



R Q - 1 1 R A V E N

A R M A 2 . O A
B Y F E I N T
V . 1 . 6



I N T R O / F E A T U R E S :

The RQ-11 Raven A is a a lightweight unmanned aircraft system designed for rapid deployment and high mobility for military applications, requiring low-altitude surveillance and reconnaissance intelligence.

The Raven can be operated manually or programmed for autonomous operation, utilizing the system's advanced avionics and precise GPS navigation. With a wingspan of 4.5 feet and a weight of 4.2 pounds, the hand-launched Raven provides aerial observation, day or night, at line-of-sight ranges up to 10 kilometers. The Raven delivers real-time color or infrared imagery to the ground control and remote viewing stations.

- from the AeroVironment website

This addon gives the Arma2:CO player the ability to assemble and operate an RQ-11 Raven.

FEATURES:

- Backpack that can be turned into a blanket of disassembled Raven parts
- Raven that can be assembled and disassembled
- Raven that can be carried in the back of a pickup (somewhat carefully)
- Custom sounds for beeps, servos and engines
- Colored addActions for ease of visibility
- Realistic altitude limits based on real-world data (10 meters to 150 meters AGL)
- Point and click auto flight
- Auto landing (returns to G-round Control Station (GCS))
- Accurate launching of the Raven using setVelocity to simulate throwing in the direction you look
- Ability to carry and drop Raven
- Ability to assemble and disassemble Raven to and from a standalone backpack
- Custom sounds for servos, engine noise and flight/landing complete indicator
- Post-landing strobe light and beep for night retrieval of Raven for recovery in tall grass, at night or in urban environments
- Strobe and beep test and reset functions
- Ground Control System camera with realtime data streams:
 - Distance of Raven from GCS
 - Current altitude ATL
 - Current azimuth of camera (compass direction)
 - Current speed of Raven
 - Current Date and Time
 - Current camera zoom level (focal length)
 - Current vision mode (DTV, NV, FLIR W, FLIR B)
 - Listing of Raven and camera controls
- Map marker tracking of Raven and Raven's camera target positions
- Map marks can be made at Raven camera target position indicating time mark was made for target tracking

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C H A N G E L O G :

VERSION 1.6

- CHANGED: Removed locked standing animation when "holding" the GCS (restored ability to view camera feed while crouched or prone)
- REMOVED: Ground scanning radar (entity revealing)
- CHANGED: Made new target range marker local instead of global

KNOWN ISSUES:

- Minor texture bug on underside of wing
- Raven can not be shot down while flying.

VERSION 1.51

- FIXED: Rare disappearing backpack bug
- FIXED: Raven inheritance weirdness

VERSION 1.5

- CBA IS NOW REQUIRED FOR MULTIPLAYER SOUND TO WORK
- ADDED: More zoom levels (11 now instead of 4)
- ADDED: Increased zoom max
- ADDED: new zoom controls (in and out)
- ADDED: Altitude ASL to in-camera data stream
- ADDED: Range limit of 8km (distance from Raven target to Ground Control Station)
- ADDED: marker ellipse visible on map when changing targets
- ADDED: Battery limit of 60 minutes
- ADDED: Battery status to in-camera display
- ADDED: Autolanding near player when battery reaches zero percent charge
- ADDED: Camera shuts off when battery reaches zero percent charge
- ADDED: Ability to recharge battery in Raven
- ADDED: Restricted the ability to disassemble the raven when it is recharging
- ADDED: Battery level holds true from raven to raven (can recharge more than one raven at a time)
- ADDED: If you pick up a raven that is recharging, you can see a display of the charge level going up in real time
- ADDED: In-camera compass that tracks the camera position and rotation and zoom level
- ADDED: In-camera battery display shows minutes remaining on charge
- ADDED: Charge Battery action only visible if battery level is lower than 100%
- ADDED: Raven can be destroyed when engine is off (but not when flying)
- ADDED: New sounds for engine startup and engine loop
- TWEAKED: in-camera instructions so they are shorter for people running lower screen resolutions
- TWEAKED: in-camera data stream to better reflect altitude
- TWEAKED: in-camera data stream for easier and faster reading (right aligned right side elements)
- TWEAKED: DTV blurriness
- FIXED: Raven can now be assembled and disassembled from walkable ships (Nimitz, Kuznetzof, P99, BAM, Gnat's Warships, etc.)
- FIXED: Raven can now approach and land on elevated positions such as buildings and ships at sea (if there's enough room)
- FIXED: Multiplayer sounds should be heard on all clients now by using CBA
- FIXED: Autolanding was broken on certain maps with fake altitudes (Raven wouldn't land)
- FIXED: Added minor fixes to autolanding script when autolanding is active
- FIXED: Added minor fixes to new target script when autolanding is active
- FIXED: addActions so that they can't be activated during team switching by another unit (thanks DeltaForce96)
- FIXED: Missing semicolon in strobe script
- FIXED: Changed the way the Raven chooses altitude so that it no longer flies underwater when depth of water is below 30 meters

