

## Printable Version of Topic

-BI FORUMS

+++Forum: GENERAL

+++Topic: Porting PC mission to the XBOX started by hoz

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**Posted by: hoz** on Feb. 07 2006,17:00

For some time now I have been exploring ways to bring your PC missions to the XBOX. Atlast I am pleased to be able to bring you these tools and process to make it happen. I'm at the point now where I can't test everything, others will need to test these proccess and improve in areas where I am unable to contribute. I hope you have as much fun as I have playing my pc missions! 😊

### **OFP:Elite Tools**

ChangeUser.exe - is a dos tool that allows you to change the profile name of the OFP:Elite xbox save. This is useful if you don't want to create the ARmissions profile to play your newly downloaded xbox save.

*Updated version see below*

Makemission.exe - This tool will create most of the parts of the OPF:Elite save file. You will still need to plunk your mymission.pbo inside the directory along with saveimage.xbx. (saveimage.xbx is located in the makemission zip file)

*Updated version see below*

### **Preparing your PC Mission**

Before you begin read over some of the considerations.

< Considerations for Porting missions to OFP:E >

### **Porting your Mission**

A tutorial on porting your mission over.

< Tutorial On Porting PC missions to OFP:E >

The xboxhelper addon. Since OFPEC is down at the moment.

< Xbox Helper Addon for the PC >

Or you can get the whole package here.

< All the tools in one zip >

### **Example Mission (User profile is ARmissions)**

< Example Mission - TheBeach >

Many thanks to MikeRo who never gave up helping me, even though he doesn't even own an Xbox. Thanks to many of the people at OFPEC and the people who tested the initial missions that never worked.

I forgot to mention you don't need a modified xbox. Hopefully once OFPEC is back up they will begin accepting xbox missions.

Edit Added Updated tools.

MissionMaker has been updated to allow for spaces in the profile name. It will also now generate a SP mission, where as the old version would not.

*MakeMission <Filename[.pbo]> Profilename MissionType*

**Example syntax**

MakeMission TheBeach.Eden Hoz M

< MakeMission V1.3 >

Changeuser has also been updated for the space in the profilename. Thanks to maxqubit for having a space in your name. 😊

< ChangeUserV1.23 >

Derapify Updated and now you can export any OFP:Elite mission and edit in the PC editor. This should make it easier to develop templates from the BIS ones.

< Derapify v1.7 >

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**Posted by: maxqubit** on Feb. 07 2006,17:50

Appreciating the work done. Although i don't think i personally will dive into this. I have only one life and there are only 24 hours in 1 day:)

One question from me. Is it possible (or do you think it will be possible in the future) to export a true xbox mission to the pc, run it thru the pc-editor (and modify things which are not possible in the xbox mission editor) and transfer it back to the xbox?

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**Posted by: hoz** on Feb. 07 2006,17:58

-----QUOTE-----

*One question from me. Is it possible (or do you think it will be possible in the future) to export a true xbox mission to the pc, run it thru the pc-editor (and modify things which are not possible in the xbox mission editor) and transfer it back to the xbox?*

-----QUOTE-----

There is a tool that will derapify the ofp:e. Its called derapify. 😊

This tool lets you derap the xbox mission. however at this time there is no way to rerap it back up again. In fact the derap will fail occasionally, its not perfect just yet. It was available at OFPEC I'll see if I can find it here. I too have wanted to edit those MP templates and try to add a couple more AI planes to the dog fight mission or helos. In fact this is where this whole process shines in converting the PC missions to the xbox. IF you create some different templates you can easily then just edit the template within the xbox editor.

Edit:

See first post for Derapify.

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**Posted by: maxqubit** on Feb. 07 2006,18:14

Wait, wait, wait ...

Do i understand correctly that it is/could-now-be possible to create a kind of template on PC, transfer it to Xbox and then modify it further on Xbox?

E.g. i want a MP/CO-OP 'Target' template, where the mission ends when eliminating the target. Is the idea to create this template on pc, transfer it to xbox and then actually

make/fill-in the mission on Xbox?

If yes, that would be great!

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**Posted by: hoz** on Feb. 07 2006,18:18

That is a possibility yes.

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**Posted by: Grimmirsson** on Feb. 07 2006,19:01

Thanks for all the work on this hoz - great things to come I suppose. Alas my PC is not fast enough for OPF, so I hope to get the new templates for further use in the Xbox editor. What would be great is having the Resistance as either on the Russian or the Nato side, more open MP templates etc..

Do I understand it right, that we can also expect one day to transfer the mods (e.g. WWII) of the PC version over to the box? That would be awesome!

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**Posted by: maxqubit** on Feb. 07 2006,19:48

Hoz (and your helpers) 🤖

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**Posted by: hoz** on Feb. 07 2006,19:55

-----QUOTE-----

*Do I understand it right, that we can also expect one day to transfer the mods (e.g. WWII) of the PC version over to the box? That would be awesome!*

-----QUOTE-----

While it maybe possible to add addons and mods i would not expect much in this area. I have not played at all with this my main interest has been to play my missions I created on the PC on my xbox.

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**Posted by: maxqubit** on Feb. 08 2006,12:18

Hoz,

To get things going for me:

My idea is to have/create on PC a MP/COOP 'Target' template, which i transfer to Xbox and then edit with the Xbox/OFPE Mission Editor.

My question:

Is there out there a very basic MP/COOP 'Target' template for OFP with which i can start (so i don't have to invent the wheel again).

Perhaps it is already in OFP, or else perhaps it exists as a download somewhere

Tia

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**Posted by: hoz** on Feb. 08 2006,15:25

I don't have an template to work from no. But I'll see if i can come up with one. The PC OFP has many templates might want to try one of these. I have done some searches for

Templates but what I found was they weren't very popular on the PC. There's a tool called OFP Template maker, which I've been trying to locate to see if it would work.

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**Posted by: Grimmirsson** on Feb. 08 2006,15:47

What we need on the xbox are more flexible templates for designing real battle missions - all the death match nonsense makes up too much room for the MP anyway. We need the option to play as the Russians, Co-OP and otherwise, so we can try to see the story from the other side.

And hoz, do you think it would be possible to get more vehicles and other stuff for the xbox editor, too?

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**Posted by: hoz** on Feb. 08 2006,16:30

As I stated above. I don't have time to do everything, I'm really hoping someone will pick on these ideas of templates and run with it. This really doesn't interest me since I can design the entire mission on the PC and play it on the xbox.

And as far as addons go, there is no way yet to add addons. Many of the addons won't work even if you can get them into ofp because of subtle model differences between versions. I'm definitely not an addon guy and haven't spent any time at all on it. But those who have, said while it's possible the addons probably need to be upgraded for the xbox version. As you might have noticed there are not many of the PC people playing the xbox version and this will definitely be reflected in the addons available for the xbox.

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**Posted by: maxqubit** on Feb. 08 2006,17:15

Hoz, completely understandable you don't have (enough) time, being on limited time myself. Np. Anyway, your posts are more than welcome anytime:)

I will have a shot at making/creating some extra MP COOP templates. If that works I could upload them as ARmissions, so everyone with AR can have access to these new templates, thus creating some homebrew DLC:)

But as I said, I'm on very limited time myself:)

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**Posted by: hoz** on Feb. 08 2006,17:27

I found the OFP < TemplateMaker > at OFP.info. If anyone is interested this is where you can get it.

I've found that porting well made PC missions to the xbox is the easiest. It doesn't take long once you've done it a few times and get the hang of it. It's best to pick missions without addons and complicated scripts.

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**Posted by: maxqubit** on Feb. 08 2006,17:59

Back at home, already playing with the OFP editor. I feel the power at my fingertips but I know it will cost me nightrest BIG TIME:)

It helps I'm a programmer myself but it certainly isn't stuff for the layman:)

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**Posted by: maxqubit** on Feb. 09 2006,11:12

Hoz

I have this prob.

Q. I can see my mission but when I choose to play that mission the number of players is - 1 what gives?

A. OFP:Elite cannot find the pbo file. The mission.par and header.bin files are of good quality.

But my pbo is there. Dir structure and refs look like your TheBeach

Your TheBeach works, mine doesn't. Of course i missed something, but i think i followed the CreatePBO, MakeMission, ChangeUser route ok.

Btw, i noticed i CAN'T edit TheBeach (missing parms.desc.UNIT or something)

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**Posted by: hoz** on Feb. 09 2006,15:54

-----QUOTE-----

*Q. I can see my mission but when I choose to play that mission the number of players is - 1 what gives?*

*A. OFP:Elite cannot find the pbo file. The mission.par and header.bin files are of good quality.*

*But my pbo is there. Dir structure and refs look like your TheBeach*

-----QUOTE-----

Is the template within the root of mission save? Paste the line from mission.par that says template="". A dir listing of the folder might be helpful. Remember capitalized letters can also make the difference.

-----QUOTE-----

*Btw, i noticed i CAN'T edit TheBeach (missing parms.desc.UNIT or something)*

-----QUOTE-----

Because I didn't experiment with templates I did not encounter this. But the fix would be to unpbob a template and then include the necessary .UNIT files for your mission.

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**Posted by: maxqubit** on Feb. 09 2006,17:13

Hoz, dl my Mission1 save (not working -1/-1 error) at <  
<http://www.maxqubit.com/mission1.zip> >

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**Posted by: hoz** on Feb. 09 2006,17:34

Ok at first glance it looks ok.

Although I see these things that aren't correct...

You've included makemission.exe inside the pbo file. Not required. 😊

in the description.ext you include two headers you need the one that suits the mission. Only 1.

-----CODE SAMPLE-----

```
class Header
{
  gameType = COOP;
  minPlayers = 1;
  maxPlayers = 6;
};
```

```
class Header
{
  gameType = TEAM;
  minPlayers = 1;
  maxPlayers = 6;
};
```

-----CODE SAMPLE-----

I'll load it up here in asec and see if i can see the problem.

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**Posted by: Uziyahu--IDF** on Feb. 09 2006,18:07

Many thanks for all of your hard work, hoz!

Are simple scripts like cam-creating explosive rounds possible?

Will OFP:E recognize triggers and synchs, if you have them in the PC mission and then port them over?

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**Posted by: hoz** on Feb. 09 2006,18:13

Max,

Couple of questions...

Is this intended to be a template? If so you need to go back and unpbo a template and review and use the .UNIT files. The UNIT files are missing so OFP doesn't know which players are which. I think this is a guess.

Or is this a mission just intended to play as it is?

When I try to load your mission in the OFP Editor the description.ext problem creeps up. Removing the double entry allows me to load your mission. By the looks of it, this looks like a regular mission.

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**Posted by: maxqubit** on Feb. 09 2006,18:21

Mission1 is just the standard Coop mission from OFP mission Wizard (1-6 Coop Clean Sweep) with no modifications. I want to transfer this to Xbox to get the hang of the procedure.

If this works i will make my modifications, and i might try to create a template too.

Edit: I will repack after editing description.ext

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**Posted by: hoz** on Feb. 09 2006,18:23

Uziyahu--IDF

Yes scripts are possible but only on the server side. The pbo file isn't transferred to the MP clients therefore you have to consider this when designing the mission.

Elite will use your triggers and sync points no problem. There maybe some issues with this though you have to experiment. By this I mean, most things will work on the server side but not on the client side. So you need to receive feedback from MP players.

I have not experimented at all with SP stuff, although everything should actually work better for single player modes than in MP modes. If there is a problem in with SP mode stuff I would like to hear about it. 😊

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**Posted by: hoz** on Feb. 09 2006,18:38

Max

Removing the double entry in description.ext fixed it for me. I then simply re-pbo'd the mission and replaced the pbo file and it worked.

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**Posted by: maxqubit** on Feb. 09 2006,18:50

Hoz,

New (not working -1/-1 error) save file at < <http://www.maxqubit.com/mission1.zip> >  
And the OFP source code at < <http://www.maxqubit.com/mission1.abel.zip> >

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**Posted by: hoz** on Feb. 09 2006,19:51

Ok I'm looking at it...

Did you just simply replace the pbo from your other mission1 or did you actually run makemission and create a new mission?

Edit: My suggestion would be to remake the mission.

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**Posted by: maxqubit** on Feb. 09 2006,20:03

I redid everything.

I cleaned up the mess first (removing makemission.exe etc:) then did a makepbo with a tool i found which gave me the .pbo file. then a makemission over the Mission1.Abel dir which can be seen in the other zip.

On my m-xbox it is still a -1/-1 situation

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**Posted by: hoz** on Feb. 09 2006,20:21

How did you pbo the file? Don't use the pc editor to make the pbo. This will not work. Are you using the PBOPatcher09 to make the PBO's?

As soon as I repbo'd the mission and replaced the pbo file it worked.

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**Posted by: Uziyahu--IDF** on Feb. 09 2006,20:28

hoz, if the .pbo isn't transferred to the MP clients, then this would probably mean that custom sounds and graphics in a mission wouldn't work client-side?

And I'm not learned on the intricacies of server-side Vs. client-side in OFP:R, so if you say, cam-created a bomb via a script, would the client's die but not see the explosion?

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**Posted by: maxqubit** on Feb. 09 2006,20:38

Hoz,

I didn't use PBOPatcher09 ... i found/used another tool ... I will locate PBOPatcher09 and use that. If that is the cause. My wrong! I will let you know asap.

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**Posted by: hoz** on Feb. 09 2006,20:41

-----QUOTE-----

*hoz, if the .pbo isn't transferred to the MP clients, then this would probably mean that custom sounds and graphics in a mission wouldn't work client-side?*

-----QUOTE-----

This is true, there are some work arounds if your creative enough for some stuff. I would expect these hurdles to be over come.

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**Posted by: maxqubit** on Feb. 09 2006,23:05

Hoz ... IT WORKS NOW!!! Thx for assistance!!! It was the packer.

Btw i used Winpbo now (down also pbopatcher09:)

Winpbo at < <http://www.flashpoint1985.com/cgi-bin....t=45210> >

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**Posted by: maxqubit** on Feb. 09 2006,23:52

Soooooooooooo, that is really funny now. Mission Editor Users all know the 'Construction Points' limit. There had to be a reason why it is there and of course the reason is the performance.

But, it IS nice to see this for oneself. So i made a mission on PC of 100 versus 100 Units with some more and 2 heli's and what not and transferred it to XBOX.

It works! But the framerate is horrible:):) about 1 frame/sec or so. It is unplayable but fun to see a massive battle taking place.

The really good thing is that the whole engine keeps working correctly. It is only a performance problem which could be partially solved by better hw, e.g. 360 native version.

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**Posted by: freda** on Feb. 10 2006,01:22

-----QUOTE BEGIN-----

*One question from me. Is it possible (or do you think it will be possible in the future) to export a true xbox mission to the pc, run it thru the pc-editor (and modify things which are not possible in the xbox mission editor) and transfer it back to the xbox?*

-----QUOTE-----

The part answer to that is Yes. And No.

In broad strokes the answer is yes. Some, perhaps most user created missions, and probably some of the missions extracted from the campaigns (two) will work by

- a) transferring them to pc
- b) DeRapifying them
- c) Editing
- d) posting them back as **Templates** using makemission.

The wrinkle here is we don't have a tool (yet) that can Rapify. This, because I can't quite grasp the meaning of some of the values in the rapified files (block counts to be precise). These values, fortunately, have no meaning or purpose in a PC mission.sqm so they don't cause a problem DERapifying.

Note that option d) is the work-around for this current problem. I can't create an Xbox mission, I can create, an Xbox template, from which, you, the user, creates a small wrapper missionette to access it.

addons:

There is **no** *mechanical* issue adding a pc generated addon to an xbox game. In fact, MakeMission.exe relies on the ability to do just that (bisofp.pbo eg)

What Hoz is saying to you all, is that there are only 25 hours in each day. We can't test everything, and even if we could, where would the fun be in that? This is sharing thing, and a nice way for all of us to go exploring. There **will** be *technical* issues adding PC addons to Xbox games, let's find out what they are. (but Hoz / Mikero can only do so much etc...)

The final wrinkle to answer the above question is, and, without going overboard with jargonese, class statements in Xbox mission.sqms, desc.ext's , config.cpp's **can** but often don't have, an additional charactersitic that cannot be exported (interpreted) but the PC version. Hence some missions, might not be able to be edited on the pc. The good news is, I haven't yet found an Elite mission (versus an Elite addon) that adds this extra wrinkle.

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**Posted by: maxqubit** on Feb. 10 2006,01:41

Freda.

Thx for the answer. I follow what you are saying. It is interesting.

A younger incarnation of me would have jumped on the OFPE mod scene np, but the actual me lives on very limited time (hence the console for playing, and no more pc wizardy:)

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**Posted by: hoz** on Feb. 10 2006,15:21

I've updated the links to new versions of the tools in the first post. The derapify now will export any BIS file rap'd up. It also allows you to derap the mission.sqm template files load them into the PC editor and create more sophisticated templates. The makemission will now let you create a SP xbox save and finally spaces in the usernames will work more reliably now.

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**Posted by: Uziyahu--IDF** on Feb. 12 2006,08:27

I imagine that this will allow us to add markers to our OFP:E missions, including MP missions?

That will certainly help players to know where to go and what to do in a mission, if so...

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**Posted by: HEEGZ** on Feb. 13 2006,05:10

I don't care so much about missions, but from what I have gathered you are saying it is possible to make new multiplayer and single player templates that I can download from

Action Replay and then make my own missions with the new templates... Did I understand you correctly here? If so this is excellent news.

---

**Posted by: Olle Stolpe** on Feb. 13 2006,10:32

I do not have an XBox so I will not use this tool...  
But I just had to get in here and compliment you on it.  
This is great work!

It's people like you that makes Flahpoint THE game, and the community the best ever.

Thank you

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**Posted by: hoz** on Feb. 13 2006,17:28

@ Uziyahu--IDF

-----QUOTE-----

*I imagine that this will allow us to add markers to our OFP:E missions, including MP missions?*

-----QUOTE-----

This may or may not work. Since the PBO isn't transfered to the MP clients I doubt the markers will show up on the clients. That being said there could be a work around where you create a trigger that creates the markers for you at the start of the mission. New scripting commands in Elite let you create a marker on the fly where as in PC version it did not.

@ HEEGZ

-----QUOTE-----

*I don't care so much about missions, but from what I have gathered you are saying it is possible to make new multiplayer and single player templates that I can download from Action Replay and then make my own missions with the new templates... Did I understand you correctly here? If so this is excellent news.*

-----QUOTE-----

Yes this will be quite possible. I've converted the dogfight template to include additional camel planes, and also have added choppers as a unit selection to demonstrate the template capabilities. More on this soon.

@ Olle Stolpe

Thanks for kind remarks. My goal in the beginning was to just play my pc missions on the xbox. This has evolved into the tools that facilitate this process. The tools are improving every day the latest tools allow you to generate an xbox save directly from the mission folder. This saves alot of time and the tools are almost at the point where you could easily just export your pc mission to the xbox when your releasing your pc version at the same time.

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**Posted by: maxqubit** on Feb. 13 2006,18:00

Hoz,

I promise to put some more time in it myself (as tester/template maker) ... atm i have zero

time (and a holiday to come:)

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**Posted by: Asherizm** on Mar. 05 2006,20:05

Any up date on the new templates? If you guys have any, where can I get them from?

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**Posted by: maxqubit** on Mar. 06 2006,01:05

Nope, not from me sorry. I was too busy producing videos:):) (see my sig)

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**Posted by: Gibbo73** on Mar. 06 2006,18:59

I'm always looking for new missions to try out. Does anybody have any of their PC missisions that I can now try on the xbox?

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**Posted by: hoz** on Mar. 11 2006,17:40

I'm going to release 4 or 5 missions in a pack hopefully tonite if i get some time. Also somewhere around here I converted the mission 'the beach'.

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**Posted by: HotShot** on Mar. 11 2006,19:50

Is it possible to convert Flashpoint PC Campaigns to Elite and play them?

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**Posted by: hoz** on Mar. 11 2006,20:06

I don't see why you couldn't. As long as they didn't contain addons, atleast for now.

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**Posted by: HotShot** on Mar. 11 2006,20:12

OK thanks, and if i understand correctly, you have to have an ActionReplay kit to get the mission from PC to Xbox? I dont have AR or any PC-Xbox cables so i'm just looking for cheapest way.

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**Posted by: hoz** on Mar. 12 2006,03:48

AR is the easist way and its not to expensive. You could take a usb mem stick and easily rewire one of the game pad pigtails if you were up to it. There are many different vendors for AR type devices as well.

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**Posted by: HotShot** on Mar. 12 2006,15:24

I got a memory USB stick, and i have a controller where the wire has got stuffed so its not much use, so i could try it out on that one as it still works, just cuts out every now and again. Whats a gamepad pigtail though?

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**Posted by: Gibbo73** on Mar. 13 2006,21:26

Hoz, that's great news.

Do you normally put them on the Action Replay site? I'm in Europe, so will I be able to use your American version?

Great work by the way, should lead us to some fantastic missions in the future.

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**Posted by: hoz** on Mar. 13 2006,21:27

I ment controller pad pigtail. If you search out 'llama xbox' you should find what your looking for.

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**Posted by: Asherizm** on Mar. 29 2006,07:00

Any luck up loading those maps?

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**Posted by: hoz** on Mar. 29 2006,20:18

I've slowly been developing a pack of favorite missions I've converted from the PC to the Xbox. You can download it [here](#)  
Link removed temporarily.

I beleive that the identity is set to 'Hoz' you can change that with this tool < ChangeUser >

Hoz

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**Posted by: Grimmirsson** on Mar. 30 2006,18:54

Hoz,

these are new missions i.e. not available in the elite version of the game, yes? I mean wouldn't make much sense otherwise 😊

I'd love to see the Red Hammer Campaign on my Xbox some day... 🍌

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**Posted by: Asherizm** on April 01 2006,04:02

Hoz,

Could you elaborate on how to use that Change User program?

Assume I no next to nothing.

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**Posted by: Asherizm** on April 01 2006,04:51

When I put the files onto my memory card the AR software showed all of the missions on the card. When I fired up my Xbox to copy them over it only saw Lighthouse, Mountain Assault, Farm Boys.

Any thoughts?

Great missions BTW. 🍌  
And thank you.

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**Posted by: hoz** on April 01 2006,17:00

The problem is you can't likely see the missions I created recently becuae you don't have the profile 'Hoz'. I think. To use the changeuser program you need to unzip the mission and plunk changeuser into the bottom folder, then from the dos command line type *changeuser profilename*.

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**Posted by: Asherizm** on April 01 2006,20:08

I have a profile "Hoz" created and I can play the three missions fine but the others that ARE on the memory card won't show up when I navigate to it in the dashboard. I even copied the profile settings to the card and the saves still don't show up.

As for the changeuser program, you're still leaving out key info. I put the .exe in the deepest folder in the save game. Then do I open the c: prompt from Start->Run->cmd? If so what do I do next?

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**Posted by: hoz** on April 01 2006,23:40

The other missions use the profile OFPEC.

Once on the command line, type changeuser profilename

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**Posted by: Grimmirsson** on April 02 2006,22:02

I tried to play the missions but they are listed as "damaged files" when I copy them to my Xbox and are shown as profiles, not as missions under the profile "Hoz" so I can't play them. Any idea?

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**Posted by: hoz** on April 03 2006,14:58

Which missions? Did you try changing the profilenames? Just trying to determine whats broke.

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**Posted by: Grimmirsson** on April 03 2006,17:04

Lighthouse, Farmboys (IIRC) and Mountain Assault - only these were listed and I couldn't do anything with the missions given as profile names not even deleting.

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**Posted by: hoz** on April 03 2006,17:39

Try deleting from the xbox dashboard.  
I'll check out whats wrong with those missions. thanks

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**Posted by: Grimmirsson** on April 10 2006,11:55

Any news on the damaged missions hoz?

Thanx,

Grim

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**Posted by: hoz** on April 20 2006,17:19

I've updated the mission pack to fix those errors. It won't get rid of the problem that you will have to delete the missions from Xbox dashboard. This is because the mission delete button within Elite doesn't know about the extra files within the mission save.

You can get the updated pack here < Mission Pack 1.1 >

Let me know if there are any problems.

