

# CONTENTS

<b>Introduction .....</b>	<b>2</b>	<b>Weapons .....</b>	<b>17</b>
<b>Getting Started .....</b>	<b>3</b>	Assault Rifles .....	17
The ReadMe File .....	3	Submachine Guns .....	17
System Requirements .....	3	Sniper Rifles .....	17
Installation .....	3	Sidearms .....	18
Game Screen .....	4	Mobile Launchers .....	18
Training Missions .....	4	<b>Vehicles .....</b>	<b>18</b>
User Profiles .....	4	Land Vehicles .....	18
<b>Controls .....</b>	<b>5</b>	Aircraft .....	19
Basic Infantry Controls .....	5	Support .....	19
Ground Vehicle Controls .....	6	Water Vehicles .....	19
Aircraft Controls .....	7	Combat Tactics .....	20
Additional Control Peripherals .....	7	<b>Singleplayer .....</b>	<b>21</b>
<b>Settings/Options .....</b>	<b>8</b>	Campaign .....	21
Video Options .....	8	Strategic Map .....	22
Audio Options .....	8	<b>Multiplayer .....</b>	<b>23</b>
Difficulty .....	9	Session browser .....	23
<b>General Gameplay .....</b>	<b>9</b>	Joining a Game .....	24
Mission Briefing .....	9	Hosting a Game .....	24
Gear .....	9	Communication .....	26
Map .....	10	<b>Mission Editing/Creation .....</b>	<b>27</b>
Movement .....	10	Mission Wizard .....	27
Views .....	11	Intel .....	31
Orientation .....	12	Mission management .....	31
Targeting and Firing .....	13	<b>Troubleshooting .....</b>	<b>32</b>
Action Menu .....	13	<b>Technical Support (U.S.A. &amp; Canada) .....</b>	<b>32</b>
Team Switch .....	13	<b>Atari Web Sites .....</b>	<b>33</b>
<b>Taking Command .....</b>	<b>14</b>	<b>Credits .....</b>	<b>34</b>
Quick Command .....	14	<b>End-User License Agreement .....</b>	<b>37</b>
Command Menu .....	14		
Teams .....	15		
Movement .....	15		
Support Units .....	16		

# INTRODUCTION

*ArmA: Combat Operations* brings you the most realistic warfare experience ever seen on a computer. Offering unprecedented freedom of movement, actions, and tactics; integrating command of squads, and use of vehicles and weapons with total immersion.

- *ArmA: Combat Operations* simulates a large selection of modern day military equipment — infantry, mobile, armored and aircraft — in a fictional flashpoint conflict between US forces and a renegade Communist Army faction on a fictional island Sahrani.
- *ArmA: Combat Operations* is powered by a second generation version of engine technology that powered the international best-seller *Operation Flashpoint\**, which previously won universal acclaim for its realistic simulation of military conflict on personal computers. Such was the acclaim and respect for the technology that it has been adapted by the United States Marine Corps, United States National Guard, Australian Defense Forces and many other military organizations around the world to use as a special combat training application called VBS.
- *ArmA: Combat Operations* will bring you closer to an intense military conflict than you could ever imagine. It's a large virtual world with endless opportunities and ever-changing environments. You can fight, evade, steal enemy vehicles, attack enemy bases, escape from enemy prisons, or create and play any imaginable scenario in your very own missions. If you still want even more action then you can go online and play one of the many multiplayer modes with over 50 other human players.
- *ArmA: Combat Operations* is waiting for you, if you think you're ready to face the challenge...

\*OPERATION FLASHPOINT IS THE REGISTERED TRADEMARK OF THE CODEMASTERS SOFTWARE COMPANY LIMITED ("CODEMASTERS"). THE GAME "OPERATION FLASHPOINT" WAS DEVELOPED BY BOHEMIA INTERACTIVE STUDIO AND PUBLISHED BY CODEMASTERS. ARMA COMBAT OPERATIONS WAS DEVELOPED BY BOHEMIA AND IS PUBLISHED BY ATARI. NEITHER BOHEMIA NOR ATARI ARE AFFILIATED WITH, AUTHORIZED BY OR RELATED TO CODEMASTERS.

# GETTING STARTED

## The ReadMe File

*ArmA: Combat Operations* has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print. To read this file, double-click on the ReadMe.txt icon in the *ArmA: Combat Operations* directory found on your hard drive (usually C:\Program Files\Atari\ArmA). You can also view the ReadMe file by clicking on the Start button on your Windows® taskbar, then selecting Programs, then Atari, then *ArmA: Combat Operations*, and then the ReadMe file.

## System Requirements

<b>Operating System</b>	Windows 2000/XP
<b>Processor</b>	Pentium 4 2 GHz or AMD Athlon XP +2000 or higher Pentium 4 3.0 GHz or higher recommended)
<b>Memory</b>	512 MB RAM (1 GB recommended)
<b>Hard Disk Space</b>	6 GB free
<b>DVD-ROM Drive</b>	4X or faster
<b>Video</b>	NVIDIA GeForce 6600 or ATI Radeon 9500 or higher (NVIDIA GeForce 6800 or ATI Radeon X800 recommended)*
<b>Sound</b>	DirectX version 9.0c-compatible sound card
<b>Multiplayer</b>	Internet (TCP/IP) and LAN (TCP/IP) play supported. 56kbps or faster connection required

\* Video cards that do not have full Hardware Pixel and Vertex Shader 2.x support, such as the GeForce FX series or Intel Extreme Graphics, are not supported.

## Installation

1. Start Windows®. Exit all other programs before installing.
2. Insert the *ArmA: Combat Operations* DVD-ROM into your DVD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the on-screen instructions to finish installing *ArmA: Combat Operations*.
5. Once installation is complete, double-click on the *ArmA: Combat Operations* game icon to start the game.

## Installation of DirectX®

*ArmA: Combat Operations* requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" when asked if you would like to install it. For more information please visit: <http://www.microsoft.com/windows/directx/>.

OpenAL

OpenAL is a cross-platform 3D audio API appropriate for use with gaming applications and many other types of audio applications. OpenAL drivers are installed as part of *Arma: Combat Operations*'s installation and greatly enhance the audio experience.

For more information please visit [www.openal.org](http://www.openal.org).

Game Screen



1. Command Menu - Press **[F1]**
2. Vehicle Indicator
3. Vehicle Weapon
4. Personal Weapon
5. Rounds/Magazines Remaining
6. Radio Texts
7. Command Bar
8. Radar

User Profiles

User Profiles let you personalize the character you're playing and retain your unique user information, control scheme, game options and saved games. When first entering the user profile menu, you are given the option to select a profile, edit a profile (**EDIT**), delete a profile (**DELETE**) or create a new profile (**NEW**). **Note:** When you delete a profile, you may lose all associated saved games and custom created missions.

In the **EDIT PLAYER** screen, you can pick another face for your avatar. Next to this it is possible to select another voice and pitch level for this voice. Finally, if you have a squad URL which points to a valid squad document, it can be entered here.

Training Missions

The quickest way to learn the ropes is to work your way through the training missions. Select **Missions** from the **Main Menu** and from there select **Training Missions**.

The training missions essentially offer a complete package of tutorials for the key aspects of *ARMA*, including movement, shooting, leadership, armor, flying, and combat flying. Mastering these key components of *ARMA*'s game play will help you to achieve your objectives on the battlefield. Remember, there is no substitute for good training and rigorous practice.

CONTROLS

You can view and change your current control preferences in the Controls section of the Options Menu.

