

Black Ops G36E Manual

Welcome to Black Operations Combat Outfitters, line of high quality weapons and accessories, designed to meet the needs of the discriminating Military weapons enthusiast and the everyday shoot'em up combat sim player. Please read through this notecard carefully, as it will help prevent issues with using your new weapon.

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//Quick info - Damages //

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CCS Damage: +15 (4LIFE/11MELE)

I - Basic Operation

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[--Command Basics--]

By default, the weapon listens to both normal chat and channel 5. To give a command, either say the command normally in chat, or put '/5' before it for silent control.

For example, to change to damage bullets you can say either "db" or "/5db" without quotes.

The normal chat listen can be changed to a different channel, say "gunchannel X" into chat. Replace X with the desired channel, the weapon will always listen to channel 5.

To return to listening on normal chat, say "gunchannel 0".

If you attempt to change a function that is not allowed with another mode (such as trying to enable unlimited mode with CCS ammo) the gun will change the other mode to allow the command you gave.

[--Menu Control--]

The weapon includes a menu system accessible either by touching the weapon or by saying "menu". There is also an included gesture for starting the menu.

The menu lets you control the gun without needing to use chat commands or gestures, however is a bit slower and some adjustments that have a range of options are limited.

Menu buttons adjust to current weapon settings, so for instance in the Firemode submenu it will either show a "Unlimited" or "Limited" button to switch to that mode.

Any button label can be said in chat, allowing you to go directly to a submenu.

[--Presets--]

There are a few presets in the weapon for quickly adjusting the settings to certain sims. Presets disable special effects then load the appropriate ammo type.

Presets have an ammo command in their name showing what situation they are made for.

See the dialog system Preset submenu for full list of presets available.

[--Drawing, Slinging, and Safety--]

There are two versions packaged with this weapon: Slidable and Normal.

If you are using the Slidable version, you may also wear the Slung Back, Slung Front High, or Slung Front Low weapon, which will rez a model of the weapon on your back/front for aesthetics when the weapon is not being used.

If you are using the Slidable version:

There are three slung models included, one to appear on your back, one on the front high, and one on your front low with stock always folded. By default the draw/sling animation is set for the on back model.

If you wish to use the on front high model, type "fronthighdraw" in chat.

To use the on front low model, type "frontlowdraw" in chat. The stock will auto fold when slinging, and unfold again when drawn if previously unfolded.

To resume using the on back model when slung, type "backdraw" in chat.

Type "draw" or "unslung" into chat to draw the weapon.

Type "slung" into chat to sling the weapon.

If you have the Back/Front model worn, you can touch it to draw and sling the weapon.

If you are using the Normal version:

Type "unsafe" into chat to activate the weapon.

Type "safe" into chat to deactivate the weapon.

[--Firing--]

To fire the weapon, draw it or unsafe it, then enter mouselook by pressing M, or pressing the Mouselook button at the bottom of your screen. Press the left mouse button to fire the weapon using the currently selected ammunition type.

To exit Mouselook, press Esc.

[--Reloading and Fire Rates--]

After the weapon has exhausted its ammunition, you will need to reload. By default the weapon will automatically reload, but you may also enable manual reload.

To use manual reloading, say "autoreloadoff" in chat.

To use automatic reloading, say "autoreloadon" in chat.

To reload the weapon manually, type "reload" into chat. You may also use the provided reload gesture for quick reloading.

You may also disable the need to reload by saying "unlimited" into chat. To enable reloading again, say "limited" into chat.

Unlimited mode is not allowed with CCS ammo. Attempting to set unlimited with CCS bullets loaded will change to RPC ammo.

If you reload the weapon with a round still chambered, you will have a full magazine +1 round already chambered.

The fire rate of the weapon can be changed with the following commands.

"Semi" - This mode will fire a single shot from the weapon, and the left mouse button must be depressed again before another shot can be fired.

"Burst" - This mode will fire four rounds in rapid succession, after which the left mouse button must be depressed again to fire another four rounds.

"Auto" - This mode will continually fire rounds in rapid succession until the left mouse button is released, or the clip is expended.

[--Accuracy--]

There is an accuracy cone spread option that can be turned on and off for bullets.

