

MWS_BAS v1.1

Modular Weapon System for BAS weapon pack; by Faguss (fgs.er.pl)

1. Required addons

BAS Delta/Ranger ftp://ofpr.info/ofpd/unofaddons2/bas_dera_v1_55.rar

2. Usage

In **description.ext** of your mission add line:

```
#include "MWS_BAS\dialogs.hpp"
```

Copy **fwatch_check.sqf** to your mission directory.

In mission editor add Game Logic: *Modular Weapon System for BAS*.

Using with Fwatch:

Press *CTRL*, *ALT* and *F8* to open menu. Use arrows, *W*, *S* to scroll up and down.

Press any other key to redefine. *Backspace* clears entry. *ESC* closes menu.

Key setting will be saved to *"/fwatch/mdb/mws_bas.db"*.

How to put modules back to container:

Open dialog and click on *Enable Drop Action* button. Now scroll down to the bottom of action menu and select *Put (...) to (...)*. To drop another component click on *Reload (...)* and then again on action to put. When you're done, open dialog and click on the *Disable Drop Action* button.

3. Modules Compatibility

M4			
ACOG ACOG SD ACOG Masterkey	Reflex Reflex SD Reflex M203 Reflex M203 SD Reflex Masterkey	Eotech Eotech SD Eotech M203 Eotech M203 SD	Aimpoint Aimpoint SD Aimpoint M203 Aimpoint M203 SD
Other weapons			
M14 ACOG M14 Aimpoint	M249 SPW M249 SPW SD		SR-25 SR-25 SD

4. Name/Class Reference

Display name	Class name	Description
Modular Weapon System for BAS	MWS_BAS_WEAP	Dummy weapon
	MWS_BAS_WEAP2	Dummy weapon (for dropping)
	MWS_BAS_LOGIC	Game Logic (launch scripts)
ACOG Optics	MWS_BAS_ACOG	Weapon modules defined to be magazines
CCO Aimpoint	MWS_BAS_CCO	
Eotech Optics	MWS_BAS_EOT	
Masterkey	MWS_BAS_MKEY	
M203	MWS_BAS_M203	
Reflex Optics	MWS_BAS_REF	
Silencer	MWS_BAS_SD	

This addon also modifies weapons...

BAS_JM14AIMPOINT
BAS_JM14DMR

...so they can both use magazines:

JAM_W762Sniper_20mag
JAM_W762_20mag
JAM_W762_20Hdmag
BAS_M14Mag

5. Reserved variables

For each component two arrays are created:

MODULE-CLASS-NAME1 and MODULE-CLASS-NAME2

For example: MWS_BAS_ACOG1, MWS_BAS_ACOG2. These arrays contains weapons class names with attached module and without it.

MWS_BAS_SIGHTS – array with optics class names
MWS_BAS_MYSIGHT – indicates which sight player have on his gun
MWS_BAS_BARRELS – array with M203 and Masterkey modules class names
MWS_BAS_MYBARREL – indicates if player have M203 or Masterkey mounted
MWS_BAS_ACTION – action which enables dialog
MWS_BAS_HOLDER – used to synchronize component drop by player
MWS_BAS_MODNUM – used to synchronize component drop by player
MWS_BAS_SOUND – used to synchronize sound effects
MWS_BAS_UNIT – used to synchronize sound effects
fwatch_present – indicates if Fwatch is enabled

6. Credits

German localization by Mantel. Polish by Faguss. Finnish by Osku. French by Sanctuary.

7. Version history

1.0 (15.02.10)

First release.

1.1 (22.02.10)

- based on MWS v1.3

- now can replace M4 Reflex M203 with M4 Reflex Masterkey and vice versa