

USMC Chevrons for Arma 2



by Rothy

Tools needed

Texview2 - <http://www.armaholic.com/page.php?id=1563>

Kegetey's cpbo - <http://www.kegetys.net/dl.php/tools06062009.zip>

A zip file extractor - <http://www.izarc.org/>

1. Install Kegetey's cpbo
2. Install Texview 2
3. Install Izarc (or you can use any other zip utility you may have i.e. Winzip, Winrar, Filzip.etc)

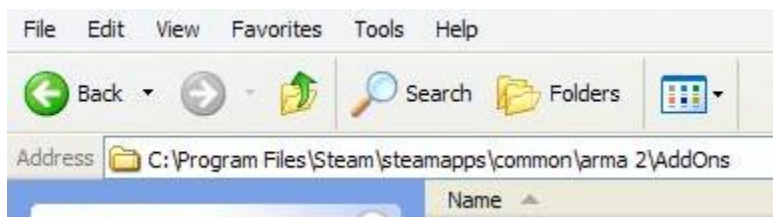
Installation Instructions

Download the new icons from Armaholic here- http://www.armaholic.eu/public/New_Icons.zip

Extract the zip to a location that is easily accessible to you.




Navigate to your Arma2 AddOns folder. Arma2 for **Steam** is located in ;

"C:\Program Files\Steam\steamapps\common\arma 2\AddOns"



I only know where the Steam version of Arma 2 is located.

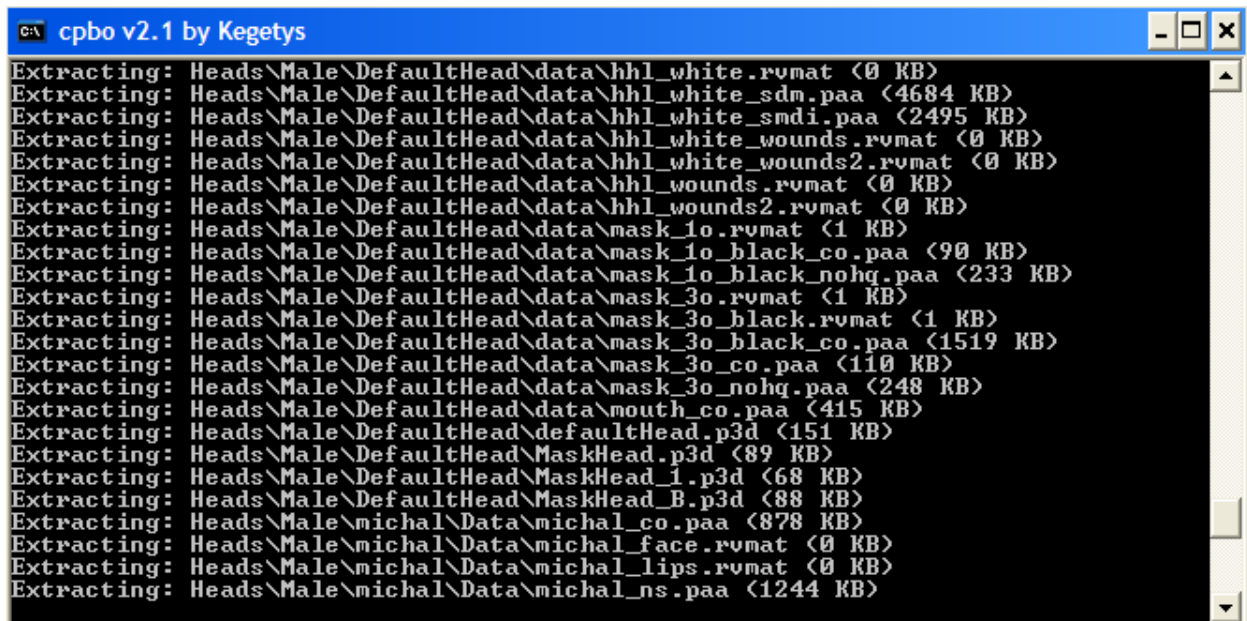
First be sure to make a copy of your original 'characters.pbo'. I named my copy 'characters.pbo.bak'

 characters2.pbo.bi.bisign	1 KB	BISIGN File	6/26/2009 10:32 PM
 characters.pbo	238,970 KB	PBO File	7/15/2009 5:45 PM
 characters.pbo.bak	238,970 KB	BAK File	6/26/2009 10:15 PM

