IL-2 SELECTOR

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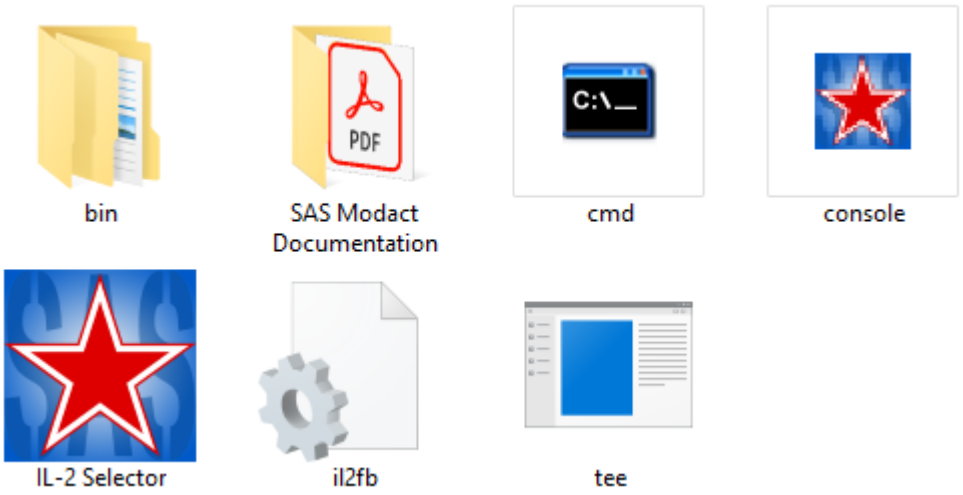
Chapter I Installation

The IL-2 Selector, if not shipped included in one of the bigger mod packs (e.g. BAT, UltraPack, Dark Blue World, SAS Modact) ships as a standalone zip file archive:

To install, just open the zip archive and extract all of its contents to your IL-2 game folder, overwriting existing files in that place:



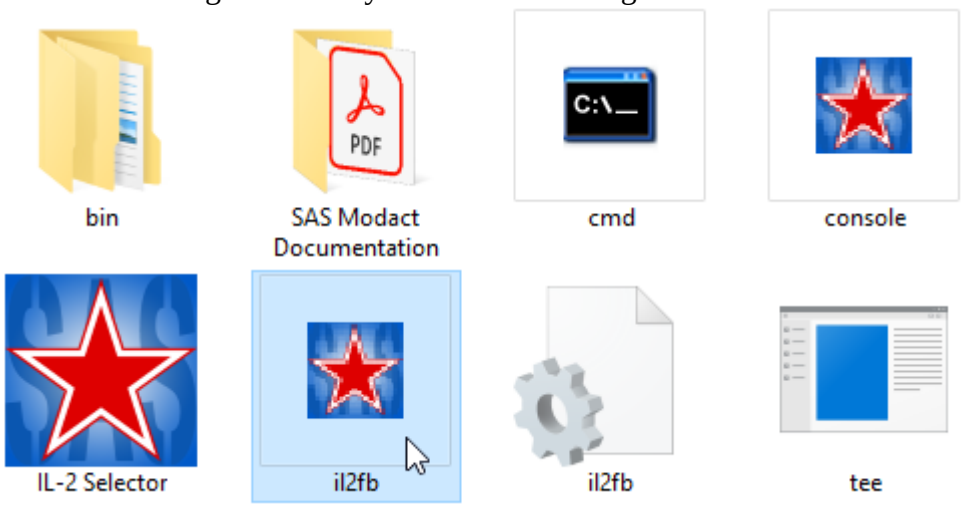
ATTENTION:

After extracting the contents of the zip archive, make sure to run “IL-2 Selector” once, click “Change Settings” and confirm with “Save Settings”.
This is required to get all updated files and configuration settings to be applied accordingly.

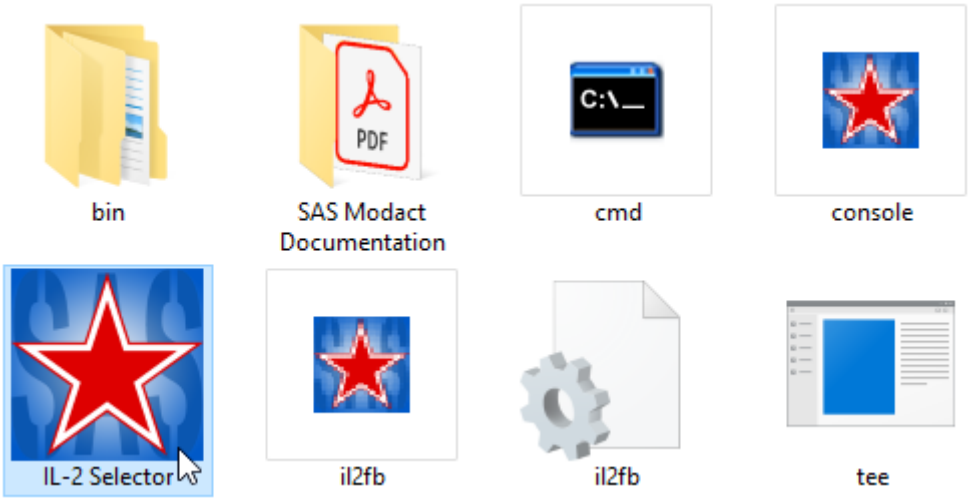
Chapter II Operation

First Start

IL-2 Selector doesn't need to be run each time you want to play your game. You've got the choice whether to run the game directly with current settings from the il2fb.exe

