

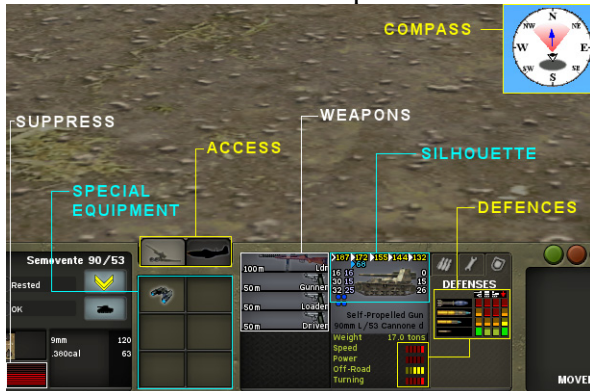
CMFI Alternate Silhouettes Mod v1

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This mod replaces the standard vehicle and weapon silhouettes with many alternate versions, several of which contain game-play aides.

Here are all the various components which this mod covers: (all are optional.)



Compass - a replacement for the compass which is a viewpoint indicator, showing which way the camera is pointing. The grey oval is where the clock shows up.

Suppress - a replacement suppression meter, solid red bars instead of the colourful triangle.

Special Equipment - replacement icons for the special equipment. 3 versions.

Access - replacement buttons for off-map artillery and air support.

Defences - replacement icons for damage and resistance. Also in red-green colourblind friendly version. (Abbreviated RG for the rest of this document.)

Weapons - replacement weapon silhouettes. 15 versions.

Silhouette - replacement vehicle / heavy weapon silhouettes. 21 versions.

The options compared:

Special Equipment:



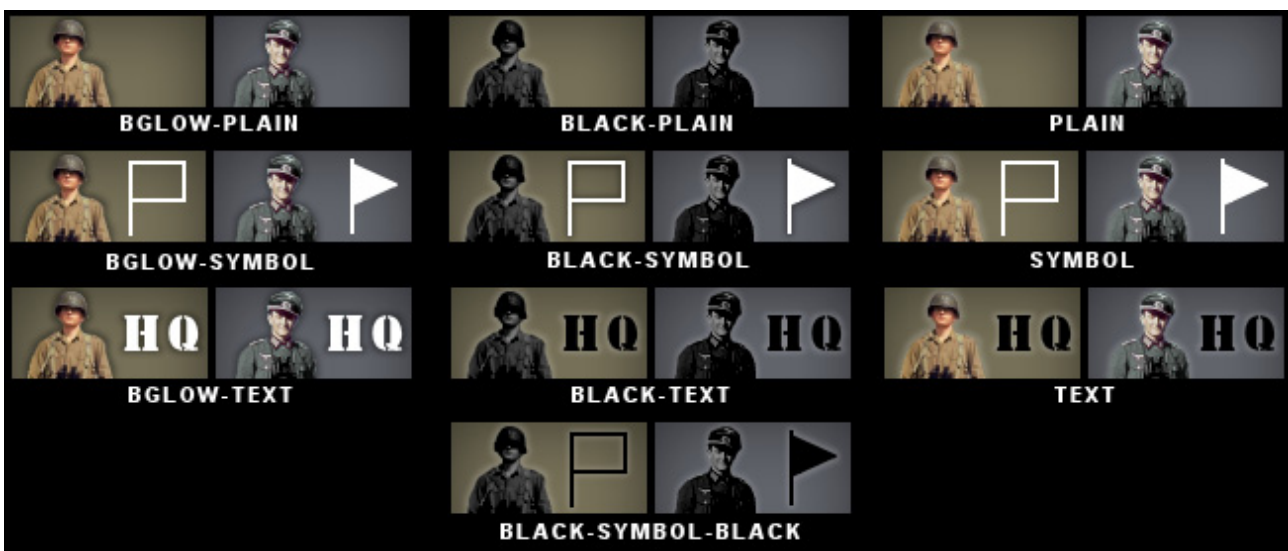
Weapons:



