SimHQ ACE Quick Start Guide

Version: December 27, 2012

1. What is ACE?

ACE (Advanced Combat Environment) is a large and very popular mod for ArmA 2 which adds a large number of new features, simulation details, weapons, and units to ArmA 2 in an effort to improve the realism and quality of the game.

2. ACE Overview for SimHQ Players

The addition of ACE to the SimHQ servers will expand the types of missions we can play, the content we can experience, and the detail of our gameplay. Although realism is increased by ACE, our mission scenarios will remain centered around the same principles as always: 30-40 minute scenarios focused on effective use of small unit tactics, with permanent death but minimal player downtime.

In order to make the most effective use of the new ACE features, this document has been prepared to provide a quick guide to the most important additions made by ACE.

It is divided into two sections: things you can do, and things that can be done to you.

3. Things You Can Do

ACE adds a large number of new ways you can interact with the world, with other players, and with your weapons.

Keys Quick Reference

Before you change any ACE settings, launch the 'Clippi' application from '<your ArmA 2 install directory>\@SHQ_ACE\clippi\aceclippi.exe.' Clippi saves all of the changes you make; if it is not running, your settings will revert the next time you run ArmA 2.

ACE adds a large number of new key binds for the many actions it includes. These can be configured from the 'ACE settings' menu visible on the main ArmA 2 menu when ACE is running. Select 'Keys' from the right-hand side of the menu, then click the action to set a new key. You can add modifiers (shift, ctrl, and alt) to the key by clicking the appropriate icon.

Screenshots of the default keys follow.

INTERACTION

Interaction menu			Right Windows
Self interaction menu			App Menu
Tapshoulder	⇧		T
Knockdown	⇧	CTRL	K
Measure wind	⇧		K
Handsignals			Tab

ITEMS

NVG

Brightnessup		Page Up
Brightnessdown		Page Down

Rangefinder

Toggle power				R
Cycle display			ALT	R
Load battery	⇧	CTRL	ALT	R
Lasercode up	⇧			RIGHT
Lasercode down	⇧			LEFT

DAGR

Toggle DAGR		Home
Open DAGR menu	⇧	Home

WEAPONS

Unjam	⇧		R
Rest weapon	⇧		Space
Roundcount			'
Safe	⇧		~
Rifle	⇧		1
GI	⇧		2
Throw	⇧		3
Put	⇧		4
Firemodes			F
Gunlight change		ALT	L

VEHICLES

Afterburner	Caps Lock
Toggle ILS	K

Sight adjustment at

Elevation up	UP
Elevation down	DOWN

Sight adjustment rifle

Open adjustment dialo	⇧	V
Elevation up		UP
Elevation down		DOWN
Windage left		LEFT
Windage right		RIGHT

Sight adjustment gl

Toggle elevation info	⇧	0 [NUM]
Elevation up		UP
Elevation down		DOWN

Stamina

Panic button	Num Lock

Map Tools

Place ruler	H
Align ruler	J
Start drawing	[
End straight line	]
Delete line	\

Air hud

Pickle weapon	⇧ CTRL	Space

Reticles

Reticle illum	⇧	L
Veh reticle up		UP
Veh reticle down		DOWN

FCS (Air)

Toggle Laser KH29		Space
Toggle Laser		L
Toggle Fire Mode		Tab
Toggle Longbow Map	⇧	Tab
Laser KH29 up		UP
Laser KH29 down		DOWN
Laser KH29 left		LEFT
Laser KH29 right		RIGHT

MFDs

Toggle mfd open	⇧	CTRL	Q
Odometer start		CTRL	Insert
Odometer stop		CTRL	Delete

OTHER

Quick mag check	⇧			G
Quick ruck check			ALT	G
Drag nearest ruck	⇧	CTRL	ALT	D

Essential ACE Actions for Infantry

This section will provide an overview of the most important ACE actions and default keys.

