

Official Editing Resources

Archive of tools for Operation Flashpoint made by Bohemia Interactive

1. Overview

Official website flashpoint1985.com where modding tools for **Operation Flashpoint** were released has gone offline in 2009. However, there is still a need for these programs. This is an (incomplete) backup that's meant to counter the lack of BI's interest in supporting their own game (which they are still selling).

2. List of Files

<u>Editing</u> section	
comref_102002.zip	Scripting commands list for 1.85
comref.zip	Scripting commands list for 1.40
TexView_11.zip	Texture viewer and converter
wav2lip.zip	Lipsync file generator
<u>Breathe</u> section	
visitor2light.zip	Island editor
binarize.zip	Program for binarizing files
binarize_fixed.zip	Updated program for binarizing files
o2light.zip	Model editor
o2_viewer.zip	Preview program for the model editor
o2_viewer_upd.zip	Updated preview program for the model editor
BISModels.zip	Sample models
Commented_Config.zip	Game configuration with comments
Commented_Config_191.zip	Updated game configuration with comments
HowToCreatePolygon.zip	Modelling tutorial
HowToCreateCube.zip	Modelling tutorial
HowToCreateM16.zip	Modelling tutorial
<u>Addons at Ease</u> section	
AtEase_Msic.zip	Installer generator for distributing addons
BIS_WWI_Camel_OFP_Addon.msi	WW1 plane addon
biscamel.zip	Beta version of the WW1 plane addon

TexView 1.1 is buggy so I recommend to use [PAATool](#) or [PANTool](#) or [TexView2](#) in majority of cases.

[WRPTool](#) is a more advanced island editor than Visitor.

Old binarize crashes when converting models but [PMC](#) recommends to use it for binarizing island (.wrp) files.

Installer `BIS_WWI_Camel_OFP_Addon.msi` will not work on newer versions of Windows so I've included a 7z archive with all the files the original contains.

I've also added `Oxygen.doc` found on ofp.info which is just a copy of [this page](#).

To run Oyxgen Light on a modern computer follow [this guide](#).

Thanks to STGN for sending `AtEase_Msic.zip`

3. Missing Files

If you have any of these files then let me know and I'll include them.

Name	Description	Size	Date	Source
BISModels_readme.txt	Readme for the sample models		2004.04.02	Link
visitorBasicTutorial.zip	Tutorial for the island editor	3.4 MB	2003.06.18	Link
AAE_Builder.zip	Addons at Ease creator beta		2003.05.28	Link
comrefnew.zip	Scripting commands list for 1.75	42 KB	2002.07.15	Link
comref.zip	Scripting commands list for 1.30	19 KB	2001.11.14	Link
briefings.zip	Guide for making mission briefing	126 KB	2001.10.22	Link

4. Version history

2021.06.04 - Posted on [BI Forum](#)

2021.06.05 - Added biscamel beta and atease_msic

2022.05.20 - Posted on ofp-faguss.com