Basic Infantry Controls

Key	Action
<b>[A W S D]</b>	left / front / back / right
<b>[W]</b> (double tap)	forward sprint
<b>DEL</b>	Turn Left
<b>END</b>	Turn Right
<b>left-SHIFT</b> (hold)	walk/run (temporary)
<b>left-SHIFT</b> (double tap)	walk/run (toggle)
<b>[Z]</b>	Prone
<b>[C]</b>	Stand Up
<b>[X]</b>	Crouch
<b>[R]</b>	Reload Weapon
<b>[V]</b>	Weapon Sights (toggle)
<b>left-CTRL</b> (double tap)	raise/lower weapon (toggle)
<b>[F]</b>	Change Weapon/Weapon Mode
<b>[;]</b>	Main Weapon/Handgun Switch
<b>[Q]</b>	Lean Left
<b>[Q]</b> (Double Tap)	Lock Lean Left
<b>[E]</b>	Lean Right
<b>[E]</b> (Double Tap)	Lock Lean Right
<b>ENTER</b>	Show Action Menu
<b>left-ALT</b> (hold)	free look (temporary)
<b>left-ALT</b> (double tap)	free look (toggle)
<b>CAPS LOCK</b>	Voice Over Net
<b>TAB</b>	Next Target
<b>SPACEBAR</b> (hold)	Quick Command
<b>[T]</b>	Team Switch
<b>[G]</b>	Gear Screen
<b>[B]</b>	Binoculars
<b>[O]</b>	Watch
<b>[K]</b>	Compass



[+] (Numberpad)	Zoom In
[-] (Numberpad)	Zoom Out

Button/Wheel/Movement	Action
Move Mouse Left/Right	Turn Left/Right
Move Mouse Up/Down	Look Up/Down
Left Mouse Button	Fire
Left Mouse Button (Double Tap)	Fire Twice
Right Mouse Button (Hold)	Lock Target/Zoom
Right Mouse Button	Optics Toggle
Middle Mouse Button	Action Menu/Perform Action
Mouse Wheel Up/Down	Previous/Next

## Ground Vehicle Controls

Key	Action
[W]	Forward
[W] x2	Fast Forward
[A]	Turn Left
[D]	Turn Right
[S]	Brake/Reverse
[F]	Change Weapon/Weapon Mode
[O] (NumPad)	Weapon Sights (toggle)
TAB	Cycle through targets
[L]	Vehicle Lights On/Off
Enter (NumPad)	Toggle 1st/3rd Person View
[X]	Turn In
[Z]	Turn Out

Button/Wheel/Movement	Action
Move Mouse Left/Right	Aim Left/Right
Move Mouse Up/Down	Aim Up/Down
Left Mouse Button	Fire
Left Mouse Button (Double Tap)	Fire Twice
Right Mouse Button	Lock Target/Zoom
Right Mouse Button (Double Tap)	Optics Toggle

Middle Mouse Button	Action Menu/Perform Action
Mouse Wheel Up/Down	Previous/Next

## Aircraft Controls

Key	Action
[Q]	Helicopter Increase Height
[Z]	Helicopter Decrease Height
[A]	Helicopter Cyclic Left
[D]	Helicopter Cyclic Right
[X]	Rudder Left
[C]	Rudder Right
[W]	Nose Down
[S]	Nose Up
Enter (NumPad)	Toggle 1st/3rd Person View

Button/Wheel/Movement	Action
Move Mouse Left/Right	Yaw Left/Right
Move Mouse Up/Down	Nose Up/Down
Left Mouse Button	Fire
Left Mouse Button (Double Tap)	Fire Twice
Right Mouse Button	Lock Target/Zoom
Right Mouse Button (Double Tap)	Optics Toggle
Middle Mouse Button	Action Menu/Perform Action
Mouse Wheel Up/Down	Previous/Next

## Additional Control Peripherals

### Joystick/Driving Wheel

You can use compatible joysticks and/or driving wheels with *Arma: Combat Operations* for optimum control and enjoyment.

### Head Tracking Devices

*Arma: Combat Operations* is one of the premier first-person shooters to fully support head tracking, thanks to built-in support for TrackIR.

# SETTINGS/OPTIONS

In the options menus you can configure all areas of the game to your liking. Find the best video and audio settings for your hardware, tweak the difficulty options and personalize your control schemes.

## Video Options

- **Quality preference** – select preset default options for balanced performance depending on your system's capabilities. (Note: This influences all other settings that you can adjust individually and vice versa).
- **Resolution** – select the optimal screen resolution for your system. Generally a higher resolutions means you will see a sharper image, but it can negatively affect your framerate.
- **Aspect ratio** – toggle between normal (4:3) and widescreen (16:9) aspect ratios.
- **Refresh** – choose the best refresh rate for your screen.
- **Brightness** – use the slider to vary the overall brightness.
- **Gamma correction** – controls the overall brightness of the image you see.
- **Visibility** – this is the visible distance in meters.
- **Terrain Detail** – the higher the terrain detail, the more subdivisions each square can have. This results in smoother and more natural terrain.
- **Objects detail** – sets the overall quality of object models, so with a lower setting you may see lower Levels of Detail for objects.
- **Texture detail** – the overall quality of textures in the game. A lower setting may cause more blurry textures.
- **Shading detail** – affects all of the special shading techniques used in the game. One example is the Depth of Field effect.
- **Shadow detail** – detailed shadows can make a scene come alive, but also demand a lot from your hardware. If you experience performance issues, try lowering this option.
- **HDR quality** – High Dynamic Range lighting in *ArMA: Combat Operations* works with lights in real world range to simulate various lighting conditions. It's not recommended to manually change this option.
- **Anisotropic filtering** – a method of enhancing the quality of textures on surfaces that are far away and on a small angle to the camera.
- **Reflections quality** – alters the overall quality of reflections in the game world.
- **Antialiasing** – this technique tries to minimize aliasing (jagged edges) caused by showing high-resolution content at lower resolutions.
- **Blood** – turn in-game blood on or off.
- **Postprocess effects** – allows to turn on/off depth of field blur.

## Audio Options

- **Effects** – the volume of general sound effects, like weapon reports, explosions and engine noises.
- **Radio** – the volume of radio chatter.
- **Music** – the volume of the in-game music.

- **Hardware Acceleration** – toggle hardware accelerated sounds on and off (disabled acceleration is the most compatible setting here but may mean lower performance and quality of sound).
- **EAX** – enable or disable advanced spatial audio effects.

## Difficulty

Two difficulty modes are available: Cadet and Veteran. The difficulty menu allows you to fine-tune most difficulty settings.

There are three columns: the setting description, toggle for Cadet and toggle for Veteran. If a setting is red and Disabled, you cannot change it. You can enable or disable all the other settings to match your personal preferences. Below the settings list you are able to set the difficulty of the AI units, both on your side and the enemy's side. You can also toggle subtitles for general voice acting and radio messages on or off.

**Note:** In a multiplayer game, the difficulty settings of the host apply to all players in that session.

## GENERAL GAMEPLAY

### Mission Briefing

The briefing screen is displayed before the start of most missions and it contains important information regarding mission objectives. Clicking on underlined text will take you to the corresponding location on the map. The map notepad has several other tabs next to the main briefing text:

- **Notes** – extended background notes and information for the mission.
- **Group** – a list of all members of your squad. As the squad leader you can also access each member's **Gear** section from here.
- **Playable** – a list of all playable positions available by using **Team Switch** option.

### Gear

The gear screen lets you organise your gear and the gear of your subordinates. It is how you pick up items you find in the environment or drop items onto the ground.

In the top-left corner of the gear screen there is a list of all available items you can take at the moment. Any item can be placed to your inventory by double clicking on it, dragging it to your gear area or selecting it and pressing **Take**. You can also press **Rearm** to let the game choose most suitable items to take these automatically. You can get more information on a certain item by clicking on its picture. With an item selected you are also able to **Drop** it to the ground.

