

FHQ M4 pack V1.6

About

This is a pack with four versions of the M4A1 carbine, in Woodland, Desert, Black and Winter/Urban. They come with a matching set of four silencers and are compatible with the standard weapon sights and attachments.

To use, go to the editor, place a soldier and a "Colt Supply Crate" (found under Empty -> Ammo -> Colt Supply Crate).

What's New

V1.6 changes:

- Compatible with the latest FHQ Accessories pack, as well as the new sniper scope from the Dev build. Dev build is not required, though you will only get the scope if you are on the dev branch.
- Minor sound tweaks,

V1.5 changes:

- New variant: M4A1 AFG with a Magpul Angled Foregrip
- Now with signatures for server use (NOTE: untested, please provide Feedback)
- Tweaked the front post to be wider at the base, and narrowed the iron sight/carrying handle to more reflect the original.
- Fixed the sounds

V1.4 changes:

- Some tweaks in the hand position of the M203 version. Now the arm should no longer stretch painfully when using side-stepped aim.
- Now depends on the FHQ Accessory pack.
- Fixed missing icon for the woodland variant with silencer, side and top rail.

V1.3 changes:

- Tweaked the hand position to reduce the angle and clipping
- Added magazine reload animations
- Fixed shading issue with the M203 leaf sight.
- Tweaked M203 aim points so that the view is no obstructed by the sights.
- Fixed "rubber arm" issue

V1.2 changes:

- New variant M4A1 M203 with an underbarrel M203 grenade launcher, in four camos
- New custom silencer in four colors (black, tan, green and white).
- Customized hand anims for all variants.
- Reworked recoil for standard and suppressed fire.

- Reworked some of the aspects of the models to be more in line with the real M4.
- Some pre-configured variants in the ammo crate.
- New Magazines: Tracer Red, Green, Yellow and IR.

V1.1 changes:

- Complete retexture by Fluttershy (Thanks Fluttershy, awesome work)
- New camo variant: Winter/Urban
- Working fire select switch. Selector switch will flip according to the fire mode of the weapon.
- Fixed a nasty issue with floating magazines and other visual artifacts caused by using the same name for Mode and Skeleton in model.cfg. Thanks to M4Mkey for his help in tracking this one down, he managed to find a way to 100% reproduce the issue.

Known issues

- The random muzzle flash didn't work yet, so right now it is static.
- AFG variants need their own icons

Credits/Copyright

- Modelling by Alwarren
- Textures by fluttershy
- A very big "thank you" to M4Mkey for his patience with helping me to fix the floating magazine issue. I really appreciate it!
- A big "thank you" to Armaholic and Arma2Base.de for hosting my mods and for their years of community service. Too many times we take that service for granted.
- And last not least, a big "thank you" to Bohemia Interactive for ten+ years of entertainment, and for the awesomeness that is Arma 3.

Contact

If you want to contact me, I can be reached via the BIS forum as Alwarren, or via my mail address Hans-Joerg@friedenhq.org.

Class Names

Weapons

Class Name	Description
FHQ_M4A1_WDL FHQ_M4A1_M203_WDL FHQ_M4A1_AFG_WDL	M4A1 Woodland camo (with M203) (with Magpul Foregrip)
FHQ_M4A1_TAN FHQ_M4A1_M203_TAN	M4A1 Desert camo (with M203)

FHQ_M4A1_AFG_TAN	(with Magpul Foregrip)
FHQ_M4A1_BLK FHQ_M4A1_M203_BLK FHQ_M4A1_AFG_BLK	M4A1 Plain/black (with M203) (with Magpul Foregrip)
FHQ_M4A1_SNW FHQ_M4A1_M203_SNW FHQ_M4A1_AFG_SNW	M4A1 Snow/Urban camo (with M203) (with Magpul Foregrip)
FHQ_M4_muzzle_snd5_556_blk	Silencer (Black)
FHQ_M4_muzzle_snd5_556_tan	Silencer (Desert Tan)
FHQ_M4_muzzle_snd5_556_wdl	Silencer (Green)
FHQ_M4_muzzle_snd5_556_snw	Silencer (White)
FHQ_M4A1_HOLO	Preconfigured tan M4A1 with laser pointer and Holo
FHQ_M4A1_HOLO_GL	Preconfigured tan M4A1 with laser pointer and Holo and M203 grenade launcher
FHQ_M4A1_RCO	Preconfigured black M4A1 with HAMR scope and laser pointer
FHQ_M4A1_RCO_SD	Preconfigured black M4A1 with HAMR scope, laser pointer and silencer

Magazines

30rnd_556x45_STANAG	30 round default
FHQ_30Rnd_556x45_Stanag_Tracer_Red	30 round red tracers
FHQ_30Rnd_556x45_Stanag_Tracer_Ir	30 round IR tracers
FHQ_30Rnd_556x45_Stanag_Tracer_Green	30 round green tracers
FHQ_30Rnd_556x45_Stanag_Tracer_Yellow	30 round yellow tracers

M203 Grenades

1Rnd_HE_Grenade_shell	Standard 40 mm grenade shell
UGL_FlareWhite_F UGL_FlareGreen_F UGL_FlareRed_F UGL_FlareYellow_F UGL_FlareCIR_F	40 mm Flare White 40 mm Flare Green 40 mm Flare Red 40 mm Flare Yellow 40 mm Flare Infrared
1Rnd_Smoke_Grenade_shell 1Rnd_SmokeRed_Grenade_shell 1Rnd_SmokeGreen_Grenade_shell 1Rnd_SmokeYellow_Grenade_shell	40 mm Flare Smoke White 40 mm Flare Smoke Red 40 mm Flare Smoke Green 40 mm Flare Smoke Yelooow

1Rnd_SmokePurple_Grenade_shell	40 mm Flare Smoke Purple
1Rnd_SmokeBlue_Grenade_shell	40 mm Flare Smoke Blue
1Rnd_SmokeOrange_Grenade_shell	40 mm Flare Smoke Orange

Ammo Boxes

FHQ_M4_Ammobox	Colt Supply Crate
----------------	-------------------