

# Official Editing Resources

Archive of tools for Operation Flashpoint made by Bohemia Interactive

## 1. Overview

Official website [flashpoint1985.com](http://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

<b><u>Editing</u> section</b>	
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
<b><u>Breathe</u> section</b>	
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
<b><u>Addons at Ease</u> section</b>	
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	<a href="#">Link</a>
visitorBasicTutorial.zip	Tutorial for the island editor	3.4 MB	2003.06.18	<a href="#">Link</a>
AAE_Builder.zip	Addons at Ease creator beta		2003.05.28	<a href="#">Link</a>
comrefnew.zip	Scripting commands list for 1.75	42 KB	2002.07.15	<a href="#">Link</a>
comref.zip	Scripting commands list for 1.30	19 KB	2001.11.14	<a href="#">Link</a>
briefings.zip	Guide for making mission briefing	126 KB	2001.10.22	<a href="#">Link</a>

### 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