



CH MIABRAMS PACK V1.0



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GENERAL

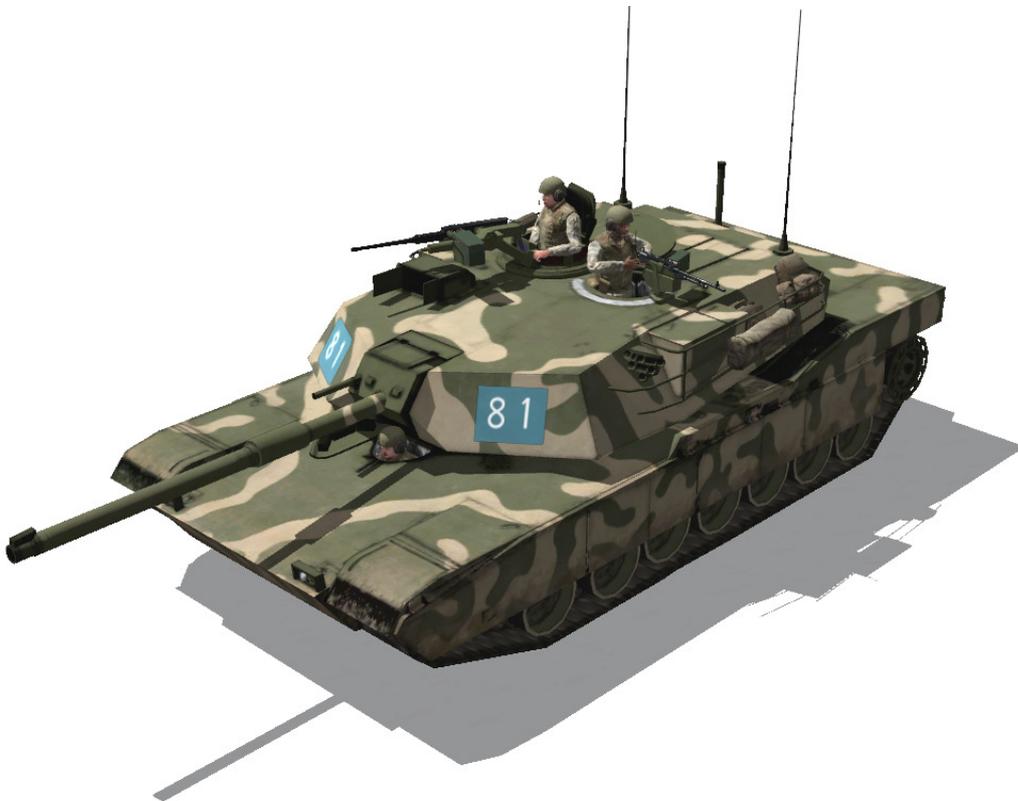
This addon contains M1A1HC (Heavy Common) and M1 in several paint schemes.

Features:

- models based on BIS sample models
- loader position with mounted M240
- custom markings
- custom textures
- custom parts
- new armor values
- new ammo values
- new sounds
- main gun recoil
- FLIR system (need to be turned on via command line)
- Smoke screen by Xeno (need to be turned on via command line)

Known bugs:

- loader can still rotate the turret while he is turned in



INSTALLATION

Included files:

Main files:

- ch_m1abrams.pbo
- ch_m1abrams.pbo.cht.bisign
- ch_m1abrams_cfg.pbo
- ch_m1abrams_cfg.pbo.cht.bisign

Optional configuration files:

- ch_m1abrams_cfg.pbo (found in no_sounds folder)
- ch_m1abrams_cfg.pbo.cht.bisign (found in no_sounds folder)

Extended Init Eventhandlers (XEH) (v1.9):

- Extended_Eventhandlers.pbo
- Extended_Eventhandlers.pbo.SLX_XEH2.bisign

Files for server admins:

- cht.bikey

Misc:

- ReadMe.pdf
- markings_m1a1.jpg
- markings_m1.jpg
- changelog.txt
- ch_m1abrams.Intro

To use this addon simply put *ch_m1abrams.pbo* and *ch_m1abrams_cfg.pbo* with their bisigns in *Addons* folder. Also *Extended Init Eventhandlers* by Solus and Killswitch are required.

