

MWS_BAS v1.24

Modular Weapon System for BAS weapon pack; by Faguss (ofp-faguss.com)

1. Required addons

BAS Delta/Ranger http://ofp.toadlife.net/publicfiles/bas_dera_v1_55.rar
JAM3 http://www.ofpec.com/addons_depot/index.php?action=details&id=51

Demo missions also require:

BAS Tonal ftp://ftp.ofpr.info/ofpd/islands2/bas_isleopfor1.2.rar
BN Tracer Red http://ofp-faguss.com/files/bn_tracer_red.zip

2. Usage

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

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

- In **description.ext** create class RscTitles (if it doesn't exist) and add there second *include*:

```
class RscTitles  
{  
    #include "MWS_BAS\Title.hpp"  
};
```

Alternatively paste `MWS_NOTITLE=true` to the `Init.sqs`

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

Alternatively paste `[] exec "\MWS_BAS\sqs\Logic.sqs"` to the `Init.sqs`

Using with Fwatch v1.15:

Press *LEFT SHIFT* and *F8* to open menu. Use arrows or *W*, *S* to scroll up and down.
Press any other key to redefine. *Backspace* clears entry. *ESC* closes menu.
Configuration will be saved to `"/fwatch/mdb/mws_bas.db"`.

How to disable title informing about Fwatch:

Create `MWS_NOTITLE` variable and set it to `true`

How to put modules back to container:

Open dialog and click on *Put* button. Now scroll down to the bottom of action menu and select *Put X to Y*. To drop another component click on *Reload X* and then again on action to put. When you're done, open dialog and click on the *Disable* 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_ACTION	- user action which opens the dialog
MWS_BAS_ACTIVATION	- dialog activation method
MWS_BAS_BARRELS	- array with list of mods which can be mounted below gun barrel
MWS_BAS_HOLDER	- used to synchronize cargo drop in MP
MWS_BAS_MODS	- array with modules class names
MWS_BAS_MYBARREL	- indicates if player have M203 or Masterkey mounted
MWS_BAS_MYSIGHT	- indicates which optics does player have on his gun
MWS_BAS_SIGHTS	- array with optics class names
MWS_BAS_SOUND	- used to synchronize sound effects
MWS_BAS_UNIT	- used to synchronize sound effects
STR_MWS_BAS_FWATCH	- prevents from launching initialization scripts twice
MWS_FINDGUN	- function used to find gun replacement
MWS_NOTITLE	- disable titles
MWS_PLAYERBUSY	- indicates if user is performing attach/remove action
MWS_QUEUE	- used to show titles one after another
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

1.2 (24.11.10)

- based on MWS v1.32

1.21 (02.09.11)

- based on MWS v1.33

1.22 (19.04.14)

- fixed acog picture path
- fixed error when replacing between masterkey and m203 with a hotkey
- demo mission had title missing – fixed
- added second demo mission – mws_bas_mirov
- demo missions now load and save loadout

1.23 (20.05.15)

- uses „input multi” method (Fwatch v1.13)
- modified MWS_BAS_Mirov.noe so it doesn't require BAS Tonal

1.24 (01.06.16)

- uses Fwatch v1.15