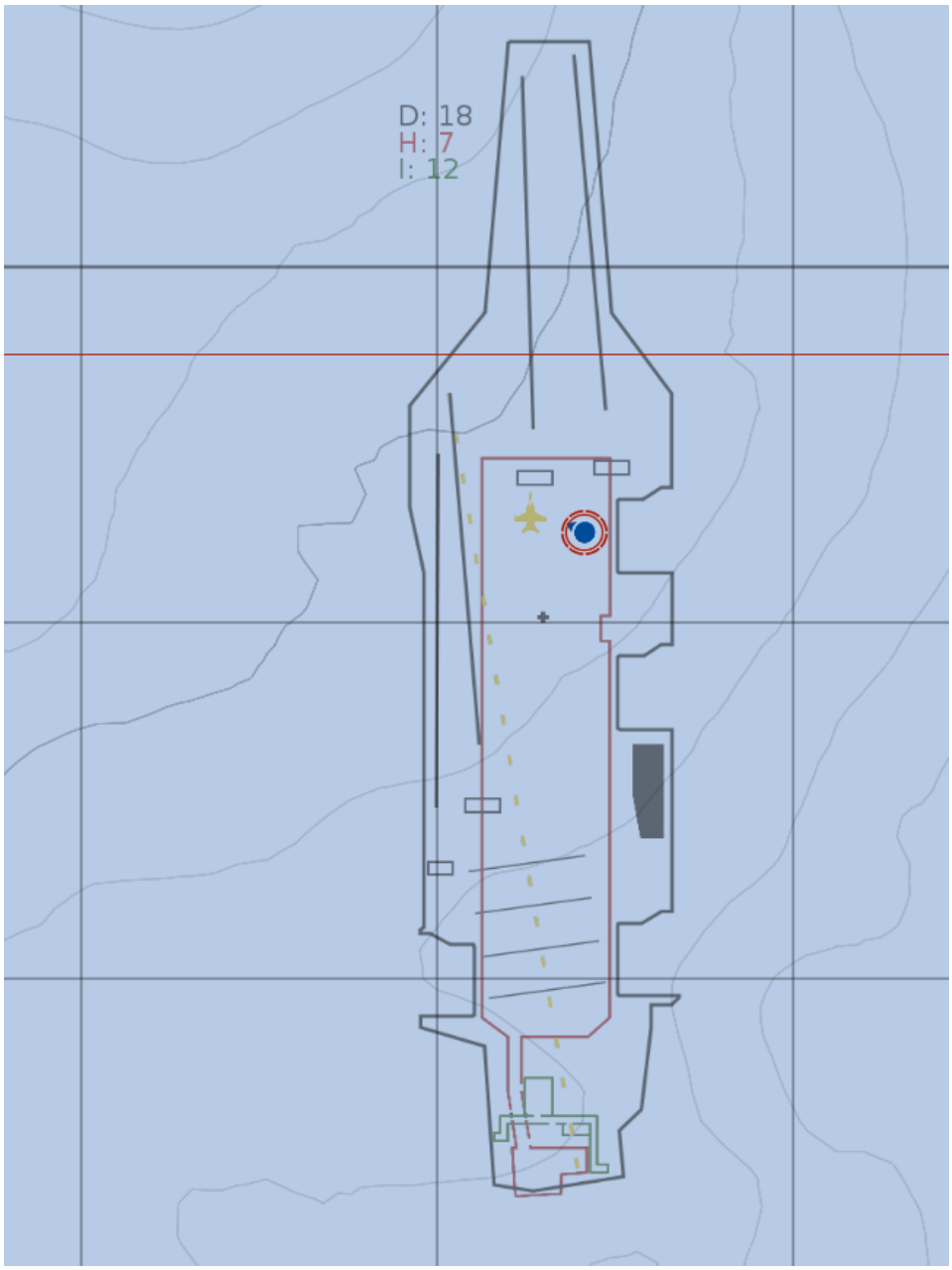