Additionally if you do not like new sounds provided with the addon you can use optional configuration files that can be found in *no_sounds* folder. Thanks to those files M1A1HC and M1 will use default ArMA sounds or sounds from your favorite sound mod.

New Abramses can be found under *CH – Armored (West)* and *CH – Armored (Independent)* class in mission editor. Note that some classes do not have paint scheme described in their name while they use same texture as some of the other tanks (e.g. *M1A1HC* and *M1A1HC (NATO)*). Those classes should be used with custom textures feature.

SCRIPTS FOR M1A1HC

Following scripts can be used to define custom markings, custom textures, custom parts and switch tank loadouts for M1A1HC. Examples of those scripts can be found in *ch_m1abrams.Intro* sample mission.

MARKINGS

```
CH_Markings = [this,"n1","n2","t1","t2","t3_l","t3_r","t4","t5"] execVM  
"\ch_m1abrams_cfg\scripts\m1a1\markings.sqf";
```

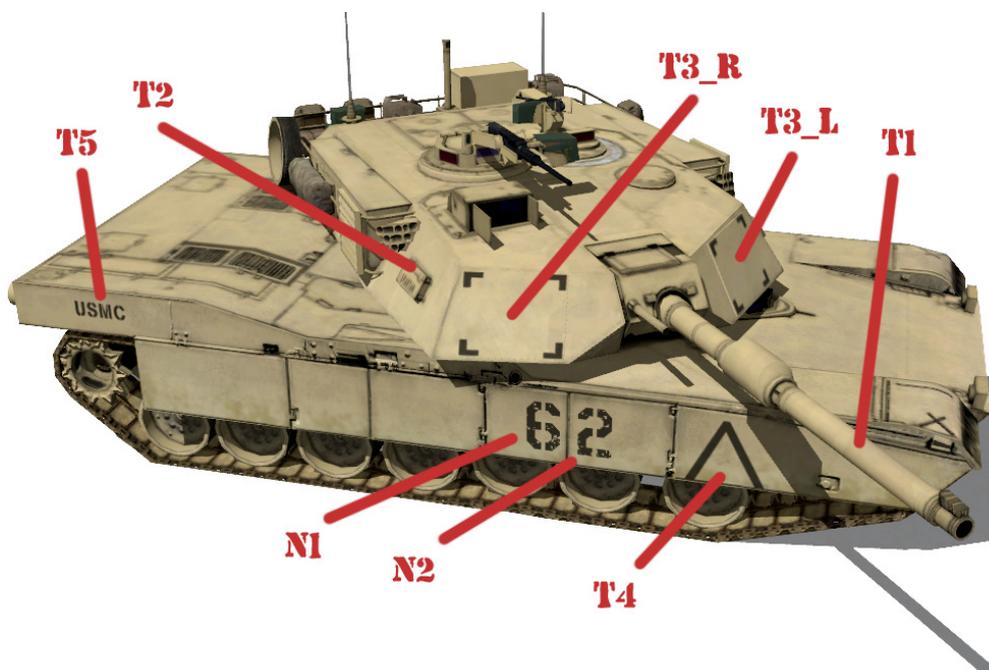
Parameter	Selection number	Possible values
this	-	user defined (tank name)
n1	0	00, 01, 02, 03, 04, 05, 06, 07, 08, 09, empty, random
n2	1	00, 01, 02, 03, 04, 05, 06, 07, 08, 09, empty, random
t1	2	00, 01, 02, 03,04,05,06,07,08,09, empty, random
t2	3	00, 01, 02, 03,04,05,06,07,08,09,10, empty, random
t3_l	4	00, empty
t3_r	5	00, empty
t4	6	00, 01, 02, 03,04,05,06,07,08,09,10,11, empty
t5	7	00,01 empty

