PROJECT FARMLAND and UNIFIED ZOMBIE MOD US NBC UNITS

NUCLEAR BIOLOGICAL AND CHEMICAL PROTECTED SOLDIERS

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Version 1.45 - August,21,2005 (ECP 1.085 full compability)
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(Only compatible with OFP version 1.96 or higher and Unified Zombie Addon Beta 3)
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by MiG

http://ofp.gamezone.cz/_hosted/farmland/
http://www.unifiedzombiemod.wz.cz/


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This is an unofficial addon for Operation Flashpoint(TM)
        and Operation Flashpoint Resistance(TM).
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                          INSTALLATION:
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Place the fml_anbc.pbo in your ...\Codemasters\OperationFlashpoint\Res\AddOns
folder.
Single units can be found under west\US NBC Soldiers, East\US NBC Soldiers
(Zombies) and groups under West\Operation Farmland Groups\ US Army NBC Team and
East\Operation Farmland Groups\US Army NBC Team (Zombies).
Scripts are under Game Logic\ US NBC Soldiers.
There is a small mission inside the rar file ☺ to explain the harder features.




                          FEATURES:
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SINGLE PLAYER:


- Removable M40 NBC Mask ;


- Flashlight (based on Flashlight addon by **InQUisiToR** and SpecOp_Light, by
**Mapfact**);


**-**Zombie compability: This units can turn into zombies (mission inside).


Of course that requires the Unified Zombie Mod, that can be downloaded from
http://ofp.gamezone.cz/_hosted/farmland/uploads/unifiedzombies_b3.rar




                          CLASS NAMES:
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*SINGLEPLAYER UNITS*:


*NBC SOLDIERS*


class nbc1: NBC Officer
class nbcmed: NBC Medic
class nbc: NBC Soldier
class nbc2: NBC Soldier AT
class nbc3: NBC Soldier Mortar
class nbc4: NBC Soldier MG
class nbc5: NBC Soldier Law
class nbc6: NBC Soldier AA
class nbc7: NBC Soldier Grenadier
class nbcst: NBC Soldier (steyr)
class nbcld: NBC Soldier (laser)
class nbcmm1: NBC Soldier (heavy grenadier)



*NBC ZOMBIES*


class z_nbcmpof: Zombie NBC Officer
class z_nbcmpm: Zombie NBC Medic
class z_nbc: Zombie NBC Soldier

class z_nbca: Zombie NBC Soldier (no mask)
class z_nbc1a: Zombie NBC Officer (no mask)
class z_nbcmeda: Zombie NBC Medic (no mask)
```

- Soldiers fixed for multiplayer gaming: M40 NBC Mask disabled (*setobjecttexture* command is not recognized in MP)

NBC SOLDIERS

class nbcmpof: MP / NBC Officer
class nbcmpm: MP / NBC Medic
class nbcmp: MP / NBC Soldier

class nbc1a: MP / NBC Officer (no mask)
class nbcmeda: MP / NBC Medic (no mask)
class nbca: MP / NBC Soldier (no mask)

NBC ZOMBIES

The classnames are the same of the singleplayer units.

BONUS

- There are two easy logics in the Editor: With **NBC Resurrection Map** Logic the NBC units will resurrect after being killed and **Romero Universe** Game are my setting for NBC zombies according to Romero Universe. Of course that this last logic is optional and you can create your own settings for missions or use Zombie Mod Easy Game Logics (The mission sample in the rar file shows how to).

- Added new glasses for American soldiers*. To try them just create a description file to place in the mission:

Code sample:

```
class CfgIdentities

{

    class newglasses
      {
          Name = "newglasses";
          face = "face1";
          glasses = "usarmyglasses";
          speaker = "Marc";
          pitch=0.906018;
      };


};
```

Then you must type in the initfield of the unit:

this setidentity "newglasses ";

That's all ;)

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                  REMOVED FROM VERSION 1.35:
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- Actions from player menu (The actions will be released as a standalone addon);


                NEW AND FIXED FROM OLD VERSIONS:
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   -  New mask model;
   -  Mask bug inside vehicles fixed;


                          THANKS:
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I want to thank **General Barron**, **Scott Tunstall**, **Trapper** and **Komuna** for all the
help they gave me to build and fix this addon ;)



                       OTHER CREDITS:
                       **------------**
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NBC UNITS

Model & Textures: BIS standard soldier model & textures;
Animations: Mask animations by DPS - dps@istel.ru;
Scripts: General Barron - aW_barron@hotmail.com;
         Trapper - trapper@web.de
New Mask Model: Cpt. FrostBite - ihjacobs@yahoo.com;

STRINGTABLE TRANSLATION & CORRECTIONS

   - Cervo (French) - cervo@ofp.info
   - Znox (German) - znox@gmx.de
   - Trapper (German) - trapper@web.de


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               SOME TIPS TO PLAY WITH NBC SOLDIERS:
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- to start the game with the **mask on** type in the init field of the player:

this animate ["mask", 1];this exec "\fml_anbc\scripts\maskon.sqs";

- to start the game with the **light on** type in the init field of the player:

unit name *action ["light on"];*

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NOTE: Project Farmland & Unified Zombie Mod wont take any responsability for any
           lost or damage of information, hardware, software, etc.
      caused directly or indirectly by this Addon. Use this by YOUR OWN RISK!
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