

Nimitz for ArmA3 documentation

[Introduction](#)

[Credits and License](#)

[Download and File Contents](#)

[Players](#)

[Editor \(Mission Makers\)](#)

[Addon Makers](#)

[Disclaimer](#)



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By U.S. Navy photo by Mass Communication Specialist 2nd Class Eva-Marie Ramsaran/Released (U.S. Pacific Fleet) [Public domain], via Wikimedia Commons

Introduction

Welcome to the Nimitz for Arma 3 project! The carrier is based on the outstanding work of JDog with the Nimitz for Arma 2. The Nimitz for Arma 3 project is a faithful conversion of his work, with improvements to scripts and textures so far. This documentation is based on the blueprint laid out by JDog for the Arma2 mod and shall cover the same aspects.



Screenshot by TeTeT

Credits and License

The credits for the Nimitz go to:

JDog - Nimitz for Arma2

piedebeouf - new lights and starting the initiative for conversion

Sealife - pointing to the missing crew

John_Spartan - consulting and arrest script

Phantom - upgraded elevator script

rundll - permission to use his towing script in Arma3

Sierra - new deck textures

armyinf - testing

BloodOfTheScribe - new interior textures

asbojay - new textures

soldier2390 - new textures

TeTeT - some scripts

The Nimitz for Arma 3 project uses the same licenses as the Nimitz for Arma 2: Scripts and textures use the [Attribution-NonCommercial-ShareAlike License](#) from [Creative Commons](#).

All models use the [Attribution-NonCommercial-NoDerivs License](#) from [Creative Commons](#).

Download and File Contents

The download page for the Nimitz is on Armaholic at <http://www.armaholic.com/page.php?id=23049>

The download for v10 contains the following files

```
.
./@Nimitz
./@Nimitz/AddOns
./@Nimitz/AddOns/dll_tow.pbo
./@Nimitz/AddOns/dll_tow.pbo.TeTeT.bisign
./@Nimitz/AddOns/jdg_carrier.pbo
./@Nimitz/AddOns/jdg_carrier.pbo.TeTeT.bisign
./@Nimitz/AddOns/TeTeT.bikey
./@Nimitz/AddOns/ttt_nimitzfunctions.pbo
./@Nimitz/AddOns/ttt_nimitzfunctions.pbo.TeTeT.bisign
./ArmA2NimitzReadme.pdf
./ArmA3Nimitz.pdf
./ArmA3NimitzModules.pdf
./Changelog
./Credits
./editor
./editor/editor
./editor/editor/templateChernarus.tga
./editor/editor/templateFolder.tga
./editor/editor/templatePaper.tga
./editor/editor/templateScreen.tga
./editor/editor/templateUtes.tga
./editor/editor/templateWhiteboard.tga
./editor.zip
./files.manifest
./Install.txt
./Missions
./Missions/[SP]Nimitz-blufor.Stratis.pbo
./Missions/[SP]NimitzByFour.Stratis.pbo
./Missions/[SP]NimitzSimpleModules.Stratis.pbo
./Missions/[SP]NimitzTest.Stratis.pbo
./Missions/[SP]NimitzTraffic.Stratis.pbo
./MPMissions
./MPMissions/[MP]allModules.Stratis.pbo
./MPMissions/[MP]NimitzTestv08.Altis.pbo
./MPMissions/[MP]simple.Altis.pbo
./Readme.arma3.txt
./Readme.modules.txt
```

Note that some content has been transferred from ArmA 2, namely editor and ArmA2NimitzReadme.pdf. Eventually these files will be phased out.

Players

The Nimitz is a static entity in the game, meaning it can neither drive nor can it be destroyed. Depending on the intention of the mission maker certain functionality of the Nimitz can be enabled or disabled, please see the mission documentation for details.

A fully enabled Nimitz will have the following functionality available:

1. Elevators - there are four elevators for planes connecting flight deck and hangar and one elevator for weapons, connecting weapons room and flight deck
2. Catapults - these launch planes from four positions on the flight deck, named 1 to 4 from starboard to port; in reality catapult 4 cannot help to take off fully loaded planes due to lack of wing lift
3. Jet Blast Deflectors - protect the flight deck from the jet engines' exhaust and are located behind the catapult systems; usually lowered unless a plane uses the catapult in front of it
4. Arresting wire system - these are four wires across the flight deck, slowing down a landing plane
5. Boat system - located on the hangar level, the boat room offers access to zodiacs or even SDV for the mission; boats can be lowered from the boat room and be recovered from the sea level
6. IFLOLS - the improved fresnel lense optical landing system is a device helping pilots on final to approach to make a good landing. If the center light of the system can be seen (the meatball), the plane is on a 3.5 degree decent, if the upper light appears the plane is too high, if the lower light appears the plane is too low
7. Repair - a player can inspect a plane and upon finding damage it can subsequently be repaired



