



# RKSL System

aka RKSL Core

V2.03 RELEASE

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**Foreword:**

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This is a companion/utility pack for RKSL Aircraft that acts as a resource library for all RKSL scripted systems in our addons and only our addons.

Other addons can easily be made to support this addon but it requires specific changes to their configs.

**Rock**

*July 2010*

## TERMS OF USE

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## About this addon...

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This addon is only a scripted component resource for other addons to call upon. Nothing obvious appears in the editor.

You can get more information at the [RKSL Website](#)

## Class names

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RKSL\_InitSys  
RKSL\_NullHelicopter  
RKSL\_NullMan  
RKSL\_NullManW  
RKSL\_NullManE  
RKSL\_NullManG  
RKSL\_NullManC  
RKSL\_NullManL  
RKSL\_Logic  
RKSL\_LogicW  
RKSL\_LogicE  
RKSL\_LogicG  
RKSL\_LogicC  
RKSL\_LogicL  
RKSL\_InvTargetW  
RKSL\_InvTargetE  
RKSL\_InvTargetG  
RKSL\_InvTargetC  
RKSL\_InvTargetIRE  
RKSL\_InvTargetIRW  
RKSL\_InvTargetIRG  
RKSL\_InvTargetIRC

RscRKSLVersionControl

## Required addons

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No other addons are required. This is a resource library addon.

While we try our best to make everything as realistic as possible we aren't perfect. There will be errors and mistakes.

Please use the [RKSL Bug tracker](#) to report any issues or request features.

## Game Compatibility

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This addon has been tested in both

- ArmA2 1.07
- ArmA2: Combined Operations 1.53.

And in both single and multiplayer environments.

<b>ArmA2 1.07</b>	<b>OK</b>
<b>ArmA2 : Combined Operations</b>	<b>OK</b>
<b>ArmA2 : Operation Arrowhead</b> (stand alone)	<b>Not Tested</b>

Due to a dependency issues Standalone arrowhead users may experience errors due to inheritance issues. We apologise for this but right now its the only way we can maintain ArmA2 1.07 compatibility until the majority of the community switches over to the new platform.

## Installation

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### ArmA2 1.07 or Higher

We strongly recommend using mod folders. You should never put addons inside the default addons folder. Extract the contents of the RAR file into your

*C:\Program Files\Bohemia Interactive\ArmA2 folder.*

Then either use a mod folder launcher or modify your start up link include the @RKSL Mod folder eg:

*"C:\Program Files\Bohemia Interactive\ArmA2\arma.exe" -mod=@RKSL -nosplash*

### ArmA2: Combined Operations and Operation Arrowhead

Start your game normally, at the main menu click the "Expansions" option. You will be show a list of folders inside your game directory. Click the @RKSL folder making sure the radio button is filled in and active. Click OK and the game will tell you it needs to restart. Once you have restarted the game the addons will be active.

## Version History

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Version:	Date:	Notes:
2.03	10-07-10	Update for ArmA21.07 <ul style="list-style-type: none"><li>• Added custom event handler for restoring saved games.</li><li>• Improved addon handling.</li></ul>
2.02	27/05/10	Rel1
2.01	25/09/09	BETA 2 <ul style="list-style-type: none"><li>• Fixed "Deleted content error".</li><li>• Added Support for the Extended Event Handler if installed.</li></ul>
2.00	16/08/09	BETA 1

All versions prior to this were for ArmA1.

## CREDITS

Producer	RKSL Studios (rkslstudios.info)
Project Manager	UNN, Rock
Modelling & Animation	UNN
Textures	n/a
CPP File	UNN & RKSL Rock
Scripting	UNN
Beta Testing	UNN RKSL-Rock DAR-V Team Ballistic09 Sekra Styxx bushLurker
Documentation	RKSL Rock