

POOK'S CAMO NET PACK

Version: 4.1 | Release Date: 7/29/2016

OVERVIEW

This addon adds new camo nets and support equipment in different versions.

Selections include:

- Sniper nets (2-man and 3-man styles)
- Vehicle nets
- Revised vehicle net scripts
- Spotter Nets
- Signal Marker panels
- Vehicle flag selection

Sniper Nets are by nature intended to provide players with better concealment. The nets in this addon are designed to achieve this goal with a plethora of current camouflage colors and patterns. The 3D models are configured to provide concealment from AI.

All Sniper and Vehicle nets are located under Empty > Camo Nets in the 2D editor. In the 3D editor there is now a "Camo Nets (POOK)" category under Empty. Mission makers may manually place these or their respective ammo crates (for the inventory items) within the mission.

The sniper camo nets come in two sizes. The sniper nets are now stored within inventory (ideally a backpack or web gear) and are available in the ammo crates (Camo Nets > Crates - Camo Nets). Simply drop these to the "Ground" selection within your Gear selection menu to deploy and remove them.

The "default" style "camp" or "FARP" net is now available in all colors and styles (under Camo Nets > FARP Nets). Like the sniper nets, the FARP nets are stored within inventory, and can be deployed and stored from within the Gear selection menu.

Vehicle nets are deployable either from the editor, or via a revised script. The revised script was updated to streamline the process for mission makers to equip any vehicle with deployable camo nets.

NEW for Version 4.1 includes a backpack-deployable "spotter net" that contains a laser designator, and integration of my Signal Markers addon. Signal panels represent real-world ground-to-air signal markers. They are intended primarily for multiplayer use.

Spotter nets are configured as a static "weapon", and are carried and deployed via backpacks.

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\@POOK\pook_camonets_guide.pdf
\@POOK\POOK.bikey (* pook_bikey also available for download on ofpec.com)

\@POOK\Addons\pook_camonets.pbo
\@POOK\Addons\pook_camonets.pbo.pook_v2.bisign

DISCLAIMER / CREDITS

- Some content from Arma1/Arma2 sample models; therefore you are bound by the sample model EULA restrictions.
- This mod is ONLY for use with BIS games (Arma engine and VBS titles only)!
- No derivatives, decompilation, reverse engineering, or otherwise repurposing of this addon are allowed.
- This may not be posted on Steam Workshop without my express written permission.

No one may charge for, or receive financial compensation for use of, or access to, any part of this addon in any way or form, including "perk"-based access, and especially no use is permitted on "life" servers or any other servers where this addon is not provided free for use.

- Armaholic always has permission to distribute this and any of my POOK_ mods as they deem necessary due to the immense service they provide to the community!
- Requests for commercial / military use, please contact me via email: HCPOOKIE@HOTMAIL.COM

CREDITS:

- CUP for development of A2-style factions for "current world" use.

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CHANGELOG

v4.1: 7/29/2016

- IMPROVED: Vehicle placement scripts
- IMPROVED: Revised readme instructions
- NEW: 3D editor subclasses
- NEW: Spotter Nets

v4.0: 2/18/2016

New objects for use in spawning scripts:

- NEW: "Artillery Rampart" embankment: pook_nets_fort_artillery_nest
- NEW: Satellite dish with tall pole: pook_satellite_dish
- NEW: Satellite phone: pook_SatPhone

v3.1: 12/5/2015

- FIX: Dependency error causing pop-up on launch.

v3.0: 12/4/2015

- FIRST ARMA3 VERSION

- Backpack nets completely removed due to A3 backpack system. Simply select drop nets from the Ammo crates. Vehicle nets are unaffected and remain as-is.
- Ammo > Camo Nets (inventory: West 2-man) Crate

v2.0: 11/30/2012

- New: Inventory-item selectable sniper/FO nets found in new AMMO category:

- Ammo > Camo Nets (inventory: East 2-man) Crate
- Ammo > Camo Nets (inventory: West 2-man) Crate
- Ammo > Camo Nets (inventory: East 3-man) Crate
- Ammo > Camo Nets (inventory: West 3-man) Crate

v1.3: 12/24/2011

- New: MH6 Littlebird camo nets

- Update: Another editor class reorganization to keep things sorted better. Editor Classes arranged by pattern (East/West):

- Empty > Camo Nets - Ground Vehicles (Med - APC Sized)
- Empty > Camo Nets - Ground Vehicles (Lg - Tank Sized)
- Empty > Camo Nets - Ground Vehicles (XL - Truck Sized)
- Empty > Camo Nets: Heli
- Empty > Camo Nets: Aircraft

- Fix: Some nets were listed as different versions

v1.2: 11/30/2011

- New: Nogovan Oak Camo pattern for nets

- Fix: Detection by enemy AI is significantly reduced by the nets.

v1.1: 11/22/2011

- New: Aircraft and helicopter vehicle nets.