Image source:

[http://commons.wikimedia.org/wiki/File:A_U.S._Navy_F-18F_Super_Hornet_aircraft_assigned_to_Strike_Fighter_Squadron_\(VFA\)_154_lands_ aboard_the_aircraft_carrier_USS_Nimitz_\(CVN_68\)_in_the_Gulf_of_Oman_June_19,_2013_130619-N-GA424-177.jpg](http://commons.wikimedia.org/wiki/File:A_U.S._Navy_F-18F_Super_Hornet_aircraft_assigned_to_Strike_Fighter_Squadron_(VFA)_154_lands_ aboard_the_aircraft_carrier_USS_Nimitz_(CVN_68)_in_the_Gulf_of_Oman_June_19,_2013_130619-N-GA424-177.jpg)

By MC2 Jacquelyn D. Childs [Public domain], via Wikimedia Commons

Some words on landing on the Nimitz. The flightdeck is, compared to a land based runway, really short. For landing it is even shorter, as not the full length of the carriers flightdeck is supposed to be used. Rather a pilot shall use the angled flightdeck, that is approaching from aft starboard. This leaves the bow and catapult 1 and 2 for take off operations.

Depending on the mode of operation the flight deck is more or less crowded. However, during combat operations the flight deck is supposed to be nearly empty. If the ambiance module is enabled the flight deck resembles a mixed mode, where catapult 1 and 2 are blocked by parking aircraft and 3 and 4 are used for take-off.



Image source:

[http://commons.wikimedia.org/wiki/File:A_U.S._Navy_F-A-18F_Super_Hornet_aircraft_assigned_to_Strike_Fighter_Squadron_\(VFA\)_154_launches_from_the_aircraft_carrier_USS_Nimitz_\(CVN_68\)_in_the_South_China_Sea_May_22,_2013_130522-N-TX484-141.jpg](http://commons.wikimedia.org/wiki/File:A_U.S._Navy_F-A-18F_Super_Hornet_aircraft_assigned_to_Strike_Fighter_Squadron_(VFA)_154_launches_from_the_aircraft_carrier_USS_Nimitz_(CVN_68)_in_the_South_China_Sea_May_22,_2013_130522-N-TX484-141.jpg)

By MC3 Derek W. Volland [Public domain], via Wikimedia Commons

Editor (Mission Makers)

The Nimitz uses modules for most of its functionality. This means that by simply placing the carrier on the map only the elevators will work automatically, the other functionality is disabled.

While there is a module for every subsystem, a mission maker does not necessarily need to use them directly. Rather there are three high level modules that offer placing objects at the flightdeck, hangar or briefing room levels and take care of the needed synchronization with lower level modules. For a complete list of modules and their means, please have a look at <http://tspindler.de/arma/arma3/nimitz/html/>

Note that the global variable `nimhang4` is deprecated, but can be reinstated by placing `'nimhang4 = ["nimhang4", this] call TTT_fnc_global'` in the ship's init line. Please refer to the `Arma2NimitzReadme.PDF` for anything else, it's still valid.



[http://commons.wikimedia.org/wiki/File%3AA_U.S._Navy_F-A-18F_Super_Hornet_aircraft%2C_top%2C_assigned_to_Strike_Fighter_Squadron_\(VFA\)_154_launches_from_the_aircraft_carrier_USS_Nimitz_\(CVN_68\)_as_a_Marine_Corps_F-A-18C_Hornet_assigned_to_Marine_Fighter_130617-N-AZ866-126.jpg](http://commons.wikimedia.org/wiki/File%3AA_U.S._Navy_F-A-18F_Super_Hornet_aircraft%2C_top%2C_assigned_to_Strike_Fighter_Squadron_(VFA)_154_launches_from_the_aircraft_carrier_USS_Nimitz_(CVN_68)_as_a_Marine_Corps_F-A-18C_Hornet_assigned_to_Marine_Fighter_130617-N-AZ866-126.jpg)

By MCSA Kelly M. Agee [Public domain], via Wikimedia Commons

Addon Makers

As specified in the ArmA2NimitzReadme.PDF a plane that provides *tailhook* and *pointFuel* memory points will get the appropriate animations upon landing (wires) and fueling (fuel hose).

Disclaimer

This is NOT an official ArmA3 addon and a product from hobbyists, working on this in our spare time.



Screenshot by TeTeT