نصب قاهر :

پوشه :Art

را کپی کنید روی پوشه بازی یا ماد مورد نظر

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فایل : IRANButtonImage\_Portraits01.ini

را باز کنید و کامل بخونید یک سورس کوتاه هست کپی کنید در انتهای فایل :

HandCreatedMappedImages.INi

به این ادرس :

EA Games\Command & Conquer Generals Zero Hour\Data\Data\INI\MappedImages\HandCreated

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فایل : Qaher313.ini

را باز کنید و سطر به سطرش اسم فایل را کفته اون را کپی کنید در انتهای فایل ذکر شده

; -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

; -=-=-=-=-=-=-=-=-=-=-=-=-=\*\*CommandSet-=مورد نظر=lقرار گيري در فرود گاه -=-=-=-=-=-

 **؟** = Command\_ConstructIranJetQaher313 جاي ؟ عدد مورد نظر را بزاريد

; -=-=-=-=-=-=-=-=-=-=-\*\*CommandSet=-=-=-=قرار گيري در انتهای فايل-=-=-=

CommandSet IranJetQaher313CommandSet

 11 = Command\_AttackMove

 13 = Command\_Guard

 14 = Command\_Stop

End

; -=-=-=-=-=-=\*\*CommandButton-=-=-=-=قرار گيري درانتهای فايل -=-=-=-=-=-=-=-=-=-=-=-

CommandButton Command\_ConstructIranJetQaher313

 Command = UNIT\_BUILD

 Object = IranJetQaher313

 TextLabel = CONTROLBAR:IranJetQaher313

 ButtonImage = Qaher313A

 ButtonBorderType = BUILD ; Identifier for the User as to what kind of button this is

 DescriptLabel = CONTROLBAR:IranJetQaher313

End

; -=-=-=-=-=-=-=-**Weapon**=-=-=-=قرار گيري در انتها ی فايل

Weapon Qaher313BombWeapon

 PrimaryDamage = 400.0

 PrimaryDamageRadius = 20.0

 AttackRange = 300.0 ; this needs to be pretty high, since the Aurora moves so fast

 AcceptableAimDelta = 45 ; we don't really need to be aimed directly at the target.

 DamageType = AURORA\_BOMB

 DeathType = EXPLODED

 WeaponSpeed = 5000

 ProjectileObject = SupW\_AuroraFuelAirBomb

 ; FireFX = FX\_AuroraBombLaunch

; ProjectileDetonationFX = FX\_AuroraBombDetonate

 RadiusDamageAffects = ALLIES ENEMIES NEUTRALS NOT\_SIMILAR

 ClipSize = 4 ; how many shots in a Clip (0 == infinite)