#### Did you know...

...that when you drop a weapon, you will automatically drop all associated ammunition?

## Map



The map is divided into grid sectors, with latitude (vertical lines) indicated alphabetically and longitude (horizontal lines) numerically. Zooming in on the map will increase the accuracy scale by dividing the map into smaller sub-grids. Mission briefings and radio communications often refer to certain grid coordinates, so it's a good idea to train using this tool. Some missions also provide you with a GPS indicator, which allows you

to read out your grid position on the map.

You should use the map to read the terrain around you, so you can use it to your advantage when engaging or evading the enemy. Very often, you will have a tactical advantage when you attack an enemy force from an elevated position, such as a hill.

**Note:** In the Cadet difficulty mode, your position will be displayed on the map. A higher difficulty setting will require you to scan your environment for landmarks, such as buildings, trees, and landscape contours, in order to determine your location on the map.

### Did you know...

...you can move around map elements such as the watch or compass by clicking and holding the **left mouse button** and moving the mouse?

## Movement

### Combat postures



*ArmA: Combat Operations* features three distinct combat postures, each with its own strengths and weaknesses. It's up to you to determine the most suitable one for each situation. Going prone on the ground will give the enemy only a very small target to fire at and your aim will be much steadier, but you will be significantly slower when moving. Standing allows you to run and sprint from cover to cover, but you expose your

full body to the enemy and your aim will be less steady. Crouching makes you harder to hit and slower, but allows you to aim better than while standing.

### Movement speed

Another choice you have while moving is how fast you want to go. Sometimes it may be prudent to very carefully patrol an area and you will want to walk slowly. Not only does this give you time to scan the environment for enemies, but you also avoid tiring which affects your aim amongst other things. Running is faster than walking and it is the game's default movement speed. It nicely balances speed and the impact on your stamina. There are situations where even running is not speedy enough, such as when you're running away from an armed grenade. This is when you can use sprinting. Be aware though that sprinting a long distance tires you very easily, which in turn affects your aim.



### Raising and lowering weapons

Instead of always walking around with your weapon raised, you may choose to lower it.



### Leaning

Close combat is often the most dangerous part of an infantryman's fighting career and he'll want to use every tool at his disposal to accomplish his mission and survive it. Leaning is one such tool. By leaving around a corner of an object you can peek around it, fire your weapon and still keep most of your body covered.



### Swimming

As a soldier you have been trained to swim in order to save yourself from drowning. You may not be fast and it's possible you will lose some of your equipment, but at least you can handle getting back to shore after you've parachuted into the ocean.

## Views

*ArmA: Combat Operations* allows you to view your controlled character or vehicle in three ways:



### 1st Person View

This is the default view mode, which lets you view the game from your character's perspective. It is the most realistic and immersive mode, and is ideal for controlling characters on foot.



### 3rd Person View

Gives a greater view of your surroundings, and is particularly useful when controlling vehicles. Using the Veteran difficulty setting, 3rd person view is disabled. Cadet mode does allow you to toggle between 1st and 3rd person view by pressing **Numpad ENTER**.



### Weapon View

All weapons in *ArmA: Combat Operations* have realistic scope and iron-sight views, which can be used to accurately engage targets at a range of distances. The default method of switching to this view is to the **right mouse button**.



## Orientation

To make sure you have full situational awareness at all times, the following options are available to you:

### Compass and clock direction indicators

When communicating in a squad, two different methods are used to indicate direction. The first is based on a standard compass and uses a 360-degree system to indicate direction:



**000 = North**  
**090 = East**  
**180 = South**  
**270 = West**

The numbers on the outer ring of your compass show an exact heading. This method is often used when issuing a movement order.

The other format uses the clock system: 12 o'clock is directly in front and 6 o'clock is behind the person reporting the heading.

In Cadet mode, a small clock is displayed as soon as a soldier indicates a relative direction. This clock indicates the path he is following, making it easier for you to find their proposed direction. This method is most commonly used to indicate the direction of a target or object.

Used to indicate your current direction or the direction of an object or enemy contact. It is especially effective if used in combination with the map view. Vehicles with a target radar on board display your compass heading at the top of the screen.

**Note:** Cadet mode will also display a yellow line on your compass, indicating the direction of your current waypoint.

### Peripheral vision



To support your orientation and situational awareness, *Arma: Combat Operations* features peripheral vision indicators. These are small dots indicating the direction of known enemies, as well as friendly or neutral objects. These dots appear to the edge of your screen, indicating the general direction of objects in-range, outside of your current view angle.

### GPS

Some missions provide you with a GPS device in your map view. This device displays the exact grid reference of your current position, so you can cross-reference it with your map.

## Targeting and Firing

As in real life, your weapon is never fully stabilized. The amount of motion depends on your stamina and posture. Going prone allows you to shoot more accurately, and also limits your weapon's recoil effects. Your character's stamina is reflected by the intensity of his breathing.

*Arma: Combat Operations* simulates weapon ballistics, which means bullets will take time to reach their target, and are also affected by gravity. Remember this when firing at targets over a long range, and in particular when firing at moving targets.

If you want to get the most out of your aiming, try concentration mode. In this mode you hold your breath and focus your attention on one particular area for an accurate hit.



## Action Menu

An icon of an action appears in the center of screen if a new action is available. You can activate this action by pressing the **mouse wheel**. You can also see all currently available action by rotating the mouse wheel at any time during the game and activate the highlighted action by pressing the **mouse wheel**. Actions are used for many different activities in the game including switching of weapons, reloading, entering vehicles or using ladders.

**Note:** Some Action Menu functions have a shortcut button, which you can use at any time without having to open the action menu.

## Team Switch

In order to experience all facets of the modern-day battlefield and make the most of the equipment at your disposal, you can use the team switch feature. Team switch is mapped to the **[T]** key by default. You can also use a new option **Continue** when you die and another playable unit is still alive in the mission.

In the team switch menu you are able to select any one of the available roles in the active scenario, view their position and switch to them. Having switched, you are in full control of this particular role. A sample scenario could see you softening up the enemy's defences as a helicopter gunship pilot and then switching to an infantry squad commander to finish them off on the ground.

See one battle through different eyes.

# TAKING COMMAND

There are multiple methods of commanding troops at your disposal. Every of them can be handy in certain situations and may well suit different playing styles.

## Quick Command

Hold **SPACEBAR** to activate the Quick Command system.

Your cursor will now change to command mode and is context sensitive, which means its functionality and appearance changes depending on what you point at with the cursor. By default, all team members are selected.

Select any unit by clicking the left mouse button on him. **Shift** and click to select the unit and his team. You can also press **Function keys** to select a unit or **Shift + Function key** to select the unit and his team.

Alternately, can use the Unit Selection menu (top-left corner) to select a particular unit with the **mouse wheel**.

You can also order your subordinates using the command cursor:

- To move somewhere by clicking on any position on the terrain
- To engage a target by clicking on the target
- To mount a vehicle by clicking on the vehicle
- To watch in a direction or on a unit, vehicle or object if you click while holding **Left ALT**.

After you release **SPACEBAR** all units are deselected and you return to normal mode.

## Command Menu

There are multiple options to switch to command mode:

Whenever you switch to a command mode

- Hold **SPACEBAR**
- Press any **[F]** key
- Switch to Tactical view (see below)

Communications in *ArmA: Combat Operations* are done through the Command Menu. Access this menu by pressing a number on the main level of the Command Menu. You can use the mouse wheel to scroll through the Command Menu options and click the mouse wheel to select a menu option. Alternatively, you can also use keyboard shortcuts (**numbers for commands and function keys for unit selection**) to quickly navigate.