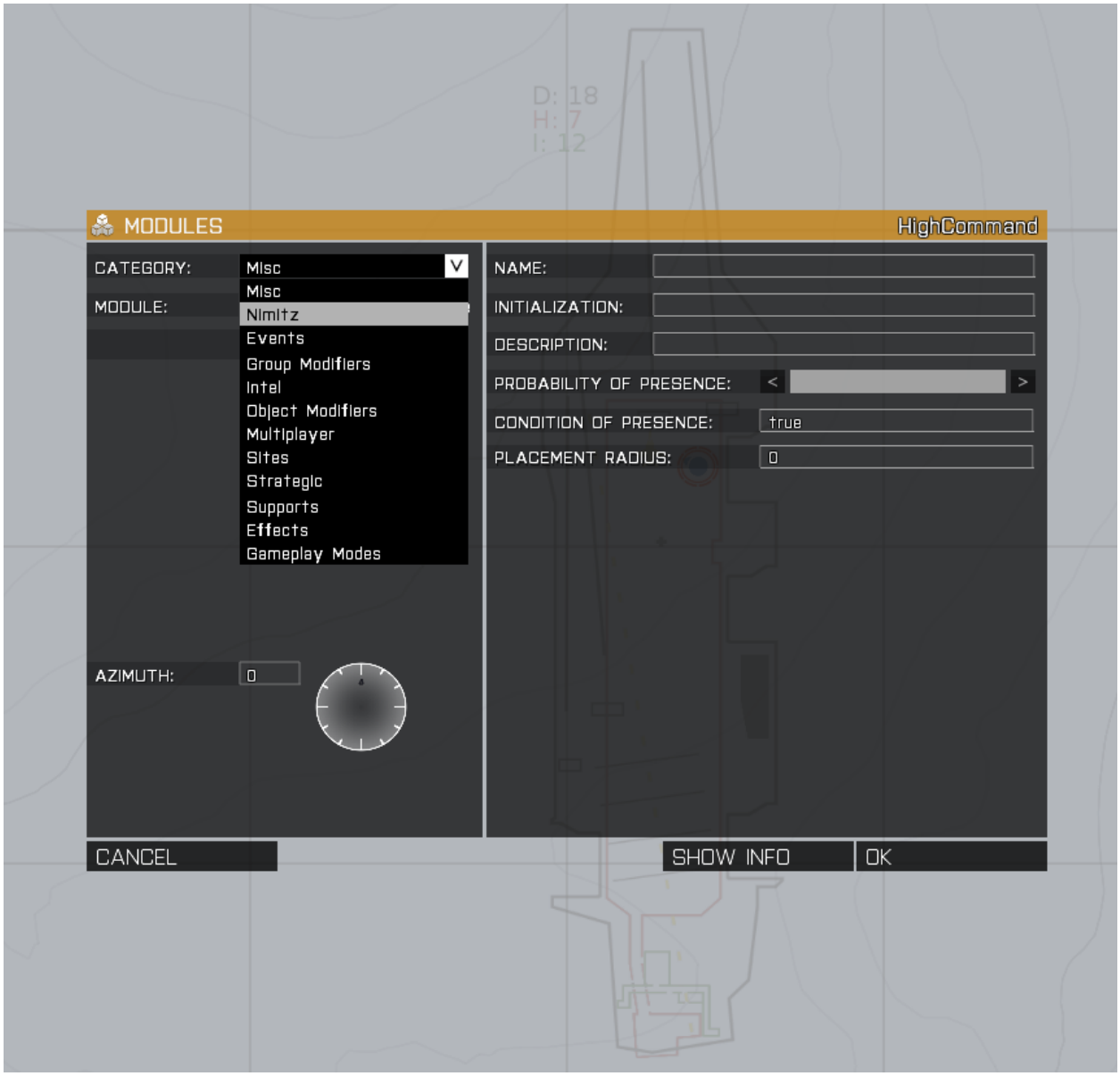
Nimitz Modules

