J.A.M.

Version 2:

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
Scripts by Rom
Sounds by Katerina, Suchey, Flocko Jocko, RHS, Eviscerator, SelectThis, Earl, Nagual, Vipersheart
Pictures by Suchey, Eviscerator, SelectThis
Beta Testing: BAS and Digital Grenade



INSTALLATION:

The files JAM_Magazines and JAM_sounds 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.

Version 2: Revision History:
-Sounds moved to JAM_sounds.pbo to allow editing of sounds without affecting CRC checks on the main PBO.
-reload times tweaked
-Anti-tank rounds flight paths are now the same for the different types
-added new EH with launcher smoke on anti-tank rounds
-AIRateof Fire figures tweaked
-New weapons and Magazines added.
-Machinegun recoils fixed to stop firing too high

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)

EVENTHANDLERS

JAM uses the Fired Eventhandler to control various scripts. These scripts perform the following functions:

1) 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 inlcude 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).

2) Marker Smoke Grenades

Grenadelauncher based smoke grenades. These come in single rounds (JAM_MarkerRound) or in pistol slot groups of 4 (JAM_MarkerGrenades)

3) Launcher Smoker scripts
Smoke from launching an RPG or AT/LAW round.

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 coded into their cpp, put this into their init line in the mission editor.

```
this addEventHandler [“Fired”,{if ( (_this select 1 in
[{Throw},{JAM_AT4Launcher}, {JAM_RPG7Launcher},
{JAM_M72LAWLauncher}]) or (_this select 4 in
[{JAM_MarkerGrenadeammo}]) ) then {_this exec
“\JAM_Magazines\FX\firedEH.sqs”}}]
```

To disable this for all units all you need to do in a mission is to define the global variable
jam_effects = 0

By default the smoke grenades place an IR detectable object to block the view, this can be turned off using the 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	450 damage
JAM_AT4AARocket	Can Target Air units	125 damage
JAM_AT4APRocket	Can Target Soldiers	450 damage
JAM_AT4ALLRocket	Can Target Air +Soldiers	450 damage

M72 LAW

JAM_M72Rocket	Standard	300 damage
JAM_M72AARocket	Can Target Air units	125 damage
JAM_M72APRocket	Can Target Soldiers	300 damage
JAM_M72ALLRocket	Can Target Air +Soldiers	300 damage

RPG7

JAM_RPG7Rocket	Standard	450 damage
JAM_RPG7AARocket	Can Target Air units	125 damage
JAM_RPG7APRocket	Can Target Soldiers	450 damage
JAM_RPG7ALLRocket	Can Target Air +Soldiers	450 damage

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. (NOTE: THIS HAS CHANGED FROM VERSION 1)

```
class EventHandlers
                {
                fired = " if ( (_this select 1 in
[{Throw},{JAM_AT4Launcher},{JAM_RPG7Launcher},{JAM_M72LAWLaunch
er}]) or (_this select 4 in [{JAM_MarkerGrenadeammo}]) ) then {_this exec
{\JAM_Magazines\FX\firedEH.sqs}}";
                };
```

To disable this for all units all you need to do in a mission is to define the global variable
jam_effects = 0

By default the smoke grenades place an IR detectable object to block the view, this can be turned off using the 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_ACOGsight.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_30SBAmag		{"Single","Burst","FullAuto"};		
JAM_W556_30SBAHDmag		{"Single","Burst","FullAuto"};		HD
JAM_W556_30SBASDmag		{"Single","Burst","FullAuto"};	SD	
JAM_W556_30SBASDHDmag		{"Single","Burst","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_W556_L86_30mag	L86A2	{"Single","FullAuto"};		
JAM_W556_L86_30HDmag	L86A2	{"Single","FullAuto"};		HD
JAM_473x33_G11_45Mag	G11	{"Single","Burst","FullAuto"};		
JAM_473x33_G11_45HDMag	G11	{"Single","Burst","FullAuto"};		HD
JAM_M9mag	Berretta M9, SIG P226,	{"Single"};		

