

AC-130 Simulation for Arma 2

v.0.7

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Please do not change and redistribute this script



Visit:

<http://hx3.de/arma-2-armed-assault-2-156/>

<http://www.ofpec.com/forum/>

<http://forums.bistudio.com>

<http://forums.bistudio.com/showthread.php?p=1635824#post1635824>

<http://www.armaholic.com/page.php?id=10136>

Uses Scripts:

- mando_angles.sqf v1.0 by Mandoble
(http://www.ofpec.com/ed_depot/index.php?action=details&id=441&game=ArmA)
- setPitchBank.sqf by General Barron (<http://www.flashpoint1985.com/cgi-bin/ikonboard311/ikonboard.cgi?;act=ST;f=71;t=73312;.&#top>)

Credits:

- Mandoble (Mando Missiles used for the UAV)
- Kremator, Cyborg11, Pele93, Uziyahu--IDF (Beta testing)
- swtx (Sounds)
- kju (Multiplayer scripting)
- =L2D=Curry

This script simulates an AC-130 in ARMA2.

- MP compatible since v.0.3
- Operation Arrowhead FLIR and optional Addon version (ldl_ac130.pbo) since v.0.4
- Operation Arrowhead and Combined Operations supported since v.0.6 (ARMA2 standalone is no longer supported)
- Mando Missile ArmA supported since v.0.6

Information about Operation Arrowhead and the Addon:

You can use the script (v.0.6 and higher) only with Operation Arrowhead or ARMA2 + Operation Arrowhead (Combined Operations).

If you use ARMA2 standalone (v.0.5 or lower) you have the simple old FLIR. Not the new OAH FLIR (black and white).

You can use the script with and without the Addon (ldl_ac130.pbo).

If you use the Addon you have new shells and it's more user-friendly.

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I. Installation

1. Addon

Put the @LDL folder into your ARMA2 folder and launch it with ARMA2.

There is an example mission called "AC130_v*_Addon.Zargabad". Put this mission into your Arma 2 missions folder. (...\\Documents\\Arma 2\\missions)
There are also example missions for the script version.

Note: If you don't know how to install Addons visit this site:

<http://www.armaholic.com/plugin.php?e=faq&q=18>

2. Script (not necessary if you have the Addon)

Put the "AC130_v*_Script.Zargabad" folder into your Arma 2 missions folder. (...\\Documents\\Arma 2\\missions)

Start Arma 2 and the editor. Load the mission and click "Preview".

II: Usage

Remember that the example missions are usually ready to play and necessary code is already implemented. Load the mission and click "Preview" or have a look at the files in the mission folder. (Install the Addon at first)

1. Addon

Place the "LDL AC-130 Init" (Editor: "Logics" -> "LDL Logics")

Now you can place an AC-130. (Editor: "USMC" -> "Air" or "USA" -> "Air")

Both pilot and co-pilot can start several AC130 Scripts.



Note: Consider that the action of the copilot only appears in first person view.

Available logics

1: "Can call AC130"

Every unit or object which is synchronized with that logic has the action to call a rotating AC130 via mapclick



2: "Can call AC130 (AI) "

Every unit or object which is synchronized with that logic has the action to call a AI controlled rotating AC130 via mapclick



3: "Can call UAV"

Every unit or object which is synchronized with that logic has the action to call a rotating UAV via mapclick



4: "Rearm AC-130"

Every AC-130 in a distance of 50m will be rearmed.



Configure AC-130

If you want to configure the AC-130 you must place the following code into your init.sqf:

Remember that the example missions are usually ready to play and necessary code is already implemented. Load the mission and click "Preview" or have a look at the files in the mission folder.

Note: Create the init.sqf if it doesn't exist in your mission folder.