Interaction menu

Default: Right Windows key

This is used to 'interact' with the world in additional ways added by ACE (beyond the usual middle mouse/scroll wheel menu). This is the most important key in ACE. Here are a few uses:

- Access another player's rucksack

- Access another player's gear

- Prepare or disarm an explosive on the ground

- Interact with a static weapon to dissemble, assemble, move, or load it

- Handcuff and subdue civilians

- and more.

If there is something in the world and you want to do something to it, look at it and press the Interaction key.

Self-interaction menu

Default: Menu key (the key with a square menu shape on it next to your Right Windows key)

If you don't have a Menu key, you may want to rebind this to Left Windows (for example). The Self-Interaction menu allows you to interact with your character in ways added by ACE. For example, you use it to:

- Put on a gasmask or other headgear

- Place explosives

- Deploy certain items such as spotting scopes, SOFLAM tripods, and static weapons

- Repack the rounds in your partially-used magazines into full magazines

Night vision brightness

Default: Page Up, Page Down

You can adjust the brightness of your NVGs, to make them glare less in bright conditions.

Laser rangefinder and designator

Default: R

Press R to turn on your Laser Rangefinder (Vector 21B) or Laser Designator (SOFLAM) after bringing them up. Then, left click as usual to range or designate a target.

Rest weapon on surface

Default: Shift-Space

When your rifle or MG is resting on a surface, such as a low wall, window sill, or vehicle hood, you can press the 'Rest weapon' key to rest it on the surface, steadying it considerably. If the weapon has a bipod, you can also deploy the bipod while prone or on a surface to get an even steadier firing position.

Weapon fast access keys

Default: Shift-`, Shift-1, Shift-2, Shift-3, Shift-4, Shift-5

You can switch directly between weapons without cycling through all of them in ACE by using these keys. Shift-` will put your weapon on Safe, preventing you from firing accidentally. Shift-1 selects your rifle, Shift-2 your Grenade Launcher, Shift-3 your grenades, and Shift-4 any placeable weapons

Sight adjustment

Default: Up Arrow, Down Arrow, Shift-V

When using a weapon with adjustable sights such as an AT launcher, grenade launcher, marksman/sniper rifle, or manually-set vehicle turret, you can use these keys to adjust the range of the weapon. AT and grenade launchers are set based on the range of the target. Rifles and vehicle turrets are set based on the range to the target.

For example, to hit a tank 200 meters away with an AT weapon, you press the Up Arrow after getting out your M136 until the display said "200 m." The iron sights are then set for that range.

For precision rifles, press Shift-V to bring up the scope turrets and range table. For more on this, see any guide on ranging and milling, such as http://www.mil-dot.com/user-guide. Scope reticles in ACE are correctly calibrated for ranging and estimating drop.

Essential ACE Actions for Vehicles

ACE adds several systems to vehicles, but the most important two are the Fire Control System (FCS) for many armored vehicles, and the lasing system for attack helicopters.

Activate Fire Control System

Default: Tab

When in the gunner position of a modern armored vehicle such as an M1 Abrams tank, press Tab to activate the Fire Control System. You can then press Tab at any time to range the target under the reticle, and your weapons will automatically be set to hit at that range. Additional modes, such as Boresight mode, are available from the scroll action menu. The system can also automatically compensate for moving targets if you track with the turret for a few seconds.

Activate Air Laser

Default: L or 'Laser on' from the scroll menu

In attack helicopters such as the AH-64D Apache, the gunner can laser designate targets, and must designate such targets before using laser-guided Hellfires. Use Tab to bring up the FCS and range the target, and press L to turn on the laser to provide a target for your Hellfires. You can press Shift-Ctrl-Q to toggle the MFD which allows you to set the laser code and the missile flight mode (such as Lock On After Launch (LOAL)).

4. Things That Can Be Done To You

ACE also adds some new dangers to be aware of.