While using accuracy cones, your accuracy will suffer if the weapon is fired in rapid succession. The longer between shots the more accurate you will be. It takes a few seconds to fully reacquire your target for maximum accuracy. Movement will also affect your accuracy.

To turn on accuracy cones, say "coneon" in chat.

To turn off accuracycones, say "coneoff" in chat.

Note: CCS ammo forces the accuracy cones on. Accuracy cones will automatically disable when switching to another ammo type unless you turned the cones on manually.

[--Stances--]

The weapon has several stances you can use. These are merely different animations, for aesthetic reasons only, or if you need to fire out from under an object.

To change your stance to the regular standing, say "stand" in chat.

To change your stance to a tactical crouch, say "kneel" in chat.

To change your stance to a prone position, say "prone" in chat.

While standing, there is an optional leg animation that may play, putting you in a more tactical stance.

To turn off the leg animation, type "legsoff" in chat.

To turn the animation back on, type "legson" in chat.

While standing or kneeling, the gun may be held in a normal position or low in a hipfire position.

To use hipfire position, say "animhip" in chat.

To use normal position, say "animnormal" in chat.

[--Bullet Velocity and Rez Offset--]

The bullet velocity and offset can be adjusted to fit the current situation. Higher bullet velocity will allow the bullet to get to the target quicker but is more likely to miss due to lag or the physics system not detecting the collision. Higher rez offset helps incase you are firing from inside a vehicle to reduce shooting your own car/plane/etc. Lower rez offsets are good for close quarters battle to reduce the chance of the bullet rezzing past the target, but will also increase the chance of the bullet hitting you.

The default velocity for bullets is 115m/s. Default rez offset is 2.5m.

To set the bullet velocity, say "bulletvel xx" in chat, where xx is a number from 55 to 250.

To set the bullet rez offset, say "bulletrez x.x" in chat, where x.x is a number from 0.0 to 5.0.

[--Shell Ejection Toggle--]

You may toggle whether the weapon will eject shell casings when fired and magazine drop when reloading.

To disable shell ejection, say "shelloff" in chat.

To enable shell ejection, say "shellon".

[--Particle Effects--]

Particle effects on some ammo types from the weapon can be toggled on/off.

Bloodspray on all damaging bullets/buckshot.

Explosion effect on explosive bullet impact.

The particle effects can be toggled on and off with the following commands.

To turn particle effects on, say "partson" in chat.

To turn particle effects off, say "partsoff" in chat.

[--Muzzleflash and Barrel Smoke--]

Muzzleflash is off by default to reduce lag, but you may enable it if you wish. Note: Muzzleflash increases the sim resources used when firing and is not recommended for use in heavy combat.

The muzzleflash will have no effect if the silencer is attached.

To turn on the muzzleflash, say "flashon" in chat.

To disable the muzzleflash, say "flashoff".

You may also disable the barrel smoke that occurs for a few seconds after shooting, incase it gets in your way in mouselook.

To turn the barrel smoke off, say "smokeoff" in chat.

To turn it back on, say "smokeon" in chat.

[--Verbosity--]

The weapon will send you private messages when a mode is changed or an action taken.

Certain messages will not be disabled, such as attempting to change a setting when not available or out of range.

To turn off verbosity, say "verboseoff" in chat.

To turn on verbosity, say "verboseon" in chat.

[--External Mode Display--]

Some of the important gun settings are displayed in the gun's Description field, allowing others to see current bullet set, unlimited mode, shell ejection toggle, particle effect toggle, and accuracy cone settings. This is mainly for combat sim managers to make sure people are using proper settings.

[--Mode Checking--]

You can check the various settings of the weapon, such as loaded ammunition and attachments. The displayed info only relates to the current weapon mode.

To check the basic weapon statistics, say "mode" in chat.

To check the extra settings, say "modeextra" in chat.

[--Resetting--]

Should the gun start to act incorrectly, or you just want the gun back to default settings quickly, say "gunreset" in chat to reset all scripts.

Note: If you used the gunchannel command, remember that you can always use channel 5.

[--Updating--]

All Black Ops weapons come with free updates. When you attach the gun, it will send an update request to the server. If there is a newer version of your weapon it will be sent automatically to you.

Automatic update checks are limited to once per day. You can also manually trigger an update, which is limited to once per hour.