Double click on 'characters.pbo'

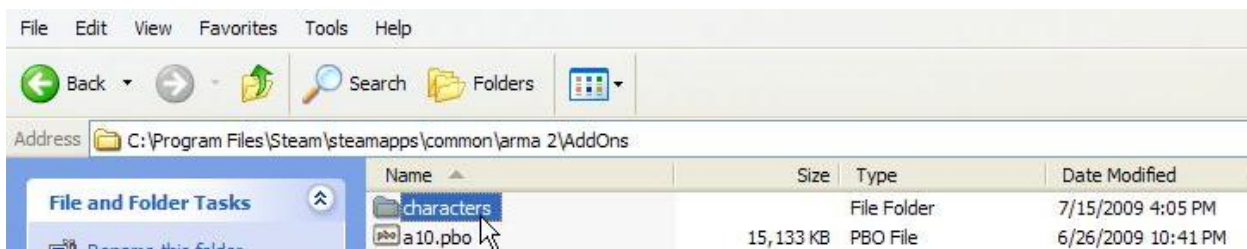
 characters.pbo	238,970 KB	PBO File	7/15/2009 5:45 PM
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Kegetey's cpbo will extract the pbo to a folder called 'characters' in your Addons folder.

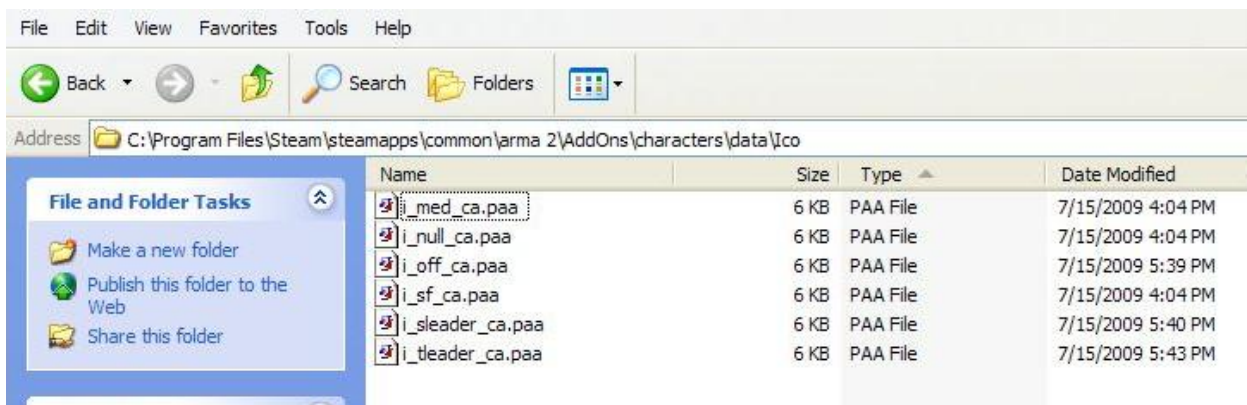


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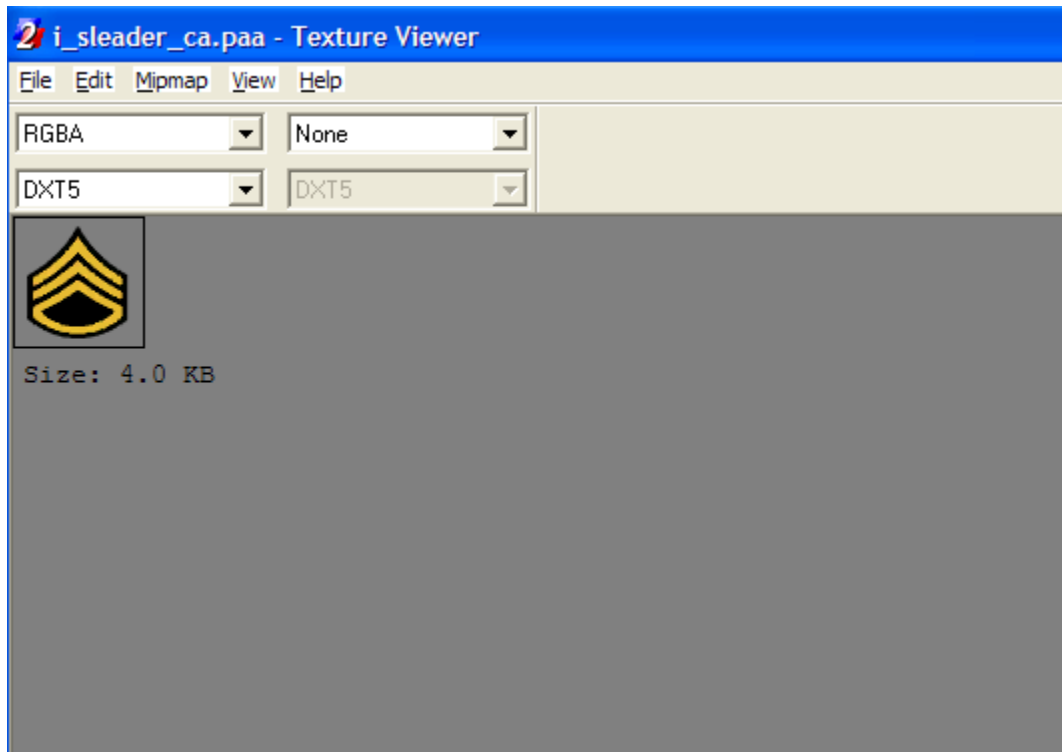
c:\> cpbo v2.1 by Kegetys
Extracting: Heads\Male\DefaultHead\data\hhl_white.rvmat (0 KB)
Extracting: Heads\Male\DefaultHead\data\hhl_white_sdm.paa (4684 KB)
Extracting: Heads\Male\DefaultHead\data\hhl_white_smdi.paa (2495 KB)
Extracting: Heads\Male\DefaultHead\data\hhl_white_wounds.rvmat (0 KB)
Extracting: Heads\Male\DefaultHead\data\hhl_white_wounds2.rvmat (0 KB)
Extracting: Heads\Male\DefaultHead\data\hhl_wounds.rvmat (0 KB)
Extracting: Heads\Male\DefaultHead\data\hhl_wounds2.rvmat (0 KB)
Extracting: Heads\Male\DefaultHead\data\mask_1o.rvmat (1 KB)