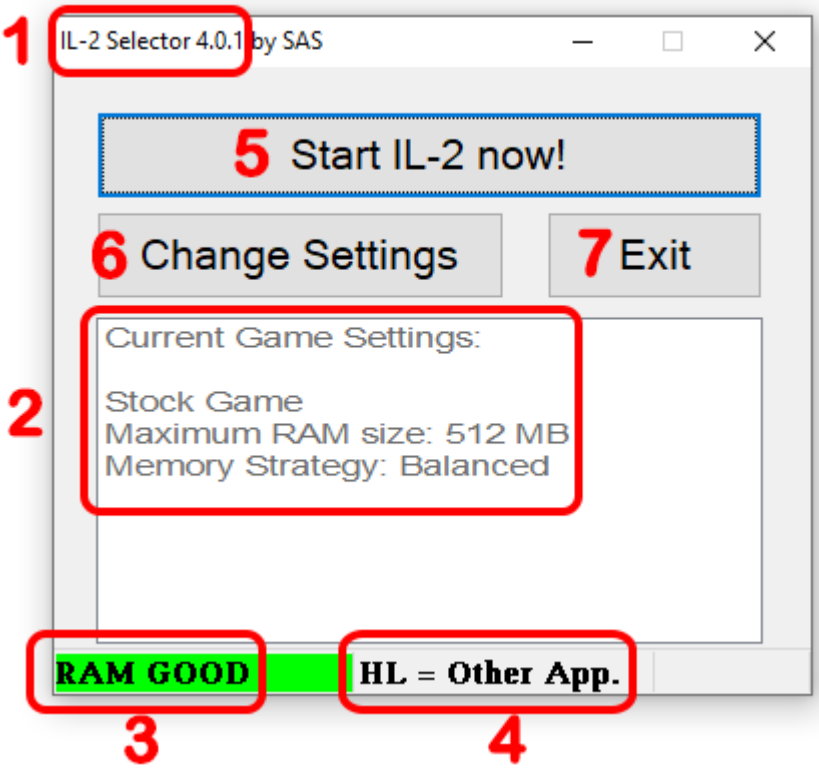


or whether you want to launch the IL-2 Selector instead, usually for changing settings. When you installed IL-2 Selector and run your game for the first time afterwards, please run the IL-2 Selector at least once in order to adjust settings.



First Start (continued)

When you run IL-2 Selector for the first time by launching “IL-2 Selector” in your IL-2 game folder, you will be given the initial IL-2 Selector screen with default settings:

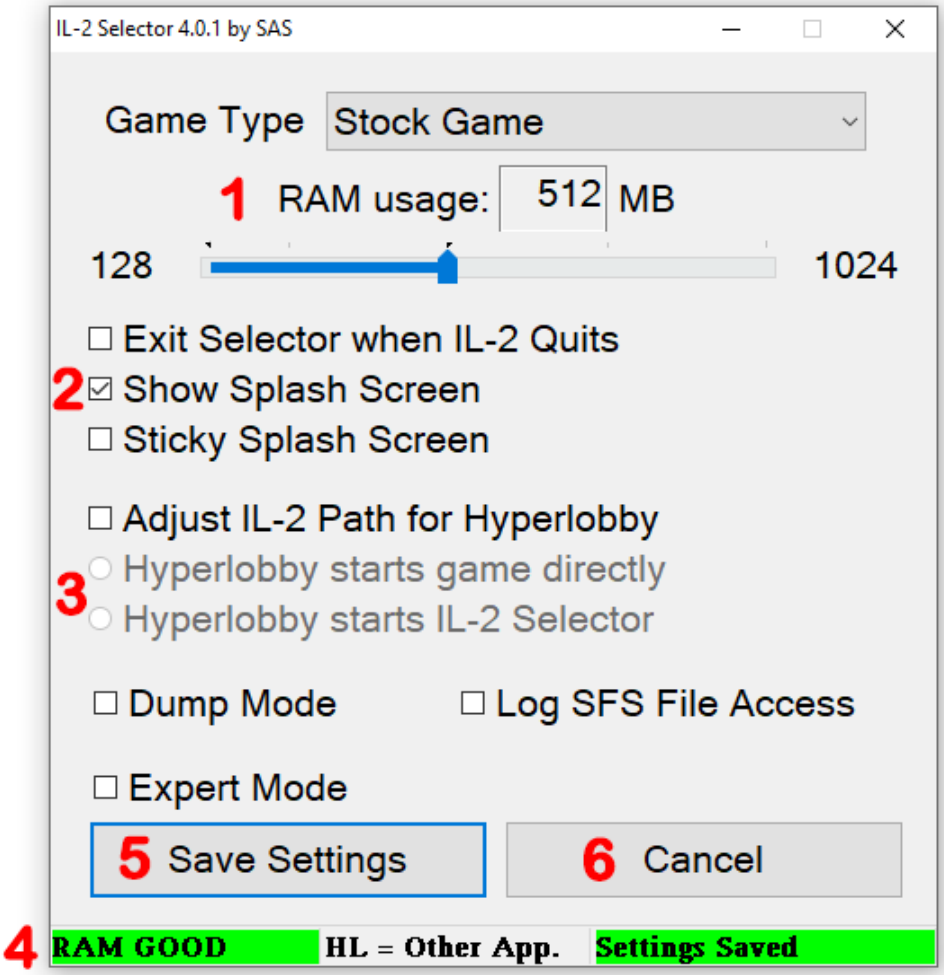


Please find the explanation of the several items you see in this screen as follows:

1. The title of the window tells you the version of IL-2 Selector you’re using.
   This information is particularly useful for support requests.
2. The current game settings from IL-2 Selector are shown at a glance.
   Here you can see right away from the start whether you need to adjust settings or the current settings already correspond to what you’ve planned to do.
3. In the lower left corner you’ll notice some estimation of your current RAM usage settings. While this is not meant to be foolproof in any way, it can still give you a good hint whether you can feel safe with current settings or you’re on thin ice already.
4. Right of the RAM estimation, you’ll find a notice telling you the current status of Hyperlobby interaction with the IL-2 installation you’re just using.
   This field tells you what will be launched if you start to connect to some IL-2 server in Hyperlobby. In the state shown above, something outside your current IL-2 folder will be started, likely some other (additional) IL-2 instance residing in a different folder.
5. This button will launch IL-2 from your current installation folder.
6. This button will take you to the IL-2 Selector settings screen.
7. This button will quit the IL-2 Selector and get you back to where you came from.