Currently the Nimitz module system is still under development. This is documenting the way the module work start of November. While the basic principle will stay, details may change.

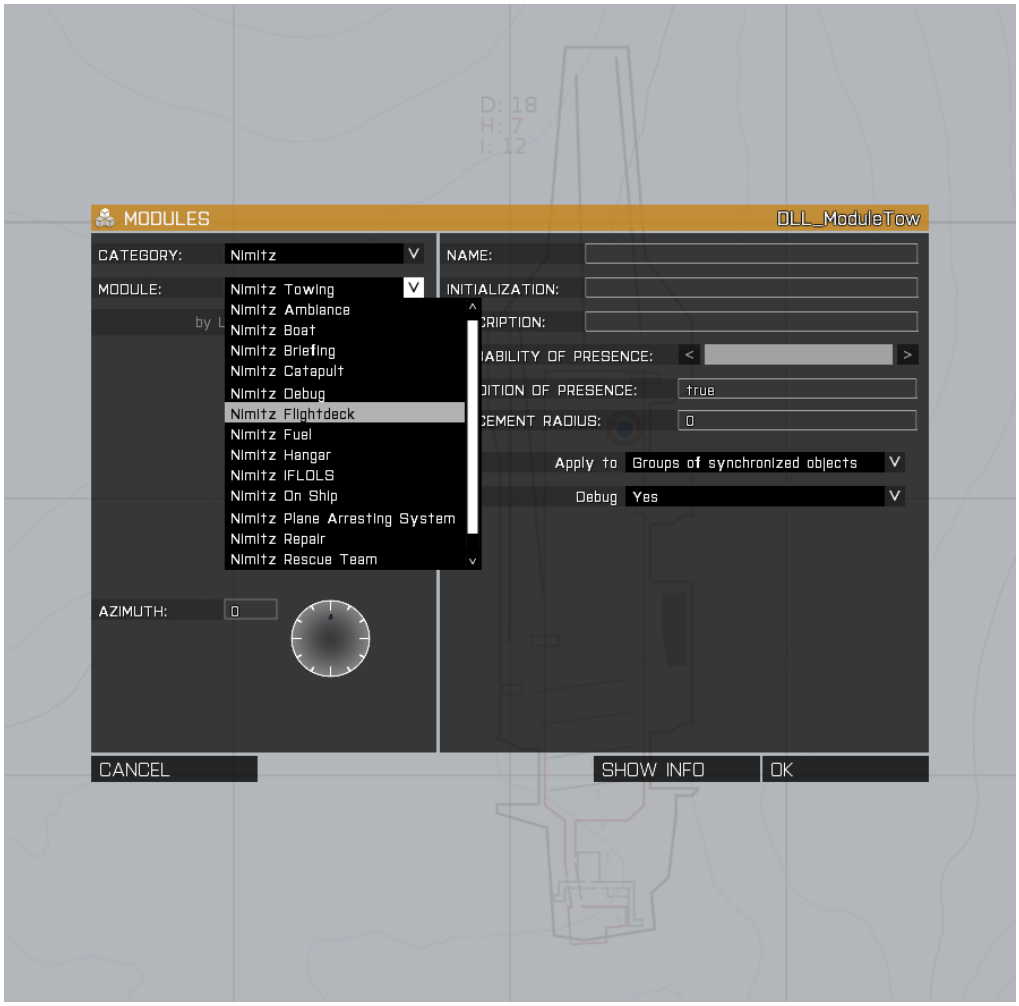


This setup would be a typical start for a scenario in the Arma3 editor: The F/A-18, a pilot and the Nimitz. When you preview the scenario like this, it will not work as expected: first, the units will spawn in the water, rather than on deck; second the carrier systems will not work with either the plane nor the pilot.