Extracting: Heads\Male\DefaultHead\data\mask_1o_black_co.paa (90 KB)
Extracting: Heads\Male\DefaultHead\data\mask_1o_black_nohq.paa (233 KB)
Extracting: Heads\Male\DefaultHead\data\mask_3o.rvmat (1 KB)
Extracting: Heads\Male\DefaultHead\data\mask_3o_black.rvmat (1 KB)
Extracting: Heads\Male\DefaultHead\data\mask_3o_black_co.paa (1519 KB)
Extracting: Heads\Male\DefaultHead\data\mask_3o_co.paa (110 KB)
Extracting: Heads\Male\DefaultHead\data\mask_3o_nohq.paa (248 KB)
Extracting: Heads\Male\DefaultHead\data\mouth_co.paa (415 KB)
Extracting: Heads\Male\DefaultHead\defaultHead.p3d (151 KB)
Extracting: Heads\Male\DefaultHead\MaskHead.p3d (89 KB)
Extracting: Heads\Male\DefaultHead\MaskHead_1.p3d (68 KB)
Extracting: Heads\Male\DefaultHead\MaskHead_B.p3d (88 KB)
Extracting: Heads\Male\michal\Data\michal_co.paa (878 KB)
Extracting: Heads\Male\michal\Data\michal_face.rvmat (0 KB)
Extracting: Heads\Male\michal\Data\michal_lips.rvmat (0 KB)
Extracting: Heads\Male\michal\Data\michal_ns.paa (1244 KB)
  