Default settings for M1A1HC (NATO):

```
CH_Markings = [this, "random", "random", "random", "random", "empty",  
"empty", "00", "00"] execVM "\ch_m1abrams_cfg\scripts\m1a1\markings.sqf";
```

To set user made markings use the following syntax after mission start:

```
TankName setObjectTexture [selection number,"TextureFile"];
```



CUSTOM TEXTURES

```
CH_Textures = [this,"textures1"] execVM  
"\ch_m1abrams_cfg\scripts\m1a1\textures.sqf";
```

Parameter	Possible values	Description
this	user defined	tank name
textures1	NATO, Desert	textures type

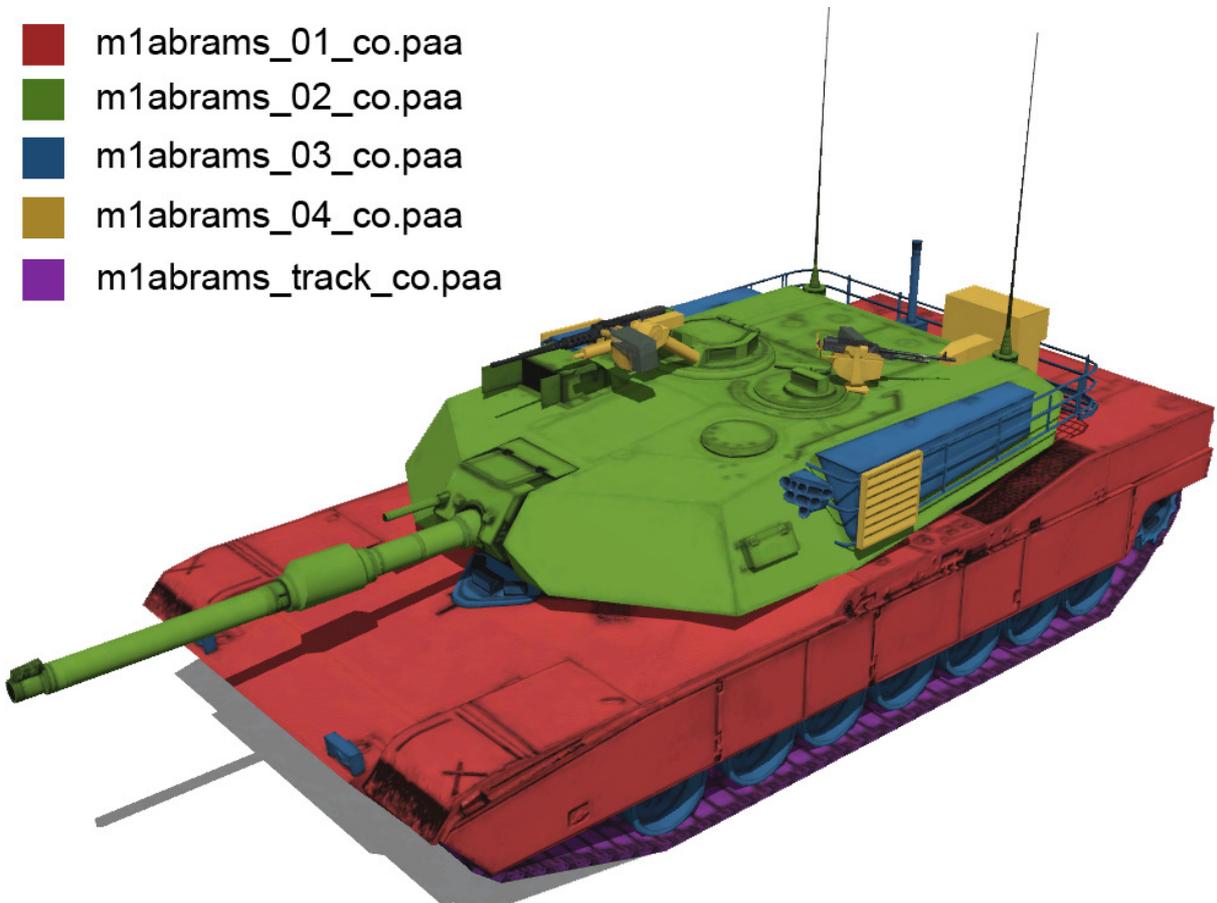
Default settings for M1A1HC (NATO):

```
CH_Textures = [this,"NATO"] execVM  
"\ch_m1abrams_cfg\scripts\m1a1\textures.sqf";
```

