Quick guides for modding Wargame Airland Battle

All those guides require the Enohka's modding suite for W:AB. They also require a good knowledge of this tool I strongly advise you to read D-M's and Enohka's guides.

I also thanks Hob and Enohka (and anyone who was involve) for their awesome work on the Edata files and Enohka for its awesome Modding suite !

Feel free to comment (via google drive), or to PM me (on the official wargame forum) if I can make any inprovment, (correct any mistake) or if you want to request a guide.

-Guide I : Finding a vehicle's weapon

-Step 1 : go find the vehicle you want to know the weapon. The vehicles are in class 86. Their name are explicitely written in the properties.

86	TUniteAuSolDescriptor	868

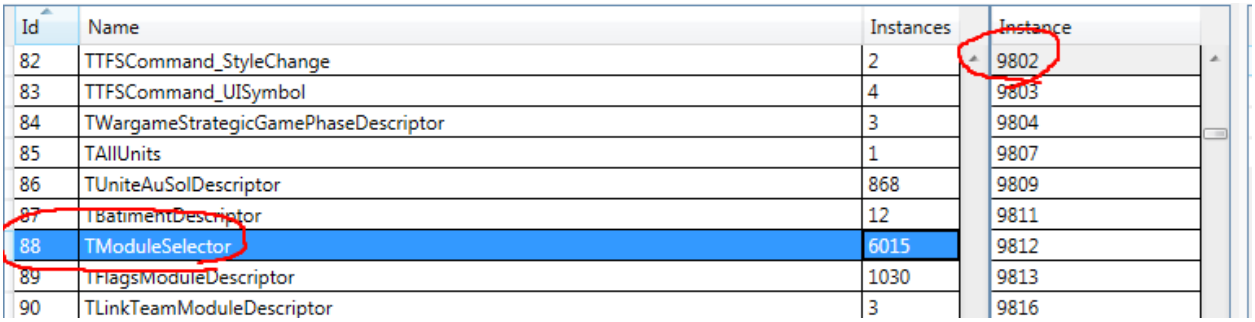
-Step 2 : When you are in the properties in the vehicles go in the module list of this vehicle,

BinId	Id	Name	Type	Binary Value	Value
D8 01 00 00	475	DescriptorId	Guid	00000000000000000000000	00000000-0000-0000-0000-00000f040000
DC 01 00 00	476	Modules	List	D82400005C000000	Collection[23]
DD 01 00 00	477	ShortDatabaseName	TableString	D80B0000	Descriptor_Unit_AMX_32
DE 01 00 00	478	ClassNameForDebug	TableString	D90B0000	Unit_AMX_32
DF 01 00 00	479	StickToGround	Boolean	01	True
E0 01 00 00	480	ArmorDescriptorFront	ObjectReference	4D2600005D000000	93 : 9805 - TArmorDescriptor
E1 01 00 00	481	ArmorDescriptorSides	ObjectReference	262600005D000000	93 : 9766 - TArmorDescriptor
E2 01 00 00	482	ArmorDescriptorRear	ObjectReference	112500005D000000	93 : 9489 - TArmorDescriptor
E3 01 00 00	483	ArmorDescriptorTop	ObjectReference	D92400005D000000	93 : 9433 - TArmorDescriptor
E4 01 00 00	484	ManageUnitOrientation	Boolean	01	True
E5 01 00 00	485	HitRollSizeModifier	Unset		null
E6 01 00 00	486	DeathExplosionAmmo	ObjectReference	DB2400005E000000	94 : 9435 - TAmmunition
E7 01 00 00	487	IconeType	Int32	01000000	1
E8 01 00 00	488	PositionInMenu	Int32	04000000	4
E9 01 00 00	489	NameInMenuToken	LocalisationHash	03215E0B00000000	03215E0B00000000
EA 01 00 00	490	Category	Int32	03000000	3
EB 01 00 00	491	AcknowUnitType	Int32	16000000	22
EC 01 00 00	492	TypeForAcknow	Int32	6C000000	108
ED 01 00 00	493	Nationalite	Unset		null
EE 01 00 00	494	MotherCountry	TableString	33010000	FR
EF 01 00 00	495	ProductionYear	UInt32	BB070000	1979
F0 01 00 00	496	MaxPacks	UInt32	01000000	1
F1 01 00 00	497	UpgradeRequire	Unset		null
F2 01 00 00	498	Factory	Int32	09000000	9

find the Module named "WeaponManager" it's class should be 88:XXXX or 88:XXXXX

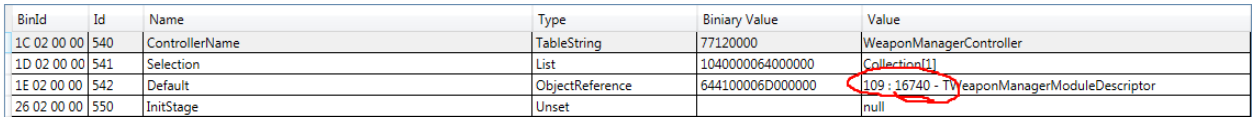
Type	Value
Map	Map: TypeUnit : 88 : 9797 - TModuleSelector
Map	Map: Flags : 89 : 9798 - TFlagsModuleDescriptor
Map	Map: CriticModule : 88 : 9439 - TModuleSelector
Map	Map: TargetCoordinatorModule : 88 : 9413 - TModuleSelector
Map	Map: Position : 88 : 9743 - TModuleSelector
Map	Map: Inflammable : 88 : 9415 - TModuleSelector
Map	Map: LinkTeam : 90 : 9416 - TLinkTeamModuleDescriptor
Map	Map: Experience : 88 : 9417 - TModuleSelector
Map	Map: CompanyUnit : 88 : 9799 - TModuleSelector
Map	Map: ApparenceModel : 91 : 9800 - TApparenceModelModuleDescriptor
Map	Map: Halo : 88 : 9420 - TModuleSelector
Map	Map: MouvementHandler : 88 : 9801 - TModuleSelector
Map	Map: WeaponManager : 88 : 9802 - TModuleSelector
Map	Map: Damage : 88 : 9423 - TModuleSelector
Map	Map: Visibility : 88 : 9424 - TModuleSelector
Map	Map: Fuel : 88 : 9803 - TModuleSelector
Map	Map: ScannerConfiguration : 88 : 9720 - TModuleSelector
Map	Map: Scanner : 88 : 9572 - TModuleSelector
Map	Map: GhostManager : 88 : 9428 - TModuleSelector
Map	Map: Cadavre : 88 : 9429 - TModuleSelector

-Step 3 : Then go in the Class 88 and find the XXXX or XXXXX instance. Then click on it.



Id	Name	Instances	Instance
82	TTFSCommand_StyleChange	2	9802
83	TTFSCommand_UISymbol	4	9803
84	TWargameStrategicGamePhaseDescriptor	3	9804
85	TAllUnits	1	9807
86	TUniteAuSolDescriptor	868	9809
87	TBatimentDescriptor	12	9811
88	TModuleSelector	6015	9812
89	TFlagsModuleDescriptor	1030	9813
90	TLinkTeamModuleDescriptor	3	9816

-Step 4 : You should see an “ObjectReference” pointing too an other property in an other class, more precisely in class 109, so you should have 109:XXXXX



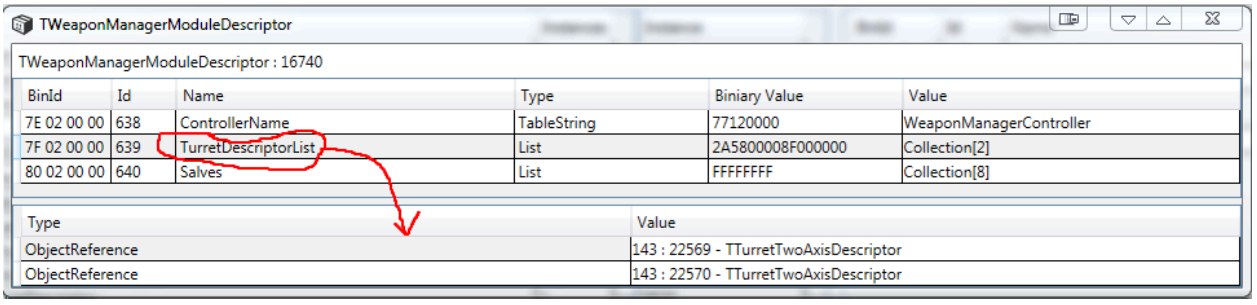
BinId	Id	Name	Type	Biniary Value	Value
1C 02 00 00	540	ControllerName	TableString	77120000	WeaponManagerController
1D 02 00 00	541	Selection	List	1040000064000000	Collection[1]
1E 02 00 00	542	Default	ObjectReference	644100006D000000	109 : 16740 - TWeaponManagerModuleDescriptor
26 02 00 00	550	InitStage	Unset		null

-Step 5 : So you now have two choice either the long and boring one either the short one.

