Uniforms and Equipment

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1.1

DHI Uniforms and Equipment contains multiple variants of Battle Dress Uniforms (BDUs) based on Arma3's body structure, including blouses tucked in, sleeves rolled up and "boots n' utes". Also included are Marine Corps and Special Forces variants with different colored undershirts and boots. DHI Uniforms further includes three different hats, boonies, patrol caps, eight point caps and PASGT helmets.

Each variant of BDUs and caps have 18 different camouflage patterns that should suite anybody's needs. Every uniform has correct thermal imaging textures and advanced wound textures along with insignia and clan shoulder patches. Further more, over 20 insignia patches in subdued green have been added.

Each uniform has a name tape selection so players can use custom nametapes. A nametape template will be included in the Steam Workshop page so players can make their own custom nametapes. Currently mission editors can use the SetObjectTexture command to set the nametape textures. Visit the official wiki page https://community.bistudio.com/wiki/setObjectTexture to learn

more about the SetObjectTexture command. Later updates may include a custom module to make it easier to set the nametapes.

1.2

Q. Are you going to add more stuff like more uniforms, vests or headgear?

A. I don't know. This stuff is obviously very time consuming and takes a long time to do. You can help though by becoming a Patron through Patreon https://www.patreon.com/deltahawk.

Q. What's with the different fabric textures?

A. BDUs are usually made in 2 kinds of fabrics, ripstop which is the box pattern used on the Hot Weather BDU and Enhanced Hot Weather BDU, and twill, which is the diagonal pattern used on the Temperate Weather BDUs.

Q. Why are you calling the jacket a blouse? Blouses are for girls.

A. The blouse is neither a jacket or a shirt. A blouse, in this case, is a button up military tunic.

Q. Any future updates for this?

A. There might be an update for the nametapes.

Q. Can I retexture your mod?

A. NOOOO!!!!!

Q. Can you add another camouflage pattern?

A. Sure, as long as I can get a high quality, free use camouflage pattern.

Q. Why are you so ridiculous about people retexturing your stuff?

A. I allowed it once way back in OFP and it caused two years worth of stupid drama and grief.

Q. Can I repackaged your mod? It would be more convenient for me.

A. Clicking one button on Steam is inconvenient for you? Have you ever thought how inconvenient it was for me to make this modification...for nothing? But of course these people don't care about

others or rules. They only care about their greedy selves and they don't care who they hurt.

END USER LICENSE AGREEMENT

1. **DO NOT OPEN AND/OR EXTRACT THE PBO.** If you want to open it, simply ask for permission. If you want to develop scripts or extensions of this addon, ask for my permission.

2. **DO NOT RETEXTURE.** Please do not ask, the answer will always be no. There's 18 camouflage patterns. You have no excuse to retexture it.

3. DO NOT STEAL OR RIP MY MODELS OR TEXTURES, OR REPACKAGE IT WITH YOUR MOD.

4. DO NOT REQUIRE SUBSCRIPTIONS, REGISTRATION OR OTHER INTRUSIVE REQUIREMENTS OR ADDITIONS TO DOWNLOAD THIS MOD, excluding Steam.

5. FOR USE ONLY IN ARMA 3 AND ARMA 3'S EXPANSIONS. Do not port to DayZ

6. **NO USE ON MONETIZED SERVERS** WITHOUT MY WRITTEN PERMISSION THROUGH EMAIL.

Any violations, with intentional or accidental, I'll file a DCMA without notice and I further allow anybody acting on my behalf to file a DCMA for any violation of the above.

3.

CHANGELOG AND BUGLIST

V1.00

- Bug Extra skin on skivies

V1.05

- Added Patron Nametapes
- Added new desert BDUs
- Added tan and black skivies
- Updated ERDL to lowland
- Updated Portugal Lizard
- Fixed extra skin bug
- Fixed desert boonies
- Fixed urban BDUs

V1.10

- Added Patron Nametapes (Thanks guys!)
- Added Kneepads (usm_kneepads_blk,usm_nvg_kneepads_blk) (glasses and NVG slot)
- Added Rhino mount (usm_rhinomount)
- Added PASGT helmets with cateyes/Rhino mount/Rhino mount W/strap) (See below for classnames)
- Added TDS
- Updated skivy wound texture

4.

