

AUSTRALIANS AT WAR

Infantry Weapons Pack



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Thanks to all who have
helped out with the creation
of this add-on pack
-AAW

1.1 Credits

Sabre: ACOG, 1.5 optic, F88 rail receiver, barrel, NAD, Torch
F88 magazine placeholder, Mag58 placeholder, Carl Gustav, M72A6 textures
Norrin: Configs, All Scripts, O2 Weapon set up, hand animations
Harry: F88 Stock, F88A1 Receiver, various materials.
SoldierX: F88, M72A6, I14A1, F89 Parts, Mag58 Flash suppressor
and F1 grenade models and normal maps. Various build parts.
Oni: F88 Sound
Uziyahu--IDF: M72A6 loading sound
Synide: F88 Shadow Lods

1.2 Thanks

Inko: For letting us use his disposable launcher config
[XDF]Azza: help with reference material
[XDF]Mad: help with reference material
[XDF]Casey: help with reference material
Arron Duke: For help with teaching hand animations
Synide: For original config on the AAW ArmA1 weapons
BIS: For use of models
Dev Heaven: Config advice
ACE2: Config advice, CQB sight concept
F2: drag crate concept

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2.1 Installation

For this example, the mod folder created is called @AAW; however, this installation will work in any mod folder.

Create a mod folder in your arma install directory

<ArmAInstallationFolder>\@AAW\AddOns

Extract all files into the addons folder. Add '@AAW' to your list of mods by adding the launch parameter '-mod=' to your shortcut, i.e.

<ARMA path>ArmA2.exe -mod=@AAW

2.2 Disclaimer

These addons are to be used at your own discretion. AAW does not take any responsibility for any damage caused by our addon.

2.3 Terms of use

All files included in the addon pack are property of the original authors. These files are for ArmA2 only and are not to be ported into any game including any variation of the ArmA series without permission.

No files are to be modified without permission from AAW. This includes textures, models and configs. If you would like to include part of the AAW weapons pack or the whole pack in your addons or modification, contact AAW first.

Remember addon makers work hard to improve the ArmA2 gaming experience, the fact that they let people use there work is a privilege. Please respect their work and their wishes.

2.4 About this pack

AAW originally started back in ArmA1. We created an F88 pack, but with the announcement of ArmA2 we decided to hold off and wait for its release. In that time we have learned a lot, which will be evident to anyone who used our first F88 pack.

This pack was originally just an F88 pack. However, we noted that no one had yet made a F89 with the physical characteristics of the actual weapon.

Because of time constraints we decided to re work a place holder version until we have time to make a completely new version. From here this escalated to a Mag 58 place holder and finally the modeling of completely new M72A6 and L14A1 anti-armour weapons.

From here we hope to make additional high quality addons to include other equipment and units of the Australian Defence Force

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3.1 CLASS NAMES

Weapons

//F88

//A1

AAW_f88_A1 | AAW_f88_A1_fgrip | AAW_f88_A1_carbine | AAW_f88_A1_carbine_fgrip | AAW_f88_A1_gla,

//Elcan

AAW_f88_elcan | AAW_f88_elcan_fgrip | AAW_f88_elcan_gla | AAW_f88_elcan_carbine | AAW_f88_elcan_carbine_fgrip,

//S - 1.5 Optic

AAW_f88_S | AAW_f88_S_fgrip | AAW_f88_S_gla | AAW_f88_S_carbine | AAW_f88_S_carbine_fgrip

//ACOG

AAW_f88_ACOG | AAW_f88_ACOG_fgrip | AAW_f88_ACOG_gla | AAW_f88_ACOG_carbine |

AAW_f88_ACOG_carbine_CQB

//AIMPOINT

AAW_f88_AIM | AAW_f88_AIM_fgrip | AAW_f88_AIM_gla | AAW_f88_AIM_carbine | AAW_f88_AIM_carbine_fgrip

//F89

AAW_f89_ELCAN | AAW_f89_ACOG | AAW_f89_15 | AAW_f89_AIM

//Mag58

AAW_mag58 | AAW_mag58_ELCAN | AAW_mag58_ACOG | AAW_mag58_AIM

//M72a6

AAW_M72a6

//M2 Carl Gustav

AAW_M2_carlG | AAW_M2_carlG_optic | AAW_M2_carlG_D | AAW_M2_carlG_optic_D,

//F1 Grenade

AAW_F1_Grenade

Vehicles:

AAW_M72a6_USED_TUBE | aawWpnsBox_F88_1 | aawWpnsBox_LMG | aawWpnsBox_AA

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4.1 CLASS NAMES

Ammunition

//F88

aaw_f88_mag - 30 round

//F89

aaw_f89_mag - 200 round | aaw_f89_100_mag - 100 round

//Mag58

aaw_mag58_mag - 100 round

//M72A6

AAW_M72a6

//L14A1 SRAAW

//Iron sight

aaw_HEDP | aaw_HEAT | aaw_HEAT_RAP

//Optic

aaw_HEDP_FFV | aaw_HEAT_FFV | aaw_HEAT_RAP_FFV

//Iron sight Desert

aaw_HEDP_D | aaw_HEAT_D | aaw_HEAT_RAP_D

//Optic Desert

aaw_HEDP_FFV_D | aaw_HEAT_FFV_D | aaw_HEAT_RAP_FFV_D

//F1 Hand Grenade

aaw_f1_grenade

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5.1 - Functionality: Emergency Battle sights

Emergency battle sights

AAW has added the functionality of working battle sights for optics. This will allow the player to switch between the magnified optic and a set of battle sights.

To switch between the two, simply press and hold the shift key then press the F key (SHIFT+F)

Player using 4X ACOG optic



Player using ACOG emergency battle sights



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6.1 - Functionality: F88 Front Hand Grip

Hand animations

AAW has added the working hand grip animations for the F88s. A player can decide whether he would like to use the front hand grip of the F88 or not. Please note this change is purely cosmetic and will not affect recoil and weapon handling.

To change your hand animation at any point, simply press and hold shift and hit the C key (SHIFT+C)

Player not using front hand grip



Player using front hand grip



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7.1 - Functionality: Disposable M72A6

Disposable launcher

AAW has added the functionality of working disposable M72A6 launchers (thanks to Inko for configs). When M72A6 is bought up to the shoulder, the weapon is in the unarmed state. You will notice the launcher is not extended out and the sights are hidden.

To arm the launcher, press the R key. Your player will go through reload animation. The weapon will extend and its sights will be raised: the M72A6 is now ready to fire.

Once you have fired your weapon, simply select to bring up any other weapon (including binoculars). Your player will automatically drop the M72A6 tube. This tube cannot be picked up or used again.

Weapon in unarmed state



Weapon in armed state



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8.1 - Functionality: Drag Weapon Crates

AAW includes optional functionality that makes it possible for players to drag the AAW ammo crates. If a player moves adjacent to an AAW ammo crate an action will appear allowing him to drag the crate. Then if he drags the crates along side a car, truck, zodiac or chopper a new action appears giving the player the option to load the crate on the vehicle.

Trucks can be loaded with up to 3 ammo crates, whereas, all other vehicles can only carry one. Once a crate is loaded and the player is standing along side a stationary vehicle containing a crate an action will appear giving the player the option to unload the crate.

It is also possible to drag zodiacs and PBXs using this option, but these cannot be loaded on to other vehicles

This option is disabled by default so to use it in your mission make sure you include the following parameter in the init.sqf

```
AAW_moveAmmoCrate = true;
```

Initialization: `AAW_moveAmmoCrate = true;`

Gear
Drag AAW Weapons Crate

