



# RKSL Flares

aka RKSL-Radarsys

V2.03 RELEASE

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**Foreword:**

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This is a companion/utility pack for RKSL Aircraft that adds our own design of flares to 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*

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## About this addon...

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This addon is only a component resource for other addons to call upon. Nothing obvious appears in the editor. You will only see a difference on the RKSL made aircraft once a missile is fired at you.

You can also manually fire flares from a user defined custom key binding. [More Details here](#)

## Class names

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RKSL\_RadarVer  
RKSL\_GunnerLogicW  
RKSL\_GunnerLogicE  
RKSL\_GunnerLogicG  
RKSL\_GunnerLogicC  
RKSL\_FlareIRE  
RKSL\_FlareIRW  
RKSL\_FlareIRG  
RKSL\_FlareIRC

## How to use the Flares

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More detail info about using the flares is available on the [RKSL Website](#)

## Required addons

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This addon requires: RKSL-System v2.03 or higher

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	Fixes issues in Arma21.07 <ul style="list-style-type: none"><li>• Fixed key press eventhandler being lost after restoring a saved game.</li><li>• Improved addon handling.</li><li>• Flare count hint message only appears for the aircrafts pilot and primary gunner instead of all players.</li><li>• Fixed a CTD with Arma2 patch V1.07</li></ul>
2.02	27/05/10	Rel1 <ul style="list-style-type: none"><li>• New description.ext property radaraudiowarning added to description.ext overrides.0 Turns audio warnings off for players, 1 reactivates them.</li><li>• Support for the Extended Event Handler if installed</li></ul>
2.01	25/09/09	BETA 2 <ul style="list-style-type: none"><li>• Fixed radarflareplayer property in description.ext didn't disable automatic flares for players.</li><li>• Fixed multiple audio warnings.</li><li>• Flares launch vectors are disrupted by terrain.</li></ul>
2.00	16/08/09	BETA 1

All versions prior to this were for Arma1.

## CREDITS

Producer	RKSL Studios ( <a href="http://rkslstudios.info">rkslstudios.info</a> )
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
Documentation	RKSL Rock