- New: Additional Camo Patterns (listed above).

- New: Improved 3D models for sniper camo nets (small and medium) to further enhance AI detection avoidance.

- Update: Editor class reorganization to keep things sorted better. Editor Classes:

- Empty > Camo Nets: Soldier
- Empty > Camo Nets: Backpacks
- Empty > Camo Nets: Ground Vehicles
- Empty > Camo Nets: Heli
- Empty > Camo Nets: Aircraft

v1.0: 11/17/2011

- INITIAL RELEASE

NET PATTERNS

The “standard” camo net is now available in both styles and all the color patterns. Color patterns are obtained mostly from Real World patterns. There are some patterns that are directly matched to in-game factions/maps and are listed below.

The “East” pattern uses the woven burlap style (aka the M.A.S.H net). The “West” pattern uses the common waffle cut fabric style.

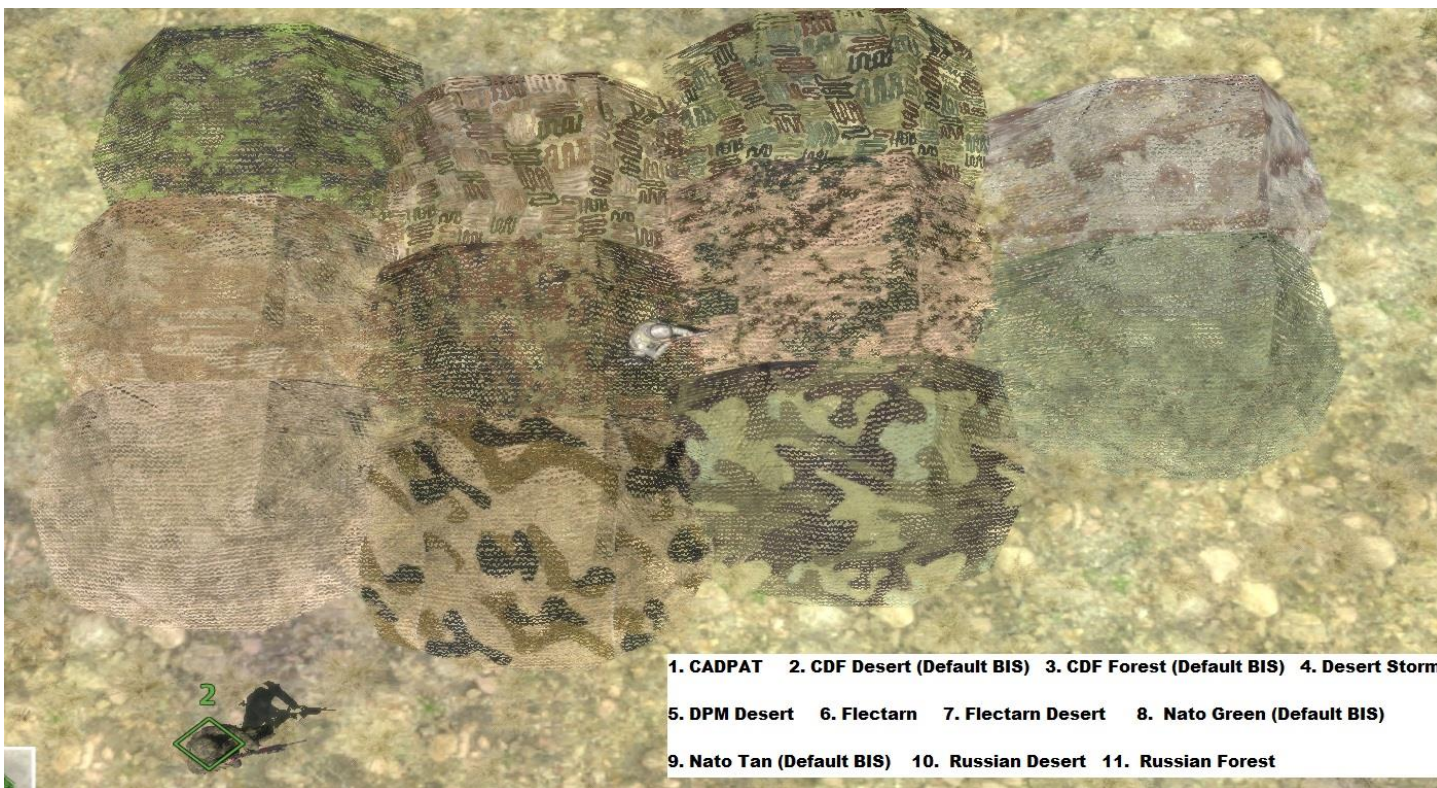
Lingor Jungle (texture credit to IceBreakr)