To set user made textures use the following syntax after mission start:

```
TankName setObjectTexture [8,"...\m1abrams_01_co.paa"];  
TankName setObjectTexture [9,"...\m1abrams_02_co.paa"];  
TankName setObjectTexture [10,"...\m1abrams_03_co.paa"];  
TankName setObjectTexture [11,"...\m1abrams_04_co.paa"];  
TankName setObjectTexture [12,"...\m1abrams_track_co.paa"];
```

-  m1abrams_01_co.paa
-  m1abrams_02_co.paa
-  m1abrams_03_co.paa
-  m1abrams_04_co.paa
-  m1abrams_track_co.paa



EQUIPMENT ON TANK TURRET

```
CH_Stuff = [this,"stuff1"] execVM "\ch_m1abrams_cfg\scripts\m1a1\stuff.sqf";
```

Parameter	Possible values	Description
this	user defined	tank name
stuff1	00, 01, 02, 03, 04, 05, empty, random	e.g. bags, ammo boxes

Default settings for M1A1HC (NATO):

```
CH_Stuff = [this,"random"] execVM "\ch_m1abrams_cfg\scripts\m1a1\stuff.sqf";
```

OTHER CUSTOM PARTS

```
CH_Panc = [this,"panc1","panc2","panc3"] execVM  
"\ch_m1abrams_cfg\scripts\m1a1\panc.sqf";
```

Parameter	Possible values	Description
this	user defined	tank name
panc1	hide, unhide	rear skirt plate
panc2	hide, unhide	IFF panels on sides of the turret
panc3	hide, unhide	IFF panels in front of the turret

Default settings for M1A1HC (NATO):

```
CH_Panc = [this,"unhide","unhide","hide"] execVM  
"\ch_m1abrams_cfg\scripts\m1a1\panc.sqf";
```

TANK LOADOUTS

```
CH_Loadout = [this, "loadout1"] execVM  
"\ch_m1abrams_cfg\scripts\m1a1\loadout.sqf"
```

Parameter	Possible values	Description
this	user defined	tank name
loadout1	anti-tank, anti-personnel	loadouts type

Default loadout for M1A1HC (NATO): atni-tank

SCRIPTS FOR M1

Following scripts can be used to define custom markings, custom textures, custom parts and switch tank loadouts for M1. Examples of those scripts can be found in *ch_m1abrams.Intro* sample mission.

MARKINGS

```
CH_Markings = [this,"n1","n2","t1","t2","t3_l","t3_r","t4","t5"] execVM  
"\ch_m1abrams_cfg\scripts\m1\markings.sqf";
```