Code (copy and paste the following into an sqf file)

```
waitUntil {!isNil "LDL_initDone"};  
waitUntil {LDL_initDone};
```

Options for the AC130:

<u>LDL AC130 Adjustments</u>	Name	Default Value	Explanation
0	Radius	1000	Radius for the rotating AC130
1	Height	1000	Height for the rotating AC130
2	Munition 25mm	1000	25mm Munition
3	Munition 40mm	50	40mm Munition
4	Munition 105mm	20	105mm Munition
5	360° View	False	Activate 360° view
6	Zoom 25mm	9.5	Maximum zoom level for the 25mm (1-10)
7	Zoom 40mm	9	Maximum zoom level for the 40mm (1-10)
8	Zoom 105mm	8	Maximum zoom level for the 105mm (1-10)
9	Time AI	180	Time in seconds the AI controlled AC130 stays in the air
10	Mapclicks	3	Available AC130 mapclicks per player
11	Optical Zoom	False	Enable Optical Zoom
12	Delay	3	Delay for mapclick AC130 to arrive

Code (copy and paste the following into an sqf file)

```
//Adjustments affect AC130.
LDL_AC130_Adjustments =
[
    /* 0. Radius*/          1000 /*Explanation: Radius for the rotating
AC130. Default: 1000*/,
    /* 1. Height*/          1000 /*Explanation: Height for the rotating
AC130. Default: 1000*/,
    /* 2. Munition 25mm*/    1000 /*Explanation: 25mm Munition. Default:
1000*/,
    /* 3. Munition 40mm*/    50    /*Explanation: 40mm Munition. Default:
50*/,
    /* 4. Munition 105mm*/   20    /*Explanation: 105mm Munition. Default:
20*/,
    /* 5. 360° View*/        false /*Explanation: Activate 360° view.
Default: false*/,
    /* 6. Zoom 25mm*/        9.5   /*Explanation: Maximum zoom level for
the 25mm. Default: 9.5 (only numbers between 1 and 10)*/,
    /* 7. Zoom 40mm*/        9     /*Explanation: Maximum zoom level for
the 40mm. Default: 9 (only numbers between 1 and 10)*/,
    /* 8. Zoom 105mm*/       8     /*Explanation: Maximum zoom level for
the 105mm. Default: 8 (only numbers between 1 and 10)*/,
    /* 9. Time AI*/          180   /*Explanation: Time in seconds the AI
controlled AC130 stays in the air. Default: 180*/,
    /*10. Mapclicks*/        3     /*Explanation: Available AC130
mapclicks per player. Default: 3*/,
    /*11. Optical Zoom*/     false /*Explanation: Enable Optical Zoom.
Default: false !BETA only available for rotating AC130 BETA!*/,
    /*12. Delay*/            120   /*Explanation: Delay for mapclick AC130
to arrive. Default: 120*/
];
```

Options for AC130 and UAV:

<u>LDL Adjustments</u>	Name	Default Value	Explanation
0	Infantry Strobes	[true, true]	Show Particles
1	Vehicle Detection	[false, false]	Enable Vehicle Detection / Show it at startup
2	Particles	True	Show Particles
3	Monitor	True	Show Monitor
4	Third-Person View	True	Enable Third-Person View
5	Radio Traffic	True	Enable Radio Traffic at startup
6	Sequence	True	Show sequence at startup
7	Camera Effect	1	Camera effect at startup: 1 (Nothing), 2 (FLIR white), 3 (FLIR black), 4 (NVG)
8	Script Stop	-1	Time in seconds until script stops (-1 is infinite)
9	Waypoints	Fale	Show waypoints at startup
10	Faction	Faction player	Faction belonging the AC130
11	Side	Side player	Side belonging the AC130