	USP			
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_46x30_MP7_20Mag		{Single, FullAuto};		
JAM_46x30_MP7_40Mag		{Single, FullAuto};		
JAM_MP5SAmag	MP5	{Single, FullAuto};		
JAM_MP5SAHDmag	MP5	{Single, FullAuto};		HD
JAM_MP5SBAmag	MP5	{Single, Burst, FullAuto};		
JAM_MP5SBAHDmag	MP5	{Single, Burst, FullAuto};		HD
JAM_MP5SASDmag	MP5	{Single, FullAuto};	SD	
JAM_MP5SASDHDmag	MP5	{Single, FullAuto};	SD	HD
JAM_MP5SBASDmag	MP5	{Single, Burst, FullAuto};	SD	
JAM_MP5SBASDHDmag	MP5	{Single, Burst, FullAuto};	SD	HD
JAM_UZImag	Uzi	{Single, FullAuto};		
JAM_UZIHDmag	Uzi	{Single, FullAuto};		HD
JAM_UZISDmag	Uzi	{Single, FullAuto};	SD	
JAM_UZISDHDmag	Uzi	{Single, FullAuto};	SD	HD
JAM_45ACP_UMP_25Mag		{Single, FullAuto};		
JAM_45ACP_UMP_25HDMag		{Single, FullAuto};		HD
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, M79	N/A		
JAM_M433Vest	M203, AG-36, M79	N/A		
JAM_M576buck	M203, AG-36, M79	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		
JAM_AT4ALLRocket	M136	N/A		
JAM_M72Rocket	M72 LAW	N/A		
JAM_M72AARocket	M72 LAW	N/A		
JAM_M72APRocket	M72 LAW	N/A		
JAM_M72ALLRocket	M72 LAW	N/A		
JAM_M14Mortar	M14			
JAM_MarkerGrenades	Flaregun, M79, M203	(Pistol Slot)		
JAM_MarkerRound	Flaregun, M79, M203	(Main Slot)		
JAM_flareWhite	Flaregun, M79, M203			
JAM_flareRed	Flaregun, M79, M203			
JAM_flareGreen	Flaregun, M79, M203			
JAM_flareYellow	Flaregun, M79, M203			
JAM_W556_Cmag	M4	{"Single","FullAuto"}		
JAM_W556_HDCmag	M4	{"Single","FullAuto"}		HD
JAM_W556_SDCmag	M4	{"Single","FullAuto"}	SD	
JAM_W556_SDHDCmag	M4	{"Single","FullAuto"}	SD	HD
JAM_W556_BCmag	M16	{"Single","Burst"}		
JAM_W556_BHDCmag	M16	{"Single","Burst"}		HD
JAM_W556_BSDCmag	M16	{"Single","Burst"}	SD	
JAM_W556_BSDHDCmag	M16	{"Single","Burst"}	SD	HD
JAM_W556_G36_Cmag	G36	{"Single","Burst","FullAuto"}		
JAM_W556_G36_HDCmag	G36	{"Single","Burst","FullAuto"}		HD
JAM_W556_G36_SDCmag	G36	{"Single","Burst","FullAuto"}	SD	
JAM_W556_G36_SDHDCmag	G36	{"Single","Burst","FullAuto"}	SD	HD
JAM_W556_AUG_Cmag	AUG	{"Single","FullAuto"}		
JAM_W556_AUG_HDCmag	AUG	{"Single","FullAuto"}		HD
JAM_W556_AUG_SDCmag	AUG	{"Single","FullAuto"}	SD	
JAM_W556_AUG_SDHDCmag	AUG	{"Single","FullAuto"}	SD	HD
JAM_MP5SA_Cmag	MP5	{"Single","FullAuto"}		
JAM_MP5SA_HDCmag	MP5	{"Single","FullAuto"}		HD
JAM_MP5SBA_Cmag	MP5	{"Single","Burst","FullAuto"}		
JAM_MP5SBA_HDCmag	MP5	{"Single","Burst","FullAuto"}		HD
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_E545_30SBAmag		{"Single","Burst","FullAuto"}		
JAM_E545_30SBAHDmag		{"Single","Burst","FullAuto"}		HD
JAM_E762_30SBAmag		{"Single","Burst","FullAuto"}		