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**Posted by: Grimmirsson** on April 24 2006,10:04

Hi hoz,

the missions do work now. Although one problem showed up: there are 6 missions in the zip file and my girl did copy them all with the AR card but only 3 could be found by the Xbox. I don't know whether that's a problem of the missions or an error that occurred while copying them - we have to try again to be sure about this.

Grim

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**Posted by: hoz** on April 24 2006,21:15

I think I used the profile 'Hoz' for them.

Hoz

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**Posted by: Bless** on April 29 2006,09:42

I want to share more than 30 system link maps for OFP on xbox. How i upload it here?

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**Posted by: hoz** on April 29 2006,16:45

Use the ActionReplay site and upload them there or put them in one big zip and put them on a site and then link it here. Always willing to try some new missions!

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**Posted by: Bless** on April 29 2006,17:56

-----QUOTE BEGIN-----

*Use the ActionReplay site and upload them there or put them in one big zip and put them on a site and then link it here. Always willing to try some new missions!*

-----QUOTE-----

I need a site to upload my missions and explanation. Someone give me a site to upload it and i will put the link

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**Posted by: hoz** on April 29 2006,18:08

The ActionReplay site is free all you need is the client.(which is free) There are lots of freewebs out there as well. I don't know of any I have my own hosting, but google is your friend. Looking forward to playing your missions!

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**Posted by: Bless** on April 29 2006,21:52

Ok here is my mission maps list. All those mission only can be played on system link. I included Hoz missions on the package. I hope you like it. 32 missions in total plus hoz missions. Read guide for understand the mission.

Sorry

Im dealing with the missions damages profiles. I will add the missions again fixed.

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**Posted by: hoz** on April 30 2006,05:08

Great I'll give them ago. You included you user profiles in the zip, and I can see you crashed your OFP a few times here and there 😊

You can use the ChangeUser program in the first post to change out the user profile names to your own.

---

**Posted by: Bless** on April 30 2006,07:11

-----QUOTE BEGIN-----

*Great I'll give them ago. You included you user profiles in the zip, and I can see you*

crashed your OFP a few times here and there 😊

*You can use the ChangeUser program in the first post to change out the user profile names to your own.*

-----QUOTE-----

I fix it. I will add the link again with the fixed maps.

---

**Posted by: Bless** on April 30 2006,10:47

Ok I fixed the corrupted profiles in the map pack i put earlier, now here is the link for the fixed maps. The Rar contain 34 OFP system link maps created by bomber and 7 system link maps that put Hoz earlier. I recommend to read the guide that came into the rar. Also i recommend that run the game first and edit your profile name to Bomber or Hoz. this will prevent you lost your OFP saves and your own maps. i explained all missions in the guide.

There are some missions that require to board the choppers and let the AI pilots to fly. Read the manual. Thanks.

< <http://www.evilshare.com/effcb48c-2975-1029-9fad-00a0c993e9d6> >

---

**Posted by: hoz** on May 01 2006,04:01

You can change the profile name by using the ChangeUser program.

---

**Posted by: Bless** on May 01 2006,09:26

-----QUOTE BEGIN-----

*You can change the profile name by using the ChangeUser program.*

-----QUOTE-----

Hey Hoz there are other missions in witch i can use USRS and resistance ?, not US. the editor on Xbox version system link only use US not rusian.

---

**Posted by: hoz** on May 01 2006,14:16

Not sure what your saying Bless 😊 ...

---

**Posted by: Bless** on May 01 2006,21:02

-----QUOTE BEGIN-----

*Not sure what your saying Bless 😊 ...*

-----QUOTE-----

if you notice, the missions pack that you put earlier you can use spednaz in one of those

missions, also resistance. the editor of the xbox dont let you make missions using USRS (rusian) on system link. U undertood? maybe im wrong.

when you made a mission on single player (not system Link) the editor give you more available option on the editor.

Question: can i made a mission not on system link and then change it to system link editing the files on Udata?

---

**Posted by: Bless** on May 01 2006,21:36

-----QUOTE BEGIN-----

Hoz,

*New (not working -1/-1 error) save file at < <http://www.maxqubit.com/mission1.zip> >*

*And the OFP source code at < <http://www.maxqubit.com/mission1.abel.zip> >*

-----QUOTE-----

where i put the OFP source code?

---

**Posted by: hoz** on May 01 2006,22:26

-----QUOTE BEGIN-----

-----QUOTE-----

*if you notice, the missions pack that you put earlier you can use spednaz in one of those missions, also resistance. the editor of the xbox dont let you make missions using USRS (rusian) on system link. U undertood? maybe im wrong.*

*when you made a mission on single player (not system Link) the editor give you more available option on the editor.*

*Question: can i made a mission not on system link and then change it to system link editing the files on Udata?*

-----QUOTE-----

-----QUOTE-----

You can't change it from a SP mission to a MP just yet. You can't edit those files with out resigning them. You will have to wait until the gui version of ChangeUser is finished. Its coming soon...

The missions in my pack were all made in the PC editor and then ported over to the xbox. Using the MakeMission program.

---

**Posted by: Bless** on May 02 2006,16:48

-----QUOTE BEGIN-----

Not sure what your saying Bless 😊 ...

-----QUOTE-----

Hey Hoz i founded some MP mission at this site <  
<http://ofp.hengames.de/mpmissions.php> >  
question: could this possible convert those mission to XBox?

---

**Posted by: hoz** on May 03 2006,03:45

Sure you can convert just about any mission, just be careful of some of the gotcha's for Elite.

---

**Posted by: Bless** on May 03 2006,07:04

Upss

---

**Posted by: Bless** on May 03 2006,07:32

im trying to convert some missions but i dont understand this.... Add the object Xboxhelper to your mission. If you have added the addon then it will be under Empty / camera / Xboxhelper, place this on the map far away from everything.

I have the BISOFP.pbo but what i have to do with this? add it to the addon folder of the game?

---

**Posted by: hoz** on May 03 2006,15:23

-----QUOTE-----

*I have the BISOFP.pbo but what i have to do with this? add it to the addon folder of the game?*

-----QUOTE-----

I created the Xboxhelper addon to autopopulate the BISOFP addon in the mission.sqm file. I never tried to put the xbox BISOFP addon into the PC because I believe its raP'd and not reconginzable by the PC OFP. If you don't want to use the Xboxhelper addon then I suggest the very last thing you do before you create the mission save is add BISOFP to the mission.sqm file by hand. Otherwise the mission just won't work in Elite.

---

**Posted by: olemissrebel** on May 04 2006,15:21

if theres a way to get missions in game, is there a way to port over maps?

---

**Posted by: hoz** on May 04 2006,20:18

-----QUOTE-----

*if theres a way to get missions in game, is there a way to port over maps?*

-----QUOTE-----

I've gotten some addons to work, never tried an Island. I've been too busy to look at this closer.

---

**Posted by: Bless** on May 05 2006,01:56

Im working with a new super Huey Cobra and Apache, im on testing part. everything is running normal

---

**Posted by: hoz** on May 05 2006,02:19

I would like to check those addons out let me know when you have something. I also noticed you had the bas lb loaded. Are those working becuase I was never able to make them work.

---

**Posted by: Bless** on May 05 2006,03:19

-----QUOTE BEGIN-----

*I would like to check those addons out let me know when you have something. I also noticed you had the bas lb loaded. Are those working becuase I was never able to make them work.*

-----QUOTE-----

ok man i have this huey cobra working nice without problem. the mod contain new weapons, nice sounds. im working with the Apache but im having problem with the configuration, the Apache work nice only that the Turret is static,  
< <http://www.evilshare.com/88af9222-2d26-1029-9fad-00a0c993e9d6> >

Find the Cobra in West/Air or Empty/Air

---

**Posted by: olemissrebel** on May 05 2006,03:34

i'm an able modder of flashpoint on the PC, but how in the hell do you mod it, or anything and get it on xbox (with a normal, factory xbox)

---

**Posted by: hoz** on May 05 2006,04:06

-----QUOTE-----

*i'm an able modder of flashpoint on the PC, but how in the hell do you mod it, or anything and get it on xbox (with a normal, factory xbox)*

-----QUOTE-----

Using memory cards you can copy stuff back and forth.

---

**Posted by: Bless** on May 05 2006,06:50

do you know ho i open the .paa extention?

---

**Posted by: hoz** on May 05 2006,15:09

If I'm not mistaken you need the app < TextView >

to view the paa and pac files.

---

**Posted by: Bless** on May 05 2006,19:45

ok

This is a new F16 aircraft model with mavericks and machine gun. workig nice, only is too difficult to handle. But AI pilots fly it without problem. The other link is a C17 Globmaster hell yeah very big and flyable aircraft easy to fly. See ya later, any help will be appreciated.

< <http://www.evilshare.com/78c51b4c-2dae-1029-9fad-00a0c993e9d6> >

< <http://www.evilshare.com/fa2cee1c-2dae-1029-9fad-00a0c993e9d6> >

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**Posted by: hoz** on May 05 2006,20:00

I received some config error when i loaded the Cobra Huey. It worked nicely though. good job.

---

**Posted by: Bless** on May 05 2006,21:32

-----QUOTE BEGIN-----

*I received some config error when i loaded the Cobra Huey. It worked nicely though. good job.*

-----QUOTE-----

i dont understand this game, sometimes it dont show error but some it show problem with some paa file, anyway it work nice until now. im working with a new resistance soldier with a gatling gun (A10 gun) and sometimes it show the muscle flash but is nice. I put 4 enemy tanks with 7 of this resistance soldier and they blow the tanks with that weapon lol. on the huey cobra if you open the pbo you can edit the config for more weapon damage or more missile if you want.

---

**Posted by: Grimnirsson** on May 05 2006,22:19

Bless, hoz...

what are you doing here? 🤔 😊

You mean a normal Xbox can use new vehicles, soldiers, weapons etc. from PC mods? When do you think is that ready for use (download) for the "normal player" (i.e. one who just wants to download something and load it on his Xbox) ?

Keep up the - obviously - good work!

Grim

---

**Posted by: hoz** on May 06 2006,01:20

It has always been possible to load addons via a modded xbox. Getting the addons to run on a retail xbox is another story. Getting closer though.

hoz

---

**Posted by: Bless** on May 06 2006,08:32

yep there are some addons that work on xbox. I have more than 12 vehicles working on the xbox version. Some of them you have to edit the config for xbox recognition.

---

**Posted by: Bless** on May 06 2006,08:36

Hoz, Im dealing with the Faps/Gear up of the F16 and Tornados aircraft, I think that the problem is that the config dont have the specification for flaps/gear down and gear uop

---

**Posted by: Bless** on May 09 2006,09:13

Im gonna try release soon a pack that contain addons that work on xbox version. Some of them work with some errors, others work 100% fine.

until now i have:

4 different A10 Aircraft

1 Tornado with different skins and weapons ( 6 diferent tornados models with different weapons)

2 F16

2 new super shilkas with different weapons

2 new cobras

2 apaches

1 c130 airborne

1 Nasty BMP

1 Italian jet with different skins and weapons

1 Littlebird helicopter

1 M113 with nasty guns

1 SU25 Bomber

1 Antonov yeah very big airplane, trooper plane.

1 Goblestone big plane

4 differents M2 machinegunners, tripod AT M2

some sniper rifles models

1 M16 with scoped Zoon in/out

new objects, buildings very huge, air shelter, garages, cars BMW, mercedes, etc for missions editor.

1 new kiowa

1 BRDM east side

1 BRDM west with M60 on top

and some others dont remember.

---

**Posted by: maxqubit** on May 09 2006,10:33

Good to see you guys (Hoz, Bless) at 'work'. Keep it up!

~~For my info ... what is the location of an custom addon (like a new plane) and how would you pack this into a gamesave? Does the gamesave contain an seperate addon folder and does than the mission point to this folder? (sorry i this was already discussed, i didn't follow all the advancements made the last 2 months)~~

Don't bother:)

---

**Posted by: maxqubit** on May 10 2006,21:50

-----QUOTE BEGIN-----

*I've updated the mission pack to fix those errors. It won't get rid of the problem that you will have to delete the missions from Xbox dashboard. This is becuae the mission delete button within Elite doesn't know about about the extra files within the mission save.*

*You can get the updated pack here < Mission Pack 1.1 >*

*Let me know if there are any problems.*

-----QUOTE-----

Downloaded the missionpack, changeuser'd it to Max Qubit and ftp'd it to my xbox.

They all worked fine.

I can see some advantages of designing missions on PC first e.g. to compensate for the missing templates and/or to add markers, waypoints and stuff. But i have to say that missions i make myself with the std Xbox mission editor are a blast to play, but i miss the ability to add markers, waypoints and stuff.

But the biggest prob i have with the pc missions is that the viewdistance is much worse than for xbox missions. Editing the pc mission on xbox is possible but has no effect (same goes for date/time and weather) so that's a pity. Perhaps someone can make sure the viewdistance is maximized, it would make the pc mission much better.

---

**Posted by: hoz** on May 11 2006,04:13

-----QUOTE BEGIN-----

*But the biggest prob i have with the pc missions is that the viewdistance is much worse than for xbox missions. Editing the pc mission on xbox is possible but has no effect (same goes for date/time and weather) so that's a pity. Perhaps someone can make sure the viewdistance is maximized, it would make the pc mission much better.*

-----QUOTE-----

Working on this very problem. Hope to have something soon.

---

**Posted by: Bless** on May 11 2006,07:53

Hi

I was very busy working with content for OFP xbox version from PC version.  
Im gonna release some addons that work 100% compatible with xbox.

1. AH1 Hey Cobra version 2---- I put a earlier version of this chopper but this one is more realistic, Now the cobra contain hellfire, Law and Anti air missile (stinger), also the missile effect is more realistic, also the AI gunner help you more when you are on manual fire assist. Better lights.
2. I added two new Shilka to the game named Shilka II and shilka III each with different weapons.
3. Sam BMP-2 is a BMP 2 with sam (Sea-Air Missile) and Sabot.
4. I put like 5 different A10 thunderbolts
5. There is a Antonov and antonov trooper with capacity for 72 soldiers. (its a very big plane) also i added a laser guide Bombs x8 with high power. the animation of this plane is not working but its very cool fly this nasty plane.
6. Buried with the Cessna i decided to put a cessna with guide bombs lol yeah like i say, a tremendous bombs. I called it my Personal private Jet.
7. I added some M2 gunners (machinegunners with high power )
8. The new M113 tank now with new gun. Noone will escape from him.
9. A SU-25 BOMBER with tow missile too.
10. also on the units i added a Scope soldier. Find what it have.
11. Littlebird ( remember the movie Blackhawk down) is an helicopter with capacity for 8 soldier. Your hanging out of the chopper. Very cool for land on the roof of the buildings.

This is all for this moment, on the next week i will put some others addons like AH super 64, new War Boat, Tornado and F16 jets, C130 Hercules, some others.

Im not the creator of those addons, im just trying to fix them for xbox version. Any Help or comments will be appreciated. You are free to do whatever you want with the addons.  
Im not working with Islands or missions too much for me.  
I recommend to make a backup of your original addons first ok.  
this is the link  
< <http://www.evilshare.com/a725f3e6-3202-1029-9fad-00a0c993e9d6> >

C ya  
Bless The Machine

06-06-06

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**Posted by: Krokky** on May 11 2006,14:22

-----QUOTE BEGIN-----

*Ok I fixed the corrupted profiles in the map pack i put earlier, now here is the link for the fixed maps. The Rar contain 34 OFP system link maps created by bomber and 7 system link maps that put Hoz earlier. I recommend to read the guide that came into the rar. Also i recommend that run the game first and edit your profile name to Bomber or Hoz. this will prevent you lost your OFP saves and your own maps. i explained all missions in the guide.*

*There are some missions that require to board the choppers and let the AI pilots to fly. Read the manual. Thanks.*

< <http://www.evilshare.com/effcb48c-2975-1029-9fad-00a0c993e9d6> >

-----QUOTE-----

Can anybody help me please how to copy these mission files on the xbox?

maybe a very dumb question, but since I'm a xbox newbie I really don't know how to get the files on it.

I downloaded them and have them on my PC now. What next?

Do I have to link the XBOX with a cable to the PC?  
Or do I have to burn a DVD? (I dont' have a mod chip installed)

Please help anybody. Maybe Hoz?

---

**Posted by: Hiimori** on May 11 2006,14:53

Hi Bless,

I just downloaded the XBox add on pack No. 1 and now I'm wondering - how can I include these .pbo files into my XBox version of OFP?

I unzipped the rar-file and tried to copy the .pbo files to the Action Replay Memory Card in order to copy them to my XBox. AR refuses to copy these files: "No valid XBox game save". My XBox isn't modded, so I cannot copy files directly from the PC on the XBox HD or play any custom CDs or DVDs.

Is there any way to use these mods on a non-modded XBox or did I miss something?

Thank you very much!

Hiimori

---

**Posted by: hoz** on May 11 2006,14:57

Kroky

You need to have some method of putting them back on the xbox. You can do this with an Action Replay devices (a mem card backup) .

Bless its great you got that addons working, just need to get the addons so everyone can play them, working on a retail xbox.

---

**Posted by: Bless** on May 11 2006,19:31

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

*Ok I fixed the corrupted profiles in the map pack i put earlier, now here is the link for the fixed maps. The Rar contain 34 OFP system link maps created by bomber and 7 system link maps that put Hoz earlier. I recommend to read the guide that came into the rar. Also i recommend that run the game first and edit your profile name to Bomber or Hoz. this will prevent you lost your OFP saves and your own maps. i explained all missions in the guide.*

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-----QUOTE-----

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*maybe a very dumb question, but since I'm a xbox newbie I really don't know how to get the files on it.*

*I downloaded them and have them on my PC now. What next?*

*Do I have to link the XBOX with a cable to the PC?  
Or do I have to burn a DVD? (I don't have a mod chip installed)*

*Please help anybody. Maybe Hoz?*

-----QUOTE-----

Are you using a modded xbox?

if yes.... then you can use a ftp and connect to your xbox and transfers all the mission to xbox drive E/Udata/434d005a.

If you don't have a modded xbox, idk how do that.

I have 2 xbox one for xbox live and the other is modded.

On xbox live i play with normal objects, so idk how to pass those content to normal xbox yet.

---

**Posted by: Kroky** on May 11 2006,23:46

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

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-----QUOTE-----

*Can anybody help me please how to copy these mission files on the xbox?*

*maybe a very dumb question, but since I'm a xbox newbie I really don't know how to get the files on it.*

*I downloaded them and have them on my PC now. What next?*

*Do I have to link the XBOX with a cable to the PC?  
Or do I have to burn a DVD? (I don't have a mod chip installed)*

*Please help anybody. Maybe Hoz?*

-----QUOTE-----

*Are you using a modded xbox?*

*if yes.... then you can use a ftp and connect to your xbox and transfers all the mission to xbox drive E/Udata/434d005a.*

*If you don't have a modded xbox, idk how do that.*

*I have 2 xbox one for xbox live and the other is modded.*

*On xbox live i play with normal objects, so idk how to pass those content to normal xbox yet.*

-----QUOTE-----

*No I don't have a modded xbox.*

*So then it's impossible to copy over the missions to a normal/retail xbox?*

*Oh, man! That's why I rather stay with PC gaming.*

---

**Posted by: ofpforum** on May 12 2006,00:57

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

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-----QUOTE BEGIN-----

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*Please help anybody. Maybe Hoz?*

-----QUOTE-----

*Are you using a modded xbox?*

*if yes.... then you can use a ftp and connect to your xbox and transfers all the mission to xbox drive E/Udata/434d005a.*

*If you don't have a modded xbox, idk how do that.*

*I have 2 xbox one for xbox live and the other is modded.*

*On xbox live i play with normal objects, so idk how to pass those content to normal xbox yet.*

-----QUOTE-----

*No I don't have a modded xbox.*

*So then it's impossible to copy over the missions to a normal/retail xbox?*

*Oh, man! That's why I rather stay with PC gaming.*

-----QUOTE-----

*How about reading more then just the last post? Look higher... (and a few pages back for a better explanation) 🤔*

---

**Posted by: Bless** on May 12 2006,06:40

*I forgot to say something. If you install the addons and the game don't run, FTP into your xbox and delete all the files located into the xbox G drive. Then restart your xbox and run*

the game again. I dont have any problem with OFP but i got other games unofficial content presenting this problem.

---

**Posted by: Grimnirsson** on May 12 2006,11:36

So if I understand this right there's no problem with these add ons working on a Xbox but the the problem that you have no way to copy these large files on the harddrive of a retail Xbox. A modded box can be connected to a PC and will be recognized as a drive so you can simply copy the files then. Right? If so, isn't it possible to split the add on into single files (e.g. one for each verhicle etc.) so that they become smaller and then can be copied with the AR?

I was looking foward to these add ons so much and now it is only for the modded boxes



---

**Posted by: Hiimori** on May 12 2006,11:41

-----QUOTE-----

*Right? If so, isn't it possible to split the add on into single files (e.g. one for each verhicle etc.) so that they become smaller and then can be copied with the AR?*

-----QUOTE-----

They are already splitted into separate files for each vehicle etc., but the AR doesn't accept these as "valid game files". Technically, there is no problem with file size and memory card transfer.

---

**Posted by: Grimnirsson** on May 12 2006,12:45

Is there no way around this then, so that AR thinks it is a game file? It's a pity if such a small problem would hinder folks with an unmodded box to use all this cool stuff... 😞

---

**Posted by: hoz** on May 12 2006,15:00

There are some possible answers to this problem.

Figure out where the DL content is supposed to go and your half way there. The second problem would be that what ever the content would be, it would require some wrappers, such as a header.bin or savemeta.xbx saveimage.xbx or all 3 for identification.

I've noticed that the xbox save folders are loaded before you pick your profile, although I highly doubt you will be able to load addons in this folder or sub folders but you never know. Most dl content ends up in a different folder outside the main game folder. Not positive on this but someone else could verify easily by reviewing dl content from another game.

I haven't had much time to work with this or addons in general. Looking forward to someone solving this 😊

---

**Posted by: hoz** on May 12 2006,15:05

-----QUOTE BEGIN-----

*They are already splitted into separate files for each vehicle etc., but the AR doesn't accept these as "valid game files". Technically, there is no problem with file size and memory card transfer.*

-----QUOTE-----

AR doesn't like these files because there are no identifying files and they are not packaged in a AR friendly way. The addons Bless has released are to go directly into the ofp/addons folder like the PC. This is not ready for a retail xbox just yet unfortunately.

Don't give up hope yet. It took me two months to figure out the exact location for the templates in relation to the xbox save. I loaded OFP over 250 times to find the final right location, which you can easily see if just simply U:\mymissionfolder\mymission.pbo.

---

**Posted by: Gibbo73** on May 16 2006,18:47

Bless,

I've downloaded your consolidated mission pack and unzipped it. But Problem - when I try to copy the files on to Action Replay to transfer across to my xbox- I get an error message from AR saying not an xbox file.

Can you put any of those missions on the AR site and I can see if that will work?

thanks

Gibbo

---

**Posted by: hoz** on May 16 2006,21:34

I think you can point the AR application to a folder and have it create the save for you. Its been a while since I've done it, is this how you are trying?

---

**Posted by: Bless** on May 16 2006,22:29

-----QUOTE BEGIN-----

*Bless,*

*I've downloaded your consolidated mission pack and unzipped it. But Problem - when I try to copy the files on to Action Replay to transfer across to my xbox- I get an error message from AR saying not an xbox file.*

*Can you put any of those missions on the AR site and I can see if that will work?*

*thanks*

*Gibbo*

-----QUOTE-----

Man idk what the hell your doing or how you doing it.

The mission pack is easy to install if you have a modded xbox  
i put a readme on the rar.

Anyway the first thing you have to do is run your ofp and rename your profile like Bomber or Hoz. then unrar the mission pack, then you are going to see this folder 434d005a. So put it into your E drive/UData/ and replace all files. The file dont have all the campagne complete, but if you want to unlock all cold of war and resistance campagne missions, just rename Bomber profile to XaX 1985 then press left trigger plus white butto to see the menu. In the menu unlock all mission. C ya later.

