

Little Birds for ArmA 2 v2.2 made by Cyborg11

Features:

- Little Birds from ArmA 1
- New sounds for the Little Birds (Thanks to Sgt.Elias)
- Crosshairs for weapons
- Two extra variants (ChDKZ + NAPA) (Thanks to Jehzus)
- Possibility for making reskins without creating an addon
 - If you want to use other skins for the Little Birds put them in your mission folder
 - Then write in the init line from the Little Bird the following:
this setObjectTexture [0,"reskin1.paa"]; this setObjectTexture [1,"reskin2.paa"]; this setObjectTexture [2,"reskin3.paa"];
 - Textur 0 (black) is the hull:



- Textur 1 (black) is the cockpit:



- Textur 2 is the black:



- PS: This feature can be used on all BI Vehicles too. JPG instead of PAA works also.

Installation:

IMPORTANT: If you have CAA1 then open the folder "CAA1 LittleBirds" and extract the "@LittleBirds" folder to your ArMA 2 root folder.

- New Installation:
 - Extract the "@LittleBirds" folder to your ArMA 2 root folder
 - Server Admins: Extract the "CYBP.bikey" into your ArMA 2\keys folder
- To update from 2.1:
 - Extract the "@LittleBirds" to your ArMA 2 folder and overwrite all
- To update from 2.0:
 - Delete your old "@LittleBirds" folder
 - Server Admins: Please delete the old "LittleBirds.bikey" key in your ArMA 2\keys folder
 - Then extract the "@LittleBirds" folder to your ArMA 2 root folder
 - Server Admins: Extract the "CYBP.bikey" into your ArMA 2\keys folder
- To Update from 1.0/1.1:
 - Delete your old "@LittleBirds" folder
 - Then extract the "@LittleBirds" folder to your ArMA 2 root folder
 - Server Admins: Extract the "CYBP.bikey" into your ArMA 2\keys folder

To use the Little Birds you have to edit your Shortcut: -mod=@LittleBirds

If you got several mods running it should look like this: -mod=@LittleBirds;@Test

But I recommend an ArMA 2 Launcher like Linebackers ArMA 2 Launcher.

Changelog:

- v2.1 -> v2.2:
 - Fixed: CAA1 version – An UH1 spawned for the AH6/MH6 US Army
 - Added: Super shader for the hull
- v2.0 -> v2.1:
 - Added: ChDKZ Reskin (Thanks to Jehzus)
 - Added: New sounds (Thanks to Sgt.Elias)
 - Added: Extra config for CAA1 users
 - Fixed: Sound was too quiet
 - Changed: Displayname from the US Army AH-6 / MH-6
 - Fixed: "Old style material 50 used in ReportStack not available"
 - Changed: Server key to use the new key for all my other addons
 - Changed: Reduced the addons from 3 to 2
 - Changed: Classnames (see below for details)
- v1.1 -> v2.0:
 - Added: NAPA Reskin (Thanks to Jehzus)
 - Added: Server Key and signed the Addons
 - Fixed: Better Crosshair for MG and FFAR
 - Fixed: Changed the Zoom from the Little Birds
- v1.0 -> v1.1:
 - Added: AH-6 can now fire from both MG's
 - Added: New factions for the Little Birds (US Army and RACS)
 - Fixed: The LB's are using the new sound engine now

Where you can find the Little Birds in the Editor?

- BLUFOR -> US Army -> Air (US Army)
- EAST -> Insurgents -> Air (ChDKZ)
- Resistance -> RACS -> Air (RACS)
- Resistance -> Guerilla -> Air (NAPA)
- Empty -> Air (All)

Classnames:

Displayname	Normal version	CAA1 version
• AH-6 US Army	(CYBP_AH6_US)	(AH6)
• AH-6 RACS	(CYBP_AH6_RACS)	(AH6_RACS)
• AH-6 NAPA	(CYBP_AH6_NAPA)	(AH6_NAPA)
• AH-6 ChDKZ	(CYBP_AH6_CHDKZ)	(AH6_CHDKZ)
• MH-6 US Army	(CYBP_MH6_US)	(MH6)
• MH-6 RACS	(CYBP_MH6_RACS)	(MH6_RACS)
• MH-6 NAPA	(CYBP_MH6_NAPA)	(MH6_NAPA)
• MH-6 ChDKZ	(CYBP_MH6_CHDKZ)	(MH6_CHDKZ)

Known Issues:

Nothing

License:

Read the included file "ARMA_SampleModels_readme.txt"

Credits:

- Thanks to BIS for the Littlebirds
- Thanks to Sgt.Elias for making the new sounds
- Thanks to JehZus for making the Logo and the NAPA/ChDKZ Reskin
- Thanks to Sudden Death for the script to simulate the second machinegun
- Thanks to modEmMaik for helping me

PS: I will not take any responsibility for crashed harddisks, problems with yourself and something like that.