

The Genuine

AIRWOLF

Addon for Operation Flashpoint Resistance
by Airwolf Mod - the Original One



FLIGHT MANUAL

Dec 25, 2005

v.1.0beta

AIRWOLF ADDON INFORMATION

ADDON NAME: Airwolf
ADDON VERSION: 1.0beta
RELEASE DATE: December 25, 2005
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ADDON USES SOME SCRIPTS AND IDEAS BY (ALPHABETICAL ORDER):

- BAS (<http://www.ballistic-studios.com/>)
- Colonel Klink (<http://www.dc3d.co.nz/>)
- DKM MOD (<http://www.dkm-mod.tk/>)
- FDF MOD (<http://koti.mbnet.fi/~fdfmod/>)

HOW TO CONTACT THE AUTHOR?

If you have any questions regarding this addon - please post them here: <http://awmod.uni.cc/forum/viewforum.php?f=11>

It's also only place to report bugs and possible solutions to bugs, and only place for posting request and suggestions regarding final version of this addon.

All more 'private' matters should be send to me using Personal Messaging system of AIRWOLF MOD forum, you can also try to contact me on ICQ.

RELEASE HISTORY

2005.12.25 - Version 1.0beta
- First Public Beta

2002 - 2005.12.25
Countless internal alpha and beta versions

AWLA - AIR WOLF LICENSE AGREEMENT V2.0

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- 1.2 "Author" - means Tomasz Sopylo
- 1.3 "Mod" - means AIRWOLF MOD (The Original One)
- 1.4 "Addon" or "Original Addon" - means Airwolf Addon by AIRWOLF MOD (the Original One)
- 1.5 "Third Party Addon" - addon that isn't a part of AIRWOLF MOD (the Original One)

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As stated in 5.0 - you can decompile and modify Addon's PBO file and it's contents but for your own private use ONLY. If you really have to publish this modified file - you'll need Author's permission for that, but it's very unlikely I'll give you such permission.

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You don't need my permission if you want to customize defined, customizable parts of the model using your textures. It means you can apply your texture to all defined selections like numbers, props (for example book, binoculars, computer screen etc), but ONLY if you'll not affect integrity of the original pbo file's. You'll find info if such selections exists further in this file. You also don't need Author's permission if you want to release customization packs for Addon that features such selections.

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If you'll make a mission, campaign or other addon that uses this addon and you want to release it to public - you have to bundle this unchanged zip-file (but remember you can't distribute your addon with the pbo file only - you've to include whole not altered zip file) or inform the user where to get original zip-file, if you don't want to include this Addon with your mission/campaign/etc. You don't need Author's permission to release any missions or campaigns using this Original Addon, but you have Author's permission to release any third party addons using this Original Addon.

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You must not use any textures, sounds, models or model parts or scripts or configuration files from this addon in any addon that isn't a part of the Original Airwolf Mod.

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You are allowed to learn from cpp file and from scripts (sqs files). If you want to use ideas used in those scripts or config file - you have to place explicit information in your sqs/cpp files and in your information file (for example readme.txt), whose ideas were used. If you want to use scripts used with this addon but written by someone else than Author or Airwolf Mod (the Original One) team - you have to ask original author of the script for permission.

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AIRWOLF REPRISE

(As recorded 2/16/84)

File A56-7W

TOP SECRET

SUBJECT: AIRWOLF

A Mach-1 plus attack helicopter. Sought by governments, friendly and foreign, AIRWOLF has been hidden by test pilot, Stringfellow Hawke- to be returned to the government only if his brother, St. John, a MIA in Vietnam, can be found.

Michael Coldsmith Briggs III, code name: Archangel- Deputy Director of the intelligence agency that developed AIRWOLF. Believed to covertly provide logistical support to Hawke in exchange for flying AIRWOLF on missions of national interest.

Hawke is 34...reclusive, sensitive...a loner. Known to associate with his only friend and mentor, Dominic Santini.

Together, Hawke and Santini fly AIRWOLF at speeds rivaling the fastest jets. Backed by unmatched firepower, AIRWOLF is a weapon too dangerous to be left in unenlightened hands. Finding AIRWOLF is your number one priority. END OF FILE.

OFP ENGINE NOTES

REQUIRED OFP VERSION: 1.91 (Resistance)

REQUIRED ADDONS: Latest version of awmc.pbo (Airwolf Mod Character Pack)

LODs: Highest LOD face-count: 10183 (external), 12477 (cockpit) Estimated face-droptdown ratio (per LOD): 1.95

HARDWARE REQUIREMENTS: This addon is extremally complex, it uses very high-detail models and lots of scripting - you need relatively fast computer to play, although it should be playable on slower computers as well.