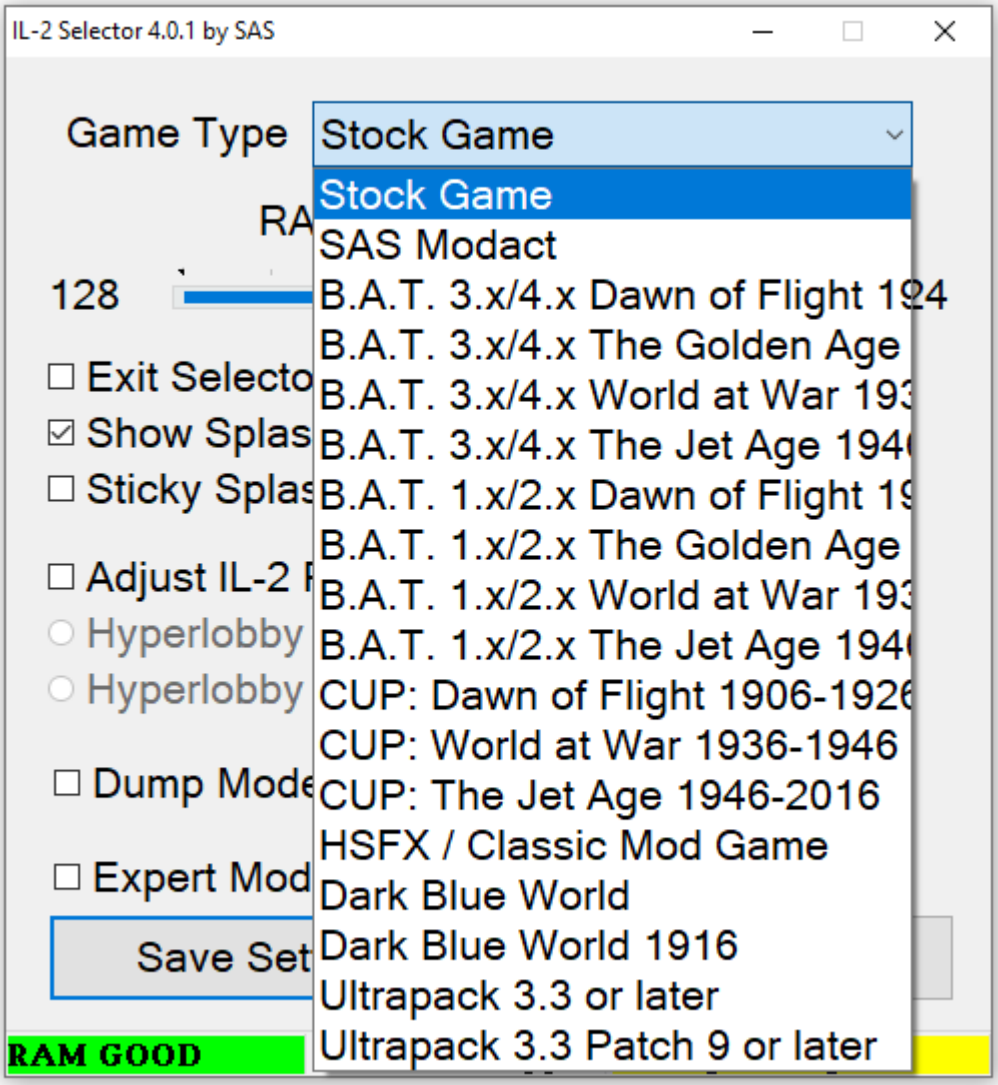
Chapter III Settings

Overview



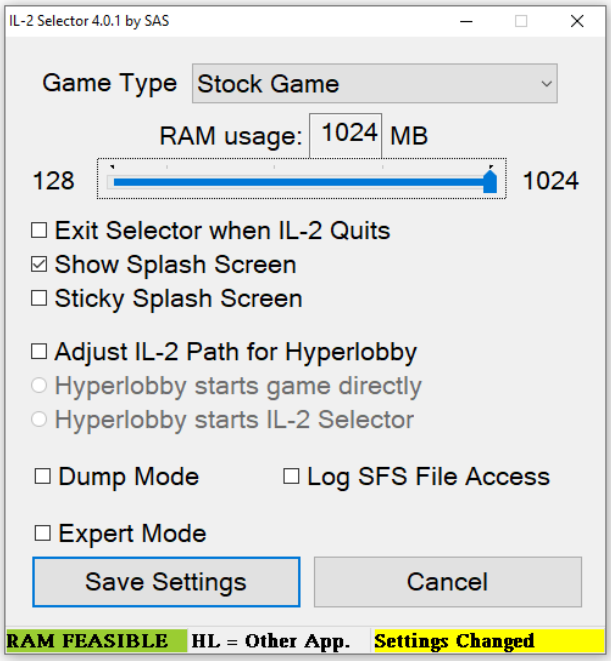
1. The RAM usage setting is one of the most important settings of IL-2 Selector. Here you can setup how much of your physical RAM should be available to and used by IL-2. Note however that some limitations apply:
    - The IL-2 Java engine will manage memory usage on it's own. While it tries to respect the limitations given, RAM usage will be lower than this limit most of the times and in rare cases might be slightly higher.
    - Since the IL-2 Java engine is 32 Bit based, it cannot use more than 2GB.
2. When the text of a setting appears black, this setting is active and available.
3. When the text of a setting appears greyed out, it's not available and requires some other setting adjustment. Most of the times that's just the setting above the greyed one.
4. The status line tells you the current setting status, similar as the status line of the initial IL-2 Selector screen.
5. Save Settings applies your current settings, copies required files accordingly and gets you back to the initial IL-2 Selector screen.
6. Cancel discards your changes and gets you back to the initial IL-2 Selector screen.

