



J.A.M.

JAM stands for **J**oint **A**mmo and **M**agazines. It's purpose is to allow multiple weapons in OFP to share common ammo and magazines.

The Problem

You have got several units from different addon makers in a mission. For example, BAS Rangers, Earl/Suchey's Marines, some ADF Forces and Codeblue units. Each carries a custom version of an M4 or M16. In real life each of the weapons can chamber the same mag, however in OFP, if your BAS Ranger runs out of ammo, you cannot ask a Codeblue player for ammo or pick up ammo from a dead Earl/Suchey Marine and vice versa.

Why? Each mod has coded their magazines using their unique class tag. BAS_M4Mag for example, or ADF_M4Mag. Although this is a good addon making practice it does not lend itself to inter mod weapons sharing.

In real life, you could choose the weapon of your choice, your own customised M4 (in OFP, choose your favourite mods M4 or M16) but you could use any mag you found around the battlefield. That is to say, the magazines are the one constant between any variant of the M4 or M16 you choose to use.

The Answer

The first option is to use only BIS magazines but with all due respect for their coding, it is sometimes nice to be able to use custom sounds and settings in the magazines. This is where JAM comes in.

Joint Ammo and Mags project (JAM) is a magazine standard developed by BAS and Digital Grenade for use with all our units. We also invite other addonmakers/mods to use JAM to improve compatibility between similar version of weapons made by different people. It is impossible to code for every single weapon/magazine combination, we have included the most common and therefore the most likely to be shared between different units. Some specialised magazines do not need the commonality that JAM provides so can be coded separately in each addon.

Credits:

Coding by Eviscerator and SelectThis

Sounds by Katerina, Suchey, Flocko Jocko, RHS, Eviscerator, SelectThis, Earl, Nagual

Pictures by Suchey and Eviscerator

Beta Testing: BAS and Digital Grenade

INSTALLATION:

The file JAM_Magazines should be located in either your ofp/addons or ofp/res/addons folders.



This addon is not to be altered or edited for any purpose without the express permission of the authors. Nor should it be distributed except in the form provided.

*****Disclaimer*****

This is NOT an official Addon. You know the drill! Use at your own risk.

This readme will provide information on JAM on two levels.

- 1) as a mission maker
- 2) as a addon maker

JAM for mission makers:

The first step is to work out which addons use JAM, a listing of JAM'ed Addons will be maintained at www.ofpec.com

It is then a matter of just placing those units in your mission as normal, the addon makers will have done the rest for you. For scripting and other more advanced functions, information and templates have been provided:

Appendix 1 - magazine names, weapons used on, modes

Appendix 2 - default JAM weapons and units

Appendix 3 - cpp coding templates

Appendix 4 - description.ext entries

To make it even easier, a number of default soldiers and weapons have been included in the JAM addon. These are BIS models coded to use JAM magazines and JAM default weapons(no animals were harmed in the testing of these units and no BIS units were harmed in the creation of these JAMed weapons and units). They can be found in the vehicle class JAM – Men.
(Note: not all BIS weapons were recoded to use JAM)

Obscuring Smoke Grenades:

Thanks to Angusheaf we have included obscuring smoke grenades, these will block the view of AI soldiers. The JAM default units have all been updated to include these grenades and will use them automatically (no need to change the loadouts from the default BIS smokeshell, smokeshellred, smokeshellgreen, as the script automatically detects them and replaces them with the new obscuring ones). Other addons may or may not have implemented this feature (we hope they do!)

To add this to units that do not have this feature, put this into their init line.

```
this addEventHandler ["Fired",{if (_this select 4 in  
["SmokeShell","SmokeShellRed","SmokeShellGreen"]) then {_this exec  
"\JAM_Magazines\FX\man_popSmoke.sqs"}}}]
```



To disable this for all units all you need to do in a mission is to define the global variable

`jam_smokeblockoff = true`

JAM for addon makers:

This section can be broken down into 2 different areas.

- a) Using JAM on new units
- b) Using JAM on existing units

a) Using JAM on new units

JAM actually makes your life as a addon maker easier by providing the magazines already coded for your addon. All you need to do is to code the weapons and add the magazine line to refer to the JAM magazines. (See Appendix 1 for a listing)

An example from one of the default JAM weapons:

```
class JAM_M16: M16
{
    scopeWeapon = 2;
    scopemagazine = 0;

    reloadMagazineSound[]={"\JAM_Magazines\sounds\M4Reload.wss",0.010316,1};
    picture="\dtaext\equip\w\w_m16.paa";
    displayName = "M16A2";
    modes[]={"Single","Burst"};
    magazines[]={\JAM_W556_30Bmag","\JAM_W556_30BHDmag"};
};
```

NOTES:

Naming convention

- 1) Always use a TAG for your classnames, P3ds and pbo files (don't use JAM as that is reserved for this addon!)
- 2) We have attempted to use a naming convention to make the magazines a bit more identifiable (arguable whether we have or not...however...).

JAM	W	556	30	B
TAG	West	caliber	rds	burst

You will also see entries such as

SA = Single, Auto

SBA = Single, Burst, Auto

SD = Silenced

HD = High Dispersion, more on that later



Modes

You must include the modes line in the weapon configuration, **and the modes must match those of the magazines that you use** in the magazines line.

Failure to do so can cause the weapon to crash OFP. A list of all the magazine names, weapons they are used on, and the modes are provided in Appendix 1.

High Dispersion

In the above example we have allowed the weapon to use two types of magazines. The first "JAM_W556_30Bmag" is the standard dispersion magazine, the next, "JAM_W556_30BHDmag" is the equivalent magazine but coded with a higher dispersion level. The high dispersion makes it harder to hit targets (both for AI and humans) and allows for more prolonged firefights, more near misses and adds a lot to the atmosphere in a mission.

