



## THE FULL MONTY

... what to give the pilot who has everything ...

THE COMPLETE JSGME MODPACKS BY AXIS AND ALLIES PAINTWORKS

Created for:

## DARK BLUE WORLD (1.71)

***"The most often-repeated derivation is from the tailoring business of Sir Montague Burton. A complete three-piece suit, i.e. one with a waistcoat, for a wedding etc, would be the Full Monty. There is plausible hearsay evidence from staff who worked in Burton's shops who confirm that customers were familiar with the term and often asked for 'the full monty' by name."***

### INTRODUCING THE MONTY PACKS

The 'Monty Packs' have evolved from the original JSGME Clean Modding Packs by 78thFG\_WindWpn. He was among the first to clearly explain how to use JSGME as a safe and practical way to mod the I12/DBW Install and be able to share the result with others. His clear thinking approach has pointed the way for many imitators, but it was 78thFG\_WindWpn who first clearly laid it out and explained the benefits. I was fortunate to work with Wind on some of the Clean Modding JSGME Packs of aircraft and maps, through the release of the first Monty27 Desert Air Force Campaign for Dark Blue World. The Full Monty is an expansion of the original concept designed for all of the latest Monty27 Campaigns.



# The Full Monty

...what it is all about and why...

## JSGME FOR SAFETY AND BACKUP

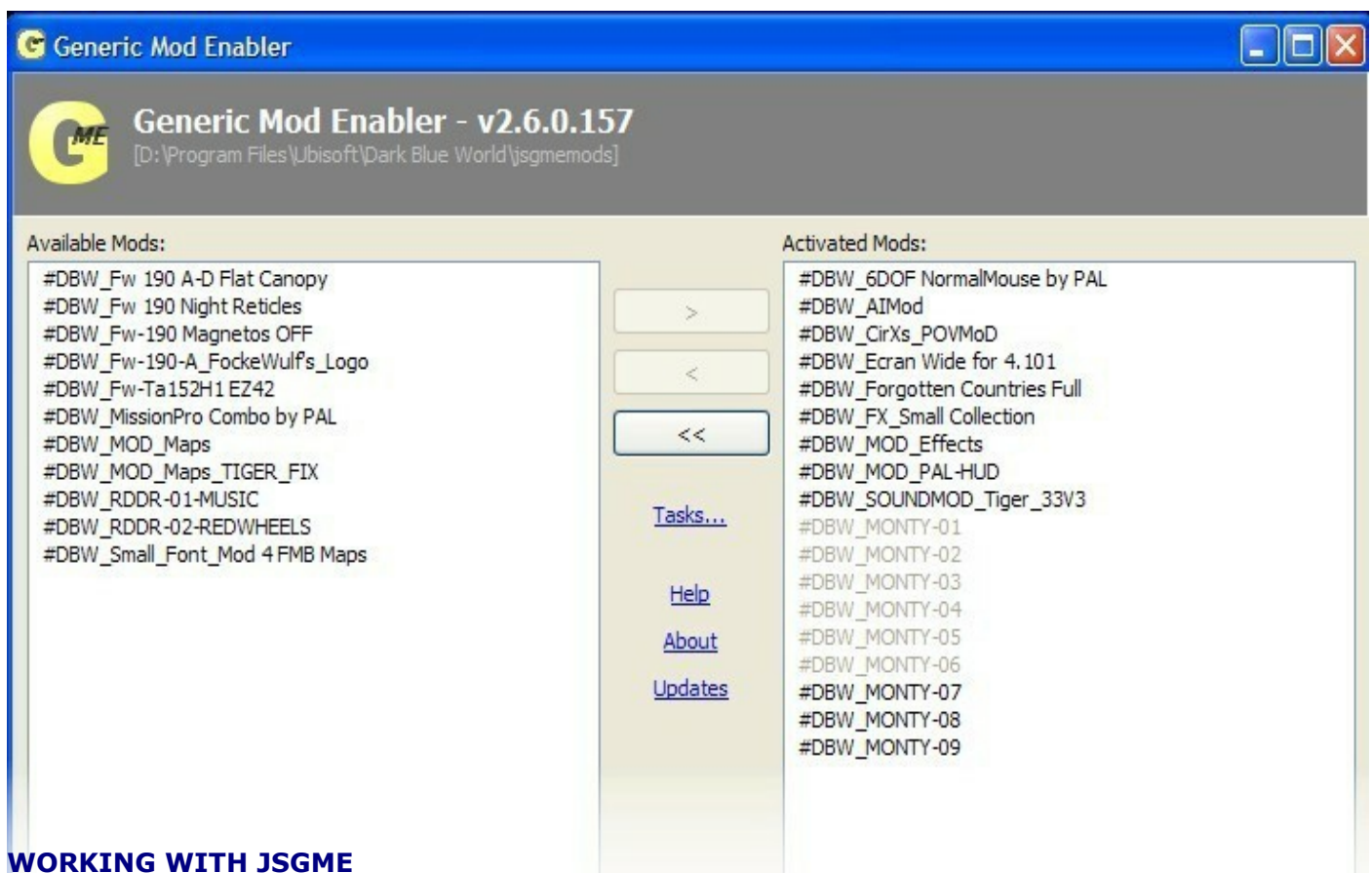
Why do we stress the importance of a JSGME install? - Because in this way we can all share missions and mods together using a Common DBW1.71 Install that will not effect our ability to revert and patch to DBW1.8 when the time comes.

