



<http://arma.unreal.gr/index.php>



<http://ofp.gamepark.cz/ hosted/mmstudios/news.php>

HELLENIC WARFARE MOD ADD-ON PACK

1.0 Introduction

The Hellenic Warfare Mod is an Armed Assault Total Conversion Mod, aiming at the realistic depiction of the consistency and tactical behavior of the Hellenic Army. Initially, the mod will be released in the form of add-on packs including new units, vehicles, weapons, objects, sounds, scripts until the implementation of a fully functional new island with dynamic campaign, all MP compatible, which will provide the player with a new gaming experience.

Please note that the mod is still in beta stage, so mistakes are bound to be there regardless of our strenuous efforts to eliminate them. Rest assure that we strive for improvement every day.

The HWM team is in close collaboration with the Hellenic Armed Assault Community, aka HAC, the only active Greek community in ArmA, operating as testers and generally as invaluable partners in this endeavor. For further information, please visit <http://arma.unreal.gr> , and, yes, we are recruiting Greek players...

2.0 TERMS OF USE

By installing HWM pack you agree that:

- Editing\Remodeling any p3d from this pack is prohibited.
- Editing\Changing any texture of this pack is prohibited.
- Changing any values in the configs of this pack and distributing it is prohibited
- Modification or improvement of any script without permission first is prohibited, but you can use any script as is for your custom add-ons/missions
- Generally any changes\modifications are prohibited until the final release of the mod (after that we can grant permissions on requests).
- You can use the pack to create any custom missions/campaign you wish

Please understand that these terms are necessary to protect the time, effort, money, blood, sweat, tears and family nagging we put into this project

Leopard1A4 is a heavily remodeled version of Sigma 6, Leopard (Originally published for OFP). So we like to give him a Credit.

3.0 THE TEAM

<u>Aplion aka (HAC Whiskey)</u>	: HAC C/O, textures and models
<u>Sparky (HAC Sparky)</u>	: HWM Founder, models
<u>Mainframe (HAC Mainframe)</u>	: Scripts and CFGs
<u>Arigram aka (HAC Satyros)</u>	: Icons
<u>Liongreek (HAC Liongreek)</u>	: Military Consultant

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1ST PACK RELEASE VERSION 1.0 BETA

In our effort to present an add-on that would meet our desire for realism and excellence, we rigorously tested our work both in Single and Multiplayer sessions to release it as bug-free as possible.

However, since the ArmaA community consists of many talented people, kindly feel free to make your comments, suggestions and opinions by visiting our forums at <http://www.ofp.info/mmstudios> , in order to help us improve our work.

By downloading this .rar archive you should have 4 .pbo files.

NAME	CONTENTS
<i>HWM_VEHICLES</i>	<i>LEOPARD 1A4, M113A1</i>
<i>HWM_WEAPONS</i>	<i>H&K G3A3, H&K G3A4, H&K G3A3 SCOPE, MG3, MG3 DEPLOYABLE</i>
<i>HWM_CORE</i>	<i>SCRIPTS, MISC SOUNDS, DESTRUCTIBLE PARTS, FX</i>
<i>HWM_UNITS</i>	<i>CREW SOLDIER, SOLDIER G3A3-A4-OPTICS, MG3, MG3 DEPLOYABLE</i>



LEOPARD 1A4



Features

- 10 LODs for smooth Gameplay.
- Normal\Specular Maps
- Fully Animated.
- Leopard1A4 icon for the Mission Editor.
- In Game Icon.
- BIS Armory Entry with Information about Leopard1A4 and Greek Leopard1A4\GR1.
- High Quality Shadow.
- Detailed Hit Point Values.
- New Destruction Effects.
- Destruction System with exploding parts (Script Enhanced).
- 3 Weapon Modes (Gunner) (HEAT,APDS,MG3).
- New Gunner Optics according to real Leopard1A4.
- 2 New User Actions.
 - o Smoke Deployment (Script Enhanced).
 - o Camonet Deployment (Script Enhanced).
- New User Action In Game Icons