RPG7 and AT4:

Due to the use of modelSpecial these weapons have been coded into JAM. Different types of rockets for these launchers have been included. (Thanks to Kegetys for use of his excellent RPG7 addon)

AT4

JAM_AT4Rocket Standard

JAM_AT4AARocket Can Target Air units

JAM_AT4APRocket Can Target Soldiers

RPG7

JAM_RPG7Rocket Standard

JAM_RPG7AARocket Can Target Air units

JAM_RPG7APRocket Can Target Soldiers

OBSCURING SMOKE GRENADES

Thanks to Angusheaf we have included obscuring smoke grenades, these will block the view of AI soldiers.

To include this for your soldiers add the following to their cpp.

```
class EventHandlers
{
    fired = " if (_this select 4 in
[{{SmokeShell},{SmokeShellRed},{SmokeShellGreen}}] then {_this exec
{{JAM_Magazines\FX\man_popSmoke.sqs}}";
};
```

To disable this all you need to do in a mission is to define the global variable
jam_smokeblockoff = true



TEMPLATES:

Some templates for weapons and soldier units have been included in Appendix 3
Replace the TEM tag with your own.

b) Using JAM on existing units

This is where things can get a bit more complicated. One issue we came across when making JAM was when we directly altered a units existing cpp to add the JAM magazines. What was happening was that for older missions (in pbo format) that used these units, an error message would appear stating "Missing Addon JAM_Magazines", this was due to the addons list in the mission not having JAM_Magazines in there even though the actual units used in the mission did not use JAM.

The best workaround that we came up with was to create a completely new pbo with a new cpp making another set of those units which used JAM (using new classnames etc). These new units would use the same models as the original ones. (Also see the section on adding JAM to new units)

Eg:

In the original BAS Delta Rangers we have the following:

```
class BAS_M4ACOG: BAS_M4SopmodBASE
{
    cursorAim = "\BAS_Weap\Optics\laser_dot.paa";
    displayName = M4 Sopmod ACOG;
    displayNameMagazine = M4 Mag;
    shortNameMagazine = M4mag;
    scopeWeapon=public;
    scopeMagazine=public;
    model="\BAS_Weap\BAS_M4ACOG.p3d";
    modelOptics="\BAS_Weap\Optics\BAS_ACOGsgight.p3d";
    picture="\BAS_Weap\EditorPics\BAS_M4SOPMODACOG.paa";
    optics=true;
    opticsZoomMin=0.175;
    opticsZoomMax=0.175;
    drySound[]={"\BAS_Weap\Sounds\Dry.wav",0.010316,1};
    reloadMagazineSound[]={"\BAS_Weap\Sounds\M4Reload.wav",0.010316,1};
    magazines[]={ "BAS_M4Mag" };
    modes[]={ "Single", "FullAuto" };
    canDrop = true;
};
```

and

```
class BAS_DeltaOperator : BAS_DeltaTeamLeader
{
    displayName="Delta Operator";
    model="\BAS_deraw\BAS_DeltaSoldier.p3d";
    vehicleClass="BAS Special Ops - Man";
};
```



```

scope=2;
weapons[]={"BAS_M4ACOG","NVGoggles","Glock","Throw","Put"};

magazines[]={"BAS_M4Mag","BAS_M4Mag","BAS_M4Mag","BAS_M4Mag","BAS_M
4Mag","BAS_M4Mag","HandGrenade","HandGrenade","HandGrenade","HandGrenade","Gloc
kMAG","GlockMAG","GlockMAG","GlockMAG"};
...
};

```

(irrelevant parts taken out)

What we did was to make a new, extra, pbo to contain any references to JAM. So in the new JAMed pbo the cpp reads as follows:

```

class BAS_JM4ACOG: BAS_M4ACOG
{
    scopeWeapon=2;
    scopeMagazine=0;
    displayName = "JM4 Sopmod ACOG";
    model="\BAS_Weap\BAS_M4ACOG.p3d";
    picture="\BAS_Weap\EditorPics\BAS_M4SOPMODACOG.paa";
    modes[]={"Single","FullAuto"};

    magazines[]={"BAS_M4Mag","JAM_W556_30mag","JAM_W556_30HDmag"};
    canDrop = true;
};

```

and

```

class BAS_DeltaOperator: BAS_DeltaTeamLeader {};
class BAS_JDeltaOperator: BAS_DeltaOperator
{
    displayName="J Delta Operator";
    vehicleClass="BAS/JAM - Man";
    scope=2;
    weapons[]={"BAS_JM4ACOG","NVGoggles","Glock","Throw","Put"};

    magazines[]={"JAM_W556_30mag","JAM_W556_30mag","JAM_W556_30mag","JA
M_W556_30mag","JAM_W556_30mag","JAM_W556_30mag","HandGrenade","HandGrenad
e","HandGrenade","SmokeShell","GlockMAG","GlockMAG","GlockMAG","GlockMAG"};
};

```

For the JAMed weapon all we did was inherit from the original weapon and add the new JAM magazines into the magazines section. (ensuring that the modes of the weapon matched with the new JAM magazine modes). For the soldier all we did was inherit from the original soldier classname and swapped the weapons and magazines for the new JAMed versions. The one issue with this approach is that the units are essentially duplicated in the editor, so I would suggest a new vehicle class (if there are a lot of units) and proper renaming of the units to distinguish them from the originals.

More detailed guides and how-to tutorials will be available from www.ofpec.com at some stage in the future.