Code (copy and paste the following into an sqf file)

```
//Adjustments affect both AC130 and UAV.
LDL_Adjustments =
[
    /* 0. Infantry Strobes*/ [true, true] /*Explanation: Enable
Infantry Strobes / Show them at startup. Default: [true, true]*/,
    /* 1. Vehicle Detection*/ [false, false] /*Explanation: Enable
Vehicle Detection / Show it at startup. Default: [false, false]*/,
    /* 2. Particles*/ true /*Explanation: Show
Particles. Default: true*/,
    /* 3. Monitor*/ true /*Explanation: Show
Monitor. Default: true*/,
    /* 4. Third-Person View*/ true /*Explanation: Enable
Third-Person View. Default: true*/,
    /* 5. Radio Traffic*/ true /*Explanation: Enable Radio
Traffic at startup. Default: true*/,
    /* 6. Sequence*/ true /*Explanation: Show
sequence at startup. Default: true*/,
    /* 7. Camera Effect*/ 1 /*Explanation: Camera
effect at startup: 1 (Nothing), 2 (FLIR white), 3 (FLIR black), 4 (NVG).
Default: 1*/,
    /* 8. Script Stop*/ -1 /*Explanation: Time in
seconds until script stops. Default: -1 (infinite)*/,
    /* 9. Waypoints*/ false /*Explanation: Show
waypoints at startup. Default: false*/,
    /*10. Faction*/ faction player /*Explanation: Faction
belonging the AC130. Default: faction player*/,
    /*11. Side*/ side player /*Explanation: Side
belonging the AC130. Default: side player*/
];
```

Options for the UAV:

LDL UAV Adjustments	Name	Default Value	Explanation
0	Radius	1000	Show Particles
1	Height	1000	Enable Vehicle Detection / Show it at startup
2	Munition Mounted Hellfire	8	Show Particles
3	Munition Hellfire Strike	3	Show Monitor
4	Zoom Mounted Hellfire	9.5	Enable Third-Person View
5	Zoom Hellfire Strike	9.5	Enable Radio Traffic at startup
6	Mapclicks	3	Show sequence at startup
7	Delay	120	Camera effect at startup: 1 (Nothing), 2 (FLIR white), 3 (FLIR black), 4 (NVG)

Code (copy and paste the following into an sqf file)

```
//Adjustments affect UAV.
LDL_UAV_Adjustments =
[
    /* 0. Radius*/                1000 /*Explanation: Radius for
the rotating UAV. Default: 1000*/,
    /* 1. Height*/                1000 /*Explanation: Height for
the rotating UAV. Default: 1000*/,
    /* 2. Munition Mounted Hellfire*/ 8 /*Explanation: Available
Hellfires. Default: 8*/,
    /* 3. Munition Hellfire Strike*/ 3 /*Explanation: Available
Hellfires Strikes. Default: 3*/,
    /* 4. Zoom Mounted Hellfire*/    9.5 /*Explanation: Maximum zoom
level for the Mounted Hellfire. Default: 9.5 (only numbers between 1 and
10)*/,
    /* 5. Zoom Hellfire Strike*/    9.5 /*Explanation: Maximum zoom
level for the Hellfire Strike. Default: 9.5 (only numbers between 1 and
10)*/,
    /* 6. Mapclicks*/              3 /*Explanation: Available
UAV mapclicks per player. Default: 3*/,
    /* 7. Delay*/                  120 /*Explanation: Delay for
mapclick UAV to arrive. Default: 120*/
];
```

In Game Actions:

LDL_inGameActions	Name	Default Value	Explanation
0	AC130 Camera	True	Co-Pilot can activate camera view via "AC130 Camera"
1	AC130 Autopilot	True	Pilot can start rotate script via "AC130 Autopilot"
2	AI Commands	True	Player can command AI AC130 from the ground via "AC130 Cease/Open Fire", "AC130 Attack Position", "AC130 Return Home"
3	LDL-Systems	false	NOT AVAILABLE! LDL-Systems: AC130 Pilot and AC130 Co-Pilot have the ability to start coop script

