

GLT Missilebox ver. 3.5

GLT Missilebox weapon classnames

Weapon classname -> Ammo classname
Magazine(s) classname(s)

GLT_AIM9M_Launcher -> GLT_AIM9M_AA
"GLT_2Rnd_AIM9M",
"GLT_4Rnd_AIM9M",
"GLT_6Rnd_AIM9M",
"GLT_8Rnd_AIM9M",
"GLT_10Rnd_AIM9M",
"GLT_12Rnd_AIM9M"

GLT_AIM9X_Launcher -> GLT_AIM9X_AA
"GLT_2Rnd_AIM9X",
"GLT_4Rnd_AIM9X",
"GLT_6Rnd_AIM9X",
"GLT_8Rnd_AIM9X",
"GLT_10Rnd_AIM9X",
"GLT_12Rnd_AIM9X"

GLT_AIM120_Launcher -> GLT_AIM120_AA
"GLT_2Rnd_AIM120",
"GLT_4Rnd_AIM120",
"GLT_6Rnd_AIM120",
"GLT_8Rnd_AIM120",
"GLT_10Rnd_AIM120",
"GLT_12Rnd_AIM120"

GLT_AIM7_Launcher -> GLT_AIM7_AA
"GLT_2Rnd_AIM7",
"GLT_4Rnd_AIM7",
"GLT_6Rnd_AIM7",
"GLT_8Rnd_AIM7",
"GLT_10Rnd_AIM7",
"GLT_12Rnd_AIM7"

GLT_AIM54_Launcher -> GLT_AIM54_AA
"GLT_2Rnd_AIM54",
"GLT_4Rnd_AIM54",
"GLT_6Rnd_AIM54"

GLT_R3_Launcher -> GLT_R3_AA
"GLT_2Rnd_R3",
"GLT_4Rnd_R3",
"GLT_6Rnd_R3",
"GLT_8Rnd_R3",
"GLT_10Rnd_R3",
"GLT_12Rnd_R3"

GLT_R60_Launcher -> GLT_R60_AA
"GLT_2Rnd_R60",
"GLT_4Rnd_R60",

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"GLT_6Rnd_R60",
"GLT_8Rnd_R60",
"GLT_10Rnd_R60",
"GLT_12Rnd_R60"
GLT_R27_Launcher    -> GLT_R27_AA
"GLT_2Rnd_R27",
"GLT_4Rnd_R27",
"GLT_6Rnd_R27",
"GLT_8Rnd_R27",
"GLT_10Rnd_R27",
"GLT_12Rnd_R27"
GLT_R73_Launcher    -> GLT_R73_AA
"GLT_2Rnd_R73",
"GLT_4Rnd_R73",
"GLT_6Rnd_R73",
"GLT_8Rnd_R73",
"GLT_10Rnd_R73",
"GLT_12Rnd_R73"
GLT_R77_Launcher    -> GLT_R77_AA
"GLT_2Rnd_R77",
"GLT_4Rnd_R77",
"GLT_6Rnd_R77",
"GLT_8Rnd_R77",
"GLT_10Rnd_R77",
"GLT_12Rnd_R77"
GLT_R550_Launcher    -> GLT_R550_AA
"GLT_2Rnd_R550",
"GLT_4Rnd_R550",
"GLT_6Rnd_R550",
"GLT_8Rnd_R550",
"GLT_10Rnd_R550",
"GLT_12Rnd_R550"
GLT_AIM132_Launcher    -> GLT_AIM132_AA
"GLT_2Rnd_AIM132",
"GLT_4Rnd_AIM132",
"GLT_6Rnd_AIM132",
"GLT_8Rnd_AIM132",
"GLT_10Rnd_AIM132",
"GLT_12Rnd_AIM132"
GLT_METEOR_Launcher    -> GLT_METEOR_AA
"GLT_2Rnd_METEOR",
"GLT_4Rnd_METEOR",
"GLT_6Rnd_METEOR",
"GLT_8Rnd_METEOR",
"GLT_10Rnd_METEOR",
"GLT_12Rnd_METEOR"
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GLT_AGM114_Launcher      -> GLT_AGM114_AG
    "GLT_2Rnd_AGM114",
    "GLT_4Rnd_AGM114",
    "GLT_6Rnd_AGM114",
    "GLT_8Rnd_AGM114",
    "GLT_10Rnd_AGM114",
    "GLT_12Rnd_AGM114",
    "GLT_14Rnd_AGM114",
    "GLT_16Rnd_AGM114",
    "GLT_18Rnd_AGM114"
GLT_AGM114K_Launcher     -> GLT_AGM114K_AG
    "GLT_2Rnd_AGM114K",
    "GLT_4Rnd_AGM114K",
    "GLT_6Rnd_AGM114K",
    "GLT_8Rnd_AGM114K",
    "GLT_10Rnd_AGM114K",
    "GLT_12Rnd_AGM114K",
    "GLT_14Rnd_AGM114K",
    "GLT_16Rnd_AGM114K",
    "GLT_18Rnd_AGM114K"
GLT_AGM65_Launcher       -> GLT_AGM65_AG
    "GLT_2Rnd_AGM65",
    "GLT_4Rnd_AGM65",
    "GLT_6Rnd_AGM65",
    "GLT_8Rnd_AGM65",
    "GLT_10Rnd_AGM65",
    "GLT_12Rnd_AGM65"
GLT_AGM65E_Launcher      -> GLT_AGM65E_AG
    "GLT_2Rnd_AGM65E",
    "GLT_4Rnd_AGM65E",
    "GLT_6Rnd_AGM65E",
    "GLT_8Rnd_AGM65E",
    "GLT_10Rnd_AGM65E",
    "GLT_12Rnd_AGM65E"
GLT_AGM84_Launcher       -> GLT_AGM84_AG
    "GLT_2Rnd_AGM84",
    "GLT_4Rnd_AGM84",
    "GLT_6Rnd_AGM84"
GLT_AGM88_Launcher       -> GLT_AGM88_AG
    "GLT_2Rnd_AGM88",
    "GLT_4Rnd_AGM88",
    "GLT_6Rnd_AGM88"
GLT_CH15_Launcher        GLT_CH15_AG
    "GLT_1Rnd_CH15",
    "GLT_2Rnd_CH15",
    "GLT_4Rnd_CH15",
    "GLT_6Rnd_CH15",
    "GLT_10Rnd_CH15",
    "GLT_12Rnd_CH15"
    GLT_isGPSguided = true;