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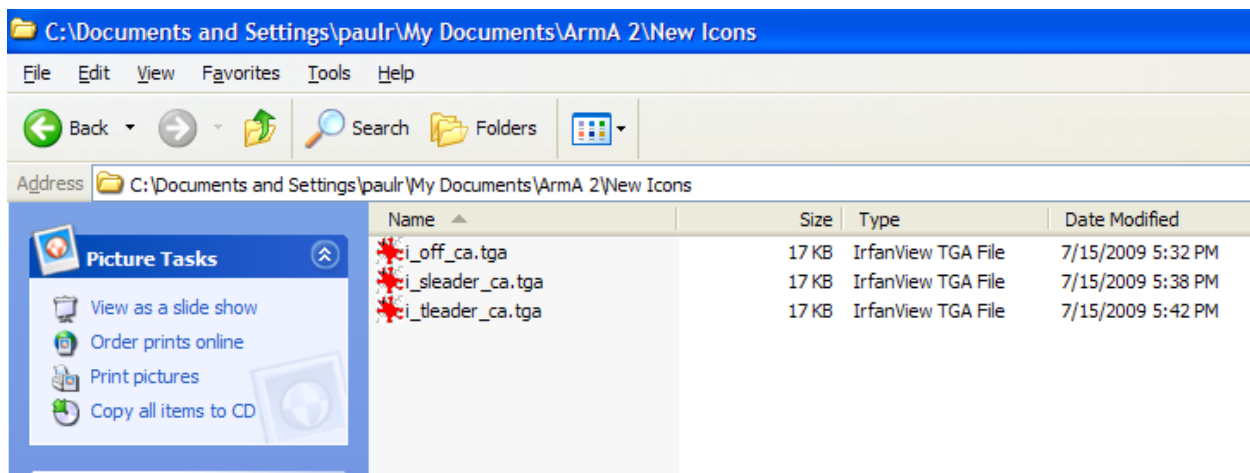
Navigate to 'C:\Program Files\Steam\steamapps\common\arma 2\AddOns\characters\data\lco'



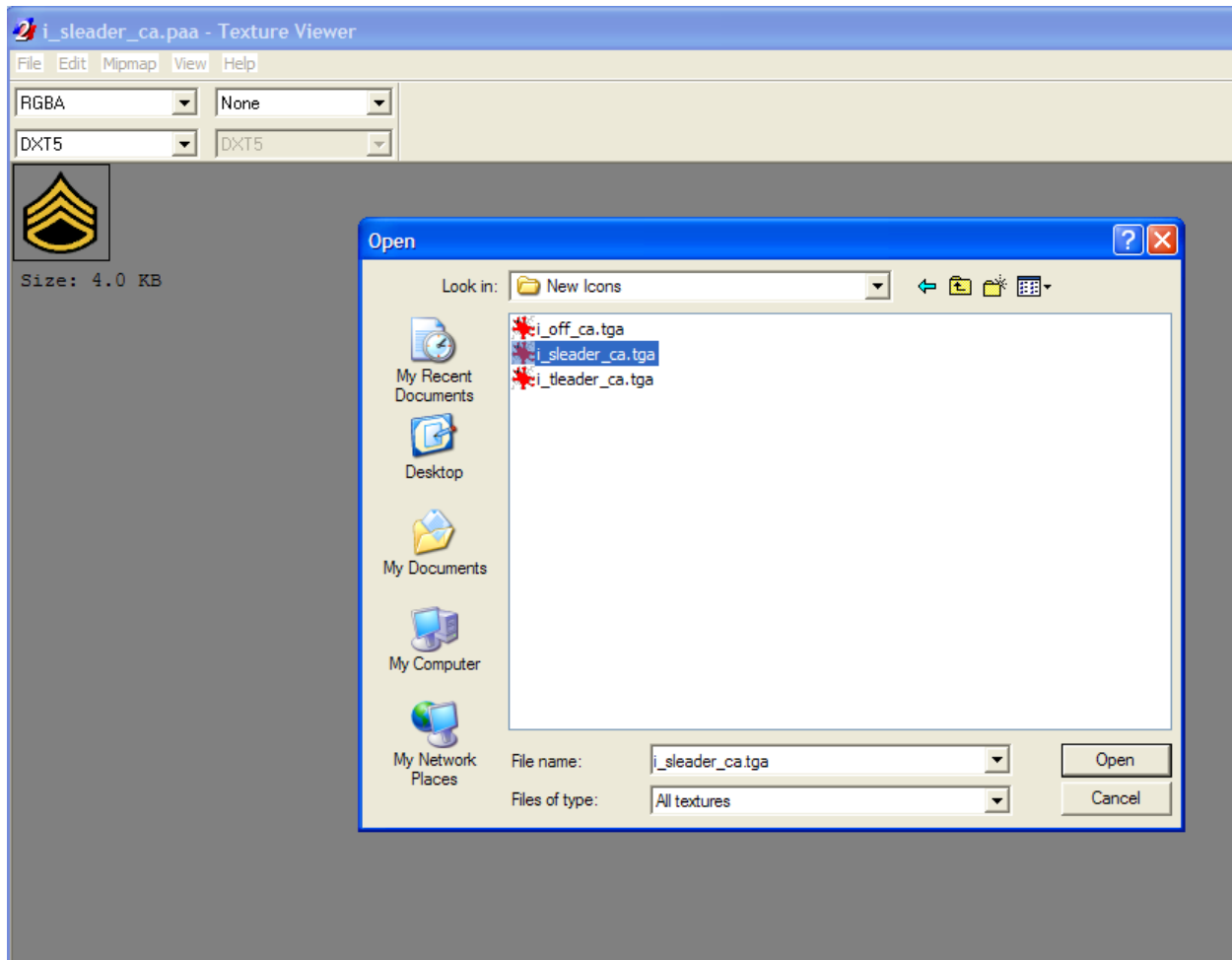
Double click on i_sleader_ca.paa and it should open in Texview 2. (See below)