Code (copy and paste the following into an sqf file)

```
//Available in game actions to start the AC130.
LDL_inGameActions =
[
    true, //0: AC130 Co-Pilot can activate camera view via "AC130 Camera"
    true, //1: AC130 Pilot can start rotate script via "AC130 Autopilot"
    true, //2: Player can command AI AC130 from the ground via "AC130
Cease/Open Fire", "AC130 Attack Position", "AC130 Return Home"
    false //3: NOT AVAILABLE! LDL-Systems: AC130 Pilot and AC130 Co-Pilot
have the ability to start coop script
];
```


2. Script

Remember that the example missions are usually ready to play and necessary code is already implemented. Load the mission and click "Preview" or have a look at the files in the mission folder. (Install the Addon at first)

Note: The script uses the old shells without the Addon

This is only recommended for users with experience in scripting. You can configure and start the AC-130 exactly how you want

Necessary files and codes in the mission folder

Note: The easiest way to ensure that the script is working correctly is to copy everything except the "mission.sqm" from the example mission

Add the following codes into the correct file. Create the file if it doesn't exist. Also ensure that the LDL_ac130 folder is in your mission folder.

init.sqf

Code (copy and paste the following into an sqf file)

```
LDL_init = compile preprocessFileLineNumbers "LDL_ac130\LDL_init.sqf";
[]spawn LDL_init;
waitUntil {!isNil "LDL_initDone"};
waitUntil {LDL_initDone};
```

description.ext

Code (copy and paste the following into an sqf file)

```
//defines
#include "LDL_ac130\Includes\uiDefines.hpp"
#include "LDL_ac130\Includes\define.hpp"

//Dialogs
#include "LDL_ac130\Includes\dialogParent.hpp"
#include "LDL_ac130\Includes\dialogAC130.hpp"
#include "LDL_ac130\Includes\dialogUAV.hpp"
#include "LDL_ac130\Includes\dialogMap.hpp"

//Titles
//Note: If your mission already has a RscTitles add the line "#include
"LDL_ac130\Includes\RscTitles.hpp" to the existing RscTitles.
class RscTitles
{
    #include "LDL_ac130\Includes\RscTitles.hpp"
};

//Sounds
//Note: If your mission already has a CfgSounds add the line "#include
"LDL_ac130\Includes\CfgSounds.hpp" to the existing CfgSounds.
class CfgSounds
{
    sounds[] = {};
    #include "LDL_ac130\Includes\CfgSounds.hpp"
};
```

Note: If your mission already has a CfgSounds or RscTitles only add the line "#include *" to the existing CfgSounds or RscTitles

Necessary work in the editor

To convert a C-130J to an AC-130 put the following line into the init-line of the plane

Code (copy and paste the following into an sqf file)

```
nul = [this] execVM "LDL_ac130\Addon\ac130_init_AC130.sqf";
```

To give a certain object actions put the following codes into the init-line of the object

Type 1: Ability to call rotating AC130 via mapclick

Code (copy and paste the following into an sqf file)

```
this addAction ["Call AC130", "LDL_ac130\Actions\ac130_action_map.sqf"];
```

Type 2: Ability to call AI controlled rotating AC130 via mapclick

Code (copy and paste the following into an sqf file)

```
this addAction ["Call AC130 (AI)",  
"LDL_ac130\Actions\ac130_action_map_AI.sqf"];
```

Type 3: Ability to call rotating UAV via mapclick

Code (copy and paste the following into an sqf file)

```
this addAction ["Call UAV", "LDL_ac130\Actions\uav_action_map.sqf"];
```

Run and control the AC130 Script via scripting

Note: You must execute the codes via script. Either directly in the init.sqf or in an extern *.sqf file.