CLASS NAMES

LEGEND

wdl - Woodland, dcu - Desert Camouflage Uniform, des - Dersert (Chocolate Chip), blk - black, blue - blue, gry - grey, tan - tan, odg - olive drab green, ubn - urban pattern, ubntgrstp - urban tiger stripe, tgrstp - tiger stripe, port liz - Portugal lizard, ERDL - Engineer Research & Development Laboratories.

MISC EQUIPMENT

usm_kneepads_blk,

usm_rhinomount,

usm_nvg_kneepads_blk,

PATROL CAPS

usm_bdu_cap_wdl,

usm_bdu_cap_dcu,

usm_bdu_cap_des,

usm_bdu_cap_blk,

usm_bdu_cap_blu,

usm_bdu_cap_gry,

usm_bdu_cap_tan,

usm_bdu_cap_odg,

usm_bdu_cap_ubn,

usm_bdu_cap_ubntgrstp,

usm_bdu_cap_tgrstp,

usm_bdu_cap_portliz,

usm_bdu_cap_erdl,

BOONIES

usm_bdu_boonie_wdl,

usm_bdu_boonie_dcu,

usm_bdu_boonie_des,

usm_bdu_boonie_blk,

usm_bdu_boonie_blu,

usm_bdu_boonie_gry,

usm_bdu_boonie_tan,

usm_bdu_boonie_odg,

usm_bdu_boonie_ubn,

usm_bdu_boonie_ubntgrstp,

usm_bdu_boonie_tgrstp,

usm_bdu_boonie_portliz,

usm_bdu_boonie_erdl,

8 POINT COVERS

usm_bdu_8point_wdl,

usm_bdu_8point_wdl_m,

usm_bdu_8point_dcu,

usm_bdu_8point_dcu_m,

usm_bdu_8point_des,

usm_bdu_8point_des_m,

usm_bdu_8point_blk,

usm_bdu_8point_blu,

usm_bdu_8point_gry,

usm_bdu_8point_tan,

usm_bdu_8point_odg,

usm_bdu_8point_ubn,

usm_bdu_8point_ubntgrstp,

usm_bdu_8point_tgrstp,

usm_bdu_8point_portliz,

usm_bdu_8point_erdl,

PASGT HELMETS

usm_helmet_pasgt_unb,

usm_helmet_pasgt_ce_wdl,

usm_helmet_pasgt_m_ce_wdl,

usm_helmet_pasgt_ce_dcu,

usm_helmet_pasgt_m_ce_dcu,

usm_helmet_pasgt_ce_des,

usm_helmet_pasgt_m_ce_des,

usm_helmet_pasgt_ce_blk,

usm_helmet_pasgt_ce_odg,

usm_helmet_pasgt_ce_blu,

usm_helmet_pasgt_ce_gry,

usm_helmet_pasgt_ce_tan,

usm_helmet_pasgt_ce_ubn,

usm_helmet_pasgt_rm_wdl,

usm_helmet_pasgt_m_rm_wdl,

usm_helmet_pasgt_rm_dcu,

usm_helmet_pasgt_m_rm_dcu,

usm_helmet_pasgt_rm_des,

usm_helmet_pasgt_m_rm_des,

usm_helmet_pasgt_rm_blk,

usm_helmet_pasgt_rm_odg,

usm_helmet_pasgt_rm_blu,

usm_helmet_pasgt_rm_gry,

usm_helmet_pasgt_rm_tan,

usm_helmet_pasgt_rm_ubn,

usm_helmet_pasgt_rms_wdl,

usm_helmet_pasgt_m_rms_wdl,

usm_helmet_pasgt_rms_dcu,

usm_helmet_pasgt_m_rms_dcu,

usm_helmet_pasgt_rms_des,

usm_helmet_pasgt_m_rms_des,

usm_helmet_pasgt_rms_blk,

usm_helmet_pasgt_rms_odg,