This is the Monty27 DBW1.71 Install with extra Mods. With this install, entirely applied through JSGME, you are guaranteed to obtain a common platform for all of the Monty27 Campaigns, and get a mightily modded package into the bargain! Anyone who would like the same setup should start by replacing your existing #DBW with the **PLAIN VANILLA** example here. This will also ensure a fresh start with JSGME, you will be able to start from scratch.

**This is important, don't simply over-write your existing #DBW folder, rename it to something else, #DBW-old, for example, and move it to one side. Then replace it with the PLAIN VANILLA #DBW 1.71. Too many people fail to start from here and still have other items 'contaminating' their #DBW install.**

Once you have done this activate the usual JSGME addons that ship with DBW such as Ecran Wide etc. Setup IL2 mods to your taste and test launch the sim.

Next, simply activate the Monty packs in sequence - Monty01/Monty02/Monty03 etc.



## WORKING WITH JSGME

The packs are relatively few, just 12 main Monty's, although some of them are fairly large. This means that the typical activation in JSGME could take up to 15 or even 20 minutes per pack! This is big install, but it is also solid and tested to destruction. Follow the directions and this should turn out to be one of the easiest mod installs ever!

It is important to remain patient, a 20 minute activation sequence is not unusual when such a quantity of files are being moved over and backed up. Even if it says 'Not Responding' at the top of JSGME, don't be alarmed and don't prod it un-necessarily. Just let the thing run its course. Once underway go and do something else for a half hour!



# The Full Monty

...putting it all together...

## THE DOWNLOADS

The largest packs, Monty-01, Monty-02 and Monty-09 are split into several parts to make the downloads easier. These will have to be re-combined after download.

UnRAR and Assemble Monty-01 Parts1/2/3 into a single pack Monty-01  
UnRAR and Assemble Monty-02 Parts1/2 into the single pack Monty-02  
UnRAR Monty-03 into a single pack Monty-03  
UnRAR Monty-04 into a single pack Monty-04  
UnRAR Monty-05 into a single pack Monty-05  
UnRAR Monty-06 into a single pack Monty-06  
UnRAR Monty-07 into a single pack Monty-07  
UnRAR Monty-08 into a single pack Monty-08  
UnRAR and Assemble Monty-09 Parts1/2 into a single pack Monty-09  
UnRAR Monty-10 into a single pack Monty-10  
UnRAR Monty-11 into a single pack Monty-11  
UnRAR Monty-12 into a single pack Monty-12  
UnRAR Monty-13 into a single pack Monty-13



Place into your JSGMEMODS folder and activate in numerical order.