To send a manual update check, say "gunupdate".

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// II - Attachments //
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[--Silencer--]

To attach the Silencer, type "silenceron" in chat. This will dampen the sound emitted by firing the weapon, good for more stealthy firing.

To detach the Silencer, type "silenceroff" in chat.

[--Laser Illumination Module--]

The Laser Illumination Module(LIM) can be detached from the gun by saying "limoff" in chat. The laser and light will not activate while the module is off.

To reattach the module, say "limon" in chat.

To activate the Lasersight, type "laseron" in chat. This will make a laser appear from a module on the weapon.

To deactivate the Lasersight, type "laseroff" in chat.

To activate the Flashlight, say "lighton" in chat. This will create a beam of light from a module on the weapon, and will illuminate the surrounding area.

To deactivate the Flashlight, say "lightoff" in chat.

[--Laser Colors--]

The color of the Lasersight is highly customizable. You can use either a set of premade colors, or create your own color vector.

The premade colors are listed below, and can be said in chat to affect the Lasersight.

"Laserred" -Red Laser.

"Lasergreen" -Green Laser.

"Laserblue" -Blue Laser.

"Laseryellow" -Yellow Laser.

"Laserorange" -Orange Laser.

"Laserpurple" -Purple Laser.

To set a color manually, you can use a vector. Example:

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"Laser <0.45,0.46,0.75>"
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Simply change the numbers in the vector to whatever you wish. The first number is the amount of red, the second is the amount of green, and the third is the amount of blue. Note that these numbers should be 0, 1, or a decimal in between. You must include the angle brackets AND commas for this to work!

If you're looking for the perfect color for the Lasersight, and can't figure out the numbers, you can get the by doing the following: (Note, you must be in an area that lets you create objects).

1. Bring up the Prim editor - Hit Control-4. This'll allow you create a prim
2. Create a prim (Just click on the ground). Then make sure you're in Edit (Hit the button that says Edit)
3. Hit the "More>>" Button
4. Go to the Texture Tab. (Might want to set the wooden texture to 'blank')
5. Click the Color Box
6. Use the color editor to pick a nice color. On the top left of the editor are the following boxes: Red, Green, and Blue, with corresponding numbers.
7. Take those numbers individually and divide them by 256. This will give you the decimal value of your color.

Example: Say I want a nice purple color. I found that Red: 46, Green: 13, and Blue: 57 makes a good purple. Divide each by 256: Red: $46/256 = 0.17$, Green: $13/256 = 0.05$, Blue: $57/256 = 0.22$

In order to change the laser to this purple, type "laser <0.17,0.05,0.22>".

[--Stock--]

To unfold the stock, say "stockout" in chat. This will unfold the weapons stock.

To fold the stock, say "stockin" in chat.

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// III - Ammunition Types //

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[--Damage Rounds--]

To load Damage Rounds, say "db" in chat.

These rounds will cause 100 damage and kill avatars on Damage Land.

[--Push Rounds--]

To load Push Rounds, say "pb" in chat.

These rounds will push the avatar it hits away on Push-Enabled Land.

[--Damage Shieldbreaker Rounds--]

To load Damage Shieldbreaker Rounds, say "dsb" in chat.

This round will kill a shielded avatar or avatar concealed by an object on Damage Land.

[--Push Shieldbreaker Rounds--]

To load Push Shieldbreaker Rounds, say "psb" in chat.

This round will push a shielded avatar or avatar concealed by an object on Push-Enabled Land.

[--Damage Phantom Rounds--]

To load Phantom Damage Rounds, say "phd" in chat.

This round will pass through any conventional shield and kill the avatar it hits on Damage Land.

[--Push Phantom Rounds--]

To load Phantom Push Rounds, say "ph" in chat.

This round will pass through any conventional shield and push the avatar it hits on Push-Enabled Land.

[--Explosive Rounds--]

To load Explosive Rounds, say "eb" in chat.

This round will detonate upon impact, killing everyone within 10M of the impact on Damage Land.

[--Foam Rounds--]

To load Foam Rounds, say "foam" in chat.

This round will create a white sphere upon impact, useful for blocking access points. The sphere will derez over time.

The size of foam can be adjusted.