usm_helmet_pasgt_rms_blu,

usm_helmet_pasgt_rms_gry,

usm_helmet_pasgt_rms_tan,

usm_helmet_pasgt_rms_ubn,

BDUs, TROUSERS BLOUSE

usm_bdu_wdl,

usm_bdu_wdl_m,

usm_bdu_wdl2,

usm_bdu_dcu,

usm_bdu_dcu_m,

usm_bdu_des,

usm_bdu_des_m,

usm_bdu_des2,

usm_bdu_blk,

usm_bdu_blu,

usm_bdu_tan,

usm_bdu_gry,

usm_bdu_odg,

usm_bdu_ubn,

usm_bdu_ubntgrstp,

usm_bdu_tgrstp,
usm_bdu_portliz,
usm_bdu_erdl,

BDUs, BOOTS n UTES
usm_bdu_bnu_wdl,
usm_bdu_bnu_wdl_m,
usm_bdu_bnu_wdl2,
usm_bdu_bnu_dcu,
usm_bdu_bnu_dcu_m,
usm_bdu_bnu_des,
usm_bdu_bnu_des_m,
usm_bdu_bnu_des2,
usm_bdu_bnu_blk,
usm_bdu_bnu_blu,
usm_bdu_bnu_tan,
usm_bdu_bnu_gry,
usm_bdu_bnu_odg,
usm_bdu_bnu_ubn,
usm_bdu_bnu_ubntgrstp,
usm_bdu_bnu_tgrstp,
usm_bdu_bnu_portliz,
usm_bdu_bnu_erdl,

BDUs, ROLLED LOW
usm_bdu_srl_wdl,
usm_bdu_srl_wdl_m,
usm_bdu_srl_wdl2,
usm_bdu_srl_dcu,
usm_bdu_srl_dcu_m,
usm_bdu_srl_des,
usm_bdu_srl_des_m,
usm_bdu_srl_des2,
usm_bdu_srl_blk,
usm_bdu_srl_blu,
usm_bdu_srl_tan,
usm_bdu_srl_gry,
usm_bdu_srl_odg,
usm_bdu_srl_ubn,
usm_bdu_srl_ubntgrstp,
usm_bdu_srl_tgrstp,
usm_bdu_srl_portliz,
usm_bdu_srl_erdl,

BDUs, ROLLED SLEEVES HIGH
usm_bdu_srh_wdl,
usm_bdu_srh_wdl_m,
usm_bdu_srh_wdl2,
usm_bdu_srh_dcu,
usm_bdu_srh_dcu_m,
usm_bdu_srh_des,
usm_bdu_srh_des_m,
usm_bdu_srh_des2,
usm_bdu_srh_blk,
usm_bdu_srh_blu,
usm_bdu_srh_tan,
usm_bdu_srh_gry,
usm_bdu_srh_odg,
usm_bdu_srh_ubn,
usm_bdu_srh_ubntgrstp,
usm_bdu_srh_tgrstp,
usm_bdu_srh_portliz,

usm_bdu_srh_erdl,

//BDUs, BLOUSE TUCKED IN SLEEVES ROLLED LOW
usm_bdu_btisrl_wdl,
usm_bdu_btisrl_wdl_m,
usm_bdu_btisrl_wdl2,
usm_bdu_btisrl_dcu,
usm_bdu_btisrl_dcu_m,
usm_bdu_btisrl_des,
usm_bdu_btisrl_des_m,
usm_bdu_btisrl_des2,
usm_bdu_btisrl_blk,
usm_bdu_btisrl_blu,
usm_bdu_btisrl_tan,
usm_bdu_btisrl_gry,
usm_bdu_btisrl_odg,
usm_bdu_btisrl_ubn,
usm_bdu_btisrl_ubntgrstp,
usm_bdu_btisrl_tgrstp,
usm_bdu_btisrl_portliz,
usm_bdu_btisrl_erdl,

//BDUs, BLOUSE TUCKED IN
usm_bdu_bti_wdl,
usm_bdu_bti_wdl_m,
usm_bdu_bti_wdl2,
usm_bdu_bti_dcu,
usm_bdu_bti_dcu_m,
usm_bdu_bti_des,
usm_bdu_bti_des_m,
usm_bdu_bti_des2,
usm_bdu_bti_blk,
usm_bdu_bti_blu,
usm_bdu_bti_tan,
usm_bdu_bti_gry,
usm_bdu_bti_odg,
usm_bdu_bti_ubn,
usm_bdu_bti_ubntgrstp,
usm_bdu_bti_tgrstp,
usm_bdu_bti_portliz,
usm_bdu_bti_erdl,

5.

