



IFA3 liberation ACE

Mod complicated and improves the gameplay of the game. Designed for PvP games.

All included and configured ACE modes:

- Binding the enemy
- Loading boxes into cars
- Disarming
- Possibility to carry boxes and machine guns
- Explosives
- Shards
- Gestures
- Stunning
- Reaction to Damage
- Perepakovka shops
- Map Tools
- Medicine
- Overheat
- Repair of machinery
- Filling of machinery
- Sandbags
- The digging of small barriers

Own development:

Manual reloading of tanks and guns

1. The main weapon of tanks re-cutting the player only from the place of the loader. Machine guns are paired and in turrets reloads the shooter himself.



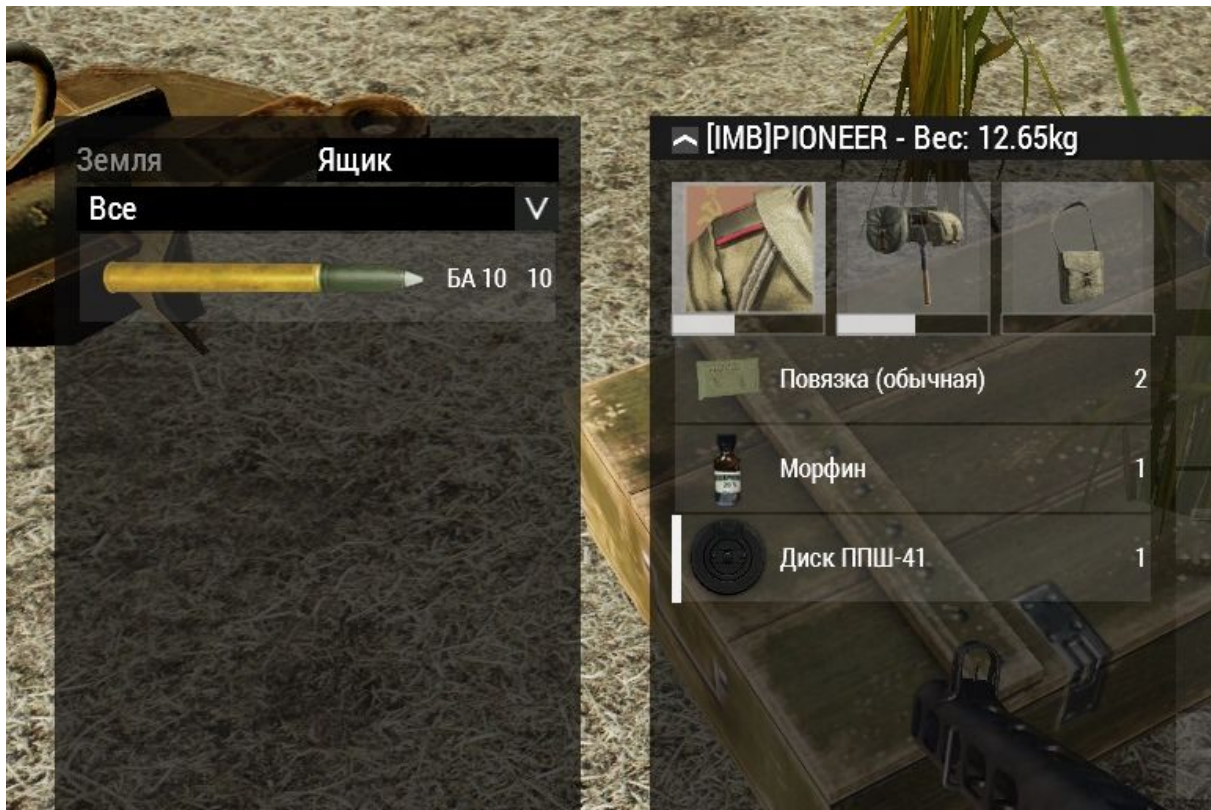


The ammunition must be in inventory:



All machine guns, mortars, guns are manually recharged, you need:

1. Sit down and get out of the gun (you need to work the script, in the MP any player can do it)
2. Find the box for the gun from the set IFA3. Take in the inventory or put on the ground ammunition. You can store them in your backpack, heavy shells are recommended from the boxes to put on the ground.



