

# AWS ADES CUSTOM MANUAL

firewill

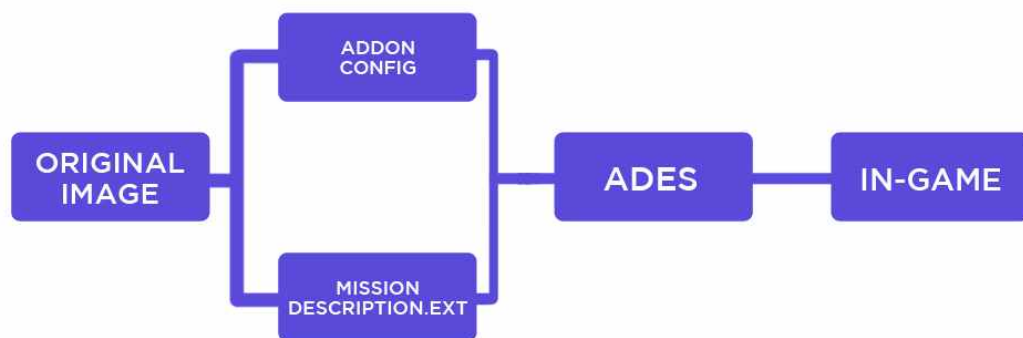
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# 1. introduction

ADES(Aircraft Decoration Extended System) is new decoration system for aircraft and replace the previous skins, insignia, decal and numbering systems. ADES is designed for easier to decorate the aircrafts with less work than re-skin.



(ADES LOGIC)

Also, ADES can using the photo from addon config and description.ext for missions, so user can make and using own decal with little instruction.

**\*This manual not contain how to make the texture.\***

## 2. Make Custom Decal/Roundel/Killmark

input these code into config.cpp or description.ext file.  
suggestion texture size is 512\*512 size and transparent paa file. (jpg is also available but not a transparent.)

```
class CfgADES_Roundel
{
    class your_custom_roundel
    {
        displayName = "my custom roundel";
        texture = "texture_path.paa/jpg";
        FIR_ClassCode = "your_custom_roundel"; //use same classname
    };
}; //for ades roundel system

class CfgADES_Decal
{
    class your_custom_decals
    {
        displayName = "my custom decal";
        texture = "texture_path.paa/jpg";
        FIR_ClassCode = "your_custom_decals"; //use same classname
    };
}; //for ades decal system
```

```

class CfgKillmarks
{
    class Killmark_Example
    {
        displayName = "your own Killmark";

        killmark_list[] =
{"directory\your_killmark\1kill_ca.paa","directory\your_killmark\10kill_
ca.paa","directory\your_killmark\50kill_ca.paa","directory\your_killmark
\100kill_ca.paa"};

        FIR_ClassCode = "Killmark_example";

        texture = "directory\your_killmark\1kill_ca.paa";

    };
}; //for ades killmark system

```

be sure texture files in the directory you want.

If input into description.ext for misson, must export to pbo and running, because other player only can read the data from pbo file.

### 3. ADES Compatibility for your Aircraft

AWS support the ADES Compatibility for other Aircraft.

if aircraft creator want to using skin system in ADES or other things, just input some codes in config.cpp and useraction.

(in config.cpp)

```
class CfgADES_Skin
```

```
{
```

```
    class Your_Aircraft_ADES_Skin // if have script
```

```
    {
```

```
        ades_type = "your_aircraft_custom_skin"; // skin type in  
aircraft
```

```
        ades_skin_count = 2; // skin count in hiddenselections
```

```
        ades_acc_script_check = "yes"; // additional script like  
exterior decorate
```

```
        ades_acc_script = "WaircraftWscript.sqf"; //script path
```

```
        ades_classcode = "your_aircraft_custom_code"; //class code  
name in each aircraft class
```

```
        ades_preview = "editorPreview"; //get preview path
```

```
        ades_name = "your_aircraft_custom_name";//name in each  
aircraft class
```

```
    };
```

```
    class Your_Aircraft_ADES_Skin // if no script
```

```
    {
```

```
        ades_type = "your_aircraft_custom_skin"; // skin type in  
aircraft
```

```
        ades_skin_count = 6; // skin count in hiddenselections
```

```
        ades_acc_script_check = "no"; // no additional script
```

```
        ades_classcode = "your_aircraft_custom_code"; //class code  
name in each aircraft class
```

```
        ades_preview = "editorPreview"; //get preview path
```

```
        ades_name = "your_aircraft_custom_name";//name in each  
aircraft class
```

```
    };
```

```
};
```

in aircraft class(Base class suggest.)

```
ades_aircraft = "Your_Aircraft_ADES_Skin";
your_aircraft_custom_skin = 1;
your_aircraft_custom_name = "Standard";
your_aircraft_custom_code = "Your_Aircraft_Class";
editorPreview = "WFIR_F16WuiWpreviewWpic_usaf.paa";
```

in UserActions class

```
class ADES_Open
{
    displayName = "<t color='#739eff'>Open ADES</t>";
    position = "pos cano";
    radius = 15;
    shortcut = "User6";
    condition = "player in this and ((this distance (nearestObject [this, ""FIR_Baseplate""]) < 25) and (damage (nearestObject [this, ""FIR_Baseplate""]) < 1) and (speed this < 1)) or ((this distance (nearestObject [this, ""B_Truck_01_ammof""]) < 25) and (damage (nearestObject [this, ""B_Truck_01_ammof""]) < 1) and (speed this < 1)) or ((this distance (nearestObject [this, ""Land_TentHangar_V1_F""]) < 25) and (damage (nearestObject [this, ""Land_TentHangar_V1_F""]) < 1) and (speed this < 1)) or ((this distance (nearestObject [this, ""Land_Hangar_F""]) < 25) and (damage (nearestObject [this, ""Land_Hangar_F""]) < 1) and (speed this < 1)) or ((this distance (nearestObject [this, ""B_Slingload_01_Ammo_F""]) < 25) and (damage (nearestObject [this, ""B_Slingload_01_Ammo_F""]) < 1) and (speed this < 1))";
    statement="this execVM ""WFIR_AirWeaponSystem_USWScriptWadesWADES_Open.sqf""";
    onlyforplayer = "false";
    priority = 6;
    hideOnUse = 1;
};
```

## 4. Reference



### Ades dialog guide

- Select roundel : ades roundel
- Select decal : ades decal
- Input numbers : ades numbering
- Select skin : ades skin
- Select insignia : ades insignia

### Ades supported list

- F-16 fighting falcon(roundel, decal, numbering, skin, insignia)
- F-15 eagle series(roundel, numbering, skin, insignia)
- F-14 tomcat(roundel, numbering, skin, insignia)
- F-2 viper zero(roundel,\*decal, numbering, skin, insignia)
- \*
- \* support vertical decal only