NAMETAPES

To set a nametape use this in an individual unit's init field "this setobjecttexture [0,"us_military_id\nametapes\ONE OF THE TEXTURES BELOW"]"

5.1 Nametapes

army_1sgt_name _odg_ca.paa
army_1sgt_name_des_ca.paa
army_1stltart_name_des_ca.paa
army_1stltart_name_odg_ca.paa
army_1stltav_name_des_ca.paa
army_1stltav_name_odg_ca.paa
army_1stltcav_name_odg_ca.paa
army_1stltinf_name_des_ca.paa
army_1stltinf_name_odg_ca.paa
army_1stltmed_name_des_ca.paa
army_1stltmed_name_odg_ca.paa
army_1stltsf_name_des_ca.paa
army_1stltsf_name_odg_ca.paa
army_2ndltart_name_des_ca.paa
army_2ndltart_name_odg_ca.paa
army_2ndltav_name_des_ca.paa
army_2ndltav_name_odg_ca.paa
army_2ndltcav_name_des_ca.paa
army_2ndltcav_name_odg_ca.paa
army_2ndltinf_name_des_ca.paa
army_2ndltinf_name_odg_ca.paa
army_2ndltmed_name_des_ca.paa
army_2ndltmed_name_odg_ca.paa
army_2ndltsf_name_des_ca.paa
army_2ndltsf_name_odg_ca.paa
army_bg_name_des_ca.paa
army_bg_name_odg_ca.paa
army_captart_name_des_ca.paa
army_captart_name_odg_ca.paa
army_captav_name_des_ca.paa
army_captav_name_odg_ca.paa
army_captcav_name_des_ca.paa
army_captcav_name_odg_ca.paa
army_captinf_name_des_ca.paa
army_captinf_name_odg_ca.paa
army_captmed_name_des_ca.paa
army_captmed_name_odg_ca.paa
army_captsf_name_des_ca.paa
army_captsf_name_odg_ca.paa
army_colart_name_des_ca.paa
army_colart_name_odg_ca.paa
army_colav_name_des_ca.paa
army_colav_name_odg_ca.paa
army_colcav_name_des_ca.paa
army_colcav_name_odg_ca.paa
army_colinf_name_des_ca.paa
army_colinf_name_odg_ca.paa
army_colsf_name_des_ca.paa

army_colsf_name_odg_ca.paa
army_cpl_name_des_ca.paa
army_cpl_name_odg_ca.paa
army_ltcart_name_des_ca.paa
army_ltcart_name_odg_ca.paa
army_ltcav_name_des_ca.paa
army_ltcav_name_odg_ca.paa
army_ltccav_name_des_ca.paa
army_ltccav_name_odg_ca.paa
army_ltcinf_name_des_ca.paa
army_ltcinf_name_odg_ca.paa
army_ltcmed_name_odg_ca.paa
army_ltcsf_name_des_ca.paa
army_ltcsf_name_odg_ca.paa
army_majart_name_des_ca.paa
army_majart_name_odg_ca.paa
army_majav_name_des_ca.paa
army_majav_name_odg_ca.paa
army_majcav_name_des_ca.paa
army_majcav_name_odg_ca.paa
army_majinf_name_des_ca.paa
army_majinf_name_odg_ca.paa
army_majmed_name_des_ca.paa
army_majmed_name_odg_ca.paa
army_majsf_name_des_ca.paa
army_majsf_name_odg_ca.paa
army_mg_name_des_ca.paa
army_mg_name_odg_ca.paa
army_mstsgt_name_des_ca.paa
army_mstsgt_name_odg_ca.paa
army_pfc_name_des_ca.paa
army_pfc_name_odg_ca.paa
army_pvt_name_des_ca.paa
army_pvt_name_odg_ca.paa
army_sgt1stcl_name_des_ca.paa
army_sgt1stcl_name_odg_ca.paa
army_sgt_name_des_ca.paa
army_sgt_name_odg_ca.paa
army_sma_name_des_ca.paa
army_sma_name_odg_ca.paa
army_spl_name_des_ca.paa
army_spl_name_odg_ca.paa
army_ssgt_name_des_ca.paa
army_ssgt_name_odg_ca.paa
marines_1stlt_name_des_ca.paa
marines_1stlt_name_odg_ca.paa
marines_1stsgt_name_des_ca.paa
marines_1stsgt_name_odg_ca.paa
marines_2ndlt_name_des_ca.paa
marines_2ndlt_name_odg_ca.paa
marines_capt_name_des_ca.paa
marines_capt_name_odg_ca.paa
marines_col_name_des_ca.paa
marines_col_name_odg_ca.paa
marines_cpl_name_des_ca.paa
marines_cpl_name_odg_ca.paa
marines_gnysgt_name_des_ca.paa
marines_gnysgt_name_odg_ca.paa
marines_lcpl_name_odg_ca.paa
marines_lcp_name_des_ca.paa
marines_ltcol_name_des_ca.paa
marines_ltcol_name_odg_ca.paa