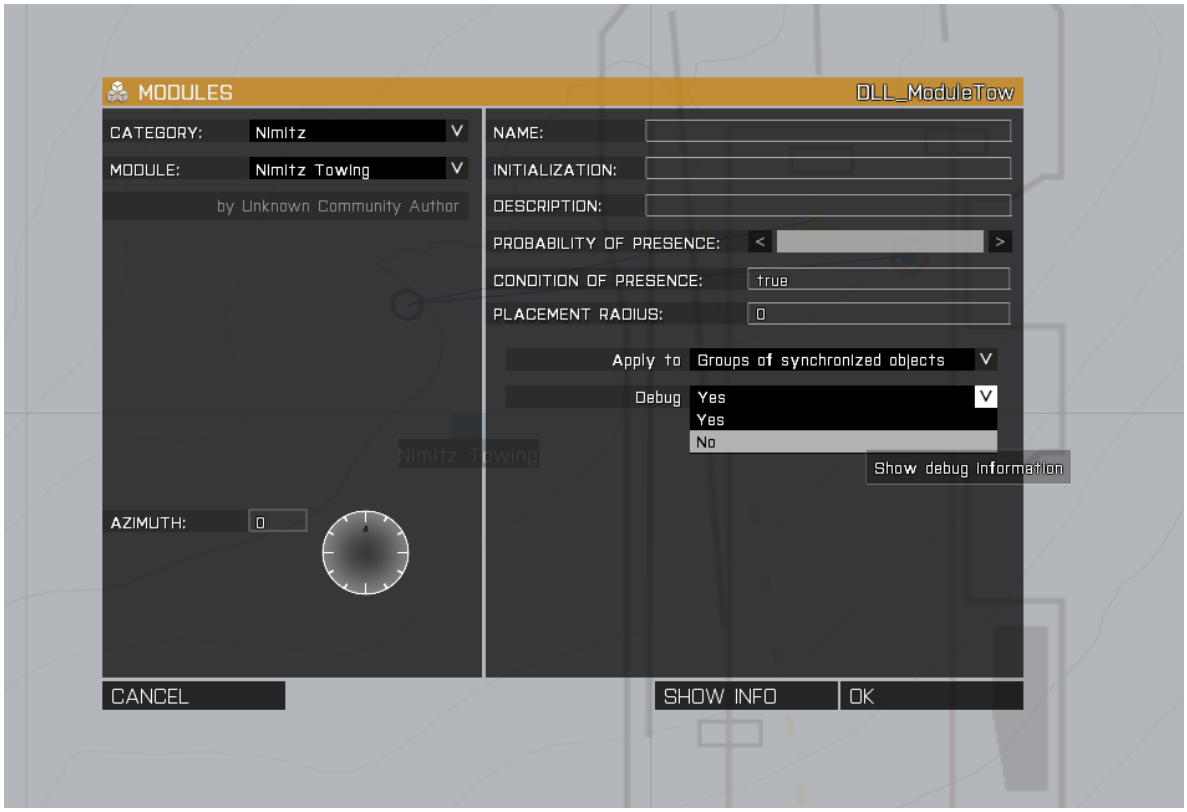
To overcome these problems modules have to be used. You find them in the module editor section, hotkey F7:



