



**Modifications**  
**&**  
**Configurations**

# Configurations

The following list shows all characteristics of original ArmA2 units or items changed by our own PROMAN configurations.

## West:

### Light Armored Vehicles:

LAV25	Gunner may determine destination Turret rotation does not start the engine Radar range up to 2500m
Stryker Avenger	Radar available for both gunner and driver Turret rotation does not start the engine Radar range up to 2500m
Stryker MK19	Radar available for gunner Radar range up to 2500m Turret rotation does not start the engine
Stryker ATGM	Radar available for gunner Radar range up to 2500m Turret rotation does not start the engine
MGS	Radar available for gunner Radar range up to 2500m Turret rotation does not start the engine Gunner may determine destination
West MHQ	Radar available for driver Radar range up to 2500m

### Heavy Armored Vehicles

AAV	Radar range up to 2500m Turret rotation starts the engine Gunner may determine destination
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M1A1	Radar range up to 2500m Turret rotation starts the engine
M1A2 Tusk	Radar range up to 2500m Turret rotation starts the engine Loader may shut the hatch and fire
M2A2	Radar range up to 2500m Turret rotation starts the engine FLIR optics (gunner)
M6 Linebacker	Radar range up to 2500m Turret rotation starts the engine Loaded with Tunguska missiles instead of Stinger

## Helicopters

MH60S	Radar range up to 2500m No. of Flares: 20
MV22	Radar range up to 2500m No. of Flares: 20
CH47F	Radar range up to 2500m No. of Flares: 20
MH6J	Radar range up to 2500m No. of Flares: 20
UH1Y	Radar range up to 2500m No. of Flares: 20
AH6J	Radar range up to 2500m No. of Flares: 20
	Radar range up to 2500m

AH1

No. of Flares: 20  
FLIR (gunner)

AH64D

Radar range up to 2500m  
No. of Flares: 20  
FLIR (gunner)

### **Planes:**

Maule (SpyPlane)

Radar range up to 3000m  
No. of flares: 20

F35B

Radar range up to 3000m  
No. of flares: 20

A10

Radar range up to 3000m  
No. of flares: 20  
Missile radar (Ground-to-Air radar)

AV8B

Radar range up to 3000m  
No. of flares: 20

## **East:**

### **Light Armored Vehicles:**

BRDM2

Radar range up to 2500m  
Turret rotation does not start the engine

BRDM ATGM

Radar range up to 2500m  
Turret rotation does not start the engine

BTR60  
Radar range up to 2500m  
Turret rotation does not start the engine

BTR90  
Radar range up to 2500m  
Turret rotation does not start the engine  
Gunner may determine destination

Vodnik GAZ  
Radar range up to 2500m  
Turret rotation does not start the engine

Vodnik HMG  
Radar range up to 2500m  
Turret rotation does not start the engine  
Gunner may zoom in and out  
Gunner may determine destination

East MHQ  
Radar range up to 2500m  
Turret rotation does not start the engine

### **Heavy Armored Vehicles**

ZSU Shilka  
Radar range up to 2500m  
Turret rotation starts the engine

Tunguska 2S6M  
Radar range up to 2500m  
Turret rotation starts the engine  
Gunner may determine destination

BMP-2  
Radar range up to 2500m  
Turret rotation starts the engine

BMP-3  
Radar range up to 2500m  
Turret rotation starts the engine  
Gunner may determine destination  
Improved missile control  
FLIR (gunner)

T34	Radar range up to 2500m Turret rotation starts the engine
T55	Radar range up to 2500m Turret rotation starts the engine
T72	Radar range up to 2500m Turret rotation starts the engine Gunner may determine destination
T90	Radar range up to 2500m Turret rotation starts the engine Gunner may determine destination Missile removed
Helicopters	
UH1H M240	Radar range up to 2500m No. of flares: 20
Mi17 FFAR	Radar range up to 2500m No. of flares: 20
Mi24V	Radar range up to 2500m No. of flares: 20 FLIR (gunner)
Mi24P	Radar range up to 2500m No. of flares: 20 FLIR (gunner)
Mi24D Tak	Radar range up to 2500m No. of flares: 20 FLIR (gunner)
Ka52	Radar range up to 2500m No. of flares: 20 FLIR (gunner) VIKHR missiles can lock on to ground targets

Ka52 Black  
Radar range up to 2500m  
No. of flares: 20  
FLIR (gunner)  
No. of VIKHR missiles: 8  
2 additional AA missles