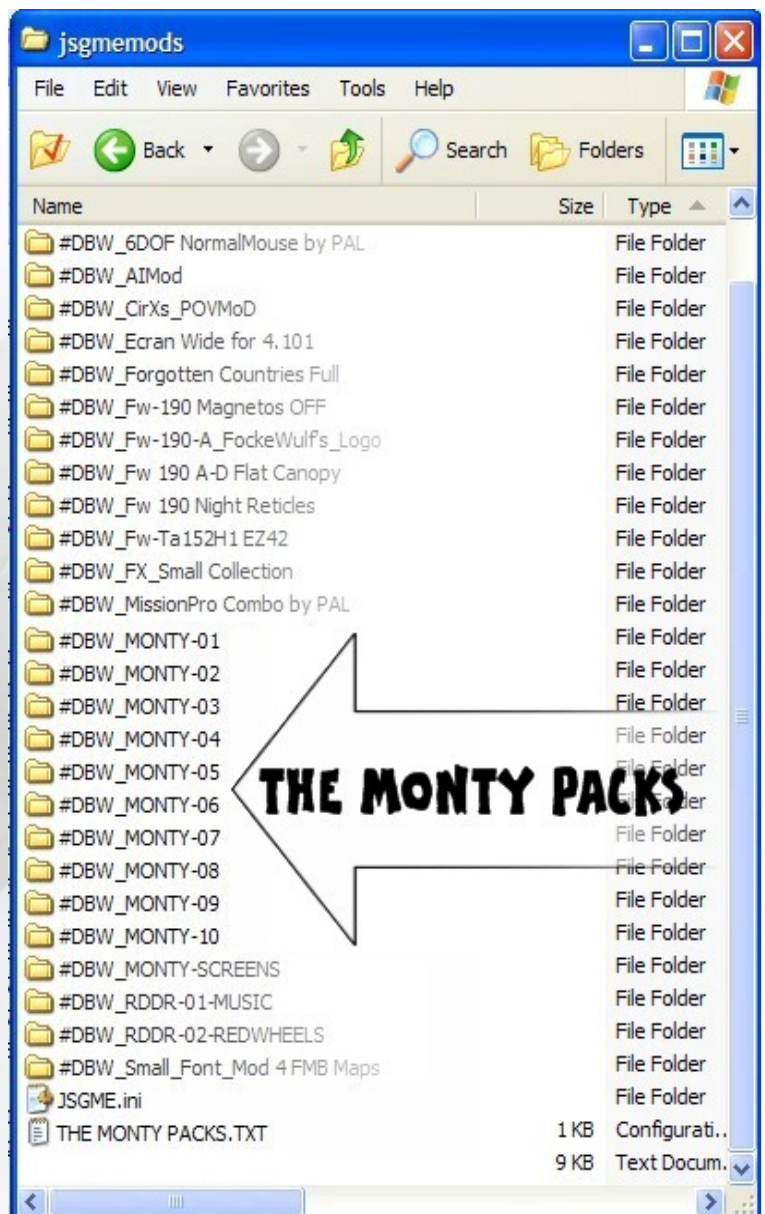
## WHAT ELSE IS THERE AND WHAT HAVE YOU MISSED?

Nothing much I reckon but once you are 'tooled up' with these JSGME Packs why not check out the forums and post your ideas?

Our focus is on high quality campaigns and skinpacks. Personally I am not a fan of switching packs on and off and Axis and Allies is not an I!2 modding site. Once it is all in there I like to leave it alone and go fly. Therefore it makes sense to have as comprehensive a set as possible. All other JSGME sets will probably be rendered obsolete by the Monty Packs. If there are other items you would like to be included in subsequent packs, let us know and they will be implemented if practical.

