OFP Aspect Ratio Configuration v2.07

Modified resource file; by Faguss (ofp-faguss.com)

1. Overview

Modified resource file along with a proper configuration will diminish stretch effect so that the **Operation Flashpoint / ArmA: Cold War Assault** will look much better on 5:4, 16:10, 15:9, 16:9, 21:9 screens.

Modification is also suitable for 4:3 monitors users (because of fixes and tweaks).

2. Configuration

Open configuration file in text editor.

```
\Operation Flashpoint\Users\<your name>\UserInfo.cfg

\Arma Cold War Assault\Users\<your name>\UserInfo.cfg
```

Change values listed below according to your aspect ratio.

	4:3	**5:4**	**16:10**	**15:9**	**16:9**	**21:9**
fovTop	0.75	0.8	0.75	0.75	0.75	0.75
fovLeft	1	1	1.2	1.25	1.333333	1.777778
uiTopLeftX	0	0	0.083333	0.1	0.125	0.21875
uiTopLeftY	0	0.03125	0	0	0	0
uiBottomRightX	1	1	0.916667	0.9	0.875	0.78125
uiBottomRightY	1	0.96875	1	1	1	1

For triplehead:

	12:3	15:4	48:10	45:9	48:9	63:9
fovTop	0.75	0.8	0.75	0.75	0.75	0.75
fovLeft	3	3	3.6	3.75	4	5.333333
uiTopLeftX	0.333333	0.333333	0.361111	0.366667	0.375	0.40625
uiTopLeftY	0	0.03125	0	0	0	0
uiBottomRightX	0.666667	0.666667	0.638889	0.633333	0.625	0.59375
uiBottomRightY	1	0.96875	1	1	1	1

3. Installation

Copy file:

    OFP_Aspect_Ratio\Files\Aspect_Ratio.hpp

to:

    Operation Flashpoint\
    Arma Cold War Assault\

Open it in a text editor. Change settings according to the instructions you'll find there.

For **1.96** version of the game copy file:

    OFP_Aspect_Ratio\Files\OFP Resistance 1.96\Resource.cpp

to:

    Operation Flashpoint\Res\Bin\

For **1.99** version of the game copy file:

    OFP_Aspect_Ratio\Files\ArmA Cold War Assault 1.99\Resource.cpp

to:

    Arma Cold War Assault\BIN\

It's not necessary to remove `resource.bin` because `resource.cpp` will be loaded instead.

For **custom game modifications** copy file:

```
OFP_Aspect_Ratio\Files\<mod name>\Resource.cpp
```

to:

```
Operation Flashpoint\<modfolder>\bin\
Arma Cold War Assault\<modfolder>\bin\
```

Replace old *Resource.cpp* (you can create backup if you want).

4. Fwatch

Since version 2.0 the **OFP Aspect Ratio package** does not replace `bin\config.cpp` but instead relies on **Fwatch 1.15** (or newer) extension to shift several HUD elements. Download it from:

http://ofp-faguss.com/fwatch/download

If you do not wish to use it then set option `#define AR_CENTERHUD` in the *Aspect_Ratio.hpp.*

If you already have an older version of **OFP Aspect Ratio package** then remove modified `config.cpp`. For modfolders bring back the original ones.

5. Changes

There are far too many changes to list them. Simply open file in text editor and look for comments starting with `//`. See *Guide for Modmakers.pdf* (in this archive) on how to read comments. Improvements are listed in the *Tweaks & Fixes.pdf*.

I recommended to play on higher resolutions because some text elements are now smaller.

6. Extra Menu Options

All resources (except MCM-SLX) feature a button which opens a new menu. [Fwatch](#) 1.16 or newer is required to make it functional. If you'd like to hide that option then see custom settings in *Aspect_Ratio.hpp.*

Mod selector: double-click on a name to restart game with this mod. If you hold SHIFT you'll be able to select more than one modfolder. Mods currently loaded are marked pink.

Master Server: this option allows to change master address for the in-game server browser.

Current address is always added to the list. To add a new one double-click on „Add New", type in new location and press enter. List is stored in the `\fwatch\idb\MasterServers.sqf`.

Game Schedule: automatically download required mods and connect to the server that has been added to the website database. More information on: https://ofp-faguss.com/schedule/

7. Credits

Thanks to STGN, Osku, Rellikki, Rożek for bug reports.
Thanks to easySPEC for providing formulas to calculate values.

8. Version history

v1.0   (25.09.10)
First release.

v1.1   (05.11.10)
 Added:
- 4:3 and 5:4 support
- list of fixes and tweaks in the PDF file
- resource for: ECP, GRAA, JF, MCM-SLX, Airwolf

 Fixed:
- 5:4 fov settings (see table in this readme)
- FDF 16:10 – map border numbers weren't visible
- Mission editor stretch
- Mission editor – Trigger menu – time activation elements
- Mission editor – Waypoint Menu – title field incorrect position
- List of players in multiplayer – squad logo image was not visible

 Tweaked:
- Changed modification method – now there's only one file for all screen types
- Changed installation method
- Implemented most of global tweaks into FDF resource
- Improved profile edit screen
- Improved island selection screen
- Mission editor – effects menu – moved up
- Mission editor – drop-down lists display more elements

- Mission editor – trigger and waypoint menu – rearranged time activation elements
- Mission wizard – template selection – more rows displayed
- Multiplayer mission selection screen – more rows displayed
- Multiplayer – improved lobby screen
- Multiplayer – enlarged player list
- Renamed pack from „OFP Widescreen" to „OFP Aspect Ratio"
- Single mission selection – more rows displayed

v1.2   (25.11.10)