Apply Camo Net



Remove Camo Net



Deploy Smoke



LEOPARD 1A4 CAMO NET VERSION 1.0 BETA



This is a new vehicle enhancement, that when called, it visually provides camouflage by means of a net stretched on the tank

The camo net deployment option is enabled only when you're in Commander Position and static. This means that the net can be applied only if you are not moving. Any movement renders the option unavailable, and you need to stop the tank in order to remove it again. Please bear in mind that in future releases, other nets will be available, to be able to retain low visibility according to the environment, thus providing the option of a good firing position

Though light scripted, totally lag free and user friendly, the unfortunate lack of availability of the "set object texture" command in multiplayer, renders it unusable online. Though the order can be given, the result will be seen only by the one giving the order and not by his teammates/enemies. Yet...



LEOPARD 1A4 SMOKE SCREEN VERSION 1.0 BETA



Another enhancement of our tank is the Smoke Screen. To be able to deploy smoke you need to be in gunner's position. The leopard by default has 2 slots of a 7XPack smoke shell. Smokes are also deployed according to turrets direction and this is exactly the reason why this feature is so realistic.

Furthermore this smoke isn't just like a simple smoke shell; it has been created with particles, a very difficult task to achieve indeed.

Being in a beta stage of course, there is lots of room for improvement, and we will update this and every other feature as our journey leads us to many great discoveries about the possibilities of this great game.



M113 A1

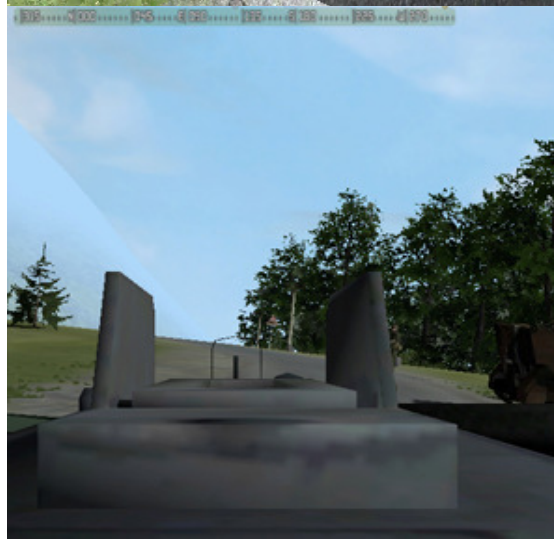


Features

- 8 LODs for smooth Gameplay.
- New Interior
- Normal\Specular Maps
- Fully Animated.
- M113A1 icon for the Mission Editor.
- In Game Icon.
- BIS Armory Entry with Information about M113A1
- High Quality Shadow.
- Detailed Hit Point Values.
- Complex Geometry\Fire Geometry
- New Destruction Effects.
- Roadway that allows to walk into the M113A1 while is stopped up to a point
- Paths
- Destruction System with exploding parts (Script Enhanced).
- 3 New User Actions Animations.
 - o Open/Close Rap Ability
 - o Open/Close Cargo Hatch Ability
 - o Open/Close Gunner's Optic Ability
- New User Action In Game Icons



M113 ANIMATED PARTS



M113 ROADWAY\GEOMETRY\FIRE GEOMETRY

With Roadway LOD, player has the ability of walking into the M113A1 up to a point. A quite useful feature since now there is the ability of using the M113A1 (while stopped) as a fighting point, giving the player more protection.



Fire Geometry complexity gives the ability of the animating parts to have real effect, since Geometry and Fire Geometry is animated too. This means that players cannot be hit by a bullet while the ramp is up, but when the ramp is down any bullet can penetrate from the open space, the same is for cargo hatch. At the same time, the player cannot enter the M113A1 while the ramp is up neither can he turn out from the cargo hatch while it's closed.