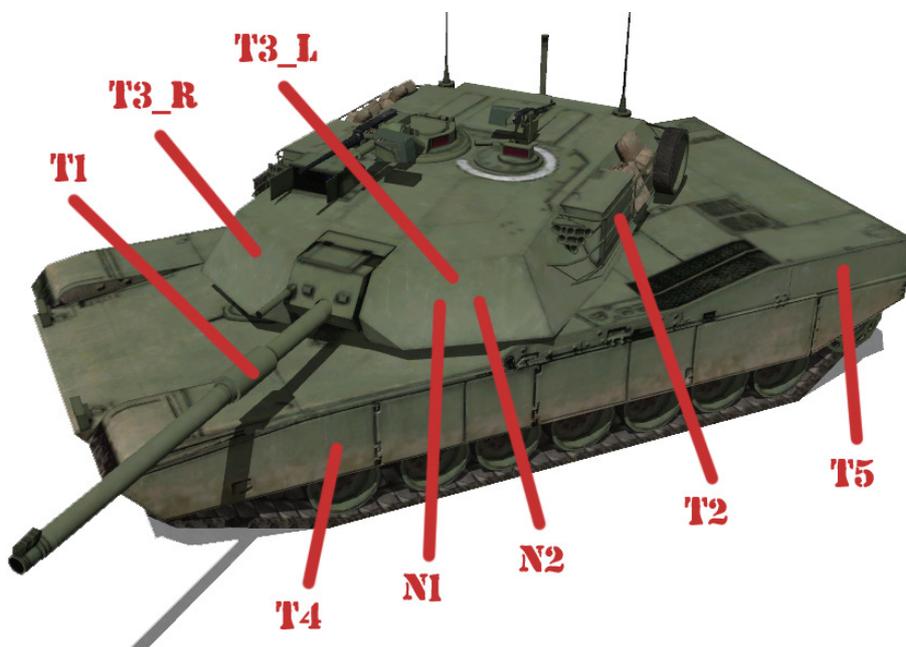
Parameter	Selection number	Possible values
this	-	user defined (tank name)
n1	0	00, 01, 02, 03, 04, 05, 06, 07, 08, 09, empty, random
n2	1	00, 01, 02, 03, 04, 05, 06, 07, 08, 09, empty, random
t1	2	empty
t2	3	empty
t3_l	4	00, empty
t3_r	5	00, empty
t4	6	empty
t5	7	empty

Default settings for M1 (Green):

```
CH_Markings = [this, "empty", "empty", "empty", "empty", "empty", "empty",  
"empty", "empty"] execVM "\ch_m1abrams_cfg\scripts\m1\markings.sqf";
```

To set user made markings use the following syntax after mission start:

```
TankName setObjectTexture [selection number,"TextureFile"];
```



CUSTOM TEXTURES

```
CH_Textures = [this,"textures1"] execVM  
"\ch_m1abrams_cfg\scripts\m1\textures.sqf";
```

