

## Little Birds for ArmA 2 v2.2 made by Cyborg11

### Features:

- Little Birds from ArmA 1
- New sounds for the Little Birds (Thanks to Sgt.Elias)
- Crosshairs for weapons
- Two extra variants (ChDKZ + NAPA) (Thanks to Jehzus)
- Possibility for making reskins without creating an addon
  - If you want to use other skins for the Little Birds put them in your mission folder
  - Then write in the init line from the Little Bird the following:  
this setObjectTexture [0,"reskin1.paa"]; this setObjectTexture [1,"reskin2.paa"]; this setObjectTexture [2,"reskin3.paa"];
  - Textur 0 (black) is the hull:



- Textur 1 (black) is the cockpit:



- Textur 2 is the black:



- PS: This feature can be used on all BI Vehicles too. JPG instead of PAA works also.

## **Installation:**

IMPORTANT: If you have CAA1 then open the folder "CAA1 LittleBirds" and extract the "@LittleBirds" folder to your ArmA 2 root folder.

- New Installation:
  - Extract the "@LittleBirds" folder to your ArmA 2 root folder
  - Server Admins: Extract the "CYBP.bikey" into your ArmA 2\keys folder
- To update from 2.1:
  - Extract the "@LittleBirds" to your ArmA 2 folder and overwrite all
- To update from 2.0:
  - Delete your old "@LittleBirds" folder
  - Server Admins: Please delete the old "LittleBirds.bikey" key in your ArmA 2\keys folder
  - Then extract the "@LittleBirds" folder to your ArmA 2 root folder
  - Server Admins: Extract the "CYBP.bikey" into your ArmA 2\keys folder
- To Update from 1.0/1.1:
  - Delete your old "@LittleBirds" folder
  - Then extract the "@LittleBirds" folder to your ArmA 2 root folder
  - Server Admins: Extract the "CYBP.bikey" into your ArmA 2\keys folder

To use the Little Birds you have to edit your Shortcut: -mod=@LittleBirds

If you got several mods running it should look like this: -mod=@LittleBirds;@Test

But I recommend an ArmA 2 Launcher like Linebackers ArmA 2 Launcher.

## **Changelog:**

- v2.1 -> v2.2:
  - Fixed: CAA1 version – An UH1 spawned for the AH6/MH6 US Army
  - Added: Super shader for the hull
- v2.0 -> v2.1:
  - Added: ChDKZ Reskin (Thanks to Jehzus)
  - Added: New sounds (Thanks to Sgt.Elias)
  - Added: Extra config for CAA1 users
  - Fixed: Sound was too quiet
  - Changed: Displayname from the US Army AH-6 / MH-6
  - Fixed: "Old style material 50 used in ReportStack not available"
  - Changed: Server key to use the new key for all my other addons
  - Changed: Reduced the addons from 3 to 2
  - Changed: Classnames (see below for details)
- v1.1 -> v2.0:
  - Added: NAPA Reskin (Thanks to Jehzus)
  - Added: Server Key and signed the Addons
  - Fixed: Better Crosshair for MG and FFAR
  - Fixed: Changed the Zoom from the Little Birds
- v1.0 -> v1.1:
  - Added: AH-6 can now fire from both MG's
  - Added: New factions for the Little Birds (US Army and RACS)
  - Fixed: The LB's are using the new sound engine now

## **Where you can find the Little Birds in the Editor?**

- BLUFOR -> US Army -> Air (US Army)
- EAST -> Insurgents -> Air (ChDKZ)
- Resistance -> RACS -> Air (RACS)
- Resistance -> Guerilla -> Air (NAPA)
- Empty -> Air (All)

### **Classnames:**

<b>Displayname</b>	<b>Normal version</b>	<b>CAA1 version</b>
• AH-6 US Army	(CYBP_AH6_US)	(AH6)
• AH-6 RACS	(CYBP_AH6_RACS)	(AH6_RACS)
• AH-6 NAPA	(CYBP_AH6_NAPA)	(AH6_NAPA)
• AH-6 ChDKZ	(CYBP_AH6_CHDKZ)	(AH6_CHDKZ)
• MH-6 US Army	(CYBP_MH6_US)	(MH6)
• MH-6 RACS	(CYBP_MH6_RACS)	(MH6_RACS)
• MH-6 NAPA	(CYBP_MH6_NAPA)	(MH6_NAPA)
• MH-6 ChDKZ	(CYBP_MH6_CHDKZ)	(MH6_CHDKZ)

### **Known Issues:**

Nothing

### **License:**

Read the included file "ARMA\_SampleModels\_readme.txt"

### **Credits:**

- Thanks to BIS for the Littlebirds
- Thanks to Sgt.Elias for making the new sounds
- Thanks to JehZus for making the Logo and the NAPA/ChDKZ Reskin
- Thanks to Sudden Death for the script to simulate the second machinegun
- Thanks to modEmMaik for helping me

PS: I will not take any responsibility for crashed haddisks, problems with yourself and something like that.