

Don Rudi's

```
if heloGroup and heloGroup:isExist() then
    local unit = heloGroup:getUnit(1)
    if unit then
        local velocity = unit:getVelocity()
        local altitude = land.getHeight({ x = unit:getPoint().x, y = unit:getPoint().z })
        local altitudeAGL = unit:getPoint().y - altitude
        local velocityAGL = unit:getPoint().x - velocity.x
        if velocityAGL < 2 and altitudeAGL < 5 then
            -- After ensuring it has landed, apply the delay
            timer.scheduleFunction(function()
                FATCOW LANDED = true
                spawnFARP(heloGroupName, heloNum .. " has landed. FARP will be active for ".. FARP_DURATION/60 .. " minutes.", 10)
                trigger.action.outText(heloNum .. " has landed. FARP will be active for ".. FARP_DURATION/60 .. " minutes.", 10)
                trigger.action.outText(heloNum .. " has landed. FARP will be active for ".. FARP_DURATION/60 .. " minutes.", 10)
            end, {}, timer.getTime() + FARP_DURATION)
            -- Set a dedicated function to check if FARP is expired
            timer.scheduleFunction(function()
                if FARP_EXPIRED == true then
                    FARP_EXPIRED = false
                end
            end, {}, timer.getTime() + FARP_DURATION)
        else
            -- Keep checking until landed
            return timer.getTime()
        end
    end
end
end, {}, timer.getTime() + 10)
else
    trigger.action.outText("Unable to land.", 10)
end
end
end, {}, timer.getTime() + 1)
end
end
end

function getHelicopterPosition(heliName)
    local heli = Unit:getByName(heliName)
    if heli and heli:isExist() then
        local position = heli:getPosition()
        local heading = math.atan2(position.x.z, position.y.z)
        return heli:getPoint(), heading
    end
    return nil, nil
end

-- Fill FARP Warehouse
local function FARP_FILL()
    Airbase.getByName("FATCOW_FARP"):getWarehouse():setLiquidAmount(0, FARP_FUEL)
    Airbase.getByName("FATCOW_FARP"):getWarehouse():setLiquidAmount(1, FARP_FUEL)
    return nil
end

-- Function to spawn the FARP and associated objects
function spawnFARP(heliName)
    local heliPos, heliHeading = getHelicopterPosition(heliName)
    local heliPos, heliHeading = getHelicopterPosition(heliName)
    local heliPos, heliHeading = getHelicopterPosition(heliName)
```

Fat Cow script

(AI & human controlled)

Introduction

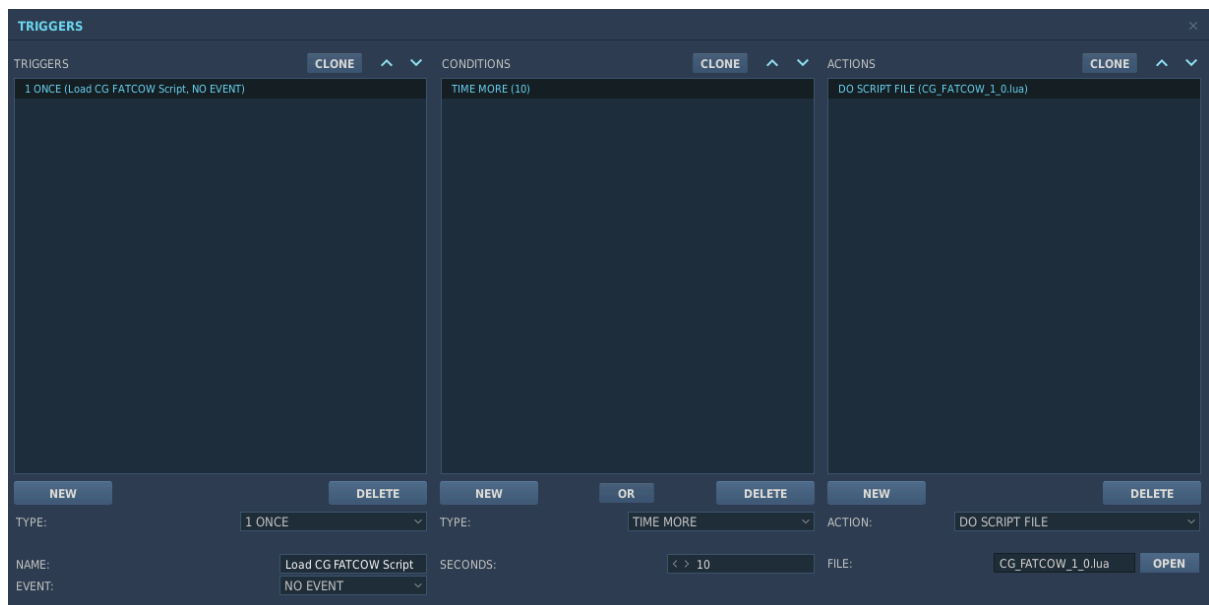
One role of CH-47 helicopters is that of “Fat Cow”, i.e. to provide a forward refueling point for other helicopters. As an interim solution until the functionality is implemented in the core game, I created these little scripts.

One script will implement an easy to use AI Fat Cow for SP and MP.

The other script will implement an equally easy to use human controlled Fat Cow.

How to implement the scripts in a mission

In the mission editor create a new trigger:



TYPE: Once

CONDITION: not required. To your liking, maybe dependent on a zone or after a given time.

