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