Charge the gun:

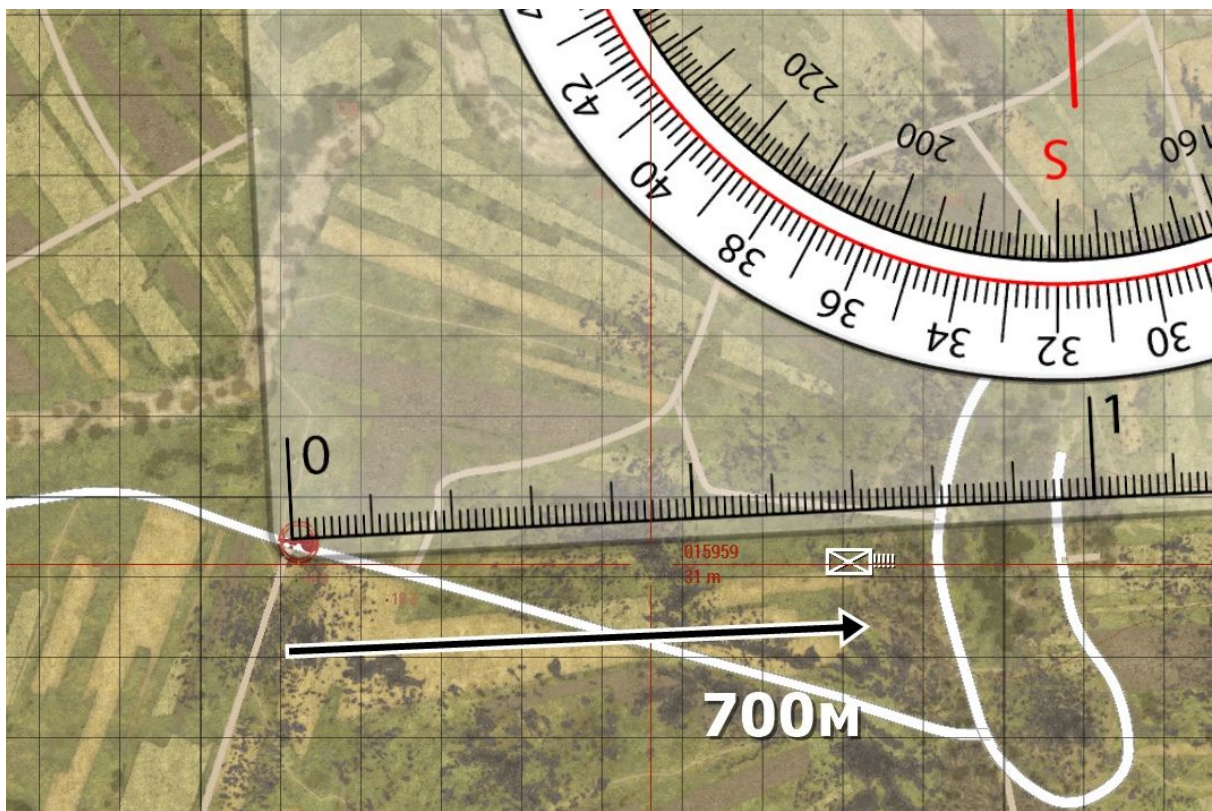


Most of the ammunition sets are compatible, you can take from the tank a box for the MG42 and recharge them stationary MG42 or in the tank T26 put shells from the cannon.

In the mission folder is IFA3_ACE_RELOUD_TEST.vr - open in the editor for training.

Advanced shooting from a mortar.

1. You need a mortar with an ACE annotation and a box with mines, sit down and exit from it to run the recharge script. Place the mortar on a level surface.
2. Measure the distance and azimuth to the target using the map tool:



3. Open the firing table and find the desired angle for the desired range.

4897							
Заряды: 1							
R A N G E	E L E V	D ELEV PER 100 M DR	TIME OF FLIGHT PER 100 M DR	TIME OF FLIGHT	AZIMUTH CORRECTION CROSSWIND OF 1 MPS	RA W 11 HEAD	
M	MIL	MIL	SEC	SEC	MIL	M	
150	1562	1	0.7	28.5	0.0	0.0	
200	1549	1	0.7	28.5	0.0	0.0	
250	1536	2	0.7	28.5	0.0	0.0	
300	1523	2	0.7	28.5	0.0	0.0	
350	1510	2	0.7	28.4	0.0	0.0	
400	1497	2	0.7	28.4	0.0	0.0	
450	1484	3	0.7	28.4	0.0	0.0	
500	1471	3	0.7	28.3	0.0	0.0	
550	1458	4	0.7	28.3	0.0	0.0	
600	1445	4	0.7	28.2	0.0	0.0	
		4	0.7	28.2	0.0	0.0	
700	1418	5	0.7	28.1	0.0	0.0	
		5	0.7	28.0	0.0	0.0	
800	1390	6	0.7	27.9	0.0	0.0	
850	1376	6	0.7	27.9	0.0	0.0	
900	1362	7	0.8	27.8	0.0	0.0	
950	1348	7	0.8	27.7	0.0	0.0	
1000	1333	7	0.8	27.6	0.0	0.0	
1050	1318	8	0.8	27.5	0.0	0.0	
1100	1303	9	0.8	27.3	0.0	0.0	
1150	1288	9	0.8	27.2	0.0	0.0	

