

Royal Navy Future Aircraft Carrier - R08

HMS Queen Elizabeth

by JDog

Version 0.7 BETA - October 2010



Bohemia Interactive Forums Thread: <http://forums.bistudio.com/showthread.php?t=109491>

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Table of Contents

1. Credits & License
2. File contents
3. Version Log
4. List of addons needed for full functionality
5. Addon Usage
 - a. In-Game Player Usage
 - b. For Mission-makers
 - c. Known Issues
6. Special Thanks
7. Disclaimer

1. Credits & License

All **models**, **textures**, **etc** created by JDog.

All **scripts** written by JDog unless/except where noted in internal comments.

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All **scripts** and **textures**: [Attribution-NonCommercial-ShareAlike](#)

You are free to use and/or modify for use in addons for the ArmA series. Given credit is nice, but not required. For use elsewhere, please notify me about it (see contact on first page).

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You may not use, alter, or build upon this work for any purpose without my prior permission. If for any reason (aka. learning purposes) you would like a copy of a part of the unbinned model, feel free to ask.

2. File Contents

The archive you downloaded should contain the following:

- JDG_R08.pbo
- JDG_R08.pbo.JDG.bisign
- JDG.bikey
- readme_QueenElizabeth.pdf
- queen_test.utes

3. Version Log

0.7 BETA - 10/2010

- Initial release to community
-

4. List of addons needed for full functionality

This HMS Queen Elizabeth addon will work on its own, however to be able to take advantage of its automated defensive turrets, the following addons are required.

Mando Missile ArmaA for A2 by Mandoble (version 2.4b92)

*(note the required version is for sea sparrows to work, and is yet unreleased as of this readme)

<http://forums.bistudio.com/showthread.php?t=89912>

Phalanx CIWS/Ak-630/Sea Sparrow by jackass888

*(note the Sea Sparrow is yet unreleased as of this readme)

<http://forums.bistudio.com/showthread.php?t=105933>

5. Addon Usage

A. In-Game Player usage

The HMS Queen Elizabeth is meant to be a static ship in the game, it is not drivable. Due to the amount of parts that make it up, it is also currently indestructible. This will most likely change in a future release.

Elevators

To use either of the two Elevators linking the hangar bay to the flight deck, simply stand on them and use the “Elevator Up” or “Elevator Down” action that appears. (Please see Known Issues regarding elevators and vehicles).

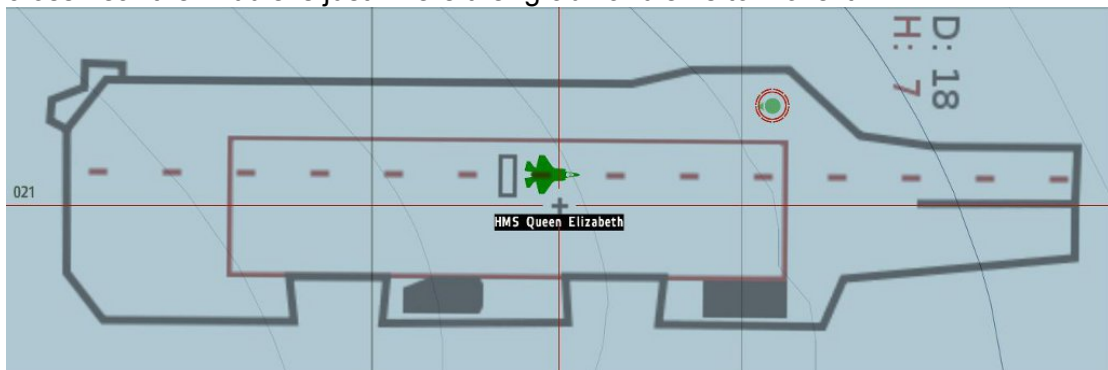
Taking Off

For convenience, an action has been added to quickly line you up with the Ski Ramp at the bow of the ship. To use it, taxi forward of the lowered Jet Blast Deflector on the deck.

B. For Mission-makers

The Editor Icon

The icon has been made for easy placement of objects and knowing what elevation to spawn them at. The red box inside the icon are the boundaries of the hangar bay, and the smaller black box is the Jet Blast Deflector. You will notice “D: 18” and “H: 7”, those are the elevations of the Deck (18m ASL) and the Hangar (7m ASL). The small black cross near the middle is just where the “grab handle” is to move it.



Class Names

It is recommended not to manually spawn the HMS Queen Elizabeth, but rather to use its entry under **Empty>Ship** or **BLUFOR>Royal Navy>Ship**. Due to the way the carrier has been scripted, having more than 1 on the map may result in systems (such as elevators) not functioning properly.

Scripting & Animations

The following animations are available for use on ships spawned via Editor placement:

Elevator 1 (Forward elevator)

- hmsQueen1 animate ["ani_Elev1", #];

Elevator 2 (Aft elevator)

- hmsQueen2 animate ["ani_Elev2", #];

is 0 for raised to deck, -11.6 for lowered to hangar. Using values in between these two will prevent player actions for the elevators from appearing (0.1/-11.5)

Jet Blast Deflector

- hmsQueen2 animate ["ani_JBD", 0]; (down) or ["ani_JBD", 1]; (up)

Spawning Defensive Phalanx Turrets

If you have the required addons (turrets), the defenses will automatically spawn.

You must also place MMA Logics "*Mando Gun Arma init*" and "*Mando Missile Arma init*" to activate them. The included mission demonstrates this.

To Prevent Turrets from Spawning, use the following in your mission init:

jdg_no_mma_setup = true;

Regarding "Holes"

Very large objects like this are subject to... treacherous flaws of the universe. When placing the HMS Queen Elizabeth on the map, test it in-game. You may on occasion experience a spot on the deck/elevator you can simply fall through, or railings are no longer doing their job. Try moving/rotating the ship in the editor and test it again. More than likely that's all you need to do to fix it.

C. Known Issues

- When taking off using the ski ramp, the plane's gear will almost certainly break. This is temporarily remedied (until a later version) by a script that will fully repair the plane moments after taking off.
- When taking off using the ski ramp, the plane may quickly decelerate to a near-stop near the end of the ramp. It is helpful to have your flaps down and be pulling up as you are taking off, or simply take-off with Auto Hover on.
- Due to engine limitations there's no real gravity. If the ship moves, things will slide off. If an object is on an elevator and it then begins to move up or down, the object will stay as if frozen in place. **To get an aircraft or other vehicle to move with the elevator**, you must be inside of it, with the engine on. If you are not moving with the elevator, just move forward ever so slightly, a simple nudge is all it takes for the vehicle to "realize" that what its sitting on is moving and it will move with it.

6. Special Thanks

This HMS Queen Elizabeth and the also-currently-WIP USS Nimitz are my first two addons for ArMA 2. I am very grateful to everyone who has helped me on the BI Forums in any amount, especially Gnat for his support while I was learning all the basics, and Mandoble for one-on-one support refining the turrets. Also thanks to the posters on the WIP thread who make putting the time into this through my busy schedule make it seem worth it, knowing people are looking forward to it.

Thanks to Bohemia Interactive for making such a great game that the community can contribute to and build upon.

7. Disclaimer

This is NOT an official ArMA 2 addon, and is far from the work of a professional. Use at your own risk.