

DKMM_ARTY_add v0.2

Real artillery; by Faguss (ofp-faguss.com)

1. Requirements

DKMM_ARTY ftp://ftp.armedassault.info/ofpd/unofaddons2/DKMM_ARTY.rar
DKMM_RSC ftp://ftp.armedassault.info/ofpd/unofaddons2/DKMM_RSC.rar
Fwatch 1.15 <http://ofp-faguss.com/fwatch/download>

2. Overview

This is a modification of the DKMM artillery addon. It uses Fwatch to extend shell lasting time so it's possible to fire to the other side of the island.

3. Name/class reference

Display name	Class name	Mission editor
M109A6-G Paladin2	DKMM_M109A6_add	West -> DKM-Mod/Armored
M109A6-D Paladin2	DKMM_M109A6D_add	West -> DKM-Mod/Armored

4. Usage

At least gunner should enable Fwatch 1.15 or newer but it's recommended for all machines to have Fwatch.

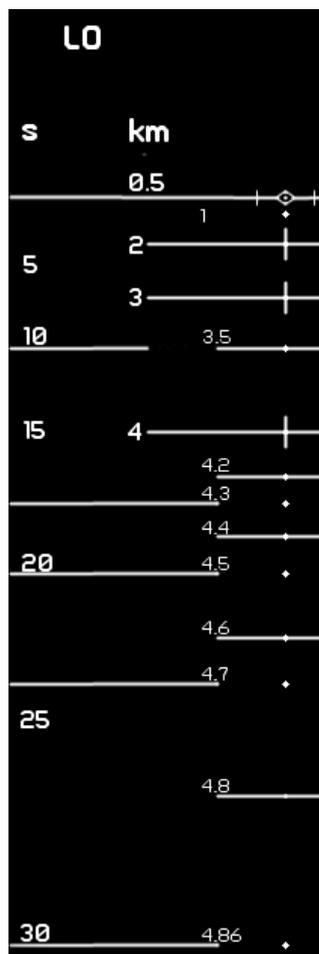
Two players are required – gunner and spotter. Spotter relays fire feedback so that the gunner can adjust his aim.

In cadet mode additional information will be displayed:

- Shell time and distance when it hits
- Map marker (mission must have a marker called `dkmm_arty_add`) showing where the shell is
- Map marker (mission must have a marker called `dkmm_arty_add2`) showing maximal range

Size of a standard island is 12.8 km (163.84 km²). One big square on the map has width of 1280 meters (~1800 diagonal) and one small – 128 meters (~180 diagonally). Use this information to measure distance to the target.

Go to gunner optics. Hold minus on numeric keypad until your view is zoomed out. On the left side you have targeting information for low angles:



Align with the horizon line with the desired distance. For example: if target is 4km away then I move mouse up until line with number 4 is equal with the horizon.

Column „s” shows shell travel time in seconds.

On larger distances, little changes in aim result in little changes to the shell range so you have more precision. I recommend to stay away 3km or more from the target.

On the right side you have targeting for high angles.

HI	
◀	s
74.2°	55
64.8°	
59°	50
52.3°	
49°	45
47.2°	
45.5°	
43°	
41°	40
38°	
34°	35
27°	30

Angle numbers are connected with the distance numbers to the left. So if I want to hit target 4km away I need to elevate my gun to 52 degrees.

Further to the right you have horizontal angle targeting information. It shows difference in meters from the previous hit location after adjusting gun horizontally.



For example: I'm aiming for target 4km away. If I move my gun 2 degrees to the right then shell will hit 140 meters to the right from the previous location.

Keep in mind this is **an approximation!**. You aim on a circle and not on a square.

If you want to make fine adjustments to the aim zoom in view (with plus key on the numeric keypad) and then move your mouse.

When you fire, a blue marker will appear where you aimed. There can be up to 3 markers at a time. Keep in mind that gun has a recoil and the whole vehicle is pushed back so aiming exactly at them will not result in hitting the same location.

Also they may not be displayed properly on uneven ground so find a flat area.

You can place custom marker by pressing LSHIFT.

Other key bindings:

- **E** – go to previous firing direction and angle (may not work properly)
- **Z** – go to previous firing direction (may not work properly)
- **C** – lock vertical angle

Artillery carries three types of ammunition:

- **Quick shell** – it has the power of a LAW rocket and takes 2 seconds to load. Use it to adjust your aim.
- **Anti-personell shell** – it has the power of a HK bullet but range over 100 meters and takes 3 seconds to load. Use it to eliminate infantry.
- **High-explosive shell** – it has the power of an A10 bomb and takes 6 seconds to load. Use it to eliminate armor.

Machine gun has been modified to fire slower (compared to the original addon).

5. Credits

Original addon by Gen.Carnage.

Shell flying sound effect taken from HWK_M109.pbo by Hawk.

Thanks to Macser for modifying model, config and sounds.

6. Version history

0.1 (01.06.16)

First release.

0.2 (01.06.19)

- added angle display in optics
- added extra magazines and changed magazine reload time
- changed gun fire effect
- gun retracts farther when firing
- increased machine gun fire rate
- uses Fwatch 1.15
- removed hotkeys for checking angles and for moving particles
- added script to keep vehicle still when firing in firing mode
- track dust is now rendered correctly around the model
- action to enter as gunner now appears when close to the vehicle regardless of direction
- changed shell flying sound effect