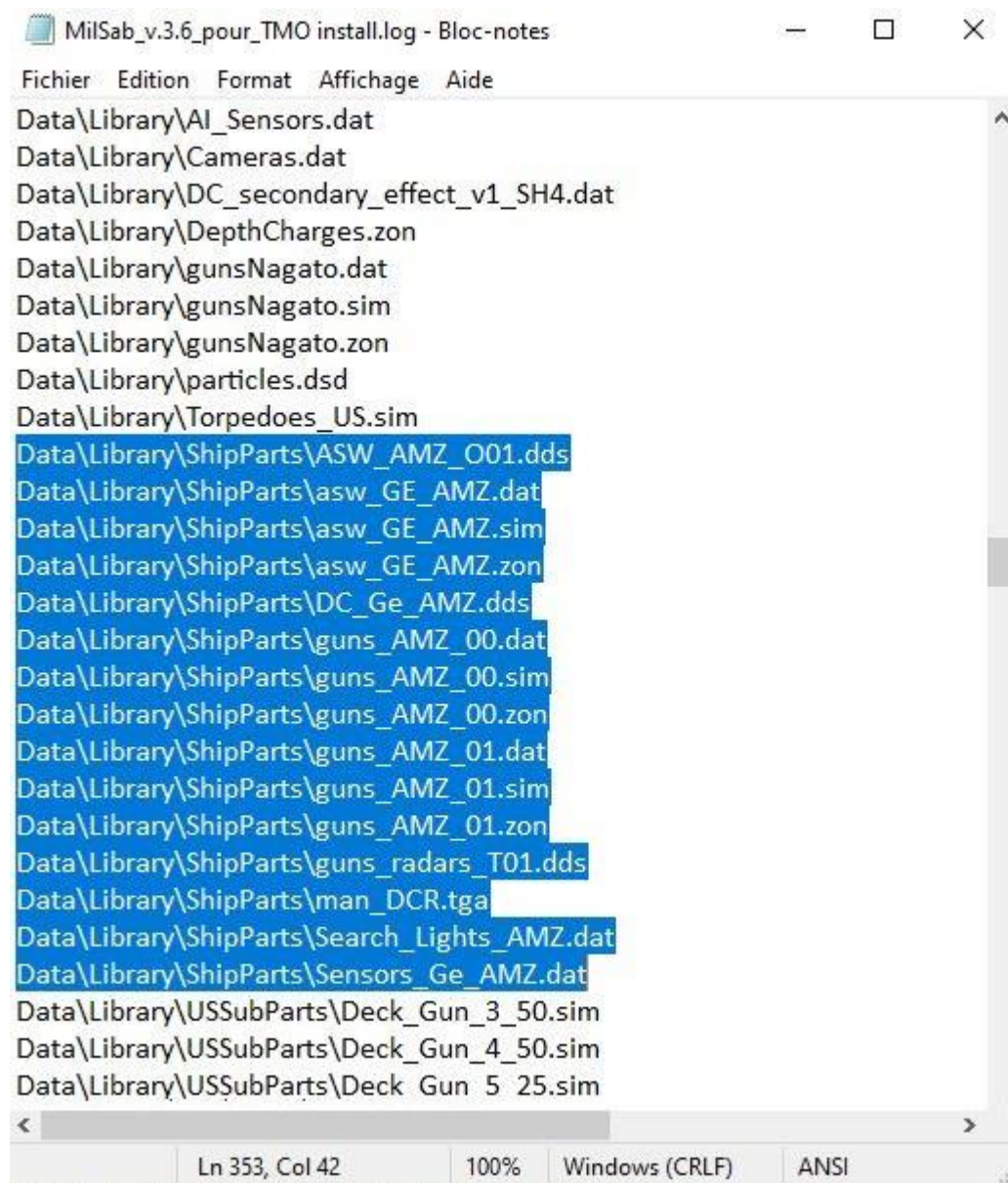
Effacer dans :