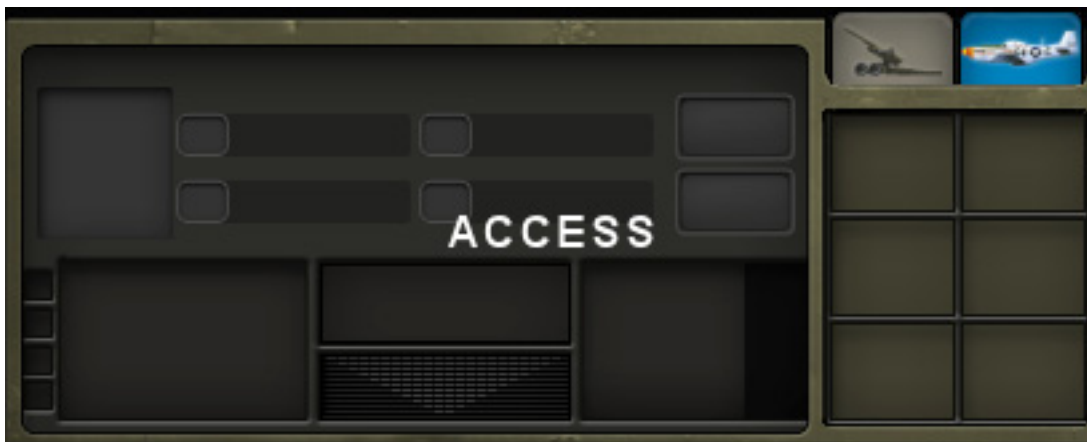
Silhouettes:



Within silhouettes is a further option: **HQ:**



UNIT VIEW: There are 3 versions of the unit view background, depending on whether you wish to use just the suppression meter, just the access buttons, or both.



Installing the mod.

Please note: The textures in this mod have not been compressed into .brz files because it was becoming an enormous nuisance to me during testing and problem solving.

1) Make a containing folder to hold the mod.

This can be in two places on a Windows machine.

Either:

My documents\Battlefront\Combat Mission\Fortress Italy\User Data\Mods

or:

(game install folder)\Data\Z

I personally prefer the \data\z folder, but both work. However for your own sake, try to ensure you use just one of these two options, or else you will be constantly left wondering why foreign mod items keep showing up in the game.

So anyway, make a folder eg; \data\z\mb-altsil

2) Having examined the comparison charts above and selected your options, unzip the appropriate items from weapons & silhouette into the folder you just made and copy in the hq and ui zip files.

3) Delete all hq folders except the one you want.

4) Delete all UI component folders you don't want.

Game Aides Explained:

Weapons + Range:

Shows EFFECTIVE range of the weapon in white.

Shows the effective range of rifle grenades in pale yellow.

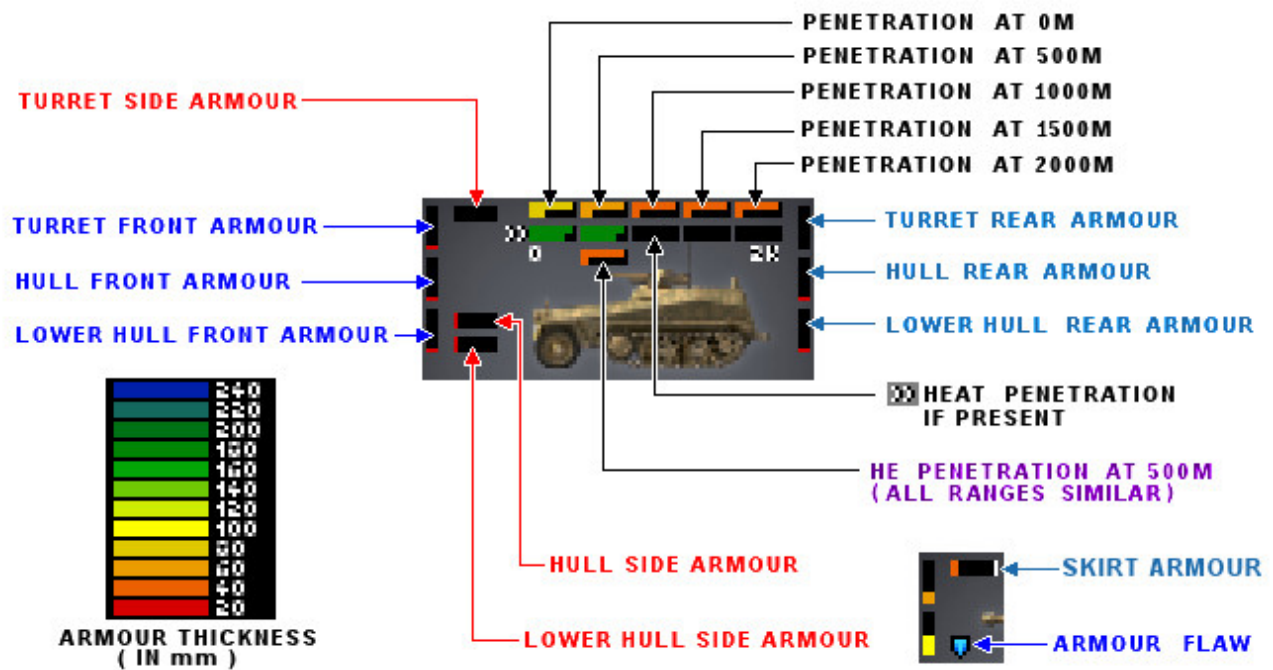
This is typically half the maximum range, as per the game manual's encyclopedia section. If the quoted figure in the game manual is different, I have used that figure. Note that for heavy weapons the game displays maximum range in the silhouette box area, so HMGs will show their maximum range there which will be twice the effective range shown in the mod.