When we all upgrade to DBW 1.8 (eventually) a new set of Monty Packs will replace these for another single click install, nice and simple! The same positivity applies for the Axis and Allies support team. This system works, gives you a shed-load of great stuff and doesn't break your I!2. It doesn't even sidle up to it in a threatening manner!

We have tested these packages to destruction using the most extraordinarily difficult and cantankerous 'Guinea Pigs' in the I!2 community. They couldn't break it either. However, we do have a support forum for any difficulties encountered.



# The Full Monty

...credit where credit is due...

## CREDIT - THE MODDERS WHO MAKE IT ALL POSSIBLE

Lets not forget that DARK BLUE WORLD is already a highly modified IL2 package with THOUSANDS of mods and classes implemented. It is the jumping off point for the Monty Packs. These are the people we have to thank for their hard work on the many mods that comprise the Monty Packs:

SAS~CirX	Creator and compiler of Dark Blue World and SAS FBDSM
SAS~Crazyflak	Classes, flight models, aircraft mods
SAS~EPERVIER	Classes, vehicles, effects, 4.11 Imports
SAS~Sani	Classes, aircraft mods, textures, objects and ship building
SAS~Skipper	Classes, aircraft mods, textures, objects and effects
SAS~Storebror	Classes, coding, core functions for DBW
II/JG51 Lutz	SFS Compiler Tool for Tiger's and Claymore's Mods
Agracier	Many incredible new maps and textures
archie1971	Textures, objects and ship building
asheshouse	Textures, objects and ship building
Avala	Map textures and assorted fixes
barnesy12	Classes, objects, effects, especially Gear Damage mod
Benitomuso	Classes, coding, core functions for DBW
Beowolff	Classes, aircraft, effects, especially the Stinson Amphibian
Birdman	Classes, aircraft mods, textures, objects and effects
Boelcke	Map textures, assorted fixes, advice and help
Carsmaster	Classes, textures, effects
Checkyersix	Classes, objects, effects, Command and Control mod
Claymore	Classes, aircraft, effects, Claymore's awesome FW190s
crazyeddie	Textures, objects and ship building
Cyberolas	Map textures and assorted fixes
Diving_Hawk	Textures, objects and ship building
Dreamk	Classes, aircraft mods and textures
Ectoflyer	Textures and assorted fixes
Flakiten	Classes, textures, objects, effects and ship building
GilB57	Map textures, especially the beautiful Westfront 1940 map
Gio963tto	Textures, objects and ship building
Greif11	Textures, objects and effects
hguderian	Sounds, textures, various fixes
JoneSoft	Creator of JSGME - way back when, for Silent Hunter
Kodama	Classes, aircraft mods, Japan 1946
Loku	Classes, aircraft mods
Lonestar67	Map textures and assorted fixes
Maus	Textures, objects and effects
Monty27	Campaigns, missions and compiler of the Monty Packs
Pa-jeronimo	Textures, objects and effects
Plowshare	Textures, objects and ship building
Potenz	Textures, objects and effects
Ramone	Map textures, especially the Stalingrad winter map
Ranwers	Classes, aircraft mods, textures, objects and effects
RealDarko	Classes, aircraft mods, textures, objects and effects
Red_Fox90	Classes, aircraft mods, textures, objects and effects
RDDR	Sound mods, beta testing and winter map textures
sputnikshock	Classes, aircraft mods and effects especially the Navaid & GEE mod
Ten010	Classes, aircraft mods, textures, objects and effects
ton414	Classes, objects and effects
TT	Map textures and assorted fixes
UF_Zargos	Classes, objects, textures and assorted fixes
Uufflakke	Classes, objects, textures, especially Dead Animals mod
Vampire_Pilot	Classes, aircraft mods, textures and many fixes
Verhangis	Classes, aircraft mods, textures, fixes and ships
vpmedia	Textures and assorted fixes
Western0221	Classes, aircraft mods, textures, objects and ship building
Wingflyr	Classes, vehicles, effects, new armour
WolfFighter	Classes, objects, mesh improvements, especially pilots
Yeager_1946	Classes, aircraft mods, textures, objects and effects
101tfs	Classes, aircraft mods, textures, objects and effects
78thFG_WindWpn	Main Proponent of the Clean Modding Principle for IL2

# The Full Monty

...what it is in the packs...