Say "foamsize X.X" in chat. Replace X.X with the desired numerical value from 0.5 to 2.5

[--Trap Rounds--]

To load Trap Rounds, say "trap" in chat.

This round will encase any avatar it hits in a sphere, keeping them in place. If they attempt to leave the sphere, it will follow them. If they teleport from the sphere, the sphere will hide and wait for a short period of time and retrap them if they return.

To remove all trap spheres around you, say or shout "!release" in chat.

[--Push Restriction Defeating Rounds (PRDB)--]

To load PRDB rounds, say "prdb" in chat.

This round will attempt to trap an avatar in a sphere and hurl them in a random direction, effectively pushing someone standing on Non-Push Enabled Land. It works best if the avatar is not standing near any obstructions.

[--Training Rounds--]

To load Training Rounds, say "training" in chat.

This round will cause 1% damage to the avatar it hits on Damage Land.

[--Tracer Rounds--]

To load Tracer Rounds, say "tracer" in chat.

This round will only die upon impact without causing damage.

[--CCS Rounds--]

To load CCS Rounds, say "ccsb" in chat.

This low-mass round will cause extra damage in addition to the normal impact damage in the CCS combat system.

[--RPC Rounds--]

To load RPC Rounds, say "rpcb" in chat.

This low-mass round will only die on impact without pushing an avatar. Perfect for non CCS combat systems.

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// IV - Complete Command List //

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-WEAPON COMMANDS-

Draw/Sling (Slingable model) - draw OR unsling/sling

Safe/Unsafe (Norm Hold model) - safe/unsafe

Use Back Slung Model	- backdraw
Use Front High Slung Model	- fronthighdraw
Use Front Low Slung Model	- frontlowdraw
Reload	- reload
Auto Reload On/Off	- autoreloadon/autoreloadoff
Attach/Unattach Silencer	- silenceron/silenceroff
Activate/Deactivate Laser	- laseron/laseroff
+Change Laser Color	- laser<color> OR laser<R.R,G.G,B.B>
Attach/Detach LIM	- limon/limoff
Activate/Deactivate Flashlight	- lighton/lightoff
Enable/Disable particle effects	- partson/partsoff
Turn Muzzleflash on/off	- flashon/flashoff
Unfold/Fold Stock	- stockout/stockin
Unlimited/Limited Ammunition	- unlimited/limited
Semi-Automatic Firerate	- semi
Burst Firerate	- burst
Automatic Firerate	- auto
Stand	- stand
Crouch	- kneel
Prone	- prone
Hipfire Hold Position	- animhip
Normal Hold Position	- animnormal
Leg Animation on/off	- legson/legsoff
Turn Shell Ejecting on/off	- shellon/shelloff
Change gun listen channel	- gunchannel X

Bullet Velocity	- bulletvel xx
Bullet Rez Offset	- bulletrez x.x
Verbosity On/Off	- verboseon/verboseoff
Dialog Menu	- menu
Check Rifle Stats	- mode
Check Extra Statistics	- modeextra
Manual update check	- gunupdate

-AMMUNITION COMMANDS-

Damage Rounds	- db
Push Rounds	- pb
Damage Shieldbreaker Rounds	- dsb
Push Shieldbreaker Rounds	- psb
Phantom Damage Rounds	- phd
Phantom Push Rounds	- ph
Trap Rounds	- trap
+Release Traps	- !release
Foam Rounds	- foam
+Change Foam Size	- foamsize X.X
Explosive Rounds	- eb
Training Rounds	- training
Tracer Rounds	- tracer
RPC Rounds	- rpcb
CCS Rounds	- ccsb
Push-Restriction Defeating Rounds	- prdb

- Changelog

v2.0

- ~ Full weapon rebuild and rescript
- ~ Added Trap, Foam, PRDB rounds
- ~ Removed DCS
- ~ Added LIM module with laser and light
- ~ Added muzzleflash and barrel smoking
- ~ Added dialog menu system
- ~ Added front slung model

v1.1

- ~ Removed DCS mode and sim lock
- ~ Added CCS and RPC bullets
- ~ Block Full auto with CCS or DCS rounds
- ~ Change default ammo to RPC Bullets
- ~ Updated DCS bullets to DCS2

v1.0 - Release