Added:

- Config files

Fixed:

- Clock compass overlap with chat
- Fixed spectating menu (FDF, WW4)
- Player list wasn't visible in MP briefing (FDF, Airwolf)

Tweaked:

- Larger list of players in spectating menu (FDF, WW4)
- Leader bar, radar, vehicle compass (5:4)
- Radio command menu width (depends on aspect ratio)
- Tank picture position
- Top titles slightly moved in down in FDF MP Lobby

v1.3   (08.12.10)

Added:

- Binarized configs for Jungle Fever and OFP Resistance
- „Config changes" pdf document

Removed:

- Config file for Airwolf Mod (it uses OFP Resistance config)

v1.4   (28.06.11)

Added:

- Configs in text file format
- Files for FFUR 2008 and Operation Frenchpoint

Fixed:

- Mission editor – ammo slider alignment

Removed:

- Binarized configs
- OFP:R – resource version without config

Tweaked:

- more rows displayed in MP mission selection screen
- set 4:3 values as default

v1.5 (06.10.11)

Added:

- 15:9 support
- Files for WW4 mod v2.5

Removed:

- Files for WW4 mod v2.1

Fixed:

- Airwolf – 5:4 in *file a56-7w*
- JF – config animation error
- MCM-SLX – 5:4 main menu

Tweaked:

- ECP, FFUR08, GRAA, JF, MCM-SLX, WW4 – mission editor – effects menu – longer sounds drop down lists
- ECP, FFUR08, GRAA, JF, MCM-SLX, WW4 – mission editor – load mission – longer drop down lists

v1.6 (31.10.11)

Added:

- Files for ArmA: Cold War Assault

v1.7 (12.07.12)

Added:

- Files for ECP Redux
- „Guide for Missionmakers" pdf document

Tweaked:

- added mod selection menu to all resources (except MCM-SLX)

v1.8   (24.10.12)

Added:

- Files for WGL 5.12 and VTE 0.4
- *Aspect_Ratio.hpp* file

Fixed:

- 15:9 briefing player list width wasn't extended

Tweaked:

- slightly longer drop-down lists in Mission Editor marker menu (ECP, ECP Redux, FDF, FFUR 08, GRAA, Jungle Fever, MCM-SLX, WW4)

v1.9   (09.09.13)

Added:

- Files for WW2 MP mod
- *List of Classes.txt* and *Test Case.txt* to the Docs folder

Fixed:

- Cancel button position in Mission Wizard Map Screen.

Tweaked:

- Now there is only one, global *Aspect_Ratio.hpp* instead of having one for each modfolder
- Reduced width of „cancel" / „disconnect" buttons in multiplayer
- Moved „disconnect" button in MP client briefing to the left

v1.95   (29.07.13)

Added:

- Files for FFUR 2007 mod
- Added option in *Aspect_Ratio.hpp* to keep original HUD position

Tweaked:

- Mod selector menu now compatible only with Fwatch 1.13; added *Master Server* button
- Replaced Gamespy logo
- Updated files for ECP Redux mod (version 1.3)

v2.0   (01.06.16)

Added:

- File for FFUR 2006 mod

- File for Tupas Elite mod
- 21:9 support
- triplehead support
- document *Custom Settings.pdf*
- document *Modifying Resource.pdf*

Tweaked:

- briefing map is 4:3 by default (due to mouse scrolling issue), use custom option to extend it
- corrected 5:4 and 15:9 values
- option `AR_NOCONFIG` renamed to `AR_CENTERHUD`
- group direction compass brought back to original position
- longer drop-downs in Mission Editor (except for FDF and Airwolf)
- 3 rows in Profile → Glasses instead of 4
- chat moved to the edge of the screen
- **Airwolf**: fixed main menu blue area (it was too long)
- **Airwolf**: added logo to loading screen and client screen
- **ECP**: binocular title was missing black borders - fixed
- **FFUR 2007**: Mission Editor fit to screen
- **FFUR 2007**: Mission Editor – replaced original OK sounds with the ones from mod
- **FFUR 2008**: error during credits (since 1.4) – fixed
- **FFUR 2008**: image in client screen was covering text – fixed
- **MCM-SLX**: disconnect button was too short and button was truncated due to recent changes – fixed
- **Frenchpoint**: increased map height in Mission Wizard
- **WGL**: continue button moved to the right in Briefing MP Client

Removed:

- config.cpp files
- *Config Changes* document
- *List of Classes.txt* and *Test Case.txt*

v2.05   (08.09.16)

Added:

- Files for Tupas War mod

Fixed:

- Gamespy logo is now fully replaced in order fix red bar on the Steam version of the game
- MCM-SLX and WGL were missing Gamespy logo replacement

- FFUR 2008, GRAA, JF, MCM-SLX, VTE, WGL, WW2 MP, WW4mod25 – Intel button overlapped Load button in the Mission Editor
- WGL progress bar on server browser screen overlapped Gamespy logo
- Mission Editor background in 15:9

Tweaked:

- Updated documentation
- Renamed „Modifying Resource.pdf" to „Guide For Modmakers.pdf"

Removed:

- Files for Tupas Elite mod

v2.06 (12.03.19)

Added:

- Files for Tupas mod, ArmA Resistance 2.01, CSLA

Tweaked:

- Improved Mods menu (added Game Schedule)

Removed:

- Files for Tupas War mod

v2.07 (11.12.19)

Tweaked:

- Improved Mods menu
- More rows in the mission selection screen
- WW2MP: exit button is functional in the Build menu
- FFUR2006: added black borders and top title in SP briefing