## CONTENTS

We would encourage all players to look these guys up and check out the various threads related to the mods listed on the following pages. The Monty Packs 01-09 successfully combine well over 200 individual mods from every class, including aircraft, ships, vehicles, objects, maps, effects and special functions. Bear in mind that many of these features may be integrated into the updated DBW 1.8. When that happens we can all easily de-activate these packs and install a new set in due course. Pretty easy way to work right?

### #DBW\_MONTY-01

- 1) B-26 v2.2
- 2) D4Y3 + new skin
- 3) Late war Corsair Pack (includes F4U-4, F4U-4B, F4U-5, AU-1)
- 4) F6C4Hawk
- 5) Spitfire PRXIX-CRP v1.4
- 6) AMT Hurricane Spinners
- 7) B&T Wheel Fix DBW Final
- 8) GEAR Damage Wolfigther & CZK
- 9) F4U-1 Birdcage
- 10) TBD-1 Devastator
- 11) CY6\_Claymore's new FW190's + Latest Buttons + RC
- 22) Disabled the following classfile: 1F8E9514CA7C6CDC
- 23) Another conflict classfile that kills beacons is DA40F18C338F4036 but this is not used in the FW190 set. Just bear these two in mind in case of future conflicts.

### #DBW\_MONTY-02

- 1) Carrier Crew v5
- 2) Carrier Crew w/Deck Planes (Essex and Intrepid)
- 3) Wingflyr New Armor
- 4) Uufflakke's Dead Animals
- 5) B-26 Marauder Static
- 6) 411 Tanks Missing in 4.1.0.1
- 7) TBD-1 Devastator Static
- 8) BadeongCVE116
- 9) Yamato Battleship
- 10) Ryujo CVL
- 11) Tankers update: Ft George, Red Canyon, and White River
- 12) ShipPack2 ReTexture by VP
- 13) New Objects-Plane v2.2
- 14) New Vehicles Complete (1 - 6c)
- 15) Ambient Airfield Sounds v1.02
- 16) Command And Control V3.031
- 17) WFLYers NFLAK Gun Towers and Airfield Vehicles
- 18) New Stationary Planes and Corrections

### #DBW\_MONTY-03

- 1) Ar-243NJ Nachtjaeger
- 2) Avia B.534-III
- 3) Avia-float
- 4) B-45 Tornado (JetBomber)
- 5) Breda 65 K14 Arcone L, 1936
- 6) Breda 65 A80 Arcone L, 1936
- 7) Breda 65 K14 Turreta M, 1936
- 8) Breda 65 A80 Turreta M, 1937
- 9) Breda 65 A80 Monoposto, 1937
- 10) Breda 65 K14 Monoposto, 1936
- 11) Breda 65 K14 Biposto, 1936





# The Full Monty

...what it is in the packs...

## CONTENTS

### #DBW\_MONTY-03...cntd...

- 12) Bristol Bulldog\_II
- 13) Cant-Z506\_for410\_v
- 14) CSS-13\_PS
- 15) D510
- 16) Ford Tri\_motor
- 17) G.50B
- 18) Hawker Fury
- 19) He-60
- 20) He-280 Prototype
- 21) J4M1
- 22) J7W1
- 23) Ki-98
- 24) Letov S231
- 25) Me-262 V4 Prototype
- 26) MiG15UTI
- 27) P-82 Twin Mustang
- 28) PWS-10
- 29) RWD-10
- 30) T-33A Shooting Star, 1949
- 31) Wellington MK\_III