JAM_E762_30SBAHDmag		{"Single","Burst","FullAuto"}		HD
JAM_EAN94_30SBAmag	AN94	{"Single","Burst","FullAuto"}		
JAM_EAN94_30SBAHDmag	AN94	{"Single","Burst","FullAuto"}		HD
JAM_E762_SKSmag	SKS	{"Single"}		
JAM_E762_SKSHDmag	SKS	{"Single"}		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_30HDmag	KLIN, KEDR	{Single, FullAuto};		HD
JAM_ESMG_30SDmag	KLIN, KEDR	{Single, FullAuto};	SD	
JAM_ESMG_30SDHDmag	KLIN, KEDR	{Single, FullAuto};	SD	HD
JAM_ESMG_64mag	Bizon2	{Single, FullAuto};		
JAM_ESMG_64HDmag	Bizon2	{Single, FullAuto};		HD
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_MarkerGrenades	Flaregun, GP-25, GP-30	(Pistol Slot)		
JAM_MarkerRound	Flaregun, GP-25, GP-30	(Main Slot)		
JAM_MarkerGrenade	Flaregun, GP-25, GP-30	N/A		
JAM_AK47mortar	AK47	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_E762_5mag	Mosin Nagant 91/30	{"Single"}		
JAM_RPG7Rocket	RPG-7	N/A		
JAM_RPG7AARocket	RPG-7	N/A		
JAM_RPG7APRocket	RPG-7	N/A		
JAM_RPG7ALLRocket	RPG-7	N/A		

*Color coded rows are standard versions.



APPENDIX 2

-Default JAM Weapons and Units

WEAPON	MODES	MAGAZINES
JAM_M16	{"Single","Burst"};	{"JAM_W556_30Bmag","JAM_W556_30BHDmag"};
JAM_M16A1	{"Single","Auto"};	{"JAM_W556_20mag","JAM_W556_20HDmag"}
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_M14	{"Single","Auto"}	{"JAM_W762_20mag","JAM_W762_20HDmag","JAM_M14Mortar"}
JAM_AKM	{"Single","Auto"};	{"JAM_E762_30mag","JAM_E762_30HDmag","JAM_AKMmortar"}
JAM_AK74	{"Single","FullAuto"};	{"JAM_E545_30mag","JAM_E545_30HDmag"};
JAM_AKS74U	{"Single","FullAuto"};	{"JAM_E545_30mag","JAM_E545_30HDmag"};
JAM_SKS	{"Single"};	{"JAM_E762_SKSmag","JAM_E762_SKSHDmag"}
JAM_PKM		{"JAM_E762M_200mag","JAM_E762M_200HDmag"};
JAM_RPD		{"JAM_E762M_100mag","JAM_E762M_100HDmag"}
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_MP5SASDHDmag"};
JAM_MP5SBASD	{"Single","Burst","Fullauto"};	{"JAM_MP5SBASDmag","JAM_MP5SBASDHDmag"};
JAM_UZISD	{"Single","Fullauto"};	{"JAM_UZISDmag","JAM_UZISDHDmag"};
JAM_Bizon	{"Single","Fullauto"};	{"JAM_ESMG_64mag","JAM_ESMG_64HDmag"};
JAM_M16GL		
JAM_M16Muzzle	{"Single","Burst"};	{JAM_W556_30Bmag, JAM_W556_30BHDmag};
JAM_M203Muzzle		{"JAM_M433Vest", "JAM_M433grenade", "JAM_M576buck", "JAM_MarkerGrenades", "JAM_MarkerRound", "JAM_flareWhite","JAM_flareRed","JAM_flareGreen","JAM_flareYellow", "GrenadeLauncher", "Flare", "FlareGreen", "FlareRed", "FlareYellow"}
JAM_AKMGL		
JAM_AKMMuzzle	{"Single","FullAuto"};	{"JAM_E762_30mag","JAM_E762_30HDmag"};
JAM_GP25Muzzle		{"JAM_VOG25Vest", "JAM_VOG25grenade", "JAM_MarkerGrenades", "JAM_MarkerRound", "JAM_flareWhite","JAM_flareRed","JAM_flareGreen","JAM_flareYellow", "GrenadeLauncher", "Flare", "FlareGreen", "FlareRed", "FlareYellow"}
JAM_AK74GL		
JAM_AK74Muzzle	{"Single","FullAuto"};	{"JAM_E545_30mag","JAM_E545_30HDmag"};
JAM_GP30Muzzle		{"JAM_VOG25Vest", "JAM_VOG25grenade", "JAM_MarkerGrenades", "JAM_MarkerRound", "JAM_flareWhite","JAM_flareRed","JAM_flareGreen","JAM_flareYellow", "GrenadeLauncher", "Flare", "FlareGreen", "FlareRed", "FlareYellow"}
JAM_M79		{"JAM_M433Vest", "JAM_M433grenade", "JAM_M576buck", "JAM_MarkerGrenades", "JAM_MarkerRound",