The long and boring one consist in writing down the instance you have found (109:XXXXX) and go in class 109 and find this instance. Sounds long and boring ? Because it is !!!

The short way to do this is to double-click on the “ObjectReference” value (109:XXXXX) and it should immediately pop a new window with the instance XXXXX of class 109 open in it. Brilliant, isn’t it ?

-Step 6 : Now you are in 109:XXXXX you should see a list named “TurretDescriptorList”, open it.



TWeaponManagerModuleDescriptor

TWeaponManagerModuleDescriptor : 16740

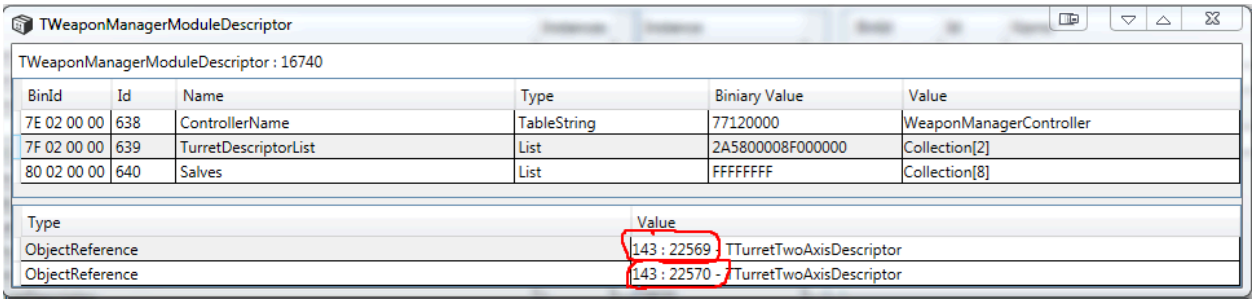
BinId	Id	Name	Type	Biniary Value	Value
7E 02 00 00	638	ControllerName	TableString	77120000	WeaponManagerController
7F 02 00 00	639	TurretDescriptorList	List	2A5800008F000000	Collection[2]
80 02 00 00	640	Salves	List	FFFFFFFF	Collection[8]

Type	Value
ObjectReference	143 : 22569 - TTurretTwoAxisDescriptor
ObjectReference	143 : 22570 - TTurretTwoAxisDescriptor

-Step 7 : Technical stuff begins here. There should be 1, 2 or 3 value in this list each value stand for an independant slot of weapon. For instance AMX-32 (the example I chose for the images) as 3 weapon slot, but only 2 are independent, its A/C and its cannon or dependant, they can’t shoot together. so for AMX-32 the list will have 2 entries one for both the cannon and the A/C and one for the machine gun.

-Step 8 : Now load one of the instance in the list (with the easy way, not the long).

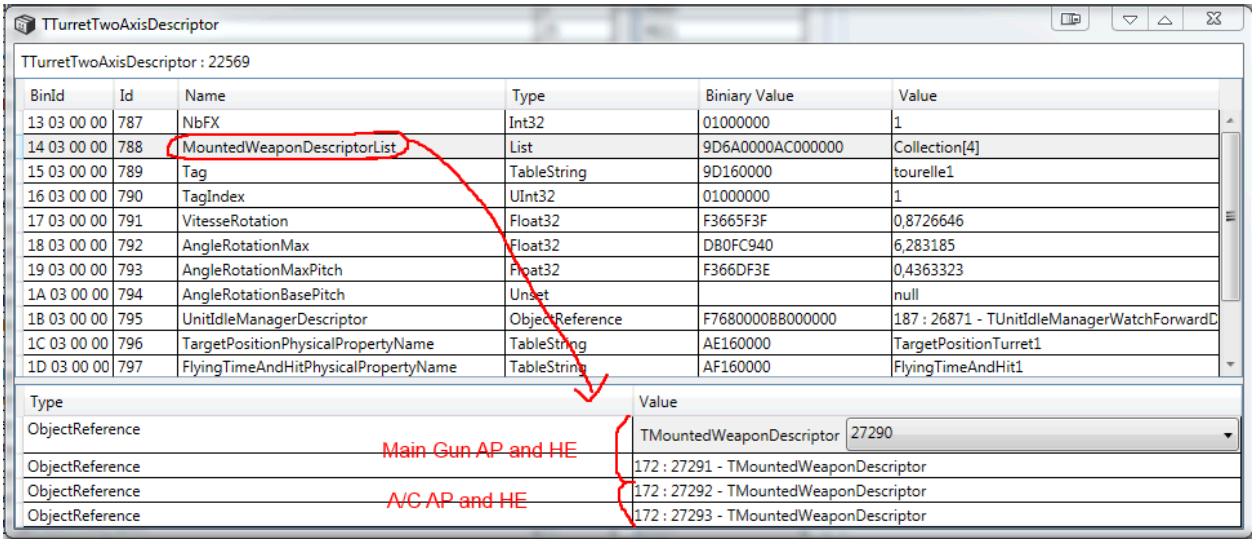
The first is usuallythe main weapon (the cannon for a tank).



-Step 9 : Now that you have openned this new instance you should find a list named ”MountedWeaponDescriptorList” in this is listed all the path to the weapons mounted on this turret’s axis.

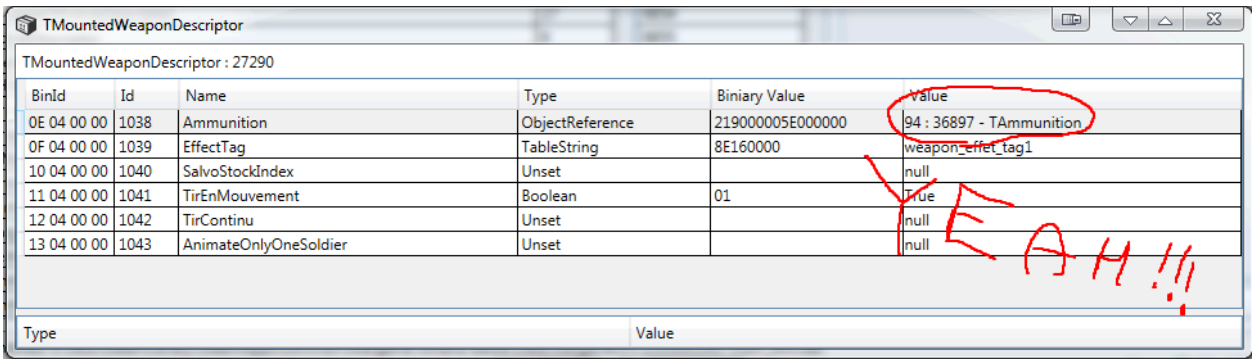
Step 10 : You opened this, file for a tank’s main gun and instead of one link you find two of them ! Don’t worry !!! It is normal, Each gun that as AP and HE as in fact two weapon inside (this means A/C have also two weapons value). One with AP, one with HE. For instance the Leopard 2A4 has a cannon with 19 AP, and an other cannon with 3 HE and no AP.

This implies two things. First, you can modify the range of a cannon against unarmoured target without modifying its range against armoured target (Which means you can mod your game to have a Leopard 2A4 that shoot tanks at 2450 meters and infantery at only 2275 meters, for example). Then the displayed range in armory is the range of witch weapons has the greatest range.



Step 11 : When you have choosen which weapon you want to modify double click on it’s class and instance number.

Step 12 : When you are in this new instance you should see an object reference pointing on an instance of class 94. Class 94 AKA TAmmunition is the class where all weapon stats are stocked. So double click on this class and instance number and you have finnaly access to the stats you were looking for.