### #DBW\_MONTY-04

- 1) Ro37Bis
- 2) R-XIIID
- 3) A6M2K
- 4) J8M
- 5) JapanCats\_Tony
- 6) Ki10 4.10
- 7) Ki-44 Hidden\_Cutouts\_DBWv2
- 8) Ki-201
- 9) MiG-3
- 10) Arms\_Italy
- 11) JCats\_Arms
- 12) czk\_Me-210-410 DBW pack V1
- 13) HA Buchon V2
- 14) Wildcat-float
- 15) Buchon DTK
- 16) Gerd's\_F8F-2\_Beta\_0\_3
- 17) Ju-88G-6\_v1.4
- 18) Me410weapons
- 19) \_0\_Kumpel P47D40 165 & 200gal DTK
- 20) \_air\_P-47N-15 101tfs V2.1

### #DBW\_MONTY-05

- 1) F-4 Phantom B/C/D/J
- 2) F-8 Crusaders
- 3) New Ju52 LOADOUTS
- 4) USS Essex Cvs SCB125
- 5) COLOSSUS CARRIER FAMILY:
  - ARA\_Veinticinco\_de\_Mayo
  - HMAS\_Melbourne
  - HMCS\_Bonaventure1
  - HMCS\_Bonaventure2
  - HMS\_Centaur
  - HMS\_Hermes
  - Hr\_Karel\_Doorman
  - NS\_Vikrant1
  - INS\_Vikrant2
  - NAeL\_Minas\_Gerais



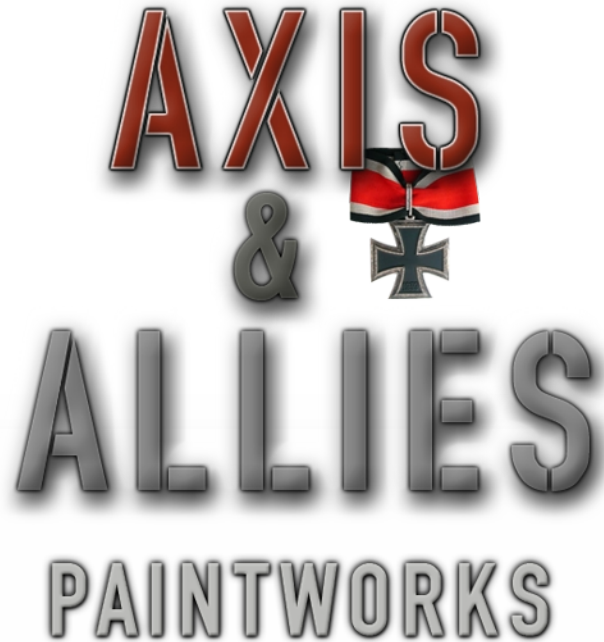
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...what it is in the packs...

## CONTENTS

### #DBW\_MONTY-06

- 1) Aviator Mod Team F9F Cougar Pack
- 2) Cant-Z501
- 3) czk\_F-80\_DBW
- 4) czk\_F-80\_Lockheed & Misawa tanks
- 5) czk\_F-80\_RATO
- 6) DC-3B Airliner
- 7) Go229A3
- 8) Go229A3NJ
- 9) He-46
- 10) Il-2 Community P-40 Pack v1.1
- 11) J1N1-S
- 12) J1N1-Sa
- 13) Junkers 52 Transport
- 14) Junkers 52 Update
- 15) Me-262A Ultimate Pack v2.0
- 16) Navaid & GEE mod
- 17) New Stationary Aircraft Update
- 18) Pe-8\_411\_for410
- 19) Weapons\_Italian
- 20) ZZBü-181
- 21) MESH UPGRADES
  - B-17
  - Beaufighter
  - Blenheim
  - Corsair
  - J2M3 & J2M5
  - Ju87



### #DBW\_MONTY-07

Better pilots Redux by Barnsey12 - This mod adds the better pilots mod to your DBW install. These pilots are wolfighter pilots reworked to fit various planes with the skins adjusted to fit wolfighters meshes. The pilots are made up of wolfighters various pilot mods mainly his RAF and Luftwaffe pilots but some parts of his PTO pilots. Made compatible with Claymore's FW190s and Jetwar.