Weapons + Range + Calibre:

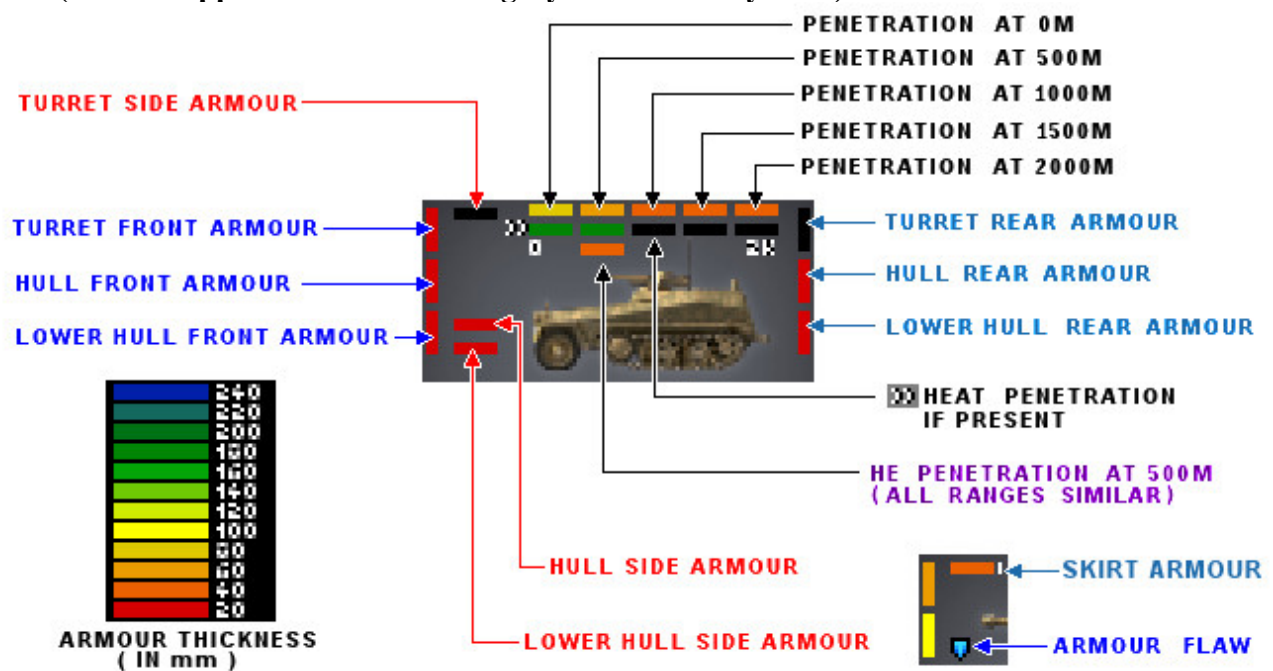
Shows EFFECTIVE range of the weapon in white. (This is typically half the maximum range.)

Shows the weapon's calibre and ammo type (as described within the game) in purple. This is to assist you in collecting the correct ammo from a vehicle when using the Acquire command.