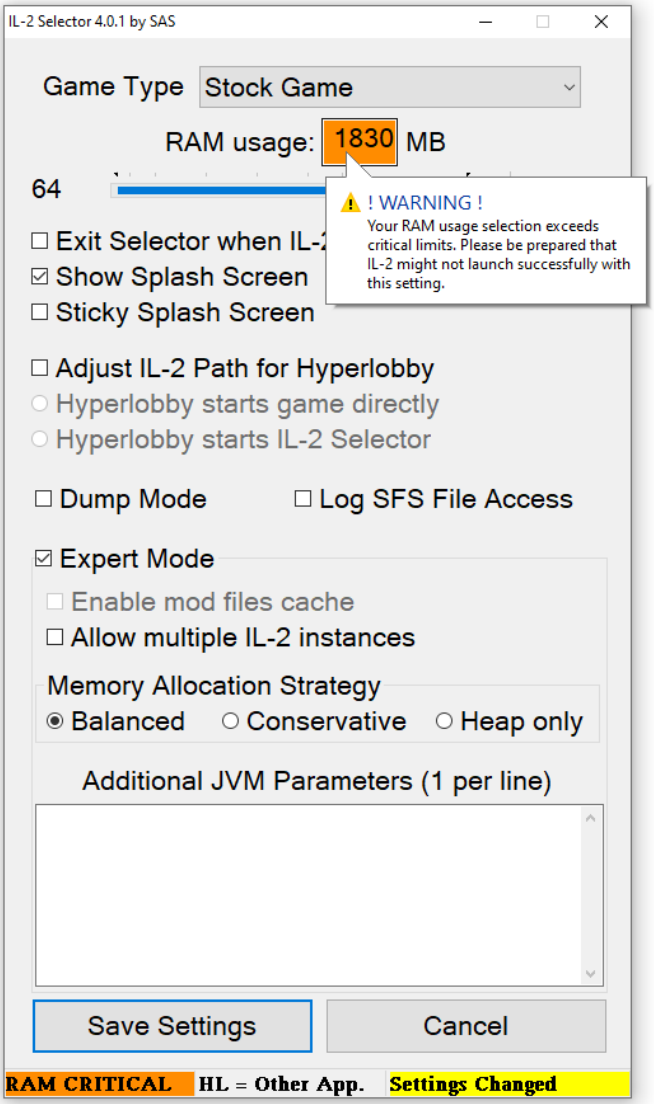
Game Type



The “Game Type” dropdown field allows you to choose between different base game types. Different game types allow different setting options.
When you hit “Save Settings”, files according to your game type choice will be copied along your IL-2 installation automatically.
Note that “Classic Mod Game” applies to any modded game not mentioned explicitly in this list, for instance HSFX, IES, Histomod and UltraPack 2 are counted as such. This setting fits to any modded installation with “files” and/or “mods” folder.

RAM usage





RAM usage is one of the most important settings of IL-2 Selector.
Here you can setup how much of your physical RAM should be available to and used by IL-2.

Note however that some limitations apply:

- The IL-2 Java engine will manage memory usage on its own. While it tries to respect the limitations given, RAM usage will be lower than this limit most of the times and in rare cases might be slightly higher.
- Since the IL-2 Java engine is 32 Bit based, it cannot use more than 2GB.

When “Expert Mode” is enabled, the RAM setting can be fine tuned and limits are extended.
If you reach certain limits, warnings will be given accordingly.

Note that whenever you experience trouble running IL-2, please try to lower RAM settings first (in doubt start with 128MB).

Exit Selector when IL-2 Quits

When you run IL-2 from the “Start IL-2 now!” button of the initial IL-2 Selector screen, this setting decides whether you will be brought back to the IL-2 Selector when IL-2 quits or whether the IL-2 Selector should quit together with IL-2 itself.

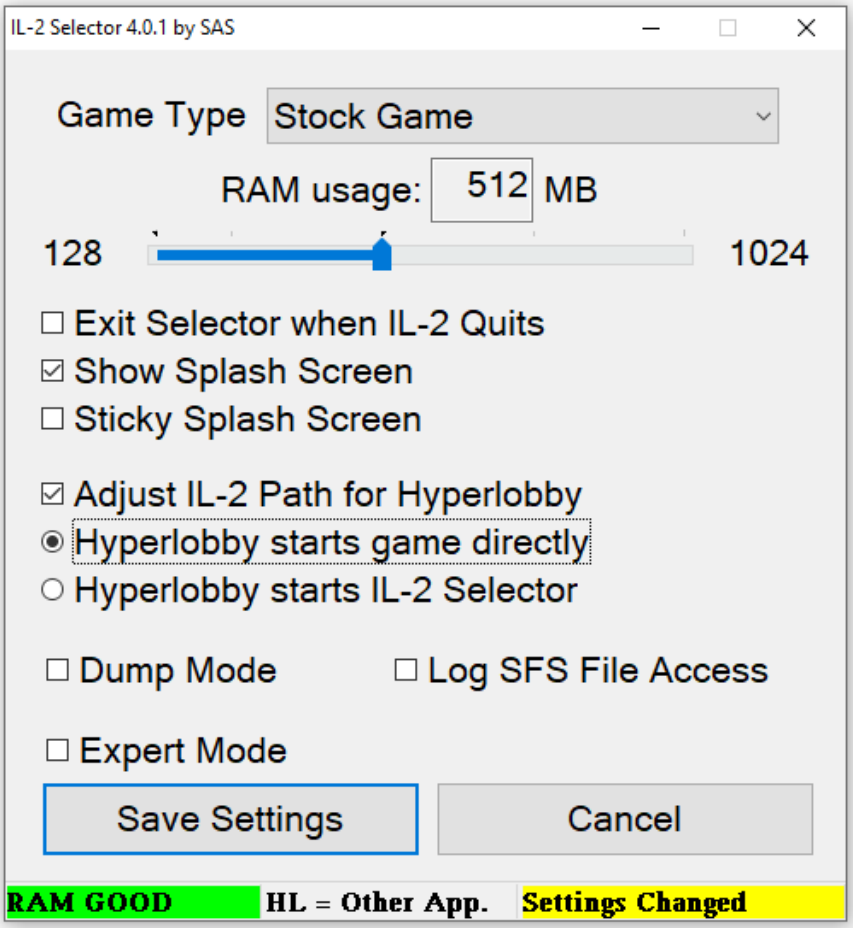
Dump Mode

With Dump Mode enabled, the game will “dump” (write) all files – while they are being accessed - to a subfolder “dump” inside your IL-2 Game Folder, regardless whether those files reside in a “mod” folder or in SFS archives, and regardless the type of files (Java Classes, 3D files, sounds, effects, …).
This way you can “extract” any content from the game for further modding or other purposes.