### #DBW\_MONTY-08

Ashes new Japanese Battleships and Carriers  
FS Clemenceau class CV pack  
HMS Eagle and Royal Navy Destroyers and Subs  
USS Iowa and other US Battleships

### #DBW\_MONTY-09

Enhances the following maps:

- 1) High Resolution Map Textures
- 2) New Coral Sea Map
- 3) New Moon Textures
- 4) New Western Front 1940 Map
- 5) Retextured Darwin Maps
- 6) Retextured Stalingrad Winter Map
- 7) TIGER33 Flyby FIX for winter maps
- 8) Updated Benghalli w/waterfalls
- 9) Updated Crimea
- 10) Updated Korea (Pusan Airfield)
- 11) Updated Kuban
- 12) Updated Madagascar
- 13) Variable Atmosphere Temperatures Mod

# The Full Monty

...what it is in the packs...

## #DBW\_MONTY-10

- 1] Tiger\_33 Ultimate Sound Mod V3 for DBW.
- 2] Carrier crew for Archie's Korean War Carriers mod
- 3] Bomb Assist SpeedBar and HUD MOD by P.A.L. (benitomuso)
- 4] Plutonium Universal Max Effects by HolyGrail & Potenz for IL-2 1946 4.10 - v2
- 5] Enhanced Water and Whitecaps (Carsmaster Water=4)
- 6] Carsmaster's Water Ring <http://www.sas1946.com/main/index.php/topic,9436.0.html>
- 7] Carrier MOD (Beta) <http://www.sas1946.com/main/index.php/topic,20102.0.html>

## #DBW\_MONTY-11

- 1] Arty Storch
- 2] Ju188A
- 3] Ju388K
- 4] L-72 StinsonII
- 5] Mosquito Nightfighters - Microwave Mossies
- 6] Extra Open Canopy Mods
- 7] Schmittfire
- 8] CZK/101tfs Typhoon/Tempest Upgrades
- 9] Other compatibility fixes and more statics

## #DBW\_MONTY-12

- 1] AMT - Me-262C1-3 Heimatschützers and Sb.1a Schnellbomber
- 2] Arado Ar196T-1
- 3] Gerd'F8F-2 Beta Version0.4
- 4] Go-229 JetWar1956 [2012-09-16] update 02
- 5] MIG-19 V1.1 (7/6/2012)
- 6] Ranwers Gloster Meteor

## #DBW\_MONTY-13

- 1] The Fiat CR20 for Chaco War
- 2] HAWK III (68)
- 3] Hs-123A-1 & B-1 - v1.01
- 4] PZL P24
- 5] PWS-26
- 6] Many new Static Aircraft for Mission Builders
- 7] cyberolas Map Repaints

It is also important that people understand that the Monty Packs are not simply a 're-packaging' of existing mods. Solving numerous compatibility issues and maintaining the core file structure for JSGME functionality does require that the mods are compiled in a specific order. Any of the Monty Packs taken on its own, or applied out of sequence, will be USELESS to anyone. That said, Monty27 is the compiler and main tester but otherwise no credit should be inferred for any of the mods included.

That is why this page, and the preceding four, have fully detailed and listed the mods involved, their place in the packs and the people responsible for them. Please DO follow up interest with a search on SAS1946.com and IL2Freemodding.com for any of the incredible content contained here. All I have done is to help more people to enjoy IL2 Mods through our amazing Campaigns, Missions and Skinpacks at Axis and Allies Paintworks. IL2/1946 keeps getting better. Ten years on and there is still nothing to touch it!

Monty27