**Note:** You may have some communications options available in the Command menu even as a single or subordinate unit.

**Example:** If you have a subordinated unit 2, pressing **[F2] [1] [1]** will select that unit and issue command "Return to Formation." Operating in an AI controlled squad, there's often no need to use these report functions all the time. However, when playing multiplayer with people who might speak different languages or if you can not use microphone, these simple commands can be used as an effective form of communication during a mission.

- **Where Are You?** – Requests the current position of your team leader.
- **Done** – Confirms you understood the last order.
- **Fail** – Informs your team leader you are unable to execute the last order.
- **Repeat** – Requests your team leader to repeat the last order.
- **Radio** – Some missions allow you to send messages to other squads using the radio.

## Teams

There are different color groups, to which you can assign your units for quick selection.

In some missions units can be already preassigned to teams, but as a commander you can also assign units at any point while already playing. To do this, select the units that should become a team and select "Assign" ("9") from the commanding menu. Now assign the units to a particular team color (the white team is used for any unassigned units).

## Movement

### Formations

Troops move in standard formations and follow instructions from the commanding officer. The formations vary both in how far apart the soldiers are spread as well as in the manner that the soldiers are aligned. There are seven possible formations:



- **Column**
- **Staggered Column**
- **Wedge**
- **Echelon Left**
- **Echelon Right**
- **Vee**
- **Line**

Experience will teach you the best formation for a given event, but as a rule, you should spread out when at risk of enemy contact and stay fairly close together when quickly travelling on foot.: Squad members can lose sight of each other when travelling quickly on foot in a staggered column, for example. While a squad using a tightly packed formation can be decimated by a grenade.

## Attacking


Command menu options give you control over the Rules of Engagement of your subordinates. There are five attack commands:

- **Open fire** – by default your squad members are using this mode and it means that if they have a target, they are allowed to fire their weapon at it.
- **Hold fire** – when ordered to hold fire, a subordinate may target something, but not fire at it.
- **Fire** – this command will specifically tell the subordinate to fire its weapon.
- **Engage at will** – when units have been set to engage at will, they will not only target enemies, but also engage them. They may move away from the formation and go to a better vantage point.



- **Disengage** – the subordinate is told to no longer engage its target and move back to the formation.

## Tactical View

Numpad  or double tap on **SPACEBAR** switches between normal view and tactical view. In tactical view, you see your nearby area from above and you can use issue the same commands as in normal command view. Tactical view allows you to zoom out for a more strategic real time perspective on the battlefield.

**Note:** To switch to tactical view, you must make sure that 3rd person view is not disabled in your difficulty settings.

## Support Units

Support can be divided into three categories:

### Medical Support

When injured, you can inform the rest of your team using the Command Menu option Status > Injured. Walk over to a medic, ambulance or field hospital, and select "Heal" from the Action Menu. If you are unable to move, or can't find a medic, you can call out for one using the Command Menu option Call support > Medic!. If you are the subordinate in a squad, your commander can also send a medic to your position.

### Ammo Resupply

High-tech weaponry is worthless without the proper ammunition, and an extended firefight can drain your ammo in seconds. Tanks and helicopter gunships can head back to base to replenish their ordinance. Infantry squads must be much more cautious about their rate of ammo consumption. Getting bogged down in stalemate engagements, and over-extending a mission's duration should be prevented at all costs. If absolutely necessary, it is possible to pick up weapons and magazines from fallen friendly or enemy troops. You can do this by walking up to a corpse, and using the Action Menu to pick up any of the weapons or magazines.

### Vehicle Support

Due to their size and tactical importance, vehicles are far from immune on the battlefield. As well as damage sustained vehicle crews also have to monitor their fuel consumption, and should therefore refuel where possible. However, their ability to quickly break away from enemy contact often allows vehicles to receive support out of range of direct enemy fire. The ammo, repair, and fuel trucks that provide this support, are vital to the success of any combined arms operation. Move your vehicle close to any of these support units, and select the appropriate action, to either repair, rearm, or refuel your vehicle.

## WEAPONS

### Assault Rifles



#### US Forces:

M4, M4 ACOG, M4 M203, M4 M203 + CompM2, M4A1 ACOG, M4A1 M203 + ACOG, M4A1, QDS CompM2

#### Royal Army Corps Sahrani (RACS):

M16A2, M16A2 + M203, G36, G36K, G36C

#### Sahrani Liberation Army (SLA):

AK74, AK74 + GP-25, AKS74U, AKS74UN

### Submachine Guns



#### US Forces:

MP5SD6, MP5A5

#### Royal Army Corps Sahrani (RACS):

MP5SD6, MP5A5

#### US Forces:

M249, M240

#### Royal Army Corps Sahrani (RACS):

M240

#### Sahrani Liberation Army (SLA):

PK

### Sniper Rifles



#### US Forces:

M24, SPR

#### Royal Army Corps Sahrani (RACS):

M24

#### Sahrani Liberation Army (SLA):

SVD Dragunov

## Sidearms



**US Forces:**  
M9, M9 Silenced

**Royal Army Corps Sahrani (RACS):**  
M9, M9 Silenced

**Sahrani Liberation Army (SLA):**  
Makarov PM, Makarov PM Silenced

## Mobile Launchers



**US Forces:**  
FIM92F Stinger (AA), M136 AT4 (AT)

**Royal Army Corps Sahrani (RACS):**  
FIM92F Stinger (AA), M136 AT4 (AT)

**Sahrani Liberation Army (SLA):**  
RPG-7V (AT), 9K32 Strela (AA)

## VEHICLES

### Land Vehicles



**US Forces:**  
M1A1, M113A3 APC, M163 Vulcan, M1126 STRYKER ICV M2, M1126 STRYKER ICV MK19, M1134 STRYKER ATGM, HMMWV, HMMWV M2, HMMWV Mk19, HMMWV TOW, 5T Truck, T Truck Open, 5T Truck + M2 Machinegun



**Royal Army Corps Sahrani (RACS):**  
M113A3 APC, M113 Ambulance, M163 Vulcan, 5T Truck, 5T Truck M2, Army 4x4 Closed, Army 4x4 Open, Army 4x4 M2



**Sahrani Liberation Army (SLA):**  
BMP-2, BMP-2 Ambulance, T-72, ZSU-23-4 Shilka, BRDM2, BRDM2, ATGM, UAZ, UAZ-469 DSHK, UAZ-469 RECOILLESS RIFLE, UAZ-469 AGS-30, Ural, Ural Open, Ural Ammo, Ural Refuel, Ural Repair



**Civilian:**  
Hatchback, Sedan, Ural Civil, City bus, Tractor, Pick-Up, Offroad

## Aircraft



**US Forces:**  
AH-1Z, AH-6, AV-8B, MH-6, UH-60L M134, UH-60L FFAR

**Royal Army Corps Sahrani (RACS):**  
AH6, MH6

**Sahrani Liberation Army (SLA):**  
Mi-17 (rockets), Mi-17 (machinegun), Ka-50

## Support



**US Forces:**  
M119 Howitzer, M2 Static MG

**Sahrani Liberation Army (SLA):**  
D-30 Howitzer, AGS30, DShKM

## Water Vehicles



**US Forces:**  
RHIB, CRRC

**Royal Army Corps Sahrani (RACS):**  
CRRC

**Sahrani Liberation Army (SLA):**  
PBX boat

### Did you know...

...completing all single missions unlocks library mode which is a great way to explore in detail all of the weapons and vehicles in the game?



## Combat Tactics

When on a battlefield, one of the most important aspects isn't simply the thought of killing the enemy, but rather preventing the enemy from killing you. Think before you act. Here's a list of some good tactics that could you help survive on the battlefield, and beat your enemy.

