

SAM Support

By Nordin

This is a addon gives the player access to different types of support in ArMA 2.

This script requires ACE.

Installation

Add the **sam_support** folder to your mission

Add [] execVM "sam_support\sam_support_init.sqf"; in your init.sqf file

Add to description.ext :

```
#include "sam_support\GUI\Common.hpp"
```

```
#include "sam_support\GUI\artillery.hpp"
```

If you are going to use AC130 and/or add :

Add LDL_ac130 folder to your mission (included in demo mission).

Add to init:

```
LDL_init = compile preprocessFileLineNumbers "LDL_ac130\LDL_init.sqf";
```

```
    []spawn LDL_init;
```

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

```
    waitUntil {LDL_initDone};
```

Add to description.ext :

```
//defines AC130
```

```
#include "LDL_ac130\uiDefines.hpp"
```

```
#include "LDL_ac130\define.hpp"
```

```
//Dialogs AC130
```

```
#include "LDL_ac130\dialogParent.hpp"
```

```
#include "LDL_ac130\dialogAC130.hpp"
```

```
#include "LDL_ac130\dialogUAV.hpp"
```

```
#include "LDL_ac130\dialogMap.hpp"
```

```
//Sounds
```

```
class CfgSounds
```

```
{
```

```
    sounds[] = {};
```

```
    #include "LDL_ac130\CfgSounds.hpp"
```

```
}
```

The GUI



1. Support types
2. Your pos (GPS or DGAR in inventory = auto stated)
3. Distance and direction to target OR Distance and direction to approach point for CAS
4. Target pos
5. Callsings for artillery
6. Ordnance type
7. Artillery settings
8. Info/free text
9. Callsings for CAS
10. CAS types
11. Target priority
12. Transport callsings
13. Heli LZ marker
14. CAS control settings
15. Transport mission types

CAS

CAS missions can be performed by helicopters and airplanes.

Supported airplanes = F35, A10, AV8

Supported helicopters = All

Mission types

SAD = Search and destroy

Strafe = Strafe (A10)

Precise = AGM65 (AV8 and A10)

Bomb = LGB (All planes)

LGB = LGB (All planes) player has to laser target

CBU = CBU 87 (AV8 and A10)

Helicopters will search and destroy in target area. Helicopters will engage laser targets.

CAS with take off / CAS with plane on station/ CAS with heli:

1. Choose CAS in 1.
2. a State target coords in 4.
b If you want the airplane to approach from a certain direction state distance to the point and the direction (from target pos) in 3.
3. Choose calling to perform mission in 9.
4. Choose mission type in 10
5. Choose target priority in 11
6. Set 14. to CAS
7. Press send

Call for a plane to be on station:

1. Choose CAS in 1.
2. a State cords of holding area in 4.
3. Choose calling to perform mission in 9.
4. Choose mission type in 10 (Will give onstation aircraft different loadout types)
5. Set 14. to On station
6. Press send

Onstation plane to return home:

1. Choose CAS in 1.
2. Choose calling to perform mission in 9.
3. Set 14. to RTB
4. Press send

Artillery

Call for artillery

1. Choose Artillery in 1.
2. a State target coords in 4. OR
State distance and direction to target in 3.
3. Choose calling to perform mission in 5.
4. Choose munition in 6.
5. Set Zulu (Hight difference between target and player), Delay (between shoots fired), Shells (Number of shells) and Dispertion (if avaible)
6. Press send

Transport

1. Choose Transport in 1.
2. a State lz coords in 4.
3. Choose calling to perform mission in 12.
4. Choose mission type in 10
5. Choose if you want to mark LZ and with what to mark with in 13.
6. Set 15. to
Transport (for pick up and transport to base)
Ammo (if you want a ammodrop)
FRAP (to have fuel and vehicle ammo delivered) *requires a Chinook*
7. Press send

Known bugs

Transporthelis behavior, AI flying...

GUI adapted for "Very small" interface setting (will be fixed)

Creds

SSG-clan for beta testing and support

BI forum users for answering my questions

BIS for Arma 2 and OA

Mr Murray for his editor guide

Evil_echo

Bon_Inf

LDL for his AC130 and UAV scripts

ACE team

Please visit

[www.http://www.ssg-clan.se/forum/index.php?board=39.0](http://www.ssg-clan.se/forum/index.php?board=39.0) *Swedish*

http://translate.google.se/translate?js=y&prev=_t&hl=sv&ie=UTF-8&layout=1&eotf=1&u=http%3A%2F%2Fwww.ssg-clan.se%2Fforum%2Findex.php%3Fboard%3D39.0&sl=sv&tl=en *Google English*

Relases

v 0.95 RC

Lots of bugfixes and new features

v 0.90 Beta

First official release

DISCLAIMER :

We take no responsibility for (im)possible damage to your game/system that may be caused by installation of this Addon. This Addon is also prohibited to be used in any commercial product.

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