VERSION 1.1

- Made addon ACE2 compatible
- fixed rare "disappearing Raven" bug when assembling

VERSION 1.0

- initial release(05/04/12)

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S E T U P :

- EXTRACT .RAR FILE TO MAIN ARMA2 DIRECTORY
- ACTIVATE ADDON IN EXPANSIONS MENU



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S E T U P :

- PLACE UNIT
- PLACE BACKPACK (Empty > [RQ-11] Raven Backpacks)



- PREVIEW MISSION
- ASSEMBLE RAVEN FROM BACKPACK VIA ACTION MENU



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- RAVEN WILL ASSEMBLE AUTOMATICALLY



- ONCE ASSEMBLED, RAVEN IS READY TO FLY.
YOU CAN NOW DISASSEMBLE THE RAVEN,
TEST STROBES, CHECK BATTERY LEVEL, RECHARGE
BATTERY OR PICK UP THE RAVEN



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- ONCE YOU ARE HOLDING THE RAVEN, YOU CAN LAUNCH IT OR DROP IT ONTO THE GROUND (NOTE: YOU CAN ONLY LAUNCH THE RAVEN WHEN THE BATTERY LEVEL IS ABOVE 0 %)



- ONCE FLYING, YOU CAN ACTIVATE THE CAMERA VIA THE ACTION MENU



RQ-11 RAVEN

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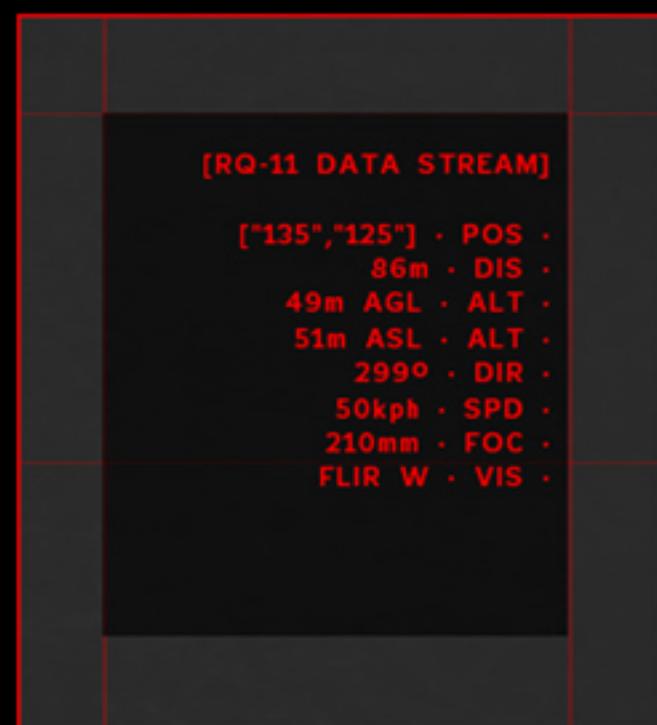


IN-FLIGHT CAMERA VIEW:



- LEFT SIDE: CONTROL INFO (SHORTCUT KEYS)