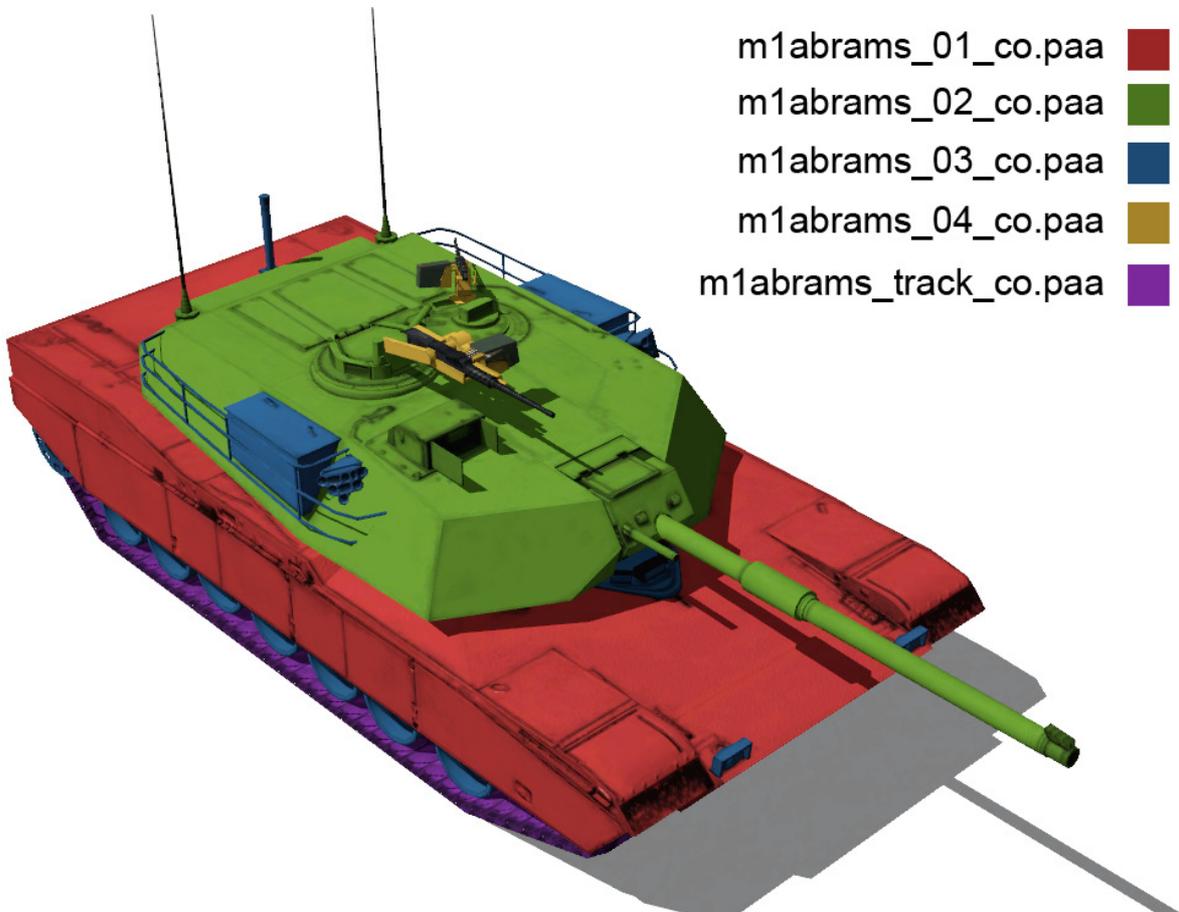
Parameter	Possible values	Description
this	user defined	tank name
textures1	Green, REFORGER 83, MERDC, RACS	textures type

Default settings for M1 (Green):

```
CH_Textures = [this,"Green"] execVM  
"\ch_m1abrams_cfg\scripts\m1\textures.sqf";
```

To set user made textures use the following syntax after mission start:

```
TankName setObjectTexture [8,"...\m1abrams_01_co.paa"];  
TankName setObjectTexture [9,"...\m1abrams_02_co.paa"];  
TankName setObjectTexture [10,"...\m1abrams_03_co.paa"];  
TankName setObjectTexture [11,"...\m1abrams_04_co.paa"];  
TankName setObjectTexture [12,"...\m1abrams_track_co.paa"];
```



EQUIPMENT ON TANK TURRET

```
CH_Stuff = [this,"stuff1"] execVM "\ch_m1abrams_cfg\scripts\m1\stuff.sqf";
```

Parameter	Possible values	Description
this	user defined	tank name
stuff1	00, 01, 02, 03, 04, 05, empty, random	e.g. bags, ammo boxes

Default settings for M1 (Green):

```
CH_Stuff = [this,"random"] execVM "\ch_m1abrams_cfg\scripts\m1\stuff.sqf";
```

OTHER CUSTOM PARTS

```
CH_Panc = [this,"panc1"] execVM "\ch_m1abrams_cfg\scripts\m1\panc.sqf";
```

Parameter	Possible values	Description
this	user defined	tank name
panc1	hide, unhide	rear skirt plate

Default settings for M1 (Green):

```
CH_Panc = [this,"unhide"] execVM "\ch_m1abrams_cfg\scripts\m1\panc.sqf";
```

TANK LOADOUTS

```
CH_Loadout = [this, "loadout1"] execVM  
"\ch_m1abrams_cfg\scripts\m1\loadout.sqf"
```

Parameter	Possible values	Description
this	user defined	tank name
loadout1	default	loadouts type

Default loadout for M1 (Green): default

OTHER SCRIPTS

Following scripts can be used to activate/deactivate FLIR system and smoke screen for both M1A1HC and M1. Examples of those scripts can be found in *ch_m1abrams.Intro* sample mission.