		"JAM_flareWhite","JAM_flareRed","JAM_flareGreen","JAM_flareYellow", "GrenadeLauncher", "Flare", "FlareGreen", "FlareRed", "FlareYellow"}
JAM_flaregun		{"JAM_flareWhite","JAM_flareRed","JAM_flareGreen","JAM_flareYellow", "JAM_MarkerGrenades"}
JAM_M21		{"JAM_W762Sniper_20mag"};
JAM_SVD		{"JAM_E762_10mag"};
JAM_MosinNag		{"JAM_E762_5mag"}
JAM_Remington		{"JAM_W762Sniper_20mag"};
JAM_AT4Launcher		{"JAM_AT4Rocket","JAM_AT4AARocket","JAM_AT4APRocket","JAM_AT4ALLRocket"}
JAM_M72LAWLauncher		{"JAM_M72Rocket","JAM_M72AARocket","JAM_M72APRocket", "JAM_M72ALLRocket"}
JAM_RPG7Launcher		{"JAM_RPG7Rocket","JAM_RPG7AARocket","JAM_RPG7APRocket", "JAM_RPG7ALLRocket"}



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_WBM14Soldier	JAM_M14	JAM_W762_20mag
JAM_WBM14HDSoldier	JAM_M14	JAM_W762_20HDmag
JAM_WBM14RifleGSoldier	JAM_M14	JAM_W762_20mag ,JAM_M14Mortar
JAM_WBM14RifleGHDSoldier	JAM_M14	JAM_W762_20HDmag ,JAM_M14Mortar
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_WBGLM79Soldier	JAM_M79	JAM_M433grenade
JAM_WBGLM79VestSoldier	JAM_M79	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_WBLAWALLSoldier	JAM_M16,JAM_AT4Launcher	JAM_W556_30Bmag,JAM_AT4ALLRocket
JAM_WBHDLAWALLSoldier	JAM_M16,JAM_AT4Launcher	JAM_W556_30BHDmag,JAM_AT4ALLRocket
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_WBM72LAWSoldier	JAM_M16, JAM_M72LAWLauncher	JAM_W556_30Bmag, JAM_M72Rocket
JAM_WBHDM72LAWSoldier	JAM_M16, JAM_M72LAWLauncher	JAM_W556_30BHDmag, JAM_M72Rocket
JAM_WBM72LAWALLSoldier	JAM_M16, JAM_M72LAWLauncher	JAM_W556_30Bmag, JAM_M72ALLRocket
JAM_WBHDM72LAWALLSoldier	JAM_M16, JAM_M72LAWLauncher	JAM_W556_30BHDmag, JAM_M72ALLRocket
JAM_WBM72LAWAASoldier	JAM_M16, JAM_M72LAWLauncher	JAM_W556_30Bmag, JAM_M72AARocket
JAM_WBHDM72LAWAASoldier	JAM_M16, JAM_M72LAWLauncher	JAM_W556_30BHDmag, JAM_M72AARocket
JAM_WBM72LAWAPSoldier	JAM_M16, JAM_M72LAWLauncher	JAM_W556_30Bmag, JAM_M72APRocket
JAM_WBHDM72LAWAPSoldier	JAM_M16, JAM_M72LAWLauncher	JAM_W556_30BHDmag, JAM_M72APRocket
JAM_WSniper	JAM_M21	JAM_W762Sniper_20mag
JAM_WSniperRem700	JAM_Remington700	JAM_W762Sniper_20mag
JAM_WSaboteur	JAM_MP5SBASD	JAM_MP5SBASDmag
JAM_WSaboteurHD	JAM_MP5SBASD	JAM_MP5SBASDHDmag