IN-GAME EDITOR NOTES

SIDE: West

CLASSIFICATION: Airwolf MOD

NAME: Airwolf

CLASS NAME: awmairwolf

ARMAMENT: .50cal Machine Guns (ammo: 2000pcs)

40mm Cannons (ammo: 1000pcs)

12 x FIM-43X Redeye Missiles

6 x AGM-114X Hellfire Missile

6 x M712X Copperhead Shells

54 x Sunburst Thermal Decoys

CREW: 1 Pilot, 1 Gunner, 1 Cargo

AIRWOLF TECHNICAL INFORMATION

CLASSIFIED: TOP SECRET

AIRWOLF was originally conceived and designed to look like an extraordinary executive helicopter-- nothing more. This would allow it normal airport exposure without people suspecting or comprehending its true military capabilities. It is, as its insignia suggests, a wolf in sheep's clothing.

AIRWOLF is a long-range supersonic multirole helicopter. It's an aerodynamic lifting body with a rotor system, driven by twin turbines, capable of propelling it to three hundred knots. This rotor system can be disengaged to ignite two turbo-thrust boosters, which can increase AIRWOLF'S speed to exceed mach two from sea level to 85,000 feet. AIRWOLF can rapidly slow itself by employing a reverse thruster system. Also, in some instances, AIRWOLF can deploy a drag chute (when the rotors are not engaged) which issues from a compartment in the tail.

AIRWOLF'S basic construction is of epoxy composites-- reinforced with boron and graphite fibres. The crew compartment is additionally protected with honeycomb-structured lead paneling. Other major components are made of "rapid solidification aluminum castings", helping to keep the weight down. This is all skinned with ultra-thin energy-absorbing (bullet-proof) shielding.

ADDON'S FEATURES

- Photorealistic Body and Cockpit Textures
- Detailed, Realistic Exterior and Interior models



- High number of resolution LOD's with aggressive dropdown ratio for smooth graphics
- Realistic Flight Model and Avionics
- Scripted Animations of doors
- Scripted start-up and shut-down sequences
- One of a kind countermeasures script



- Fully scripted, animated cockpit



- Realistic sounds

INSTALLATION

This addon HAS TO BE installed in the \OFP\awm\addons directory (where OFP is your Operation Flashpoint Resistance installation directory) - don't expect it to work properly if it's installed anywhere else. For example if the game is installed on your computer in folder:

C:\Program Files\OperationFlashpoint

create folder called awm there:

C:\Program Files\OperationFlashpoint\awm

create addons folder inside:

C:\Program Files\OperationFlashpoint\awm\addons

and extract contents of the zip file there.

then run the game using -mod=awm parameter:

FLASHPOINTRESISTANCE.EXE -mod=awm

(you can create shortcut with this parameter for easier usage).

NOTES FOR MISSION-MAKERS

SINGLE PLAYER MODE NOTES:

There's not much you must know and learn to use this addon in Single Player mode. The most important thing is AI script that controls behaviour of AI-controlled chopper. Script is enabled by default when AI is in pilot seat. A short description:

- AI will enable Full Combat Mode always when it's behaviour is COMBAT, AWARE or STEALTH - this way it'll be able to engage enemy units
- Wolf in Sheep Cloth (weapons retracted) mode will be enabled when AI is in SAFE or CARELESS mode - it'll flee battlefield when engaged in combat in this mode
- When AI's behaviour is CARELESS it's flight height is set to 120
- When AI's behaviour is SAFE it's flight height is set to 90
- When AI's behaviour is AWARE it's flight height is set to 60
- When AI's behaviour is COMBAT it's flight height is set to 60 and it'll enable Turbos and Jammer from time to time (on a random basis)
- When AI's behaviour is STEALTH it's flight height is set to 30 and it'll enable Turbos and Jammer from time to time (on a random basis)
- If AI detects Incoming Missile it'll try to avoid it using Countermeasures (popping Sunbursts and turning Radar Jammer on)

Above things mean it's imperative to set proper AI behaviour in mission editor for every mission where AI is flying the chopper. You can turn off AI script in SINGLE PLAYER MODE setting this variable, either in INIT.SQS or in the INIT field of a chopper or game logic.

```
noai = true
```

It may be handy in missions, where player is flying the chopper in the Gunner position - it'll give him better control over the chopper's instruments. AI script is turned off by default in MULTIPLAYER MODE.

MULTIPLAYER MODE NOTES:

This addon wasn't fully Multiplayer-tested, so there can be still some bugs in MP Mode.

To enable all effects on all choppers, put this line into the INIT of the choppers:

```
[this] exec "\awm\basmp\mpfire.sqs"; [this,2,2] exec  
"\awm\basmp\MProtorwash.sqs"; [this] exec  
"\awm\basmp\mpfx.sqs""
```

And also you must declare a MP game setting this variable, either in INIT.SQS or in the INIT field of a chopper or game logic.

```
mpgame = true
```

It'll also turn off the AI script so make sure you'll script chopper's behaviour properly if you plan to use AI-controlled chopper in your multiplayer missions.

