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EULA

END USER LICENSE AGREEMENT (EULA)

By installing cal.68 Mod you accept the End User License Agreement (EULA). You are allowed to install and use the cal.68 Mod for personal entertainment.

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All material is copyrighted, free distribution is allowed as long the files are kept unmodified and are distributed free of any kind of charge.

Distributing of parts, reverse engineering and distribution of modifications is strictly forbidden without prior written permission from the authors.

DISCLAIMER

Use cal.68 Mod on your own risk.

The cal.68 Mod is not responsible for any kind of damage this addon may cause to your property.

Introduction

Welcome user :)

With the download of cal.68 Mod for ArmA2 you're now able to turn your favourite wargame into a family friendly sports-simulator.

This mod is primarily catered for MP use and most of it's functions depend on the unit shooting you being another player in an MP environment. If one or both conditions aren't met, you won't see special effects or functionalities.

We have included a module for SP use though, that enables all functionality outside of MP and works with AI units.
(see Page 6 „Modules“ for more information)

Please consider:

- *Some functions (e.g. invulnerability) will make it impossible for you to play non-paintball missions with cal.68 Mod on, at least not in an orderly, non cheating manner. Invulnerability stems from using „handle damage Eventhandlers“, a neccessary evil.*
- *Server operators beware, only allow cal.68 signatures when you are sure that no players will take advantage of such exploits.*

Installation

REQUIREMENTS:

- ArmA2, version 1.05 (or higher)
- cal68. requires CBA, which can be downloaded at dev-heaven.net:
<http://dev-heaven.net/projects/cca/files>

hints

- Several masks can be selected from your ArmA2 player profile.
cal.68 Mod doesn't model eye injuries yet, but you never know when this might change - safety first - always wear your eye protection when playing paintball!
- Assigning the „Fire“ action to a second mousebutton enables you to walk the trigger - almost like you would do in real life.
Trained players outshoot their opponent with *accuracy through volume* using this technique.

modules

- | | |
|--------------------|--|
| cal.68 SP | - enables cal.68 script handling for single player use. Without this module in place you won't see any hit fx and also be invulnerable to any damage. |
| cal.68 killME | - enables lethal paintballs (for classic CTF compatibility).
Be aware that you're still shooting paintballs, lethality decreases drastically with higher distance to the target. |
| cal.68 Respawnzone | - put this Module in the exact place where you want units to be teleported to after being hit three times*.
<i>Note: Paintball is a fair sport, friendly & enemy sides share the same respawn location.</i> |

**(current standard value, might change in the future.)*

Trivia: Modules are an ArmA2 feature that makes it easier for mission editors to employ scripted functions. Various modules are selectable from within the mission editor, under the F7 tab.

classlist

Weapons:

cal68_angel_dye	- Angel (normal)
cal68_angel_rasta	- Angel (Rasta)
cal68_angel_kitty	- Angel (Kitty)
cal68_invert_mini_dye	- Invert Mini
cal68_egosl	- EGO SL
cal68_brass_n	- Marauder
cal68_pumpe	- Pump Marker

Magazines:

class cal68_15FP	- 15 Balls of Fieldpaint
class cal68_50FP	- 50 Balls of Fieldpaint
class cal68_150FP	- 150 Balls of Fieldpaint
class cal68_50PP	- 50 Balls of Pro-paint
class cal68_150PP	- 150 Balls of Pro-paint
class cal68_100PP1	- 100 Balls of Pro-paint #1
class cal68_100PP2	- 100 Balls of Pro-paint #2
class cal68_100SP1	- 100 Balls of Spec-paint #1*
class cal68_100SP2	- 100 Balls of Spec-paint #2*

**Note: Tracer balls (don't take it too serious).*

Units:

cal68_referee_w	- Referee West
cal68_team1player_w	- Team 1 Player West
cal68_team2player_w	- Team 2 Player West
cal68_team3player_w	- Team 3 Player West
cal68_team4player_w	- Team 4 Player West
cal68_referee_e	- Referee East
cal68_team1player_e	- Team 1 Player East
cal68_team2player_e	- Team 2 Player East
cal68_team3player_e	- Team 3 Player East
cal68_team4player_e	- Team 4 Player East

Objects:

cal68_gasbottle	- fur_Refill bottle
cal68_fieldnet	- fieldnet
cal68_fieldnetentry	- fieldnet_entry
cal68_fieldnetx4	- fieldnetx4
cal68_biertisch	- fur_Biertisch
cal68_bierbank	- fur_Bierbank
cal68_chrono	- fur_Chronostativ
cal68_chronostation	- fur_Chronostation
cal68_hitboard	- fur_Hitboard
cal68_infoboard	- fur_Infoboard
cal68_field	- Field
cal68_set1_coil	- Set 1 – Coil
cal68_set1_cube	- Set 1 – Cube
cal68_set1_egg	- Set 1 – Egg
cal68_set1_pyramid	- Set 1 – Pyramid
cal68_set2_pyramid	- Set 2 – Pyramid
cal68_set2_roll	- Set 2 – Roll
cal68_set2_standroll	- Set 2 – Standroll
cal68_set2_t	- Set 2 – T
cal68_set2_wall	- Set 2 – Wall
cal68_set2_x	- Set 2 – X

Ammoboxes:

cal68_ammocrate_all	- All markers & paint
cal68_ammocrate_field	- All markers / no spec paint
cal68_ammocrate_pump	- Pump markers only

version history

v1.0 – initial release (March, 01,2011)

v1.1 – update (March, 01,2011 .. slightly later)

- added: colored hit cloudlets

- fixed: ugly dirt cloudlets

- fixed: unit rvmats (wounds)

- fixed: bad updating baseclass .rpt message in OA

- improved: objects config

- improved: cartridge sound removed

credits

Team

Baraka	... Models & Textures
burns	... Configs, Sounds, 2d

with special thanks to

Drill Sergeant	... Brass Marauder (OFP)
Christian1987	... Brass Marauder conversion
Hammergut	... Sounds
Moerderhoschi	... Missions
da12thMonkey	... L22 animation
TeRp	... Inspiring Guru
Xeno	... Scripts & High-End solutions
Rocko	... I ♥ Rocko

Bohemia Interactive ... the game :)

contact

We don't have a dedicated cal.68 homepage, but you can check out our threads on the Bohemia Interactive (english) and hx3 (german) forums for the latest news about cal.68 Mod.

Bohemia Interacitve	- http://forums.bistudio.com/showthread.php?t=115468
hx3.de	- http://hx3.de/mods-addons-165/cal-68-mod-20447/