



## Norwegian Military Forces Project NorFor

21. January 2006  
Oslo, Norway

### **BELL 412 SP Module**

Contents of module .zip file:

NorFor Bell 412 SP Module Readme.pdf (this file)  
NOM\_B412.pbo

Should any other files be found in the archive or the archive be in another file format, please contact the NorFor team immediately.

### **This module requires NorFor Pilots Pack**

This module contains the Royal Norwegian Air Force Bell 412 SP medium lift helicopter and pilot

<b>Description</b>	<b>Classname</b>	<b>Vehicleclass</b>
Bell 412 SP	NOM_B412B	NorFor - Air
Bell 412 MG	NOM_B412MG	NorFor - Air
Bell 412 Gunship	NOM_B412GS	NorFor - Air
Bell 412 Medevac	NOM_B412M	NorFor - Support

*Note: the Gunship variant of the Bell 412 is “fictional”.  
It is not in use with the real-world Royal Norwegian AirForce.*

Missionmakers have the possibility of assigning a NATO Force-texture to the aircrafts tail. These are such as:

“ISAF” – International Security Assistance Force (2001-present: Afghanistan)  
”KFOR” – Kosovo Force (1999-2004: Kosovo)  
“SFOR” – Stabilisation Force (1998 – 2004: Bosnia and Herzegovina)  
“IFOR” – Implementation Force (1995-1996: Bosnia and Herzegovina)

This addon also includes made-up Force-textures.

“EFOR” – For instance, Everon Force  
“NFOR” - For instance, Nogova Force

These are made to make missions as accurate as possible, by letting the missionmaker assign vehicles to the proper Force.

The creator of this addon thought it best to have the island names represented by Force. For instance if a mission was made on Kolgujev, then the missionmaker could use “KFOR”.

If mission is dated after 2001 and there is no proper Force-texture for island used in mission, then "ISAF" would be the correct Force-texture to use.

Assign force textures to your vehicle by adding the following in the vehicles **Init line**:

```
this setObjectTexture [0,"\NOM_B412\for\***.paa"]
```

Where **\*\*\*.paa** represents texture name.

For instance: *this setObjectTexture [0,"\NOM\_B412\for\mfor.paa"]*

Complete list of Force-textures:

afor.paa  
cfor.paa  
efor.paa  
ifor.paa  
isaf.paa  
kfor.paa  
mfor.paa  
nfor.paa  
sfor.paa  
norfor.paa



NorFor would like to thank the following for help in large or small part with this module:

Operation Northstar Mod  
Swiss Mod

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