 ClipReloadTime = 5000 ; how long to reload a Clip, msec

 AutoReloadsClip = RETURN\_TO\_BASE ; must return to base to reload this weapon

 ShowsAmmoPips = Yes

 ; note, these only apply to units that aren't the explicit target

 ; (ie, units that just happen to "get in the way"... projectiles

 ; always collide with the Designated Target, regardless of these flags

 ProjectileCollidesWith = STRUCTURES

End

**تیمی که فرودگاه داشته باشه کپی کنید اول فایلش یا انتهاش -=-=-= قرار گيري در فايل تيم مورد نظر=-=-=-=-**

Object IranJetQaher313

 ; \*\*\* ART Parameters \*\*\*

 SelectPortrait = Qaher313A

 ButtonImage = Qaher313A

 UpgradeCameo1 = Upgrade\_AmericaAdvancedTraining

 UpgradeCameo2 = Upgrade\_AmericaCountermeasures

 ;UpgradeCameo3 = NONE

 ;UpgradeCameo4 = NONE

 ;UpgradeCameo5 = NONE

 Draw = W3DModelDraw ModuleTag\_01

 DefaultConditionState

 Model = Qaher313

 HideSubObject = BurnerFX03 BurnerFX04

 WeaponLaunchBone = PRIMARY WeaponA

 End

 ConditionState = JETEXHAUST

 ParticleSysBone = Wingtip01 JetContrail

 ParticleSysBone = Wingtip02 JetContrail

 End

 ConditionState = JETEXHAUST JETAFTERBURNER

 ; exhaust

 ParticleSysBone = Wingtip01 JetContrail

 ParticleSysBone = Wingtip02 JetContrail

 ; afterburners

 ShowSubObject = BurnerFX03 BurnerFX04

 ParticleSysBone = Engine01 JetLenzflare

 ParticleSysBone = Engine02 JetLenzflare

 End

 ConditionState = REALLYDAMAGED

 Model = Qaher313

 ; damage

 ParticleSysBone = Smoke01 JetSmoke

 ParticleSysBone = Engine01 JetEngineDamagedSmoke

 End

 ConditionState = REALLYDAMAGED JETEXHAUST

 Model = Qaher313

 ; damage

 ParticleSysBone = Smoke01 JetSmoke

 ParticleSysBone = Engine01 JetEngineDamagedSmoke

 ; exhaust

 ParticleSysBone = Wingtip01 JetContrail

 ParticleSysBone = Wingtip02 JetContrail

 End

 ConditionState = REALLYDAMAGED JETEXHAUST JETAFTERBURNER

 Model = Qaher313

 ; damage

 ParticleSysBone = Smoke01 JetSmoke

 ParticleSysBone = Engine01 JetEngineDamagedSmoke

 ; exhaust

 ParticleSysBone = Wingtip01 JetContrail

 ParticleSysBone = Wingtip02 JetContrail

 ; afterburners

 ShowSubObject = BurnerFX03 BurnerFX04

 ParticleSysBone = Engine01 JetLenzflare

 ParticleSysBone = Engine02 JetLenzflare

 End

 ConditionState = RUBBLE

 Model = Qaher313

 HideSubObject = None

 ShowSubObject = None

 End

 ConditionState = RUBBLE JETEXHAUST JETAFTERBURNER

 Model = Qaher313

 ;HideSubObject is needed cause there're inherited from default condition state

 HideSubObject = None

 ShowSubObject = None

 ParticleSysBone = Engine01 JetExhaust

 ParticleSysBone = Engine02 JetExhaust

 ParticleSysBone = Wingtip01 JetContrail

 ParticleSysBone = Wingtip02 JetContrail

 End

 OkToChangeModelColor = Yes

 End

 ; \*\*\*DESIGN parameters \*\*\*

 DisplayName = OBJECT:Qaher313

 EditorSorting = VEHICLE

 Side = Iran

 TransportSlotCount = 0 ;how many "slots" we take in a transport (0 == not transportable)

 VisionRange = 180.0

 ShroudClearingRange = 300.0

 Prerequisites

 End

 WeaponSet

 Conditions = None

 Weapon = PRIMARY Qaher313BombWeapon

 End

 ArmorSet

 Conditions = None

 Armor = AirplaneArmor

 DamageFX = None

 End

 ArmorSet

 Conditions = PLAYER\_UPGRADE

 Armor = CountermeasuresAirplaneArmor

 DamageFX = None

 End

 BuildCost = 1600

 BuildTime = 25.0 ;in seconds

 ExperienceValue = 100 100 200 300 ;Experience point value at each level

 ExperienceRequired = 0 200 300 600 ; Experience points needed to gain each level

 IsTrainable = Yes ;Can gain experience

 CrusherLevel = 1 ;What can I crush?: 1 = infantry, 2 = trees, 3 = vehicles

 CrushableLevel = 2 ;What am I?: 0 = for infantry, 1 = for trees, 2 = general vehicles

 CommandSet = IranJetQaher313CommandSet

 ; \*\*\* AUDIO Parameters \*\*\*

 VoiceSelect = StealthFighterVoiceSelect

 VoiceMove = StealthFighterVoiceMove

 VoiceAttack = StealthFighterVoiceAttack

 VoiceAttackAir = StealthFighterVoiceAttackAir

 VoiceGuard = StealthFighterVoiceAirPatrol

 SoundAmbient = StealthFighterAmbientLoop

 SoundAmbientRubble = NoSound

 SoundStealthOn = StealthOn

 SoundStealthOff = StealthOff

 UnitSpecificSounds

 VoiceCreate = StealthFighterVoiceCreate

 SoundEject = PilotSoundEject

 VoiceEject = PilotVoiceEject

 Afterburner = RaptorAfterburner

 VoiceLowFuel = AuroraBomberVoiceLowFuel

 VoiceGarrison = StealthFighterVoiceMove

 End

 ; \*\*\* ENGINEERING Parameters \*\*\*

 RadarPriority = LOCAL\_UNIT\_ONLY

 KindOf = PRELOAD CAN\_CAST\_REFLECTIONS CAN\_ATTACK SELECTABLE VEHICLE SCORE AIRCRAFT

 Body = ActiveBody ModuleTag\_02

 MaxHealth = 120.0

 InitialHealth = 120.0

 End

 Behavior = JetSlowDeathBehavior ModuleTag\_03

 FXOnGroundDeath = FX\_JetOnGroundDeath

 OCLOnGroundDeath = OCL\_StealthDeathFinalBlowUp

 DestructionDelay = 99999999; destruction will happen when we

 RollRate = 0.2

 RollRateDelta = 100% ;each frame, rollrate = rollrate \* rollrateDelta

 PitchRate = 0.0

 FallHowFast = 110.0% ;Bigger is faster (can be over 100%,it's a fraction of gravity)