- RIGHT SIDE: RAVEN INFORMATION DISPLAY

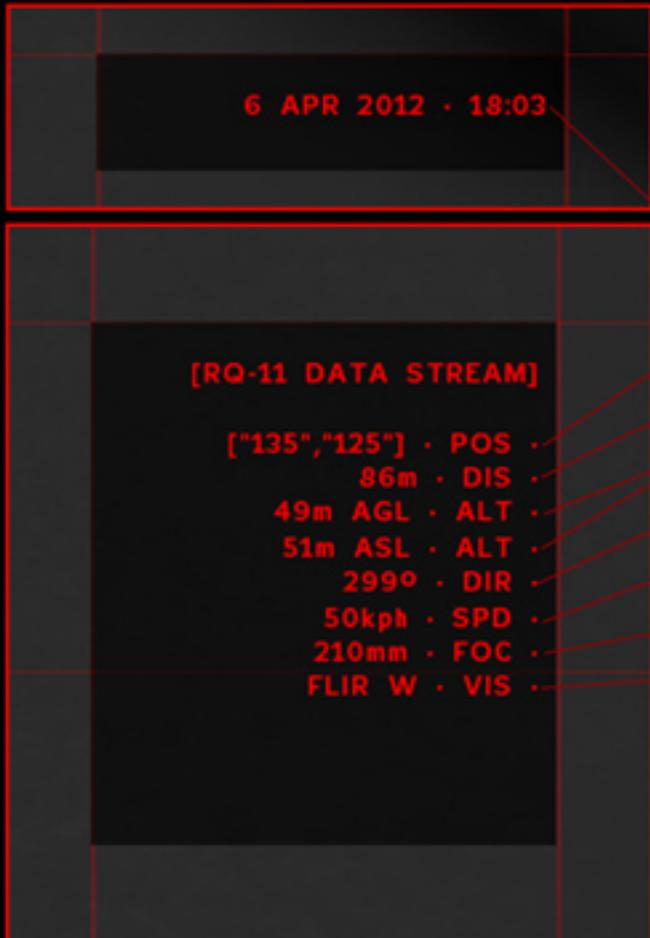


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R I G H T D I S P L A Y : D A T A S T R E A M



- DATE AND TIME
- POSITION OF AIRCRAFT (map grid)
- DISTANCE FROM CONTROLLER (meters)
- ALTITUDE (meters AGL and ASL)
- DIRECTION (degrees)
- SPEED (kph)
- FOCAL LENGTH OF CAMERA (mm)
- VISION MODE
 - DAYLIGHT TELEVISION
 - NIGHT VISION
 - INFRARED (WHITE HOT)
 - INFRARED (BLACK HOT)



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LEFT DISPLAY: SHORTCUTS / BATT:



BATTERY LEVEL INDICATOR

- BARS = PERCENT REMAINING
- NUMBERS = MINUTES REMAINING



[RQ-11 CONTROLS]

- X/C - ZOOM IN AND OUT
- M - MARK MAP AT CAMERA TARGET
- N - CYCLE VISION MODES
- A/D - CHANGE FLIGHT RADIUS
- W/S - CHANGE ALTITUDE
- I - DISPLAY SHORTCUTS
- G - EXIT CAMERA VIEW

NOTE: NEW CAMERA TARGETS CAN ONLY BE SET FROM OUTSIDE THE CAMERA VIEW

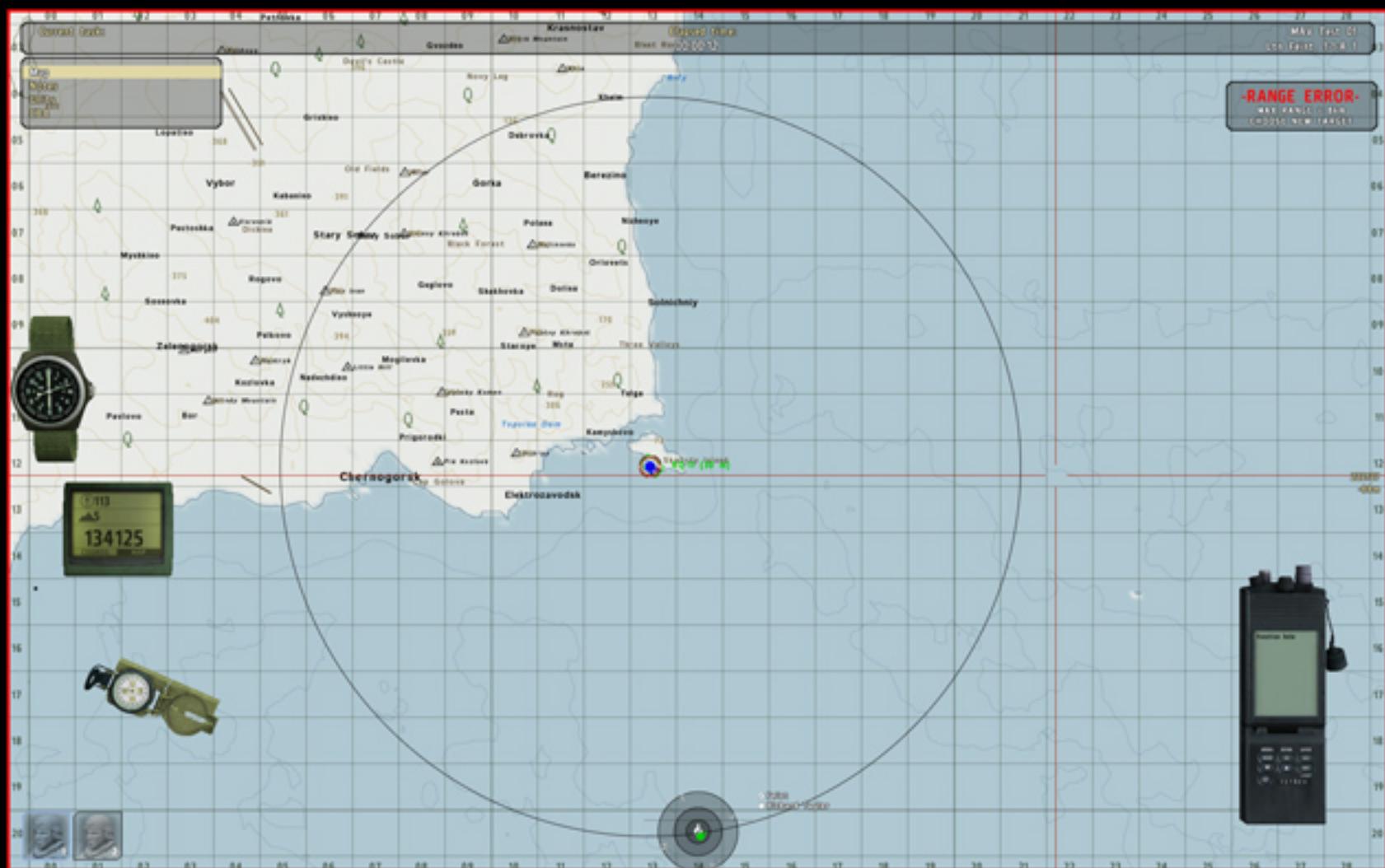
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NEW TARGET:

- DESIGNATE NEW CAMERA TARGETS FOR THE RAVEN VIA THE ACTION MENU
- SELECT THE NEW TARGET ACTION
- YOUR MAP WILL OPEN AUTOMATICALLY
- CLICK ON THE MAP TO DESIGNATE THE NEW TARGET AREA INSIDE THE 8KM RANGE



- NOTE: UNITS AND VEHICLES WILL APPEAR ON THE MAP WHEN OVERFLOWN BY THE RAVEN - THESE WILL APPEAR ON THE MAPS FOR EVERYONE IN THE PLAYER'S GROUP
- NEW TARGETS MUST BE INSIDE THE 8KM RANGE OF THE GROUND CONTROL STATION

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AUTOLANDING:

- SELECT AUTOLAND FROM THE ACTION MENU
- THE RQ-11 RAVEN WILL LAND APPROXIMATELY 14 METERS FROM YOUR PRESENT POSITION
- A STROBE AND BEEP WILL ACTIVATE TO ASSIST YOU IN FINDING THE RAVEN IN TALL GRASS, AT NIGHT OR IN URBAN SETTINGS (DEACTIVATE VIA RAVEN ACTION MENU)



- TIP: IT IS BEST TO ACTIVATE THE AUTOLANDING SEQUENCE WHEN STANDING IN AN OPEN AREA IN ORDER TO GIVE THE RAVEN A LARGER AREA TO LAND IN

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O P T I O N A L :

- PLACE "Raven (static)" IN EDITOR TO START FLYING IMMEDIATELY
(Empty > [RQ-11] Raven Parts)



NOTE: OTHER PARTS AVAILABLE FOR PLACEMENT IN EDITOR BUT ARE NOT FUNCTIONAL

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D A M A G E :

RAVEN CAN BE DAMAGED WHEN THE ENGINE IS OFF



NOTE: RAVEN CAN NOT BE DAMAGED WHILE ENGINE
IS ON

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C L A S S N A M E S :

- MAV_RQ11MONITOR = [GCS] Ground Control Station
- MAV_RQ11RAVEN_STATIC = Raven (static)
- rq11_zerlegt = Blanket with parts
- carpet_empty = Blanket without parts
- rq11_body = Raven Body
- rq11_camera = Raven Camera Module
- rq11_paddle = Raven Elevator
- rq11_rotor = Raven propeller
- rq11_tail = Raven tail
- rq11_wing_m = Raven Wing Middle
- rq11_wing_lr = Raven wing ends
- MAV_RAVEN_BACKPACK = Raven Backpack
- MAV_RQ11RAVEN = Non-AI Flying Raven



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C R E D I T S :

- BARAKA - 3D MODELS AND TEXTURES
- BARAKA - TESTING
- FEINT - ORIGINAL CONCEPT AND RESEARCH
- FEINT - ENHANCED TEXTURES
- FEINT - SCRIPTING
- FEINT - SOUND DESIGN, RECORDING AND EDITING
- FEINT - SCREENSHOTS AND VIDEOS
- FEINT - TESTING
- FEINT - INSTRUCTION MANUAL



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