APPENDIX 1

Magazine Name	Weapon used on	Modes	SD	HD
WEST				
JAM_W556_30mag	M4A1, M16A1, M16A3, SA-80, AK-108, AR-70, AK-5, FAMAS G2	{"Single","FullAuto"};		
JAM_W556_30HDmag	M4A1, M16A1, M16A3, SA-80, AK-108, AR-70, AK-5, FAMAS G2	{"Single","FullAuto"};		HD
JAM_W556_30SDmag	M4A1, M16A1, M16A3, SA-80, AK-108, AR-70, AK-5, FAMAS G2	{"Single","FullAuto"};	SD	
JAM_W556_30SDHDmag	M4A1, M16A1, M16A3, SA-80, AK-108, AR-70, AK-5, FAMAS G2	{"Single","FullAuto"};	SD	HD
JAM_W556_30Bmag	M16A2, M16A4, M4	{"Single","Burst"};		
JAM_W556_30BHDmag	M16A2, M16A4, M4	{"Single","Burst"};		HD
JAM_W556_20mag	M16A1, M16A3, M4 SPR	{"Single","FullAuto"};		
JAM_W556_20HDmag	M16A1, M16A3, M4 SPR	{"Single","FullAuto"};		HD
JAM_W556_30BSDmag	M16A2, M16A4, M4	{"Single","Burst"};	SD	
JAM_W556_30BSDHDmag	M16A2, M16A4, M4	{"Single","Burst"};	SD	HD
JAM_W556_20SDmag	M16A1, M16A3, M4 SPR	{"Single","FullAuto"};	SD	
JAM_W556_20SDHDmag	M4A1, M16A1, M16A3, SA-80, AK-108, AR-70, AK-5	{"Single","FullAuto"};	SD	HD
JAM_W556_G36_30mag	G36	{"Single","Burst","FullAuto"};		
JAM_W556_G36_30HDmag	G36	{"Single","Burst","FullAuto"};		HD
JAM_W556_G36_30SDmag	G36	{"Single","Burst","FullAuto"};	SD	
JAM_W556_G36_30SDHDmag	G36	{"Single","Burst","FullAuto"};	SD	HD
JAM_W556_AUG_30mag	AUG	{"Single","FullAuto"};		
JAM_W556_AUG_30HDmag	AUG	{"Single","FullAuto"};		HD
JAM_W556_AUG_30SDmag	AUG	{"Single","FullAuto"};	SD	
JAM_W556_AUG_30SDHDmag	AUG	{"Single","FullAuto"};	SD	HD
JAM_W762_20mag	M14, FN FAL, G3, AR-10, BM 59	{"Single","FullAuto"};		
JAM_W762_20HDmag	M14, FN FAL, G3, AR-10, BM 59	{"Single","FullAuto"};		HD
JAM_W762_20SDmag	M14, FN FAL, G3, AR-10, BM 59	{"Single","FullAuto"};	SD	
JAM_W762_20SDHDmag	M14, FN FAL, G3, AR-10, BM 59	{"Single","FullAuto"};	SD	HD
JAM_M9mag	Berretta M9, SIG P226, USP	{"Single"};		
JAM_M9SDmag	Berretta M9, SIG P226, USP	{"Single"};	SD	
JAM_Glockmag	Glock	{"Single"};		
JAM_GlockSDmag	Glock	{"Single"};	SD	
JAM_M1911mag	M1911	{"Single"};		
JAM_M1911SDmag	M1911	{"Single"};	SD	
JAM_Mk23mag	Mk23	{"Single"};		
JAM_Mk23SDmag	Mk23	{"Single"};	SD	
JAM_MP5SAmag	MP5	{Single, FullAuto};		

JAM_MP5SBAmag	MP5	{Single, Burst, FullAuto};		
JAM_MP5SASDmag	MP5	{Single, FullAuto};	SD	
JAM_MP5SBASDmag	MP5	{Single, Burst, FullAuto};	SD	
JAM_UZImag	Uzi	{Single, FullAuto};		
JAM_UZISDmag	Uzi	{Single, FullAuto};	SD	
JAM_W556M_200mag	M249, Minimi	N/A		
JAM_W556M_200HDmag	M249, Minimi	N/A		HD
JAM_W556M_200SDmag	Mk46, SPW	N/A	SD	
JAM_W556M_200SDHDmag	Mk46, SPW	N/A	SD	HD
JAM_W762M_100mag	M240, FN MAG, L7A2, M60	N/A		
JAM_W762M_100HDmag	M240, FN MAG, L7A2, M60	N/A		HD
JAM_W762M_200mag	M240, FN MAG, L7A2, M60	N/A		
JAM_W762M_200HDmag	M240, FN MAG, L7A2, M60	N/A		HD
JAM_W762_5mag	M24, M40, AWP, L96A1	{"Single"};		
JAM_W762_5SDmag	M24, M40, AWP, L96A1	{"Single"};	SD	
JAM_W762Sniper_20mag	M21, SR-25	{"Single"};		
JAM_W762Sniper_20SDmag	M21, SR-25	{"Single"};	SD	
JAM_W127_10mag	M82	{"Single"};		
JAM_M433grenade	M203, AG-36	N/A		
JAM_M433Vest	M203, AG-36	N/A		
JAM_12Gauge_Shotgun_Mag	Remington 870, Mossberg 590, Benelli M1, RMB-93, TOZ-194 (for West and East shotguns)	N/A		
JAM_AT4Rocket	M136	N/A		
JAM_AT4AARocket	M136	N/A		
JAM_AT4APRocket	M136	N/A		
EAST				
JAM_E762_30mag	AK47, AKM, Vz.58, Type 56	{"Single","FullAuto"};		
JAM_E762_30HDmag	AK47, AKM, Vz.58, Type 56	{"Single","FullAuto"};		HD
JAM_E762_30SDmag	AK47, AKM, Vz.58, Type 56	{"Single","FullAuto"};	SD	
JAM_E762_30SDHDmag	AK47, AKM, Vz.58, Type 56	{"Single","FullAuto"};	SD	HD
JAM_E545_30mag	AK74	{"Single","FullAuto"};		
JAM_E545_30HDmag	AK74	{"Single","FullAuto"};		HD
JAM_E545_30SDmag	AK74	{"Single","FullAuto"};	SD	
JAM_E545_30SDHDmag	AK74	{"Single","FullAuto"};	SD	HD
JAM_E9x39_20mag	OC-14 Groza	{"Single","FullAuto"};		
JAM_E9x39_20HDmag	OC-14 Groza	{"Single","FullAuto"};		HD
JAM_E9x39_20SDmag	OC-14 Groza, AS VAL	{"Single","FullAuto"};	SD	
JAM_E9x39_20SDHDmag	OC-14 Groza, AS VAL	{"Single","FullAuto"};	SD	HD
JAM_E9x39Sniper_10SDmag	VSS	{"Single","FullAuto"};	SD	
JAM_Tokarevmag	Tokarev	{"Single"};		
JAM_TokarevSDmag	Tokarev	{"Single"};	SD	
JAM_Makarovmag	Makarov	{"Single"};		
JAM_MakarovSDmag	Makarov	{"Single"};	SD	
JAM_ESMG_30mag	KLIN, KEDR	{Single, FullAuto};		
JAM_ESMG_30SDmag	KLIN, KEDR	{Single, FullAuto};	SD	