 FXInitialDeath = FX\_StealthFighterDeathInitial

 ;OCLInitialDeath = None

 DelaySecondaryFromInitialDeath = 500 ; in milliseconds

 FXSecondary = FX\_JetDeathSecondary

 ;OCLSecondary = None

 FXHitGround = FX\_JetDeathHitGround

 ;OCLHitGround = None

 DelayFinalBlowUpFromHitGround = 200 ; in milliseconds

 FXFinalBlowUp = FX\_JetDeathFinalBlowUp

 OCLFinalBlowUp = OCL\_StealthDeathFinalBlowUp

; DeathLoopSound = MICAL NEEDS TO MAKE ME

 End

 Behavior = EjectPilotDie ModuleTag\_04

 GroundCreationList = OCL\_EjectPilotOnGround

 AirCreationList = OCL\_EjectPilotViaParachute

 ExemptStatus = HIJACKED

 VeterancyLevels = ALL -REGULAR ;only vet+ gives pilot

 End

 Behavior = PhysicsBehavior ModuleTag\_05

 Mass = 500.0

 End

 Behavior = JetAIUpdate ModuleTag\_06

 OutOfAmmoDamagePerSecond = 10% ; amount of damage to take per SEC (not per frame) when out of ammo

 ; note that it's expressed as a percent of max health, not an absolute

 TakeoffDistForMaxLift = 0% ; larger numbers give more lift sooner when taking off

 TakeoffPause = 500

 MinHeight = 5

 ReturnToBaseIdleTime = 10000 ; if idle for this long, return to base, even if not out of ammo

 End

 Behavior = ExperienceScalarUpgrade ModuleTag\_08

 TriggeredBy = Upgrade\_AmericaAdvancedTraining

 AddXPScalar = 1.0 ;Increases experience gained by an additional 100%

 End

 Behavior = StealthUpdate ModuleTag\_09

 StealthDelay = 1500 ; msec

 StealthForbiddenConditions = FIRING\_PRIMARY

 ; not currently used... but maybe someday? (srj)

 ;RevealDistanceFromTarget = 0.0f

 FriendlyOpacityMin = 50.0%

 FriendlyOpacityMax = 100.0%

 InnateStealth = Yes

 OrderIdleEnemiesToAttackMeUponReveal = Yes

 End

 Behavior = ArmorUpgrade ModuleTag\_Armor01

 TriggeredBy = Upgrade\_AmericaCountermeasures

 End

 Behavior = CountermeasuresBehavior ModuleTag\_10

 TriggeredBy = Upgrade\_AmericaCountermeasures

 FlareTemplateName = CountermeasureFlare

 FlareBoneBaseName = Flare ; Name of the base flare bone (Flare01, Flare02, Flare03)

 VolleySize = 2 ; Number of flares launched per volley (requires bones)

 VolleyArcAngle = 60.0 ; Max angle of flare relative to forward direction (with VolleySize of 1, flare will always goes straight back).

 VolleyVelocityFactor = 2.0 ; Shoots out flares at a stronger velocity with a higher value.

 DelayBetweenVolleys = 1000 ; Time between flare volleys

 NumberOfVolleys = 3 ; Number of times the volleys will fire before reloading

 ReloadTime = 0 ; After all volleys launched, then reloading must occur. If 0, then reloading occurs at airstrip only.

 EvasionRate = 30% ; With active flares, the specified percentage will be diverted.

 ReactionLaunchLatency = 0 ; Reaction between getting shot at and the firing of the first volley of countermeasures.

 MissileDecoyDelay = 200 ; A reported missile that has been determined to hit a decoy will wait this long before acquiring countermeasures.

 End

 Locomotor = SET\_NORMAL StealthJetLocomotor

 Locomotor = SET\_TAXIING BasicJetTaxiLocomotor

 Behavior = FlammableUpdate ModuleTag\_21

 AflameDuration = 5000 ; If I catch fire, I'll burn for this long...

 AflameDamageAmount = 3 ; taking this much damage...

 AflameDamageDelay = 500 ; this often.

 End

 Behavior = TransitionDamageFX ModuleTag\_22

 ReallyDamagedParticleSystem1 = Bone:Smoke RandomBone:Yes Psys:SmokeSmallContinuous01

 ReallyDamagedFXList1 = Loc: X:0 Y:0 Z:0 FXList:FX\_MIGDamageTransition

 End

 Geometry = Cylinder

 GeometryIsSmall = Yes

 GeometryMajorRadius = 7.0

 GeometryMinorRadius = 7.0

 GeometryHeight = 7.0

End