SAM Support

By Nordin

Installation

Add the **sam_support** folder to your mission

Add [] execVM "sam_support\sam_support_init.sqf"; in your init.sqf file

The init file

//Type of support ["Displayname", type] Type = 1 CAS, 2 Artillery, 3 UAV, 4 Transport, 5 AC-130

sam_support = [["CAS", 1], ["Artillery", 2], ["UAV", 3], ["Transport", 4], ["AC-130", 5]]

//Users *(Will add action to unit)*

sam_support_users = [test];

//--\\

//Artillery

//Batterys [Displayname, artymodule name, type of artillery] Artillery type 1 = Mortar 2 = Howitzer 3 = MLRS

sam_batterys = [["Ripper", ripper1, 1], ["Steel rain", ripper2, 2], ["Chaos", chaos, 3]];

//Max shells that can be delivered at one time

sam_maxshells = 10;

//Allow player to set dispersion

sam_dispersion = 1;

//Delay for arty mission to be approved

sam_artymission_delay = 10;

//Artillery calls

sam_arty_calls = 4;

//--\\

//CAS

//Callsigns and units for CAS ["Displayname", unitname, helipad assigned to heli]

sam_cas = [["Warthog 12", a10], ["Bushmaster 5", ah64, h1]];

//Time in target area for planes

sam_fixedwing_time = 200;

//Time in target area for helicopters

sam_rotarywing_time = 200;

//Home airport *(airport where the airplane is stationed)*

```
sam_airport = 1;
```

//Delay for airmission to be approved

```
sam_airmission_delay = 10;
```

//CAS calls

```
sam_cas_calls = 2;
```

//--\\

//Transport

//Callsigns and units for transport ["Displayname", unitname, helipad assigned to heli]

```
sam_transport = [["Hawk", uh60, h2], ["Nazgul", hc4, h3]];
```

//Time on ground for transportheli

```
sam_rotarywing_timeonground = 40;
```

//Transport calls

```
sam_tp_calls = 2;
```

//Smoke type. Can be = SmokeShellGreen, SmokeShell, SmokeShellYellow, SmokeShellRed, SmokeShellPurple, SmokeShellBlue, SmokeShellOrange

```
sam_smoke_tp = "SmokeShellGreen";
```

//--\\

//UAV

```
sam_uav_calls = 3;
```

//--\\

//AC130

```
sam_AC130_calls = 1;
```

//--\\

//INFO *(will show the text in the GUI)*

```
sam_info_text = "<br/><br/>Ripper = US mortar <br/>Steel Rain = M119 <br/>Chaos = MLRS <br/>Warthog 12 = A10 <br/>Bushmaster 5 = AH64 <br/>Hawk = UH60 <br/>Nazgul = CH47";
```

The GUI

1. Mission types
2. Your position (if unit has GPS this will be filled out for you)
3. Artillery targeting system, Distance to target and Direction in degrees
4. Target pos, works for all kinds of missions. East North
5. Call sings for artillery
6. Artillery ordnance type
7. Zulu = Hight difference to target. Delay = Delay between shot. Shell = Number of shells Disper. = Dispertion
8. Info, info text will be shown here
9. Call signs for CAS
10. Fixed wing mission types
11. Target type for fixed wing
12. Call signs for transport
13. How to mark LZ

Send = Send

Reset= Resets GUI

Close = Close

Known bugs

Transporthelis behavior, AI flying…

MP not tested enough

Creds

SSG-clan for beta testing and support

BI forum users for answering my questions

BIS for Arma 2 and OA

Mr Murray for his editor guide

Evil_echo

Bon_Inf

LDL for his AC130 and UAV scripts

Please visit

www.http://www.ssg-clan.se/forum/index.php?board=39.0 *Swedish*

http://translate.google.se/translate?js=y&prev=_t&hl=sv&ie=UTF-
8&layout=1&eotf=1&u=http%3A%2F%2Fwww.ssg-
clan.se%2Fforum%2Findex.php%3Fboard%3D39.0&sl=sv&tl=en *Google English*

v 0.9 Beta

First official release

DISCLAIMER :

We take no responsibility for (im)possible damage to your game/system that may be caused

by installation of this Addon. This Addon is also prohibited to be used in any commercial product.

This readme has been made by using the ArmedAssault.info Readme Generator.

Check ArmedAssault.info to get the latest ArmA news !