### Get Down

- Lie prone whenever possible. It reduces your silhouette and the target it represents, plus it steadies your aim.
- If you can't lie down, try to crouch.
- Don't get caught with the horizon or open sky behind you; it makes your silhouette easy to recognize and target.

### Stop to Fire

- You cannot fire while sprinting in the game at all. You may do so while walking but for higher accuracy it's always better to stop and even better to crouch or go prone.
- Your aim is less accurate if you are breathing heavily after running. Wait to calm down first for more accurate aim and note that you may also want to hold your breath for a few seconds.

### Look Around

- Scan the area to your front as well as sides, rear and above – avoid tunnel vision. The main reason flanking is so effective is because of tunnel vision.
- Due to HDR simulation the sun and other bright lights can adversely affect your eyesight, so avoid attacking enemies with the sun behind them else you will be at a significant disadvantage.

**Note:** You can look around while moving by holding **ALT** and moving the **mouse** simultaneously. Also, in some difficulty settings in *ArmaA: Combat Operations* there are subtle color dots at the edges of your screen indicating there is something nearby. This simulates your real world situational awareness.

### Take Cover

- Reload only behind full cover.
- Don't get so suppressed you can't peek out of cover. The enemy might walk up and shoot you.
- Use cover and concealment whenever possible, when running or taking cover. The enemy can't see you coming if there is a tree between the two of you.
- A bush is concealment, not cover, since bullets can and will go through bushes. The same can apply for certain other materials and for example a wooden wall really is not good cover either.

### Combat Movement

- When moving under fire, zigzag randomly. This gives the enemy less opportunity to target you.
- Don't stray in front of a buddy or you might get shot in the back.

- Keep moving. It forces the enemy to look for you and try to predict what you are up to.
- When stopping, do so behind partial or full cover.
- If you stay stationary too long, the enemy is going to send someone to flank you.

### Confuse the Enemy

- Try not to be predictable when moving from cover to cover – all the enemy has to do is aim and wait for you to run into his sights.
- When firing from behind cover, change firing positions/places to keep the enemy from predicting where you will appear next.

#### Did you know...

...there are many more hints and tips, including full walkthroughs on the community WiKi at <http://community.bistudio.com>

## SINGLEPLAYER Campaign

Are you ready to get immersed in *ArmaA: Combat Operations*'s intense storyline and take on the armed forces of the Democratic Republic of Sahrani?

In the campaign menu you can start a new singleplayer campaign game or continue where you left off. It is also possible to replay a mission or cutscene by selecting it in the mission list. Please note that if you choose to use **Revert** to go back to a certain point in the campaign, you will lose all your progress up to that point.

### Campaign Background

A small US Army contingent has been sent to the Atlantic island of Sahrani with the purpose of helping to train the army of the local pro-American monarchy. The Kingdom of South Sahrani, rich in natural resources, has always been at odds with its Northern neighbor, the Democratic Republic of Sahrani. In recent years however, the situation has settled into an uneasy yet peaceful coexistence.

But the Democratic Republic of Sahrani sees the training of Southern troops by the US as a threat. When they learn that the US troops have finished their deployment and are in the process of shipping out, the North prepares to strike while a false sense of security still occupies the minds of their Southern neighbors.

### Sahrani

Sahrani is a fictional island located in the Atlantic Ocean, which is the base of two very different countries to the North and South, the Northern country is a Communist Dictatorship while the country to the South is a Democratic Monarchy.

Southern Sahrani profits fairly well from the sale of oil and other exports, so the buildings and surrounding display a little more affluence than those of the Northern neighbours, it's a little warmer in the South so architecture tends to also reflect that.

The landscape and terrain the player will experience varies quite significantly as the story moves around the island. Obviously all areas of the island are accessible so the player can find himself wading through water on a beach, pushing through trees in the forest. Of course a lot of the combat will also involve moving from town to town, fighting inside and around the numerous buildings and structures as is normal in modern urban combat, so the surroundings will reflect that as well.

## Strategic Map



*Arma: Combat Operations'* campaign is divided into main story missions and mini missions and cutscenes which link these together. Going from one mission to another, you will be presented with the strategic map. This map shows the strategic division of Sahrani island between the factions. It also gives the player a choice of various missions to take on. One of these will be the next story mission and is necessary to progress further. Other missions can be played first though and their outcome

may significantly influence aspects of the story mission. Should you choose to take on a mission where you sabotage an anti-aircraft facility, you may be able to call in an airstrike later. It is possible for this to have a negative effect however as well, perhaps the element of surprise was removed.

## Missions

A selection of action-packed single missions await you. You can choose any type of scenario from stealthy sniping operations to massive combined arms assaults. This is the ideal place to get to grips with the controls and game features and hone your combat skills.

**Entering this section when you first run the game, you will find:**

- **My Missions** – (missions you created using the mission wizard)
- **Training Missions** – (training specific combat skills)
- **Unlocked Missions** – (available singleplayer missions – successfully finish these to unlock others)

Double-clicking a mission name will start it and if you have a saved game in this mission, it will resume from that saved game. To start from the beginning, press **RESTART**.

Missions can also have been placed in subfolders, like **Training Missions....** All such folders are indicated by three dots (...) behind their name. Press **OPEN** to view their contents.

Before you begin, check out the difficulty setting and adjust it if necessary.

## MULTIPLAYER

Nothing beats taking on the enemy with your friends or going head-to-head with them, both online or on a Local Area Network. Many different game modes are available here, such as cooperative play, deathmatch, capture the flag and sector control.

## Session browser

Your first stop on the way to play *Arma: Combat Operations'* multiplayer modes is the session browser. Pressing **PLAY**, followed by **MULTIPLAYER** will take you there. From here you can choose to join an existing session or host a new one yourself, on either LAN or the Internet.

## Address

By default your browser is set to look for games on the Internet. If you want to change this, press **Address: Internet** once. You will now search your sessions on the LAN and you can press this button again to switch back. When looking for LAN sessions, you may also need to change the network port that is used, which can be done by pressing the default **Port: 2303** button once.

## Sorting

Filters at the top of the session list allow you to sort the sessions using a different property. Clicking any of these, for example **Host**, will sort the sessions by this property in ascending order. Pressing it again will sort them in descending order instead. **From left to right, the columns show:**

- Whether the session is password protected or not
- Host name
- Amount of players currently in the session / maximum amount of players for this session
- Quality of your connection to this host

## Filtering

Sometimes you can be overwhelmed by the long list of sessions available and it may be hard picking a good one. This is where you can use the **Filter** settings to ease your search. In this menu there is a list of properties to filter by:

- **Host** – description of the host
- **Max. ping** – maximum ping (ms) to hosts
- **Min. players** – minimum amount of players already in this session
- **Max. players** – maximum amount of players in the session
- **Full servers** – toggle to show or hide sessions that are full
- **Passworded servers** – toggle to show or hide password protected servers

## Refreshing

The **Refresh** button empties your session list and starts gathering new information about available sessions.



## Passwords

To the lower-left of the browser the game displays the password you are using (no password is entered by default). If you do enter a password here and then start a new hosting session, the session will be protected by this password. A player wishing to join a protected session needs to enter the correct password before joining.

## Joining a Game

There are two ways of joining an existing session; you can pick a session listed in the browser or you can manually enter a host's address.

To join a session from the browser, **double-click** on a session or press **JOIN** with a session selected.

If you would like to join a specific host, press **Remote** and enter the host's address plus port number.

If the host has password protected the session, you need to enter this password in the main session browser before you join.

### Did you know...

...*ArmA: Combat Operations* supports Join In Progress (JIP), so you can join an unlocked session in which a mission has already started and you don't need to wait in a lobby?