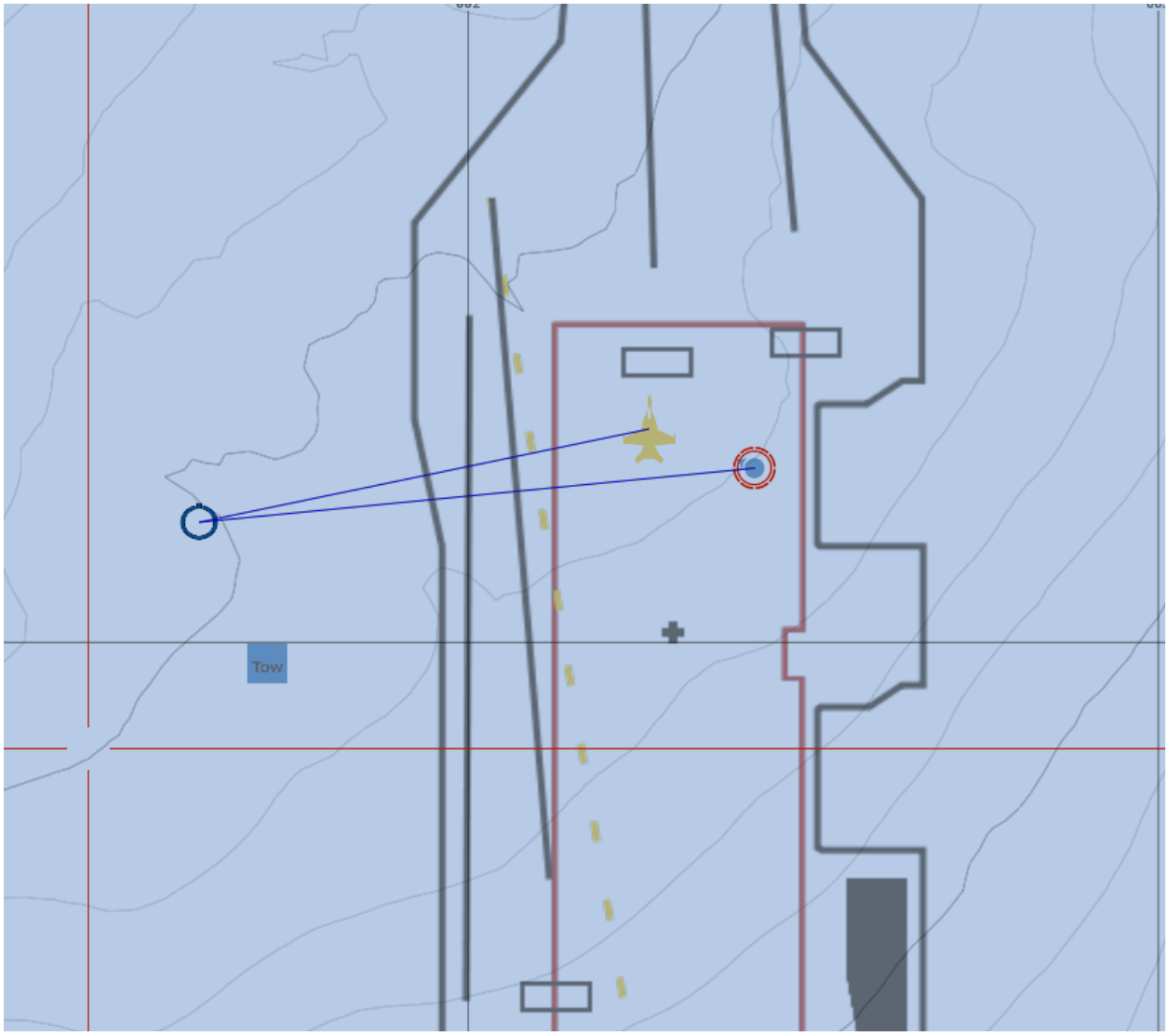
There is a category for Nimitz, besides the built-in modules from Bohemia Interactive. Placing units on the flightdeck needs the Flightdeck module, and towing:


MODULES
DLL_ModuleTow
CATEGORY:
Nimitz
MODULE:
Nimitz Towing
Nimitz Ambiance
Nimitz Boat
Nimitz Briefing
Nimitz Catapult
Nimitz Debug
Nimitz Flightdeck
Nimitz Fuel
Nimitz Hanger
Nimitz IFLOLS
Nimitz On Ship
Nimitz Plane Arresting System
Nimitz Repair
Nimitz Rescue Team
NAME:
INITIALIZATION:
AZIMUTH:
0
Apply to
Groups of synchronized objects
Debug
Yes
true
CANCEL
SHOW INFO
OK

The towing module has currently a pitfall built-in: debug messages are by default on. So it is best to disable this for any scenario:



Finally the units on deck need to be synchronized to the Flightdeck module (F5 hotkey):



Not shown in the pic, but good practice is to sync the Towing module against the carrier itself.

The final result is shown in the concluding image of this short doc: a pilot and F/A-18 on the flightdeck, with the jet and man being linked to the lower level modules for using the catapult, the arresting wire, the boat system, the repair system, the fuel system.