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
JAM_SoldierWPilot	JAM_XM177E2	JAM_W556_30mag
JAM_SoldierWHDPilot	JAM_XM177E2	JAM_W556_30HDmag
JAM_SoldierWCrew	JAM_XM177E2	JAM_W556_30mag
JAM_SoldierWHDCrew	JAM_XM177E2	JAM_W556_30HDmag
EAST SOLDIERS	**WEAPONS**	**MAIN MAGAZINES**
JAM_EBSoldier	JAM_AK74	JAM_E545_30mag
JAM_EBHDSoldier	JAM_AK74	JAM_E545_30HDmag
JAM_EBSoldierSKS	JAM_SKS	JAM_E762_SKSmag
JAM_EBHDSoldierSKS	JAM_SKS	JAM_E762_SKSHDmag
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_EBAKRifleGSoldier	JAM_AKM	JAM_E762_30mag, JAM_AKMmortar
JAM_EBAKRifleGHDSoldier	JAM_AKM	JAM_E762_30HDmag, JAM_AKMmortar
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_EBSoldierRPGALL	JAM_AK74,JAM_RPG7Launcher	JAM_E545_30mag,JAM_RPG7ALLRocket
JAM_EBSoldierHDRPGALL	JAM_AK74,JAM_RPG7Launcher	JAM_E545_30HDmag,JAM_RPG7ALLRocket
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
JAM_SoldierEPilot	JAM_AKS74U	JAM_E545_30mag
JAM_SoldierEHDPilot	JAM_AKS74U	JAM_E545_30HDmag
JAM_SoldierECrew	JAM_AKS74U	JAM_E545_30mag
JAM_SoldierEHDCrew	JAM_AKS74U	JAM_E545_30HDmag
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_GBRifleGSoldier	JAM_AKM	JAM_E762_30mag, JAM_AKMmortar