## Choosing a role

After you have joined, you will enter the **Multiplayer setup** lobby. This screen shows mission details, available roles for all sides and a player pool. Upon joining, the game automatically selects an available role for you. If you would rather choose another role, do so by dragging your name from the player pool to a different role with the **left mouse button**. Alternatively you can **left-click** the role you want to switch to. **Note:** sometimes the host of the session will choose a role for you. If this has been done, you can no longer change your role yourself. Your best bet is to ask the host nicely.

When you are ready to go, press **OK** and the rest of the players will be notified.

## Hosting a Game

To host a new session you can press **NEW** or **double-click Host session** from the session browser. You will now be asked to select an already created mission on any of the islands or to create a new one with the editor or wizard.

Having done this, you find yourself in the **Multiplayer setup** lobby, where you can assign player roles and change host settings.

Players showing up red in the player pool have not yet been assigned a role. Those with a yellow name have picked a role, but did not yet confirm they are ready and players who ready to start are green. Pressing **OK** launches the session.

## Dividing roles

Entering the lobby, you will have been automatically placed in an available role of the mission. You can very easily change this by dragging your name from the player pool to another role with the **left mouse button**. You can also just **left-click** the role you want to switch to.

The host of a session has the power to impose roles on players. You assign these roles by dragging players from the player pool. This player cannot change his or her role any longer.

### Did you know ...

... you can disable the AI taking over from a player who disconnects, by clicking the AI icon next to this player's role?

## Kicking a player

A situation could arise where you need to kick a certain player. You do this by clicking on the player in the player pool once and pressing **Kick Off**.

## Mission settings

Some missions allow the host to alter the mission settings. Examples are the amount of kills that are needed to win the scenario, or the maximum amount of time the mission will last. Mission designers are free to create new mission settings and they will all be displayed under the player roles.

## Host settings

- **Disable/Enable all AI players** – toggling this setting will empty all roles on all sides that are currently filled by AI players, or it will fill all empty roles with AI players.
- **Lock/Unlock server** – by locking the session, you can prevent any more players from joining the game.




## Communication

A multiplayer game can get a lot more fun and tactical when you can communicate with the other players. *ArmA: Combat Operations* offers players several tools to do this without needing to use external applications.


### Channels



The game uses several different communication channels to make sure you don't get overwhelmed.

- **Global channel** – every single player in a session can hear each other using the global channel.
- **Side channel** – only players on the same side can hear you in this channel.
- **Group channel** – all members of your squad are on this channel.
- **Vehicle channel** – everyone on your vehicle's intercom can use this channel.
- **Direct communication** – no radio is used here, so only players within voice range will receive these messages.

To switch channels, press either  (colon) or  (comma).

### Text chat

One method of communicating is sending and receiving text messages. To start typing a message, press  (forward slash). Now you will see the message box in which you can type your message and send it by pressing **ENTER**.

While typing a message you need to use **UP** and **DOWN** to change channels, instead of the normal  (comma) and  (full stop).

### Voice chat





Another method is voice chat and this is generally much faster, because you can keep playing while you are talking to other players. With your microphone connected and on, press and hold **CAPS LOCK** to commence broadcasting.

#### Did you know...

...the game has a voice communication system build right into the game?

### Map markers

Pointing out enemy forces, plotting routes or assigning artillery targets are a couple of the things you can do with map markers. **Double-click** anywhere on the map to place a map marker on that location. This marker is visible to everyone in the selected chat channel.

While placing a map marker you can enter text to go with your marker. The  and  arrow keys will select another type of marker and the  and  keys change its color. **ENTER** finalizes the marker and places it on the map. A marker can be deleted by hovering your cursor over it and pressing **DEL**.

## MISSION EDITING/CREATION

### Mission Wizard

If you played through all the missions *ArmA: Combat Operations* has to offer out of the box, there are several ways for you to expand this collection of scenarios for you and your friends. A good first step into mission design is the in-game mission wizard. This visual design tool lets you quickly move around starting points, objectives and other key mission elements, and export the results as a brand-new mission.

#### Single mission wizard

You access the single mission wizard by pressing **PLAY**, followed by **MISSIONS**. Now open the **My Missions...** folder and **double-click** **< New mission >** with your **left mouse button**.

First you will be asked to select one of three available mission templates. These are the basic outlines of your scenario and determine things like how many enemy bases and patrols will be generated. The available templates are:

- **Basic** – reach the destination point, alive.
- **Target** – your objective is to destroy the main target, but you can change both you and its starting and destination points.
- **Defender** – make sure the enemy does not overrun your base.

#### Did you know...

...that advanced mission designers can create completely new templates?

When you are satisfied by your choice of template, press **LOAD**. The menu will now show you for which sides this template is available and you can choose any of them. Pressing **LOAD** once more takes you to a screen where you can tune the mission settings.\*

Units – pick the type and amount of units your squad will have.

- **Island** – choose any of the islands available to you.
- **Name** – enter a name for your mission.
- **Map** – in a 2D map view you can change the position of various mission elements here. You do this by pressing and holding the left mouse button over any of the named markers and moving them to a new location. Double click Left Mouse button to insert unit or edit a waypoint or a unit if your cursor is pointing at it. Click by Right Mouse to add a waypoint to currently selected unit. Press **Delete** to delete a unit or a waypoint.
- **Time & Date** – prefer to play during a cold winter evening? Pick your time and date settings here.
- **Weather** – both forecast and fog settings can be altered for your mission.

When you are happy with these settings, press **Preview** and select a difficulty in the next screen. Pressing **Preview** again will launch your very own mission. This will also automatically export the mission to the **Single Mission** screen, where you can enjoy the fruits of your labor again later.



## Multiplayer mission wizard

The multiplayer mission wizard is essentially the same as the single mission wizard. The difference is how it is launched. You can use this wizard when you are setting up a new hosting session. In the **Create game** screen you will see available missions, listed per island, on the right side of the screen. The top two options can be chosen to start making your own multiplayer missions.

- << **New - Editor** >> – starts the fully-featured mission editor, giving you full control on your mission's design.
- << **New - Wizard** >> – go to the multiplayer mission wizard for rapid mission creation. The wizard functions in the same way as the single mission wizard. *ArmA: Combat Operations* comes with six templates pre-installed:
- **Capture the Flag** – two teams fight over each other's flag.
- **Dog Fight** – duke it out in the skies.
- **Flag Fight** – free for all with flags for extra points.
- **Sector Control** – a tactical battle over five territories.
- **Seize The Area** – attacking an enemy base cooperatively.
- **Survivor** – last man standing.

## Mission Editor

The in-game mission editor is an extremely powerful tool, allowing you to create your own scenarios for both singleplayer and multiplayer.

### Select an island

When you select **Editor** from the **Play** menu, you will first be asked for the island you would like to set your mission on. Simply select the island you want to use and hit **OK**. This will take you to the editor interface.

**There are several modes, all accessed by the function keys or using the toolbox in the menu on the right side of the screen:**

- [F1] : Units
- [F2] : Groups
- [F3] : Triggers
- [F4] : Waypoints
- [F5] : Synchronize
- [F6] : Markers

### Placing units and groups



Units are the primary elements of most missions and you can insert them by pressing [F1] and **double-clicking** somewhere on the map. In the pop-up window that appears, you can set a large number of properties for the unit you are about to insert, such as its side, type, health status and azimuth.

You can move units by clicking and holding with the **Left Mouse Button** and then dragging them to the desired location. Hold **Left Shift** and move the mouse to rotate units.

If you need to place a number of units, typically belonging together, at the same time, you can press [F2] and insert a group in much the same way as you used for units. After you place a group, notice that you in fact placed a collection of individual units which are linked together by blue links. You can manually create and remove such links in Group mode as well.