Duala Desert (texture credit to IceBreakr)



East Pattern Real-World Colors



1. CADPAT 2. CDF Desert (Default BIS) 3. CDF Forest (Default BIS) 4. Desert Storm
5. DPM Desert 6. Flectarn 7. Flectarn Desert 8. Nato Green (Default BIS)
9. Nato Tan (Default BIS) 10. Russian Desert 11. Russian Forest

West Pattern Real-World Colors



These color variations combined represent a total of 22 color patterns in the 2 main styles (east/west). Some specific BIS patterns such as the “NATO green”, “NATO Desert”, and “CDF Forest” etc. are set patterns and only found in their respective styles. More colors may be added as island makers contribute, and as determined is necessary for specific applications.

NET INTERACTION

The nets have an “empty” geometry and can be driven through without damaging the net. This was done to facilitate artillery and directed fire units that may need to traverse weapons through the net. This will also avoid AI-related net destruction, and will avoid multiplayer deployment issues that sometimes occur, such as nets on top of vehicles, nets being destroyed when spawned, etc.

NET USABILITY

Enemy AI detection with sniper nets is **significantly** reduced! Success against enemy AI detection is subject to these requirements:

- You **MUST** remain prone. AI can detect you easier when crouched.
- Your weapon must be inside the net. Barrels sticking through the net may be detected.
- Your body must remain motionless. NOTE: Head-only movements were not detectable by the AI during my testing.
- Since your body must remain motionless, your AI squad members may be susceptible to detection depending on the circumstances (for example, if an AI squad member was to "turn to" the enemy, they could be detected).

The nets will reduce enemy AI detection, but **may not** completely eliminate it! As in real life, the nets are concealment, not cover. You may still be detectable by the AI. The view geometry is configured to appear as a completely opaque structure.

SNIPER NETS

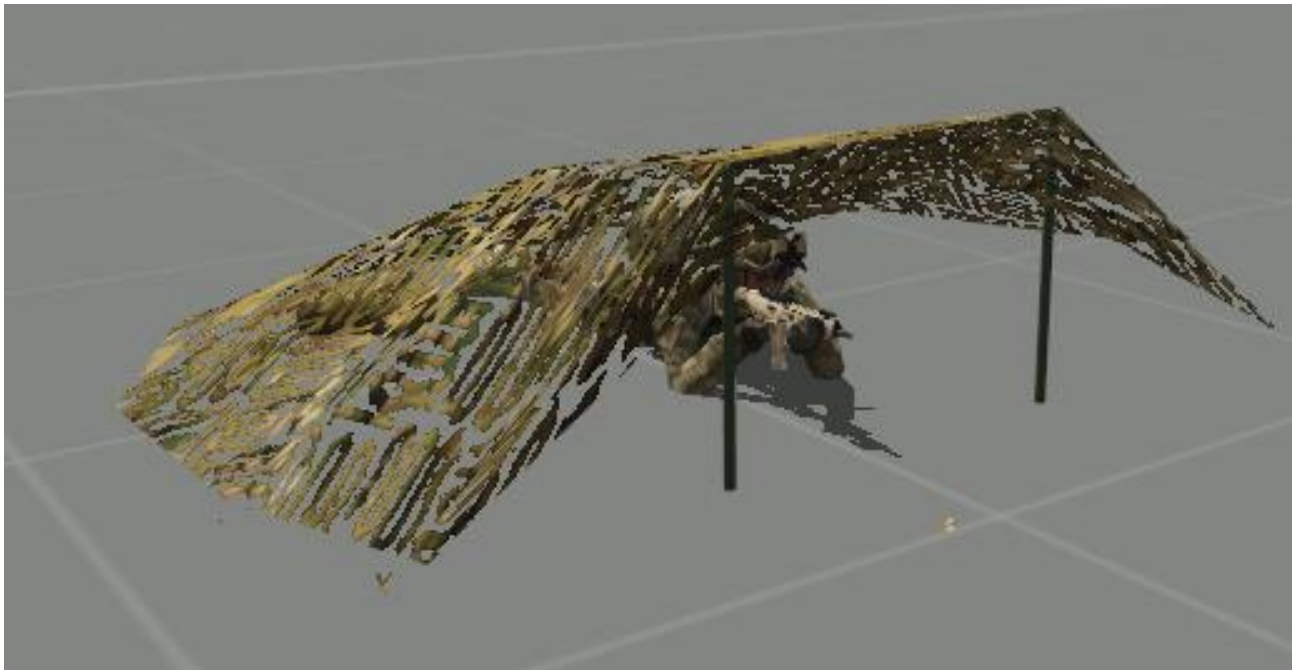
The “standard” camo net that started this mod is available in both styles and all the color patterns. These may be deployed and stowed from within the inventory menu for the player. These inventory-based items are available within their respective supply crates, which may be added via the mission editor.