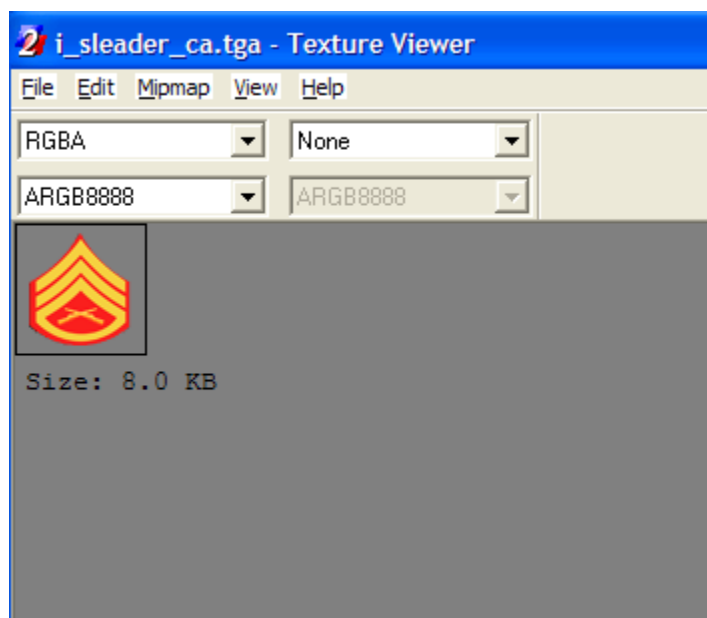
Make sure that you extract my USMC chevron icons to a folder that you can easily locate.