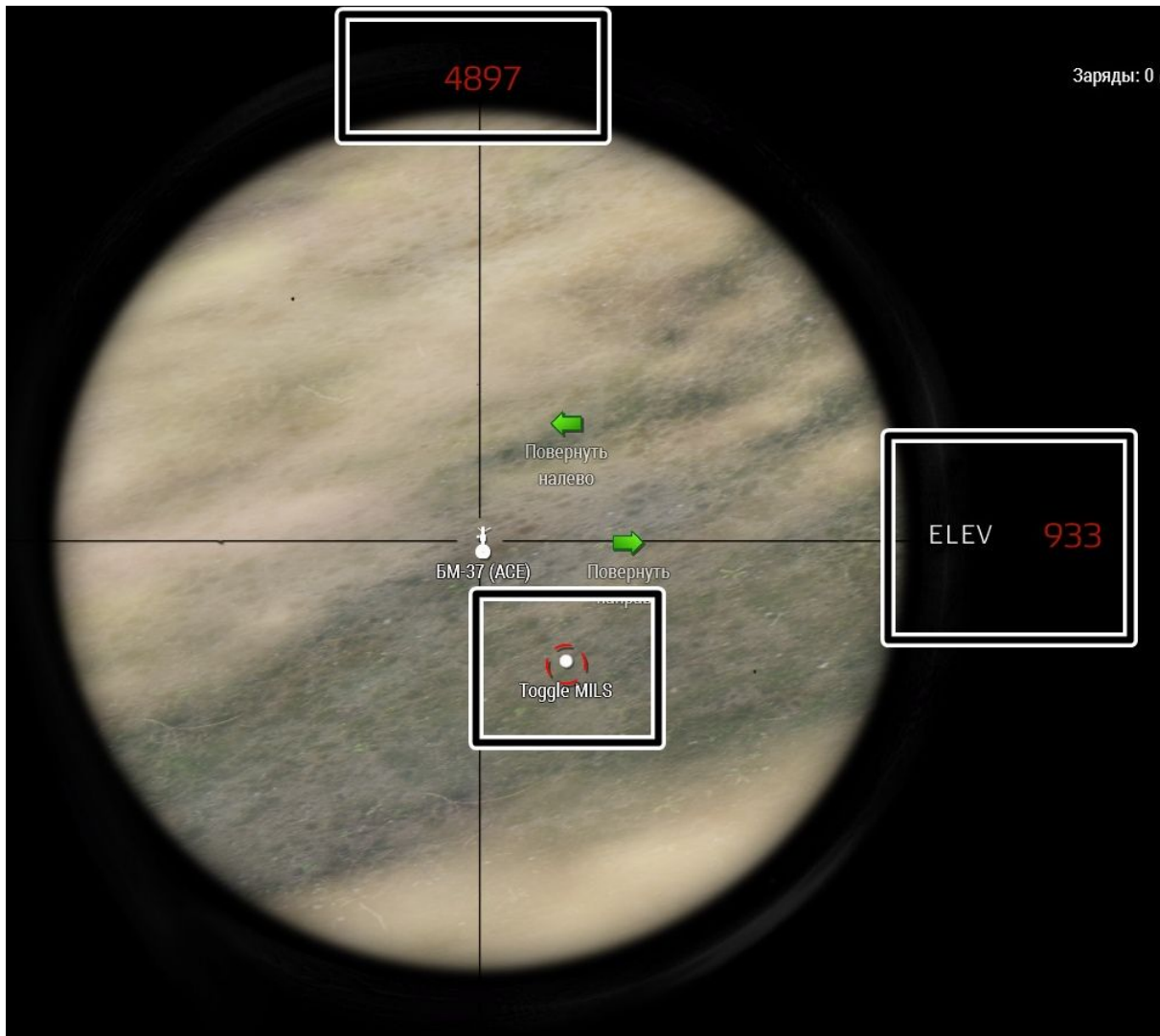
4. Take a mine:



5. Charge the mortar



6. Set up and you can shoot



7. If other values, then click on "Toggle Mils"

Video: https://www.youtube.com/watch?v=WWznqpdR_UE (RU)

Rotation of stationary machine guns

All machine guns are stationary and mortars you can turn



Configured ACE

All ACE modes were configured to work with IFA3 lite, IFA3 liberation and FOW mod. In addition, all modules are configured: binding, medicine (complicated), the time for repacking the stores has been increased, and the time for repairing equipment has been increased. You do not need to install and configure anything from the ACE modules!

ACE version - 3.10.1

Add the necessary ACE modes, but carefully.

Use with other ACE IF mods is not possible.

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