---

**Posted by: hoz** on May 16 2006,22:44

Bless most people dont have a modded xbox. This is usually why they have AR. Indeed Gibbo73 will have to create new profiles to play those missions but he needs to get them

over there first.

The AR application is very picky. I suggest you download my mission pack and then try to add those into AR and then you will get an idea on how the format of the zip is supposed to look like.

---

**Posted by: Bless** on May 17 2006,00:04

-----QUOTE BEGIN-----

*Bless most people dont have a modded xbox. This is usually why they have AR. Indeed Gibbo73 will have to create new profiles to play those missions but he needs to get them over there first.*

*The AR application is very picky. I suggest you download my mission pack and then try to add those into AR and then you will get an idea on how the format of the zip is supposed to look like.*

-----QUOTE-----

I use flashfxp. I dont need AR. Man I got A new Scud Launcher addon in witch you can launch a Chemical bomb and kill all. I had to edit the config to put it on the xbox, im now dealing with the Nuke Bomb.

im gonna release a new pack soon that contain

1. F16
2. jetski
3. Destroyer ship
4. 2 New Boat
5. C130 with guided bomb
6. New Cobra and Super Kavov 50 Squadron
7. some cars
8. Chemical scud launcher working 100% with all the effect of the bomb.
9. tornado aircraft 6 clases with different weapons
10. B1 Bomber with only 1 bomb 😊
11. some objects

later Bless

---

**Posted by: maxqubit** on May 17 2006,10:14

-----QUOTE BEGIN-----

*Man I got A new Scud Launcher addon in witch you can launch a Chemical bomb and kill all. I had to edit the config to put it on the xbox, im now dealing with the Nuke Bomb.*

-----QUOTE-----

Sounds awesome:)

To all: 2nd hand modded xbox's are plenty on the market for 100\$ or less:) (just make sure you don't ban yourself from XBL!)

---

**Posted by: Grimmirsson** on May 17 2006,10:36

The problem is that we could help the game being more appreciated by normal xbox users (who don't have modded boxes and who probably won't buy one now in the last days of

the Xbox) when these cool add ons could be played on un-modded boxes.

Would softmodding be enuff to use these add ons?

---

**Posted by: maxqubit** on May 17 2006,11:26

-----QUOTE BEGIN-----  
*Would softmodding be enuff to use these add ons?*  
-----QUOTE-----

Yes!!! (but prob with that is that it is not stuff for the layman, you have to perform some wizardry and you will be on the dark side of the internet;)

I have for a specific reason (making PAL xbox behave like NTSC to be able to access 480P setting!!) softmodded my regular xbox. This is a simple softmod and hardly can be seen as 'illegal'. I then did a full softmod which allows me to play 'backups:'), ftp, use Xbox as a mediaplayer ... the works. Some ppl regard this as 'illegal' (total bs;) and you could be banned from XBL if you are not careful. (btw, my other chippedmodded xbox was banned long ago and now mainly serves as mediaplayer for my family ... great stuff!)

All in all, softmod is not for the layman. For the layman one has to find a AR solution (sorry)

---

**Posted by: Ti0n3r** on May 17 2006,13:34

-----QUOTE BEGIN-----  
*Derapify Updated and now you can export any OFP:Elite mission and edit in the PC editor. This should make it easier to develop templates from the BIS ones.*  
< Derapify v1.7 >  
-----QUOTE-----

I get a 404 🙄

---

**Posted by: hoz** on May 17 2006,14:15

For some reason I can't get the file with firefox but works with internet exploder.  
([www.pilkey.cx/ofp/elite/DeRapifyV1.71.zip](http://www.pilkey.cx/ofp/elite/DeRapifyV1.71.zip)) This program is used to unrapify mission.sqm's and config.bin.

If you want to port the mission from the PC to the Xbox then you likely need to use the other tools.

One thing I noticed that might be of interest to modders is that it looks like Elite already supports the dual turrets. (Planck pointed it out to me)

---

**Posted by: Ti0n3r** on May 17 2006,14:17

I got a 404 with IE too.

Edit: Nevermind, fixed.

---

**Posted by: Bless** on May 17 2006,23:15

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

*Man I got A new Scud Launcher addon in witch you can launch a Chemical bomb and kill all. I had to edit the config to put it on the xbox, im now dealing with the Nuke Bomb.*

-----QUOTE-----

*Sounds awesome:)*

*To all: 2nd hand modded xbox's are plenty on the market for 100\$ or less:) (just make sure you don't ban yourself from XBL! 😊)*

-----QUOTE-----

only way to play xbox live with sofmod is hacking the samsung firmware dvd of the xbox without addind a chip or mod.

Dont play xbox live with softmod or mod chip, it will fuck your hard drive.

Im Talking about regular xbox not 360.

---

**Posted by: Krocky** on May 18 2006,09:36

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

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-----QUOTE-----

*Sounds awesome:)*

*To all: 2nd hand modded xbox's are plenty on the market for 100\$ or less:) (just make sure you don't ban yourself from XBL! 😊)*

-----QUOTE-----

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*Dont play xbox live with softmod or mod chip, it will fuck your hard drive.*

*Im Talking about regular xbox not 360.*

-----QUOTE-----

What exactly do you mean by hacking the dvd firmware?

What exactly do I have to do?

---

**Posted by: hoz** on May 18 2006,15:46

Talking about modding your xbox isn't allowed in the forums. Try google its your friend.

---

**Posted by: Bless** on May 18 2006,20:42

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

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*Im Talking about regular xbox not 360.*

-----QUOTE-----

*What exactly do you mean by hacking the dvd firmware?*

*What exactly do I have to do?*

-----QUOTE-----

Yes dude sorry, but there are nice web browser that can help you a lot.

---

**Posted by: Bless** on May 18 2006,20:49

-----QUOTE BEGIN-----

*Talking about modding your xbox isn't allowed in the forums. Try google its your friend.*

-----QUOTE-----

Hoz how the hell i view p3d files?

Im dealing with the scud launcher Nuke mod, now I can launch the scud to a target using the map, the only problem is that the effect of the bomb ( i mean the red smoke) is not working dude to the p3d file is not working on the xbox, but until now if you blow the scud with a law or any other rocket it will blow like a nuke, its impressibe to see all the trees

down. Can i use 3d studio max to open the p3d?

---

**Posted by: hoz** on May 18 2006,21:49

Bless

TO be honest I don't know. You would have to check with someone over in the modeling forums.

hoz

---

**Posted by: stegman** on May 19 2006,14:01

-----QUOTE BEGIN-----  
*...how the hell i view p3d files?*  
-----QUOTE-----

I'm no expert, but you should be able to find the required tools at < ofp.info >

Hope this helps.

---

**Posted by: Ti0n3r** on May 19 2006,16:11

-----QUOTE BEGIN-----  
*Hoz how the hell i view p3d files?*  
-----QUOTE-----

The easiest way would be < PBO\_X >. You'll also need the < WRP v0.906 > DLL's to make PBO\_X work properly.

\* Note that you won't be able to view most of the Elite stock p3d's.

Or you could just use the < official tools >.

---

**Posted by: Bless** on May 26 2006,21:43

Hi guys

Working with new addons to be compatible with the xbox version. This is what i got until now, working 90-100% at least.

Addon pack 2

1. Ash HueyCobra.pbo ---- New modified and now with a special group squadron included.
2. EVI\_KA50BS.pbo ---- Is a new Kamov model, also included a group squadron. New sounds, weapons, etc.
3. AtomicBomb.pbo ---- this is a new A10 thunderbolt with 2 new Nuke bomb (big red Bombs). I test test it and it blow all. I recommend to eject from the plane afte the bomb fall if you dont want to die too. Once you droped the bomb you have the option to cancel the bomb meanwhile is falling. Its A LGZ bomb too.
4. Bless\_xm109.pbo --- This soldier use a special anti Air/tank weapon. Very impressive effect and sound. Located on west side.
5. MORS\_xm109.pbo ---- This is the same weapon but on the EAST side.
6. DKMM\_PSG1\_SD.pbo --- this is another nice weapon, but not a psg1. I had to edit the weapon to be compatible with xbox. this weapon is a SV98 silencer. Also i included a new infantry squad (Seals team) with this weapon. Team contain 2 SV98 snipers, 3 MP5 SD

Comandos and 1 M113 vehicle.

7. hoyt\_sv98.pbo and hoyt\_sv98\_sil.pbo--- are the same weapon SV98 but on EAST side.

8. JMGBarrettm82.pbo ---- very cool M82 Sniper weapon for west side. Nice sound, nice optic. IF you experiment problem with the muzcle flash you have to install all the pack 2 addon. Idont know how some others addons fix problem with muzcle flash in other weapons.

9. MP\_higgins.pbo --- This is A nice boat for transport. Cool for extraction.

10. PCboat2.pbo ---- This is other big boat with capacity for more than 60 soldiers.

11. ts\_skidoo.pbo -- this is a cool terrain Skidoo.

12. ITA\_SHELTER.pbo --- Some objects. Camo, winter, jungle, desert Shelters.

13. usmg.pbo --- This is a new M240 Scope Weapon. need the STGNSOPMOD.pbo installed for fix the muzcle flash IDK why. Any Idea?

14 STGNSOPMOD.pbo --- This weapon is not working yet, im dealing with it, need jam 2 magazine. But i realize that when you instalkl this weapon you fix the muscle fash of the M240.

15. c130v2.pbo-- yeah Nice 2 C130 models with guide bomb. Animation not working but it look cool. Capacity 38 soldiers.

Here is the link: < <http://www.evilshare.com/602efb88-3e3f-1029-9fad-00a0c993e9d6> >

next week i will try to realease a New Scud Laucher with a guide Nuke, Chemical and Hidrogen Bomb.

Please test the addon and if there are any error just tell me here.

Any comments will be appreciated.

If anyone have PC mission compatible with Xbox. add it here.

Cya Later


Bless The Machine 

---

**Posted by: Grimnirsson** on May 26 2006,22:21

Wow, it seems this game gets some real nice toys to play with now



We hope to get the VGA box soon and when we have it we'll softmod our boxes so we can enjoy this cool stuff. Thanks Bless, go ahead! 

Grim


---

**Posted by: Bless** on May 27 2006,00:31

-----QUOTE BEGIN-----

*Wow, it seems this game gets some real nice toys to play with now*



*We hope to get the VGA box soon and when we have it we'll softmod our boxes so we can enjoy this cool stuff. Thanks Bless, go ahead!* 

*Grim*

-----QUOTE-----

any error please notify me

Some scope on night need a fix, i will fix it this week.

< <http://www.evilshare.com/602efb88-3e3f-1029-9fad-00a0c993e9d6> >

---

**Posted by: Bless** on May 27 2006,07:16

Do you know that if you add the Red Hammer expansion to the OFP xbox version it work fine.

This is how it work. First create a profile named XaX 1985 on the xbox. Then enter to the Red Hammer Campaign. Press left trigger and the white button at the same time and you will see a menu. In the menu scroll down until you see the word unlock missions and press the right D pad to unlock it. It suppose you will open all the red hammer mission. Enjoy it

Idk if someone wrote about this before.

---

**Posted by: Grimmirsson** on May 27 2006,09:18

I don't understand - do you say, there's the Red Hammer Campaign already in the game and you have to use the Xax profile and then the cheat menu to get access to it, or do you mean there's a way to copy the PC Red Hammer add on into the Xbox game and only then the above mentioned way works??? If the latter how do I "add" the Red Hammer campaign to Elite?

Grim

---

**Posted by: Bless** on May 27 2006,18:03

-----QUOTE BEGIN-----

*I don't understand - do you say, there's the Red Hammer Campaign already in the game and you have to use the Xax profile and then the cheat menu to get access to it, or do you mean there's a way to copy the PC Red Hammer add on into the Xbox game and only then the above mentioned way works??? If the latter how do I "add" the Red Hammer campaign to Elite?*

Grim

-----QUOTE-----

No dude

Xbox version only have 2 campaign cold war and resistance. But PC version have another campaign called Red hammer. If you move that campaign to the xbox verion following the step i mentioned it work fine.

---

**Posted by: Hiimori** on May 27 2006,20:27

-----QUOTE-----

*If you move that campaign to the xbox verion following the step i mentioned it work fine.*

-----QUOTE-----

I'm not quite sure how to run Red Hammer on Xbox.

I understand that the Red Hammer missions are not included in the original Elite game.

So how do I add the PC Red Hammer game to the XBox Elite version? Can I simply copy the PC game to the XBox HD or what do I have to do?

Is there a special directory I will have to copy the files into in order to allow the Elite game to recognize and run the Red Hammer files or can I copy it anywhere to my XBox HD?

Hiimori

---

**Posted by: Bless** on May 28 2006,08:49

-----QUOTE BEGIN-----

-----QUOTE-----

*If you move that campaign to the xbox verion following the step i mentioned it work fine.*

-----QUOTE-----

*I'm not quite sure how to run Red Hammer on Xbox.*

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*Is there a special directory I will have to copy the files into in order to allow the Elite game to recognize and run the Red Hammer files or can I copy it anywhere to my XBox HD?*

Hiimori

-----QUOTE-----

yes copy Red hammer from PC to the xbox version, to play mission you have to edit your profile to XaX 1985, then enter the campaign mode and choose red hammer, then press right trigger plus the white button to open a menu, scroll down until you see unlock all mission.

The red hammer have to be added into the campaign folder of the xbox among with the others two campaign.

---

**Posted by: Gianteric** on June 05 2006,16:51

Hi, this is my first post here. Some of you may remember me from a while ago at the Gamespot forums, but they quit working for me a while ago.

Has anybody figured out if you can transfer the addons using AR? If not, is there any other way to do it without modding my Xbox? Also, is there anyplace where you can download these addons for the Xbox other than this post? Is there any other place where you can download PC maps for the Xbox?

---

**Posted by: hoz** on June 05 2006,17:39

-----QUOTE BEGIN-----

*Hi, this is my first post here. Some of you may remember me from a while ago at the Gamespot forums, but they quit working for me a while ago.*

*Has anybody figured out if you can transfer the addons using AR? If not, is there any other way to do it without modding my Xbox? Also, is there anyplace where you can download these addons for the Xbox other than this post? Is there any other place where you can download PC maps for the Xbox?*

-----QUOTE-----

No addons yet available via AR, no way to do it yet w/o a modded xbox.

You can download some of my PC missions located somewhere in this post. Or you could convert some yourself, it doesn't take much to do and it would be nice to have some more PC missions. 😊

hoz

---

**Posted by: Grimnirsson** on June 06 2006,14:29

Hoz,

do I remember correctly that it was you who said he is working on a new template for the Xbox so we can have more aircraft available in the MP dogfight template (only Camels and A10s available so far)? If yes, is such a new dogfight template available now?

Thanks,

Grim

---

**Posted by: hoz** on June 06 2006,15:23

-----QUOTE-----

*do I remember correctly that it was you who said he is working on a new template for the Xbox so we can have more aircraft available in the MP dogfight template (only Camels and A10s available so far)? If yes, is such a new dogfight template available now?*

-----QUOTE-----

I kinda gave up on that, no reason in particular, I've just been porting missions over and messing around with some new tools.

I hope to put another set of missions together today or tomorrow, keep a watch out. 😊

edit:

< Mission Pak2 >

Pack includes

11\_C\_Fatherland  
MPC\_2\_6\_Delta\_1  
MPC\_2\_6\_Delta\_2  
MPC\_2\_6\_Delta\_3  
MPC\_2\_6\_Delta\_4  
MPC\_2\_9\_OvertheHill\_Ev  
NATO\_03\_ThePush  
NATO\_08\_RedRoad

The missions work pretty good. I hope you enjoy them.

Hoz

---

**Posted by: Gianteric** on June 06 2006,16:43

Thanks Hoz. Can you just download missions? I don't have the PC version. If you can just download new missions, then I'll probably convert some because I want some singleplayer missions because I can't play Xbox Live at my house because I have satellite internet.

---

**Posted by: hoz** on June 06 2006,16:49

-----QUOTE-----

*Thanks Hoz. Can you just download missions? I don't have the PC version. If you can just download new missions, then I'll probably convert some because I want some singleplayer missions because I can't play Xbox Live at my house because I have satellite internet.*

-----QUOTE-----

You can download these missions and play them off line in the System Link menu. You just need to have a link with a hub or pc, in order to play the system link but you don't have to be on the internet.

You don't need the PC version to actually convert the missions maybe I should of mentioned that before as long as you can stumble through adding the files, adding the BISOFP entry in the mission.sqm you should be good to go.

hoz

---

**Posted by: Bless** on June 06 2006,20:44

Hoz

Is possible convert The mission RedDown from OFP campaign cold war to system link? This is the mission in witch you have to arrest the Guba general and then destroy the Scud. I was trying to modify the mission for system link but i cant.

---

**Posted by: hoz** on June 06 2006,20:48

Anything is possible 😊

Try using the PC version and manipulating that. Obvious you will need more human players. thats the only obstacle I can see.

---

**Posted by: Bless** on June 06 2006,21:26

ok thanks

---

**Posted by: Grimmirsson** on June 06 2006,22:22

Thanks for the new missions hoz!

Some things don't work on my box, though:

11\_C\_Fatherland: ok

MPC\_2\_6\_Delta\_1: "shutdown" message appears and then the screen turns completely black, box is frozen and has to be restarted

MPC\_2\_6\_Delta\_2: error message: "creating weapon Handgrenade with scope = private", but mission works (as far as I can tell)

MPC\_2\_6\_Delta\_3: same error message as above, mission works

MPC\_2\_6\_Delta\_4: it works, but there are no ingame waypoints

MPC\_2\_9\_OvertheHill\_Ev: forgot to check that one, will do tomorrow

NATO\_03\_ThePush: mission works, but error message appears: "Picture/flags/pirates.jpg not found"

NATO\_08\_RedRoad: same error message as above and briefing text is too long (the last sentence hard too read - if it is the last sentence...)

Best,

Grim

---

**Posted by: Bless** on June 06 2006,23:38

The missions pack2 work fine on me. Some mission have error but work fine. i test it.

This is a fixed weapon pack for OFP:Elite (xbox)  
Just add the addons to the main addon folder of the game.

1. Real PSG-1 SUPRESSED Weapon model look Awesome
2. FIXED MORS XM109 SCOPE
3. FIXED SV 98 SCOPE
4. FIXED M82 BARRET SCOPE
5. NEW GATTILING GUN SOLDIER (WEST SOLDIER m134)
6. STGNSOPMOD.pbo NOT WORKING YET BUT IT FIX THE MUSCLE FLASH OF SOME WEAPONS.

This is the link

< <http://www.evilshare.com/40df842c-46f1-1029-9fad-00a0c993e9d6> >

Any problem just tell me  
Bless The Machine

---

**Posted by: hoz** on June 07 2006,00:43

I'll look at the shutdown/black screen problem and I can easily fix the jpg problem. Not sure how to fix the scope problem and the other minor details like the problem with the briefing I won't be fixing or can't be fixed because the real estate on the briefing screen is at a premium.

---

**Posted by: Rainbow** on June 07 2006,10:07

-----QUOTE BEGIN-----

*Derapify Updated and now you can export any OFP:Elite mission and edit in the PC editor. This should make it easier to develop templates from the BIS ones.*

< *Derapify v1.7* >

-----QUOTE-----

Link to Derapify doesn't work.

---

**Posted by: hoz** on June 07 2006,17:39

For some reason I can't get the file either in Firefox but in IE it works.

---

**Posted by: hoz** on June 08 2006,20:28

I have an update coming for the missionpak2, I'll include a new mission and remove the delta1 mission. I've fixed all the other problems so far except with the briefings and the Flag problem (thats what is holding me up) In the mean time I converted a beta mission over at OFPEC for my first single player export. The mission itself is really quite good and I recommend checking it out.

< Operation Lightning >

Edit: I know about the font size problem 🤔

---

**Posted by: Rainbow** on June 09 2006,14:04

So can you upload this file on other server?

---

**Posted by: hoz** on June 09 2006,15:24

Try this link [Derapify 1.7](#)

In IE.

Hoz

---

**Posted by: Rainbow** on June 09 2006,18:12

Link work. Thx 😊

---

**Posted by: Grimmirsson** on June 09 2006,21:11

Hoz,

where can I get this Operation Lightning mission for the Xbox? The link is obviously only to the forum where the playtesting is discussed. Did I miss something? And when do you expect to have the new missionpack ready?

Thanks very much for your work,

Grim

---

**Posted by: hoz** on June 10 2006,00:22

The mission is attached at the end of the thread. I hope to finish the pack tonite.

Edit: Ok I replaced the zip with a newer one. Let me know if there are any more errors. Also I'm not a 100% sure I made all the missions with the user profile **ARmissions** use my profile name **Hoz** if you cannot see the missions.

---

**Posted by: Grimnirsson** on June 10 2006,14:03

I have the new mission pack but have problems with two files: Over the Hill and Operation Lightning are not recognized by the Xbox after I copy them with the AR. The Xbox says e.g. "35 blocks, no saves". That was obviously also the reason that I didn't have the Over the Hill mission on my box when I first checked your missions. I thought I simply overlooked it, but that was the same then, it was not available. Any idea?

Btw I used the Operation Lightning file that is included in your Mission Pack now, since there is no mission attached at the end of the thread over at OFPEC, at least I can't see any attachment...

Thanks,

Grim

---

**Posted by: hoz** on June 11 2006,06:03

-----QUOTE-----

*I have the new mission pack but have problems with two files: Over the Hill and Operation Lightning are not recognized by the Xbox after I copy them with the AR.*

-----QUOTE-----

I never even updated the Over the Hill mission. It should work. Do you have an profile ID Hoz incase I fergot to switch out the name? This could be the same problem with Operation lightning. Both worked here perfectly.

-----QUOTE-----

*Btw I used the Operation Lightning file that is included in your Mission Pack now, since there is no mission attached at the end of the thread over at OFPEC, at least I can't see any attachment...*

-----QUOTE-----

Do you have an account at OFPEC? Perhaps only members can see the attachment. It was second from the last post.

---

**Posted by: Grimnirsson** on June 11 2006,12:25

I cannot copy these missions from the AR to the XBox in the first place; they are not recognized as save files in the dashboard memory section. They can be copied from the PC to the AR and when I try to copy them from the memory card to the XBox, the dashboard recognizes that the memory card contains some data (i.e. "35 blocks"), but these data isn't recognized as a game file and the folder is empty ("no saves"). So I never ever get the chance to open them within the game, they simply cannot be copied to the XBox.

We playtested the other missions of the action pack last night in system link and they worked really great (some used the ARMission profile, some the Hoz profile); we only had some problems (or made some observations) with the Fatherland-mission. Maybe this is

of interest for you:

1. When one player chooses to be crew soldier No. 8, he becomes No. 3 in the game.
2. When the player who isn't hosting the game chooses to be the leader, his figure begins to rotate after a while when opening the command menu or while walking. We restarted the XBox in case that there were some temporary problems with the joypad, but the problems remained the same after reboot - and only in this mission. When the host chooses the leader role, he doesn't have any problems?!
3. The BMP commander has no control over the BMP crew and they don't follow his orders?!

Grim

---

**Posted by: Bless** on June 14 2006,10:30

hello

anyone have an idea how to add a new working PC island to xbox version? im dealing with this since 2 weeks ago with nogoba winter and i think there could be a way to add a working island. many PC island objects dont work on xbox.

---

**Posted by: Grimnirsson** on June 16 2006,23:39

Hoz,

any news on possible solutions so the Operation Lightning will work? I tried it several times now to copy the file to the AR, but still no luck... 🤔

Grim

---

**Posted by: hoz** on June 19 2006,06:48

I've been away fishing once I'm back home on wednesday I'll have a look see.

---

**Posted by: Grimnirsson** on June 19 2006,21:01

Thanks hoz,

enjoy your vacation.

Grim

---

**Posted by: hoz** on June 21 2006,20:01

Try redownloading the pack 2 again and let me know how it works.

---

**Posted by: Grimnirsson** on June 22 2006,06:41

What did you fix with them? When I know that I can check just that since I am a bit busy at the moment, so no time to play thru all of them.

---

**Posted by: hoz** on June 22 2006,15:42

I just fixed the operationlighting. If you can test that mission that would be great.

