



Norwegian Military Forces Project NorFor

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Oslo, Norway

Trucks Addon

Contents of module .zip file:

NorFor Trucks Readme.pdf (this file)
NOM_TRUCKS.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 Regular Soldiers 1 Pack

This module contains Daimler Benz 5 ton trucks.

Description	Classname	Vehicleclass
Daimler 5t	NOM_DB5Ton	NorFor – Car
Daimler 5t Open	NOM_DB5TonOpen	NorFor – Car
Daimler 5t Ammo	NOM_DB5TonAmmo	NorFor – Support
Daimler 5t Fuel	NOM_DB5TonFuel	NorFor – Support
Daimler 5t Repair	NOM_DB5TonRepair	NorFor – Support

Missionmakers have the possibility of assigning NATO Force-textures to the vehicle. These are such as:

“ISAF” – International Security Assistance Force (2001-present: Afghanistan)
”KFOR” – Kosovo Force (1999-2004: Kosovo)
“SFOR” – Stabilization 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_Leo2A4\\for\\***.paa"]
```

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

For instance: *this setObjectTexture [0,"\\NOM_Leo2A4\\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:

BWMod

Vex_Man

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