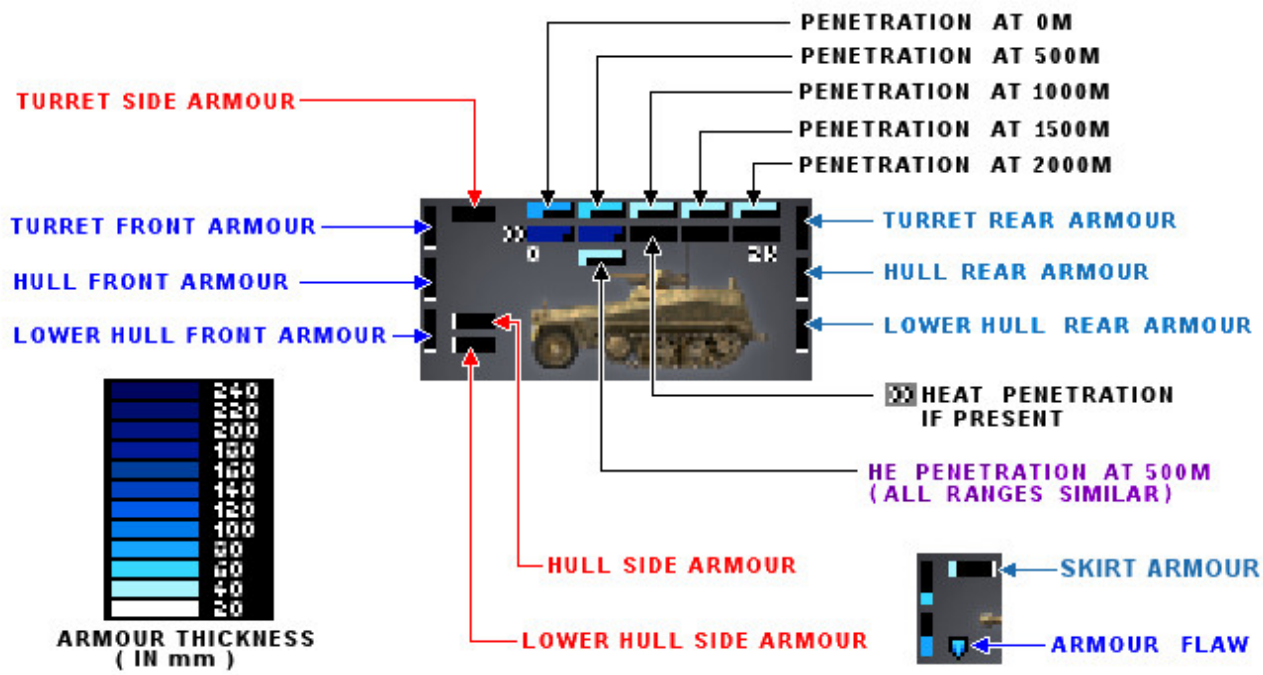
Avant: (My bar-graph armour indicator.)



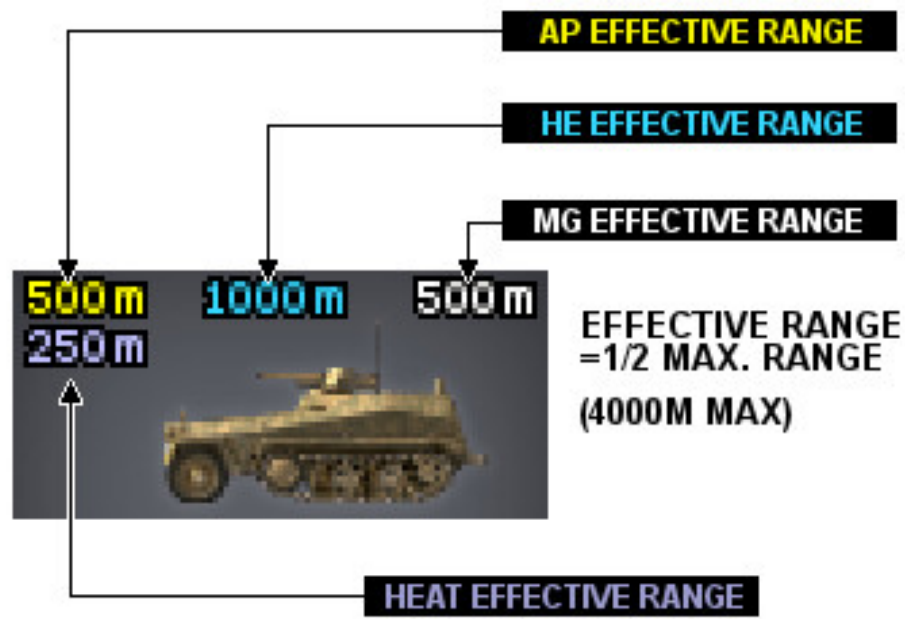
Old: (Closest approximation to the legacy CMBO bar system.)