JAM_E762M_75mag	RPK	{"Single","FullAuto"};		
JAM_E762M_75HDmag	RPK	{"Single","FullAuto"};	SD	HD
JAM_E762M_40mag	RPK	{"Single","FullAuto"};		
JAM_E762M_40HDmag	RPK	{"Single","FullAuto"};	SD	HD
JAM_E545M_75mag	RPK-74	{"Single","FullAuto"};		
JAM_E545M_75HDmag	RPK-74	{"Single","FullAuto"};	SD	HD
JAM_E545M_45mag	RPK-74	{"Single","FullAuto"};		
JAM_E545M_45HDmag	RPK-74	{"Single","FullAuto"};	SD	HD
JAM_E762M_200mag	PKM	N/A		
JAM_E762M_200HDmag	PKM	N/A	SD	HD
JAM_VOG25grenade	GP-25, GP-30	N/A		
JAM_VOG25Vest	GP-25, GP-30	N/A		
JAM_E762_10mag	SVD, SV-98	{"Single"};		
JAM_E762_10SDmag	SVD, SV-98	{"Single"};	SD	
JAM_E127_5mag	V-94, KSVK	{"Single"};		
JAM_RPG7Rocket	RPG-7	N/A		
JAM_RPG7AARocket	RPG-7	N/A		
JAM_RPG7APRocket	RPG-7	N/A		

*Color coded rows are standard non SD and non HD versions.



APPENDIX 2

-Default JAM Weapons and Units

WEAPON	MODES	MAGAZINES
JAM_M16	{"Single","Burst"};	{"JAM_W556_30Bmag","JAM_W556_30BHDmag"};
JAM_XM177E2	{"Single","Auto"};	{"JAM_W556_30mag","JAM_W556_30HDmag"};
JAM_XMS	{"Single","Auto"};	{"JAM_W556_30mag","JAM_W556_30HDmag"};
JAM_G36	{"Single","Burst","FullAuto"};	{"JAM_W556_G36_30mag","JAM_W556_G36_30HDmag"};
JAM_AUG	{"Single","FullAuto"};	{"JAM_W556_AUG_30mag","JAM_W556_AUG_30HDmag"};
JAM_G3	{"Single","Auto"};	{"JAM_W762_20mag","JAM_W762_20HDmag"};
JAM_FAL	{"Single","Auto"};	{"JAM_W762_20mag","JAM_W762_20HDmag"};
JAM_AKM	{"Single","Auto"};	{"JAM_E762_30mag","JAM_E762_30HDmag"};
JAM_AK74	{"Single","FullAuto"};	{"JAM_E545_30mag","JAM_E545_30HDmag"};
JAM_AKS74U	{"Single","FullAuto"};	{"JAM_E545_30mag","JAM_E545_30HDmag"};
JAM_PKM		{"JAM_E762M_200mag","JAM_E762M_200HDmag"};
JAM_M60		{"JAM_W762M_200mag","JAM_W762M_200HDmag"};
JAM_M9	{"Single"};	{"JAM_M9mag"};
JAM_Glock	{"Single"};	{"JAM_Glockmag"};
JAM_GlockSD	{"Single"};	{"JAM_GlockSDmag"};
JAM_Tokarev		{"JAM_Tokarevmag"};
JAM_MP5SASD	{"Single","Fullauto"};	{"JAM_MP5SASDmag"};
JAM_MP5SBASD	{"Single","Burst","Fullauto"};	{"JAM_MP5SBASDmag"};
JAM_UZISD	{"Single","Fullauto"};	{"JAM_UZISDmag"};
JAM_M16GL		
JAM_M16Muzzle	{"Single","Burst"};	{JAM_W556_30Bmag, JAM_W556_30BHDmag};
JAM_M203Muzzle		{JAM_M433Vest, JAM_M433grenade, GrenadeLauncher, Flare, FlareGreen, FlareRed, FlareYellow};
JAM_AKMGL		
JAM_AKMMuzzle	{"Single","FullAuto"};	{"JAM_E762_30mag","JAM_E762_30HDmag"};
JAM_GP25Muzzle		{JAM_VOG25Vest, JAM_VOG25grenade, GrenadeLauncher, Flare, FlareGreen, FlareRed, FlareYellow};
JAM_AK74GL		
JAM_AK74Muzzle	{"Single","FullAuto"};	{"JAM_E545_30mag","JAM_E545_30HDmag"};
JAM_GP30Muzzle		{JAM_VOG25Vest, JAM_VOG25grenade, GrenadeLauncher, Flare, FlareGreen, FlareRed, FlareYellow};
JAM_M21		{"JAM_W762Sniper_20mag"};
JAM_SVD		{"JAM_E762_10mag"};
JAM_Remington		{"JAM_W762Sniper_20mag"};
JAM_AT4Launcher		{"JAM_AT4Rocket","JAM_AT4AARocket","JAM_AT4APRocket"};
JAM_RPG7Launcher		{"JAM_RPG7Rocket","JAM_RPG7AARocket","JAM_RPG7APRocket"};



