

This structure represents the way someone can add a custom module on the HWM specific addon. The whole idea behind this structure is that HWM_pbos will be a bridge between ArmA and the custom community modules. In any case this is the way that we can accept community custom addons based on our work. The whole idea behind this structure is to give community the ability of creating their own custom addons based on our work, but at the same time prevent the spoiling of a tone of different pbos around the net.

1. CMPB TAG

We have already reserve this name in OFPEC for this purpose. CMPB_pbos will have the matching name based on the HWM_pbo that someone wants to add a module on it. The word CMPB stands for community Modified Pbos. According to this for every HWM_pbos (that needs to add a module) will be and a CMPB_ (in this case 2 pbos).

2. How this thing works in Technical Terms

1. Those who are interested need to contact us in order to know who they are
2. After every addon pack release those who are interested will be able to add things that want to change, after their finish they can send us the changes in order to apply them in next release. (for a list of things that allowed see the table below)

textures	Allowed
Vehicle Class	Allowed
In game display name	Allowed
Information for ArmA Armory	Allowed
P3D name (must start with CMPB)	Allowed
People to Credit	

3. Final and most important. the release of the module will be made by us, along with the HWM release. That means that we will make the final implementation into the CMPB_pbo based on the information we have from people that want to participate. We will not allowed separate releases in any other way, these way all people's work will be in one pbo, preventing spoiling all around. Full credits will be given, at the release along with a

separate manual we will create for these purpose telling which version is made and by whom.

3. Example

For this example we will show Red Devil's work (this is a demonstration Red Devil hasn't agree to this yet).



Basic Components according to HWM modular structure.

1. Folder Structure

The whole idea based on a pbo that will be modular on an existing HWM_pbo. For our Example we want to create a version for the huey, that means that we need to work with CMPB_Air.pbo which is the appropriate pbo. In order to do that we have create a new Folder named CMPB_Air, inside there is the config files together with a stringtable.csv, also a folder named with the appropriate vehicle that the creator wants to module (in this case uh-1h) all addition by the community are going to be there under creator's desired name, in this example we have create 3 folders named

death_before_dishonor
nevada_gambler
pink_pussy

inside each folder there is the p3d (needs to start with CMPB_ suffix in order to comply to OFPEC tag rules and after is up to the creator), also there is a model.cfg with the appropriate bones and animations for binarisation, along with the textures.

2. Config.cpp

Each helicopter is a child class of the root class HWM_UH1H, but with changes in the appropriate fields.

```
class CMPB_UH1H_NAM_1 : HWM_UH1H {  
    vehicleClass="Vietnam_Era_Air";  
    displayName = "UH-1H Death Before Dishonour";  
    model = "\CMPB_Air\uh-  
1h\death_before_dishonor\COM_UH1H_NAM_1.p3d";  
    .....  
};
```

```

class CMPB_UH1H_NAM_2 : HWM_UH1H {
    vehicleClass="Vietnam_Era_Air";
    displayName = "UH-1H Nevada Gambler";
    model = "\CMPB_Air\uh-
1h\nevada_gambler\COM_UH1H_NAM_2.p3d";
.....
};

class CMPB_UH1H_NAM_3 : HWM_UH1H {
    vehicleClass="Vietnam_Era_Air";
    displayName = "UH-1H Pink Pussy";
    model = "\ CMPB_Air\uh-1h\pink_pussy\COM_UH1H_NAM_3.p3d";
.....
};

```

In these 3 examples we have 3 new items, with their new VehicleClass, displayName and path for the appropriate model.

Addition in CfgVehicleClasses.hpp

```

class CfgVehicleClasses
{
    class Vietnam_Era_Air
    {
        displayName = "Vietnam Era Huey's";
    };
};

```

Addition in CfgPatches.hpp

```

class CfgPatches
{
    class CMPB_Air
    {
        units[] ={" CMPB _UH1H_NAM_1"," CMPB_UH1H_NAM_2","
CMPB_UH1H_NAM_3"}
        weapons[] = {};
        requiredVersion = 1.000000;
        requiredAddons[] =
{"CAAir","CACharacters","CAWeapons","CASounds","CA_Anims_Char",
"HWM_Core","HWM_Weapons","HWM_Units","HWM_Air"};
        version = 1.0;
    };
};


```

3. BIS Armory Information

The creator of the module can have some information on BIS armory, by adding the appropriate line in stringtable.csv. Vehicle name should be same as the class name in order to avoid conflicts.

4. Released notes (manual)

Each creator will have a full credit on a manual released with the HWM addon pack (seperate form HWM manual). In following there is an example of that.

	Vietnam Era UH-1H "Death Before Dishonour" Originally Created by HWM mod, modified by Red Devil
Vehicle Class	Vietnam_Era_Air
Vehicle Class Name	CMPB_UH1H_NAM_3
Vehicle Display Name	UH-1H Death Before Dishonour
Vehicle Weapons	MG3H
Vehicle Weapons Magazines	MG3H
Comments	

4. Material To Work

HWM team will provide the followings for those who intend on working in this modulare system.

1. The basic Folder (with the root config files)
2. Te p3d in ODOL format (with desired name, and correct paths for textures according to the request textures for change)
3. Requesting empty UVW textures maps for texturing to accomplish maximum quality.

5. OBLIGATIONS

People who intend to participate are obligated not

1. Change any other files rather than listed here
2. Create and distribute pbo on their own
3. Create an addon that has already been made by HWM team (example greek or RACS camo schemes for uh1h)
4. Try to reverse engineer on the ODOL models that they will receive
5. Not credit the originl authors in foroum discussions

People who intend to participate are obligated to

1. Send their work to HWM team, which is responsible for gathering together all works and creating the releasable pbo.

HWM team are obligated to

1. Support in the best way it can those who are intended to participate (as long as it's not in conflict with HWM teams interests.

6. REQUESTS

People can give their requests in HWM webpage forums (appropriate forum thread) following the above structure.

1. P3d to be modified.
2. Texture names
3. Desired p3d name (must start with CMPB_ prefix)
4. Text for stringtable.csv (not mandatory)
5. Desired Vehicle class name
6. Desired version of vehicle (example uh-1h with mg3 or uh1h with m60d)
7. Names to be credit
8. Display Name of vehicle in the editor
9. Any other comment

DRAFT