TMountedWeaponDescriptor
TMountedWeaponDescriptor : 27290
BinId
Id
Name
Type
Biniary Value
Value
0E 04 00 00
1038
Ammunition
ObjectReference
219000005E000000
94 : 36897 - TAmmunition
0F 04 00 00
1039
EffectTag
TableString
8E160000
weapon_effet_tag1
10 04 00 00
1040
SalvoStockIndex
Unset
null
11 04 00 00
1041
TirEnMouvement
Boolean
01
True
12 04 00 00
1042
TirContinu
Unset
null
13 04 00 00
1043
AnimateOnlyOneSoldier
Unset
null
YEAH !!!
Type
Value

- Guide II : Changing the stats of a Weapon

NB : You must understand that modifying a weapon of a certain unit may also modify the weapon of an other unit if they are sharing the same one. (This is especially important when you modify RoF since the same weapon can have different RoF depending on how it is shot)

- II.1 Changing the range :

-Step 1 : Identify the weapon you want to change the range. (Use Guide I)

-Step 2 : When it's done, go to Class 94:XXXXX, where you're weapons is information are
stored. (using the intel you've gathered with Guide I)

-Step 3 : In W:AB all range are a multiple of 175 meters so the new range should be divideable by 175. (This is quite important since the KE scaling mechanic of AP uses this property)

-Step 4 : You should notice that the range value isn't the one displayed in game to know what value you should write here is the formula :

$$\frac{[Old\ editor\ value]}{[Old\ in\ game\ displayed\ value]} \times [New\ in\ game\ displayed\ value] = [New\ editor\ v$$

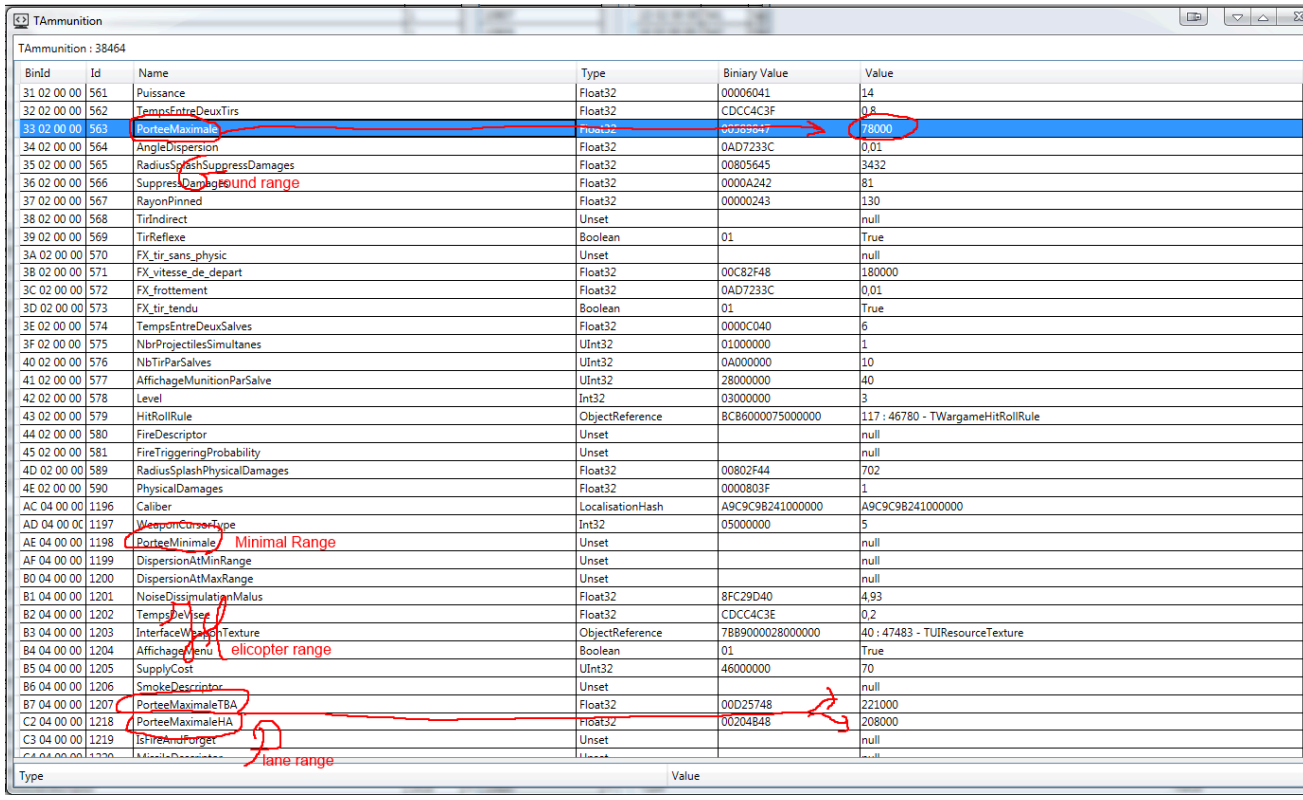
Very simple maths, Cross-multiplication

. The value you obtain should be a multiple of 1000 so if you don't find this, use the multiple of 1000 which is the neares of the value you've just found

Few examples :

- If you get **168645** you should write **169000**
- If you get **234463.247485** you should write **234000**
- If you get **155076.92** you should get **155000**
- If you get **193846.1538** you should get **194000**
- Et caetera ...

-Step 5 : Now you have to choose which range change. Against ground targets ? Helos ? Planes ?



BinId	Id	Name	Type	Biniary Value	Value
31 02 00 00	561	Puissance	Float32	00006041	14
32 02 00 00	562	TempsEntreDeuxTirs	Float32	CDCC4C3F	0,8
33 02 00 00	563	PorteeMaximale	Float32	00989847	78000
34 02 00 00	564	AngleDispersion	Float32	0AD7233C	0,01
35 02 00 00	565	RadiusSplashSuppressDamages	Float32	00805645	3432
36 02 00 00	566	SuppressDamages	Float32	0000A242	81
37 02 00 00	567	RayonPinned	Float32	00000243	130
38 02 00 00	568	TirIndirect	Unset		null
39 02 00 00	569	TirReflexe	Boolean	01	True
3A 02 00 00	570	FX_tir_sans_physic	Unset		null
3B 02 00 00	571	FX_vitesse_de_depart	Float32	00C82F48	180000
3C 02 00 00	572	FX_frottement	Float32	0AD7233C	0,01
3D 02 00 00	573	FX_tir_tendu	Boolean	01	True
3E 02 00 00	574	TempsEntreDeuxSalves	Float32	0000C040	6
3F 02 00 00	575	NbrProjectilesSimultanes	UInt32	01000000	1
40 02 00 00	576	NbTirParSalves	UInt32	0A000000	10
41 02 00 00	577	AffichageMunitionParSalve	UInt32	28000000	40
42 02 00 00	578	Level	Int32	03000000	3
43 02 00 00	579	HitRollRule	ObjectReference	BCB6000075000000	117 : 46780 - TWargameHitRollRule
44 02 00 00	580	FireDescriptor	Unset		null
45 02 00 00	581	FireTriggeringProbability	Unset		null
4D 02 00 00	589	RadiusSplashPhysicalDamages	Float32	00802F44	702
4E 02 00 00	590	PhysicalDamages	Float32	0000803F	1
AC 04 00 00	1196	Caliber	LocalisationHash	A9C9C9B241000000	A9C9C9B241000000
AD 04 00 00	1197	WeaponCursorType	Int32	05000000	5
AE 04 00 00	1198	PorteeMinimale	Unset		null
AF 04 00 00	1199	DispersionAtMinRange	Unset		null
B0 04 00 00	1200	DispersionAtMaxRange	Unset		null
B1 04 00 00	1201	NoiseDissimulationMalus	Float32	8FC29D40	4,93
B2 04 00 00	1202	TempsDeVisee	Float32	CDCC4C3E	0,2
B3 04 00 00	1203	InterfaceWeaponTexture	ObjectReference	7B89000028000000	40 : 47483 - TUIResourceTexture
B4 04 00 00	1204	AffichageMenu	Boolean	01	True
B5 04 00 00	1205	SupplyCost	UInt32	46000000	70
B6 04 00 00	1206	SmokeDescriptor	Unset		null
B7 04 00 00	1207	PorteeMaximaleTBA	Float32	00D25748	221000
C2 04 00 00	1218	PorteeMaximaleHA	Float32	00204B48	208000
C3 04 00 00	1219	IsFireAndForget	Unset		null

-PorteeMaximale is the range against **ground targets.**
-PorteeMaximaleTBA is the range against **Helicopters.**
-PorteeMaximaleHA is the range against **Planes.**
-PorteeMinimale is the **minimal range**. (Useful for units as MLRS and artillery)

-Step 5.1 : A quick French Lesson In french “Portée” is the word for “Range”

-Step 6 : Now just edit the value by the which you have found with your cross multiplication in Step 4

-Step 7 : Now just click the save button and you are good to go !

- II.2 Changing the ammount of ammo :

Step 1 : First you need to understand how works ammo in wargame. All weapons shoot by salvos, in the TAmmunition clas is written how many shots are shot in each salvo and how many ammo it takes to fire those shots.

For instance PIVADS or ZSU 23-4 don't really shootmore than 1000 rounds in a minutes, in game they'll shoot for instance 5 times in a salvo and each time they fire their gun they'll use 100 rounds (just an example, those figures aren't meant to be accurate) so, For a salvo of 10 shot they'll consume 1000 rounds.

Step 2 : Follow Guide 1 until Step 5 when you're done you should see two list as in Step 6 of Guide 1 ignore the "TurretDescriptorList" and focus on "Salves", open it.

-Step 2.1 : A quick French Lesson In French "Salve" is the word for "Salvo".