DEFAULT JAM UNITS

WEST SOLDIERS	WEAPONS	MAIN MAGAZINES
JAM_WBSoldier	JAM_M16	JAM_W556_30Bmag
JAM_WBHDSoldier	JAM_M16	JAM_W556_30BHDmag
JAM_WBG36Soldier	JAM_G36	JAM_W556_G36_30mag
JAM_WBG36HDSoldier	JAM_G36	JAM_W556_G36_30HDmag
JAM_WBAUGSoldier	JAM_AUG	JAM_W556_AUG_30mag
JAM_WBAUGHDSoldier	JAM_AUG	JAM_W556_AUG_30HDmag
JAM_WBG3Soldier		JAM_G3
JAM_W762_20mag		
JAM_WBG3HDSoldier	JAM_G3	JAM_W762_20HDmag
JAM_WBFALSoldier	JAM_FAL	JAM_W762_20mag
JAM_WBFALHDSoldier	JAM_FAL	JAM_W762_20HDmag
JAM_WBXMSSoldier	JAM_XMS	JAM_W556_30mag
JAM_WBXMSHDSoldier	JAM_XMS	JAM_W556_30HDmag
JAM_WBGLSoldier	JAM_M16GL	JAM_W556_30Bmag,JAM_M433grenade
JAM_WBGLHDSoldier	JAM_M16GL	JAM_W556_30BHDmag,JAM_M433grenade
JAM_WBGLVestSoldier	JAM_M16GL	JAM_W556_30Bmag,JAM_M433Vest
JAM_WBGLVestHDSoldier	JAM_M16GL	JAM_W556_30BHDmag,JAM_M433Vest
JAM_WMedic	JAM_XM177E2	JAM_W556_30mag
JAM_WMedicHD	JAM_XM177E2	JAM_W556_30HDmag
JAM_WBMGSoldier	JAM_M60	JAM_W762M_200mag
JAM_WBMGHDSoldier	JAM_M60	JAM_W762M_200HDmag
JAM_WBLAWSoldier	JAM_M16,JAM_AT4Launcher	JAM_W556_30Bmag,JAM_AT4Rocket
JAM_WBHDLAWSoldier	JAM_M16,JAM_AT4Launcher	JAM_W556_30BHDmag,JAM_AT4Rocket
JAM_WBLAWAASoldier	JAM_M16,JAM_AT4Launcher	JAM_W556_30Bmag,JAM_AT4AARocket
JAM_WBHDLAWAASoldier	JAM_M16,JAM_AT4Launcher	JAM_W556_30BHDmag,JAM_AT4AARocket
JAM_WBLAWAPSoldier	JAM_M16,JAM_AT4Launcher	JAM_W556_30Bmag,JAM_AT4APRocket
JAM_WBHDLAWAPSoldier	JAM_M16,JAM_AT4Launcher	JAM_W556_30BHDmag,JAM_AT4APRocket
JAM_WSniper	JAM_M21	JAM_W762Sniper_20mag
JAM_WSniperRem700	JAM_Remington700	JAM_W762Sniper_20mag
JAM_WSaboteur	JAM_MP5SBASD	JAM_MP5SBASDmag
JAM_WOfficer	JAM_M16	JAM_W556_30Bmag
JAM_WOfficerHD	JAM_M16	JAM_W556_30BHDmag
JAM_WBSoldierAA	JAM_M16,AALauncher	JAM_W556_30Bmag,AALauncher
JAM_WBSoldierAAHD	JAM_M16,AALauncher	JAM_W556_30BHDmag,AALauncher
EAST SOLDIERS	WEAPONS	MAIN MAGAZINES
JAM_EBSoldier	JAM_AK74	JAM_E545_30mag
JAM_EBHDSoldier	JAM_AK74	JAM_E545_30HDmag
JAM_EBGLSoldier	JAM_AK74GL	JAM_E545_30mag,JAM_VOG25grenade
JAM_EBGLHDSoldier	JAM_AK74GL	JAM_E545_30HDmag,JAM_VOG25grenade
JAM_EBGLVestSoldier	JAM_AK74GL	JAM_E545_30mag,JAM_VOG25Vest
JAM_EBGLVestHDSoldier	JAM_AK74GL	JAM_E545_30HDmag,JAM_VOG25Vest
JAM_EBAKMSoldier	JAM_AKM	JAM_E762_30mag
JAM_EBAKMHDSoldier	JAM_AKM	JAM_E762_30HDmag
JAM_EBGLAKMSoldier	JAM_AKMGL	JAM_E762_30mag,JAM_VOG25grenade
JAM_EBGLAKMHDSoldier	JAM_AKMGL	JAM_E762_30HDmag,JAM_VOG25grenade
JAM_EBGLAKMVestSoldier	JAM_AKMGL	JAM_E762_30mag,JAM_VOG25Vest
JAM_EBGLAKMVestHDSoldier	JAM_AKMGL	JAM_E762_30HDmag,JAM_VOG25Vest
JAM_EMedic	JAM_AKS74U	JAM_E545_30mag
JAM_EMedicHD	JAM_AKS74U	JAM_E545_30HDmag
JAM_EBMG	JAM_PKM	JAM_E762M_200mag
JAM_EBMGHD	JAM_PKM	JAM_E762M_200HDmag
JAM_EBSoldierRPG	JAM_AK74,JAM_RPG7Launcher	JAM_E545_30mag,JAM_RPG7Rocket
JAM_EBSoldierHDRPG	JAM_AK74,JAM_RPG7Launcher	JAM_E545_30HDmag,JAM_RPG7Rocket
JAM_EBSoldierRPGAA	JAM_AK74,JAM_RPG7Launcher	JAM_E545_30mag,JAM_RPG7AARocket