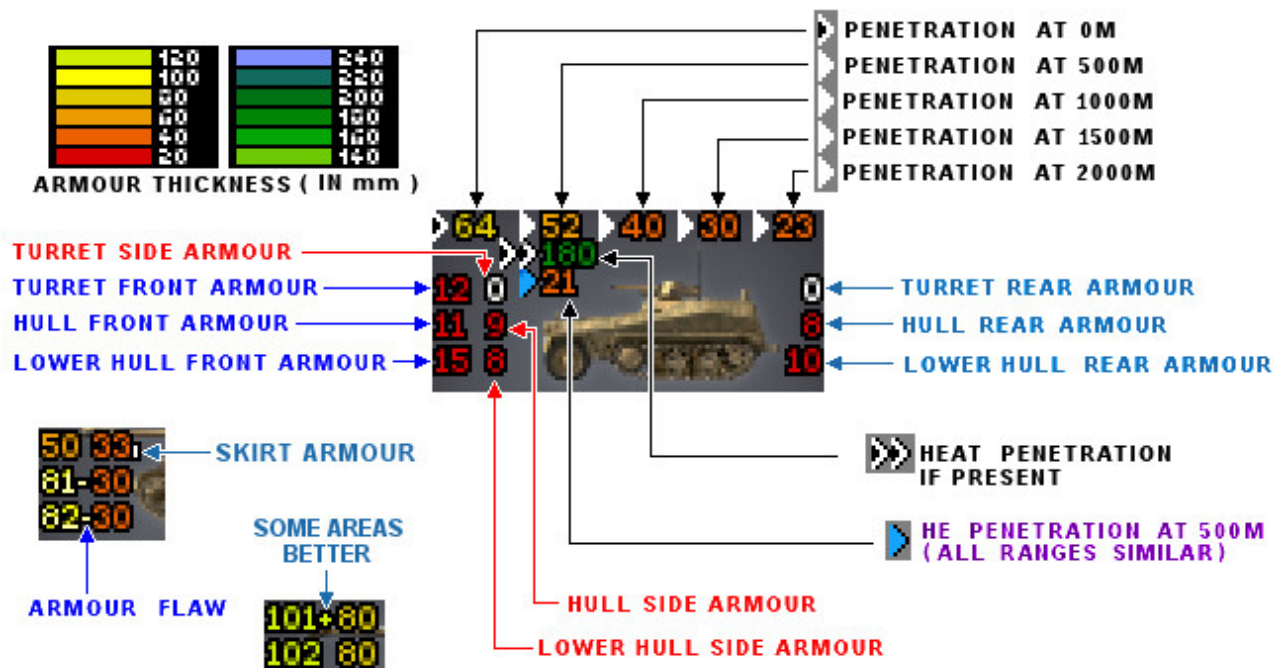
RG: (The Avant mod, recoloured for RG compliance.)



