

SWships_add v1.2

Modified Star Wars ships addons; by Faguss (fgs.er.pl)

1. Required Addons

aca_tief ftp://www.gamepark.cz/ofpd/unofaddons2/aca_tief2.rar
bc_ywing ftp://www.gamepark.cz/ofpd/unofaddons2/bc_ywing.rar
c7_xwing http://ofp.gamepark.cz/_hosted/galaxyatwar/addons/c7_xwing.rar

2. Name/class reference

Display name	Class name	Mission editor
Black 2	SWshipsadd_black2	East -> Galactic Empire - Starships
Black 3	SWshipsadd_black3	East -> Galactic Empire - Starships
Gold 1	SWshipsadd_gold1	West -> Sci-fi
Gold 2	SWshipsadd_gold2	West -> Sci-fi
Gold 3	SWshipsadd_gold3	West -> Sci-fi
Gold 4	SWshipsadd_gold4	West -> Sci-fi
Gold 5	SWshipsadd_gold5	West -> Sci-fi
Red 1	SWshipsadd_red1	West -> Rebel Fighters
Red 2	SWshipsadd_red2	West -> Rebel Fighters
Red 3	SWshipsadd_red3	West -> Rebel Fighters
Red 4	SWshipsadd_red4	West -> Rebel Fighters
Red 5	SWshipsadd_red5	West -> Rebel Fighters
TIEF 1	SWshipsadd_tief1	East -> Galactic Empire - Starships
TIEF 2	SWshipsadd_tief2	East -> Galactic Empire - Starships
TIEF 3	SWshipsadd_tief3	East -> Galactic Empire - Starships
TIEF 4	SWshipsadd_tief4	East -> Galactic Empire - Starships
TIEF 5	SWshipsadd_tief5	East -> Galactic Empire - Starships
Vader's Custom TIE	SWshipsadd_vadertie	East -> Galactic Empire - Starships

Vader's Custom TIE weapon: SWshipsadd_laser (same class name for weapon and magazine).

3. Modifications

- fixed bug in 'Auto Land' script
- increased speed of all TIE ships
- localization (German, Polish, Finnish)
- models visible at night (depends on 'visual quality' parameter in your video settings)
- modified repulsor scripts
- removed 'Change Color' action
- repulsor action not available if repulsors are already working
- sounds are muffled when in TIE's cockpit
- switched Empire ships side to east
- SWshipsadd_laser - mixed properties from aca_tief and aca_tief; high damage; longer reload time
- Vader's TIE - as TIE Advanced; decreased turning sensitivity; changed weapon to 'SWshipsadd_laser'
- Y-Wings have yellow markings

4. Reserved variable

SWSADD_REP – indicates if repulsors are working

5. Credits

German localization by [GLT]Legislator. Polish by Faguss & Kraps. Finnish by [PnM]Osku.
Thanks to Kalasnikov471 for tip how to make glowing models.

6. Version history

1.0 (09.06.08)

First release.

1.1 (23.08.08)

- fixed 'Auto Land' script
- Y-Wings have yellow markings

1.2 (01.02.09)

- aca_tiev not required
- added German, Polish, Finnish localization
- added 'Gold 3' and 'Gold 4' unit
- changed addon name and units class names
- models visible at night
- modified repulsors scripts
- removed 'conmis_tiec' weapon from Vader's Custom TIE
- removed 'starwars_add' vehicle class (mission editor)
- repulsor action not available if repulsors are already working
- sounds are muffled when in TIE's cockpit
- Vader's TIE - modified configuration of TIE Advanced (from 'aca_tief')