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GLT_CH15A_Launcher      -> GLT_CH15APS_AG
GLT_CH15P_Launcher      -> GLT_CH15APS_AG
GLT_CH15S_Launcher      -> GLT_CH15APS_AG
    "GLT_1Rnd_CH15APS",
    "GLT_2Rnd_CH15APS",
    "GLT_4Rnd_CH15APS",
    "GLT_6Rnd_CH15APS",
    "GLT_10Rnd_CH15APS",
    "GLT_12Rnd_CH15APS"
GLT_CH29L_Launcher      -> GLT_CH29L_AG
    "GLT_2Rnd_CH29L",
    "GLT_4Rnd_CH29L",
    "GLT_6Rnd_CH29L",
    "GLT_8Rnd_CH29L"
GLT_CH29T_Launcher      -> GLT_CH29T_AG
    "GLT_2Rnd_CH29T",
    "GLT_4Rnd_CH29T",
    "GLT_6Rnd_CH29T",
    "GLT_8Rnd_CH29T"
GLT_CH59_Launcher       -> GLT_CH59_AG
    "GLT_1Rnd_CH59",
    "GLT_2Rnd_CH59",
    "GLT_4Rnd_CH59"
GLT_AM39_Launcher       -> GLT_AM39_AG
    "GLT_1Rnd_AM39",
    "GLT_2Rnd_AM39",
    "GLT_4Rnd_AM39"
GLT_AS4_Launcher        -> GLT_AS4_AG
GLT_AS4PSI_Launcher     -> GLT_AS4_AG
    "GLT_1Rnd_AS4",
    "GLT_2Rnd_AS4",
    "GLT_3Rnd_AS4"
    GLT_isGPSguided = true;

GLT_CH31_Launcher       -> GLT_CH31_AG
    "GLT_1Rnd_CH31",
    "GLT_2Rnd_CH31",
    "GLT_4Rnd_CH31"
    GLT_isGPSguided = true;
GLT_CH31P_Launcher      -> GLT_CH31P_AG
    "GLT_1Rnd_CH31P",
    "GLT_2Rnd_CH31P",
    "GLT_4Rnd_CH31P"
GLT_FAB250_Launcher     -> GLT_FAB250_Bo
    "GLT_2Rnd_FAB250",
    "GLT_4Rnd_FAB250",
    "GLT_6Rnd_FAB250",
    "GLT_8Rnd_FAB250",
    "GLT_10Rnd_FAB250",
    "GLT_12Rnd_FAB250",
    "GLT_36Rnd_FAB250"