### Did you know...

...that when you place a unit as **Playable**, you can switch to it using Team Switch?

### Giving units waypoints

Units are the primary elements of most missions and you can insert them by pressing [F1] and **double-clicking** somewhere on the map. In the pop-up window that appears, you can set a large number of properties for the unit you are about to insert, such as its side, type, health status and azimuth.

You can move units by clicking and holding with the **Left Mouse Button** and then dragging them to the desired location. Hold **Left Shift** and move the mouse to rotate units.

If you need to place a number of units, typically belonging together, at the same time, you can press [F2] and insert a group in much the same way as you used for units. After you place a group, notice that you in fact placed a collection of individual units which are linked together by blue links. You can manually create and remove such links in Group mode as well.

### Giving units waypoints

Your unit will be a completely sentient AI being within the game world and it will react to nearby events. Most likely however, you will want the units to move about. This can be achieved with waypoints.

#### The different types of waypoints are:

- **Move** – move to this location.
- **Destroy** – move to the target location and destroy whatever the waypoint is placed on.
- **Get in** – try to board the vehicle this waypoint is attached to or, if synchronized with a vehicle's waypoint, the vehicle will stop and wait to be boarded.
- **Seek and destroy** – move to this location and start actively searching for enemies.
- **Join** – synchronize this waypoint with another group's waypoint to join the two.
- **Join and lead** – as above, but now become the resulting group's leader.
- **Get out** – get out of the vehicle.
- **Cycle** – used to create a loop of waypoints. This is explained in the section below.
- **Load** – wait for others to board as cargo.
- **Unload** – wait for everyone in the vehicle to get out.
- **Transport unload** – wait for passengers of the vehicle who are not in the same group to get out.

- **Hold** – unit or group will stay at this position. Only a ‘switch’ trigger or scripting can move the group from this point.
- **Sentry** – hold position until an enemy is detected.
- **Guard** – find a Guarded by ... trigger and protect this location. Any of units with Guard waypoint will also intelligently engage enemies anywhere on the entire game map.
- **Talk** – speak a sentence from the Effects section of the waypoint.
- **Scripted** – executes the script file in the Script text field of the waypoint.
- **Support** – wait until another unit calls for support (only works for support units).
- **Get in nearest** – bord in the vehicle nearest to this waypoint
- **Dismissed** – units are freely roaming around this waypoint until an enemy is detected.

### Waypoint synchronization

You can synchronize the waypoints of two separate groups by pressing **(F5)** and dragging a link between two of their waypoints. Neither group will proceed to the next waypoint until they both finished the synchronized waypoints.

### Creating a cycled patrol

Patrols are very common in military scenarios and you can create them in *ArmA: Combat Operations* with the Cycle waypoint. To make a unit move to position A, back to the original position and then repeat this cycle:

1. Place a **Move** waypoint at position A.
2. Place a Cycle waypoint at the unit's original position (a unit's original position is its first real waypoint).

This cycle can be expanded by as many other waypoints as you like.

### Simple triggers

Triggers are used to set up a lot of the gameplay in a mission. Triggers can be used to detect a virtually unlimited amount of conditions in the game world and they can then react on those. The simpler forms of triggers are explained below.

### Presence detection

A very common thing to do with triggers is detecting the presence (or absence) of units. To do this, place a trigger at the position where you would like to detect this presence and scale it using the **Axis a** and **Axis b** properties. The area you encompass is where your trigger will look for units.

The **Activation** combobox will let you select a particular unit side to listen for. If you don't need to make a distinction between sides, pick **Anybody**.

Next you choose whether you want to check for presence, absence or maybe whether the units have been detected by another side. This is done by selecting one of the options in the toolbox.

### Mission ending

Any trigger can be classified to be an ending trigger using the **Type** property. In the combobox you can select on of 7 endings (including **Lose**), which correspond to endings in the mission briefing.

## Intel

To tweak the mission name, description, time of day and weather, you can click on the Intel button in the top-left corner of the editor. You will find four sliders, controlling your starting weather, weather forecast, starting fog and fog forecast. Finally you can choose which side the Resistance faction allies with in this mission.

## Mission management

### Loading

Pressing **Load** from the editor shows a pop-up window where you can select any missions previously saved for the loaded island. If you want to look for a mission on a different, you can do so with the **Island** combobox. The island will be loaded after pressing **OK**.

### Merging

Sometimes it is beneficial to merge two separate mission files. This can be achieved with the **Merge** button. If you save the merged mission under a new name, the original two missions will be unaffected.

### Saving

Having worked on a new mission for a long time, you will want to save your work somewhere. Do this by pressing **Save**. Several exporting options can be opted for:

- **User mission** – the mission is saved as an editable mission, which can later be re-opened in the editor. This is the default option and it is always recommended to save your latest version this way before using any of the other export options.
- **Export to single missions** – the mission is exported to the **Single Missions** screen as a published mission. All mission content is compressed into a single file, which makes it easy to share with friends.
- **Export to multiplayer missions** – the mission is exported as a multiplayer mission in a single and compressed file. You can now select the mission when you a hosting a session.
- **Send by email** – the mission will be compressed as a single file and passed to your e-mail client, so that you may send it to your contacts.

### Playing your missions!

There is no better way to see if your mission works than to try it for yourself. Do this by simply pressing **Preview**. When you are back in the editor, you can make changes and use **Continue** to play on. Note that the changes you made will not be processed until the next time you press **Preview**.

For further information on how to use the editor, including its advanced features and *ArmA: Combat Operations*'s proprietary scripting language, we refer you to our community Wiki page at <http://community.bistudio.com>



# TROUBLESHOOTING

## Useful Links

<http://community.bistudio.com> - The Community Wiki is an excellent source of information and troubleshooting guidance for all aspects of the game, it also contains a large amount of information and guidance for anyone wishing to explore enhanced mission creation or addon/mod creation.

<http://www.armedassault.com/Forums/2006> - Bohemia Interactive's *ArmA: Combat Operations* forums are an excellent place to seek out information on all aspects of the game, as well as a means to become involved with the very active and productive *ArmA: Combat Operations* community.

# TECHNICAL SUPPORT (U.S.A. & CANADA)

## Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

[atarisupport.com](http://atarisupport.com)

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

All customer support requests are handled via Email. No telephone support requests will be accepted.

**Note:** In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

## Product Return Procedures in the United States & Canada

Please first contact Atari Customer Support at [atarisupport.com](http://atarisupport.com) to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

## Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

# ATARI WEB SITES

To get the most out of your new game, visit us at:

[atari.com](http://atari.com)

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

[ataricomunity.com](http://ataricomunity.com)

**Kids, check with your parent or guardian before visiting any web site.**

**Chat Messages:** Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

[atari.com/us/tos](http://atari.com/us/tos)

# CREDITS

Developed by Bohemia Interactive

## Bohemia Interactive

### Project Leader

Marek Španěl

### Lead Programmer

Ondřej Španěl

### Lead Artist

Petr Víšek

### Programmers

Jiří Martinek  
Vladimír Nejedlý  
Jakub Šimek

### Design - Campaign

Viktor Bocan  
Štefan Ďurmek  
Bart van Paassen

### Design - Scripting and Configuration

Markus Kurzawa  
Joris-Jan van 't Land

### Design - Multiplayer Missions

Tomáš Pulkrábek

### Design - Training Missions

Jan Svoboda

### Environment Design

Adam Bilek  
Ivan Buchta  
Jan Pražák  
Robert Štípek  
Enrico Turri

### Artists

Roman Zawada  
Michal Vondráček  
Petr Pechar  
Earl Laamanen  
Pavel Guglava

### "Linda" Tree System Design

Jan Hovora

### Complementary Artists

Vojtěch Buday  
Štěpán Končelík  
Mario Kurty  
Václav Mazaný

Kristýna Průchová  
Mariusz Adam Zelmafski

### Art Producer

Lukáš Soukenka

### Particle Effects

Tomáš Pavlis

### User Interface

Andrej Boleslavský  
Vojtěch Novák

### External Artists

David Cupan  
Fanatic Games  
Marian Maar  
Pavel Drozhzhin

### Animators

Nataska Bugay  
Michaela Prokopová  
Petr Rak  
Eduardo Simioni

### Tools Programmers

Peter Feher  
Ondřej Novák

### Motion Capture Lead Engineer

Štěpán Kment

### Motion Capture Talents

František, Martin, Richard  
(Czech Armed Forces Special Operations Group)  
Alexandra Lánská