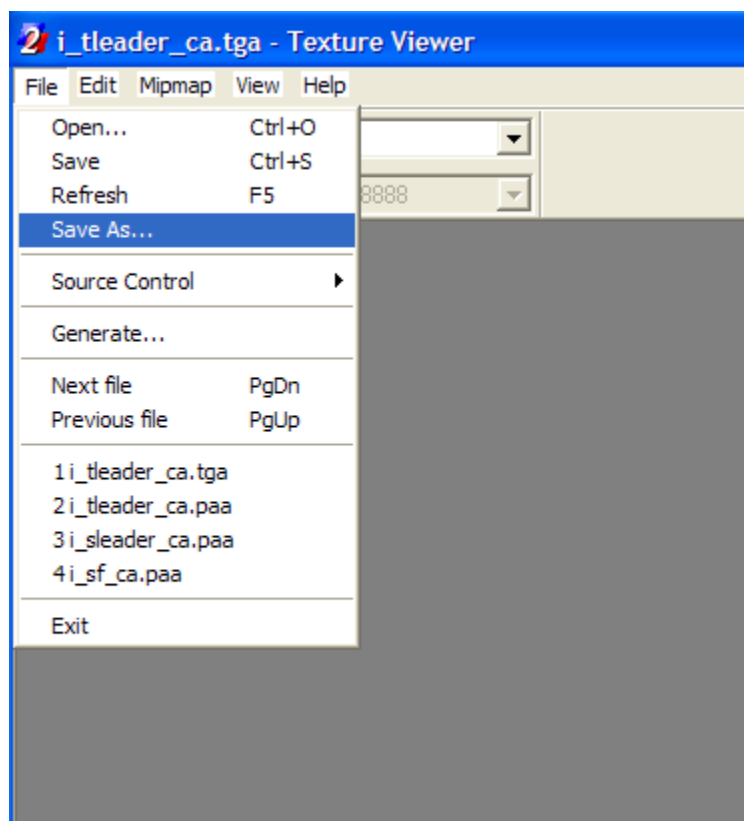
In Texview 2, click on File>Open and locate 'i_sleader_ca.tga'.