Step 3 : This list is fille with Int value (meaning that the input shall be an integer) You should see as many value as the vehicle has weapons (3 value for an AMX-32, 2 for a T-64BV1, and 1 for a Marder 1). This number is the number of salvos the weapon can shoot. The formula to know the amount of ammunition you'll have is

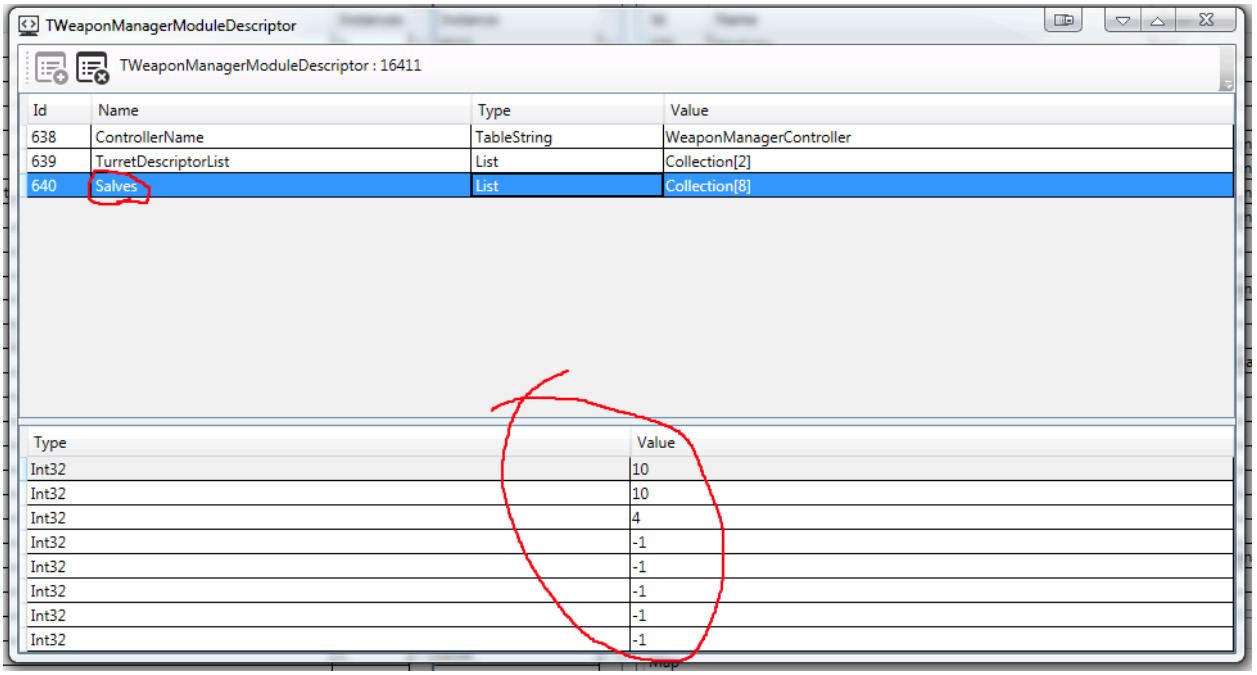
$a = [Number\ of\ Shots\ by\ salvo]$

$b = [Number\ of\ round\ by\ shots]$

$c = [The\ value\ written\ in\ the\ list\ "Salves"]$

$a \times b \times c = [Number\ of\ displayed\ Rounds]$

Don't forget to hit the save button once you're done with this editing.



- II.3 Changing the accuracy.

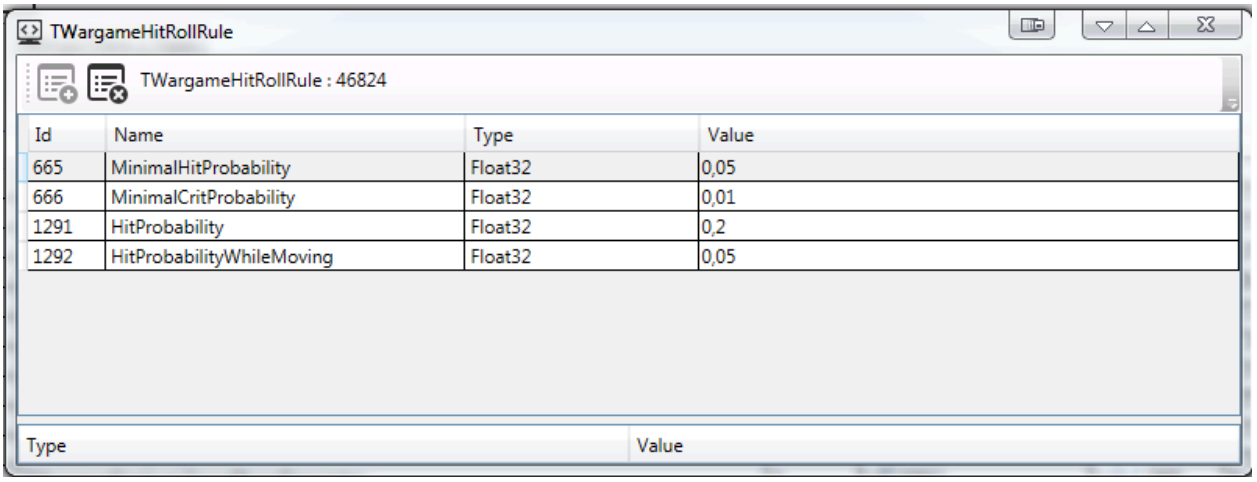
-Step 1 : Identify the weapon you want to change the range. (Use Guide I)

-Step 2 : When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with Guide I)

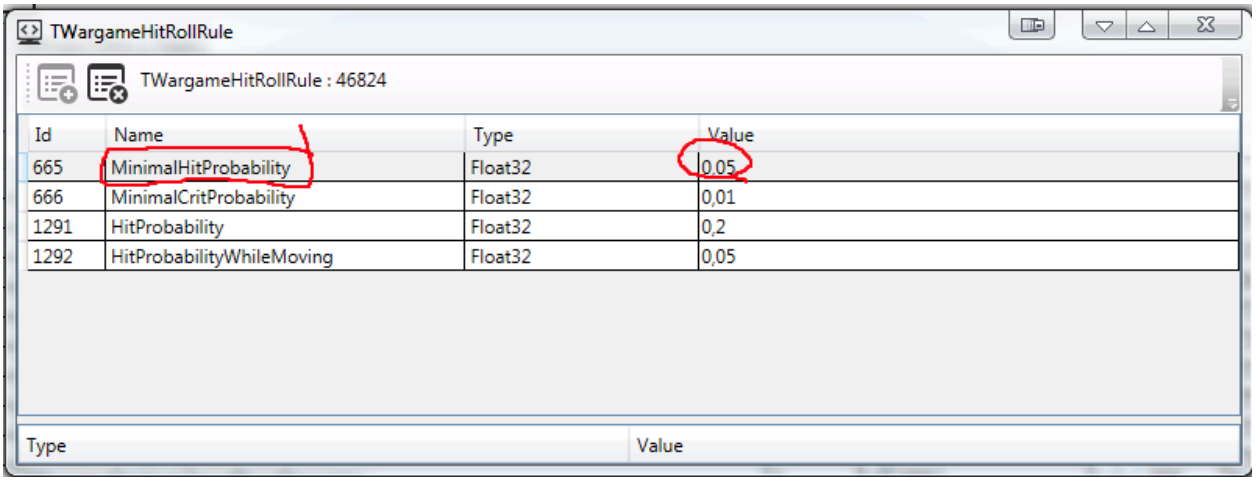
- Step 3 : Then find the ObjectReference "HitRollRule", open it.

Id	Name	Type	Value
555	DescriptorId	Guid	00000000-0000-0000-0600-000005050000
556	Name	LocalisationHash	C7B00C0000000000
557	TypeName	LocalisationHash	0B06000000000000
558	TypeArme	LocalisationHash	B31E95B36B5E0000
559	Arme	UInt32	16
560	ProjectileType	Unset	null
561	Puissance	Float32	250
562	TempsEntreDeuxTirs	Float32	1
563	PorteeMaximale	Float32	143000
564	AngleDispersion	Float32	0,005
565	RadiusSplashSuppressDamages	Float32	16250
566	SuppressDamages	Float32	144
567	RayonPinned	Float32	2080
568	TirIndirect	Unset	null
569	TirReflexe	Boolean	True
570	FX_tir_sans_physic	Unset	null
571	FX_vitesse_de_depart	Float32	180000
572	FX_frottement	Float32	0,01
573	FX_tir_tendu	Boolean	True
574	TempsEntreDeuxSalves	Float32	8
575	NbrProjectilesSimultanes	UInt32	1
576	NbTirParSalves	UInt32	1
577	AffichageMunitionParSalve	UInt32	1
578	Level	Int32	2
579	HitRollRule	ObjectReference	117 : 46824 (False) - TWargameHitRollRule
580	FireDescriptor	Unset	null
581	FireTriggeringProbability	Unset	null
589	RadiusSplashPhysicalDamages	Float32	130
590	PhysicalDamages	Float32	1
1196	Caliber	LocalisationHash	B26C0C0200000000
1197	WeaponCursorType	Int32	4
1198	PorteeMinimale	Unset	null
1199	DispersionAtMinRange	Unset	null
1200	DispersionAtMaxRange	Unset	null
1201	NoiseDissimulationMalus	Float32	1,83
1202	TempsDeVisee	Float32	0,6
1203	InterfaceWeaponTexture	ObjectReference	40 : 47213 (True) - TUIResourceTexture
1204	AffichageMenu	Boolean	True
1205	SupplyCost	UInt32	25
1206	SmokeDescriptor	Unset	null
1207	PorteeMaximaleTBA	Unset	null
1218	PorteeMaximaleHA	Unset	null
1219	IsFireAndForget	Unset	null