### Original Music Score and Sound Effects

Ondřej Matějka

### Voice Actors

Matthew Blood-Smyth  
Daniel Brown  
Brian Caspe  
Russel Estman  
Dušan Fäger  
Amy Huck  
Howard Lotker  
Robert Orr  
Robert Polo  
James Ryan  
Jeffrey Smith

### Public Relations

Paul R. Statham

## Idea Games

Martin Klíma  
Jiří Jakubec  
Slavomír Pavlíček  
Jiří Rýdl  
Pavel Medek

### IT Support

Jan Hlavatý

## Special Thanks

Kamila Clarová  
Jan Klíma  
Jan Konopásek  
Gottfried Pohr  
William Richardson  
Tomáš Waldauf  
Jan Zamečník

### DTP

Pavel Mázl

## Atari

## Production

### Executive Producer

Henrik Strandberg

### VP of Product Development

Hudson Piehl

### Senior VP Content Group

Jean-Marcel Nicolai

### Director of Production Support & QA

Samuel Gatté

### Production Support Project Manager

Sara Hasson

### VP of Business Development

Robert Stevenson

### Director of Business Development

Roger F. A. Arias

### VP Finance Operations

Donna Henry

### Manager Finance Operations

Lisa Bonk

### PD Coordinator

Jamie Ladisernia

## Marketing and Sales

### Product Manager

Jeremiah Cohn

### Associate Product Manager

Raymond Lau

### Director of Marketing

Rick Mehler

### VP of Marketing and Sales

Nique Fajors

### Senior Director of Marketing Operations

Steve Tucker

### Manager of Customer Relationship Management

Brennen Vega

### Customer Support Representative

James Giambone

### Manager of Channel Marketing

Joanna Negron

### Director of Public Relations

Andrea Schneider

### Public Relations Specialist

Alissa Bell

### Creative Services Manager

Veronica Franklin

### Traffic Manager

Kate Crotty

## Online Entertainment

### Senior VP Online Entertainment

Chris Bergstresser

### Director of Business Development

Ian Sharpe

### Director of Web Design and Technology

Tracy Swanson

### Director of Content and Communities

Alex Rudis

### Project Director

Pheroze Karai

### Associate Producer

Adam Poots

### Community Manager

Gregg Baker



#### **Assistant Community Manager**

Nicolette Valdespino

### **Operations**

#### **VP of Inventory & Operations Accounting**

Robert Spellerberg

#### **Director of Operations**

Shawn Johnson

#### **Lead Senior Buyer**

Lisa Leon

#### **Senior Buyer**

Gardnor Wong

#### **Buyer**

Tara Moretti

### **Legal**

#### **VP & General Counsel**

Kristina Pappa

#### **VP Business Affairs**

Evan Gsell

#### **Senior Director of Legal and Business Affairs**

Kristen Keller

#### **Senior Director of Legal and Business Affairs**

Kirk Prindle

#### **Manager of Contract Administration**

Karen Moreau

#### **Manager of IP Rights and Clearances**

Joe McDonald

### **Quality Assurance and Support**

#### **Manager of Publishing Support**

Ezequiel "Chuck" Nunez

#### **Q.A. Project Manager**

Paul Philips

#### **Manager, Compatibility and Engineering Services**

Dave Strang

#### **Engineering Services**

Eugene Lai

Chris McQuinn

#### **Compatibility Lab**

Patricia-Jean Cody

Chris McQuinn

#### **Director, Strategic Relations**

Joy Schnee

#### **Sr. Manager Strategic Relations**

Cecelia Hernandez

## **Enzyme Testing Labs**

#### **Studio Director**

Carolljo Maher

#### **Project Manager**

Guillaume Jolicoeur

#### **Lead Tester**

Maxime Plessis Bélair

#### **Testers**

Stéphane Arseneault

Martin Dagenais

Martin Goyer Renaud

Marc-André Jargstorff

Mathieu Michaud

Gabriel Grill

### **Special Thanks**

Lisa Vogel, Eric Grossman

## **END-USER LICENSE AGREEMENT**

**IMPORTANT — READ CAREFULLY:** Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

You acknowledge that the Software contains software and/or materials of third party licensors. You will comply with all requirements imposed upon the Company by third party licensors. You acknowledge and agree that you are not a third party beneficiary of any agreements between the Company and its third party licensors. You acknowledge and agree that the Company's third party licensors are and shall be a third party beneficiary of this EULA.

### **AGREEMENT**

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must contact Customer Support at [atarisupport.com](http://atarisupport.com).

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

### **COPYRIGHT**

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

### **GRANT OF LICENSE**

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

### **PERMITTED USES**

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

### **RESTRICTIONS**

You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.

You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.

You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

### **EDITOR AND END-USER VARIATIONS**

If the Software includes a feature that allows you to modify the Software or to construct new variations

(an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

#### **TERMINATION**

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

#### **LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES**

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

**TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.**

#### **LIMITATION OF LIABILITY**

**IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.**

**IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.**

#### **CHOICE OF LAW AND VENUE**

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

#### **MISCELLANEOUS**

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

ArmA: Combat Operations © 2007 Bohemia Interactive a.s. All rights reserved. "Virtual Battlespace" and "ArmA: Combat Operations" are trademarks of Bohemia Interactive a.s. Developed by Bohemia Interactive a.s. Published and marketed by Atari, Inc., New York, NY. The Atari word mark and logo are registered trademarks owned by Atari Interactive, Inc.

The product contains software technology licensed from GameSpy industries, Inc. © 1999-2007. GameSpy Industries, inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. The ESRB rating icons are registered trademarks of the Entertainment Software Association. Software platform logo (™ and ©) IEMA 2007. All other trademarks are the property of their respective owners.

Operation Flashpoint is the trademark of the Codemasters Software Company Limited ("Codemasters"). The game "Operation Flashpoint" was developed by Bohemia Interactive Studio and published by Codemasters. ARMA: Combat Operations was developed by Bohemia Interactive a.s. and is published by Atari, Inc. Neither Bohemia nor Atari, Inc. are affiliated with, authorized by or related to Codemasters.

Open AL Copyright © 1999-2006 Creative Technology Ltd.

Vorbis Sound Compression Codec Copyright © 2001 Xiphophorus

Speex Codec Copyright © 2002 Jean-Marc Valin

[atari.com/arma](http://atari.com/arma)

03227





**PUT YOUR  
HEAD in the  
GAME**



TrackClip PRO  
Featherweight Headset Clip  
(available in Black, Red & White)

TrackIR 4:PRO  
Premium Optical Head Tracker  
(1.75" device sits atop computer monitor)

***Enhance your  
ArmA: Combat Operations  
experience with head tracking...***

ArmA sets a new standard for immersion by including special support for TrackIR's cutting edge motion capture hardware, in both single and multiplayer.

## **SPECIAL OFFER**

Learn more about 6DOF view control with TrackIR and get an exclusive discount at:

**[www.trackir.com/ArmA](http://www.trackir.com/ArmA)**