FLIR SYSTEM

To activate FLIR script use the following code:

```
CH_FLIR_M1Abrams = [player,"on"] execVM "\ch_m1abrams_cfg\scripts\flir.sqf";
```

This will add *FLIR on/FLIR off* option to commander and main gunner positions. To deactivate FLIR script use the following code:

```
CH_FLIR_M1Abrams = [player,"off"] execVM "\ch_m1abrams_cfg\scripts\flir.sqf";
```

Note that FLIR script is based on method introduced in Xtrem Arma Mod (XAM).

SMOKE SCREEN

To activate smoke screen script use the following code:

```
CH_Smoke_M1Abrams = [this,"on"] execVM  
"\ch_m1abrams_cfg\scripts\throwsmoke1.sqf";
```

This will add *Smoke Screen* option to main gunner position. To remove it use the following code:

```
CH_Smoke_M1Abrams = [this,"off"] execVM  
"\ch_m1abrams_cfg\scripts\throwsmoke1.sqf";
```

Smoke screen script was made by Xeno and if used with DMSmokeGrenadeVB addon created by DMarkwick it will block AI's view.

MOVEINTURRET COMMAND

It's possible to move soldier into the loaders position immediately, without animation, by using the following code:

```
Person moveInTurret [ TankName, [0,1]];
```

CLASS NAMES

Here is the list of all class names used in this addon.

VEHICLES

Vehicle	Class name	Side
M1A1HC	CH_M1A1HC	West
M1A1HC (NATO)	CH_M1A1HC_NATO	West
M1A1HC (Desert)	CH_M1A1HC_DESERT	West
M1	CH_M1	West
M1 (Green)	CH_M1_GREEN	West
M1 (REFORGER 83)	CH_M1_REFORGER83	West
M1 (MERDC)	CH_M1_MERDC	West
M1	CH_M1_GUER	Guer
M1 (RACS)	CH_M1_RACS	Guer

WEAPONS AND MAGAZINES

Weapon	Class name	Supported magazines
M256	CH_M256_M1A1	CH_27Rnd_M829A2, CH_3Rnd_M830A1, CH_13Rnd_M830A1, CH_2Rnd_M830, CH_5Rnd_M908
M68A1	CH_M68A1_M1	CH_30Rnd_M735, CH_25Rnd_M456, CH_20Rnd_M392A2, CH_15Rnd_M393A1
M240C	CH_M240C_veh_M1A1	CH_2800Rnd_762x51_M240
M240	CH_M240_loader_M1A1	CH_200Rnd_762x51_M240
M240B	CH_M240B_loader_M1A1	CH_200Rnd_762x51_M240
M2HB	CH_M2_M1A1	CH_100Rnd_127x99_M2

CREDITS

PEOPLE MAINLY RESPONSIBLE FOR THIS ADDON:

Mateck - model tweaks, textures, configs

T_Bone - textures

Crazy Hussars Team - beta testers

SPECIAL THANKS TO:

RobertHammer - for M240s and M2 sounds

Apache-Cobra - for IFF panel model

NonWonderDog - for great resource of ammo and armor values

Xeno - for smoke screen script

XAM Team - for the idea of FLIR script

BIS - for ArmA itself and for releasing sample models

and

many other community members for help and support

CONTACT

You can contact us on Bi Forum. Ask for Mateck, T_Bone or eJay.