---

**Posted by: Grimnirsson** on June 22 2006,19:50

Nope hoz, the same problem as before. I can copy the file to the AR but after copying it over to the xbox there's no file - "37 blocks, 0 saves"...

Grim

---

**Posted by: hoz** on June 23 2006,19:58

I'm really not sure why its not working. Its working fine for me, Try this version, its under SP (ARmissions)

[URL=[http://www.pilkey.cx/ofp/elite/Operation Lightningv3.zip](http://www.pilkey.cx/ofp/elite/Operation%20Lightningv3.zip)]Attempt3[/URL]

---

**Posted by: Grimnirsson** on June 24 2006,11:46

Nope - now it's "34 blocks, 0 saves". Nothing to copy on the memory card for the xbox, it only allows to delete. No named file again. That's really strange since other files do work normally with AR copying and it works on your side with the Lightning file, too.

Would love to play that one, though... 😊

Thanks for helping,

Grim

---

**Posted by: hoz** on June 24 2006,20:31

Ok hopefully this is the last one 😊

[URL=[http://www.pilkey.cx/ofp/elite/Operation Lightningv4.zip](http://www.pilkey.cx/ofp/elite/Operation%20Lightningv4.zip)]Attempt4[/URL]

Let me know  
tx

---

**Posted by: Grimnirsson** on June 26 2006,22:03

Just tried it hoz,

same thing: "34 blocks, 0 saves" - no file...

---

**Posted by: freda** on June 27 2006,21:30

-----QUOTE BEGIN-----

-----QUOTE-----

-----QUOTE-----

*anyone have an idea how to add a new working PC island to xbox version? im dealing with this since 2 weeks ago with nogoba winter and i think there could be a way to add a working island.*

-----QUOTE-----

Hoz and I are working on transferring addons to elite, it's a work in progress and transferring islands will be a major effort because of the very large number of different-style models in the island pbo

short answer. no.

-----QUOTE-----  
*many PC island objects dont work on xbox.*  
-----QUOTE-----

Actually, it's the pc's model names in general, that differ between xbox and pc (the models themselves are generally the same). The *name* of the 'thing' is different for both and we are working on a cross-reference pbo addon that works on modded xbox's only (for the moment)

it's not the island that is causing this problem, any mission (or campaign) that camcreates models via their pc name, wont work

there are solutions to this, but there are only 25 hours in each day



---

**Posted by: Bless** on June 28 2006,08:19

[quote=freda,June 27 2006,17:30]transferring islands will be a major effort because of the very large number of different-style models in the island pbo

short answer. no.

Im dealing with the island everyday and i figure that many p3d objects dont work on xbox. Addons are not difficult to add, i got new stuff working on xbox like the Wanzer ( a big Mech like mechwarrior)

---

**Posted by: Coffin Joe** on June 28 2006,10:05

As in from Front Mission? Can you get a pic of that running on Elite? 🤖

---

**Posted by: Bless** on July 01 2006,14:33

-----QUOTE BEGIN-----  
*As in from Front Mission? Can you get a pic of that running on Elite?* 🤖  
-----QUOTE-----

as you wish


< [img=http://img192.imageshack.us/img192/6500/wanzer3ge.th.jpg] >

Im dealing with this mod. One of the weapon still not working but the cannon is a nasty shit.

---

**Posted by: Coffin Joe** on July 01 2006,22:23

😊 That rules. If it could "ski" across the ground like they do in the FM4 intro movie that would make my day. I just emagine seeing one zip over a hill and bear down on the Ural you just got out of to smack it with its shield, knocking it over, then unloading a few

shotgun blasts to finish the job. 

---

**Posted by: Gianteric** on July 02 2006,09:01

OH BOY, I REALLY hope they figure out how to get this to work without a modded xbox!!!!!!

---

**Posted by: NAXAKSTA** on July 02 2006,16:22

If not they need to sell some modded ones for us noobs that have no idea what they are talking about.

---

**Posted by: Bless** on July 13 2006,10:41

Data will be available soon

---

**Posted by: Bless** on July 13 2006,21:52

sorry got problem with the url im dealing with it

---

**Posted by: Bless** on July 18 2006,06:57

Waiting for BI studio for new content i started to create my own addons.Hi guys i was boring again with OFP and i decided to increase the addons. I Got new Cools stuff for OFP Modded xbox only.

1. New seal squad with PSG-1 SD sniper rifle. Those sniper can heal by themself. I included 2 squad.
2. New Skidoo Squad- is a civilian skidoo squad , very funny
3. New Recon Squad Boats- Capacity for 12 soldier each one.
4. New soldier units like, Gattling gun soldier( Demons), TAR-AT Soldier ( very nasty soldier, can clean the enemy base with a single missile), M240 MG with Scope, Barret M82 sniper rifle, Mc Millan Sniper Rifle- anti tank/air rifle. look awesome, some new East soldier like spednaz medic,new spednaz squad with high rank, new soldier with launchers, and many others.
5. New A10 Special squadron ( 4 A10 with different weapons).
6. Antonov- big plane with capacity for 64 soldier ( animation still not working)
7. A C130 Hercules
8. New Bunkers Objects with animation working.
9. New Buildings for editor.
10. New Coast Guard BlackHawk ( Medical )

also i included the others addons pack among like

1. Ash HueyCobra.pbo ---- New modified and now with a special group squadron included. Stinger missile available for AIR-AIR assault
2. EVI\_KA50BS.pbo ---- Is a new Kamov model, also included a group squadron. new sounds, weapons ( hellfire, TOW, stinger), etc.
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5. Shilka II, Shilka III, SAM BMP (sea-air Missile).
6. Little bird helicopter, SU-25 Bomber, Cesna Bomber, and many others that i dont remember now.

Im working with the A10 atomic bomb, the Scud NUKE , A NEW VEHICLE NAMED

ASTRO II ( LIKE THE PATRIOT ANTI AIR MISSILE), WANZER, NEW TOW HUMMER, ETC

HERE IS THE LINK

< <http://www.evilshare.com/3b86a544-6764-1029-894a-00a0c993e9d6> >

Im not the creator of those addons, i just edited for xbox compatibility, only the config.cpp.

ANY PROBLEM, POST IT HERE

Bless The Machine (Bomber)

Edited by Bless on July 18 2006,02:55

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**Posted by: AIRBORNE!** on July 18 2006,07:56

-----QUOTE BEGIN-----

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**ANY PROBLEM, POST IT HERE**

*Bless The Machine (Bomber)*

*Edited by Bless on July 18 2006,02:55*

-----QUOTE-----

You keep it up, and you're going to make me mod my damn XBOX!!!! 😊

I was sold at the PSG-1 SD....

Is there a tutorial for adding this content to a modded XBOX?

Do these add-ons affect performance on the XBOX?

One more question, why don't commando's have a MEDIC capability? No SF team in real life deploy's without it's 18D, and everybody is cross trained to some degree of competence. It'd be nice for a lone commando or small team to be able to render first-aid on themselves (without seriously restricting the loadout).

I'm not really looking for all of the game unbalancing stuff, but more modern weaponry, squads and vehicles would be outstanding, not to mention the battle emplacements! 😊

De Oppresso Libre! (my xbox that is)

---

**Posted by: Bless** on July 18 2006,18:29

[quote=AIRBORNE!,July 18 2006,03:56][[/quote]

Is there a tutorial for adding this content to a modded XBOX?

Answers: Just unzip the rar and place the PBO files into your OFP game in Addons Folder.

If your Xbox is modded but you dont have space on your hard drive then just burn the game again with those addons. Just extract your OFP game to your PC, then go to the addons folder in your OFP game and put all the .pbo files into the OFP addon folder and burn it again with nero or other burner

Do these add-ons affect performance on the XBOX?

Answers: NO but The A10 atomic bomb slow the xbox performance due to the amount of smoke that generate the Bomb. Anyway i didnt include the Atomic Bomb in this pack. There are some new buildings (Skycraper) that could cause lagg on the game. recommendation dont put too many of them.

One more question, why don't commando's have a MEDIC capability? No SF team in real life deploy's without it's 18D, and everybody is cross trained to some degree of competence. It'd be nice for a lone commando or small team to be able to render first-aid on themselves (without seriously restricting the loadout).

Answers:

This is a game so i was thinking to put the comandos like Rambo, so you dont need to call a medic during game. So i put the capacity for heal yourself.

Next pack i will add the F16, 4 differents Tornados, B1 bomber, Astro II Air Missile, A10

Atomic Bomb, Scud Nuke, Chemical and Biological Bomb with the capacity to launch the missile where you wish on the map.

---

**Posted by: AIRBORNE!** on July 19 2006,10:46

-----QUOTE BEGIN-----

[quote=AIRBORNE!,July 18 2006,03:56][[/quote]

*Is there a tutorial for adding this content to a modded XBOX?*

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-----QUOTE-----

Thanks BLESS this stuff really has the potential to add 'legs' to this game (provided I can mod a box someday....ARRRRRRGGGG! 😊).

One more question of some merit... Can the add on weapons and team types be selected from within an exisiting campaign scenario (ie. could I choose to arm James Gavouski (sp?) with a PSG-1)? Could it be modded to do so?

If not that really makes porting PC created missions to the XBOX (with their more advanced construction aspects in tact) a neccessity.

Y'know, if the whole thing can be run from a disc with addons (small HDD), I wonder if there could be a way to make a DISC that an unmodded XBOX would accept (that's where all the textures and stuff reside in the original version after all)?

"cha-ching" goes the sound of my cash drawer coming open if that could be possible! 😊

Thought provoking...

**Posted by: Denz** on July 20 2006,18:40

-----QUOTE BEGIN-----

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*HERE IS THE LINK*

*< <http://www.evilshare.com/3b86a544-6764-1029-894a-00a0c993e9d6> >*

*Im not the creator of those addons, i just edited for xbox compatibility, only the config.cpp.*

*ANY PROBLEM, POST IT HERE*

*Bless The Machine (Bomber)*

*Edited by Bless on July 18 2006,02:55*

-----QUOTE-----

Bless,

Can't download the file it goes to 8kb then nothing more 🤔

Any chance of getting another link please?

Have just got everything together and was really looking forward to using some new toys.

Does this contain all the other addons you created links to earlier in this thread?

---

**Posted by: Bless** on July 21 2006,20:13

ok i will try to upload to other site and post it here

here is the link hope this one work

< <http://storeandserve.com/download/321467/OFP-Upload.rar.html> >

---

**Posted by: Denz** on July 24 2006,11:13

Nice one M8

Link worked fine - only 7 hours till work ends and can try them out 😊

Big, Big Thank You Bless 🙌

---

**Posted by: Bless** on July 25 2006,00:09

OK DUDE

---

**Posted by: Bless** on July 25 2006,00:20

Hi

If your not confort with the addons i put earlier and want more try this

Those addons are new

1. Mi24 Bizon--- I called The rusian Horse. The sound of that helicopter is awesome, including the missile and the gun sound. Pilots are Bizon. Xbox original Mi24 suck.
2. New Special Forces AH-64 Apache
3. new Cessna Marines with missile. Flare working
4. More than 6 new Groups of Infantry Squad on west and East.
5. Two New Bradley Units ( The LineBacker (AA missile) and the M3A2 Bradley (Marines) with new sounds.

6 Read the installation readme for details.

URL < <http://www.evilshare.com/9557d324-6cb2-1029-894a-00a0c993e9d6> >

Eat this BIS....

c ya Bless

---

**Posted by: Denz** on July 25 2006,15:10

Thanks M8 but same problem as before! Only goes to 8kb - have tried it several times with DAP and without 🤔

Any chance you can upload it to the other site - storeandserve as that worked fine.

Hope I can return the favour some day soon! Am just finding my feet with all this

---

**Posted by: Bless** on July 25 2006,20:46

ok try this

< <http://storeandserve.com/download/324677/NEW.rar.html> >

---

**Posted by: Denz** on July 26 2006,14:39

Thanks Bless Link worked.

Don't understand why it won't work from evilshare though - even tried it on two different pcs


---

**Posted by: Bless** on July 27 2006,04:10

Did the addons worked on you xbox?  
Hope Yes.

---

**Posted by: Denz** on July 27 2006,16:54

Oh yes!!! 

I create alot of LRRP missions and the littlebird looks just amazing swooping over the tree tops. That new Cobra is the business - takes on all comers!


Cheers M8

I don't think they all came thru (last download) when I unrar'd them it had a bad file ending. But am very happy with what I've got.

---

**Posted by: Bless** on July 28 2006,22:36

-----QUOTE BEGIN-----

Oh yes!!! 

*when I unrar'd them it had a bad file ending.*

-----QUOTE-----

which file you got problems? I tested the last NEW pack with the Mi24 bizon and the new Apache and they working fine.

---

**Posted by: Bless** on July 28 2006,22:43

The huey cobra is cool but the ah64 special Forces Apache and the mi24 bizon are better. Later i will put a new cobra with real sound i founded and flare.

If you notice some animation are not working but its way cool

---

**Posted by: Denz** on July 31 2006,12:14

After looking at the list above I am missing the M6 Linebacker, the mi24 and all infantry units.

The mi24 says "CRC failed" as "file is corrupt"  
and after there is an "unexpected end of archive"

---

**Posted by: Bless** on Aug. 01 2006,04:01

ok Denz try this link

I fixed some new files.

i added a lots of Infantry on West and East, look at the new cobra Marines with new sound and flare working.

New Bradley/Linebacker(AA), the Mi24 Bizon and New objects

Big Smoke and Big Fire ( Can burn a town).

Read the readme located on the rar.

Ok Links is < [http://storeandserve.com/download/330367/New\\_Addons\\_2.rar.html](http://storeandserve.com/download/330367/New_Addons_2.rar.html) >

Enjoy it

---

**Posted by: Denz** on Aug. 02 2006,14:57

Got a "file not found" on the storeandserve site

---

**Posted by: Bless** on Aug. 02 2006,21:50

-----QUOTE BEGIN-----  
*Got a "file not found" on the storeandserve site*  
-----QUOTE-----

something wrong

try this one

< [http://storeandserve.com/download/331074/New\\_Addons\\_2.rar.html](http://storeandserve.com/download/331074/New_Addons_2.rar.html) >

[URL=[http://storeandserve.com/download/331074/New\\_Addons\\_2.rar.html](http://storeandserve.com/download/331074/New_Addons_2.rar.html)][/URL]

---

**Posted by: Denz** on Aug. 03 2006,10:57

Cheers Bless, haven't had chance to try them yet but download worked fine.

I think you have just given me the perfect tool for this mini campaign I have been planning - the SEAL squad and I know the skyraider will come in handy.

Many thanks mate!

---

**Posted by: Bless** on Aug. 03 2006,20:34

Hi

I hope you like those addons, they work at 100%

if you finish your campagne post it.

i have more new objects if you want it

-Prision (100meters)2 with tower, gates.

-Bunkers, german, wood, desert.

-Sand bag desert and woodland

-graves

-coffin

-candle

-search lights to illuminate the sky

-Hangars

-and manny more i dont remember now.

---

**Posted by: Denz** on Aug. 03 2006,22:29

Hi Bless,

Will certainly post it when finished and will always be looking for other addons - searchlights will really bring bombing missions to life.

Thanks again

Denz

After thinking about it last night I could use the prison for the SEAL campaign plus bunkers and fighting positions are always a handy thing to have- so if you don't mind uploading them I can always find a place for them 😊

For those who have transferred pc missions across, will the wait and synchronise commands work when the mission is ported over to the xbox?

---

**Posted by: Bless** on Aug. 05 2006,10:01

Hi denz here are the objects

New Objects and vehicles

- 1.Fighting position sandbag 8 objects desert and woodland---Located on objects.
- 2 New Prison cell, gates, prison and the walls. 4 objects
- 3.german Bunker 1 objects---- located on objects
4. gunboat --- is a Submarine on east side. Is on beta yet. weapons dont work.---Located on East/armored
5. new blackhawk UH60 (flare, green smoke for extraction) better Machine gunner.

The prison objects are excellent, i have a couple of new mission using those objects and the fighting position sandbag. Try it then post here if there are any problems.

this is the link

< [http://storeandserve.com/download/333189/New\\_Addons\\_3.rar.html](http://storeandserve.com/download/333189/New_Addons_3.rar.html) >

< New\_Addons\_3.rar >

i edited the fire and the smoke on the whole game, data.pbo using a program. i cant upload it is 154mb new data.pbo. but now my game look a lot better with the new smoke and fire effects of vehicles, weapons ,etc.

C ya Later

Bless The Machine

---

**Posted by: Denz** on Aug. 06 2006,21:59

Thanks for that Bless

Will let you know how things are going.

Denz

---

**Posted by: Bless** on Aug. 08 2006,09:53

Yo Denz

I want you to test a new vehicle and give me your opinion.

This is a completely new Cobra with a smoke system, more realistic. Incoming missile warning sound, flares, new hellfire missile sound.

Try to destroy the cobra with a AA launcher and watch the smoke system.

I can edit all sounds, guns spec, i have different engine sound for the cobra. Is named

AH1-ANNIHILATOR.

I have another new vehicle like this a AH-64 with new missiles paint, realistic smoke, use firebottles for fire Extinguishers, new engine sound, laser designator, and a animation working when it get destroyed. Later i will post it.

here is the link for the cobra

SEE below

...And the game is becoming more interesting....

C ya Later

Bless The machine

---

**Posted by: Denz** on Aug. 08 2006,16:02

Hi Bless,

Have downloaded it and will take a test flight later

Thanks

Got a problem when I put it on the map it comes up with

cannot load texture:flikyna\pics\icon.paa

Then turns into a big red square and is invisible when I run through the mission

will try downloading again as this has worked before

---

**Posted by: Bless** on Aug. 09 2006,21:50

hmm maybe the download is damage, i test it and is working nice i will add it again.

try this link

I put the cobra Annihilator and the blackhawk (105mm).

Test the smole system.

< [http://storeandserve.com/download/339416/Cobra\\_Annihilator.rar.html](http://storeandserve.com/download/339416/Cobra_Annihilator.rar.html) >

< Cobra\_Annihilator.rar >

---

**Posted by: Denz** on Aug. 10 2006,10:28

Now that sounds like a real helo. I just love the sound of the engine starting. And the smoke..... must have shredded about 40 of them last night just to see the smoke pour out. Its my new favourite toy, but still can't wait for the Apache!

2nd download it worked fine, must have just been a glitch.

Have you updated the smoke on that baddass blackhawk (with the cannon)?

Thanks Bless 😊

---

**Posted by: Diatribal** on Aug. 10 2006,12:14

Hey Bless, I've been followin' your work and I must say I'm **very** impressed!

I myself have been trying to create addons for Flashpoint Elite and have had limited success. The best one I've added so far is **all** the objects for the mission editor [waaay more stuff than the hidden content cheat!] 😊

I'm wonderin' if you can kindly help me with this? I'm tryin' to get the awesome Ballistic Studios Blackhawk models into Flashpoint Elite, but am findin' it pretty difficult. I've managed (almost) to get the Littlebirds in, they show up in the mission editor and I can start a game (only with one of the Littlebirds) but once the game has started, it's not there? The reason I've tested with the Littlebird is because it's a much simpler addon than the Blackhawks. I checked the config for the Littlebird and noticed that the required version was different from your addons. Does this make a difference? Would I need to change the version number in the config to get it to work? The only other thing I think I may be having trouble with is that either the models are too complex (although I doubt it) or the textures are too detailed (at a higher res than Flashpoint Elite will allow)?

If you could help me with this, I would be very grateful!

Keep up the good work soldier!

---

**Posted by: Diatribal** on Aug. 10 2006,12:34

Sorry to overload you Bless! 😊

Just one other thing...

I've also been trying to change the textures for the models in Flashpoint Elite (e.g. make the Blackhawk 'black' instead of 'green'! 😊), which is very easy to do. The strange thing is, that I change the colour of one texture as a test, save it as the same filename and PAC format (save changes to the original) which works fine, re-pack the PBO using PBOPatcher09 which again works fine (exactly the same filesize as the original PBO), transfer it back to the Xbox, clear the X,Y,Z partitions of the Xbox, but when I try to play the game (from the Harddrive) it just doesn't load (stuck on the "Loading" screen)?! Very strange? If the PBO I altered is exactly the same size as the original, then i don't understand why the game won't load (it shouldn't notice any difference?! 😊) The only thing I can think it might be is that the PBO isn't being packed correctly by PBOPatcher09? This might cause the problem. Actually as a test, I'll check by unpacking and then packing an unchanged PBO...

Actually, I did notice that on your Blackhawk Addon (bhduh60) that all the textures are in fact black! However, when playing the game it's still green?! Very strange, it almost seems like the addon doesn't even need the textures at all if the model isn't using them in the game?!

If you have any ideas that could help, I'd be very grateful! 😊

Keep up the good work man!

---

**Posted by: Bless** on Aug. 10 2006,18:53

Hi dude

Some of the p3d files dont work on xbox, also on the config you have to check what type of pilot is using the vehicle, sometimes xbox dont have those soldier and you have to replace for soldierWpilot, the black hawk i add is original from the game, i just create a new sound and edited the weapons. To add the texture you have to open the p3d and create the texture that this is another complicated problem. i got a new AH64 and i edited the missile texture and it took me more than 3 hours. Also i realize that xbox sometimes dont recognise jpg images, i have to verify if changing the from jpg to bitmat or tif fix the problem.

You have the addons pack i post it before? i have a working little bird very nice.

I will add it later a Ah64 Laser designator (thats the most accurate helicopter) and a the new Seal squad  
2 snipers PSG1, 1 MP5-Lasedesignator comando and 2 MP5 Law soldier commandos.

Hope you understood me cuz i use different language and my english Suck

---

**Posted by: Bless** on Aug. 10 2006,19:06

Denz

that cobra is on beta, im still editing it, i will add a new gunner view for laser designator, also the pilot will use the gunner view, and some others ideas. The blackhawk 105mm is using a new engine sound. I dont know is you like the Gun.  
also i got a new russian Submarine working with sounds, im editing the weapons for a Sea-Air Missile using the scud missile proxy.

---

**Posted by: Bless** on Aug. 10 2006,19:07

If you experience some problems with the soldier using the M16 single shot just tell me. i can fix that easy.

---

**Posted by: Denz** on Aug. 10 2006,19:18

Hi Bless,

Love the gun. Have been using that Blackhawk 105mm like a C-130 SPECTRE (Puff) Gunship. Clears an LZ in seconds!

Yes, I could do with a fix for the M16.

Should have some missions for you by the weekend (you are going to love the one with the V2 complex)

Denz

---

**Posted by: Bless** on Aug. 10 2006,20:06

I got new missions from [www.codejunkies.com](http://www.codejunkies.com) here is the link  
< <http://storeandserve.com/download/340230/UDATA.rar.html> >

Before installation you have to create the profiles on your OFP to see those missions.  
Here are the 7 profile names.

Profile names:

1. DARKSTAR
2. ARmissions --- a lot of missons
3. Reaver
4. Newshot
5. IDF Uriyahu
6. Aryan Artisan
7. XaX 1985 --- DM missions

do you knew that if you copy/paste the target.pbo, defend.pbo located on your OFP folder Template to MPtemplate it let you to create a destroy/ Defend misssion on system link?  
also basic res and basic civilian let you play with civilian on system link.

---

**Posted by: Grimmirsson** on Aug. 11 2006,10:17

From the rar file it seems these missions are also only for mod boxes, correct? Please tell folks if certain missions are for mod boxes only - codejunkies usually has normal missions

for download, so I thought these would work on my unmodded box. 😊

---

**Posted by: Denz** on Aug. 11 2006,13:53

Hi Grimnirsson, If you look at the sharing xbox missions thread, Airborne detailed a way to make files like this suitable for Action Replay. I would think you will need to use the changeuser program though because otherwise you won't know which profile created what mission. I am pretty sure that these missions won't contain addons and will be perfectly suitable for your xbox.

On the BIS wiki community site there is a tutorial for the program and a link (and OFPEC or course)

< [http://community.bistudio.com/wiki/ChangeUser\\_Tutorial](http://community.bistudio.com/wiki/ChangeUser_Tutorial) >

#Thanks for the missions Bless

That beta Cobra - do you think the 33mm cannon is just abit too powerful? I think a tiny reduction is needed to balance it out with other helos and units.

