

# AC-130 Simulation for Arma 2

v.0.6

LurchiDerLurch, 2010

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](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)

### **This script simulates an AC-130 in ARMA2.**

- MP compatible since v.0.3
- Operation Arrowhead FLIR and optional Addon version (Idl\_ac130.pbo) since v.0.4
- Singleplayer Mission "Death From Above" since v.0.5 (Download Death From Above)
- Operation Arrowhead and Combined Operations supported since v.0.6 (ARMA2 standalone is no longer supported)

### **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 (v.0.5 or lower) only you have the simple old FLIR. Not the new OAH FLIR (black and white).

You can use the script with and without the Addon (Idl\_ac130.pbo).

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

## **I. Installation**

### **1. Addon**

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

1.2 There is an example mission called "AC130\_v0\_6\_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/plug.php?e=faq&q=18>

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

2.1 Put the "AC130\_v0\_6\_Script.Zargabad" or "AC130\_v0\_6\_Script.utes" folder into your Arma 2 missions folder. (...\\Documents\\Arma 2\\missions)

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

## **II: Usage**

Remember that the example missions are usually ready to play. Load the mission and click "Preview" (install the Addon if necessary).

### **1. Addon**

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



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

The AC-130 has 2 actions to start the script. Either with the pilot or the copilot.

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

### **1.3 You can place 3 other logics**

#### 1.3.1 Type 1: "Can call AC130"

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

#### 1.3.2 Type 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

#### 1.3.3 Type 3: "Can call UAV"

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



## 1.4 Change Options

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

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

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

//Options for the AC-130 (optional)
LDL_options =
[
1000, //0: Default radius for the rotating AC130. Default: 1000
1000, //1: Default height for the rotating AC130. Default: 1000
1000, //2: Munition for the 25mm. Default: 1000
50, //3: Munition for the 40mm. Default: 50
20, //4: Munition for the 105mm. Default: 20
true, //5: Show Infantry Strobes at startup. Default: true
false, //6: Show Vehicle Detection at startup. Default: false
false, //7: Activate 360°view. Default: false
false, //8: Show waypoints for rotating AC130. Default: false
true, //9: Show particles (smoke, tracer etc.); Default: true
9.5, //10: Maximum zoom level for the 25mm. Default: 9.5 (only numbers between 1 and 10)
9, //11: Maximum zoom level for the 40mm. Default: 9 (only numbers between 1 and 10)
8, //12: Maximum zoom level for the 105mm. Default: 8 (only numbers between 1 and 10)
-1, //13: Time in seconds when AC130 script stops. Default: -1 (infinite)
180, //14: Time in seconds the AI controlled AC130 stays in the air. Default: 180
true, //15: Disable Vehicle Detection (Enemy and friendly units). Default: true
false, //16: Disable Infantry Strobes. Default: false
false, //17: Disable Monitor. Default: false
false, //18: Disable third-person view. Default: false
1, //19: Camera effect at startup: 1 (Nothing), 2 (FLIR white), 3 (FLIR black), 4 (NVG). Default: 1
120, //20: Delay for mapclick AC130 to arrive. Default: 120
true, //21: Sequence at startup. Default: true
3, //22: Available AC130 mapclicks per player. Default: 3
false, //23: Disable Sounds. Default: false
false //24: Enable Optical Zoom. Default: false !BETA only available for rotating AC130 BETA!
];
```

Everything explained here is already in the example missions.

## 2. Script

**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:

### 2.1 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.

#### 2.1.1 init.sqf

```
LDL_init = compile preprocessFileLineNumbers "LDL_ac130\LDL_init.sqf";  
[]spawn LDL_init;
```

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

#### 2.1.2 description.ext

Note: If your mission already has a CfgSounds add the line "#include "LDL\_ac130\Includes\CfgSounds.hpp"" to the existing CfgSounds

```
//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"  
  
//Sounds  
class CfgSounds  
{  
sounds[] = {};  
#include "LDL_ac130\Includes\CfgSounds.hpp"  
};
```

## 2.2 Necessary work in the editor

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

```
this setVariable ["LDL_planeInUse", false, true];
```

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

Type 1: Ability to call rotating AC130 via mapclick

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

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

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

Type 3: Ability to call rotating UAV via mapclick

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

## 2.3 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.**

2.3.1 Call AC130

Type 1: Create rotating AC130 / Let existing AC130 rotate