AI version:

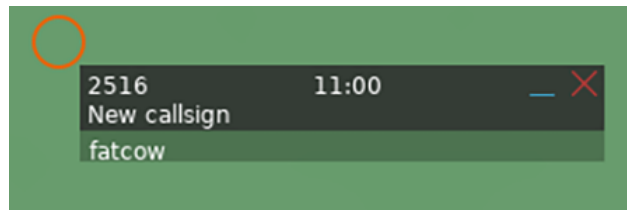
ACTION: DO SCRIPT FILE -> open -> select file **CG_FATCOW_1_0_5.lua**

Human version:

ACTION: DO SCRIPT FILE -> open -> select file **CG_FATCOW_Human_1_0_5.lua**

How it works - AI version

- To request a Fat Cow at any time, simply put a marker on the F10, where you want the refueling point to be erected and enter "fatcow" into the text field (not case sensitive).

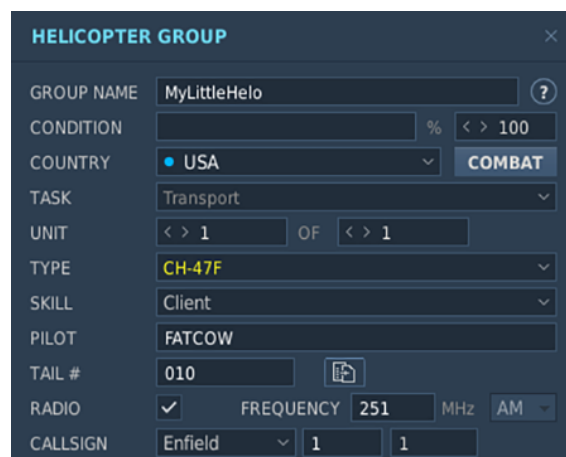


Now a CH-47 (Mi-26) will spawn at a random position, 10 miles out. It will fly to the marked point, land and after a little delay, erect a refueling and repair point. The default duration for this temporary FARP is 20 minutes.

After the time has elapsed, the Fat Cow will pack up and depart again.

How it works - Human version

- The human controlled Fat Cow needs to have "FATCOW" as it's Pilot (=unit) name.



Alternatively you can edit the name in the first lines of the script:

```
6 -- User adaptable values
7 local PLAYER = "FATCOW"
8 local FARP_ERECT_DELAY = 60
```

After landing, you can activate the FARP by using the F10 radio item "FATCOW activate".

After the default erect time has elapsed, the FARP will be active (visible by the soldiers in front of your cockpit).

To deactivate use the F10 menu again or take off, the FARP will then be removed automatically.

The refueling point



Your refueling point will be approximately 400 feet in length. As the Fat Cow can approach from any direction, make sure your chosen landing area is around 1000 x 1000 feet in size.¹

The landing spot is 300 feet aft of the Fat Cow helicopter. Land close to the two soldiers with the fire extinguisher.

If the ground crew does not react, you are too far away.



Blue FARP



Red FARP

¹ Note: unlike the screenshot it is an invisible FARP.

Adaptability - AI version

You can change the default values for the spawning distance and FARP duration in the very first lines of the script:

```
5  -- User adaptable values
6  local FARP_DURATION = 20 * 60      -- minutes
7  local FATCOW_SPAWN_DISTANCE = 10   -- in nm
8  local FARP_FUEL = 5000             -- 5000 kgs jetfuel and av gas
```

You can also change the type of helicopter for your Fat Cow. By default the script uses the CH-47F for the blue side and the Mi-26 for the red side:

```
26 local FATCOW_BLUE = "CH-47Fb11"
27 --local FATCOW_BLUE = "CH-47D"

19 local FATCOW_RED = "Mi-26"
20 -- local FATCOW_RED = "Mi-8MT"
```

To change from a CH-47F to a CH-47D or from a Mi-26 to a Mi-8, simply remove the two dashes in the respective line and add them at the beginning of the original line.

Adaptability - Human version

You can change the default values for the player aircraft's name and the duration (in seconds) it takes to erect the FARP after landing, in the very first lines of the script:

```
6  -- User adaptable values
7  local PLAYER = "FATCOW"
8  local FARP_ERECT_DELAY = 60
```

Re-Arming

Fat Cows only carried fuel, however upon user request I added the following items to the Fat Cow's inventory:

2x	AGM114L	Radar Hellfire	for the Apache
2x	AGM-114K	Laser Hellfire	for Apache and Kiowa
38x	Hydra-70	M151/M156	for Kiowa, Apache and Huey
7x	APKWS	M151	for Kiowa
4x	Smokegrenades of each colour		for Kiowa
4x	HOT3		for Gazelle
1x	GIAT SAPHEI		for Gazelle

various doorgunners for Chinook and Huey

Imprint

v1.0	initial release
v1.0.1	enhanced warehouse
v1.0.5	enhanced warehouse, changed infantry to real units, added Manpad

11/2024

By Don Rudi

Also checkout my other scripts:

Lase anything script:

<https://www.digitalcombatsimulator.com/en/files/3339667/>

Arty Spotter script (SP version):

<https://www.digitalcombatsimulator.com/en/files/3338671/>

Arty Spotter script (MP version):

<https://www.digitalcombatsimulator.com/en/files/3339128/>

FAC script:

<https://www.digitalcombatsimulator.com/en/files/3325979/>

Enjoy!

