@ww4mod25_fgs v1.17

An extension for the @ww4mod25 mod; by Faguss (ofp-faguss.com) and Macser

1. Overview

@ww4mod25_fgs is a modification of the @ww4mod25 mod made by Sanctuary. It features configs tweaks and extra scripting.

2. Requirements

Cold War Assault 1.99

WW4 mod   http://forums.bistudio.com/showthread.php?t=124403

Fwatch 1.16 beta   https://ofp-faguss.com/fwatch/116test

3. Usage

- Copy `@ww4mod25_fgs` folder to the game directory
- Execute `@ww4mod25_fgs\dta\install_textures.bat`
- Execute the game using: fwatch.exe –mod=@ww4mod25;@ww4mod25_fgs

4. Features

Soldier:

- running speed has been increased to vanilla level (was slower in the original WW4)
- lowered silhouette when crouching and lowered speed (25% slower)
- weapon is shaking when walking
- stand SHIFT+A+D, crouch SHIFT+A+S switches to blindfire animation (by Pulverizer)
- crouch SHIFT+A+D switches to extended right lean
- weapon in back+SHIFT+S climbs higher (than in original WW4)
- can swim in water
- automatically switching to optics when using binocular
- added tracers (by BN880, modified by Faguss); their color depends on weapon

Weapons:

- vanilla guns were edited to be the same as the ones from WW4
- grenade launcher ammo, mortar shells, mines, satchel charges take less space in the inventory
- laser designator takes a binocular slot, its ammo takes less space in the inventory
- increased reload time for AT weapons

- visible lock when using launchers in Veteran mode
- crosshair is enabled when in optics
- launchers leave a smoke trail
- smoke grenades obscure AI vision; smoke lasts three minutes instead of one
- flares last two minutes instead of 15 seconds

Vehicles:
- M113 and BMP ambulance have better armor
- tank shells leave a smoke trail
- 3rd person mode is enabled when driving a vehicle
- added Mini Map in tanks and aircrafts (hold CAPSLOCK)
- turret can rotate 360° in AH1 Cobra, AH-64 Apache, Mi24
- machine gun can lock on laser target in AH-64 Apache, AH1 Cobra, Mi24, A10, Su25
- unguided rockets can lock on laser target in AH1 Cobra, AH-64 Apache, OH58, UH60, Kamov
- hotkey F suspends helicopter for 20 seconds (speed must be <5km/h)

Misc:
- added AI pathing to several Nogova buildings (factory, comm tower, scaffolding, docks, high rise)
- added Avignon island by Jakerod
- added retextured Malden by Symbiot and Atherakhia
- can play with a joypad / joystick
- distance number from which player was killed is displayed in multiplayer
- no music and faster cutscene when killed in multiplayer
- respawn NONE and BIRD is automatically switched to GROUP
- Friendly Tag, Extended HUD info are always enabled in Veteran mode
- 3rd person camera, tracers, crosshair are always disabled in Veteran mode
- replaced mouse cursor texture
- replaced UI models in MP lobby and in briefing
- changed menu notebook color scheme to blue
- replaced water (by Status) and sky (by Llauma) textures
- replaced Malden

5. Credits

Scripts and config tweaks – Faguss

Model and animation editing and config – Macser

Several config fixes were taken from post by W.E. Kurtz on BI forum

Blindfire animations made by Pulverizer

Swimming taken from Ninja addon made by Itweas.

6. Version history

1 2019-10-15

First release

1.01 2019-10-20

Macser fixed visual issues with the model blocking AI sight when smoke is thrown

1.02 2019-11-10

Game Logic has now event handler to launch the binoc script.

Added Javelin Launcher from Marine Assault Pack to the list of weapons for which crosshair will be enabled.

Script interval reduced from 0.05 to 0.03

Crosshair is now enabled when in optics in order to make Friendly Tag visible.

1.03 2019-11-17

MCSR_Smoke is now preloaded.

Added WW4 Joypad script.

1.04 2019-11-21

Third person will work if you're a driver of any vehicle (not just for cars).