Keep note that the ability of entering the M113A1 is usable only when the M113A1 is stopped, once you enter and the M113A1 begins to move Geometry of Player and M113A1 are collide causing the player to get thrown out of the M113A1. Possibility of active Cargo is still pending, but you can consider this as a first step. Also the addition of Roadway was quite difficult, since Vehicles aren't designed to have roadway LODs, we experienced some ugly hopping and we solve that in a great degree, but still more testing is needed, to be sure that this bug has gone. (this problem was introduced in Arma since it wasn't there in OFP)

HWM VEHICLES DESTRUCTION SYSTEM

VERSION 1.0 BETA

Destruction System is a combination of the destruction effect, destructed parts blown away and texture swapping

We created a totally new effect for our vehicles. Once a vehicle is hit, dust is produced from the impact. After that, black smoke and fire consumes the vehicle. At the same time some vehicle parts are blown into the air (unique for each vehicle). Blown parts have their own geometry, fire geometry and their own destruction, which means that are totally lethal if they hit any unit. Also a black smoke tail follows some destroyed parts randomly. The direction is even random, so you never know where exactly is each part going to go. For the vehicle itself we use standard BIS texture swapping (not scripted).

The above are creating an amazing atmosphere and are lag free.



H&KG3A3 - H&KG3A4 - H&KG3A3 OPTICS



- 7 LODs for smooth Gameplay.
- Normal\Specular Maps
- Fully Animated.
- BIS Armory Entry with Information about G3 series Weapons
- High Quality Shadow.

MG3 \ DEPLOYABLE



- 7 LODs for smooth Gameplay.
- Normal\Specular Maps
- Fully Animated.
- BIS Armory Entry with Information about MG3
- High Quality Shadow.

MG3 deployable version is a static version of MG3 that the player can deploy anywhere. Magazines are carried by the Unit. Once the mg3 deployed the script is counting player magazines and feeds the weapon. Also we have created an animation for the feeder when the MG3 is empty. Keep note that this is a script mostly to demonstrate the ability of carrying and deploying ANY static weapon (as long as the corresponding config modifications are met). For future changes we plan a better version for our MG3.

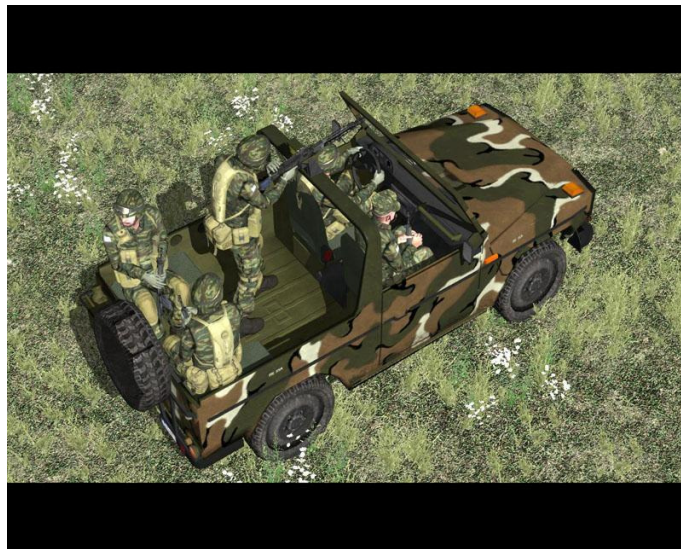
HWM UNITS

For this pack we have created a special unit pack, (BIS retextured) with Greek camo scheme. In future, once the tools are out, we're going to create custom units needed for our mod.