**Data \ Textures \ TNormal \ Tex **

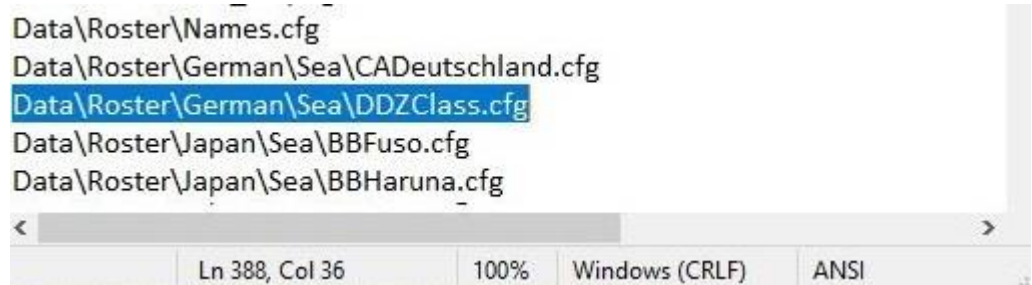
- ASW_AMZ_O01.dds
- DC_Ge_AMZ.dds
- man_DCR.tga

Ces fichiers ne doivent plus exister pour version MilSab ultérieure

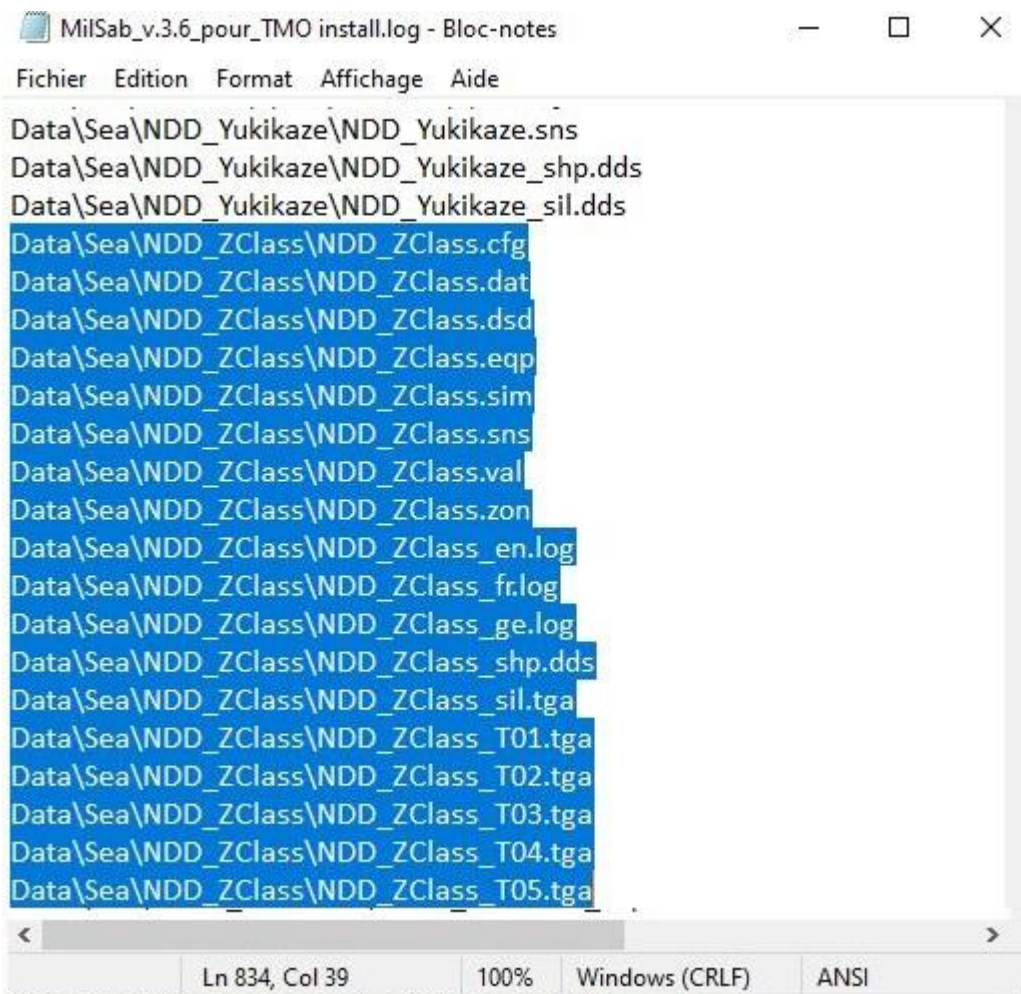
Pour vérification voir références Ligne et Colonne (en bas du bloc note)



```
MilSab_v.3.6_pour_TMO install.log - Bloc-notes
Fichier  Edition  Format  Affichage  Aide
Data\Library\AI_Sensors.dat
Data\Library\Cameras.dat
Data\Library\DC_secondary_effect_v1_SH4.dat
Data\Library\DepthCharges.zon
Data\Library\gunsNagato.dat
Data\Library\gunsNagato.sim
Data\Library\gunsNagato.zon
Data\Library\particles.dsd
Data\Library\Torpedoes_US.sim
Data\Library\ShipParts\ASW_AMZ_O01.dds
Data\Library\ShipParts\asw_GE_AMZ.dat
Data\Library\ShipParts\asw_GE_AMZ.sim
Data\Library\ShipParts\asw_GE_AMZ.zon
Data\Library\ShipParts\DC_Ge_AMZ.dds
Data\Library\ShipParts\guns_AMZ_00.dat
Data\Library\ShipParts\guns_AMZ_00.sim
Data\Library\ShipParts\guns_AMZ_00.zon
Data\Library\ShipParts\guns_AMZ_01.dat
Data\Library\ShipParts\guns_AMZ_01.sim
Data\Library\ShipParts\guns_AMZ_01.zon
Data\Library\ShipParts\guns_radars_T01.dds
Data\Library\ShipParts\man_DCR.tga
Data\Library\ShipParts\Search_Lights_AMZ.dat
Data\Library\ShipParts\Sensors_Ge_AMZ.dat
Data\Library\USSubParts\Deck_Gun_3_50.sim
Data\Library\USSubParts\Deck_Gun_4_50.sim
Data\Library\USSubParts\Deck Gun 5 25.sim
```



```
Data\Roster\Names.cfg
Data\Roster\German\Sea\CADeutschland.cfg
Data\Roster\German\Sea\DDZClass.cfg
Data\Roster\Japan\Sea\BBFuso.cfg
Data\Roster\Japan\Sea\BBHaruna.cfg
```

