

**** README ****



I.E.D. - Improvised Explosive Device Addon
v0.5 - BETA

***** DISCLAMER *****

This addon is released for preview purposes. It does not represent the finished version.

The developers do not take responsibility for any damage or loss of data experienced during the use of this addon.

This addon is Unofficial.

It is not supported by Bohemia Interactive Studio, Morphicon, 505 Games or any other publisher/developer of Armed Assault.

***** THE ADDON *****

This addon adds an IED to the game, aswell as a map marker.



To use the addon, insert the object "Shell IED" found under side EMPTY, vehicleclass "Scratch Modworks – IEDs".

In the Init line of this object, insert one of the following lines

`[this,west] exec "\scm_ied\9ied.sqs";` - This will make the bomb detonate when approached by a BLUFOR unit.

`[this,east] exec "\scm_ied\9ied.sqs";` - This will make the bomb detonate when approached by an OPFOR unit.

Note: The addon at current only works with "west" or "east". It does not support RACS or Civilian units triggering it at this time.

This addon is NOT to be edited, changed or altered in any way without the expressed permission of the authors and/or developers.

It is under no circumstance to be used in any other game engine than that of Armed Assault.

These restrictions include, but are not limited to: VBS1, VBS2, VBS1 Light.

The release of this addon includes two (2) files.

scm_ied.pbo
IEDReadme.pdf

If you have downloaded this addon, have found other files in it than those mentioned, please refrain from using the download from that site, as Scratch Modworks does not support any additions to this archive file.

Rather re-download the addon from such

<http://www.armedassault.info>

<http://scratch.armamods.net>

<http://www.armedassault.eu>

The v0.5 BETA version of the I.E.D. addon was created by:

Jahve – Concept, ground work, script editing

Hoz – Script development

Frogstar – Models and textures