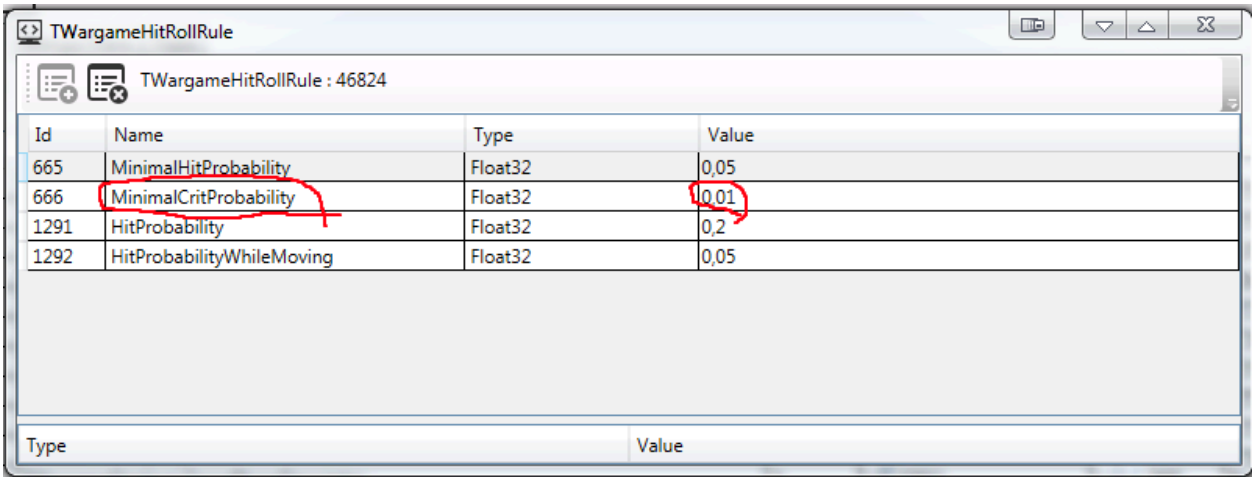
- Step 4 : Then you should see 4 value, Then should always between 0 (not equal 0) and 1 (it can be equal to 1) , if we call the value v we have $0 < v \leq 1$



- Step 5 : “MinimalHitProbability” is the minimum accuracy (when you’re panicked you’re accuracy drop but there is a floor value, the value can’t drop under) The base value for all weapons is 0.05 which in game correspond to 5 %

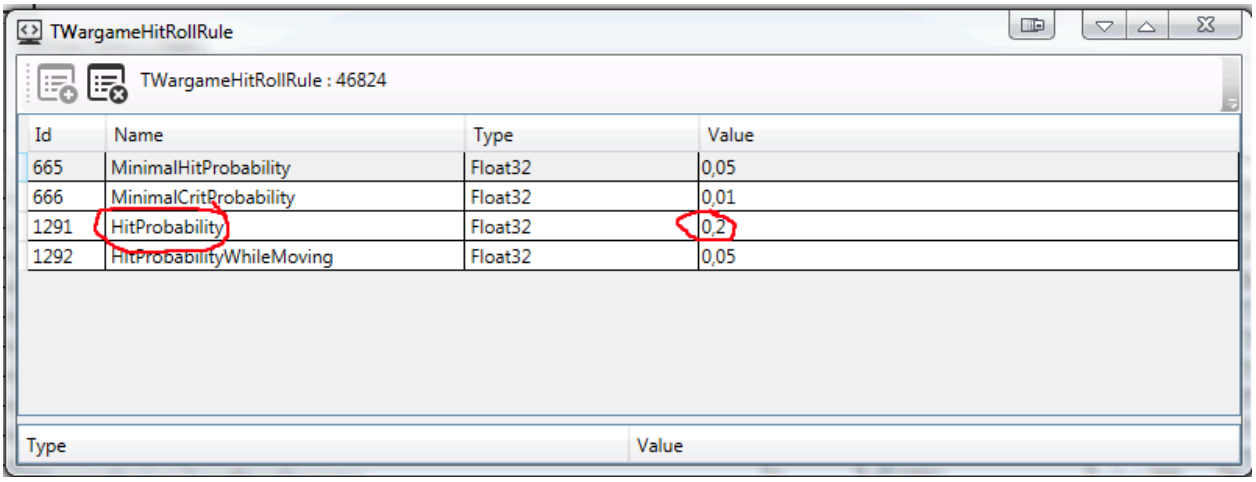


- Step 6 : “MinimalCritProbability” is the probabilty to have a critical hit, I sugger you don’t change it.



- Step 7 : “HitProbability” is the accuracy value to obtain your accuracy value multiply the accuracy yo want by 0.05, for instance 0.35 is actually an accuracy of 7

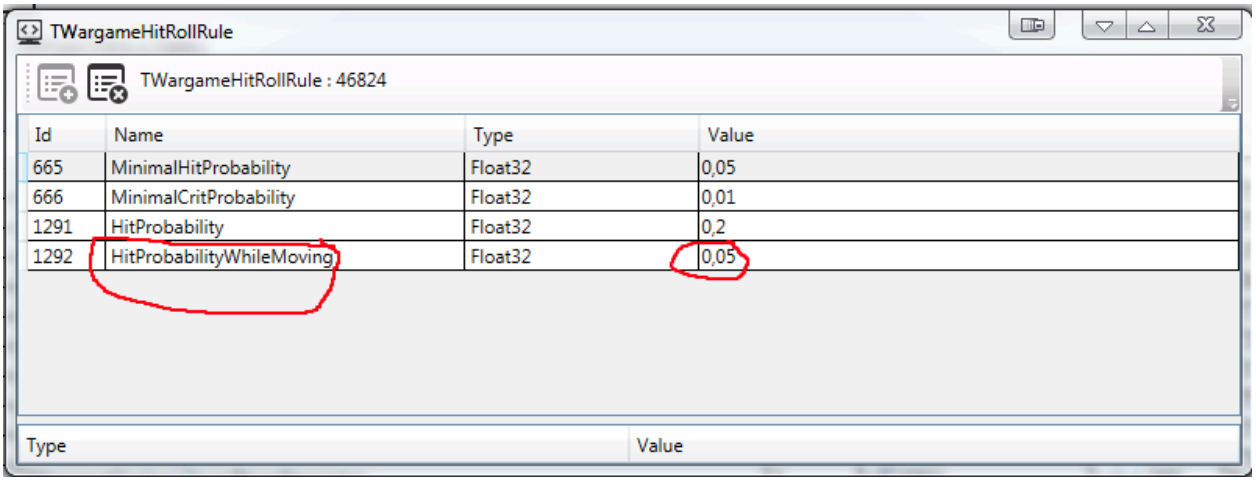
$$[value\ wanted] \times 0.05 = [value\ in\ editor]$$



- Step 8 : "HitProbabilityWhileMoving" is the accuracy value when the vehicles is moving (the name is pretty explicit). To obtain your accuracy use this formula

$[value\ wanted] \times 0.05 = [value\ in\ editor]$

Don't worry, stabilizer will automaticly be updated in game.