```
//[POSITION/OBJECT, RADIUS, HEIGHT, SEQUENCE, DELAY]call LDL_ac130_rot_setup;  
f.e:
```

```
[getPosition player, LDL_options select 0, LDL_options select 1, LDL_options select 21, LDL_options select 20]call LDL_ac130_rot_setup;
```

Type 2: Attach camera to an existing AC130

```
//[OBJECT, RADIUS]call LDL_ac130_att_setup;  
f.e:
```

```
[PLANE, LDL_options select 0]call LDL_ac130_att_setup;
```

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

```
//[POSITION/OBJECT, RADIUS, HEIGHT, TIME, DELAY]call LDL_ac130_AI_setup;  
f.e:
```

```
[getPosition player, LDL_options select 0, LDL_options select 1, LDL_options select 14, LDL_options select 20]call LDL_ac130_AI_setup;
```

#### Type 4: Create rotating UAV / Let existing UAV rotate

//[[POSITION/OBJECT, RADIUS, HEIGHT, SEQUENCE, DELAY]call LDL\_uav\_rot\_setup;  
f.e:

```
[getPos player,LDL_options select 0,LDL_options select 1,LDL_options select 21, LDL_options select 20]call LDL_uav_rot_setup;
```

**Note: POSITION: Array ([0,0,0]); OBJECT: object; RADIUS: Number; HEIGHT: Number; SEQUENCE: boolean (true or false); DELAY: Number**

#### 2.3.2 Let AI controlled AC130 attack specific targets

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

#### 2.4.3 Abort AC130 Script

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

#### 2.4.4 Check if client uses the LDL\_AC130 AddOn

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

## 2.4.5 LDL\_options

**Note: Ensure that the lines are executed after the LDL\_init. Otherwise the script will use the default values.**

```
LDL_options =  
[  
1000, //0: Default radius for the rotating AC130. Default: 1000  
1000, //1: Default height for the rotating AC130. Default: 1000  
1000, //2: Munition for the 25mm. Default: 1000  
50, //3: Munition for the 40mm. Default: 50  
20, //4: Munition for the 105mm. Default: 20  
true, //5: Show Infantry Strobes at startup. Default: true  
false, //6: Show Vehicle Detection at startup. Default: false  
false, //7: Activate 360° view. Default: false  
false, //8: Show waypoints for rotating AC130. Default: false  
true, //9: Show particles (smoke, tracer etc.); Default: true  
9.5, //10: Maximum zoom level for the 25mm. Default: 9.5 (only numbers between 1 and 10)  
9, //11: Maximum zoom level for the 40mm. Default: 9 (only numbers between 1 and 10)  
8, //12: Maximum zoom level for the 105mm. Default: 8 (only numbers between 1 and 10)  
-1, //13: Time in seconds when AC130 script stops. Default: -1 (infinite)  
180, //14: Time in seconds the AI controlled AC130 stays in the air. Default: 180  
true, //15: Disable Vehicle Detection (Enemy and friendly units). Default: true  
false, //16: Disable Infantry Strobes. Default: false  
false, //17: Disable Monitor. Default: false  
false, //18: Disable third-person view. Default: false  
4, //19: Camera effect at startup: 1 (Nothing), 2 (FLIR white), 3 (FLIR black), 4 (NVG). Default: 1  
0, //20: Delay for mapclick AC130 to arrive. Default: 180  
true, //21: Sequence at startup. Default: true  
3, //22: Available AC130 mapclicks per player. Default: 3  
false, //23: Disable Sounds. Default: false  
false //24: Enable Optical Zoom. Default: false !BETA only available for rotating AC130 BETA!  
];
```

### **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 v0.6:**

Added:

- OA Standalone & Combined Operations support (ARMA2 standalone is no longer supported)
- Improved weapon system for the UAV
- New HUD
- MMA Missiles for the UAV (only if MMA is correctly initialized)

Fixed:

- Type of plane (and pilot) depends on the players faction now
- There is now a maximum / minimum height and radius
- Some code optimization
- Time is now shown formatted: f.e: 00:02:00
- Fixing the camera on a target/position in exterior view now possible
- Plane stops changing height/radius immediately when released an arrow key

#### **3. Known issues:**