CUSTOMIZABLE SELECTIONS:

This addon features a customizable selections (particullary monitor screen in front of the gunner) but don't expect it to work properly in this beta version. You have to wait for final version of the addon to make use of this customizable selection in your missions. If you really want to try to override textures assigned to this selection though you can try to use following commands:

```
this animate ["awmscreenmodeswitch", 0.9]
```

(it sets the main screen into override mode so other no texture than will be set on the screen) and then:

```
this setObjectTexture [89, "\sometexturepbo\texture.pac"]
```

It's also recommended to put delay command (~0.1 for example) between those two commands

BUILT IN SWITCHES, ANIMATIONS ETC:

Following commands may be used to override some chopper features. It may be useful for AI-controlled chopper with AI scripting turned off (read above), or in player-controlled units.

Engage Full Combat Mode:

```
this animate ["awmfcmswitch ", 1]
```

Disengage Full Combat Mode (aka Wolf in Sheep Cloth Mode):

```
this animate ["awmfcmswitch ", 0.1]
```

Engage Turbos:

```
this animate ["awmturboswitch", 1]
```

Engage Rotors (when Turbos engaged):

```
this animate ["awmturboswitch", 0.5]
```

Engage Thrust Reversers:

```
this animate ["awmturboswitch", 0.1]
```

Engage Automatic Countermeasures:

```
this animate ["awmautocountermswitch", 1]
```

Disengage Automatic Countermeasures:

```
this animate ["awmautocountermswitch", 0.1]
```

Extend Gear:

```
[this, 0] exec "\awm\scripts\awmanim.sqs"
```

Retract Gear:

```
[this, 1] exec "\awm\scripts\awmanim.sqs"
```

Open Left Door:

```
[this, 14] exec "\awm\scripts\awmanim.sqs"
```

Close Left Door

```
[this, 15] exec "\awm\scripts\awmanim.sqs"
```

Open Right Door:

```
[this, 16] exec "\awm\scripts\awmanim.sqs"
```

Close Right Door

```
[this, 17] exec "\awm\scripts\awmanim.sqs"
```

THINGS TO DO...

More stars = Higher Priority

- Better exterior textures *
- Better warning/alert scripts *
- Better multiplayer compatibility **
- More random damage effects **
- Lots of custom pilot and gunner animations ***
- Better engine startup/shutdown sounds *
- Better appearance of the sunbursts *
- Better rear compartment scripting and animations ***
- Main monitor scripting (so far it has only 3 very basic modes - I would like to add more features in the final release - for example enemy unit identification) ***

BUG REPORTING AND KNOWN BUGS

Only way to report bugs is through the forum on our website (<http://awmod.uni.cc/forum/>). Before reporting a bug make sure it's not listed on the list of known bugs below.

KNOWN BUGS:

- Gunner doesn't want to leave the chopper when Pilot is on-board
- It's possible to activate the Turbos for anyone standing close enough to the chopper (only pilot and gunner should be able to turn Turbos on)
- There's no sunburst smoke in multiplayer mode
- When chopper crashes, fire comes from the wrong position
- Gun animation is sometimes desynchronized in multiplayer mode
- When chopper is spawned too far from the player, model switches are not initialized which results in strange behaviour of the AI-controlled unit.
- Start Up / Shutdown Action doesn't working properly in MP mode

SPECIAL THANKS AND GREETINGS

Author and AIRWOLF MOD team wants to thank the following guys:

- Robert "Colonel Klink" watt - <http://www.dc3d.co.nz/> for his afterburner script (ideas used in our Turbo script)
- DKM Mod Team - <http://dkm.gotf.net/> for scripts they've allowed us to use and their great addons for OFP
- BAS Team - <http://www.ballisticaddonstudios.com/> for scripts and ideas they've allowed us to use and their addon for OFP
- FDF Mod - <http://koti.mbnet.fi/~fdfmod/> for scripts and ideas they've allowed us to use and their addon for OFP
- The Wraith - for reference materials he provided
- John "Bishopaf" Bishop
- OFP and airwolf.org fan communities - for general support

SPECIAL FKINGS**

- All of the model/script/texture thieves on the OFP scene and those supporting them (yes, I HAVE a particular team in mind, but it's directed to all of you) - you guys are really killing the OFP modding scene.
- All the whiny guys, that are calling themselves "fans" - you guys are the PITA of every addonmaker. It's hard to find more demotivating thing than constant whining and questions "when it will be released"
- All guys who ever told AIRWOLF ADDON from the ORIGINAL AIRWOLF MOD won't be ever released - now you see how wrong all of you were.



AIRWOLF MOD 2005