---

**Posted by: hoz** on Aug. 11 2006,22:08

I hope to finish testing the tool over the weekend that will help a bit with this problem of renaming multiple xbox saves. I'll let keep you posted.

Hoz

---

**Posted by: Bless** on Aug. 12 2006,00:12

-----QUOTE BEGIN-----

*From the rar file it seems these missions are also only for mod boxes, correct? Please tell folks if certain missions are for mod boxes only - codejunkies usually has normal missions for download, so I thought these would work on my unmodded box. 😊*

-----QUOTE-----

Sorry my bad

here is the link for those who use action replay. Get those missions and install them using action replay. remember to change the 7 profile names. I put the name on an earlier post this is the link

< <http://storeandserve.com/download/342686/Missions.rar.html> >

< Missions.rar >

Those missions not contain any new addons, and work fine on the xbox

About the Cobra Annihilator i notice the power, i will fix it and i will add it with the new Ah64- designator and the new Seal Squad later, now im testing a new complex of buildings ( petroleum, refinery, and a some others buildings)

---

**Posted by: Bless** on Aug. 12 2006,06:03

Ok Guys this is the final Fix for the Annihilator (modded xbox)

What i Fixed?:

1. Damage of the gun less strong. But more accurate
2. Smoke System-- now when the cobra is damage to half you will see more smoke than

the beta.

3. fire effect-- I increased the fire effect

4. new pilot view and gunner view- (use the right analog to zoom) and you will see.

5. Incoming Missile warming---- You will like this shit. The gunner now have the ability to

drop flares automatically to confuse the missile. (Impressive). 🧑🏻 To test this put like 10 AA enemy soldier or SAM BMP and let them to kill you lol. They will Miss... or ... you SUCK. lol

6. New Incoming missile warming sound.

Also i included the new SEAL Squad TEAM-- What I fixed?

the squad contain 6 commandos Soldiers

Commando #1 is PSG-1 Silencer Sniper with Medical Kit-Captain

Commando #2 is PSG-1 Silencer Sniper with Medical Kit- Sergeant

Commando #3 is MP5-Laser Designator Soldier- Sergeant

Commando #4 is MP5 Law Launcher Soldier- Sergeant

Commando #5 is MP5 Law Launcher Soldier-Sergeant

Commando #6 is MP5 Soldier with Sachel Charges- Sergeant

You will find them on West/Infantry

Appologize - due to the time i have it was impossible to add the New AH64 Designator -- I will fix some details and later i will post it.

hope you enjoy it



Here is the link

< [http://storeandserve.com/download/343269/Annihilator\\_final.rar.html](http://storeandserve.com/download/343269/Annihilator_final.rar.html) >

< Annihilator\_final.rar >

---

**Posted by: Denz** on Aug. 12 2006,20:47

Nice one Bless,

Funnily enough I was going to ask you if you could add a couple of SEALs with LAWs to a team. Can't wait to try the improved Cobra.

I know its cheeky but could you upload the searchlights with the next lot please. I would really appreciate it.

Thanks alot Bless

Denz

---

**Posted by: Bless** on Aug. 12 2006,20:56

searchlights need some fix, the soldier dont use the seat, i need to fix it. try the New seal now and you will see a complete Soldier squad. I got a nw T80 and M1A1 abraham. The new T80 now will attack the helicopters, New sounds like real Tank. i will add it later in in a testing phase.

---

**Posted by: Diatribal** on Aug. 13 2006,00:50

Hey Bless, how you doin'?

Thanks for the addons, unfortunately I found that the PSG-1 didn't have any textures on it (it was just completely white) and also the muzzle flash was present? Great weapon though! Awesome range! 😊

By the way, I was just wondering what you use to re-pack your PBO's?

Thanks for the great addons brother, we all appreciate them!

Bless The Machine!

---

**Posted by: Bless** on Aug. 13 2006,01:50

your PSG-1 dont work due to you need another addon to fix the texture and the muscle flash. I post that long times ago.  
later i will send you tthe addon that fix the PSG1.  
I use WinPBO.

---

**Posted by: Bless** on Aug. 13 2006,02:16

Ok For those who dont have the complete weapons Pack to fix texture and muzle flash.  
Here is the weapon pack

1. M82 Barret Sniper rifle
  2. PSG-1
  3. Gattling gun
  4. M4SOPMOD--- I fixed the magazine, i put a HK magazine
  5. MORX MX 109- East
  6. Bless The Machine Soldier- West
  6. SV98 -East
  7. sg552 not working yet but need to be installed
  8. M2 Static Gun
  9. TAR Soldier
  10. m16 scope
  11. Infantry Squads East/West and Manny more....i dont remember
- M4 SOPMOD is working now. but is on Beta yet

If this Pack dont fix the texture post it here..

here is the link for weapons Pack

< <http://storeandserve.com/download/345171/Weapons.rar.html> >

< OFP-Xbox\_Weapons\_Pack.rar >

Continue....

NOW for those who want more Objects for the editor like blackhawkdwn, 2 levels bunkers,tree, houses, rocks,fences,prision, lights, desert weather, dust weather, radars, sandbag, fighting position, vietnam bunkers, fire, smoke, etc here is the link.

< <http://storeandserve.com/download/345171/Objects.rar.html> >

< Objects.rar >

Any problem just post it here. Dont become crazy please lol

C ya Later

Bless The Machine

---

**Posted by: Denz** on Aug. 14 2006,17:59

Hi Bless

Thanks for all that, but one thing do I do the same with the new weather effects as I did with the fire and smoke? Just need you to confirm before I start  
Denz

---

**Posted by: KingLeerUK** on Aug. 14 2006,19:37

Well, long time XBox editor, first time I'll be venturing in to the PC world of editing (with the intention of porting missions to the XBox format for play).

I have a general question which I have yet to see addressed here in this thread:  
What version of Operation Flashpoint (PC) should be used for creating missions which are intended for porting to the XBox? I know that the XBox content is limited to weapons and vehicles native to both the Cold War Crisis and Resistance campaigns, but I'm wondering if the PC editor might inadvertently allow me to introduce an object which the XBox does not have an equivalent for?

I know that complex scripting will not work properly on the XBox (as clients in multiplayer will not receive it in the transferred mission file). I'm mainly interested in the PC editor for the TRIGGER and SYNCHRONISE functions it has to offer, sadly missing or flawed on the XBox editor.

I currently have the original Operation Flashpoint: Cold War Crisis for PC, (not the "Gold" version or any of the expansion campaigns). Will this be sufficient for creating missions to port to the XBox, or should I invest in the Resistance campaign addition to ensure that I have all the weapons available to the pc editor?

Many thanks in advance.

---

**Posted by: Bless** on Aug. 14 2006,20:10

-----QUOTE BEGIN-----

*Hi Bless*

*Thanks for all that, but one thing do I do the same with the new weather effects as I did with the fire and smoke? Just need you to confirm before I start*

*Denz*

-----QUOTE-----

Yes put the objects in the map and do the same as you did with the Bless fire. there are a lots of new objects, if you want more i have more . I have Heli Pad for ammo rearm, repair, and some other things.

Later i will add the final Fix for the MH60 blackhawk 105mm

Now you can call for Extraction, the pilot will drop red or green smoke( red smoke when there are enemy on the zone) on the extraction zone and will pickup you. Its Amazing. also new fire and smoke system like the Annihilator, flare defenses (auto), Medical attendance, weapon supply, less damage to the 105 mm cannon and a new Extraction Squad. Ah64 Designator is ready too.

C ya Later

---

**Posted by: Bless** on Aug. 14 2006,20:13

-----QUOTE BEGIN-----

*Well, long time XBox editor, first time I'll be venturing in to the PC world of editing (with the intention of porting missions to the XBox format for play).*

*I have a general question which I have yet to see addressed here in this thread:  
What version of Operation Flashpoint (PC) should be used for creating missions which are intended for porting to the XBox? I know that the XBox content is limited to weapons and*

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*Many thanks in advance.*

-----QUOTE-----

To be honest I cant answer that question, ask Hoz or other who know how to transfer the mission from pc to xbox or read earlier post.

---

**Posted by: Denz** on Aug. 14 2006,23:36

Hi Bless,

More! Did you say more? Of course I'll have more addons 😊

Like I said before if you don't mind uploading them they will always find a good home with me plus I'm a real sucker for objects which imho are needed to create atmosphere and a realistic setting (you'll see soon enough).

Can't wait to try out the new weather effects.

Thanks Mate

Denz

---

**Posted by: Bless** on Aug. 15 2006,06:17

-----QUOTE BEGIN-----

*Hi Bless,*

*More! Did you say more? Of course I'll have more addons 😊*

-----QUOTE-----

As you wish

Here is the Objects Part 2, couple of church, doors, walls, etc

I was boring of the Sunglasses that the soldier have and i decided to add a Sunglasses Pack too. For use it just edit you profile on Face menu. Hope you like it.

This is the link

< [http://storeandserve.com/download/350325/OBJECTS\\_2.rar.html](http://storeandserve.com/download/350325/OBJECTS_2.rar.html) >  
< OBJECTS\_2.rar >

Now This is the Final fix (I hope ) of the Blackhawk 105mm  
what i fix?

1. 105mm Gun cause less damage but is more accurate
2. New Action menu for Extraction --- Board a pilot into the blackhawk, now run far away

from that Blackhawk and order the pilot to extract you. (right to d-pad/action/Call for extraction. The pilot will act like a medic but more realistic, dropping green smoke on empty area or red smoke if enemy is present.



3. Attendance like a medical units
4. Transport weapons/ammo
5. New Smoke/fire system like the Cobra Annihilator
6. Auto Flare for AA missile, Incoming warning missile
7. MH-60 Extraction Squad

Any Error Please notify me...

This is the link for the Blackhawk 105mm

< <http://storeandserve.com/download/350342/bhduh60.pbo.html> >


< bhduh60.pbo >

C ya Later

Bless The Machine 

---

**Posted by: Bless** on Aug. 15 2006,19:27

Silence....Huh lol 

---

**Posted by: Denz** on Aug. 15 2006,19:29

Yeah sorry been trying to download the 2 packs but keep getting knocked offline- their servers are crammed at the moment.

Will let you know soon

Denz

---

**Posted by: Bless** on Aug. 15 2006,19:40

Denz i put the final fix of the blackhawk, test the extraction action.

I said that was the final fix but now i have that blackhawk with music. I put vietnam music into the cockpit. I dont know if you want it.

---

**Posted by: Denz** on Aug. 15 2006,19:41

Oh go on then you twisted my arm

You might want to wait till later tonight to upload it though

The calling for extraction and the smoke sounds amazing cant wait

---

**Posted by: Bless** on Aug. 15 2006,19:46

Im dealing with the decibel sound, but its working nice. Hell Yeah the extraction smoke is awesome. Test the blackhawk later on the night i will add the one with the music.

---

**Posted by: Bless** on Aug. 15 2006,20:22

Ok Sorry for the late here is the AH-64 Apache designator and a new nasty T80-BV

Beryoza and M1A1 United Abraham.

You will notice a delay when the apache is destroyed, thats the animation, look at the destroyed apache.

Link here

< [http://storeandserve.com/download/351567/fz\\_ah64d.rar.html](http://storeandserve.com/download/351567/fz_ah64d.rar.html) >

< fz\_ah64d.rar >

Enjoy it, any error post it here.

---

**Posted by: Diatribal** on Aug. 15 2006,20:53

-----QUOTE BEGIN-----

*Ok Sorry for the late here is the AH-64 Apache designator and a new nasty T80-BV Beryoza and M1A1 United Abraham.*

*You will notice a delay when the apache is destroyed, thats the animation, look at the destroyed apache.*

*Link here*

*< [http://storeandserve.com/download/351567/fz\\_ah64d.rar.html](http://storeandserve.com/download/351567/fz_ah64d.rar.html) >*

*< fz\_ah64d.rar >*

*Enjoy it, any error post it here.*

-----QUOTE-----

Bless, you're truly Blessin' us brother! 😊 As a token of my appreciation, I've added an objects pack that I found works with Flashpoint Elite. The config contains everything! Even stuff from the Red Hammer campaign, unfortunately though, they don't work because I can't replace the data.pbo with an updated (newer) one on the Xbox without it crashing?! 😊

Maybe you know of a way of being able to edit the Xbox files (data.pbo data3d.pbo) and re-pack them so that they work when transfered back to the Xbox? I can't get it to work, even if I just un-pack and re-pack any of the Flashpoint Elite files without editing them, the Xbox won't accept it [doesn't get past the "Loading" screen?!]

Anyway, keep up the good work soldier!

"Bless The Machine!"

Flashpoint Elite Mission Editor Upgrade [New objects found in "Empty"- "Cameras" and "Support"] Transfer .pbo to modded Xbox...  
\\Operation Flaspont Elite\\Addons\\

Have fun editors! 😊

< Flashpoint Elite Mission Editor Upgrade (pbo) >

---

**Posted by: Bless** on Aug. 15 2006,20:56

Did you got the fist object pack that i put on the page 16?

Thanks i will take a look at them now

---

**Posted by: Diatribal** on Aug. 15 2006,21:08

-----QUOTE BEGIN-----

*Did you got the fist object pack that i put on the page 16?*

*Thanks i will take a look at them now*

-----QUOTE-----

WHOA!! No sorry dude, I missed that! I'll download 'em now and check 'em out!

Thanks for all your hard work and dedication Bless!

---

**Posted by: Bless** on Aug. 15 2006,21:47

There is the weapon pack on page 16 too to fix your PSG1.

Got your Objects, now i have almost a complete objects lol more than 200 objects,

---

**Posted by: Diatribal** on Aug. 15 2006,23:53

-----QUOTE BEGIN-----

*There is the weapon pack on page 16 too to fix your PSG1.*

*Got your Objects, now i have almost a complete objects lol more than 200 objects,*

-----QUOTE-----

Cool! I'm glad I could contribute something back to you!

---

**Posted by: Bless** on Aug. 16 2006,00:39

Hope the weapon pack fixed the problem of the muzleflash and texture.

---

**Posted by: Grimmirsson** on Aug. 16 2006,10:01

Well, as much as I appreciate the work done by Bless I get lost with all these add on files. What file is just for testing, what does work, what needs what to work normally/to fix other files, what's the content of the add ons etc. I hope to get my Xbox modded in the near future to enjoy these add ons too, but wouldn't it be possible to upload all the add ons that definitely work at one place with descriptions of their content and to have another site with just the ones that need further testing? I suppose that would make it much easier for new players as well, so one can see what one already has on the box and what is missing, or what could help with a mission one is creating. To put everything together into an ongoing forum thread and to have the files on a different site (which causes some problems when one tries to download stuff) seems not the best way to present this obviously excellent work.

just my two cents gentlemen 😊

---

**Posted by: Bless** on Aug. 16 2006,10:34

I know your trying to say, dont worry if your lost One day you will find the path to the dark side.

---

**Posted by: Denz** on Aug. 16 2006,14:14

Wow, I come into work for the usual wednesday and find all these wonderful new things to play with.

Thank you Bless & Diatribal

Got surprised by that soviet NKS HMG with the light on the stand last night. I was trying to work out where this light was coming from and walked straight into a hail of bullets from it lol.

Any more surprises Bless?

As soon as I discover what damn file the SEAL mini campaign is in I will upload it for you all (modded xbox only) to try.

Same applies to some missions I have got without addons.

---

**Posted by: Bless** on Aug. 16 2006,16:22

Im is progress of new things.

---

**Posted by: Bless** on Aug. 16 2006,18:50

-----QUOTE BEGIN-----

*Got surprised by that soviet NKS HMG with the light on the stand last night.*

-----QUOTE-----

what you talking about, i put the Nh64 apache and a new T80 and M1A1 on page 17

---

**Posted by: Denz** on Aug. 16 2006,18:58

I suppose I didn't explain it very well I was running through a night mission at the time one of the older addons (soviet machine gun on a tripod) and I hadn't realised that it had its own light. Just really took me by surprise is all.

Yes got those tanks, objects and helo

Man that AH64 is one huge file

Speak to you soon

Thanks

Denz

---

**Posted by: Bless** on Aug. 16 2006,19:35

lol thats the Vit M2 lol , be carefull that gun have Great explosive power. You will find more surprise man lol

---

**Posted by: Bless** on Aug. 17 2006,05:59

Everyday, New Toy lol

ok here is the M163 Vulcan (Recon), using two different guns, new engine sound, weapon sound,etc.

I was Playing a mission with the Guba General and i notice that this General need an especial weapon due to he really suck. So This is the New Commander Guba and his new Army squad team "Guba (Die Americans Die). Also a new Natasha squad ( Natasha Lovers). BEWARE!!! Hes is deadly now

I put all addons into the M163 Recon Rar.  
Here is the link  
Any problem just post here.  
< [http://storeandserve.com/download/355496/M163\\_Recon.rar.html](http://storeandserve.com/download/355496/M163_Recon.rar.html) >

< M163\_Recon.rar >

Enjoy it



Bless The Machine

---

**Posted by: Chipper** on Aug. 17 2006,08:00

Can we see some screenshots pretty please?

I might just go and mod my ofp:e.

---

**Posted by: Denz** on Aug. 17 2006,10:53

Thanks Bless,  
Where do I start mate. That T-80 is now one mean tank. But man that ah64 is impressive.  
The destruction animation is class and it's now worth playing as the gunner with that new view.  
Got the new stuff, will try it out later. I always thought Guba needing something extra.  
Denz

Love those funky sunglasses!

---

**Posted by: Bless** on Aug. 17 2006,18:25

-----QUOTE BEGIN-----  
*I always thought Guba needing something extra.*  
-----QUOTE-----

Guba now use a special Rocket and a Bizon gun, The squad is High rank specialty the BMP2's

I forgot to tell that the New M163 recon switch weapons with the X button.

---

**Posted by: Bless** on Aug. 17 2006,21:27

-----QUOTE BEGIN-----  
-----QUOTE-----

Good Sites for OFP


< <http://ofp.gamepark.cz/index.php?showthis=8216> >  
< <http://operationflashpoint.filefront.com/> >  
< <http://www.ofpbase.com/> >

< <http://www.opflashpoint.org/addons.php> >  
< <http://www.ofpec.com/> >  
< <http://www.ofp.info/brsseb/> > for tutorial

---

**Posted by: Grimmirsson** on Aug. 18 2006,18:34

Hi Bless,

well, we are going to mod our xboxes tomorrow and hopefully we'll be able to use all the goodies you made available to the community 

Just to be sure: is there a special way to bring in the different add ons, so they work together without problems, or can we just copy the latest ones because they have everything they need to work properly, or is the safe way just to copy all add ons you mentioned since the start of the thread here?

Thanx,


Grim

---

**Posted by: Bless** on Aug. 18 2006,19:26

-----QUOTE BEGIN-----

*Hi Bless,*

*well, we are going to mod our xboxes tomorrow and hopefully we'll be able to use all the goodies you made available to the community *

*Just to be sure: is there a special way to bring in the different add ons, so they work together without problems, or can we just copy the latest ones because they have everything they need to work properly, or is the safe way just to copy all add ons you mentioned since the start of the thread here?*

*Thanx,*

*Grim*

-----QUOTE-----

just put those addons into your OFP addons folder. Only thing is that you need to get the full weapon pack i put on page 16. The latest addons work fine. After installation you will find some error like "Flare only player", and some animation but dont pay attention to that. if you game crash just tell me, but it suppose that those addons work nice and other players like Denz can tell you if they have any problems.

---

**Posted by: Bless** on Aug. 18 2006,20:56

I need an opinion on this vehicle. Its a M113 Ambulance Smoke located on West-Empty/Armored. Maybe The Smoke is too much?

link here

< <http://storeandserve.com/download/359299/KEGlynx.rar.html> >

< KEGlynx.rar >

Thanks

---

**Posted by: Denz** on Aug. 19 2006,16:01

Maybe abit less smoke. Its too easy to be surprised when you have generated the smoke screen. I like it though will the A.I be able to "fire" the smoke?  
Denz

---

**Posted by: Bless** on Aug. 19 2006,18:19

yes  
another thing is The blackhawk 105mm, when you drop smoke on night it crash, im gonna fix that. I didnt realize that due to all test were at day.

---

**Posted by: Grimmirsson** on Aug. 20 2006,19:26

Hi Bless,

we now have the Xbox modded and we did download everything and overall it works fine. Some error messages appear from time to time saying that textures etc. couldn't be found.

Some questions/problems though:

1. Where is the Antonov? We couldn't find this plane...
2. Where's the Atomic Bomb? All of the A-10 seem to have normal rockets/bombs
3. The Thunderbolt II (LGB) has no textures on the rockets.
4. Skidoo Squad: Message appears saying that the disc may be dirty or damaged and then the Xbox freezes, so one has to reboot it.
5. Zubr: When one tries to get in as driver the Xbox freezes, so one has to reboot it, too. The left gun is "frozen in firing" so to say - looks weird 😊
6. V2 Base: many clipping errors, one can't use the ladder.
7. USSR Submarine: looks a bit weird with the German Flag and when chosen as Player Unit, the Xbox freezes. At land one can get in as driver, but when the submarine is in the water the same action makes the box freeze.
8. Recon Boats Squad: It's only one man, not a squad and we couldn't find out how to use the boat. There's no driver command or anything else.

That's it for today, hope this helps to find some ways to fix some problems.

Thanks,

Grim

---

**Posted by: Bless** on Aug. 20 2006,19:39

-----QUOTE BEGIN-----

*Hi Bless,*

*we now have the Xbox modded and we did download everything and overall it works fine. Some error messages appear from time to time saying that textures etc. couldn't be found.*

*Some questions/problems though:*

- 1. Where is the Antonov? We couldn't find this plane...*
- 2. Where's the Atomic Bomb? All of the A-10 seem to have normal rockets/bombs*
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- 4. Skidoo Squad: Message appears saying that the disc may be dirty or damaged and then the Xbox freezes, so one has to reboot it.*
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- 8. Recon Boats Squad: It's only one man, not a squad and we couldn't find out how to use the boat. There's no driver command or anything else.*

*That's it for today, hope this helps to find some ways to fix some problems.*

*Thanks,*

*Grim*

-----QUOTE-----

hi

answers

- 1 antonov is located on empty/air --- if you have it
2. A10 Atomic bomb need some fix due to the smoke generator cause the xbox to be slow
3. A10 rocket texture i need to check it out to see why you dont see the texture.
4. Skidoo work 100% idk why you having problems
5. Zurb frezzes due to you dont have the pilot units, i can fix it later for you.
6. V2 base is true there is a problem with the lader But on objects you have 3 different type of ladders so you can put a new ladder.
7. UBOAT (submarine ) is on beta yet dude, no weapons and crash if you use it. use the submarine as enemy, later i will put a fix.
8. recon boats also is on beta, im trying to find the way to put only 1 boat full with 12 soldiers.

Later i will look those addons.

Is the weapon pack working? you will also find poblems like this Phrase 'Flare only player' but is ok, remember that those objects are from pc and some of them dont fit on xbox. Also im alone trying to understand all.

---

**Posted by: Grimnirsson** on Aug. 20 2006,21:58

-----QUOTE-----

- 1 antonov is located on empty/air --- if you have it
2. A10 Atomic bomb need some fix due to the smoke generator cause the xbox to be slow

-----QUOTE-----

There's no Antonov in the Empty/Air folder, but we downloaded everything you mentioned here in the thread. The older downloads are not available anymore, seems this free download website deletes them after a while.

So in which file is the Antonov to be found, or could you upload it again?  
Regarding the Atomic Bomb - do I understand you right, that the A-Bomb is not included in the add ons so far?

I see that many messages which appear when one uses one of the add on files are in German. Are you German or do you use German pc add ons?

Cheers,

Grim

---

**Posted by: Grimnirsson** on Aug. 20 2006,23:07

Can anybody tell me where OFP: Elite has the mission files stored? I had problems to play Hoz's Operation Lightning when I tried to copy the file with the AR, now with FTP it's worth another try...

