

# AUSTRALIANS AT WAR

## Infantry Units



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## Infantry Units

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

### 1.1 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

### 1.2 Credits

Sabre: All unit and pouch Textures

Norrin: Configs, All Scripts, O2 Weapon set up, hand animations

SoldierX: All units and pouch models, Normal Maps, Menu Icons, Skin Weights

Doc Eyeball: Menu

### 1.2 Thanks

[XDF]Azza: Help with reference photos and downloading and testing at least 10 + different versions of the addon!

ACE2: Code Insight



# AUSTRALIANS AT WAR

## Infantry Units



### 2.1 Disclaimer

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

### 2.2 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 Infantry 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 their work is a privilege. Please respect their work and their wishes.

### 2.3 About these Units

Since the days of operation flashpoint no one has ever released 100% custom Australian Infantry units. All units have always been some retextured variation of another country's soldiers.

AAW discussed the various options for creating Australian Infantry units and finally decided that no units up to date have been able to capture the design and profile of the Australian infantry uniform and equipment. Because of this we have created our units 100% from scratch.

Our finished units feature various bits of equipment currently used by Australian Infantry units in high conflict areas. Units feature the MCBAS (Modular Combat Body Armour System), Terra(ble) combat boots, Ninox Night Optic Device, Enhanced Combat Helmet (in numerous variations), Bush hats, United Nations Cap and various ammunition and equipment pouches both issue and by SORD Australia.

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## Infantry Units

Init.sqf variables that change or limit functionality

Variables marked with a \* can be set-up as mission parameters in the description.ext

### 3.1 To have the option to change you appearance anywhere\*

AAWinf\_HelmChangeAnyWhere = true;

Variable States:

not defined - ammo crates

false - ammo crates

true - anywhere

If AAWinf\_HelmChangeAnyWhere is not defined or set false

1. Vanilla ArmA2 - an action appears when you get near a crate
2. ACE2 - when you get close you use the ACE2 Interaction key ie. Left or right windows key

If AAWinf\_HelmChangeAnyWhere is set true

1. Vanilla ArmA2 - an action appears in the action list to "Change Appearance" at all times
2. ACE2 - Change Appearance dialog can be accessed at all times by using the ACE Personal Interaction key ie. Application key (next to the right hand control key)

### 3.2 To set AI unit IR strobes on

NORRN\_AAWinfAIStrobeOn = true;

Variable States:

not defined - no AI strobes

true - AI strobes

### 3.3 To set the distance at which strobes and IR patches can be seen\*

NORRN\_AAWinfStrobeDist = distance;

Where distance is a number eg. 500

Variable States:

not defined - IR strobe viewing distance defaults to 1000 meters

Any number eg. 50, 200, 500 etc - will limit or increase the IR strobe viewing distance

NB: NB: Setting the IR strobe/patch distance to a high number (even the default of 1000 meters) may have a negative impact on game performance.



# AUSTRALIANS AT WAR

## Infantry Units

Init.sqf variables that change or limit functionality

Variables marked with a \* can be set-up as mission parameters in the description.ext

### 4.1 Fixed player appearance

AAWinf\_noHelmChange = true;

Variable States:

not defined - will allow the player to change appearance in game

true - Player appearance fixed

This variable can be used in conjunction with the set player appearance function (described below) to force a player into a particular appearance in game

### 4.2 Set player appearance. Unit Init line modifier

To set player or AI appearance at the start of the mission

this setVariable ["NORRN\_AAWinfAppearance", ["Headwear","Patch","Goggles"], false];

"Headwear" can be:

"aawNoHelm" - No head gear

"aawHelmetC" - Helmet with webbing

"aawHelmetP" - Helmet no webbing, painted

"aawHelmetU" - Helmet no webbing, unpainted

"aawBushHat" - Bush hat

"aawUNCap" - UN baseball cap

Dpcu/DPDU units add \_dpdu for desert variations.

"Patch" can be:

"aawFlagHi" - High visibility Australian flag

"aawFlagLo" - Low vis flag

"aawFlagIR" - IR flag - glows when using NV

"Goggles" can be:

"" - No goggles

Or if unit is wearing a helmet:

"aaw\_gogFace" - goggles on face

"aaw\_gogHelm" - goggles on helmet