Third person won't be automatically switched if vehicle class name (case sensitive) is in WW4_DONTSWITCHTO3RDPERSON array.

1.05 2019-11-24

Added tracer and revive script.

WW4 Joypad script - able to open configuration dialog during a cutscene (its detection isn't working properly)

WW4 Joypad script - not allowed to change stance when player has injured legs.

More rows displayed in mission selection screen.

1.06 2019-12-01

Revive script fixes

1.07 2019-12-08

WW4Joy script - faster sudden turning

WW4Joy script - fixed being stuck when healing/taking items

ReviveScript - added debug mode

1.08 2019-12-15

Updated resource.cpp

ReviveScript - init bugfix; added keyboard controls in spectating mode; displays particle above dead body

1.09   2020-07-18

Added new ui to lobby screen

1.1   2020-07-18

hotfix

1.11   2020-07-25

disabled new ui

1.12   2020-10-24

Smoke screen object is visible.

Added Mini Map script.

1.13   2020-10-31

Added animations from Pulverizer.

Increased running and sprinting speed.

Grenades take one slot instead of two.

Config fixes from wekurtz.

1.14   2020-11-07

Changed climb animation to a higher one.

Increased sideways running and sprinting speed.

Decreased crouch running speed.

Enabled optics in crouch right back lean.

Mines and satchels take one slot in the inventory.

Laser designator takes binocular slot instead of secondary weapon.

Laser designator ammo takes one slot in the inventory.

Increased M113, BMP, ambulances armor.

1.15   2020-11-14

New combat walk anim

New crouch run anim

Replaced vanilla M16, AK47, AK74, AK74SU, HK, M60, PK with the ones from WW4

Mortar takes less space in inventory

Increased AT reload time

Increased armor values for M113, BMP, BMP2, Shilka, Bradley, Vulcan

Switched buttons position in debriefing

Added AT smoke script

1.16   2022-10-12

Fixed WW4 config with animation transitions

Added swimming script from Ninja addon by Itweas

Fine-tuned running animation speed

Added weapon shake to the walking animation (by Macser)

Added interpolations to crouch run animations (by Macser)

All crouch animations now have lowered silhouette (by Macser)

Fixed blindfire anim issues (by Macser)

Fixed West Officer soldier model (by Macser)

Added paths LOD to 6 buildings from Resistance that didn't have it (by Macser)

Added smoke effect when firing tank shells

Added smoke effect to Javelin rocket

Restored original armor values for armored vehicles (except for ambulance)

Replaced notebook model in briefing (by Macser)

Replaced notebook model in MP lobby (by Macser) and enlarged lobby dialog

Changed menu notebook colors from green to blue

Difficulty changes are not made in anymore when in the Mission Editor (SP and MP)

Added sound effect to smoke grenades

Added Editor103 addon

Flares last longer

Smoke grenades last longer

Cursor is now enabled when holding Carl Gustav, AT4 and Laser Designator

Added texture replacement: NewWater by Status and sky replacement by Llauma

Default weapon tracers are disabled in Veteran mode

Tturret can rotate 360° in AH1 Cobra, AH-64 Apache, Mi24

Machine gun can lock on laser target in AH-64 Apache, AH1 Cobra, Mi24, A10, Su25

Unguided rockets can lock on laser target in AH1 Cobra, AH-64 Apache, OH58, UH60, Kamov

Hotkey F suspends helicopter for 20 seconds (speed must be <5km/h)

1.17   2022-12-14

Updated BN_tracer_red addon to version 1.3

Tracer color now depends on the gun class

Fixed crashing in multiplayer debriefing

Changed font color in debriefing from white to black

Displaying distance to killer when killed in multiplayer

Disabled music when killed in multiplayer

Increased cutscene speed when killed in multiplayer

Changing respawn from NONE, BIRD to GROUP

More smoke particles when rocket fires

Added files onPlayerRespawn.sqs, onPlayerResurrect.sqs so that it's possible to override them

Added BDM Avignon island by Jakerod

Added retextured Malden 1024x1024 by Symbiot and Atherakhia

Fixed incorrect placement of fixed buildings on Nogova