Grim

---

**Posted by: Bless** on Aug. 21 2006,05:35

-----QUOTE BEGIN-----

*There's no Antonov in the Empty/Air folder, but we downloaded everything you mentioned here in the thread.*

-----QUOTE-----

Ok, here is the antonov is located on East/air  
next time be sure you get everything.

here is the link

< <http://storeandserve.com/download/364668/Antonov.rar.html> >

< Antonov.rar >

bye

---

**Posted by: Denz** on Aug. 21 2006,11:05

Hi Grimnirsson, Missions files are stored in the UDATA folder, it should be below the game folder in the drive directory. The next folder is named 4350005a (or something like that) inside are all the mission files. Just ftp into there.

The skiddoo squad works 100% for me also, no problems.

---

**Posted by: Grimnirsson** on Aug. 21 2006,11:17

Hi Bless,

-----QUOTE-----  
*Ok, here is the antonov is located on East/air  
next time be sure you get everything.*  
-----QUOTE-----

Download doesn't work - the browser opens a text file and then the browser tab crashes...

I downloaded the add on which mentioned the Antonov - I don't know why it wasn't included. Btw "Making sure to get everything" is a bit difficult as I already said in an earlier post, when everything is scattered in a forum thread, working add ons together with beta versions, some files still available and some already deleted from the server etc..

Cheers

Grim

---

**Posted by: Denz** on Aug. 21 2006,11:19

Grimnirsson, I'd try it again I just downloaded it fine and extracted it from the rar file.

---

**Posted by: Grimnirsson** on Aug. 21 2006,11:20

-----QUOTE-----  
*Hi Grimnirsson, Missions files are stored in the UDATA folder, it should be below the game folder in the drive directory. The next folder is named 4350005a (or something like that) inside are all the mission files. Just ftp into there.*

*The skiddoo squad works 100% for me also, no problems.*

-----QUOTE-----

Thanks Denz! Don't know why the Skidoo Squad makes trouble on my box... 😊

---

**Posted by: Grimnirsson** on Aug. 21 2006,11:25

-----QUOTE-----  
*Grimnirsson, I'd try it again I just downloaded it fine and extracted it from the rar file.*  
-----QUOTE-----

Nope Denz, this time the server doesn't respond at all. This server is a pain in the ass, we had trouble with the add on files at the weekend, too. I'll try it later, hopefully it will work then.

---

**Posted by: Grimnirsson** on Aug. 21 2006,13:55

@Denz: Ok, I could download the file 😊

@Bless:

An Antonov with bombs??? It's sort of weird in a simulation game imho. Any chance to make an Antonov without bombs and perhaps in military camouflage? That would be cool, because I won't use an Antonov that is able to drop bombs in my missions.

@hoz:

So I actually was able to load and play the Op Lightning mission, and it seems the AR messes up the file because ftp works fine, but...

When I want to load a checkpoint/do a restart then either the Xbox freezes or turns the screen completely black. Both problems can only be solved with a reboot of the box. Any idea what happens here? How can I save/load the mission?

Thanks for helping,

Grim

---

**Posted by: hoz** on Aug. 21 2006,14:33

-----QUOTE BEGIN-----

*Can anybody tell me where OFP: Elite has the mission files stored? I had problems to play Hoz's Operation Lightning when I tried to copy the file with the AR, now with FTP it's worth another try...*

*Grim*

-----QUOTE-----

The missions go in \Udata\434..\

Just plunk the mission in the folder with the other missions and it should work.

Hoz

---

**Posted by: hoz** on Aug. 21 2006,14:35

-----QUOTE BEGIN-----

@hoz:

*So I actually was able to load and play the Op Lightning mission, and it seems the AR messes up the file because ftp works fine, but...*

*When I want to load a checkpoint/do a restart then either the Xbox freezes or turns the screen completely black. Both problems can only be solved with a reboot of the box. Any idea what happens here? How can I save/load the mission?*

-----QUOTE-----

This is caused by the autosave I think. To fix it, you need to remove the autosave commands from the trigger. I thought I removed them all.

Hoz

---

**Posted by: Grimnirsson** on Aug. 21 2006,14:48

-----QUOTE-----

*To fix it, you need to remove the autosave commands from the trigger. I thought I removed them all.*

-----QUOTE-----

Sorry for my ignorance 😊 - how do I do this?

Grim

---

**Posted by: hoz** on Aug. 21 2006,15:37

I'll have a look see, you'd need to unpbo' make the change and then repbo.

Hoz

---

**Posted by: Grimmirsson** on Aug. 21 2006,15:59

Btw I used the OP Lighting4.zip - I don't know how to do that stuff. Have a look when you have time for it, thanks.

---

**Posted by: Grimmirsson** on Aug. 21 2006,17:39

-----QUOTE-----

*New Action menu for Extraction --- Board a pilot into the blackhawk, now run far away from that Blackhawk and order the pilot to extract you. (right to d-pad/action/Call for extraction. The pilot will act like a medic but more realistic, dropping green smoke on empty area or red smoke if enemy is present.*

-----QUOTE-----

I don't know why, but when I do this I don't see any extraction command. The "action" button is not active at all. Any idea?

And the PBR-Exp doesn't work either. One can place it on the map, but then it doesn't appear. When one goes to the place there's the command "get in as driver" but when doing this the box freezes -> reboot necessary.

---

**Posted by: Bless** on Aug. 21 2006,21:39

dude where in the hell you put those addons?  
it suppose you put all addons in the addons folder?  
Is there any others having this problems?  
maybe your using the first MH60 105mm, try to get the last MH60 fixed on pag 16 i think.

---

**Posted by: Bless** on Aug. 21 2006,21:45

-----QUOTE BEGIN-----

@Denz: Ok, I could download the file 😊

@Bless:

*An Antonov with bombs??? It's sort of weird in a simulation game imho. Any chance to make an Antonov without bombs and perhaps in military camouflage? That would be cool, because I won't use an Antonov that is able to drop bombs in my missions.*

-----QUOTE-----

You dont like the bomb? then you can delete the bomb, just open the pbo and edit the config.cpp file, go to weapons and ammo and delete the bombs. New skins? is too much work for me, maybe later but now im so busy.

---

**Posted by: Grimnirsson** on Aug. 21 2006,22:46

-----QUOTE-----

*dude where in the hell you put those addons?*

*it suppose you put all addons in the addons folder?*

*Is there any others having this problems?*

*maybe your using the first MH60 105mm, try to get the last MH60 fixed on pag 16 i think.*

-----QUOTE-----

Yes, of course I put them into the add on folder and I downloaded every add on as you posted them here in this thread. The older ones aren't available anymore on the server, but what is still available was put into the add ons folder so any file that you later fixed was obviously overwritten by the new file - as it should be I suppose.

-----QUOTE-----

*You dont like the bomb? then you can delete the bomb, just open the pbo and edit the config.cpp file, go to weapons and ammo and delete the bombs.*

-----QUOTE-----

How do I do this - with the Editor/Textfile? Just deleting "Bomb" or what? Sorry I am not used to this editing game files stuff...

I also don't like the MG of the Little Bird Heli, I suppose the real heli is just to transport folks and the copter doesn't actually have a MG anywhere - it's just the firing animation. So I could also delete that?

There's a squad with some special weapons that I just tried, but the soldiers don't have ammunition. The Ammo crates and boxes available in the editor don't have ammo for them. Where can I find the ammo for some of the new weapon squads?

Thanks,

Grim

---

**Posted by: Bless** on Aug. 22 2006,02:12

-----QUOTE BEGIN-----

*I also don't like the MG of the Little Bird Heli, I suppose the real heli is just to transport folks and the copter doesn't actually have a MG anywhere - it's just the firing animation. So I could also delete that?*

*There's a squad with some special weapons that I just tried, but the soldiers don't have ammunition. The Ammo crates and boxes available in the editor don't have ammo for them. Where can I find the ammo for some of the new weapon squads?*

*Thanks,*

*Grim*

-----QUOTE-----

ok answer

1. if you dont want antonov and little bird weapons here is the link for no weapons on those vehicles. (Tested).

< [http://storeandserve.com/download/366650/Antonov-no\\_weapons.rar.html](http://storeandserve.com/download/366650/Antonov-no_weapons.rar.html) >  
< Antonov-no\_weapons.rar >

2. about the soldier you talking about without ammo is the US Black Op (SG552). I told on early Post that this soldier is on beta yet, that weapons still not working but it have to be installed to fix other addons textures.

---

**Posted by: Bless** on Aug. 22 2006,02:32

New fix for the blackhawk 105mm

1. I fixed the crash
2. Vietnam sound lol
3. Call Extraction working

3. There a new M249 Machine Gun soldier on West

link here

< <http://storeandserve.com/download/366684/MH60-M249.rar.html> >  
< MH60-M249.rar >

c ya later

---

**Posted by: Grimnirsson** on Aug. 22 2006,10:53

Thanks Bless! Antonov and Little Bird fine now 😊

-----QUOTE-----

*New fix for the blackhawk 105mm*

- 1. I fixed the crash*
- 2. Vietnam sound lol*
- 3. Call Extraction working*

-----QUOTE-----

Well, I really don't know why it's working on your box and not on mine - the Blackhawk can drop smoke now, but again there's no music and no extraction available. The Action

button is not highlighted... How would the music be activated, via Action or does it start automatically?

---

**Posted by: Bless** on Aug. 22 2006,17:49

is suppose that the music is on the coppit auntomatically, i deactive the drop smoke, listen when you board your soldier on the blackhawk you can tell the pilot to extract you. put one of your soldier as pilot then dont board the blackhawk, go far from it and press right d-pad/action/extract. That is so simple. Are you sure you installed the fixed one, just replace the older.

---

**Posted by: Grimmirsson** on Aug. 22 2006,21:26

-----QUOTE-----  
*is suppose that the music is on the coppit auntomatically,*  
-----QUOTE-----

Nope, no music...

-----QUOTE-----  
*i deactive the drop smoke,*  
-----QUOTE-----

What do you mean? That you deactivate the smoke drop capability and then the music plays? Or that you deactivated the smoke capability in the new Blackhawk, so the one with the smoke drop is the non-fixed copter?

-----QUOTE-----  
*listen when you board your soldier on the blackhawk you can tell the pilot to extract you. put one of your soldier as pilot then dont board the blackhawk, go far from it and press right d-pad/action/extract. That is so simple.*  
-----QUOTE-----

No, actually it's not that simple, because the action button which appears after I press the D-pad is not highlighted, that means it's not active, so if there's an extraction command available via this button, I can't use it.

-----QUOTE-----  
*Are you sure you installed the fixed one, just replace the older.*  
-----QUOTE-----

I've downloaded the Blackhawk file that you said is the newest one and my ftp tool did ask me whether I want to overwrite the existing file or not (before you ask: which I agreed upon) - so I am quite sure, I've got the fixed one, yes.

Thanks for helping!

---

**Posted by: Denz** on Aug. 24 2006,14:38

Grim, I don't know if you are still stuck with this but after trying it last night this is how you get it to work.

Pick the MH-60 Extraction Squad as your squad.

When you go in game you will hear the music Bless was talking about. Disembark your squad then tell at least one member to board the Helo (as pilot - sorry missed that small detail) - take the rest of the squad to complete your mission and afterwards call in for extraction from the action menu. Green smoke will go off (red for a hot LZ) and the blackhawk will come to get you.

A nice touch I think, really develops the realism factor.

Denz

---

**Posted by: Grimmirsson** on Aug. 24 2006,16:10

Hi Denz,

-----QUOTE-----

*Grim, I don't know if you are still stuck with this (...)*

-----QUOTE-----

Sure, since there was no answer given here 😊

-----QUOTE-----

*Pick the MH-60 Extraction Squad as your squad (...)*

-----QUOTE-----

Bless didn't say anything about using a \_specific\_ squad to activate the extraction feature...

Thanks, I'll try it...

---

**Posted by: Grimmirsson** on Aug. 24 2006,18:12

Well, it seems I don't have this extraction squad on my Xbox. In which add on file was it contained?

---

**Posted by: Denz** on Aug. 24 2006,18:15

Hi Grim,

Get Bless's latest version along with two new SAW troops on the previous page (20)

File name: MH-60-M249.rar

Try that one mate it does work as I replaced my older version with it  
Denz

Bless, get in touch mate I need to pick your brains about a config file I'm having trouble with

---

**Posted by: Bless** on Aug. 24 2006,23:16

-----QUOTE BEGIN-----

*Bless, get in touch mate I need to pick your brains about a config file I'm having trouble with*

-----QUOTE-----

What kind of problems?

sorry i was tooo busy on trying to fix some vehicles problems  
the A10 nuke bomb, the Scud Nuke, and the F16.

---

**Posted by: Chipper** on Aug. 25 2006,06:42

is it possible to port ECP over to ofp:e?

---

**Posted by: Denz** on Aug. 25 2006,12:10

Okay update time.

Grim, the MH-60 extraction squad will work with any infantry team of 3 (maybe even 2 - you & the pilot but haven't checked this) or more and an empty MH-60.

Example: Order one of your troops to board the MH-60 as pilot (say soldier 3). He mounts up while you go and complete your objective- I usually assign him a colour all his own.

Afterwards press right on the d-pad, select soldier 3 and across to the action sub-menu there will be the option to call for extraction, press right again and await your chariot while breathing in smoke and listening to the music. Works 100%.

Hope this helps Grim!

One of the addons (converted by myself- can you feel the sheer jubilation resonating out?) I put in last night has fixed the muzzle flash problem on the Zubr. Although the addon I think it was that fixed it (a soviet destroyer) is causing me some major headaches. Half the textures are missing, gunners are stood on top of their turrets, none of the weapons will work. The plus side is it floats, will follow way points and well thats about it. It does look good in a dark harbour though.

If I can't solve it by tonight Bless I think I will need some help- I was asking above about a different addon I'm struggling with.

Denz

Forgive my ignorance but whats ECP?

---

**Posted by: Bless** on Aug. 25 2006,16:01

-----QUOTE BEGIN-----

*One of the addons (converted by myself- can you feel the sheer jubilation resonating out?) I put in last night has fixed the muzzle flash problem on the Zubr. Although the addon I think it was that fixed it (a soviet destroyer) is causing me some major headaches. Half the textures are missing, gunners are stood on top of their turrets, none of the weapons will work. The plus side is it floats, will follow way points and well thats about it. It does look*

*good in a dark harbour though.*

*If I can't solve it by tonight Bless I think I will need some help- I was asking above about a different addon I'm struggling with.*

*Denz*

*Forgive my ignorance but whats ECP?*

-----QUOTE-----

I need to see the cpp to fix texture

you said that gunners are stood on top of their turrets,

To fix that is so simple, open the cpp go to class CfgVehicles and edit the gunnerAction= and pilotaction=

for example

the MH60 Blackhawk use this gunnerAction="ManActUH60Gunner";

you only will change the name of the vehicle.

If you are editing a cobra is suppose you put this

gunnerAction = ManActAH1Gunner;

IDK any idea what ECP means too.

---

**Posted by: Denz** on Aug. 25 2006,16:59

Cheers for that mate.

Its all a bit new this editing files business, slowly getting the hang of it though.

If I fix everything else but still have trouble with the textures I'll get you to have a look at it (textures do seem to be the biggest problem when transferring stuff).

Its a public holiday this weekend in the UK so its hours of sitting in front of the computer, even more sat in front of the TV & console and no doubt tons of xbox crashes (in fact its mostly all those 3 things all at the same time).

Have to spend saturday night with the girlfriend's family - so inconsiderate, don't they know how many OFP projects I've got going!!! 🤔

"Speak" to you later Bless

Thanks

Denz

Grimnirsson: Did you get the extraction working?

Chipper: You are going to have to explain what ECP is first.

---

**Posted by: Grimnirsson** on Aug. 27 2006,23:52

-----QUOTE-----

*Hope this helps Grim!*

-----QUOTE-----

Yes, works now - I suppose it was a corrupted file, some error messages came up etc., but now it's ok.

---

**Posted by: hoz** on Aug. 29 2006,17:34

Ok a new version of the xbox tool Mikero and I have been working on has been updated

on OFPEC. This tool is a an updated version of the old derapify, with some added features.

- \*replaces the Makemission tool.
- \*replaces the changeuser profile tool.
- \*is all gui driven
- \*can pbo and unpbo files specificaly for Elite.
- \*can sign pbos, configs, etc.

< Derapify >

If you find any bugs or have any questions please let me know.

edit: updated links. my opps  
Thanks  
Hoz

---

**Posted by: Grimmirsson** on Aug. 29 2006,18:42

Hoz,

I tried the OP Lightning mission again and there seems to be a problem besides the freeze after reload issue:

when one is making it to the street, destroying the BMP and waiting at the yellow waypoint marker - nothing happens. There's no new waypoint and no attacks after one has killed any enemy etc..

---

**Posted by: hoz** on Aug. 29 2006,19:30

Perhaps the mission has been updated, check the beta test thread at OFPEC. I don't really have an interest in SP missions so I don't know if I will get around to updating it. However you could easily fix it yourself on the PC and re export it. The new tool makes it really easy.



Hoz

---

**Posted by: Denz** on Aug. 30 2006,14:50

Hi Bless,

I have a question how would I fix the turret movement on a tank? I ported a few tanks over this weekend and they went straight in, the only problems being the turret can't turn and the tracks dont move.

So how do I fix the config so it works on the xbox.

Have also got the same problem with the resistance Armoured Tractor and a dugout with a PK MG.

Any help would be most appreciated.

Denz

---

**Posted by: Bless** on Aug. 30 2006,15:26

-----QUOTE BEGIN-----

*Hi Bless,*

*I have a question how would I fix the turret movement on a tank? I ported a few tanks over this weekend and they went straight in, the only problems being the turret can't turn and the tracks don't move.*

*So how do I fix the config so it works on the xbox.*

*Have also got the same problem with the resistance Armoured Tractor and a dugout with a PK MG.*

*Any help would be most appreciated.*

*Denz*

-----QUOTE-----

Animation dude, im trying to fix this problem since months i have more than 20 vehicles with the same problem turret, doors and gear up/down animation. Winpbo don't let me open the O.pbo located on addons.

---

**Posted by: hoz** on Aug. 30 2006,15:34

Use the derapify tool I posted to depbo and repbo if your having troubles. I was able to depbo all the files with this util.

Hoz

---

**Posted by: Denz** on Aug. 30 2006,15:40

Ok Mate. Shame about that, just have to keep trying I suppose.  
Thanks for your help.

Will upload some objects and cars later that work perfectly. Got some skyscrapers that go well with the skytower.

Hoz, just saw your post! Thanks a million I hope this is the answer!

---

**Posted by: Bless** on Aug. 30 2006,16:14

-----QUOTE BEGIN-----

*Got some skyscrapers that go well with the skytower.*

-----QUOTE-----

The problems with the skyscrapers is that lag the game a lot. when you create a mission with those object it will slow the mission.  
derapify don't recognize my C Drive say "Drive C must be available."

---

**Posted by: Denz** on Aug. 30 2006,18:05

No these aren't so bad I've created a large city based on Petrovice with lots of civilians and vehicles plus buildings and roads from the editor upgrade. I used the skytower collection of buildings but not the bladerunner building- The basis was a mission where the resistance had to assassinate an officer whilst in this city.  
The only lag is abit in the loading but the mission runs smooth.

---

**Posted by: Bless** on Aug. 30 2006,23:04

-----QUOTE BEGIN-----

*No these aren't so bad I've created a large city based on Petrovice with lots of civilians and vehicles plus buildings and roads from the editor upgrade. I used the skytower collection of buildings but not the bladerunner building- The basis was a mission where the resistance had to assassinate an officer whilst in this city. The only lag is abit in the loading but the mission runs smooth.*

-----QUOTE-----

yep but try playing system link with other people that have the addons. it will lagg. I have the city pack and on xlink kai cause lagg when i play the missions with my neighbors online.

---

**Posted by: Denz** on Aug. 31 2006,20:19

sorry hadn't thought about system link.

Did you manage to open the o.pbo? I didn't have time to do everything I planned as I was busy fracturing my ribs.

The new derapify tool seems to work ok for me with the pbo files already on my pc harddrive I didn't try the O.pbo as didn't have the opportunity to hook the xbox up to it and even if I did I don't have the knowledge to sort out the animation problems.

Denz

---

**Posted by: Bless** on Sep. 01 2006,00:53

o.pbo maybe dont open. Also the program dont recognize my C drive. rare!!!

Later i will post new fix on some vehicles, i founded some threat errors on some vehicles. also i will add 2 new aircraft ITA F16 ( 2 models ), A4 Skyhawk Israel ( 3 models).

---

**Posted by: Grimmirsson** on Sep. 01 2006,11:20

Just to be sure guys: does the Flashpoint Elite Mission Editor Upgrade work? When it was posted here I thought Bless wanted to see if it works, but now it seems some already use it as it is.

And the Sys Link Mission Pack (the one with the 30 missions) isn't available anymore on the server - how can I get it?

---

**Posted by: Bless** on Sep. 02 2006,02:34

Thanks hoz, the program now work fine!!!! Im into the O.pbo folder and animation folder is there.

---

**Posted by: Bless** on Sep. 02 2006,21:33

ok Guys Read...


After testing some vehicles i realized that some of them had a threat error. I decided to fix it. also i added in this packed a 2-F16 and the A-4 Skyhawk. Gear animation still not working but it look awesome.

fixed vehicles:

1. The annihilator threat and the cockpit sound fixed
2. Mi24 bizon threat and the smoke system fixed. No matter if your hide from him, His Bomb will Find you. lol
3. Guba General threat and the damage of the TAR weapon fixed.
4. Natasha Lovers threat fixed
5. Blackhack 105mm threat fixed ( now it will attack the armored tanks and the enemy soldiers) No music due to the distortion. Also fixed the engine sound like real Blackhawk.

6. Bradley Linebaker threat fixed for AA attack.  
7. The A10 squad threat fixed (also fixed the missile missed skin texture).  
8. MAF M163 Vulcan Recon fixed threat. Use cobra View.  
The two new aircraft also have fixes threat. The A-4 contain napalm, Mk82 bomb, and FAR missile. The F16 use Aim missile AA and Bombs.  
For those who have all mods i will add later my full Modded/Unmodded missions using the new addons.  
Installation is simple. Read the readme.

Derapify tool working 100% now.


Here is the link for those fixed vehicles threats   
< <http://storeandserve.com/download....ar.html> >

< Fixed\_Vehicles\_threats.rar >

C ya Later Bless The Machine.

---

**Posted by: Bless** on Sep. 04 2006,06:25

silence!!!! 

---

**Posted by: Grimmirsson** on Sep. 04 2006,11:10

-----QUOTE-----

*For those who have all mods i will add later my full Modded/Unmodded missions using the new addons.*

-----QUOTE-----

Is this the same collection of missions that you posted here (32 sys link missions)? If not could you upload them again, too?

---

**Posted by: Bless** on Sep. 04 2006,19:03

-----QUOTE BEGIN-----

-----QUOTE-----

*For those who have all mods i will add later my full Modded/Unmodded missions using the new addons.*

-----QUOTE-----

*Is this the same collection of missions that you posted here (32 sys link missions)? If not could you upload them again, too?*

-----QUOTE-----

yes. 34 system link Unmoded missions plus the modded missions.

---

**Posted by: Grimnirsson** on Sep. 04 2006,21:27

Cool,I 'm looking forward to playing them 😊

---

**Posted by: Bless** on Sep. 04 2006,22:04

-----QUOTE BEGIN-----

*Cool,I 'm looking forward to playing them 😊*

-----QUOTE-----

ok

This is the unmodded mission pack. Not for action replay. Use FlashFXP to transfer all folders to UDATA/434d005a. Read The Readme Inside the rar.

< [http://storeandserve.com/download/403780/Operation\\_flashpoint.rar.html](http://storeandserve.com/download/403780/Operation_flashpoint.rar.html) >

< Operation\_flashpoint.rar >

---

**Posted by: Denz** on Sep. 05 2006,21:54

Thanks for the fixed vehicles Bless and the missions.  
Been away for a few days, nice to come home to new toys!

Finally got around to uploading those objects which include a powerstation, more revetments, camo nets and a GAZ 24 car in a variety of civilian and military styles that the ai can drive.

I did include the skyscraper pack so its up to you if you use them.

