

MWS_MAP v1.1

Modular Weapon System for Marine Assault Pack; by Faguss (fgs.er.pl)

1. Required addons

Marine Assault Pack <ftp://ofpr.info/ofpd/unofaddons2/SUCHmarines.rar>

2. Usage

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

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

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

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

Using with Fwatch:

Press *CTRL*, *ALT* and *F9* 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_map.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

Name	Type	Compatible with
1P29 „Trilux”	Optics	AK74M, RPK74U
Trijicon ACOG	Optics	M16A4, M4
BS-1 „Tishina”	Grenade Launcher	AKS74U
CCO Aimpoint	Optics	M16A4, M4, M249 PARA, M1014
Cobra Combat Sight	Optics	AK74M, AKS74U
GP25	Grenade Launcher	AK74M
M145 Elcan	Optics	M249
M203	Grenade Launcher	M16A4, M4
PBS	Silencer	AK74M, AKS74U
Trijicon Reflex	Optics	M16A4, M4
Knights Armament Suppressor	Silencer	M4

4. Name/Class Reference

Display name	Class name	Description
Modular Weapon System for MAP	MWS_MAP_LOGIC	Game Logic (launch scripts)
	MWS_MAP_WEAP	Dummy weapon
	MWS_BAS_WEAP2	Dummy weapon (for dropping)
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1P29 Optics	MWS_MAP_1P29	Weapon modules defined to be magazines
ACOG Optics	MWS_MAP_ACOG	
BS-1 „Trishina”	MWS_MAP_BS1	
CCO Optics	MWS_MAP_CCO	
Cobra Optics	MWS_MAP_COBRA	
GP25	MWS_MAP_GP25	
M145 Optics	MWS_MAP_M145	
M203	MWS_MAP_M203	
PBS Silencer	MWS_MAP_PBS	
Reflex Optics	MWS_MAP_REF	
Suppressor M4	MWS_MAP_SD	

This addon modifies ‘Marine Assault Pack’ weapons:

Display name	Class name	Changes
AKS74U BS-1	C8XAKS74UBS1	Removed SD
AKS74U BS-1 Cobra	C8XAKS74UBS1cobra	Removed SD
AKS74U BS-1 SD	C8XAKS74UBS1_sd	Added in this addon
AKS74U BS-1 Cobra SD	C8XAKS74UBS1cobra_sd	Added in this addon

Also it modifies ammo crates (the ones which comes with ‘Marine Assault Pack’) so player can put there weapons and magazines.

5. Reserved variables

For each component two arrays are created:

MODULE-CLASS-NAME1 and MODULE-CLASS-NAME2

For example: MWS_MAP_1P291, MWS_MAP_1P292. These arrays contains weapons class names with attached module and without it.

- MWS_MAP_SIGHTS – array with optics class names
- MWS_MAP_MYGUN – indicates if player have AK74
- MWS_MAP_MYSIGHT – indicates which sight player have on his gun
- MWS_MAP_ACTION – action which enables dialog
- MWS_MAP_MODS – array with modules class names
- 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

Model editing by STGN and Sanctuary.

German localization by [CiA]Tony. Polish by Faguss. Finnish by Osku. French by Sanctuary.

More information on Marine Assault Pack weapons you'll find on:

<http://www.digitalgrenade.com/subs/usmc/editor.html>

7. Version history

1.0 (06.02.10)

First release.

1.1 (23.02.10)

- based on MWS v1.3

- fixed ammo crates

- error message when firing - fixed