

Camels for ArmA 2 v1.0 made by Cyborg11

Features:

- Camels from ArmA 1
 - You must hold the nose down when you want to start until you have enough speed to fly (>80)
- New sounds for the Camels (Thanks to Sgt.Elias)
- Basic Camel Deathmatch is included (Copy the Camel-DM.pbo to your ArmA2\MPMissions folder)
 - You can choose between 7 weapons for the camels
 - You can repair, rearm and refuel your camel when you are flying through the circles
- One extra variant (Civil)
 - This variant can transport two soldiers on the wings



- Possibility for making reskins without creating an addon
 - If you want to use other skins for the Camels 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"];
 - Textur 0 is the hull (camel_west_co.paa)



- Textur 1 is the BIS logo (bis_klan.paa)



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

Installation:

IMPORTANT: If you are using CAA1 then open the folder "CAA1 Camels" and extract the "@Camels" folder to your ArMA 2 root folder.

- New Installation:
 - Extract the "@Camels" folder to your ArMA 2 root folder
 - Server Admins: Extract the "CYBP.bikey" into your ArMA 2\keys folder

To use the Camels you have to edit your shortcut: -mod=@Camels

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

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

Where you can find the Little Birds in the Editor?

- BLUFOR -> US Army -> Air (West)
- OPFOR -> Russia -> Air (East)
- Civilian -> Chernarus -> Air (Civilian)
- Empty -> Air (All)

Classnames:

Displayname	Normal version	CAA1 version
• Camel West	(CYBP_Camel_us)	(CYBP_Camel_us)
• Camel East	(CYBP_Camel_rus)	(CYBP_Camel_rus)
• Camel Civil	(CYBP_Camel_civ)	(CYBP_Camel_civ)

Known Issues:

Nothing

License:

Read the included file "ARMA_SampleModels_readme.txt"

Credits:

- Thanks to BIS for the Camels
- Thanks to Sgt.Elias for the new sounds
- Thanks to Jehzus for the logo
- Thanks to Sudden Death and ColonelSandersLite for the script to simulate the TwinMG
- Thanks to Sgt.Ace for helping me
- Thanks to modEmMaik for the new pilot animation

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