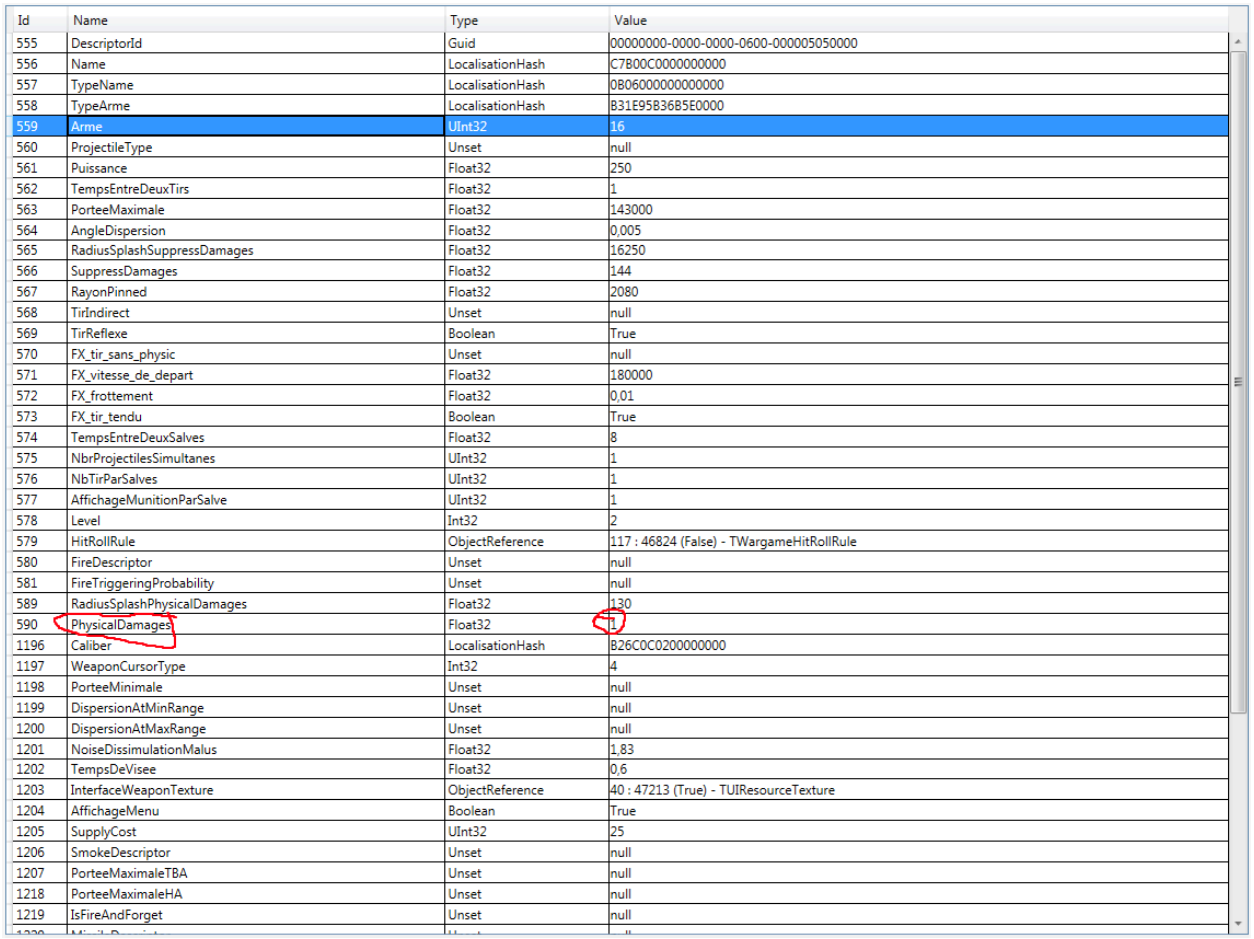


- II.4 Changing the HE power of a weapon

-Step 1 : Identify the weapon you want to change the HE value(Use Guide I) (Keep in mind that weapons with both HE and AP have to classes to rule their behaviour, that they are usually side by side and that the one that rule the HE is USUALLY the second one)

-Step 2 : When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with Guide I)

-Step 3 : The HE value is the "PhysicalDamages" value. It's actually very simple you want 28 HE, you enter the value 28 in the field.



Id	Name	Type	Value
555	DescriptorId	Guid	00000000-0000-0000-0600-000005050000
556	Name	LocalisationHash	C7B00C0000000000
557	TypeName	LocalisationHash	0B06000000000000
558	TypeArme	LocalisationHash	B31E95B36B5E0000
559	Arme	UInt32	16
560	ProjectileType	Unset	null
561	Puissance	Float32	250
562	TempsEntreDeuxTirs	Float32	1
563	PorteeMaximale	Float32	143000
564	AngleDispersion	Float32	0,005
565	RadiusSplashSuppressDamages	Float32	16250
566	SuppressDamages	Float32	144
567	RayonPinned	Float32	2080
568	TirIndirect	Unset	null
569	TirReflexe	Boolean	True
570	FX_tir_sans_physic	Unset	null
571	FX_vitesse_de_depart	Float32	180000
572	FX_frottement	Float32	0,01
573	FX_tir_tendu	Boolean	True
574	TempsEntreDeuxSalves	Float32	8
575	NbrProjectilesSimultanes	UInt32	1
576	NbTirParSalves	UInt32	1
577	AffichageMunitionParSalve	UInt32	1
578	Level	Int32	2
579	HitRollRule	ObjectReference	117 : 46824 (False) - TWargameHitRollRule
580	FireDescriptor	Unset	null
581	FireTriggeringProbability	Unset	null
589	RadiusSplashPhysicalDamages	Float32	130
590	PhysicalDamages	Float32	1
1196	Caliber	LocalisationHash	B26C0C0200000000
1197	WeaponCursorType	Int32	4
1198	PorteeMinimale	Unset	null
1199	DispersionAtMinRange	Unset	null
1200	DispersionAtMaxRange	Unset	null
1201	NoiseDissimulationMalus	Float32	1,83
1202	TempsDeVisee	Float32	0,6
1203	InterfaceWeaponTexture	ObjectReference	40 : 47213 (True) - TUIResourceTexture
1204	AffichageMenu	Boolean	True
1205	SupplyCost	UInt32	25
1206	SmokeDescriptor	Unset	null
1207	PorteeMaximaleTBA	Unset	null
1218	PorteeMaximaleHA	Unset	null
1219	IsFireAndForget	Unset	null

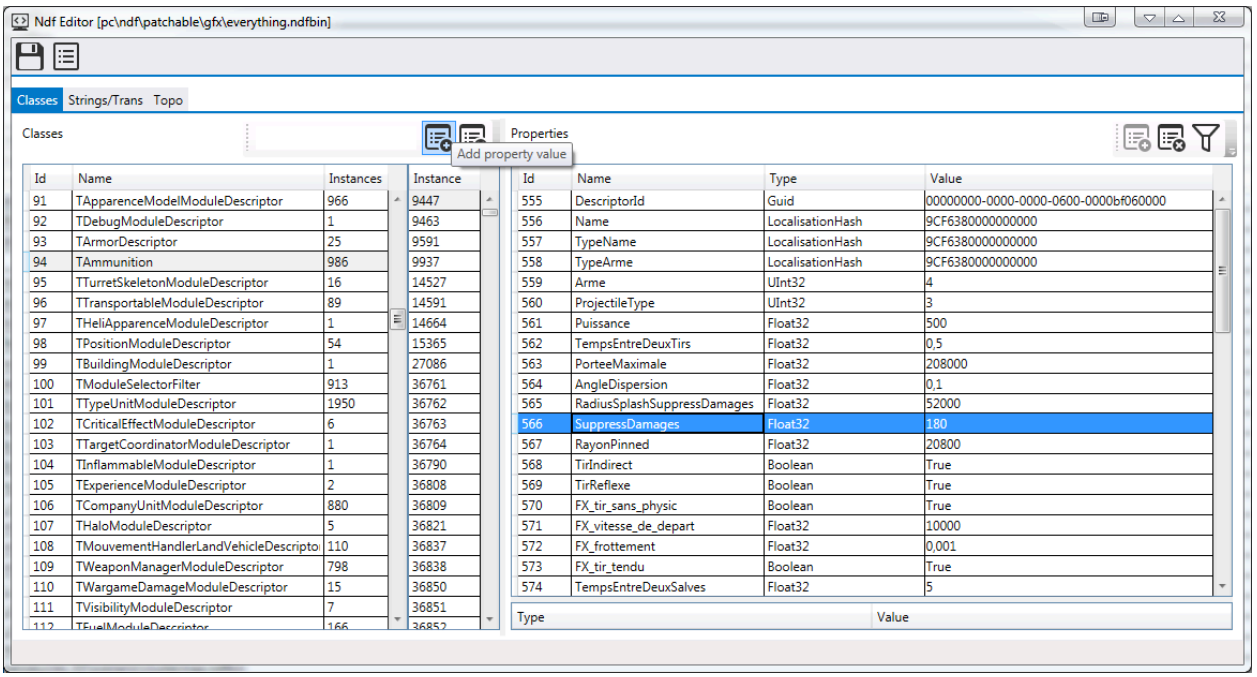
- II.5 Changing the suppression value of a weapon

-Step 1 : Identify the weapon you want to change the supression value(Use Guide I) (Keep in mind that weapons with both HE and AP have two classes to rule their behaviour, that they are usually side by side, and that usually AP damage have no AoE)

-Step 2 : When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with Guide I)

-Step 3 : The suppression value is the "SupressDamages" value again, pretty explicit.

Still you should keep in mind that for weapons with both AP and HE you need to change the suppression for both HE class and AP class since if you only do for one, (HE for instance) when you'll shoot the other one (AP in this case) no more/less suppression will be delt. Obviously you may want to make a difference between AP weapon and HE weapon (An APDSFS may not be as suppressing as an HE rounds).