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GLT_FAB500_Launcher      -> GLT_FAB500_Bo
    "GLT_2Rnd_FAB500",
    "GLT_4Rnd_FAB500",
    "GLT_6Rnd_FAB500",
    "GLT_24Rnd_FAB500"
GLT_MK81_Launcher        -> GLT_MK81_Bo
    "GLT_2Rnd_MK81",
    "GLT_4Rnd_MK81",
    "GLT_6Rnd_MK81",
    "GLT_8Rnd_MK81",
    "GLT_10Rnd_MK81",
    "GLT_12Rnd_MK81"
GLT_MK82_Launcher        -> GLT_MK82_Bo
    "GLT_2Rnd_MK82",
    "GLT_4Rnd_MK82",
    "GLT_6Rnd_MK82",
    "GLT_8Rnd_MK82",
    "GLT_10Rnd_MK82",
    "GLT_12Rnd_MK82"
GLT_MK84_Launcher        -> GLT_MK84_Bo
    "GLT_2Rnd_MK84",
    "GLT_4Rnd_MK84",
    "GLT_6Rnd_MK84"
GLT_AGM154A1_Launcher    -> GLT_AGM154A1_LGB
    "GLT_1Rnd_AGM154A1",
    "GLT_2Rnd_AGM154A1",
    "GLT_4Rnd_AGM154A1"
    GLT_isGPSguided = true;
GLT_AGM154A_Launcher     -> GLT_AGM154A_LGB
    "GLT_1Rnd_AGM154A",
    "GLT_2Rnd_AGM154A",
    "GLT_4Rnd_AGM154A"
    GLT_bomblets = 145;
    GLT_bombletType = "Sh_105_HE";
GLT_GBU12_Launcher       -> GLT_GBU12_LGB
    "GLT_2Rnd_GBU12",
    "GLT_4Rnd_GBU12",
    "GLT_6Rnd_GBU12",
    "GLT_8Rnd_GBU12",
    "GLT_10Rnd_GBU12",
    "GLT_12Rnd_GBU12"
GLT_GBU53_Launcher       -> GLT_GBU53_LGB      (is GBU-31)
    "GLT_2Rnd_GBU53",
    "GLT_4Rnd_GBU53",
    "GLT_6Rnd_GBU53",
    "GLT_2Rnd_GBU53BIS"
    GLT_isGPSguided = true;

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GLT_GBU39_Launcher      -> GLT_GBU-39_LGB
    "GLT_4Rnd_GBU39",
    "GLT_8Rnd_GBU39",
    "GLT_12Rnd_GBU39",
    "GLT_16Rnd_GBU39"
    GLT_isGPSguided = true;
GLT_MOAB_Launcher      -> GLT_GBU43
    "1Rnd_GBU43_GLT"
    GLT_isGPSguided = true;
GLT_GBU24_Launcher      -> GLT_GBU24_LGB
    "GLT_2Rnd_GBU24",
    "GLT_4Rnd_GBU24",
    "GLT_6Rnd_GBU24"
GLT_KAB250_Launcher      -> GLT_KAB250_LGB
    "GLT_2Rnd_KAB250",
    "GLT_4Rnd_KAB250",
    "GLT_6Rnd_KAB250",
    "GLT_8Rnd_KAB250",
    "GLT_10Rnd_KAB250",
    "GLT_12Rnd_KAB250"
GLT_KAB500_Launcher      -> GLT_KAB500_LGB
    "GLT_2Rnd_KAB500",
    "GLT_4Rnd_KAB500",
    "GLT_6Rnd_KAB500",
    "GLT_8Rnd_KAB500"
GLT_KAB500SE_Launcher    -> GLT_KAB500SE_JDAM
    "GLT_2Rnd_KAB500_JDAM",
    "GLT_4Rnd_KAB500_JDAM",
    "GLT_4Rnd_KAB500_JDAMBIS",
    "GLT_6Rnd_KAB500_JDAM",
    "GLT_8Rnd_KAB500_JDAM"
    GLT_isGPSguided = true;
GLT_KAB1500_Launcher      -> GLT_KAB1500_LGB
    "GLT_1Rnd_KAB1500",
    "GLT_2Rnd_KAB1500",
    "GLT_4Rnd_KAB1500",
    "GLT_5Rnd_KAB1500"
GLT_FFARLauncher_unguided -> R_Hydra_HE      (BIS default ammo)
    "GLT_38Rnd_HYDRA70_unguided",
    "GLT_76Rnd_HYDRA70_unguided",
    "GLT_114Rnd_HYDRA70_unguided",
    "GLT_152Rnd_HYDRA70_unguided"
GLT_FFARLauncher_laser    -> R_Hydra_HE_laser
    "GLT_38Rnd_HYDRA70_laser",
    "GLT_76Rnd_HYDRA70_laser",
    "GLT_114Rnd_HYDRA70_laser",
    "GLT_152Rnd_HYDRA70_laser"