JAM_EBSoldierHDRPGAA	JAM_AK74,JAM_RPG7Launcher	JAM_E545_30HDmag,JAM_RPG7AARocket
JAM_EBSoldierRPGAP	JAM_AK74,JAM_RPG7Launcher	JAM_E545_30mag,JAM_RPG7APRocket
JAM_EBSoldierHDRPGAP	JAM_AK74,JAM_RPG7Launcher	JAM_E545_30HDmag,JAM_RPG7APRocket
JAM_EBOfficer	JAM_AK74	JAM_E545_30mag
JAM_EBHDOfficer	JAM_AK74	JAM_E545_30HDmag
JAM_EBSniper	JAM_SVD	JAM_E762_10mag
JAM_EBSpetznatz	JAM_AKS74U	JAM_E545_30mag
JAM_EBSpetznatzHD	JAM_AKS74U	JAM_E545_30HDmag
JAM_EBSoldierAA	JAM_AK74,9K32Launcher	JAM_E545_30mag,9K32Launcher
JAM_EBSoldierAAHD	JAM_AK74,9K32Launcher	JAM_E545_30HDmag,9K32Launcher
RESISTANCE SOLDIERS	WEAPONS	MAIN MAGAZINES
JAM_GBSoldierVz58	JAM_Vz58	JAM_E762_30mag
JAM_GBHDSoldierVz58	JAM_Vz58	JAM_E762_30HDmag
JAM_GBSoldier	JAM_AKM	JAM_E762_30mag
JAM_GBHDSoldier	JAM_AKM	JAM_E762_30HDmag
JAM_GBG3Soldier	JAM_G3	JAM_W762_20mag
JAM_GBG3HDSoldier	JAM_G3	JAM_W762_20HDmag
JAM_GBFALSoldier	JAM_FAL	JAM_W762_20mag
JAM_GBFALHDSoldier	JAM_FAL	JAM_W762_20HDmag
JAM_GBM16Soldier	JAM_M16	JAM_W556_30Bmag
JAM_GBM16HDSoldier	JAM_M16	JAM_W556_30BHDmag
JAM_GBGLAKMSoldier	JAM_AKMGL	JAM_E762_30mag,JAM_VOG25grenade
JAM_GBGLAKMHDSoldier	JAM_AKMGL	JAM_E762_30HDmag,JAM_VOG25grenade
JAM_GBGLAKMVestSoldier	JAM_AKMGL	JAM_E762_30mag,JAM_VOG25Vest
JAM_GBGLAKMVestHDSoldier	JAM_AKMGL	JAM_E762_30HDmag,JAM_VOG25Vest
JAM_GMedic	JAM_XM177E2	JAM_W556_30mag
JAM_GMedicHD	JAM_XM177E2	JAM_W556_30HDmag
JAM_GBMG	JAM_PKM	JAM_E762M_200mag
JAM_GBMGHD	JAM_PKM	JAM_E762M_200HDmag
JAM_GBSoldierRPG	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30mag,JAM_RPG7Rocket
JAM_GBHDSoldierRPG	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30HDmag,JAM_RPG7Rocket
JAM_GBSoldierRPGAA	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30mag,JAM_RPG7AARocket
JAM_GBSoldierHDRPGAA	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30HDmag,JAM_RPG7AARocket
JAM_GBSoldierRPGAP	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30mag,JAM_RPG7APRocket
JAM_GBSoldierHDRPGAP	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30HDmag,JAM_RPG7APRocket
JAM_GBOfficer	JAM_AKM	JAM_E762_30mag
JAM_GBHDOfficer	JAM_AKM	JAM_E762_30HDmag
JAM_Gsniper	JAM_Remington700	JAM_W762Sniper_20mag
JAM_GBSoldierAA	JAM_AKM,9K32Launcher	JAM_E762_30mag,9K32Launcher
JAM_GBSoldierAAHD	JAM_AKM,9K32Launcher	JAM_E762_30HDmag,9K32Launcher
AMMOBOXES	NAME	CONTENTS
JAM_ReammoBox	JAM Ammo Crate	All JAM magazines
JAM_ReammoBoxHD	JAM Ammo Crate HD	All JAM magazines High Dispersion
JAM_ReammoBoxW	JAM Ammo Crate W	West JAM Magazines
JAM_ReammoBoxWHD	JAM Ammo Crate W-HD	West JAM Magazines High Dispersion
JAM_ReammoBoxE	JAM Ammo Crate E	East JAM Magazines
JAM_ReammoBoxEHD	JAM Ammo Crate E-HD	East JAM Magazines High Dispersion