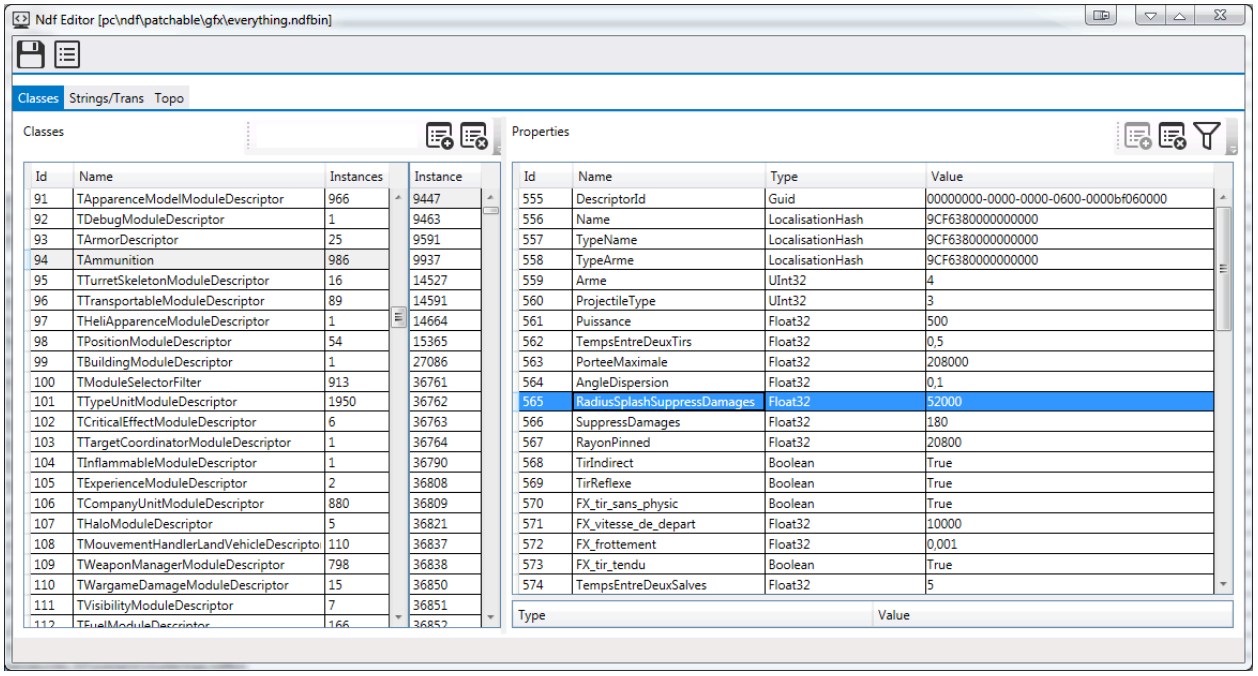


- II.6 Changing the AoE (Area of Effect) of a weapon

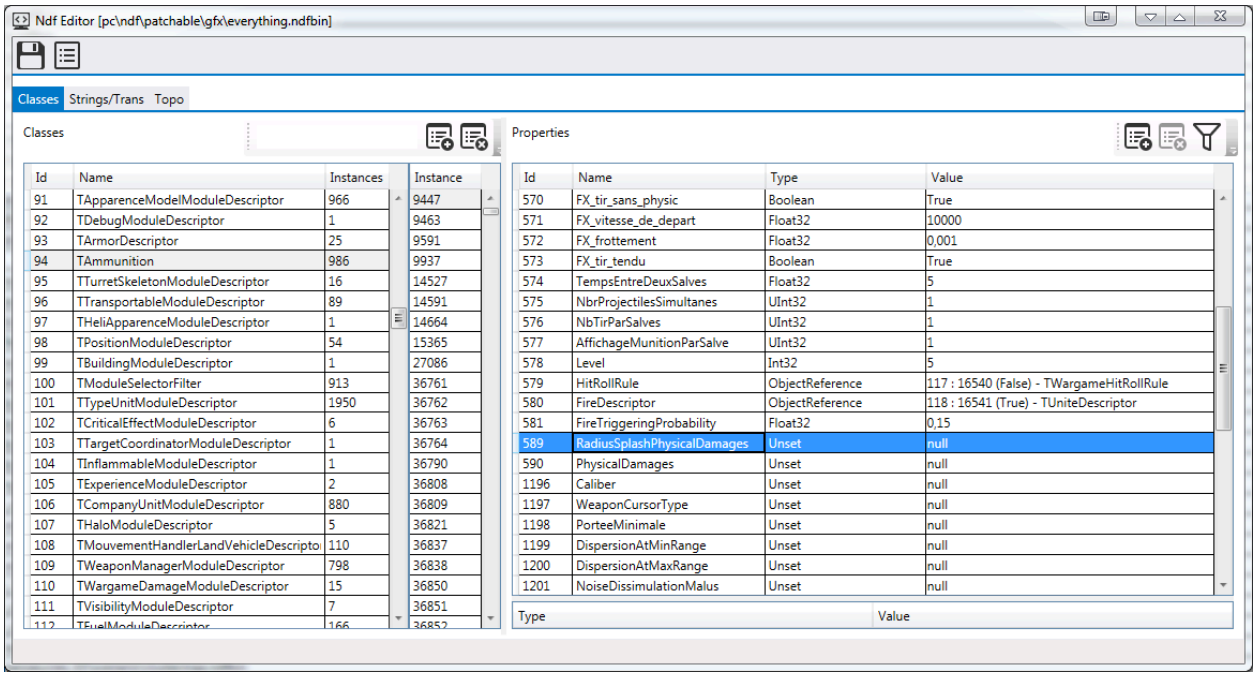
-Step 1 : Identify the weapon you want to change the supression value(Use Guide I) (Keep in mind that weapons with both HE and AP have two classes to rule their behaviour, that they are usually side by side)

-Step 2 : When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with Guide I)

-Step 3 : Then there is several AoE value, one for the suppressive damages and one for the HE damages. The value of the suppression's AoE is the "RadiusSplashSupressDamages".



The value for the physical damages is "RadiusSplashPhysicalDamages".



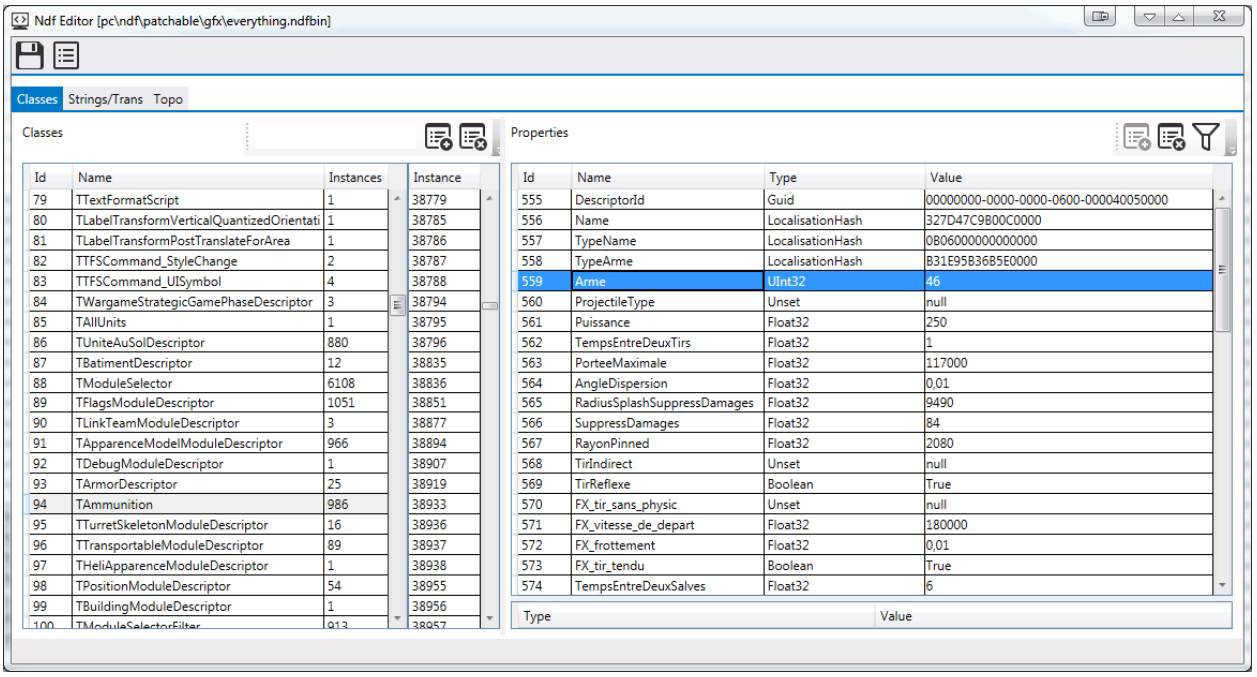
(Here there is no value (null not being a proper value) because this weapon deals no physical damages).

- II.7 Changing the AP value of a weapon

-Step 1 : Identify the weapon you want to change the supression value(Use Guide I) (Keep in mind that weapons with both HE and AP have two classes to rule their behaviour, choose the right one, the one with no physical damage)

-Step 2 : When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with Guide I)

- Step 3 : Know you should see a "Arme" value this value is linked to a value Library , an AP value of 19 (such as the Leopard 2A4' canon's AP value) has an Arme value of 23.



- Step 4 : choose the right AP value with this table.

Scalable damages [KE]		
"Arme" value	**AP**	**Vehicle**
3	0	Leopard 2A4 canon's HE class
5	1	BTR's KPVT
6	2	BMP-2's A/C
7	3	STRF-9040's A/C
8	4	***Deduced***
9	5	***Deduced***

10	6	AMX-13 Harpon's canon
11	7	***Deduced***
12	8	T-34-85
13	9	ASU-85
14	10	Leopard 1A1
15	11	Leopard 1A2
16	12	Leopard 1A4
17	13	Leopard C1
18	14	Chieftain Mk.5
19	15	Leopard 1A1NO
20	16	Chieftain Mk.10
21	17	Challenger Mk.1
22	18	AMX-32
23	19	Leopard 2A4 canon’s AP class
24	20	T-80U
25	21	***Deduced***
26	22	***Deduced***
27	23	***Deduced***
28	24	***Deduced***
29	25	***Deduced***
30	26	***Deduced***
31	27	***Deduced***
32	28	***Deduced***
33	29	***Deduced***
34	30	***Deduced***

Unscalable damages [HEAT] (cluster too)		
“Arme” value	**AP**	**Vehicle**
/	/	/
35	1	***Deduced***
36	2	***Deduced***
37	3	***Deduced***
38	4	Su-25T’s A/C
39	5	Belouga BLG-66
40	6	OT-62B’s RR
41	7	SU-122-54
42	8	Kanonenjagdpanzer
43	9	***Deduced***
44	10	Cougar
45	11	Ikv-91
46	12	M113 106 mm RR
47	13	PzJ UAZ Fagot
48	14	Rover WOMBAT
49	15	M50 Ontos
50	16	UAZ-469 Faktoria
51	17	Milan F1
52	18	***Deduced***
53	19	***Deduced***
54	20	BMP-2’s Konkurs
55	21	Arkan
56	22	Refleks

57	23	Konkurs-M
58	24	HARM
59	25	HOT 2
60	26	Hellfire C
61	27	***Deduced***
62	28	Kh-25L
63	29	***Deduced***
64	30	AS-30L

The vehicle column is to indicate what vehicle I used to know the “Arme” value (We can’t directly know which “Arme” value is linked to which unit so we have to find a weapon we know the AP and find its “Arme”value)(***Deduced*** mean there is no unit in the game with this stat, so I deduced it)

- II.8 Changing the RoF (Rate of Fire) of a weapon

-Step 1 : Identify the weapon you want to change the supression value(Use Guide I) (Keep in mind that weapons with both HE and AP have two classes to rule their behaviour, and that they are usually side by side)

-Step 2 : When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with Guide I)

- Step 3 : What is important to understand that you can't just input the rate of fire. There are several values that have an incidence on the RoF :

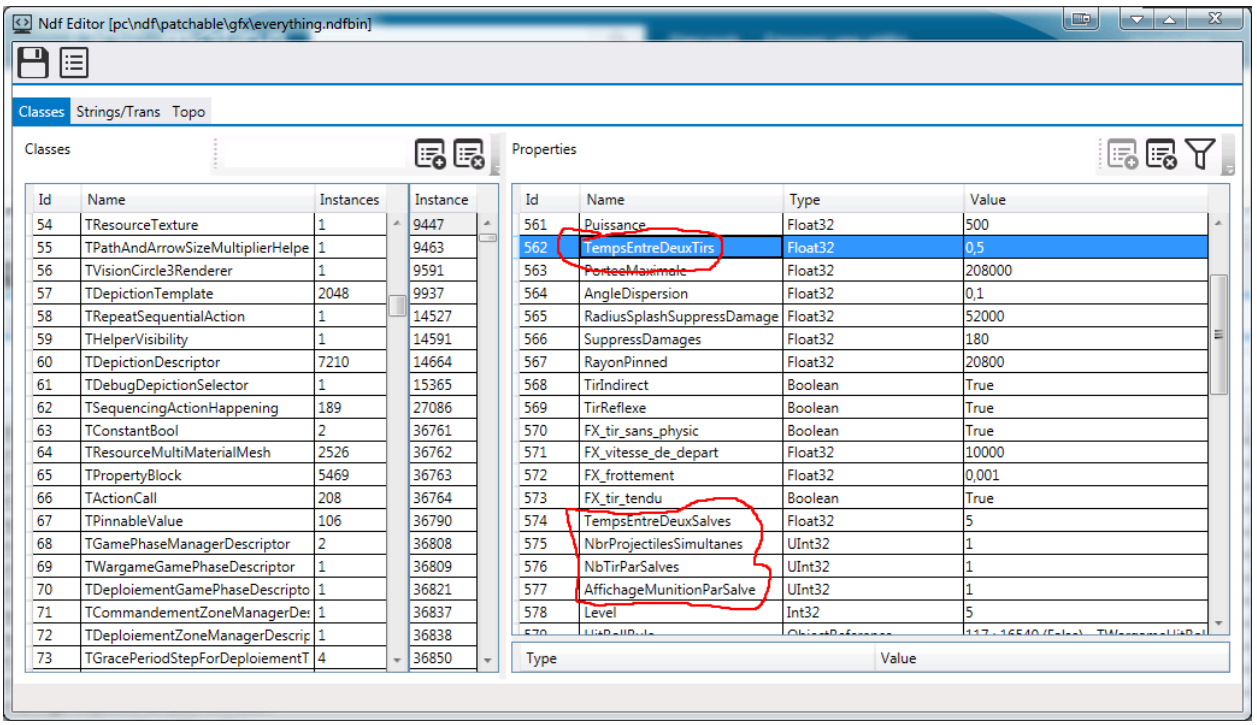
-**"TempsEntreDeuxTirs"** , which is the time in second between to "real shots" (when damages are calculated).

-**"NbTirParSalves"** is the number of "real shots" you can perform before reloading.

-**"TempsEntreDeuxSalve"** , which is the time it takes to reload your weaponery.

-**"AffichageMunitionParSalves"** , is the number of bullet fired by "real shots", for instance, when a AMX-32's A/C shoot 1 "real shot" the game displays 5 shots fired, so this value is 5.

-**"NbrProjectilesSimultane"** , is the number of "real shots" the game actually compute each time the vehicle fire. Some units fire so fast we can't just lower the "TempsEntreDeuxTirs" (there's a limit to the time between two shots) to increase the number of shots in a given time during a Salvo, so we need to make the vehicle fire simultaneous shots to emulate the high RoF.


Ndf Editor [pc\ndf\patchable\gfx\everything.ndfbin]
Classes
Strings/Trans
Topo
Classes
Properties
Id
Name
Instances
Instance
54 TResourceTexture 1 9447
55 TPathAndArrowSizeMultiplierHelpe 1 9463
56 TVisionCircle3Renderer 1 9591
57 TDepictionTemplate 2048 9937
58 TRepeatSequentialAction 1 14527
59 THelperVisibility 1 14591
60 TDepictionDescriptor 7210 14664
61 TDebugDepictionSelector 1 15365
62 TSequencingActionHappening 189 27086
63 TConstantBool 2 36761
64 TResourceMultiMaterialMesh 2526 36762
65 TPropertyBlock 5469 36763
66 TActionCall 208 36764
67 TPinnableValue 106 36790
68 TGamePhaseManagerDescriptor 2 36808
69 TWargameGamePhaseDescriptor 1 36809
70 TDeploiementGamePhaseDescripto 1 36821
71 TCommandementZoneManagerDes 1 36837
72 TDeploiementZoneManagerDescrip 1 36838
73 TGracePeriodStepForDeploiementT 4 36850
Id
Name
Type
Value
561 Puissance Float32 500
562 TempsEntreDeuxTirs Float32 0,5
563 PorteeMaximale Float32 208000
564 AngleDispersion Float32 0,1
565 RadiusSplashSuppressDamage Float32 52000
566 SuppressDamages Float32 180
567 RayonPinned Float32 20800
568 TirIndirect Boolean True
569 TirReflexe Boolean True
570 FX_tir_sans_physic Boolean True
571 FX_vitesse_de_depart Float32 10000
572 FX_frottement Float32 0,001
573 FX_tir_tendu Boolean True
574 TempsEntreDeuxSalves Float32 5
575 NbrProjectilesSimultanes UInt32 1
576 NbTirParSalves UInt32 1
577 AffichageMunitionParSalve UInt32 1
578 Level Int32 5
Type
Value