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GLT_M61A1

"480Rnd_20mm_M61A1_GLT",
"510Rnd_20mm_M61A1_GLT",
"500Rnd_20mm_M61A1_GLT",
"578Rnd_20mm_M61A1_GLT",
"640Rnd_20mm_M61A1_GLT",
"650Rnd_20mm_M61A1_GLT",
"675Rnd_20mm_M61A1_GLT",
"725Rnd_20mm_M61A1_GLT",
"940Rnd_20mm_M61A1_GLT",
"1028Rnd_20mm_M61A1_GLT",
"1030Rnd_20mm_M61A1_GLT",
"1100Rnd_20mm_M61A1_GLT",
"1550Rnd_20mm_M61A1_GLT",
"2050Rnd_20mm_M61A1_GLT"

Equipment

Equipment only consist of ammo and magazine classes since those aren't meant to be fired. Weapon proxies are filled according to magazines added so you might add these as you see them fit.

BRU61: Rail for GBU-39 SDB

Ammo: GLT_BRU61A_EQ
Magazines: GLT_1Rnd_BRU61A
GLT_2Rnd_BRU61A
GLT_3Rnd_BRU61A
GLT_4Rnd_BRU61A

Hydra Pods, 19 rounds

Ammo: GLT_FFAR19_POD
Magazines: GLT_2Rnd_FFARPOD
GLT_4Rnd_FFARPOD
GLT_6Rnd_FFARPOD
GLT_8Rnd_FFARPOD

AN/AAQ28 Sniper Pod

Ammo: GLT_ANAAQ28
Magazines: GLT_1Rnd_ANAAQ28

LAU-2 Dualrail

Ammo: GLT_DUALRAIL
Magazines: GLT_2Rnd_DUALRAIL
GLT_4Rnd_DUALRAIL
GLT_6Rnd_DUALRAIL

Filler (to fill unused proxies with invisible „ammo“)

Ammo: GLT_empty

Magazines: GLT_empty_2
GLT_empty_4
GLT_empty_6
GLT_empty_8
GLT_empty_10
GLT_empty_12
GLT_empty_14
GLT_empty_16
GLT_empty_18
GLT_empty_20
GLT_empty_22
GLT_empty_24
GLT_empty_26
GLT_empty_28
GLT_empty_30
GLT_empty_32

Vehicles

GLT_Su39_laser

GLT_Su39_JDAM

GLT_Su34_Laser

GLT_Su34_JDAM

AV8B2_JDAM

A10_US_EP1_JDAM

glt_MOABdisplay

Enable GPS/INS as Addonmaker:

The GPS/INS system is initialized by the Missilebox itself so all it requires is a action to open the dialogue:

```
class GLT_GPSaction {  
    priority = 0;  
    shortcut = "";  
    displayNameDefault = "";  
    position = "";  
    radius = 5;  
    onlyforplayer = 1;  
    displayName = "GPS/INS System";  
    condition = "(isengineon this) && (player == (driver this))";  
    statement = "createDialog 'glt_airgpsmfd'";  
};
```

Only the statement is fix and shouldn't be altered, the other settings like condition can be adjusted to fit your needs. After that, the vehicle just needs GPS/INS capable weapons to work. Check the weapons list above for „GLT_isGPSguided = true;“ to determine which weapons can be used.

Due to the fact that the GPS/INS system is based on laserguided weapons, all GPS/INS weapons can lock on laser designator. This is not a bug but a technical limitation. However, the system is designed that only the local pilot can see and lock it's own set GPS coordinates. Also does the system check if the actual weapon „is allowed“ to be GPS/INS guided and lock on the lasertarget created. So you wont be able to use any other laserguided bombs (like a GBU12) with the GPS/INS system.

Credits

IrishDeviant for: AGM-88, KAB-250L, KAB-500L and KAB-1500L. Outstanding work, mate. Thanks again.

RKSL-Rock for: AGM-84, parts of the GBU-12 (guidance) aswell for offering his UK Missilepack.
wld427 for: FAB-500 MLOD (created by godhammer), inspiration for the AGM-154 and the Kh-15.

NodUnit for: reference pictures of the AGM-114 texture. Thanks again.

[APS]Gnat for adjusted config values of a bunch of russian weapons.

[GLT]Turrican for a lot of help with the GPS/INS dialog.

NeoArmageddon for his cluster script.

Irishdeviant, thanks for those outstanding models. I tried to reach your standard with my own models but surely failed.

RKSL-Rock, thanks for your contributions and help.

wld427, also thanks to you for sharing some MLOD's although i didn't used all.

Also would say thanks to southy as he sent also a whole bunch of MLOD's. Most i already had and some will probably follow in a additional pack later.

NodUnit & Keshman, thanks for your help on some textures.

Xeno426 for various contributions regarding Plane cannons. Only partially included, some more will find their way into the real airweapons addon sooner or later.