marines_maj_name_des_ca.paa
marines_maj_name_odg_ca.paa
marines_mstgnysgt_name_des_ca.paa
marines_mstgnysgt_name_odg_ca.paa
marines_mstsgt_name_des_ca.paa
marines_mstsgt_name_odg_ca.paa
marines_pfc_name_des_ca.paa
marines_pfc_name_odg_ca.paa
marines_pvt_name_des_ca.paa
marines_pvt_name_odg_ca.paa
marines_sgt_name_des_ca.paa
marines_sgt_name_odg_ca.paa
marines_sm_name_des_ca.paa
marines_sm_name_odg_ca.paa
marines_ssgt_name_des_ca.paa
marines_ssgt_name_odg_ca.paa
navy_hm2_name_des_ca.paa
navy_hm2_name_odg_ca.paa
navy_hm3_name_des_ca.paa
navy_hm3_name_odg_ca.paa

5.4 Patron Nametapes (Thanks guys for your pledges. Again, I definitely appreciate it. :)

army_pfc_lippa_des_ca
army_pfc_lippa_odg_ca
army_sgt_luck_des_ca
army_sgt_luck_odg_ca
army_ssgt_monaghan_des_ca
army_ssgt_monaghan_odg_ca
marines_sgt_leone_des_ca
marines_sgt_leone_odg_ca
army_pvt_bentley_odg_ca
army_pvt_bentley_des_ca
marines_ssgt_agudelo_odg_ca
marines_ssgt_agudelo_des_ca

5.3 List of included patches

usm_101st_od_ca.paa
usm_10thmtn_od_ca.paa
usm_10thsusbrgd_od_ca.paa
usm_11tharm_od_ca.paa
usm_167thsupcom_od_ca.paa
usm_16thengbrgd_od_ca.paa
usm_172ndinf_od_ca.paa
usm_174airdef_od_ca.paa
usm_18thairborne_od_ca.paa
usm_18thmilpol_od_ca.paa
usm_1starmdiv_od_ca.paa
usm_1stcav_od_ca.paa
usm_1stcorps_od_ca.paa
usm_1stinfdiv_od_ca.paa
usm_1stsf_od_ca.paa
usm_25thinf_od_ca.paa
usm_2ndarmcav_od_ca.paa
usm_2ndid_od_ca.paa
usm_311thsigcom_od_ca.paa
usm_31stchembrgd_od_ca.paa

usm_330thmedbrgd_od_ca.paa

usm_3rdarmy_od_ca.paa

usm_3rdid_od_ca.paa

usm_4thid_od_ca.paa

usm_504milint_od_ca.paa

usm_52ndordgrp_od_ca.paa

usm_82nd_od_ca.paa

usm_civaff_od_ca.paa

usm_dcarng_od_ca.paa

usm_illng_od_ca.paa

usm_recruit_od_ca.paa

usm_sf_od_ca.paa

usm_USA_ca.paa