**Planes:**

L39 Tak  
Radar range up to 3000m  
No. of flares: 20

Su25  
Radar range up to 3000m  
No. of flares: 20

Su34  
Radar range up to 3000m  
No. of flares: 20

AN-2  
Radar range up to 3000m  
No of flares: 20

## Proman Modifications

**DVD Walls** **Author: DVD**  
Contain all standard CTI walls in woodland and desert camouflage

**ASR Disable Cursor Text** **Author: Robalo[AS]**  
Prevents object and player scanning by pressing the Space bar

**BD Multigunfix** **Author BigDawg KS**  
Revised gun and missile firing

**\*Funny\* Cigarette AddOn** **Author: Christian.1987**  
Adds cigarettes to ArmA2 (not player-controlled). Cigarettes can be chosen in the ArmA2 player profile

**CBA****Author: CBA-Team**

Enables cueing of a number of event handlers with different prefixes, thus enabling a flawless interplay and compatibility of several AddOns with similarly scripted features. It generally obviates nuisances during gameplay when AddOns are being used.

**Deadfast's Elapsed Time Counter****Author: Deadfast**

Adds an elapsed time counter to the Player's dialogues, which has been a missing feature since OFP. Default key: P

**PVP Tweaks (collection)****Author PVPScene**

DisabledForcedOpticsForBinocular (Gameplay) = enables lowering of binoculars  
DisabledPeripheralVisionCueTexture (Visuals)  
DoubledGetInRadius (Gameplay) = increased radius for "get in"  
FasterHandGrenadeThrowAnimation (Gameplay) = Accelerates tossing of grenades  
FasterStepOverAnimation (Gameplay) = Accelerates stepping over obstacles  
FixedLockedSlotsColorsInMPMissionLobby  
ImprovedSizeOfCompassAndGPS by defunct (Visuals) = Enlarges GPS and Compass on the screen  
ImprovedSpeedOnGravelRoads (Gameplay)  
IncreasedSwimmingSpeed (Gameplay)  
JavelinTweak by McHide (Gameplay) = Improves Javelin handling  
KeepCommanderViewOnTarget (Gameplay) = Commander turret is unaffected by gunner turret rotation  
MoreSluggishATV (Gameplay) = Decelerates ATVs, less frequent keeling over  
OFPLOCKCursor (Visuals) = Adds OFP cursors  
OFPRoundCornerElement (Visuals) = Menus have rounded corners  
RemovedVehicleCursors (Gameplay) = Removes cursors in vehicles  
SingleWeaponModeFirstForAK (Gameplay) = Sets mode to Single Shot when picking up an AK  
SolidBackgroundeForChatInputDialogue (Visuals) = gives the ingame chat a better contrast  
StaticsVisibleAtDistance (Visuals) = Improved visibility of remote static objects, buildings are no longer popping up out of nowhere  
VehiclesVisibleAtDistance (Visuals) = = Improved visibility of remote vehicles, they are no longer popping up out of nowhere

**GLT M113****Author: Legislator**

Adds an M113 support vehicle to West

**GLT FLC****Author: Legislator**

Adds FLIR to some vehicles, in Proman:

M2A2, AH1, AH64D, Mi24V, Mi24D, Mi24P, Ka52, Ka52 Black, BMP-3

**MIDF Weapons**

Adds G3 and SteyrAug rifles

**Author: Christan.1987**

**Mk4\_showinfo\_fncondition**

**Author: Mikey (OFPEC),  
originally from Spooner in  
ArmA1**

**RF Motorized Infantry**

Adds new woodland and desert camouflage to East

**Author: Slayer\_RF**

**SLX (collection)**

Selected AddOns:

slx\_anim\_at\_lying = enables firing of AT weaponry while lying on the ground

slx\_anim\_crawl = accelerates crawling

slx\_anim\_death = accelerated death animation

slx\_anim\_movetransitions = faster move transitions

slx\_anim\_weapontransitions = faster weapon transitions

**Author: Solus**

**ShackTacMovement**

Significantly improves movement inside of buildings. Player does no longer get stuck on corners and edges. Furthermore it better absorbs the sound of stepping sideways.

**Author: rg7621**

**TrueMods**

Enhanced graphics

**Author: rg7621**

**USEC Maule**

Adds a spy plane to West

**Author: Rocket**

**USEC Weaponpack**

Steyr Aug weaponpack

**Author: Rocket**

**VFTCAS**

Terrain Collision Avoidance System. Improves AI-pilot behavior. AI pilots will also scan the ground, hence less frequent crashes occur.

**Author: VictorFarbau**

**TGW Zeroing**

Adds the ability to zero in sights of non-OA weapons

**Author: Xeno426**

**GLT\_Missilebox**

Replaces original ArmA2 missiles with more realistic models

**Author: [GLT]Myke**

**GLT\_RealAirWeapons**

More realistic missile behavior (including Ground-to-Air missiles), e.g. decreased speed, increased range

**Author: [GLT]Myke**