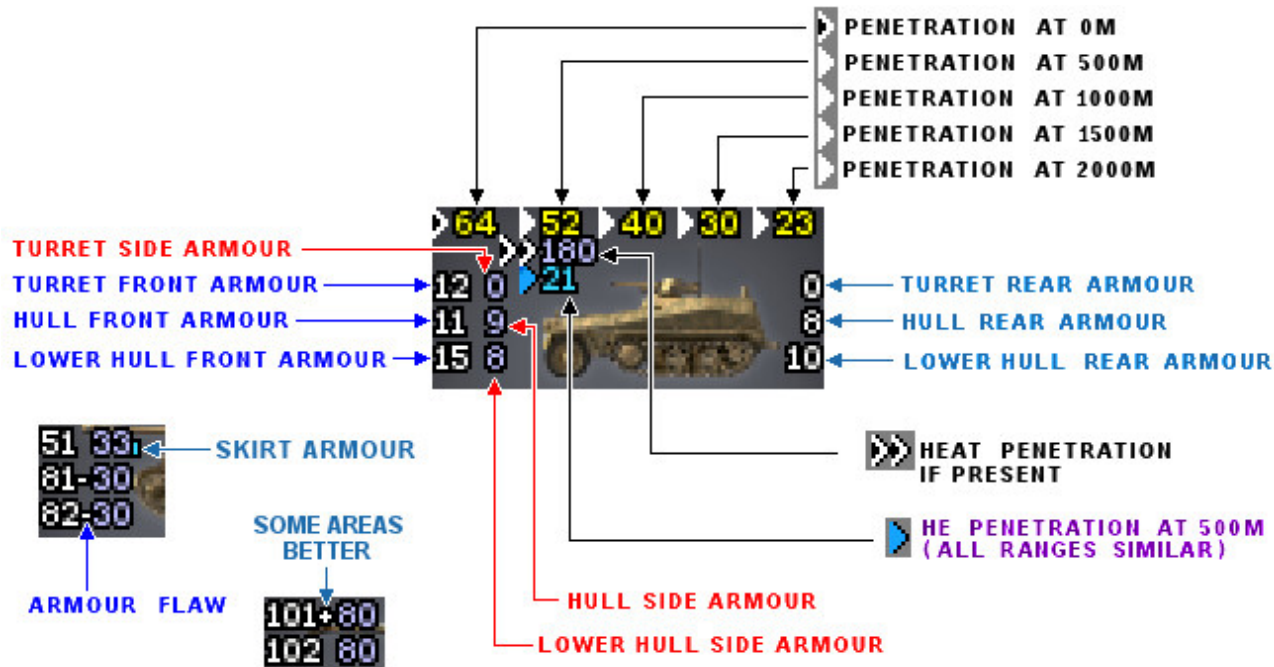
Range: (Shows EFFECTIVE ranges of vehicle weapons to match the weapon mod.)
RG compliant.



XC: (Slope-effect adjusted armour thicknesses and penetration in numeric form. Colours to match the CM colour gradient. See Designer's notes for more info.)



XW: (RG Slope-effect adjusted armour thicknesses and penetration in numeric form. See Designer's notes for more info.)



Designer's Notes:

Slope effect spreadsheet is included in the zip files.

All of the vehicle mods have been redone to have 5 range segments instead of the previous 4, because most AT guns have improved performance at very close range which was not otherwise obvious, thus the 0m bracket.

All mods have been redone using my slope-effect spreadsheet to obtain the armour values. This leads to a few minor differences between this version and the CMBN one for some vehicles.

However since the game is based on the slope-effect formulas found in "WWII Ballistics, Armour & Gunnery" (Bird & Livingston) I decided to use these values for this mod.

The spreadsheet uses some simplifications:

- Firing gun has been set to 75mm
- Cast modifier has been set to 0.8 for all nationalities
- Impact angles have been assumed to be at 90° to the vehicle and horizontal to the ground
- Homogenous plate has been assumed throughout
- Spaced plates have been merely added together
- Skirt plates have been noted for presence only, not value on XC & XW versions, due to lack of room. Skirts were usually 6-8mm thick, and not always armour plate.
- Priest lower hull sides have been assumed to be 1/2 actual thickness because these plates were made of mild steel.
- Where vehicles have wildly varying armour thickness across an area, the largest area has been chosen for the armour value eg mantlet not turret front on Pz III, Tiger
- SPGs like Stug III, Superstructure Front covers entire superstructure, and mantlet values were used for Turret Front.

References:

WWII Ballistics, Armour & Gunnery (Bird & Livingston)

Sherman

Halftrack

Armoured Car

Stuart (all RP Hunnicutt)

Encyclopedia of German Tanks of World War 2 (Doyle, Chamberlain, Jentz)

British and American Tanks of World War II (Chamberlain, Ellis)

Ordnance Standard Catalogue (published as The American Arsenal (Hogg))

Ordnance Standard Catalogue (Ordnance Office, pdf)

Terminal Ballistic Data vol 1-3 (Ordnance Office, pdf)

Anti-tank Weapons

Mortars & Rockets

Light & Medium Field Artillery (all Chamberlain, Gander)

Handbook of Ballistic & Engineering Data for Ammunition vol 1 & 2 (Ballistic Research Labs, Aberdeen Proving Grounds, pdf)