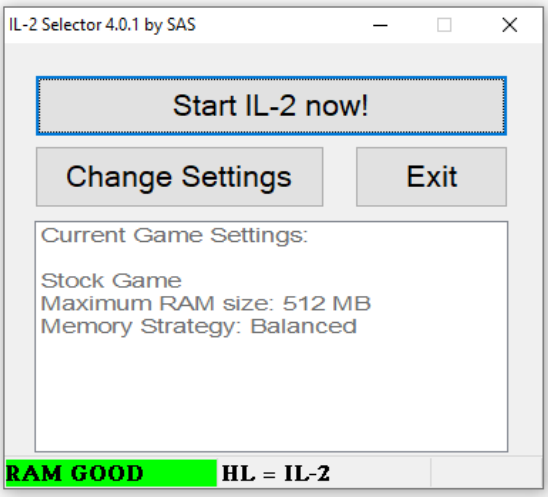
Log SFS File Access

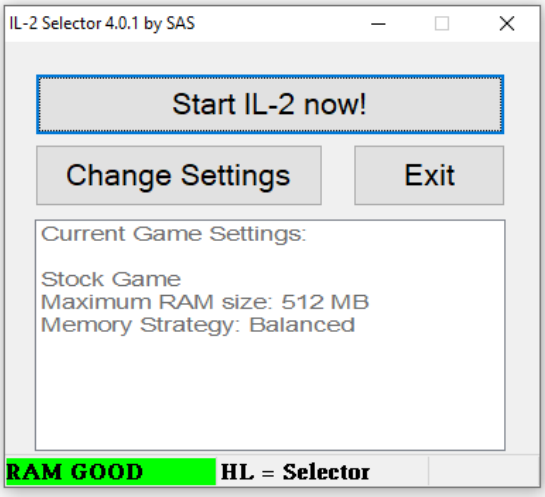
When SFS File Access logging is enabled, for each SFS archive being opened, there will be a line in initlog.lst (a logfile in your IL-2 game folder) giving detailed information about the mount process and result.