Codes to spawn the AC130 and start the script

Type 1: Create rotating AC130 / Let existing AC130 rotate

Code (copy and paste the following into an sqf file)

```
//[POSITION/OBJECT, RADIUS, HEIGHT, SEQUENCE, DELAY]call  
LDL_ac130_rot_setup  
[getPos player, LDL_AC130_Adjustments select 0, LDL_AC130_Adjustments select  
1, LDL_Adjustments select 6, LDL_AC130_Adjustments select 12]call  
LDL_ac130_rot_setup;
```

Type 2: Attach camera to an existing AC130

Code (copy and paste the following into an sqf file)

```
//[OBJECT, RADIUS]call LDL_ac130_att_setup  
[vehicle player, LDL_AC130_Adjustments select 0]call LDL_ac130_att_setup;
```

Type 3: Create AI controlled rotating AC130 / Let existing AC130 rotate AI controlled

Code (copy and paste the following into an sqf file)

```
//[POSITION/OBJECT, RADIUS, HEIGHT, TIME, DELAY]call LDL_ac130_AI_setup  
[getPos player, LDL_AC130_Adjustments select 0, LDL_AC130_Adjustments select  
1, LDL_Adjustments select 9, LDL_AC130_Adjustments select 12]call  
LDL_ac130_AI_setup;
```

Type 4: Create rotating UAV / Let existing UAV rotate

Code (copy and paste the following into an sqf file)

```
//[POSITION/OBJECT, RADIUS, HEIGHT, SEQUENCE, DELAY]call LDL_uav_rot_setup  
[getPos player, LDL_UAV_Adjustments select 0, LDL_UAV_Adjustments select  
1, LDL_Adjustments select 6, LDL_UAV_Adjustments select 7]call  
LDL_uav_rot_setup;
```

Type 5: Create invisible rotating AC130

Code (copy and paste the following into an sqf file)

```
//[POSITION/OBJECT, RADIUS, HEIGHT, DELAY]call LDL_ac130_lite_setup  
[getPos player, LDL_AC130_Adjustments select 0, LDL_AC130_Adjustments select  
1, LDL_AC130_Adjustments select 12]call LDL_ac130_lite_setup;
```

POSITION must be an Array with the coordinates: [x,y,z]

OBJECT must be the name of an existing object

RADIUS, HEIGHT, TIME and DELAY must be a number

SEQUENCE must be a boolean (true or false)

Let AI controlled AC-130 attack specific targets

Code (copy and paste the following into an sqf file)

```
LDL_AI_ceaseFire = true; //AC-130 stops aiming targets automatically  
LDL_AI_targets = [target1, target2, target3]; //Every target must be an  
object
```

Abort AC-130 Script

Code (copy and paste the following into an sqf file)

```
LDL_ac130_abort = true;  
waitUntil{(!LDL_ac130_active)};
```

Check if client uses the LDL_AC130 AddOn

Code (copy and paste the following into an sqf file)

```
if (!(isClass(configFile>>"CfgPatches">>"LDL_ac130"))) then  
{  
    //No Addon detected  
}  
else  
{  
    //Addon detected  
};
```

Rearm AC-130

Code (copy and paste the following into an sqf file)

```
[plane]call LDL_ac130_rearm;
```

or

Code (copy and paste the following into an sqf file)

```
this addAction ["Rearm AC130","rearmAC130.sqf"];
```

III. Miscellaneous

1. Controls:

Move your Mouse to aim
L MOUSE: Fire
R MOUSE: Change Position
MOUSE WHEEL: Zoom
1 2 3 or ^: Change Weapons
M: Map
Shift: Fix Camera
F1: Help
F2: Toggle View
F3: Infantry Strobe
F4: Vehicle Detection
F5: Normal Mode
F6: FLIR
F7: NVG
F8: Toggle Mode
F9: Show Waypoints
F10: Toggle Sound
ESC: Abort

2. Changelog v0.7:

- Scripts now terminate correctly
- Fixed: Minor bugfixes, HUD indicators showed wrong values in attached mode
- Added: More options, LDL_actionsInGame, UAV Mapclicks, Rearm-Logic and function
- New Sounds for 25mm and 40mm, empty sound

3. Known issues: