# F/A-18X
BLACK WASP

ARMA 3 VERSION 0.93 BETA

BY JOHN_SPARTAN AND SAUL

INTRODUCTION

The F/A-18X Black Wasp is a fictional, twin-engine carrier-based multi-role fighter aircraft variant based on the Boing F/A-18E Advanced Super Hornet. The aircraft features many advanced technologies and systems including semi- stealth capability, conformal fuel tanks, and enclosed weapons pods.
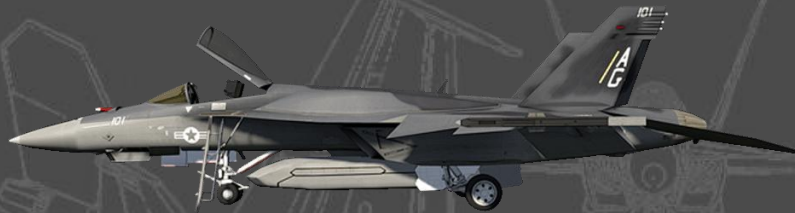
PROLOGUE

This project started as an upgrade to our previous project the F/A-18 E/F Super Hornet. We wanted to rebuild the aircraft from our previous version and give it a look befitting of Arma 3. John and I joined in on the Make Arma not War contest to test what we can do and decided that we should push the limits even more with the F/A-18's and thus came the F/A-18X Black Wasp. We have many great ideas and features planned for this aircraft and much to do. No matter the outcome we will deliver the best addon that we can deliver to the community.
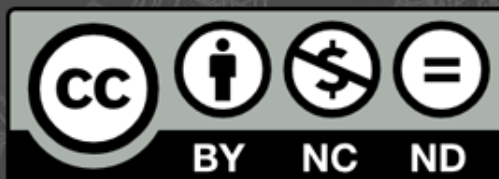
Saul

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DISCLAIMER

You are permitted to install and use this software for personal entertainment purposes only. This add-on is meant for ARMA 3 game platform by Bohemia Interactive only. Any commercial or military use is strictly forbidden without permission from the author.

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for use in ARMA 3

This add-on is the property of Saul and John_Spartan with loads of hard work invested in it, please respect that.

The authors take no responsibility for any damages this program may cause, use at your own risk.

THE ADDON AND FEATURES

- Upgraded model based on the Boeing F/A-18E Advanced Super Hornet
- New first person cockpit [currently WIP]
- Improved flight model
- New animations for many items to include landing gear and canopy
- Upgraded Service Menu including Low and High profile configurations
- 150+ possible configurations including the new EWP and GBU-39D Small Diameter Bomb
- Updated and authentic missile box
- Targeting/ATFLIR system [new concept WIP]
- Master Modes for Navigation, Air to Air, Air to Ground and Dog fighting [WIP]
- Upgraded EGI [Embedded GPS/ INS] system for GPS guided ordinance
- Ejection sequence
- Splendid visual effects
- New set of splendid sounds
- Afterburners
- Full customization of visual looks in players control [new concept WIP]
- New collision light system
- Carrier capability [will be compatible with upcoming USS FREEDOM]
- Reduced radar cross section for EWP loadouts
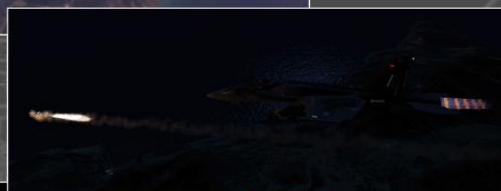
INSTALLATION AND SETUP

It is always recommend use mod folders to separate the custom content from the official game content to prevent problems. Place js_s_fa18x.pbo and relevant signature file in your mod/add-ons folder.

C:\Program Files (x86)\Steam\SteamApps\common\ArmA 3\@FA18X\addons\js_s_fa18x.pbo

Add-on can be found under:
- NATO/ AIR/ - F/A-18X Black Wasp

Setting up shortcut keys/joystick is curtail if you wish to be a successful pilot in ArmA 3. There are few new custom key shortcuts added with this add-on I would like to mention.

- **Afterburner** shortcut is "**User1**" key,
  This key can be configured in Controls/Custom controls tab.

- **MFD mode** shortcut is "**User2**" key,
  This key can be configured in Controls/Custom controls tab.

- **GPS TGT system** shortcut is "**User3**" key,
  This key can be configured in Controls/Custom controls tab.

- **Wings fold/unfold** shortcut is "**User15**" key,
  This key can be configured in Controls/Custom controls tab.

- **Tail hook UP/DOWN** shortcut is "**User11**" key,
  This key can be configured in Controls/Custom controls tab.

- **Formation markers on/off** shortcut is "**User9**" key,
  This key can be configured in Controls/Custom controls tab.

- **Service menu** shortcut is "**User10**" key,
  This key can be configured in Controls/Custom controls tab.

- **Pilots manual** shortcut is "**User19**" key,
  This key can be configured in Controls/Custom controls tab.

All these shortcuts can be assigned with any key you prefer. Please open a CONFIGURE/CONTROLS menu from the main game interface [or pause menu] and select KEYBORD/CUSTOM TAB. Just assign a key you prefer, and click SAVE.

EDITOR

In ArmA 3 game editor this aircraft can be set up to suit various mission designer needs. Aircraft is built with full customization of all main features in mind. So in game editor mission designer can change following on mission start-up:

- Wings folded/unfolded
- Set a custom load out [choice of 150 different combinations]
- Set a paint scheme and visual appearance [currently WIP]

All that can be archived in a simple and user-friendly way. Even if you are not that familiar with ARMA scripting/mission edition our new CUSTOMIZATION MODULE will be easy to use. So to set up your desiered settings on mission startup in game EDITOR follow these steps:

- place a FA18X [position, altitude and playable/non playable settings can be used]
- place a FA18X INIT/SETUP module [can be found in modules/object modifiers tab]
- choose the settings you wish to have via a the dropdown menus and hit ok
- synchronize the module to FA18X

that's it, you are ready to go.
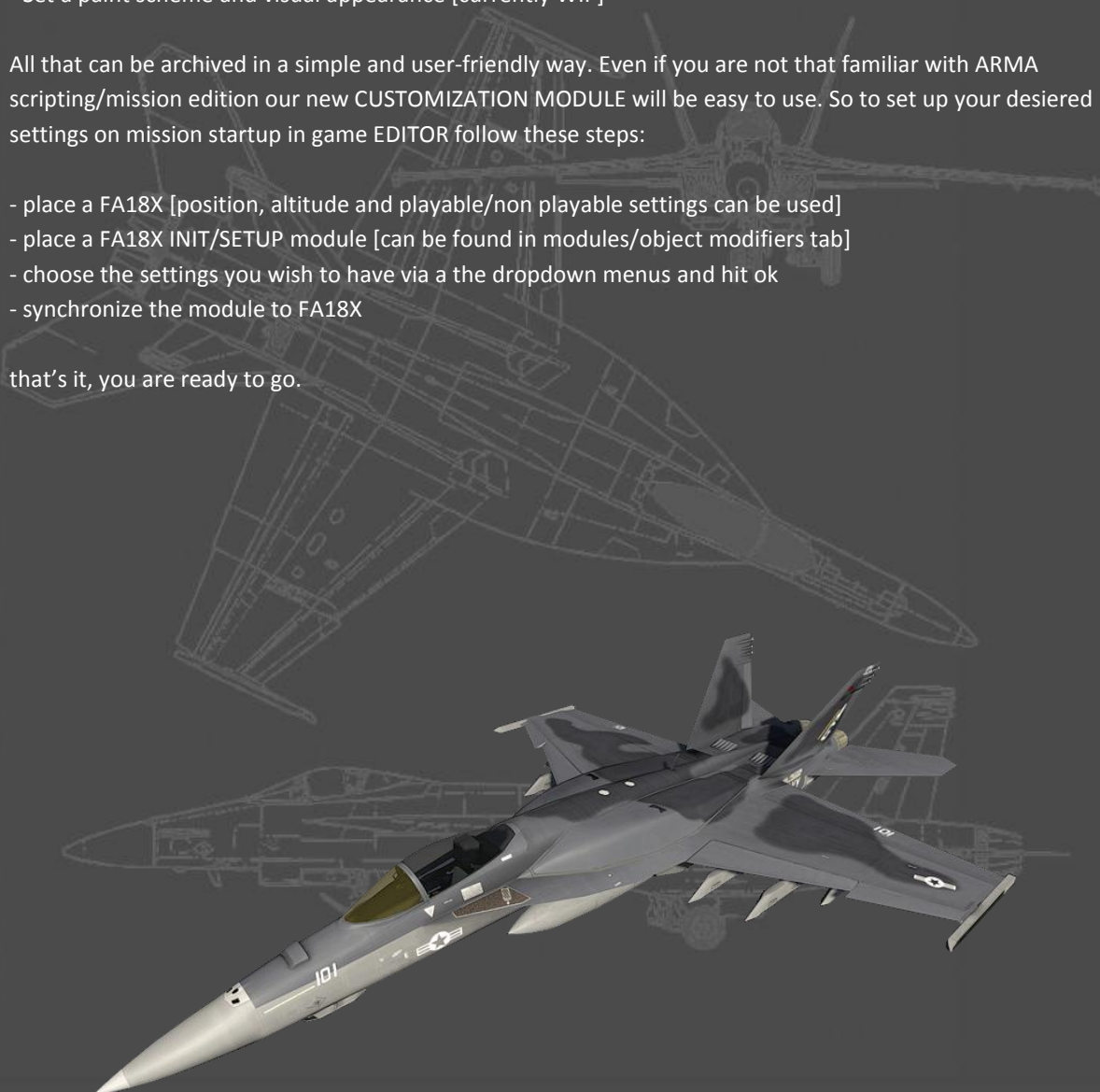
CREDITS

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Project lead: **Saul**
Author of this concept: **Saul** and **John_Spartan**
Brand new model: **Saul** and **John_Spartan**
HD textures: **Saul**
GUI dialog by: **John_Spartan**
Config and scripts by: **John_Spartan**
Flight Model and animations by: **John_Spartan**
Sounds by: **LordJarhead** [JSRS-Studios]

Advisers: **Franze, Gnat, Vengeance1, Iceman77, Rock**

Special thanks' goes to all our BETA testers with testing latest version.

And of course all the community members for being so kind and posting valuable information/tutorials and solutions about how to mod this game.