

General Structure

All scripts are located in HWM_core in folder scripts.

The AH_64 in this version makes use of the following

1. Ah64_init.sqf for the “init” EH (calculating the amount of rockets in pods if ah64 begins with less than full ammunition, generates random plate number for the tale through 10 possible plate numbers, initializes the warning indicators – by hiding them)
2. Ah64_warning_indicators.sqs for the “damaged” EH (shows in game warning on pilot/cpg cockpits depending where the damage on ah64 occurs)
3. M261.sqs for the “fired” EH (calculating the number of rockets left when gunner fires rockets)
4. Getin.sqs for “getin” EH (automatic executes an open door when pilot/gunner gets in)
5. Getout.sqs for the “getout” EH (automatic executes an open door when pilot/gunner gets out)
6. Implementation has started status “pending”

Other scripts that triggered through user actions are

1. Pltdoor.sqs and pltdoorcl.sqs for opening and closing pilot’s door
2. Copdoor.sqs and copdoorcl.sqs for opening and closing gunner’s door

Flir possible ways implementation proposals

1) One implementation could follow the next technical guide

- It has been proved that every modeled part in front of memory point “gunnerview” can be visible to gunner when he is in targeting mode but not when he is observing or from outside (3rd person view)
- Based on the previous fact the possibility of a modeled FLIR with the appropriate functionality can provide a flir system. By combining modeled/textured parts with animations and script functionality.

2) Implementation guide proposal

- It hasn't been proved that we can implement a HUD system from planes to helicopters
- If we manage to implement a HUD system to helicopters we can easily create a HUD from technical aspect into the AH-64, therefore by combining this HUD with appropriate graphical “dressing” model/textures we can have a powerful FLIR

3) Implementation guide proposal

- If we can create a scripting based dialogue that can be visible only when the gunner is targeting and not all the time, then we can probably have an other implementation.

In general these are all the ideas we have based on our technical knowledge of possible FLIR implementations. Therefore we need someone with good knowledge on scripts/configs who can provide us the best solution based on one of these “implementation proposals” or on an other one that we haven't think of. In any case we will provide the maximum assistance on graphical aspects as well the needed resources unbinarised models/config etc..

General Scripting proposal ideas

1. Effect of rapid fire for the m261 rockets (hydra), this can be done with config in order to ensure better stability and MP support

Enhancements For Already Scripts

1. Ah64_init.sqf (for init) and m261.sqs (for fired EH) scripts calculate how many rounds have left and do the appropriate “hide” animation either in mission start (if the ah64 starts with less ammo) or during firetime while the gunner fires the rockets. In this version we haven’t (due to not knowledge) done the reverse script for “unhide” the rockets in the event of resupply. This can probably be done with a generic script that can work as game logic near ammo/reammo trucks further more as knowledge has reached its limits so we can’t apply it.
2. Ah64_warning_indicators.sqs is a script responsible for the warning indicators on pilot/cpg cockpits the same applies here too. The script works during mission but if/when the player repairs the AH_64 warnings don’t disappear. Probably the same idea as the previous can be applied, only that we don’t know how.