Backblast

Weapons such as recoilless AT launchers (M136, RPG-7, RPG-18, etc.) and similar systems will
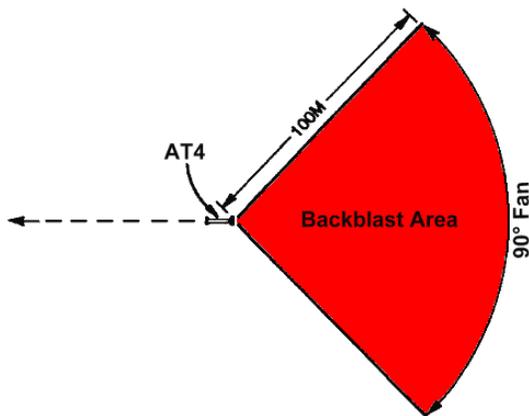

now create a zone of backblast behind them when fired, simulating the hot gas and high pressure created by the weapon in real life. If you're in this area, you're likely to be killed or severely wounded. If you are the AT operator, be sure to clear your backblast – say, "Clear my backblast!" then give a warning before firing. "Rocket!"

If you fire indoors, backblast will build up in the room and you may be killed. Use a soft-launch weapon such as the Javelin in these cases.

Muzzle Effects

Heavy weapons such as tank guns now create pressure zones when fired which can scramble your brains – don't stand in front of tanks when they're firing.

DANGER ZONE WHEN FIRING THE M256 120mm GUN
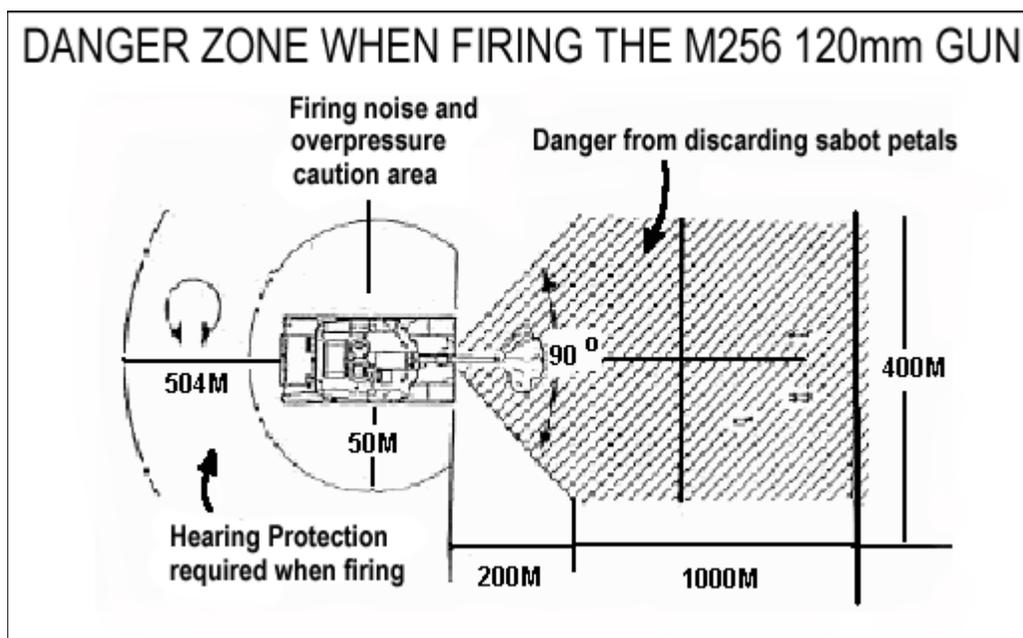
Vehicle Damage

Vehicles no longer reliably 'pop' when hit due to an improved damage model. For example, an M136 shot to the back of a T-72 may simply cause it to stop dead. The crew is killed, but the tank itself will not explode. Be very careful assuming that vehicles are 'dead.'

Secondary Explosions

In missions where it is enabled, armed vehicles may now 'cook off' when destroyed, sending a shower of sparks, bullets, and ordnance out from them as they burn. Stay away from vehicles that are cooking off, and if your vehicle has been hit and is burning, GET AWAY!

Nasty AI

ACE-enhanced AI engage from greater distances in more realistic ways. Pilots should be aware that the AI will use RPGs against hovering and slow-moving helicopters – and they're good at it.