APPENDIX 3

- Templates for cpp coding (copy and paste to a text editor)

```
class CfgWeapons
{
    class Default {};
    class MGun: Default {};
    class Rifle: MGun {};
    class M16: Rifle {};
    class TEM_GUN: M16
    {
        scopeWeapon = 2;
        scopemagazine = 0;
        reloadMagazineSound[]={"\TEM_GUN\GUNReloadSound.wss",0.010316,1};
        drySound[]={"\TEM_GUN\Dry.wav",0.010316,1};
        picture="\TEM_GUN\GUNPicture.paa";
        displayName = "Gun";
        modelOptics="\TEM_GUN\GUNOpticView.p3d";
        optics=true;
        opticsZoomMin=0.175;
        opticsZoomMax=0.175;
        model="\TEM_GUN\Gun.p3d";
        modes[]{"Single","Burst"};
        magazines[]{"JAM_W556_30Bmag","JAM_W556_30BHDmag"};
    };

    class GrenadeLauncher: Default {};
    class RifleGrenadeLauncher {};
    class M16GrenadeLauncher {};
    class AK47GrenadeLauncher {};
    class TEM_GUN_WITH_GL: M16
    {
        scopeWeapon = 2;
        scopeMagazine = 0;
        weaponType = WeaponSlotPrimary;
        displayName = "Gun with Grenade Launcher";
        model="\TEM_GUN\Gun_With_GrenadeLauncherModel.p3d";
        modelOptics="\TEM_GUN\Gun_with_GrenadeLauncherOpticView.p3d";
        picture="\TEM_GUN\GUN_With_GLPicture.paa";
        optics=true;
        opticsZoomMin=0.35;
        opticsZoomMax=0.35;
        uiPicture = igrenadier;
        muzzles[] = {TEM_GUNMuzzle, TEM_GUNGLMuzzle};
        class TEM_GUNMuzzle : TEM_GUN
        {
            magazines[] = {"JAM_W556_30Bmag", "JAM_W556_30BHDmag"};
        };
        class TEM_GUNGLMuzzle : GrenadeLauncher
        {
            displayName="GUN Grenade Launcher";
            optics=true;
            opticsZoomMin=0.35;
            opticsZoomMax=0.35;
            modelOptics="\TEM_GUN\GrenadeLauncherOpticView.p3d";
            reloadSound[]={"",1,1};
        };
    };
};
```



```
        reloadMagazineSound[]={"\TEM_GUN\GrenadeLauncherreload.wss"
,0.010316,1};
        magazines[] = {"JAM_M433Vest", "JAM_M433grenade",
"GrenadeLauncher", "Flare", "FlareGreen", "FlareRed", "FlareYellow"};
        };
        canDrop = true;
    };
};

class CfgVehicles
{
    class All {};
    class AllVehicles: All {};
    class Land: AllVehicles {};
    class Man:Land {};
    class Soldier:Man {};
    class SoldierWB:Soldier {};
    class TEM_WBSoldier: SoldierWB
    {
        model="MC vojakW2";
        hiddenSelections[] = {"medic"};
        moves=CfgMovesMC;
        //picture=ivojak;
        vehicleClass="JAM - Men";
        scope=public;
        side=TWest;
        accuracy=0.7;
        displayName="Soldier (Gun)";
        weapons[]={"\TEM_GUN","Throw","Put"};

        magazines[]={"\JAM_W556_30Bmag","\JAM_W556_30Bmag","\JAM_W556_30Bmag",
"\JAM_W556_30Bmag","\JAM_W556_30Bmag","\JAM_W556_30Bmag","HandGrenade","Hand
Grenade","HandGrenade","HandGrenade"};
        cost=40000;
    };

    class TEM_WBHDSoldier: TEM_WBSoldier
    {
        displayName="Soldier (Gun HD)";
        weapons[]={"\TEM_GUN","Throw","Put"};

        magazines[]={"\JAM_W556_30BHDmag","\JAM_W556_30BHDmag","\JAM_W556_30B
HDmag","\JAM_W556_30BHDmag","\JAM_W556_30BHDmag","\JAM_W556_30BHDmag","Ha
ndGrenade","HandGrenade","HandGrenade","HandGrenade"};
        cost=40000;
    };

    class TEM_WBGLSoldier: TEM_WBSoldier
    {
        displayName="Grenadier (Gun/GL)";
        weapons[]={"\TEM_GUN_WITH_GL","Throw","Put"};

        magazines[]={"\JAM_W556_30Bmag","\JAM_W556_30Bmag","\JAM_W556_30Bmag",
```



```
"JAM_W556_30Bmag","JAM_W556_30Bmag","JAM_M433grenade","JAM_M433grenade","JAM_M433grenade","JAM_M433grenade","JAM_M433grenade";  
    cost=40000;  
};
```

```
class TEM_WBGLHDSoldier: TEM_WBSoldier  
{  
    displayName="Grenadier (Gun/GL HD)";  
    weapons[]={ "TEM_GUN_WITH_GL","Throw","Put"};  
  
    magazines[]={ "JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_M433grenade","JAM_M433grenade","JAM_M433grenade","JAM_M433grenade","JAM_M433grenade","JAM_M433grenade","JAM_M433grenade"};  
    cost=40000;  
};
```

```
class TEM_WBGLVestSoldier: TEM_WBSoldier  
{  
    displayName="Grenadier (Gun/GL Vest)";  
    weapons[]={ "TEM_GUN_WITH_GL","Throw","Put"};  
  
    magazines[]={ "JAM_W556_30Bmag","JAM_W556_30Bmag","JAM_W556_30Bmag","JAM_W556_30Bmag","JAM_W556_30Bmag","JAM_W556_30Bmag","JAM_W556_30Bmag","JAM_W556_30Bmag","JAM_M433Vest"};  
    cost=40000;  
};
```

```
class TEM_WBGLVestHDSoldier: TEM_WBSoldier  
{  
    displayName="Grenadier (Gun/GL Vest HD)";  
    weapons[]={ "TEM_GUN_WITH_GL","Throw","Put"};  
  
    magazines[]={ "JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_M433Vest"};  
    cost=40000;  
};  
};
```