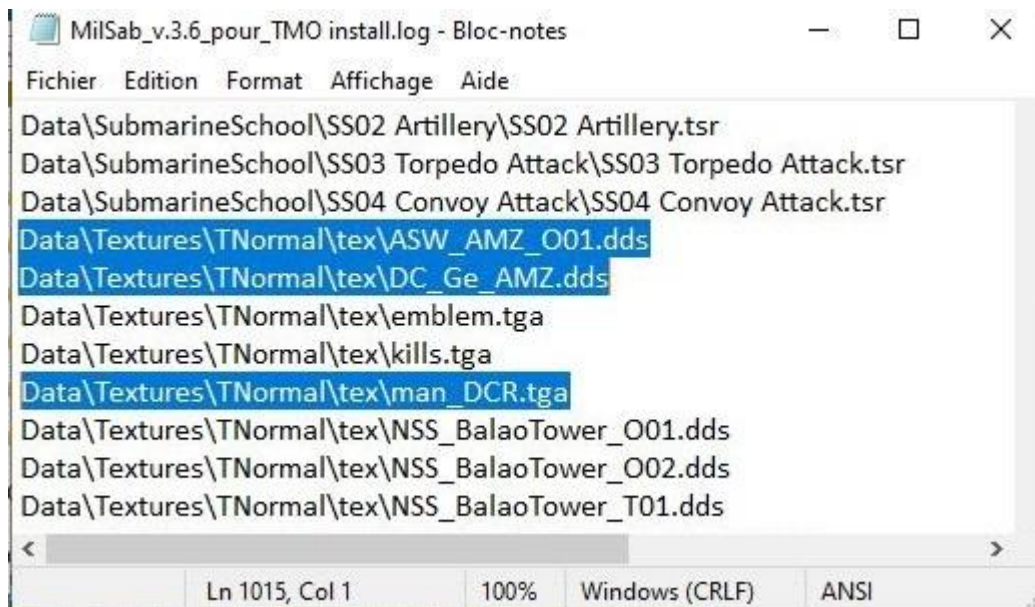


MilSab_v.3.6_pour_TMO install.log - Bloc-notes

Fichier Edition Format Affichage Aide

```
Data\Sea\NDD_Yukikaze\NDD_Yukikaze.sns  
Data\Sea\NDD_Yukikaze\NDD_Yukikaze_shp.dds  
Data\Sea\NDD_Yukikaze\NDD_Yukikaze_sil.dds  
Data\Sea\NDD_ZClass\NDD_ZClass.cfg  
Data\Sea\NDD_ZClass\NDD_ZClass.dat  
Data\Sea\NDD_ZClass\NDD_ZClass.dsd  
Data\Sea\NDD_ZClass\NDD_ZClass.eqp  
Data\Sea\NDD_ZClass\NDD_ZClass.sim  
Data\Sea\NDD_ZClass\NDD_ZClass.sns  
Data\Sea\NDD_ZClass\NDD_ZClass.val  
Data\Sea\NDD_ZClass\NDD_ZClass.zon  
Data\Sea\NDD_ZClass\NDD_ZClass_en.log  
Data\Sea\NDD_ZClass\NDD_ZClass_fr.log  
Data\Sea\NDD_ZClass\NDD_ZClass_ge.log  
Data\Sea\NDD_ZClass\NDD_ZClass_shp.dds  
Data\Sea\NDD_ZClass\NDD_ZClass_sil.tga  
Data\Sea\NDD_ZClass\NDD_ZClass_T01.tga  
Data\Sea\NDD_ZClass\NDD_ZClass_T02.tga  
Data\Sea\NDD_ZClass\NDD_ZClass_T03.tga  
Data\Sea\NDD_ZClass\NDD_ZClass_T04.tga  
Data\Sea\NDD_ZClass\NDD_ZClass_T05.tga
```

Ln 834, Col 39 100% Windows (CRLF) ANSI



MilSab_v.3.6_pour_TMO install.log - Bloc-notes

Fichier Edition Format Affichage Aide

```
Data\SubmarineSchool\SS02 Artillery\SS02 Artillery.tsr  
Data\SubmarineSchool\SS03 Torpedo Attack\SS03 Torpedo Attack.tsr  
Data\SubmarineSchool\SS04 Convoy Attack\SS04 Convoy Attack.tsr  
Data\Textures\TNormal\tex\ASW_AMZ_O01.dds  
Data\Textures\TNormal\tex\DC_Ge_AMZ.dds  
Data\Textures\TNormal\tex\emblem.tga  
Data\Textures\TNormal\tex\kills.tga  
Data\Textures\TNormal\tex\man_DCR.tga  
Data\Textures\TNormal\tex\NSS_BalaoTower_O01.dds  
Data\Textures\TNormal\tex\NSS_BalaoTower_O02.dds  
Data\Textures\TNormal\tex\NSS_BalaoTower_T01.dds
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Ln 1015, Col 1 100% Windows (CRLF) ANSI

A suivre pour la mise en place des nouveaux éléments ...

AMZ