

Description.ext

If you're new to ARMA 2 editing/scripting the description.ext can be rough. Screwing up the description.ext will crash the game so it pays to be thorough. The easiest way to implement the script into your mission is to copy and paste the description.ext from the example missions provided to your new mission folder. Also, remember that when using the mission editor, *every time you edit the description.ext the mission must be reloaded for the changes to take effect*. This is unique to the description.ext since it is only loaded once, unlike the rest of the mission files which are reloaded every time you preview a mission.

The JTK_HALO script requires the following be included in your Description.ext:

1. The Sound Config:

This includes all the sound files used in the script. It is not required for the script to work, however it is required for the sounds to be heard in game.

```
class CfgSounds {  
    #include "JTK\CfgSounds.CPP"  
};
```

2. Identities: (Not Required if Using ACE. Can discard if desired.)

This includes all the preset Identities used by the script when not using ACE. Without this, there is no way to know what the player's initial Identity is. NOTE: This will override all Identities used by the player and his AI squad members if

JTK_Use_Identity_Config is set to True (See init). To disable: set **JTK_Use_Identity_Config** to false, doing so however, will prevent all units from using the bailout masks.

```
class CfgIdentities {  
    #include "JTK\CfgIdentities.CPP"  
};
```

3. REQUIRED: JTK_Common:

This includes the common base classes for the dialogs/displays used in the script. This must be placed in the description.ext for the script to work AND it must be included BEFORE the dialogs and displays.

```
#include "JTK\Common.CPP"
```

4. REQUIRED: Dialogs

This includes the all dialogs used by the script.

```
#include "JTK\HALO\dialog\HALO_Dlg.CPP"
```

5. REQUIRED: Displays

This includes the all Displays used by the script.

```
class RscTitles {  
    #include "JTK\HALO\rsc\Display.CPP"  
};
```

Init.sqf

```
execVM "JTK \HALO\init.sqf";
```

Required in the Editor:

To make an aircraft accessible by the JTK HALO script the following conditions must be met:

1. The vehicle must be EMPTY and one of the following:
 - C-130J [US]
 - C-130J [USMC]
 - C-130J Hercules [ACE US Air Force]
 - MV22 [USMC]
2. The following must be in the vehicle init:
 - this setVariable ["jtk_halo_aircraft",true];
3. Optional: By the default the side of the aircraft will be set to west. To switch it to east place the following in the vehicle's init:
 - this setVariable ["jtk_halo_aircraft_side",east];