JAM_GBRifleGHDSoldier	JAM_AKM	JAM_E762_30Hdmag, JAM_AKMmortar
JAM_GBM16A1Soldier	JAM_M16A1	JAM_W556_20mag
JAM_GBM16A1HDSoldier	JAM_M16A1	JAM_W556_20HDmag
JAM_GBSoldierSKS	JAM_SKS	JAM_E762_SKSmag
JAM_GBHDSoldierSKS	JAM_SKS	JAM_E762_SKSHDmag
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_GBMGRPD	JAM_RPD	JAM_E762M_100mag
JAM_GBMGRPDHD	JAM_RPD	JAM_E762M_100HDmag
JAM_GBSoldierRPG	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30mag,JAM_RPG7Rocket
JAM_GBHDSoldierRPG	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30HDmag,JAM_RPG7Rocket
JAM_GBSoldierRPGALL	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30mag,JAM_RPG7ALLRocket
JAM_GBHDSoldierRPGALL	JAM_AKM,JAM_RPG7Launcher	JAM_E762_30HDmag,JAM_RPG7ALLRocket
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_GMosNagSniper	JAM_MosinNag	JAM_E762_5mag
JAM_GBSoldierAA	JAM_AKM,9K32Launcher	JAM_E762_30mag,9K32Launcher
JAM_GBSoldierAAHD	JAM_AKM,9K32Launcher	JAM_E762_30HDmag,9K32Launcher
JAM_SoldierGPilot	JAM_AKS74U	JAM_E545_30mag
JAM_SoldierGHDPilot	JAM_AKS74U	JAM_E545_30HDmag
JAM_SoldierGCrew	JAM_AKS74U	JAM_E545_30mag
JAM_SoldierGHDCrew	JAM_AKS74U	JAM_E545_30HDmag
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 Riffle: MGun {};
	class M16: Riffle {};
	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 RiffleGrenadeLauncher {};
	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","J
AM_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_30B
HDmag","JAM_W556_30BHDmag","JAM_W556_30BHDmag","JAM_M433grenade","JAM_M
433grenade","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_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_30B
HDmag","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_G36 {count = 20;};
                        class JAM_AUG {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 JAM_M16A1 {count = 20;};
                        class JAM_M79 {count = 20;};
                        class JAM_M72LAWLauncher {count = 20;};
                        class JAM_SKS {count = 20;};
                        class JAM_MosinNag {count = 20;};
                        class JAM_M14 {count = 20;};
                        class JAM_RPD {count = 20;};
                        class JAM_flaregun {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_W556_L86_30mag {count = 50;};
                        class JAM_W556_30SBAmag {count = 50;};
                        class JAM_W556_30SBASDmag {count = 50;};
                        class JAM_46x30_MP7_20mag {count = 50;};
                        class JAM_46x30_MP7_40mag {count = 50;};
                        class JAM_45ACP_UMP_25mag {count = 50;};
                        class JAM_473x33_G11_45mag {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_UZImag {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_AT4ALLRocket {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_E762_SKSmag {count = 50;};
class JAM_E762_5mag {count = 50;};
class JAM_E545_30SBAmag {count = 50;};
class JAM_E762_30SBAmag {count = 50;};
class JAM_EAN94_30SBAmag {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;};
class JAM_RPG7ALLRocket {count = 50;};
class JAM_flareWhite {count = 50;};
class JAM_flareRed {count = 50;};
class JAM_flareGreen {count = 50;};
class JAM_flareYellow {count = 50;};
class JAM_W556_Cmag {count = 50;};
class JAM_W556_BCmag {count = 50;};
class JAM_W556_G36_Cmag {count = 50;};
class JAM_W556_AUG_Cmag {count = 50;};
class JAM_MP5SA_Cmag {count = 50;};
class JAM_M576buck {count = 50;};
class JAM_MarkerGrenades {count = 50;};
class JAM_MarkerRound {count = 50;};
class JAM_M14Mortar {count = 50;};
class JAM_AK47mortar {count = 50;};
class JAM_M72Rocket {count = 50;};
```



```
class JAM_M72AARocket {count = 50;};
class JAM_M72APRocket {count = 50;};
class JAM_M72ALLRocket {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_W556_L86_30HDmag {count = 50;};
class JAM_W556_30SBAHDmag {count = 50;};
class JAM_W556_30SBASDHDmag {count = 50;};
class JAM_45ACP_UMP_25HDmag {count = 50;};
class JAM_473x33_G11_45HDmag {count = 50;};
class JAM_MP5SAHDmag {count = 50;};
class JAM_MP5SBAHDmag {count = 50;};
class JAM_UZIHDmag {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_E762_SKSHDmag {count = 50;};
class JAM_E545_30SBAHDmag {count = 50;};
class JAM_E762_30SBAHDmag {count = 50;};
class JAM_EAN94_30SBAHDmag {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;};
class JAM_ESMG_30HDmag {count = 50;};
class JAM_W556_HDCmag {count = 50;};
class JAM_W556_BHDCmag {count = 50;};
class JAM_W556_G36_HDCmag {count = 50;};
class JAM_W556_AUG_HDCmag {count = 50;};
class JAM_MP5SA_HDCmag {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;};
                class JAM_W556_SDCmag {count = 50;};
                class JAM_W556_BSDCmag {count = 50;};
                class JAM_W556_G36_SDCmag {count = 50;};
                class JAM_W556_AUG_SDCmag {count = 50;};
                class JAM_MP5SBA_Cmag {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_MP5SASDHDmag {count = 50;};
                class JAM_MP5SBASDHDmag {count = 50;};
                class JAM_UZISDHDmag {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;};
                class JAM_ESMG_30SDHDmag {count = 50;};
                class JAM_W556_SDHDCmag {count = 50;};
                class JAM_W556_BSDHDCmag {count = 50;};
                class JAM_W556_G36_SDHDCmag {count = 50;};
                class JAM_W556_AUG_SDHDCmag {count = 50;};
                class JAM_MP5SBA_HDCmag {count = 50;};
};
```