

# AUSTRALIANS AT WAR

## Infantry Weapons Pack



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# AUSTRALIANS AT WAR

## Infantry Weapons Pack

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

### 1.1 Credits

Sabre: ACOG, 1.5 optic, F88 rail reciever, 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 Reciever, various materials.  
SoldierX: F88, M72a6, I14a1, F89 Parts, Mag58 Flash suppresor  
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  
ACE2 Mod - for kindly allowing us to use their M240 and M249 weapon sounds in the  
ACE version of the AAW weapons addon  
<http://www.ausarma.org/> - for our new home



# AUSTRALIANS AT WAR

## Infantry Weapons Pack

### 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 their 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 placeholder version until we have time to make a completely new version. From here this escalated to a Mag 58 placeholder 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

# AUSTRALIANS AT WAR

## Infantry Weapons Pack

### 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

###### //NZDF Steyr IW

AAW\_NZDFIW\_a1 | AAW\_NZDFIW\_a1\_fgrip | AAW\_NZDFIW\_a1\_gla | AAW\_NZDFIW\_a1\_carbine |  
AAW\_NZDFIW\_a1\_carbine\_fgrip

###### //NZDF Steyr IW ACOG

AAW\_NZDFIW\_acog | AAW\_NZDFIW\_acog\_fgrip | AAW\_NZDFIW\_acog\_gla | AAW\_NZDFIW\_acog\_carbine |  
AAW\_NZDFIW\_acog\_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 | aawWpnsBox\_AA\_D |  
aawWpnsBox\_NZDF



# AUSTRALIANS AT WAR

## Infantry Weapons Pack

### 4.1 CLASS NAMES

#### Ammunition

##### //F88

aaw\_f88\_mag - 30 round | aaw\_f88\_mag\_allTracers - 30 Rnd Tracer

##### //F89

aaw\_f89\_mag - 200 Rnd | aaw\_f89\_mag\_allTracers - 200 Rnd Tracer | aaw\_f89\_100\_mag - 100 Rnd |  
aaw\_f89\_100\_mag\_allTracers - 100 Rnd Tracer

##### //Mag58

aaw\_mag58\_mag - 100 round | aaw\_mag58\_mag\_allTracers - 100 round Tracer

##### //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

# AUSTRALIANS AT WAR

## Infantry Weapons Pack

### 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 disable this function add this code to your missions init.sqf

```
AAW_noCQBshots = true;
```

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**





# AUSTRALIANS AT WAR

## Infantry Weapons Pack

### 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 disable this function add this code to your missions init.sqf

```
AAW_noGripOrBipod = true;
```

To change your hand animation at any point, simply hit the **H** key.

**Player not using front hand grip**



**Player using front hand grip**





# AUSTRALIANS AT WAR

## Infantry Weapons Pack

### 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





# AUSTRALIANS AT WAR

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### 8.1 - Functionality: LMG Bipods

The AAW weapons addon now features deployable bipods on both the F89 and Mag58 LMGs. When standing or kneeling having the bipod raised slightly reduces recoil compared with having the bipod deployed, whereas when lying prone having the bipod deployed offers the greatest reduction in recoil. The dexterity of the weapons is also increased a small amount when the bipods are raised

*\*Notes specific to the ACE version\**

The "weapon resting" feature is only available when the LMG bipod is deployed  
To deploy or fold away the bipods simply hit the **H** key

**Player using F89 with bipod folded away**



**Player using F89 with bipod deployed**



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### 9.1 - 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**