Adjust IL-2 Path for Hyperlobby

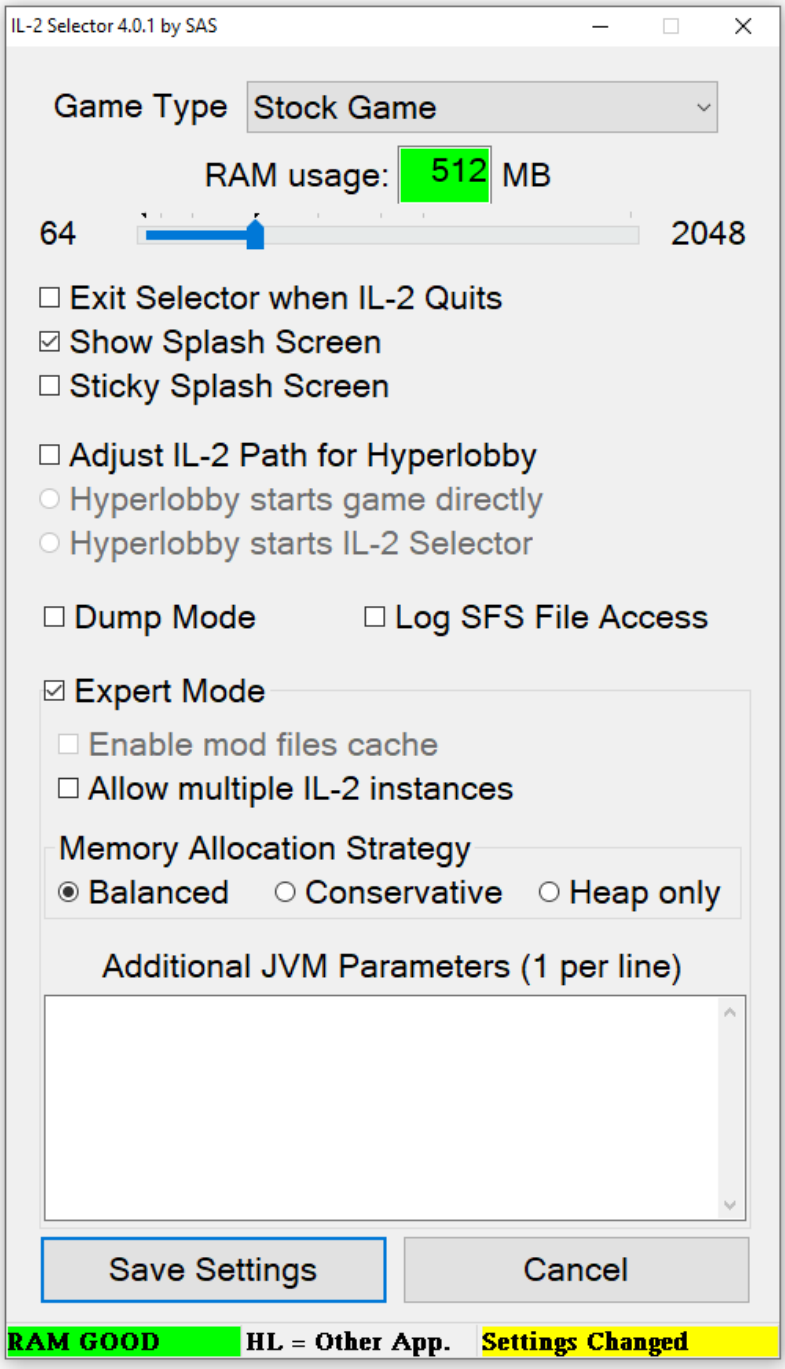


Here you can adjust what will be launched when you join a Server on Hyperlobby. If Hyperlobby is not installed on your PC, this setting is greyed out and not available. "Hyperlobby starts game directly" will start IL-2 from your current installation folder on Hyperlobby server join. "Hyperlobby starts IL-2 Selector" will start the selector accordingly. You can see the current status of this setting on the initial IL-2 Selector screen as well:





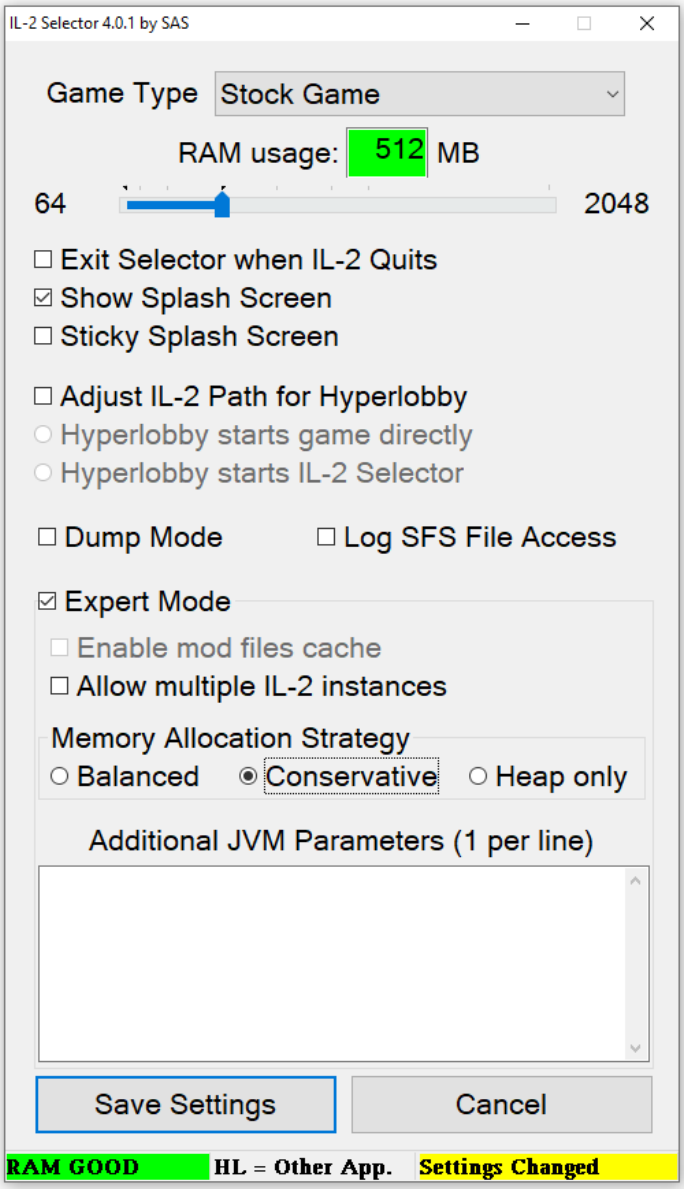
Expert Mode



In order to enable the “Expert Mode” you should precisely know what you’re doing. The “Expert Mode” enables additional settings, as there are:

- Detailed RAM usage settings
- Memory Allocation Strategy Setting
- Option to “Enable mod files cache”
- Option to “Allow multiple IL-2 instances”
- “Additional JVM parameters”

