

FHQ Accessories Pack V1.7

About

This pack contains a couple of real-world attachments and optics like the AN/PEG-15 laser module, ACOG[™] rifle scope and other common (and eventually, not so common) attachments.

All attachments, where applicable, have working BIS-Standard Collimator sights, meaning the red dot and holo reticules are functional as their real-life counterparts.

Change Log

1.7 changes:

- Lenses should be less reflective now and not glare out too much. This is really all I can do ATM, if I reduce the reflectivity even more, the lenses either turn black or get artifacts during aiming.
- Flashlight has been boosted in brightness.
- All FOV's have been adjusted to standard FOV's as used by Arma 3 default view angles.

1.6 changes:

- Lens cleanup. Lenses should now be less dirty and hence make aiming easier
- All Collimators changed to the new shader technology.
- All scopes now have the scope shadow effect.
- All attachments have icons in the arsenal to make identification easier.
- As far as possible, "tunnel effects" have been reduced, most notably on the Aimpoint. Sadly, the VCOG's shape does not lend itself to such possibilities, and I am considering removing or hiding it from the pack.
- Removed MRT messages from the optics. The lasers/flashlights will still show active function, but the optics only rely on their visual state.

1.5 changes:

- Animated magnifiers. Requires the [MRT Accessory Functions](#) addon
- LLM-01 can toggle between flashlight and laser
- New Aimpoint 3X magnifier, mounted behind the CompM4 and MicroCCO optics
- Some texture and material reworks
- Attempts to make some of the reticles more usable and reduce some tunnel effects
- Proper inertia values assigned

1.4 changes:

- New Scope: Trijicon VCOG
- New Scope: Barska AC12136
- New Scope: Barska AC11704
- New Scope: ITL MARS
- Added black version of AN/PEQ-15 (thanks GsvE for the texture)

- Updated AN/PEG-15 tan texture (thansk to GsvE)
- Updated 3D ACOG scope

1.3 changes:

- Now uses and requires Robalo's ASDG Joint Rails
- Compaible with Arma 3 Final

1.2 changes:

- Compatible with Arma 3 Beta
- ACOG is now a 3D scope like the default scopes. Note that the Leupold is still the same, as is the G33, which will stay like this until there is an animation source for animating attachments based on selected sight.

1.1 changes:

- New sight: MicroCCO with two different mountings
- New sight: Leupold Mark 4 ER/T sniper scope
- New sight: EoTech 533 HWS
- Remade texture for LLM-01
- Remade texture for Aimpoint, including tan version
- Remodel of the G33/HWS combo
- Remodelled ACOG
- New authentic ACOG sight

Content

Currently, the following attachments are available:

- Trijicon ACOG RCO with Trijicon Red Dot backup sight, with authentic sight and functional drop markers
- AimPoint CompM4 Red Dot sight
- GSCi TWS-3050 Thermal Weapon Sight
- L3/EoTech G33 magnifier and Holographic Weapon Sight
- AN/PEG-15 Infrared Laser module (new in 1.4: black version)
- Rheinmetall LLM-01 ("Laser-Licht-Modul") as an IR laser and flashlight.
- New in 1.1: EoTech 533 Holographic Sight
- New in 1.1: AimPoint MicroCCO with LaRue Tactical mounting
- New in 1.1: Leupold Mark 4 ER/T scope 6.5-20, with 6.5, 10 and 19.5 magnification and working, zooming mildot sight
- New in 1.4: Barska AC12136
- New in 1.4: Barska AC11704
- New in 1.4: Trijicon VCOG
- New in 1.4: ITL MARS
- New in 1.5: AimPoint 3X magnifier mounted behind a CompM4 and MicroCCO.

- New in 1.5: MRT Accessory Functions support.

Most of these are rather old models, and I don't consider them to be good anymore; they will be eventually replaced by remodelled versions.

Starting with 1.3, the "bonus" pbo is no longer included in this pack, and will no longer work. You ***MUST*** remove the bouns PBO, or bad things might happen. Also, starting with 1.3 you will need to install Robalo's [Joint Rails](#) addon






Starting with 1.5, the [MRT Accessory Functions](#) addon is required. This requirement isn't "enforced" currently; the pack will work without, but the AimPoint Magnifier and G33 will not be switchable between magnified and CQB states.


How to use in your own weapon(s) (pack)

Consult [this thread](#) on the BI forum on how to make your weapons compatible with the ASDG Joint Rails system.

Class Names

The following is a list of class names for scripting:

Class Name	Item
FHQ_optic_ACOG	 ACOG Scope (black)
FHQ_optic_ACOG_tan	 ACOG Scope (tan)
FHQ_optic_AIM	 CompM4 Red Dot Sight (black)
FHQ_optic_AIM_tan	 CompM4 Red Dot Sight (tan)
FHQ_optic_TWS3050	 TWS-3050 Thermal Sight
FHQ_optic_HWS	 EoTech 533 (black)
FHQ_optic_HWS_tan	 EoTech 533 (tan)
FHQ_optic_HWS_G33	 EoTech G33 3x Magnifier (black)
FHQ_optic_HWS_G33_tan	 EoTech G33 3x Magnifier (tan)
FHQ_optic_MicroCCO	 AimPoint Micro T-1 (black, high mount)
FHQ_optic_MicroCCO_tan	 AimPoint Micro T-1 (tan, high mount)
FHQ_optic_MicroCCO_low	 AimPoint Micro T-1 (black, low mount)
FHQ_optic_MicroCCO_low_tan	 AimPoint Micro T-1 (tan, low mount)

FHQ_optic_LeupoldERT	 Leupold Mark 4 ER/T scope 6.5-20 (black)
FHQ_optic_LeupoldERT_tan	 Leupold Mark 4 ER/T scope 6.5-20 (tan)
FHQ_acc_ANPEQ15	 AN/PEQ-15 Laser (tan)
FHQ_acc_ANPEQ15_black	 AN/PEQ-15 Laser (black)
FHQ_acc_LLM01L	 LLM01 (laser functional)
FHQ_acc_LLM01F	 LLM01 (flashlight functional)
FHQ_optic_VCOG	 Trijicon VCOG (black)
FHQ_optic_VCOG_tan	 Trijicon VCOG (tan)
FHQ_optic_AC11704	 Barska AC11704 (black)
FHQ_optic_AC11704_tan	 Barska AC11704 (tan)
FHQ_optic_AC12136	 Barska AC12136 (black)
FHQ_optic_AC12136_tan	 Barska AC12136 (tan)
FHQ_optic_MARS	 ITL MARS (black)
FHQ_optic_MARS_tan	 ITL MARS (tan)
FHQ_optic_AimM_BLK	CompM4 Aimpoint with Aimpoint 3X (black)
FHQ_optic_AimM_TAN	CompM4 Aimpoint with Aimpoint 3X (tan)
FHQ_optic_MCCO_M_BLK	MicroCCO with Aimpoint 3X (black)
FHQ_optic_MCCO_M_TAN	MicroCCO with Aimpoint 3X (tan)

Credits / Copyright / Contact

All modelling and textures done by myself.

I can be reached on the BIS forum under my username Alwarren, or on my web site as Hans-Joerg@friedenhq.org. Please also note the new and shiny "Donate" button on our web page that you can use to encourage us to spent even more time on making Arma 3 stuff.

Thank you to LiquidPinky and da12thMonkey for their help in figuring out how the collimator

sights work.

Thank you to BIS for 10+ years of entertainment

Thank you to Foxhound and Armaholic for their continued hosting of mods and community service.