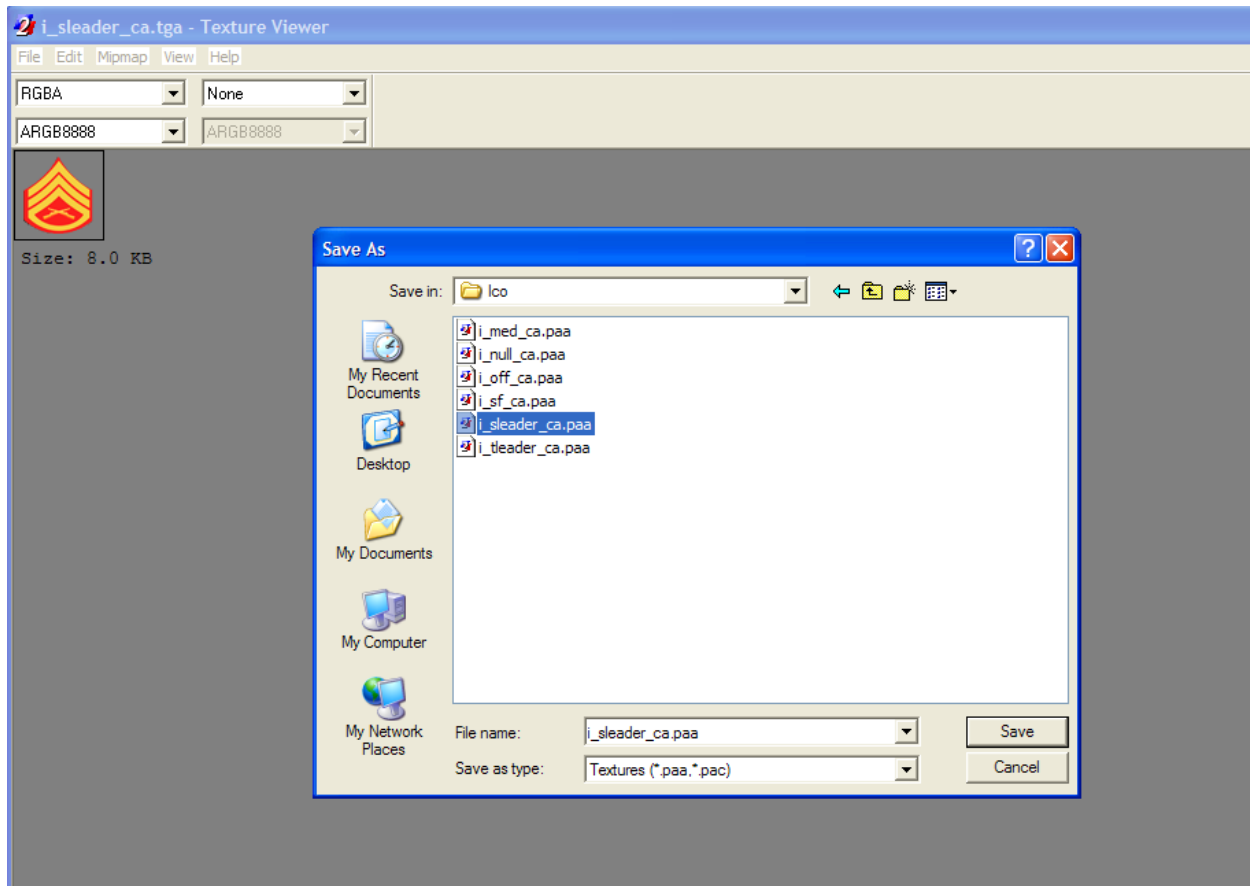


The new SSgt icon should load in Texview 2. (see below)

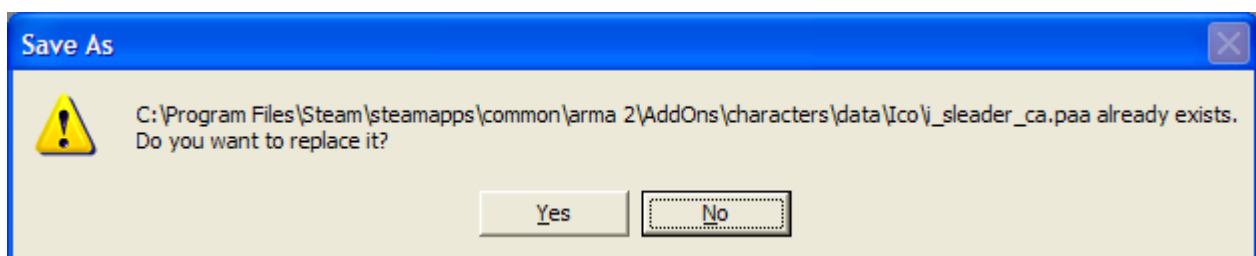


Click File > Save As... and save the file as the original 'i_sleader_ca.paa'





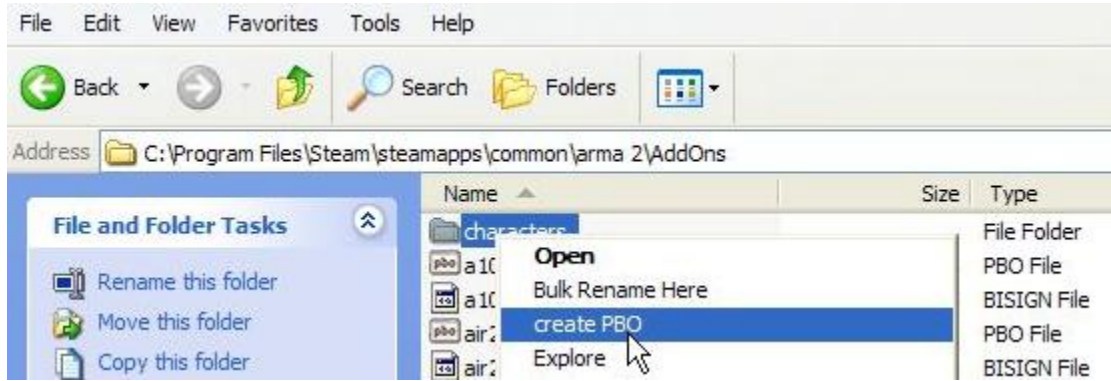
A notification will open asking if you are sure you want to replace the original file. Click 'Yes'.



Repeat the same steps for 'i_tleader_ca.paa' and 'i_off_ca.paa'

When you are finished, right click on the 'characters' folder in the AddOns directory. You should see an option to create PBO. (See below)

Click on 'create PBO' and the characters folder will recompile back into 'characters.pbo'.



Launch Arma 2 and go to the editor. You should see the new icons show up in the game.



Semper Fi!

Rothy