APPENDIX 4

Description.ext template for ALL Magazines (remove mags as required)

```

class weapons
{
    class JAM_M16      {count = 20;};
    class JAM_XM177E2  {count = 20;};
    class JAM_XMS      {count = 20;};
    class JAM_M60      {count = 20;};
    class JAM_M9       {count = 20;};
    class JAM_Glock    {count = 20;};
    class JAM_GlockSD  {count = 20;};
    class JAM_UZISD    {count = 20;};
    class JAM_MP5SASD  {count = 20;};
    class JAM_MP5SBASD {count = 20;};
    class JAM_M16GL    {count = 20;};
    class JAM_M21 {count = 20;};
    class JAM_Remington700 {count = 20;};
    class JAM_AT4Launcher {count = 20;};
    class JAM_G3       {count = 20;};
    class JAM_FAL      {count = 20;};
    class JAM_AKM      {count = 20;};
    class JAM_Vz58     {count = 20;};
    class JAM_AK74     {count = 20;};
    class JAM_AKS74U   {count = 20;};
    class JAM_PKM      {count = 20;};
    class JAM_Tokarev  {count = 20;};
    class JAM_AKMGL    {count = 20;};
    class JAM_AK74GL   {count = 20;};
    class JAM_SVD      {count = 20;};
    class JAM_RPG7Launcher {count = 20;};
    class Binocular    {count = 25;};
    class NVgoggles    {count = 25;};
};

class Magazines
{
    class JAM_W556_30mag {count = 50;};
    class JAM_W556_30Bmag {count = 50;};
    class JAM_W556_20mag {count = 50;};
    class JAM_W556_G36_30mag {count = 50;};
    class JAM_W556_AUG_30mag {count = 50;};
    class JAM_W762_20mag {count = 50;};
    class JAM_M9mag {count = 50;};
    class JAM_Glockmag {count = 50;};
    class JAM_M1911mag {count = 50;};
    class JAM_Mk23mag {count = 50;};
    class JAM_MP5SAmag {count = 50;};
    class JAM_MP5SBAmag {count = 50;};
    class JAM_UZIimg {count = 50;};
    class JAM_W556M_200mag {count = 50;};
    class JAM_W762M_100mag {count = 50;};
    class JAM_W762M_200mag {count = 50;};
    class JAM_W762_5mag {count = 50;};
    class JAM_W762Sniper_20mag {count = 50;};
    class JAM_W127_10mag {count = 50;};
    class JAM_M433grenade {count = 50;};
    class JAM_M433Vest {count = 50;};
    class JAM_12Gauge_Shotgun_Mag {count = 50;};
}

```




```
class JAM_AT4Rocket {count = 50;};
class JAM_AT4AARocket {count = 50;};
class JAM_AT4APRocket {count = 50;};
class JAM_E762_30mag {count = 50;};
class JAM_E545_30mag {count = 50;};
class JAM_E9x39_20mag {count = 50;};
class JAM_Tokarevmag {count = 50;};
class JAM_Makarovmag {count = 50;};
class JAM_ESMG_30mag {count = 50;};
class JAM_E762M_75mag {count = 50;};
class JAM_E762M_40mag {count = 50;};
class JAM_E545M_75mag {count = 50;};
class JAM_E545M_45mag {count = 50;};
class JAM_E762M_200mag {count = 50;};
class JAM_VOG25grenade {count = 50;};
class JAM_VOG25Vest {count = 50;};
class JAM_E762_10mag {count = 50;};
class JAM_E127_5mag {count = 50;};
class JAM_RPG7Rocket {count = 50;};
class JAM_RPG7AARocket {count = 50;};
class JAM_RPG7APRocket {count = 50;};
```

// HD Mags (remove as required)

```
class JAM_W556_30HDmag {count = 50;};
class JAM_W556_30BHDmag {count = 50;};
class JAM_W556_20HDmag {count = 50;};
class JAM_W556_G36_30HDmag {count = 50;};
class JAM_W556_AUG_30HDmag {count = 50;};
class JAM_W762_20HDmag {count = 50;};
class JAM_W556M_200HDmag {count = 50;};
class JAM_W762M_100HDmag {count = 50;};
class JAM_W762M_200HDmag {count = 50;};
class JAM_E762_30HDmag {count = 50;};
class JAM_E545_30HDmag {count = 50;};
class JAM_E9x39_20HDmag {count = 50;};
class JAM_E762M_75HDmag {count = 50;};
class JAM_E762M_40HDmag {count = 50;};
class JAM_E545M_75HDmag {count = 50;};
class JAM_E545M_45HDmag {count = 50;};
class JAM_E762M_200HDmag {count = 50;};
```

// SD mags (remove as required)

```
class JAM_W556_30SDmag {count = 50;};
class JAM_W556_30BSDmag {count = 50;};
class JAM_W556_20SDmag {count = 50;};
class JAM_W556_G36_30SDmag {count = 50;};
class JAM_W556_AUG_30SDmag {count = 50;};
class JAM_W762_20SDmag {count = 50;};
class JAM_M9SDmag {count = 50;};
class JAM_GlockSDmag {count = 50;};
class JAM_M1911SDmag {count = 50;};
class JAM_Mk23SDmag {count = 50;};
class JAM_MP5SASDmag {count = 50;};
class JAM_MP5SBASDmag {count = 50;};
class JAM_UZISDmag {count = 50;};
class JAM_W556M_200SDmag {count = 50;};
class JAM_W762_5SDmag {count = 50;};
class JAM_W762Sniper_20SDmag {count = 50;};
```



```
class JAM_E762_30SDmag    {count = 50;};
class JAM_E545_30SDmag    {count = 50;};
class JAM_E9x39_20SDmag   {count = 50;};
class JAM_E9x39Sniper_10SDmag {count = 50;};
class JAM_TokarevSDmag    {count = 50;};
class JAM_MakarovSDmag    {count = 50;};
class JAM_ESMG_30SDmag    {count = 50;};
class JAM_E762_10SDmag    {count = 50;};
```

```
// SD HD magazines (remove as required)
```

```
class JAM_W556_30SDHDmag   {count = 50;};
class JAM_W556_30BSDHDmag  {count = 50;};
class JAM_W556_20SDHDmag   {count = 50;};
class JAM_W556_G36_30SDHDmag {count = 50;};
class JAM_W556_AUG_30SDHDmag {count = 50;};
class JAM_W762_20SDHDmag   {count = 50;};
class JAM_W556M_200SDHDmag {count = 50;};
class JAM_E762_30SDHDmag   {count = 50;};
class JAM_E545_30SDHDmag   {count = 50;};
class JAM_E9x39_20SDHDmag   {count = 50;};
```

```
};
```