Memory Allocation Strategy

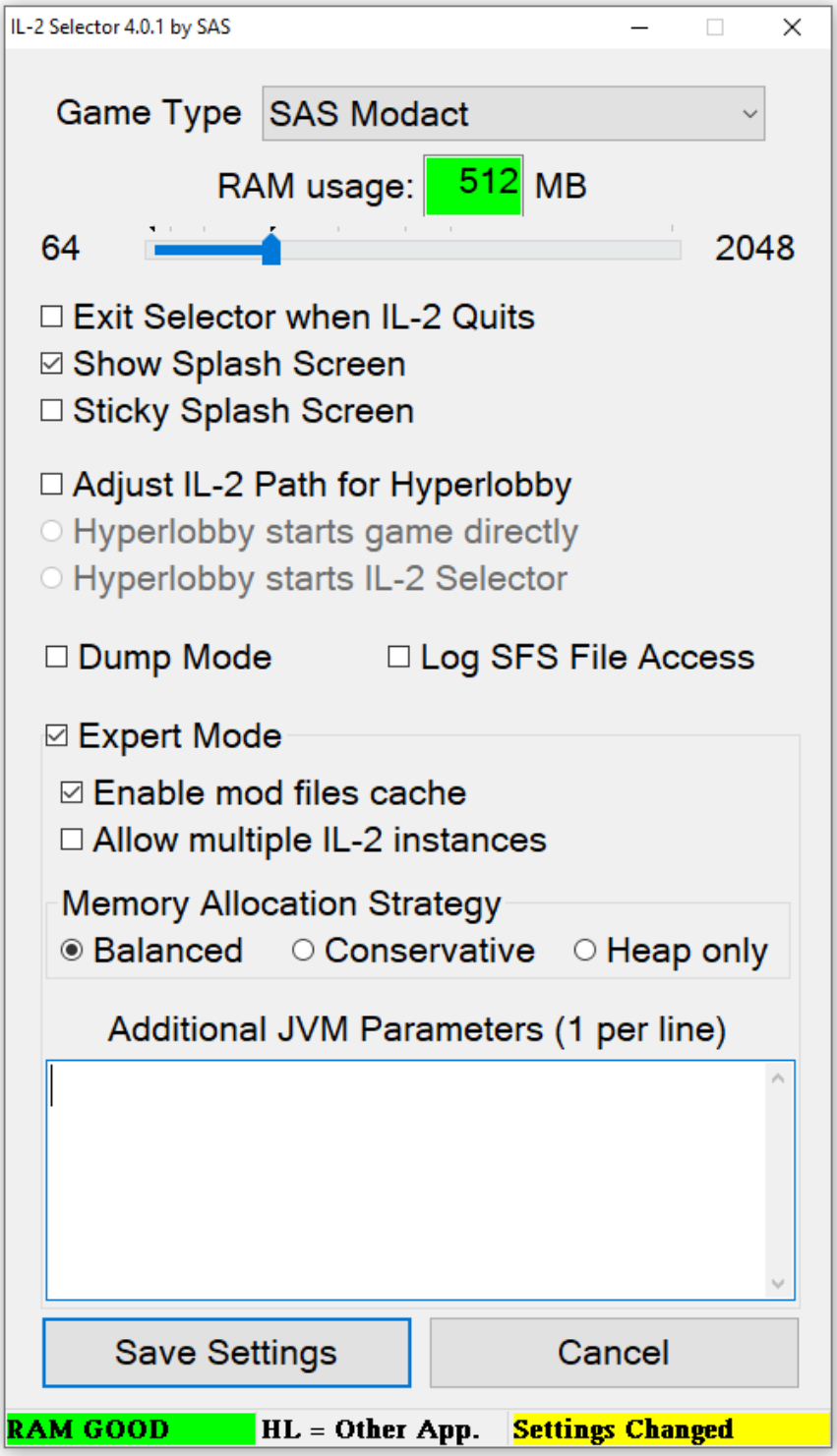


The Memory Allocation Strategy selects how the selected memory size is allocated for different parts of memory from the Java Virtual Machine:

- “Balanced” Mode (Standard for IL-2 Executable Selector 2.x versions) allocates the available memory in a balanced manner to the heap, stack and permanent objects memory of Java.
- “Heap only” Mode is what has been known from former times where there were binary edited launcher files “il2fb.exe” around, the famous “512MB”, “1GB” versions and the like. With this setting, only heap memory of Java is increased to the selected RAM size.
- “Conservative” Mode is right in the middle between “Balanced” and “Heap only” and preserves less stack and objects memory than “Balanced” Mode, increasing “Heap” usage.

This setting requires “Expert Mode” to be enabled.

