 Norwegian Military Forces Project
NorFor

18. February 2006
Oslo, Norway

NM113 Addon

Contents of module .zip file:

NorFor NM113 Readme.pdf (this file)
NOM_M113.pbo

Should any other files be found in the archive or the archive be in another file format, please contact the NorFor team immediately.

This module requires NorFor Crew Pack

This module contains the Norwegian Army M113 variants

Description	Classname	Vehicleclass
NM113	NOM_M113	NorFor – Armored
NM200 (Ambulance)	NOM_M113M	NorFor – Support
NM216 (Command vehicle)	NOM_M577	NorFor – Support
NM113	NOM_M113D	NorFor – Armored (Desert)
NM200 (Ambulance)	NOM_M113MD	NorFor – Support (Desert)
NM216 (Command vehicle)	NOM_M577D	NorFor – Support (Desert)
NM113	NOM_M113W	NorFor – Armored (Winter)
NM200 (Ambulance)	NOM_M113MW	NorFor – Support (Winter)
NM216 (Command vehicle)	NOM_M577W	NorFor – Support (Winter)

Missionmakers have the possibility of assigning NATO Force-textures to vehicle

Special instructions for Desert variants.

These are such as:

"ISAF" – International Security Assistance Force (2001-present: Afghanistan)
"KFOR" – Kosovo Force (1999-2004: Kosovo)
"SFOR" – Stabilization Force (1998 – 2004: Bosnia and Herzegovina)
"IFOR" – Implementation Force (1995-1996: Bosnia and Herzegovina)

This addon also includes made-up Force-textures.

"EFOR" – For instance, Everon Force
"NFOR" - For instance, Nogova Force

These are made to make missions as accurate as possible, by letting the missionmaker assign vehicles to the proper Force.

The creator of this addon thought it best to have the island names represented by Force.
For instance if a mission was made on Kolgujev, then the missionmaker could use "KFOR".
If mission is dated after 2001 and there is no proper Force-texture for island used in mission, then "ISAF" would be the correct Force-texture to use.

Assign force textures to your vehicle by adding the following in the vehicles **Init line**:

this setObjectTexture [0,"\NOM_Leo2A4\for***.paa"]

Where *****.paa** represents texture name.
For instance: ***this setObjectTexture [0,"\NOM_Leo2A4\for\mfor.paa"]***

Complete list of Force-textures:

afor.paa
cfor.paa
efor.paa
ifor.paa
isaf.paa
kfor.paa
mfor.paa
nfor.paa
sfor.paa
norfor.paa

Special instructions for Desert vehicle:

Special for this is adding **D** to the line as indicated below.
Reason is that the regular FORCE textures are of a color that is not easily viewable on the background of the desert textures.

Special: Posibility exists to use more realistic "ISAF" markings. This is done by entering the following in the vehicles init line (!!!ONLY WORKS WITH DESERT VARIANTS!!!)

This setObjectTexture [1,"\NOM_M113\for\isaf_side1.paa"]; this setObjectTexture [2,"\NOM_M113\for\isaf_side2.paa"]; this setObjectTexture [3,"NOM_M113\for\isaf_turret.paa"]

Assign force textures to your vehicle by adding the following in the vehicles **Init line**:

this setObjectTexture [0,"\NOM_M113\for**D*****.paa"]

Where ***.paa** represents texture name.
For instance: *this setObjectTexture [0,"\NOM_M1130\for**D**\mfor.paa"]*

Complete list of Force-textures:

afor.paa
cfor.paa
efor.paa
ifor.paa
isaf.paa
kfor.paa
mfor.paa
nfor.paa
sfor.paa
norfor.paa

NorFor would like to thank the following for help in large or small part with this module:

Danish Defense Army Mod
COMBAT!
DK - Without him this addon would not have been possible
Marfy – Desert textures. NorFor was unable to reach him via e-mail.