This is a port of Scars' F-22 for ArmA 1. Which I have made some modification to in order to make the plane more usable

This Addon is released with Forum Moderator Consent after I was unable to get a response from Scars.

Credit: Scars (original author)
          nes4day
          [GLT]Myke
          [APS]Gnat

Moderators given consent: Placebo
                                    W0lle

Required Addons: Operation Arrowhead
                        [GLT] Missilebox v3.2
                        Community Based Addons

Change log:
v0.6.0 ([APS] Gnat's Edit)
- [added] Wreck Model
- [added] half damage texture (new rvmats)
- [added] Ability to add custom textures via SETOBJECTTEXTURE command
- [fixed] Shadows plus landing gear shadow
- [fixed] Vapor Script (blowing trail on wreck)
- [fixed] GEOMETRY lod
- [fixed] FIRE GEOMETRY lod
- [fixed] FIRE GEOMETRY materials
- [fixed] A couple unmapped faces in upper Res lods
- [improved] Front wheel now turn left/right
- [tweak] Roll rate per forum comment
- ..... All he can remember

v0.5.0
- [fixed] Wheels did not roll when taking off
- [fixed] forward landing gear retracted in the wrong direction
- [changed] replaced white M-61 crosshair with new one
- [fixed] JDAM position inside weapon bay was wrong
- [tweak] handling and performance changes

v0.4.1 - v0.4.4
- [tweak] handling and performance changes

V0.4.0

- [changed] HUD cross-hair removed for better viewing
- [changed] leaning is now action menu activated (disabled by default) thanks to [GLT] Myke
- [fixed] flare opening the weapon bay when being deployed
- [fixed] Afterburner now functions properly
- [tweak] optimized model weight
- [added] 1000lb JDAM variant
- Addon is now signed and will come with bikey
- Addon is now binarized

V0.2.5
- [improved] HUD replaced with newer set-up
- [added] leaning for pilot (only in 1st person), for evaluation purposes
- [fixed] canopy function did not work inside the cockpit
- [tweaked] Max Speed increased from 1200 to 1500, for evaluation purposes

V0.2.2 - V0.2.4
- [tweak] handling and performance changes

V0.2.1
- [Added] GBU-39 Variant
- [Removed] leaning for pilot (only in 1st person)

V0.2 ([GLT] Myke's Edit)
- [added] Afterburner script
- [changed] replaced weapons by Missilebox variants
- [improved] Models section count reduced for better performance
- [improved] lowest resolution LOD replaced
- [improved] flight handling now fits better for an air superiority fighter
- [improved] rvmats changed to ArmA 2 super shader
- [tweak] basic TI map added so it won't glow white (appropriate TI maps have still to be done)
- [added] leaning for pilot (only in 1st person)
- [added] GPS/INS guidance system
- [added] config prepared for the upcoming GBU-39 variant

V0.1 (Initial release)
- All changes are compared to the original release for ArmA 1
- [changed] Improved Handling (Still needs work)
- [changed] Updated AV8B sound to BIS F-35 sound

Known Issues:
-Handling still needs improving
-Shadow is incomplete
-Most likely more...

Please note: I understand that the original author did not give permission for this release, so I will gladly take this off if the original author make any objections.

Special Thanks to Max Power who helped me consistently when I was tuning the plane.

Contact:
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nes4day: via BI forum PM