< upload >

---

**Posted by: Grimnirsson** on Sep. 05 2006,22:17

Denz,

your upload is another add on i.e. objects, vehicles etc. - not missions, do I understand this right?

---

**Posted by: Bless** on Sep. 06 2006,02:46

[quote=Grimnirsson,Sep. 05 2006,18:17]Denz,

ok

cool

---

**Posted by: Bless** on Sep. 06 2006,02:57

-----QUOTE BEGIN-----

*Denz,*

*your upload is another add on i.e. objects, vehicles etc. - not missions, do I understand this right?*

-----QUOTE-----

those are addons not missions Grimnirsson.

---

**Posted by: Bless** on Sep. 06 2006,03:49

Guys

The A-4 skyhawk is crashing fire bomb weapons. Im gonna fix it.

---

**Posted by: Rocky5** on Sep. 06 2006,06:25

Can you use these addons in System Link???.

If so please help.

---

**Posted by: Bless** on Sep. 06 2006,06:55

-----QUOTE BEGIN-----  
*Can you use these addons in System Link???.*

*If so please help.*

-----QUOTE-----

Asnwer === YES

---

**Posted by: hoz** on Sep. 06 2006,13:52

You can use addons on system link, the only problem is all users require the addons just like in the PC version.

Hoz

---

**Posted by: Grimnirsson** on Sep. 06 2006,15:32

Just in case you missed the question, please allow me to repeat it:

-----QUOTE-----  
*Just to be sure guys: does the Flashpoint Elite Mission Editor Upgrade work? When it was posted here I thought Bless wanted to see if it works, but now it seems some already use it as it is.*  
-----QUOTE-----

Thanks,

Grim

---

**Posted by: Rocky5** on Sep. 06 2006,15:38

Right they work? i have sent my friend my addons folder so he has the same addons as me but the porb mow is when he connects it tells him and me that he canot edit or delete because of deleted downloaded contents or something like that and it keeps disconnecting him so whats going wrong.

happens with every addon dosnt mater if its a troop or heli dose the same.



---

**Posted by: hoz** on Sep. 06 2006,16:12

It sounds like to me some more work is required to make it work. I have no idea what tho. I usually just play missions with the stock units.

Hoz

---

**Posted by: Denz** on Sep. 06 2006,16:33

Hi Grim,  
Yes the editor upgrade works.

I did re-pbo it to make sure it was xbox compatible but am pretty sure Diatribal did that to start with.

Just post here if you have a problem

Did you get the addons I posted last night? After I uploaded them I tested to make sure the link worked but now I can't access the page - it could be their servers again?

---

**Posted by: Grimmirsson** on Sep. 06 2006,17:20

Hi Denz,

-----QUOTE-----

*Did you get the addons I posted last night? After I uploaded them I tested to make sure the link worked but now I can't access the page - it could be their servers again?*

-----QUOTE-----

You mean the "upload" file? Yes, I got it, but actually this server sucks. It doesn't work at all when I click the download button, I always have to right-click and then save it manually. The download sometimes starts quickly, but most of the time it doesn't. I had the download of your file running in the background (since I'm always online that doesn't matter) and after an hour or so it started....and this although I'm a registered member, I can imagine what happens when one uses the "non registered" download button...get on a two week vacation and when you're back home it's ready 🤔

---

**Posted by: Bless** on Sep. 06 2006,18:16

-----QUOTE BEGIN-----

*It sounds like to me some more work is required to make it work. I have no idea what tho. I usually just play missions with the stock units.*

Hoz

-----QUOTE-----

Addons work fine on system link if the others players have the same addons. I play system link with friends that have same addons i use and everything is fine. Are you sure you sent all the new addons to that person? Maybe the other person didnt install it correctly or maybe the other person dont have the newest fixes and is playing with old fixes.

---

**Posted by: Grimmirsson** on Sep. 06 2006,20:19

What I really miss is the opportunity to fly a fighter and a bomber with a friend - any two seater jets possible? One pilot, one gunner?...

---

**Posted by: Rocky5** on Sep. 06 2006,20:23

Nah he has the same as me i sent him my addons folder over the net so that me and him have the exact same.

we both have the real game so every file is the same apart from your great mods (Addons).

if you could help please do i want some of thoughts great choppers in there as you can see from the screen shot thats what we get.



ah ok sorry removed:)

**Posted by: hoz** on Sep. 06 2006,21:58

-----QUOTE-----

*we both have the real game so every file is the same apart from your great mods (Addons).*

-----QUOTE-----

Do you both have the same missions installed? If I recall you both need to have the mission files, therefore you would have to be playing using the same profile name. this is where it might be getting fubar'd on you.

Questions about hacking the game executables is not allowed in these forums.

---

**Posted by: Rocky5** on Sep. 06 2006,23:47

Nup still nothing this is doing my head in i really want this to work if any one can get it working add me to kai and let me join please to see if it dose work.

Kai user name: JConn

---

**Posted by: Typhoon Duke** on Sep. 07 2006,00:16

🙄 Hey! I'm the new guy. Got a question about scripting, hopefully this is not considered hacking, but I was wondering if any advanced ai scripting for example increased engagement distances for both sides, or ai using flares + satchels, ai deploying smoke to screen movements, ai stacking outside of a room then lob a frag or smoke and then flood the room? Can this be scripted in modded xboxes? Like downloaded to the folder where the ai script is? Hope this isn't off topic.

---

**Posted by: Codarl** on Sep. 07 2006,00:43

sorry, but your Xbox isn't powerfull enough to do that.

The smoke grenade thing maybe, but stacking... nein!

---

**Posted by: hoz** on Sep. 07 2006,03:27

If you can script something on the PC version chances are it will work on Elite.

Hoz

---

**Posted by: Bless** on Sep. 07 2006,06:34

-----QUOTE BEGIN-----

*What I really miss is the opportunity to fly a fighter and a bomber with a friend - any two seater jets possible? One pilot, one gunner?...*

-----QUOTE-----

ha you want a 2 Seat jet? I will add it here verrrryyyy soon. Pilot and Gunner at the same jet, very nice. I will add a new Tornado squaad ( 5 different models) and another 2 seat fighter jet soon too.

---

**Posted by: Bless** on Sep. 07 2006,06:37

-----QUOTE BEGIN-----

*Nup still nothing this is doing my head in i really want this to work if any one can get it working add me to kai and let me join please to see if it dose work.*

*Kai user name: JConn*

-----QUOTE-----

dude something wrong you are doing. My addons work fine on system link, no matter if other people dont have the mission. IF your friend have the same addons its suppose that work fine. Tell your friend to install it all again.

---

**Posted by: Grimmirsson** on Sep. 07 2006,09:46

-----QUOTE-----

*ha you want a 2 Seat jet? I will add it here verrrryyyy soon. Pilot and Gunner at the same jet, very nice. I will add a new Tornado squuad ( 5 different models) and another 2 seat fighter jet soon too.*

-----QUOTE-----



-----QUOTE-----

*dude something wrong you are doing. My addons work fine on system link, no matter if other people dont have the mission. IF your friend have the same addons its suppose that work fine. Tell your friend to install it all again.*

-----QUOTE-----

I said that before, we need a way to bring all these add ons in some structure so to say. It's very easy to get something wrong when the add ons are mentioned here in a discussion folder (and not everone reads here) and the files are on another server (which makes files availalble only for a certain time, as it seems - when you try to get some older files, they are gone).

The best way would be to have all add ons on one permanent site with a direct content description and numbered so everybody could see what he still needs, what works, what's in Beta etc..

Couldn't BI host these add ons?

Another question: now that it seems rather easy to make such add ons (for those who have the knowledge/skills) I still wonder whether the Xbox could handle a full mod like a

WWII mod, Vietnam Mod etc. which are available for PC. Isn't this the same procedure? If not, what is the reason that this wouldn't work?

Really curious about this... 😊

---

**Posted by: Bless** on Sep. 07 2006,10:27

-----QUOTE BEGIN-----

*I still wonder whether the Xbox could handle a full mod like a WWII mod, Vietnam Mod etc. which are available for PC. Isn't this the same procedure? If not, what is the reason that this wouldn't work?*

*Really curious about this... 😊*

-----QUOTE-----

dont go too far. Remember the xbox specification 733 ghz with a old video card.

---

**Posted by: Grimmirsson** on Sep. 07 2006,11:08

-----QUOTE-----

*dont go too far. Remember the xbox specification 733 ghz with a old video card.*

-----QUOTE-----

Well, 733 Ghz should be more than enough then, but alas it's only Mhz 😊

Is that really the problem here? Wouldn't such a Mod simply overwrite already existing files/structures of the game, so that it doesn't change too much CPU-wise?

---

**Posted by: Denz** on Sep. 07 2006,14:35

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

*What I really miss is the opportunity to fly a fighter and a bomber with a friend - any two seater jets possible? One pilot, one gunner?...*

-----QUOTE-----

-----QUOTE-----

Grim, I've got a two seater fighter (su-33 4 variants) thats half way down my "to fix" list. Problems with first person view having no instrument panel, pilots stand instead of sit and of course the animation. But most of it is fixable.

Have been through just about every addon available now and have got most of the vehicles I wanted- even a BMD, if we could only solve the animation problems OFP:E would nearly be complete

---

**Posted by: Rocky5** on Sep. 07 2006,15:26

These are the addons i have added to the addons folder in this order so i will send him the Addons folder later and will give it another try thanks for your help peeps and thanks Bless for these addons alos see the editor addon is that just the PC one?

These are all Bless's Addons that i could download.

- 1: OFP-Weapon Pack1 For Xbox.
- 2: OFP-Final\_Addons.
- 3: NEW - 0Mi24 Bizon, New Special Forces AH-64 Apache so on.
- 4: New\_Addons\_3
- 5: Annihilator\_final
- 6: OFP-Xbox\_Weapons\_Pack - The final one
- 7: Objects
- 8: Objects\_2
- 9: fz\_ah64d
- 10: M163\_Recon
- 11: KEGlynx
- 12: Antonov
- 13: MH60-M249
- 14: Fixed\_Vehicles\_threats

---

**Posted by: Grimmirsson** on Sep. 07 2006,16:00

Hi Denz,

-----QUOTE-----

*Grim, I've got a two seater fighter (su-33 4 variants) thats half way down my "to fix" list. Problems with first person view having no instument panel, pilots stand instead of sit and of course the animation. But most of it is fixable.*

-----QUOTE-----

Cool! Is there any specific reason that the animations don't work on the Xbox that often? The commands in the menue are available as I know...

What I think will be much better in a two-seater is dogfighting. I find it very difficult with the rather fast moving jets to see where the enemy is since there's no marker like in a copter when the gunner points you to the target. I suppose that will work the same with jets?

Looking forward to playing your add on, too 😊

---

**Posted by: Denz** on Sep. 07 2006,17:17

I have opened the o.pbo which is where the animation files are. I'm playing around with some stuff to try to get the animation to work but its a struggle.

Have got some great vehicles in but their turrets won't turn or aircraft's landing gear won't go up or down.

Bless is the expert on manipulating addons for the xbox so will probably have to wait for him to solve it.

---

**Posted by: Bless** on Sep. 07 2006,17:48

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

*What I really miss is the opportunity to fly a fighter and a bomber with a friend - any two seater jets possible? One pilot, one gunner?...*

-----QUOTE-----

-----QUOTE-----

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*Have been through just about every addon available now and have got most of the vehicles I wanted- even a BMD, if we could only solve the animation problems OFP:E would nearly be complete*

-----QUOTE-----

denz i got the same jet you got. and i fix the gunner seat, now im trying to fix why that plane use a wrong missile side. Also i fixed the speed, panel, and some other minor errors.

Also i got a new houses models (mogadishu Blackhawkdown movie) buildings. 50mb try to get it from the sites.

If you have others vehicles that work on xbox but need a fix, send it to me.

---

**Posted by: Bless** on Sep. 07 2006,17:54

-----QUOTE BEGIN-----

*I have opened the o.pbo which is where the animation files are. I'm playing around with some stuff to try to get the animation to work but its a struggle.*

*Have got some great vehicles in but their turrets won't turn or aircraft's landing gear won't go up or down.*

*Bless is the expert on manipulating addons for the xbox so will probably have to wait for him to solve it.*

-----QUOTE-----

Yeah thats the biggest problem for me. O.pbo contain all the animation, different from PC version. I have new jets that need to animate the gears.

---

**Posted by: Bless** on Sep. 07 2006,17:55

-----QUOTE BEGIN-----

-----QUOTE-----  
dont go too far. Remember the xbox specification 733 ghz with a old video card.  
-----QUOTE-----

-----QUOTE-----

hell yeah i wish 733Ghz lol 😊

---

**Posted by: Denz** on Sep. 07 2006,19:26

-----QUOTE BEGIN-----  
*Also i got a new houses models (mogadishu Blackhawkdown movie) buildings. 50mb try to get it from the sites.*  
-----QUOTE-----

Thanks Bless,  
Did you put all 4 pbo files in? I just re-packed them and its 168mb. Good job I put a bigger hard drive in.

Yeah I've got one or two files that need a fix.  
I'll sort through them and let you know. As we probably have a few the same!  
Denz

Love the "Forest of Death" mission and "Run Like Hell" is a blast

---

**Posted by: Bless** on Sep. 07 2006,19:55

-----QUOTE BEGIN-----

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Denz

Love the "Forest of Death" mission and "Run Like Hell" is a blast  
-----QUOTE-----

listen mogadishu vehicle dont work it crash but buildings work fine . yes i put all pbo

168mb. yes i like those missions play Escape, US airbase night are good too. I got new russians Buildings i gonna post it later, also i fixed the Black Ops D552 Soldier weapon.

---

**Posted by: Denz** on Sep. 07 2006,20:07

Thanks for that Bless.

thats great news on the fixed d552.

I've got a few new weapons like that that would'nt fire when I ported them. Want me to send those to you aswell along with a boat that caused me loads of headaches (and whatever else I've got)

I think thats the russian buildings pack I was going to try later. At least I know they will work.

I've got two new troops a us soldier armed only with a handgun and a spetsnez rpg soldier (you might have these already Bless) I'll upload them with a few other things in another pack tomorrow.

---

**Posted by: Bless** on Sep. 07 2006,20:12

-----QUOTE BEGIN-----

*Thanks for that Bless.*

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*I've got two new troops a us soldier armed only with a handgun and a spetsnez rpg soldier (you might have these already Bless) I'll upload them with a few other things in another pack tomorrow.*

-----QUOTE-----

send me the weapons that dont fire. I can fix it.

---

**Posted by: Grimmirsson** on Sep. 07 2006,21:29

You don't forget my Zubr-fix Bless, do you? 🧐

---

**Posted by: Rocky5** on Sep. 07 2006,23:06

Bless how do i change the names of the submenus you have 3 that have no names but contain C-130 Hercules(green, grey), HH-60J Jayhawk and the extra items.

Can the menus be given names?

---

**Posted by: Bless** on Sep. 08 2006,01:25

-----QUOTE BEGIN-----

*Bless how do i change the names of the submenus you have 3 that have no names but contain C-130 Hercules(green, grey), HH-60J Jayhawk and the extra items.*

*Can the menus be given names?*

-----QUOTE-----

need to use winpbo or Derapify to change that on the config.cpp. Man you got the old fix. I put a fix for HH60j Jayhawk in a group of addons. is suppose that the HH60j Jayhawk is located on Air on the Final fix.

---

**Posted by: Bless** on Sep. 08 2006,01:29

-----QUOTE BEGIN-----

*These are the addons i have added to the addons folder in this order so i will send him the Addons folder later and will give it another try thanks for your help peeps and thanks Bless for these addons alos see the editor addon is that just the PC one?*

*These are all Bless's Addons that i could download.*

- 1: OFP-Weapon Pack1 For Xbox.*
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- 7: Objects*
- 8: Objects\_2*
- 9: fz\_ah64d*
- 10: M163\_Recon*
- 11: KEGlynx*
- 12: Antonov*
- 13: MH60-M249*
- 14: Fixed\_Vehicles\_threats*

-----QUOTE-----

listen rocky

The last of the addons that you will install from the list is named Fixed\_Vehicles\_threats that will fix some other addons problems for example it will fix the annihilator cobra sound.

I know why your friend cant play with you online. Listen you need to install those addons in the correct order. The last addons that you will install will be the Fixed\_Vehicles\_threats. If you friend dont follow the correct oder he will never play with you.

Later i will upload all the addons pack. ALL

---

**Posted by: Rocky5** on Sep. 08 2006,02:11

We have it working the daft cu\*t was playing the disc not the hdd version so they work fine he is a twat but for the stuff with no menu names you will need to edit the pbo files to change them they are not assigned to a category like air or armored.

for all your addons i just went through page by page downloading them and writing down the order to install them 1 to 14 1 being the first and 14 the last but the names are still not

there just blank.

---

**Posted by: Bless** on Sep. 08 2006,06:32

-----QUOTE BEGIN-----

*We have it working the daft cu\*t was playing the disc not the hdd version so they work fine he is a twat but for the stuff with no menu names you will need to edit the pbo files to change them they are not assigned to a category like air or armored.*

*for all your addons i just went through page by page downloading them and writing down the order to install them 1 to 14 1 being the first and 14 the last but the names are still not there just blank.*

-----QUOTE-----

wait for final Fix i will post all addons split in 4 category

1. Air
2. Armored
3. Weapons
4. Objects

---

**Posted by: Bless** on Sep. 08 2006,13:41

Ok

This is the complete addons pack that i have until now. I decided to divide into 4 category. Air, Armored, Weapons, and objects. Addons from early post could not fixed. Here are the links

air

< <http://storeandserve.com/download/411823/Air.rar.html> >

Armored

< <http://storeandserve.com/download/411331/Armored.rar.html> >

Weapons

< <http://storeandserve.com/download/411331/Weapons.rar.html> >

Objects

< <http://storeandserve.com/download/372742/Objects.rar.html> >

I recommend to get those pack until now to fix system link problem. I included new russian RPG soldier, new fix for Morxs MX109 russian barret sniper, and the A-4 fix. I know that this site storeandserve suck but is the only site until now to get those addons. Installation: Replace the old addons in your OFP Addons Folder.  
Cya later

---

**Posted by: Rocky5** on Sep. 08 2006,15:12

Thanks for puting all the addons up for download bless but what order do i install these in cos it ask's to overwrite when i put the armored in first then the weapons pack and so one.

only some files.

Also how the hell do i use the laser detonator what planes use it and can i use the scud with it?

also could you convert the M8 rifle and some US troops to xbox please cos they look really cool thanks.

---

**Posted by: Denz** on Sep. 08 2006,16:51

-----QUOTE BEGIN-----

*Also how the hell do i use the laser detonator what planes and i use it wil can i use the scud with it?*

-----QUOTE-----

Hi Rocky,

Look in the "tips and tricks" thread at the very beginning of the forum. The whole process for using the laser designator is in there mate. Standard scud's missile won't detonate on map but I know Bless has been playing around with some others that will.

As for the addons to be sure delete the old files and only, I repeat only install addons from these last (todays) packs. As far as I can tell all of Bless's addons are in there. I don't really trust just overwriting files. When I test new addons (other than Bless's) I usually put them in another folder on another drive and use the file manager to bring them over to the addon folder.

Bless old mate, do you know I just fixed the same BRDM2 file yesterday, 🤪 but have got some wrecked BRDM2s that use this pack and they do look good. I'll upload them in an hour or so once I get home from work (as well as a few other addons) and have a pack of files for you to fix after your generous offer.

Thanks Bless

Denz

---

**Posted by: Rocky5** on Sep. 08 2006,16:59

The file are from the new addons if you extract them into the same folder it askes you to overwrite it only happens with some files.

Iam using a new addons folder from the dvd so default 28 pbo files.

---

**Posted by: Grimmirsson** on Sep. 08 2006,17:05

-----QUOTE-----

*As for the addons to be sure delete the old files and only, I repeat only install addons from these last (todays) packs.*

-----QUOTE-----

But one can't just delete ALL files in the add on folder of the game, or am I wrong? I vaguely remember that the add on folder already contained some files before I put some of the new add on files in there - but I don't know what files were original and what not...

Any idea for a clean install of the new files?

Thanks

---

**Posted by: Denz** on Sep. 08 2006,18:17

could delete and then reinstall the game again and add the final fix addons.

I didnt mean delete all the files just the older addons then replace them with the new. You will always need the original BIS pbo files.

Shame we can't seperate them into folders in the addon file.

I did try as I hate my files being messy but then they were not accessed by the game engine.

---

**Posted by: Bless** on Sep. 08 2006,19:26

-----QUOTE BEGIN-----

*Thanks for puting all the addons up for download bless but what order do i install these in cos it ask's to overwrite when i put the armored in first then the weapons pack and so one.*

*only some files.*

*Also how the hell do i use the laser detonator what planes use it and can i use the scud with it?*

*also could you convert the M8 rifle and some US troops to xbox please cos they look really cool thanks.*

-----QUOTE-----

Rocky

those addons, air, armored, weapons, objects dont required any order to install.

Scud missile dont work. Laser designator is used with the A10 LGZ, A-4, ITA AMX Jet that are located on the air pack. Im still working with a scud nuke bomb. I only have a chemical scud working but Nuke bomb still crashing the xbox.

I got a nice M8 rifle but the P3d dont work on xbox.

---

**Posted by: Bless** on Sep. 08 2006,19:29

-----QUOTE BEGIN-----

*could delete and then reinstall the game again and add the final fix addons.*

*I didnt mean delete all the files just the older addons then replace them with the new. You will always need the original BIS pbo files.*

*Shame we can't seperate them into folders in the addon file.*

*I did try as I hate my files being messy but then they were not accessed by the game engine.*


-----QUOTE-----

Yes denz you can reinstall the addons again, only that you need to add the addons you post it because i forgot to add it on the pack and the original Addons that the game have. Test the ITA AMX Jet please i fix the bomb crash and is working nice. I fixed the Morx Mx109 russian sniper with better accuracy.

---

**Posted by: Bless** on Sep. 08 2006,19:40

This is another new toy The SU-30 Fighting Russian Jet (2 seat). Contain 3 models, one of then using 2 rear missile for back protection. The texture look awesome. I test is the most i can and i didnt find any error, only the gear animation. The sound is amazing. If

anyone found a error just post it here. This is the link. Enjoy it!!! 

< acwc\_su30mk.rar >

Later i will add a new Tornado ( 5 models).

---

**Posted by: Denz** on Sep. 08 2006,19:43

Ok Bless

Have got some files for you to fix some of them are textures as I'm struggling to learn how to fix that part. But most should be fixable.

I included a couple of Bonus items like some Merkava tanks that just have animation problems but I know you'll like the config.

Full details in the readme

< Files to Fix >

---

**Posted by: Bless** on Sep. 08 2006,19:52

thanks i will look at it when i arrive from my normal work.

---

**Posted by: Bless** on Sep. 09 2006,06:02

Everyone with new addons read

I put a new units on the weapon pack named rp\_rpg26.pbo. This unit is causing problem to the Russian RPG soldier (NH75 Law) If you notice,When you put an east weapon crate and select NH75 launcher it dont appear on the back of the soldier. So to fix that just simple delete the rp\_rpg26.pbo from your addons list in your OFP game until i fix it. applogize me for that mistake.

---

**Posted by: Rocky5** on Sep. 09 2006,06:08

All mods work great thanks again but there is an error the MH-60 Blackhawk (105mm) when the CPU fire's a flare an error comes up on screen no flare sound found.

---

**Posted by: Bless** on Sep. 09 2006,10:19

-----QUOTE BEGIN-----

*All mods work great thanks again but there is an error the MH-60 Blackhawk (105mm) when the CPU fire's a flare an error comes up on screen no flare sound found.*

-----QUOTE-----

i have to check maybe your using the wrong fix. anyway thats not a big problem i will take a look at that later. If you have the fixed threat RAR you can install it, its suppose that this fix the blackhawk too.

---

**Posted by: Bless** on Sep. 09 2006,10:20

Everyone with new addons read

I put a new units on the weapon pack named rp\_rpg26.pbo. This unit is causing problem to the Russian RPG soldier (NH75 Law) If you notice, When you put an east weapon crate and select NH75 launcher it dont appear on the back of the soldier. So to fix that just simple delete the rp\_rpg26.pbo from your addons list in your OFP game until i fix it. applogize me for that mistake.

