

OFF MATERIALS

v1.0



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Features

- Units, vehicles, objects, buildings, terrain, vegetation, etc should now react better and, to some extent, more realistically to lighting.
- Contrast in general should be enhanced, providing more depth and more vibrant colors to OFP/CWA while reducing the *cartoony* look (but, remember, this still is OFP).
- The differences between the interior and exterior of buildings and vehicles should be more noticeable.
- Dust and smoke particles won't be visible during night time any more. No more seeing the shining trail of dust of a tank that you can't actually see.
- Lighting effects similar to vanilla sunset and sunrise should be present for longer hours.
- Vehicles should provide more realistic *shining* effects.

Description

This addon modifies the lighting and glossiness properties of the terrain, vegetation, buildings, infantry, vehicles and virtually anything available in vanilla OFP/CWA. All those vanilla textures have been distributed in several categories (classes) which use new custom material properties.

Each material definition has its own distinctive properties, and include:

- Buildings
- Terrain
- Vegetation
- Water
- Glass
- Generic metal
- Metal of vehicles
- Interior of vehicles
- Metal of weapons
- Human skin
- Clothing
- Gear made of plastic and similar materials
- Particles
- Shining particles

The default OFP materials are also overridden using values similar to the new material definitions, so you should be able to see the effects of these new material properties on any island that doesn't use custom textures.

Also included is a pbo which adds material properties to a lot of user made units and objects. While it doesn't cover them all (that's an almost impossible task) it should cover some of the more popular ones, including AGS buildings, BAS vehicles and some islands. This pbo also incorporates the texture listings for user made addons found in Locke's *Original OBJ Material Def* addon, although the textures themselves have been reorganized so they use the new material properties.

Contents

The zip file includes:

- This readme
- The *addons* folder proper, containing: *ofp_matdef_core.pbo* and *ofp_matdef_addons1.pbo*
- *_pbo*: You can find uncompiled versions of the pbos here
- *high contrast*: inside there's a version of the *ofp_matdef_core.pbo* file using high contrast material definitions
- *low contrast*: inside there's a version of the *ofp_matdef_core.pbo* file using low contrast material definitions
- *_config_template*: an empty config file you can use to add support for other addons

Installation

Shortcut method

1. Decompress the zip file and place the *OFPmaterials* folder inside your *ARMA Cold War Assault* one.
2. Create a shortcut of the *ColdWarAssault.exe* file.
3. Right click on the new shortcut and click on *Properties*.
4. In the *Properties* window add the following line in the *Target* text field, just after the path to *ColdWarAssault.exe* ¹: **-mod=OFPmaterials**;
5. To see the new material definitions you must now launch the game by using the new shortcut.

Steam method

If you don't want to use shortcuts and use the Steam version:

¹ The contents of the Target text field should look like this:

"C:\Program Files\Steam\SteamApps\common\ARMA Cold War Assault\ColdWarAssault.exe" -mod=OFPmaterials;

1. Decompress the zip file and place the *OFPmaterials* folder inside your *ARMA Cold War Assault* one ².
2. In your games list right click on *Arma: Cold War Assault* and select *Properties*.
3. In the *Properties* window click on the *SET LAUNCH OPTIONS...* button.
4. Write this in the text field: `-mod=OFPmaterials;`
5. Click *OK*. Click *Close*. Click *Play*.

If you want to skip the OFP intro you can add `-nosplash` before the `-mod` line, like this:
`-nosplash -mod=OFPmaterials;`

You can also add or remove this addon whenever you want. It won't break any current mission or campaign. You can also place the pbos in any other addon folder. Load order doesn't matter.

High contrast or low contrast?

There's **two versions** of the *ofp_matdef_core.pbo* file you can use: **high** and **low contrast**. Each one has its own benefits and drawbacks, so it's up to you which one to use. Note that the default one is the *high contrast* one, but only because it showcases better what this addon is all about.

Use high contrast if...

- You want more dramatic lighting (and more realistic and better IMO) applied to all
- You are not planning on creating or playing missions that use dynamic spawning
- You are not using user made addons which don't have the new custom material definitions
- You want to create good looking videos or screenshots

Use low contrast if...

- You are planning on creating or playing missions that use dynamic spawning
- You are using user made addons which don't have the new custom material definitions
- You don't mind losing enhanced lighting for units, buildings and other structures (terrain, vegetation, water and glass will still have the enhanced lighting).

² It's probably located in: C:\Program Files\Steam\SteamApps\common\ARMA Cold War Assault

Basically, the low contrast version is the most compatible all around, but it loses some lighting effects. The high contrast is the one that provides more eye-candy, but it makes dynamically spawned and unsupported addon units, structures and weapons look flat and ugly.

Changing contrast settings

OFP materials uses by default the *high contrast* version. If you want to use the *low contrast* version instead, simply copy the *ofp_matdef_core.pbo* file found in the *low contrast* folder and paste it inside the *addons* one, overwriting the existing version.

To change it back to high contrast then follow the same steps, but copy the pbo found in the *high contrast* folder instead.

You can also edit the provided *Config.cpp* (found in *_pbo\ofp_matdef_core*) and comment and uncomment the *#include* line of the contrast file you want, and then compile the pbo.

Adding support for your own or preferred addon(s)

You can find the template of a configuration file in the *_config_template* folder. It's already commented, so refer to it for further instructions.

Feel free to share it publicly once you're done, be it in the release thread of this addon, another thread, or bundled in the addons folder of your own addon or mod.

Known issues

OFP is unable to apply materials to dynamically spawned units, objects and weapons. Anything that wasn't present at the start of a mission won't use any material at all, and will look flat and way too bright compared to the rest.

Solutions

Let me advance that there's no real, long term, no-hassle solution that I'm aware of. If you know of any, please, let me know. With that said, there's ways to work around this, none of them optimal or practical.

- **Place in the editor objects, units, etc of the same class you are planning to spawn dynamically**
This might work when you want to spawn one or two classes, but it's a very bad solution for most cases, as it would require manually placing dozens of units and structures. You should also not remove them during the mission. For materials to be applied there must always be an unit of the same class already present in the editor. If

you remove the units you manually placed, further spawned units will be material-less.

- **Alt+Tab**

Yes, really. Alt+tabbing resets the rendering, so it reapplies materials to all present units, structures and weapons. If you are using *Windowed Mode* then you can minimize and maximize the OFP/CWA window for the same effect.



Spawned unit while using High Contrast version. It looks flat and out of place.



The same unit after Alt+Tabbing.

Material limitations

Just remind you that, as with anything related to materials, you can only see their effects if you have *Hardware T&L* (Hardware Transformation and Lighting) enabled in the *Video Options* menu. It should be enabled by default. If it's disabled then you most likely are using a very old or weak graphics card that doesn't support this feature.

Also, roads and any other object with vertices placed *On Surface* won't receive any material lighting effect. The same applies to non-binarized models.

Changelog

- v1.0
 - Initial release

Credits

- Locke@Germany for inspiration and for the glass and metal texture lists of user made addons
- krzychuzokecia and Apocalypse83 for testing

Permissions

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