2ND PACK RELEASE VERSION 1.0 BETA

Throughout our endeavor into the world of ArmaA modding, we encountered several obstacles regarding our quest to produce high quality addons. However, it also gave us the chance to learn and explore this uniquely built game engine and its countless applications. Though we began preparing several models regarding our mod, we kinda...slowed down to incorporate the new functions we were able to discover. Thus, for the second release pack we present you the long awaited legendary workhorse of many army air forces for decades, the UH-1H Huey transport helicopter, and the venerable Mercedes-Benz G240 General Purpose vehicle. We also implemented quite a few enhancements in our previously released addons, information of which you will find in the changelog area of this manual.



UH-1H HUEY



Features

- animated parts (pilot door, copilot door)
- new proxy type for cargo
- indicators for damage system (scripting enhancement)
- special design for destruction system (difference from air to ground) (scripting enhancement)
- custom sounds for engine on/off (scripting enhancement)
- random selection between 10 different registration numbers for Hellenic Army variation



The Hellenic Army Air Force UH-1H Huey is by far the most coveted add-on of the Hellenic Warfare Mod. Following the initial guidelines, we created the transport version, as it is the one of two versions still on active duty (SAR being the other one). As we received positive feedback from the community, we release the helicopter with a couple of MG3 Machine Guns attached on either side. Though it is somewhat historically inaccurate, we decided to use this weapon as the M60 model is still under construction. We will definitely update the armament upon model completion.



MERCEDES-BENZ G0240



Features

- animated parts (driver door, co driver door, cargo door, back spare wheel, windshield)
- new proxy types for gunner, driver and cargo, with the appropriate deaths
- animated driver's death (experimental)
- special destruction system design (scripting enhancement)



The Mercedes-Benz GD240 General Purpose vehicle is the primary jeep of the Hellenic Army. It comes in many variations, from command vehicle, to Anti-Armor, to Base-Unit protection, such as the one depicted in this release. It mounts an MG3 Machine Gun and it has five positions for players: driver, officer, two passengers at the back and one standing, mounting the machine gun. In time, we will produce nearly all available versions of the vehicle.



CHANGELOGS

Here you will find the changes made to previous addons released by HWM. All changelogs will bear the date of the release of the changes, to be used as reference in our bug track system.

CHANGELOG JANUARY 2008

----- BUG FIXES from Version 1.0

- Leopard1A4 now has correct ammo switching from APDS to HEAT rounds, with appropriate reloading time.
- Corrected the slight transparent texture on HKG3 series weapons.
- The deployable MG3 now isn't empty when placed as static.
- Fixed lights in both M113A1 and Leopard 1A4 now they are close to vehicles and on center.
- Fixed rate of fire in MG3
- Added flash both in M113A1 and Leopard in Cargo/Commander and Driver LODS
- Added View Geometry LOD in M113A1 and Leopard1A4

ENHANCEMENTS from Version 1.0

- Leopard 1A4 now uses the new MG3 (low poly version) designed for UH-1H, and the appropriate proxy type.
- Added new sound for the MG3

KNOWN ISSUES

- ### -----
- When trying to use the armory scene feature of the UH-1H, game freezes and causes PC to crash. We're working on that...

<i>TABLE OF VEHICLES \ WEAPONS \ AMMO CLASSES</i>		
Object Name	Weapon	Ammunition
HWM_Leopard1A4	L7A3	40Rnd_105mmHEAT
	L7A3	15Rnd_105mmAPDS
	MG3_coax	5000XMG3_762
	MG3_veh	MG3_762V
		6XHWMSmoke
HWM_M113A1	M2_mounted	100Xm2_127x99
MG3Bunker	MG3_veh	MG3_762V
	HKG3A3	HKG3Mag
	HKG3A4	HKG3Mag
	HKG3A3_Scope	HKG3Mag
	MG3	MG3_762
HWM_UH1H	MG3H	500XMG3_762
HWM_GD240	MG3_veh	MG3_762V

DISCLAIMER

The HWM is by no means a professional venture, and cannot be held responsible for ANY problem that might be caused in your PC. As with all private ventures, by using this mod you agree that you do so at your own risk.