---

**Posted by: Rocky5** on Sep. 09 2006,10:55

Bless what are the radar squad i picked them and it just sits there i cant move is this for a sentry dutes like watching a part of the field then it tells you?

Oh when i fly the blackhawk i get sound (flare launch sound) it was just when a AA fired at it the Cpu fired flare's but then a error came up on screen saying there was no flare sound.

Also is it possible you could help me could you post your new fire and explosions please and how to insert them (where to insert them) please.

---

**Posted by: Bless** on Sep. 09 2006,17:46

-----QUOTE BEGIN-----

*Oh when i fly the blackhawk i get sound (flare launch sound) it was just when a AA fired at it the Cpu fired flare's but then a error came up on screen saying there was no flare sound.*

-----QUOTE-----

Listen i will put the correct fix of the blackhawk 105mm, IDK why flare dont work because it work on me fine.

---

**Posted by: Bless** on Sep. 09 2006,19:35

Now i realized that Blackhawk 105mm dont have flare sound auto defenses i will fix it guys.

---

**Posted by: Bless** on Sep. 09 2006,20:13

Ok guys

Rocky5 realized that the Backhawk 105mm dont have the flare sound auto defense. So now i Fix it. here is the link. Sorry. Please test it and post here if any error.

< bhduh60.rar >

---

**Posted by: Bless** on Sep. 09 2006,22:12

After blackhawk sound problems i realized that the xms soldier cant fire single shot bullets. That problem was caused due to the ds552 weapon. Here is the fix for that.

< ds\_sg552.rar >

---

**Posted by: Rocky5** on Sep. 09 2006,22:24

Thanks for the fix works great no error cheers.

But:

not sure if this is a bug but its weird when you set up a support medic.

island : Nogova

: get in nearest : support : then call medic now i place the blackhawk (105mm) Q: Di:57  
and iam at Q: Ga:65.

now when the guys get in the heli and start it up all i can hear the heli start now am about  
1,2 miles away so how the hell can i hear it clear as a bell i cant hear it after it lifts off just  
when it starts.

---

**Posted by: Bless** on Sep. 09 2006,22:57

-----QUOTE BEGIN-----

*Thanks for the fix works great no error cheers.*

*But:*

*not sure if this is a bug but its weird when you set up a support medic.*

*island : Nogova*

*: get in nearest : support : then call medic now i place the blackhawk (105mm) Q: Di:57  
and iam at Q: Ga:65.*

*now when the guys get in the heli and start it up all i can hear the heli start now am about  
1,2 miles away so how the hell can i hear it clear as a bell i cant hear it after it lifts off just  
when it starts.*

-----QUOTE-----

have to check. listen the annihilator is crashing when you eject. i will add the new fix now.

---

**Posted by: Bless** on Sep. 09 2006,23:01

Sorry guys after testing the vehicles i founded some error that im fixing. 1st was the  
blackhawk sound flare defense (fixed), 2nd was the xms soldier single shot bullet (fixed)  
and now i realized that the annihilator crash the xbox when you eject. Not a big deal. I  
fixed here is the link. remember to get the blackhawk and ds552 new fix on page 26.

< Annihilator\_eject\_fix.rar >

ALso the M1A1 Abraham united fixed for smoke defense, and the T80-BV Beryoza Anti air  
defenses and smoke defense too. here is the link.

< Ash\_RealMBT.rar >

Appologize me again But i dont want you experiment problems with your OFP game. Im  
here to help the most i can.

c ya later

Bless The Machine

---

**Posted by: Bless** on Sep. 10 2006,01:33

Im gonna fix PBR boat later, due to the higgins boat configurationg fucked the pbr boat lol.

guys if you are experiencing problems with the PBR boat that is easy to fix. IF you notice

that you can't turn on the engine then you need to go to your OFP addons folder and delete the following PBO file. PCboat2.pbo. So you will delete a passenger boat but you will fix the problem with the PBR.

---

**Posted by: Grimnirsson** on Sep. 10 2006,19:49

Hi Bless,

we tried the new two-seaters this weekend in sys link, but there are some problems:

a) we only could find a two-seater under empty russian aircraft, what are the two seaters on the US side?

b) when we were both pilot and gunner the game slowed down that it got absolutely unplayable...

c) we couldn't get the gunner marking a target, so that the pilot would know where to fly. Although pilot and gunner were able to see the target on the ground there was nothing available under the target command menu.

best,

Grim

---

**Posted by: Bless** on Sep. 10 2006,23:47

-----QUOTE BEGIN-----

*Hi Bless,*

*we tried the new two-seaters this weekend in sys link, but there are some problems:*

*a) we only could find a two-seater under empty russian aircraft, what are the two seaters on the US side?*

*b) when we were both pilot and gunner the game slowed down that it got absolutely unplayable...*

*c) we couldn't get the gunner marking a target, so that the pilot would know where to fly. Although pilot and gunner were able to see the target on the ground there was nothing available under the target command menu.*

*best,*

*Grim*

-----QUOTE-----

answer

1. on the US you have the ITA AMX jets
2. i didnt test it yet, but maybe it cause lagg.
3. IDK- but what i see this plane have too much problems to fix.

---

**Posted by: KingLeerUK** on Sep. 11 2006,15:14

I would still like to know what version of the PC game is best for use in creating OpFlash:Elite missions to port to the Xbox.

To what "patch" level should the game be upgraded? Are there any weapon packs that should be downloaded to ensure 1:1 compatibility with Elite?

---

**Posted by: hoz** on Sep. 11 2006,15:40

-----QUOTE BEGIN-----

*I would still like to know what version of the PC game is best for use in creating OpFlash:Elite missions to port to the XBox.*

*To what "patch" level should the game be upgraded? Are there any weapon packs that should be downloaded to ensure 1:1 compatibility with Elite?*

-----QUOTE-----

The very latest patch 1.96 for the PC is the best. Stay away from addons until you get the hang of porting the missions over to the xbox.

Hoz

---

**Posted by: Denz** on Sep. 12 2006,18:34

Hi Bless,  
Another one for your collection the ultimate choices for smoke grenades.

< smoke grenade options >

Usual animation problems but again the config is something you will like.

Hope you like it.  
Denz

---

**Posted by: Bless** on Sep. 12 2006,19:32

Thanks i will take a look. Listen some of the files you sent me dont work on xbox due to the friking animation. but i can use the config.cpp to create new things.

---

**Posted by: Denz** on Sep. 12 2006,19:44

Thats what I was thinking mate!  
Most addons are useless until we can sort the animation problems out but we could have some really good vehicles.

This one has 6 options for smoke grenades - option 6 is pretty cool.

I have the rest of the vehicles/helos from this mod working on the xbox but its the damn animation again.

---

**Posted by: Denz** on Sep. 13 2006,21:30

Hi Bless.  
Have got some new sounds for you to use when you are editing vehicles. There are some different sounds for turrets, engines (aircraft, tanks and cars) weapons firing and reloading etc.  
I thought that you might be able to find a use for them.

< OFP:E Sounds >

Could you please upload that russian house pack as I couldn't get it to work for me.

Denz

{edit: Forgot to give credit to the Swiss Mod Team for the sounds}

---

**Posted by: Bless** on Sep. 13 2006,21:53

-----QUOTE BEGIN-----

*Could you please upload that russian house pack as I couldn't get it to work for me.*

-----QUOTE-----

Friking house lag the game as hell. Im gonna post 4 missions created by me on the PC editor then converted to xbox.

1. Day2 The Ambush Normal
2. Day2 The ambush 2 Modded
3. Day44 The Rebellion 2 normal
4. Day 44 The Rebellion Modded

Modded= new content vehicles.

Hoz I fixed final destination problem it was a trigger.

So please someone test it.

also i converted other missions

1. co04\_stealthy\_approach
2. co12\_bridge\_to\_freedom
3. co02 the lonely apache v1.06
4. co04 invasion v1.06
5. co8\_civil\_unrest

Those mission require to ftp, i didnt converted to work on Action Replay.

Here is the link

< [http://storeandserve.com/download/422466/New\\_Missions.rar.html](http://storeandserve.com/download/422466/New_Missions.rar.html) >

< New\_Missions.rar >

Hope you like them. If not im gonna 🍉

---

**Posted by: Denz** on Sep. 13 2006,21:56

Cool will try them out tonight.

---

**Posted by: Bless** on Sep. 13 2006,22:40

I forgot that those mission are for multiplayer. Not Single player. Also require the Profile of Bomber to play them.

---

**Posted by: hoz** on Sep. 14 2006,01:40

Bless glad to hear you fixed the missions and I can't wait to try them out. I'll be changing the profile to mine though :P

Hoz

---

**Posted by: Bless** on Sep. 14 2006,03:02

-----QUOTE BEGIN-----

*Bless glad to hear you fixed the missions and I can't wait to try them out. I'll be changing the profile to mine though :P*

Hoz

-----QUOTE-----

got a problem those maps Day2 and day44 dont let you play on system link two players only single player lol i will fix it.

---

**Posted by: Grimmirsson** on Sep. 17 2006,20:46

Hi Bless,

a) I asked about two-seater jets on the US side and you said:

-----QUOTE-----

*1. on the US you have the ITA AMX jets*

-----QUOTE-----

For whatever reason I don't have these fighters. I have the Israeli fighters but these are one-seaters. Where do I get the two-seaters? I have installed the new add ons as you said...

b) Today we played one of the missions of your mission pack - Downtown Spetznas (IIRC) - and I got an error message, saying that I would play a different version of the mission than the host. The weather was indeed totally different: while my girlfriend had nice weather I had a dark rainy day on my monitor!

That was rather strange and I couldn't understand the error message because the mission was only installed on the xbox of my girlfriend, while I was simply linked to it. Any idea about this? And how could I change the weather so we play under the same sky?

Thanks!

---

**Posted by: Bless** on Sep. 17 2006,21:20

-----QUOTE BEGIN-----

*Hi Bless,*

*a) I asked about two-seater jets on the US side and you said:*

-----QUOTE-----

*1. on the US you have the ITA AMX jets*

-----QUOTE-----

*For whatever reason I don't have these fighters. I have the Israeli fighters but these are one-seaters. Where do I get the two-seaters? I have installed the new add ons as you said...*

*b) Today we played one of the missions of your mission pack - Downtown Spetznas (IIRC) - and I got an error message, saying that I would play a different version of the mission than the host. The weather was indeed totally different: while my girlfriend had nice weather I had a dark rainy day on my monitor!*

*That was rather strange and I couldn't understand the error message because the mission was only installed on the xbox of my girlfriend, while I was simply linked to it. Any idea about this? And how could I change the weather so we play under the same sky?*

*Thanks!*

-----QUOTE-----

1. Get the air pack dude its suppose to be there.  
try this < ITA\_AMX.rar >

2 downtown spednas is Hoz missions dont pay attention to that error. The Mission work fine and its a challenge mission. Yep i experience similar problem, when i was playing the mission with a friend he had a nice sky and i was playing with complete Fog. anyway its cool. lol

---

**Posted by: Grimmirsson** on Sep. 17 2006,22:34

Thanks Bless for the new link. I \*have\* the air pack installed, therefore my question. Anyway, I'll install the single file tomorrow.

Will the gunner/target mechanic work with this one?

Regarding the Downtown mission - yep, it's cool, we tried it three times and ended up with one last standing man 🤔

When do you suppose to get your 4 mission pack fixed?

Thanks for your good work!

---

**Posted by: Bless** on Sep. 18 2006,08:01

Hi guys

I was trying to create a fast Roping blackhawk on xbox and this is what i got. The Blackhawk 105mm now have the ability to Fast Insertion. This is on beta, maybe have some error, i need testers. The rope animation is not available but it doesnt matter. How to test it?

Put and empty blackhawk105mm then command a group of soldier like 8-12, tell your soldier to board the back of the blackhawk, proceed to a secure area on the map, try to be like 5-8 meters from the ground and perform the fast insertion .

this is the link

< Blackhawk105\_Rope.rar >

c ya later

Bless The Machine

---

**Posted by: Bless** on Sep. 18 2006,08:05

I fixed my missions. Converted to single Player missions. Need Bomber Profile to test them. Contain 2 Modded version. Day 2 The Ambush2 and Day44 Rebellion.  
< Fixed\_Missions.rar >

---

**Posted by: Grimmirsson** on Sep. 20 2006,15:54

Bless,

the gunner/target mechanic doesn't work with the US two-seater, either. The second man can only ride in back, i.e. be a passenger on the seat where he should actually be an active gunner. Without the possibility that the gunner can mark targets for the pilot, there's not much sense in a two-seater. Any chance to get this fixed?

Thanks a lot,

Grim

---

**Posted by: Bless** on Sep. 20 2006,19:01

i will take a look later Grim.

Here is the new fix for the PSG-1 Sniper Rifle  
whats new?

1. New Delta PSG1 Sniper ( No Silencer)
  2. New Ammo crate for PSG-1 SD rifle.
  3. Now the sniper have the ability to use LAW/RPG, etc.
  4. Fixed Seal Cavalry on the Infantry squad.
- here is the link

< PSG1\_Fixed.rar >

C ya later  
Bless

---

**Posted by: Denz** on Sep. 25 2006,17:53

Have got a couple more addons for you all

< OFP:E\_Addons >

I have tested them for compatibility with about 70% of the other addons (including BIS's originals) but you never know if one of these will have an adverse effect on one of them. Any problems delete the specific pbo and please post here in case its fixable.

Full details in the readme inside.  
Denz

Bless, how did the data3d.pbo experiment go?  
I had to send my xbox in to be serviced the other day so have not been able to try it out.

---

**Posted by: Bless** on Sep. 26 2006,07:30

thanks denz i will look them

---

**Posted by: Bless** on Sep. 28 2006,08:49

Yo Denz that burned vehicles objects are amazing. Im trying to fix the textures on rotor

blades on the downed Chopper.

---

**Posted by: Denz** on Sep. 29 2006,12:33

Hi Bless,

It would be great if you could fix the rotor blade textures.

You know that Lynx smoke generator vehicle you released as a beta a couple of months ago? I think I've found some skins for it - an addon with some M577s. Do you want it? It should make reskinning the vehicle easier.

I couldn't get the M577 to port to the xbox though.

Denz

---

**Posted by: Bless** on Oct. 01 2006,11:52

Im gonna try to fix it.

Bless

---

**Posted by: Bless** on Oct. 01 2006,13:21

Ok i was fixing the MultiPlayer templates. Now you will not experiement the problems with the target/defense template on system link. I added the description.ext to every template to fix that problem. also increased the number of players to 12. Here is the link

< MPTemplates.rar >

To install just place the MPtemplate folder into your xbox OFP-E game.

Sometimes Target missions dont work on system link so i fix it. No more -1 advice.

If any error occurs, recomendation, delete the cache on your X, and G drive. Also delete the cache.txt on your OFP game.

any error just post it here.

Bless

---

**Posted by: Bless** on Oct. 02 2006,06:56

Now target.pbo on system link have group respawn. Working fine.

---

**Posted by: Denz** on Oct. 13 2006,16:19

Bless do you want some more weapons to fix?

Btw those tweaked mp templates you did are real good.

Have been playing around with the template maker and have come up with a couple more - there is one thats nearly ready for a beta release that I really like. Its for a "meeting engagement" between East & West Recon forces. If you like short, sharp, destructive actions you'll like this.

Denz

---

**Posted by: hoz** on Oct. 13 2006,17:10

Denz I'd be extremely interested in testing out any new templates.

---

**Posted by: Denz** on Oct. 13 2006,17:16

No problem Hoz as soon as I know everything is working as it should I'll upload it.

---

**Posted by: Bless** on Oct. 15 2006,09:18

Template is cool, example the editor dont let you create a Single player DM template, only

Team. The template on the missions Pilot down is so cool.

Denz i have a lot of new weapons that require to fix, due to they need jam magazine and xbox dont support it.

c ya later

---

**Posted by: Denz** on Oct. 15 2006,22:40

No problem Mate 😊

Really like that mission you ported "Airstrike" when I can access OFPEC again I'll post a link for it here. As of Friday I was the only one who'd downloaded it-probably as its in pc mission thread but that can't be helped.

In fact I think I'm gonna try my hand at porting pc missions.

Unfortunatley I still haven't found time to test the new templates but it is on the agenda.  
Denz

---

**Posted by: Bless** on Oct. 16 2006,09:06

I made some mistake porting PC missions to xbox on respawn. Now i understand more. on description.ext you have to put this for respawn take place as group. This means that respawn will be into the remaining soldier of your group. If you put instant, then you will respawn where you died and if you use Base then you will respawn at the Base.

```
respawn="group"  
respawndelay=5
```

```
class Header  
{  
    gameType = COOP;  
    minPlayers = 1;  
    maxPlayers = 12;  
};
```

---

**Posted by: Denz** on Oct. 16 2006,10:54

Nice tip!

Here is the link to a nice mission Bless ported.  
< Airstrike xbox mission >

Remember to check the < OFPEC > Mission Section for new xbox missions.  
Denz

---

**Posted by: hoz** on Oct. 16 2006,16:01

-----QUOTE-----

```
respawn="group"  
respawndelay=5
```

-----QUOTE-----

I find that, unless the other players have a copy of the mission, you should use group respawn. This is because if the other player doesn't have the mission files, then he doesn't get the marker for the respawn base. (respawn\_west)

-----QUOTE-----

```
class Header
{
gameType = COOP;
minPlayers = 1;
maxPlayers = 12;
};
```

-----QUOTE-----

The reason this class exists and is necessary is because this class tells the xbox how many players the mission is and the type of mission that's being played. It is required otherwise you'll see a -1 for players when you try to load the mission.

Hoz

---

**Posted by: sim0b** on Oct. 16 2006,16:55

-----QUOTE BEGIN-----

-----QUOTE-----

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respawn="group"
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-----QUOTE-----

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Hoz

-----QUOTE-----

silly question but how much is xbox live and what do u need to get it started?In the UK if anyone knows?

---

**Posted by: hoz** on Oct. 16 2006,17:16

-----QUOTE-----

*silly question but how much is xbox live and what do u need to get it started?In the UK if anyone knows?*

-----QUOTE-----

In Canada it runs about 80\$ a year.

There are alternatives to Xbox live such as Kia and Xbconnect. There are many players on Kia (which is free) nightly playing Elite.

---

**Posted by: sim0b** on Oct. 16 2006,21:43

-----QUOTE BEGIN-----

-----QUOTE-----

*silly question but how much is xbox live and what do u need to get it started?In the UK if anyone knows?*

-----QUOTE-----

*In Canada it runs about 80\$ a year.*

*There are alternatives to Xbox live such as Kia and Xbconnect. There are many players on Kia (which is free) nightly playing Elite.*

-----QUOTE-----

cheers mate will have look

---

**Posted by: Bless** on Oct. 17 2006,21:58

I opened some coop missions original from OFP-E and the description.ext use group instead of numbers. Also i opened some templates to understand everything. Im trying to make a new template too.

---

**Posted by: Denz** on Oct. 18 2006,17:42

Have got some new addons for you - sadly nothing too exciting but you have to take what

you can.

< OFP\_Addons\_18/10/06 >

Have tested them with most addons and stock units and can see no problems. Should you find any conflicts delete the specific pbo file and please post here in case its fixable.

Full details in the readme

Denz

Bless,

Have edited the Barret M82 you released (do you mind?)

Now has a 2 man sniper team with obviously the Barrett and the other has a scoped m16.

I thought the game could do with a realistic sniper team.

Will release shortly.

May do the same for the PSG-1

Does anyone know if "gate open" is a standard BIS object or have I picked it up somewhere else?

---

**Posted by: sim0b** on Oct. 18 2006,18:46

-----QUOTE BEGIN-----

*Have got some new addons for you - sadly nothing too exciting but you have to take what you can.*

*< OFP\_Addons\_18/10/06 >*

*Have tested them with most addons and stock units and can see no problems. Should you find any conflicts delete the specific pbo file and please post here in case its fixable.*

*Full details in the readme*

*Denz*

*Bless,*

*Have edited the Barret M82 you released (don't mind do you?)*

*Now has a 2 man sniper team with obviously the Barrett and the other has a scoped m16.*

*I thought the game could do with a realistic sniper team.*

*Will release shortly.*

*May do the same for the PSG-1*

*Does anyone know if "gate open" is a standard BIS object or have I picked it up somewhere else?*

-----QUOTE-----

Denz check your private msgs

---

**Posted by: Bless** on Oct. 18 2006,22:10

the site is not working, im trying to get those addons to take a look. yeah you can edit all you want is better have updates. Im getting pissed with a new template (Escape template) that im trying to create.

---

**Posted by: Bless** on Oct. 18 2006,22:14

ok

---

**Posted by: Denz** on Oct. 19 2006,11:42

-----QUOTE BEGIN-----

*Im getting pissed with a new template (Escape template) that im trying to create.*

-----QUOTE-----

I know exactly how you feel Bless. I've been struggling with new templates for a while now. Everytime I think I've got it sorted something else crops up and the mission doesn't work as it should.

Denz

---

**Posted by: maxqubit** on Oct. 19 2006,22:47

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

*But the biggest prob i have with the pc missions is that the viewdistance is much worse than for xbox missions. Editing the pc mission on xbox is possible but has no effect (same goes for date/time and weather) so that's a pity. Perhaps someone can make sure the viewdistance is maximized, it would make the pc mission much better.*

-----QUOTE-----

*Working on this very problem. Hope to have something soon.*

-----QUOTE-----

Hi all,

I'm back. Got my pc running OFP:R with WGL and stuff. Got into Mission Editing and transferred a test to my xbox. It works:) I get the hang of it again.

Now, i skimmed thru 30 pages to see if the 'fog' prob was solved. Couldn't see it answered. Perhaps i missed something.

But anywayz, with my transferred test mission there is this fog/low-viewdistance ... Can it be solved? How?

---

**Posted by: Bless** on Oct. 20 2006,02:13

-----QUOTE BEGIN-----

*But anywayz, with my transferred test mission there is this fog/low-viewdistance ... Can it be solved? How?*

-----QUOTE-----

Im having the same problem, when you create a pc mission on day and transfer it to xbox i see a Hard weather (heavy fog like snow lol). I just put all mission to night to solve the problem.

---

**Posted by: Denz** on Oct. 20 2006,11:32

-----QUOTE BEGIN-----

-----QUOTE BEGIN-----

*But anywayz, with my transferred test mission there is this fog/low-viewdistance ... Can it be solved? How?*

-----QUOTE-----

*Im having the same problem, when you create a pc mission on day and transfer it to xbox i see a Hard weather (heavy fog like snow lol). I just put all mission to night to solve the problem.*

-----QUOTE-----

I was wondering about that too. So its nvg all round then 😊

Edit 2: Just noticed the post Hoz cheers

---

**Posted by: maxqubit** on Oct. 20 2006,12:08

I pm'd Hoz.

Could it be the viewDistance parm in mission.sqm???

If i check a regular Elite mission i see

-----CODE SAMPLE-----

```
addons[] = {"bisofp","bmp2","BIS_Resistance","bradley","vulcan"};
viewDistance = 550.000000;
```

-----CODE SAMPLE-----

But i don't see a **viewDistance** parm in the PC mission.sqm (or do i miss something?) and perhaps when it is missing it will default to the low 'fog' like value.

Perhaps you have to notepad edit it into mission.sqm before makemission.

Will check tonite

---

**Posted by: hoz** on Oct. 20 2006,15:04

@Denz. Kia link is < Kia Xlink > Its free, and works all over the world.

@Max

To be honest I never noticed the viewdistance in the mission.par I'll have a look at this and see what I can come up with. I'll let you know. One way might be to add a trigger to set the viewdistance once the game has started up.

Hoz

---

-----QUOTE BEGIN-----  
*To be honest I never noticed the viewdistance in the mission.par*  
-----QUOTE-----

:yay:

Hehehe, that's good, now we still have a chance to solve this prob.

I hope to have some time tonight to check this out. I'm really curious and will let you all know asap.

**Edit:** Btw, if i want to use a pc pbo in Elite, do i have to dePbo-MakePbo it with EliteNess (the Mikero/Hoz tool)?

---

*end*