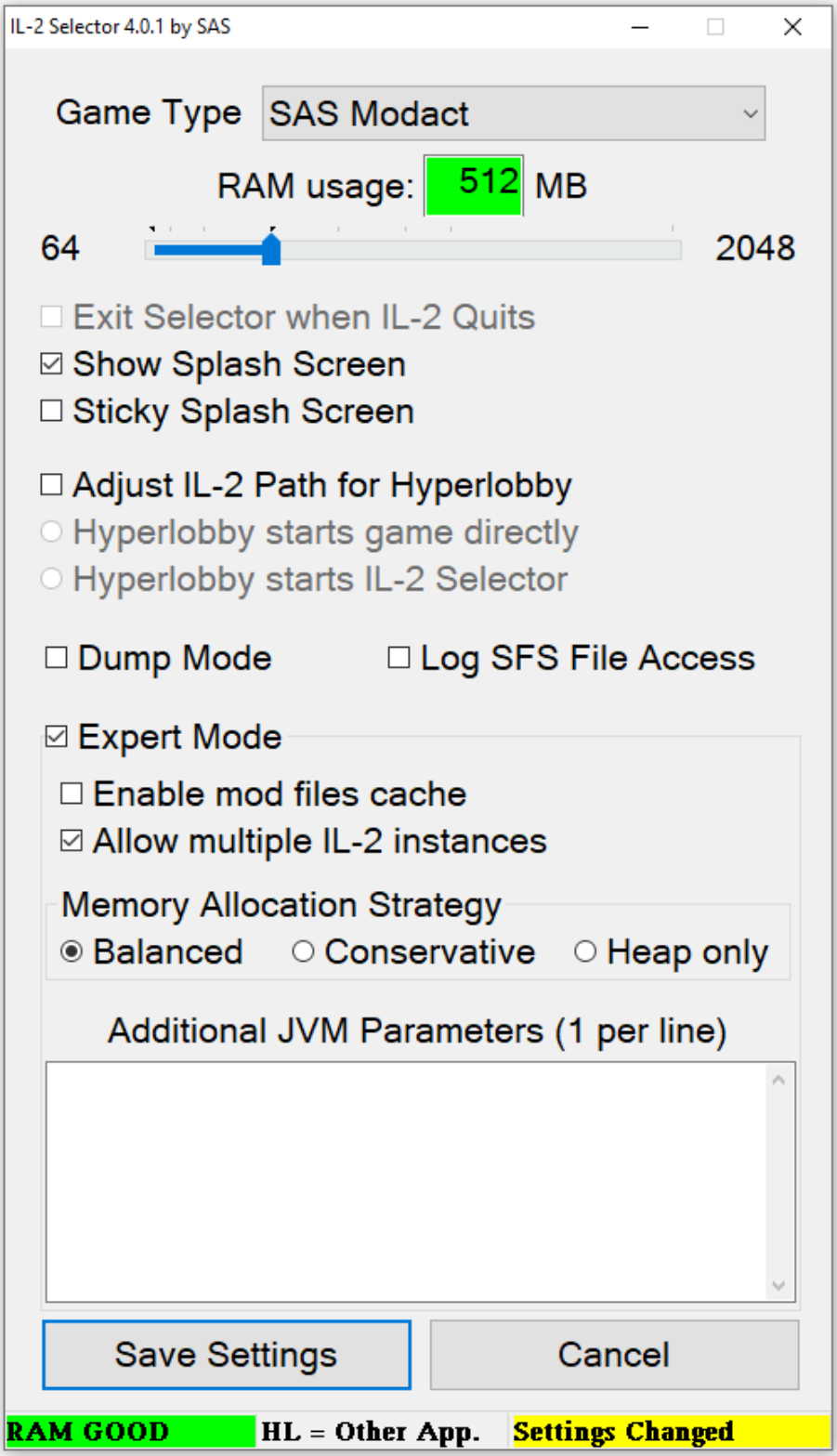
Enable mod files cache



In mod files cache mode, your modded files folders will create a cached list of contents. This list is stored in a file called “~wrapper.cache” in each modded files folder. Whenever you change some modded files, you have to either disable the “mod files cache” once or you have to manually remove the file “~wrapper.cache” manually.

This setting requires “Expert Mode” to be enabled.

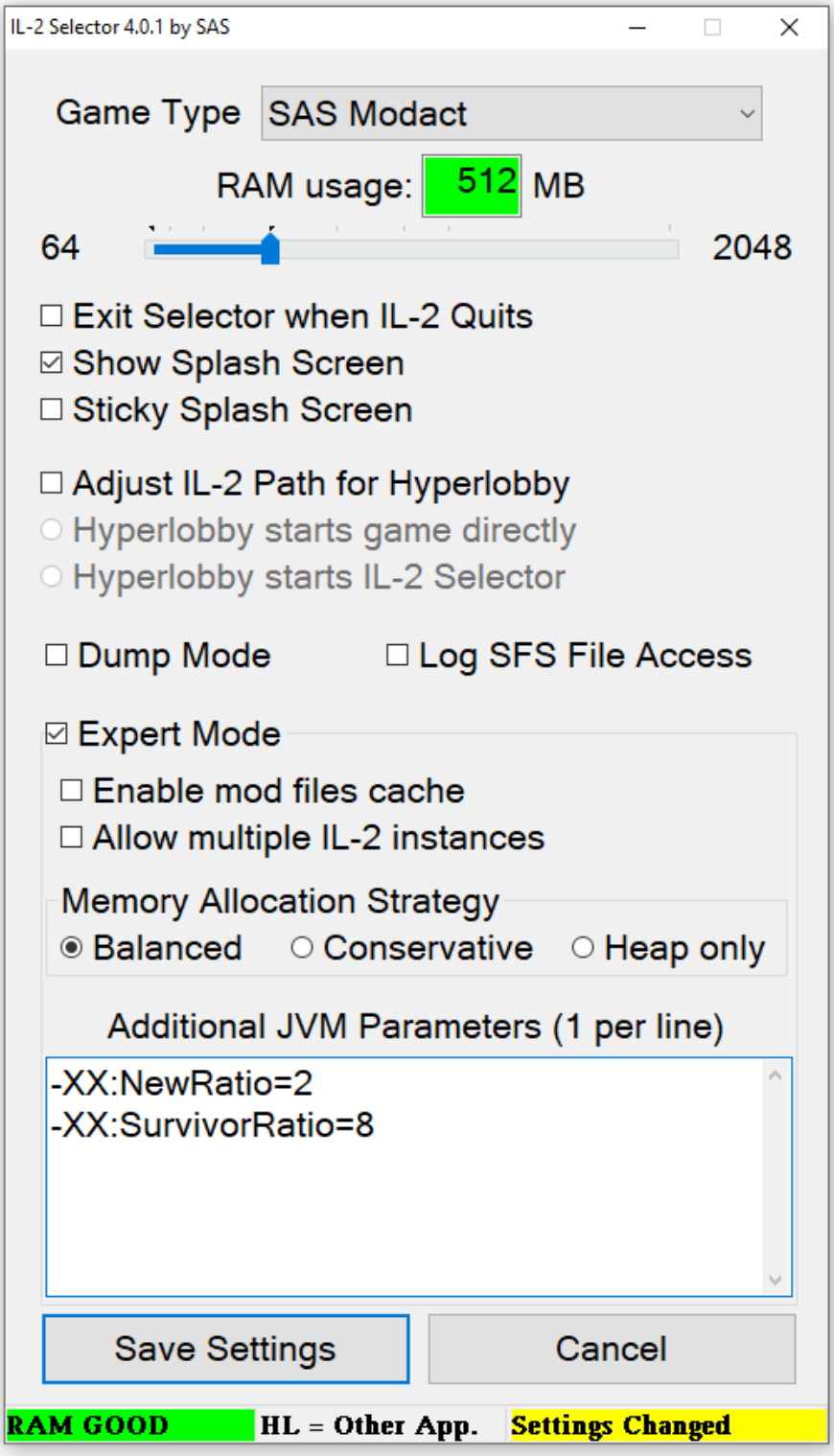
Allow multiple IL-2 instances



This option allows you to run IL-2 several times in parallel on your PC.

This setting requires “Expert Mode” to be enabled.

Additional JVM Parameters



The JVM Parameters field holds one additional JVM startup parameter per line.
Don't touch this if you don't know what this sentence is talking about.

Disclaimer

We have conscientiously tried to make this Software complete, accurate, and easy to use.
We therefore ask that you spend a few minutes with the manual before asking assistance.
A little reading and a bit of experimenting should answer your question. If you are still stuck, call the members of SAS for support on the web at

https://www.sas1946.com/main

Please note that 3rd party software product support is not offered through that address.

Include the following information when you write, or have it ready when we ask:

- Your Hardware and Software configuration including version info.
- The exact wording of any messages that appeared on your screen.
- What you were doing when the problem occurred.
- How you tried to solve the problem.
- Most notably: Any logfiles offered by the game.

The authors of this software really care about its accuracy, completeness, and usability.
If you have suggestions about improving IL-2 Selector, please tell us.
We do listen.

Yours sincerely
The SAS Team