To deploy and retrieve them, simply enter the in-game “Gear” menu and drag the net to/from an available storage slot within your backpack/gear harness. To establish the net in the environment, simply enter the “Gear” menu and drop it on the ground. Dropping will automatically erect the net in the direction you are currently facing.

To retrieve the net, you must utilize the “Gear” menu! Use of the default “take net” action menu item will completely remove the net from the mission.

The 2-man style is intended for prone use. The height warrants entering the prone position. They are ideal for low to high grassy areas or more barren areas.

2-man East Pattern (Multicam)



2-man West Pattern (Flecktarn Forest)

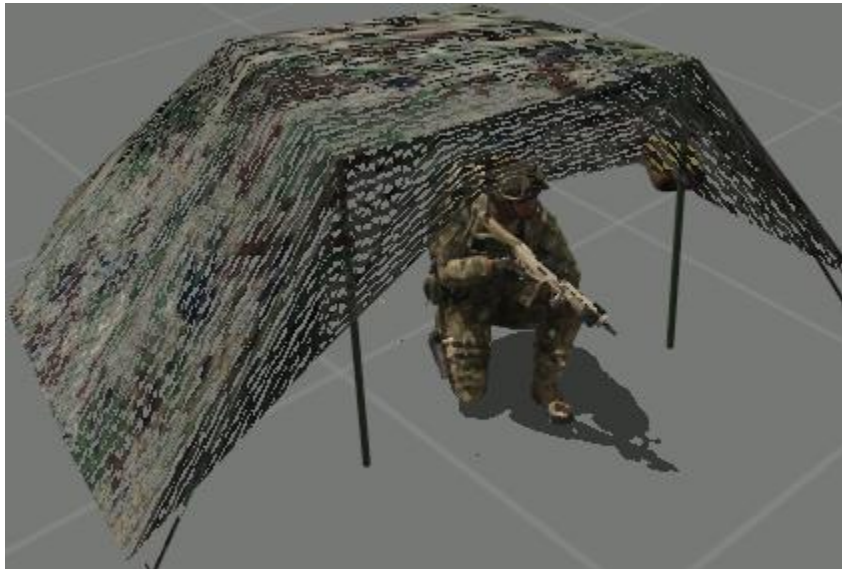


The 3-man tent is as the name implies larger and able to cover 3 men, in either the crouched or prone position. They are ideal for use in areas where higher ground cover is common.

3-man East Pattern (Desert Tan Camo)



3-man West Pattern (SURPAT)

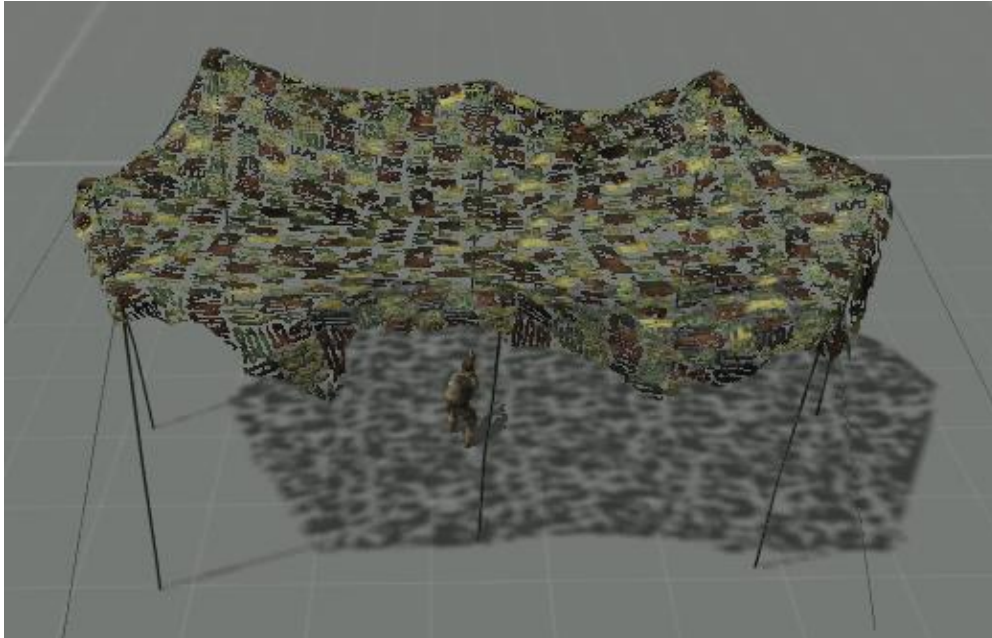


FARP NETS

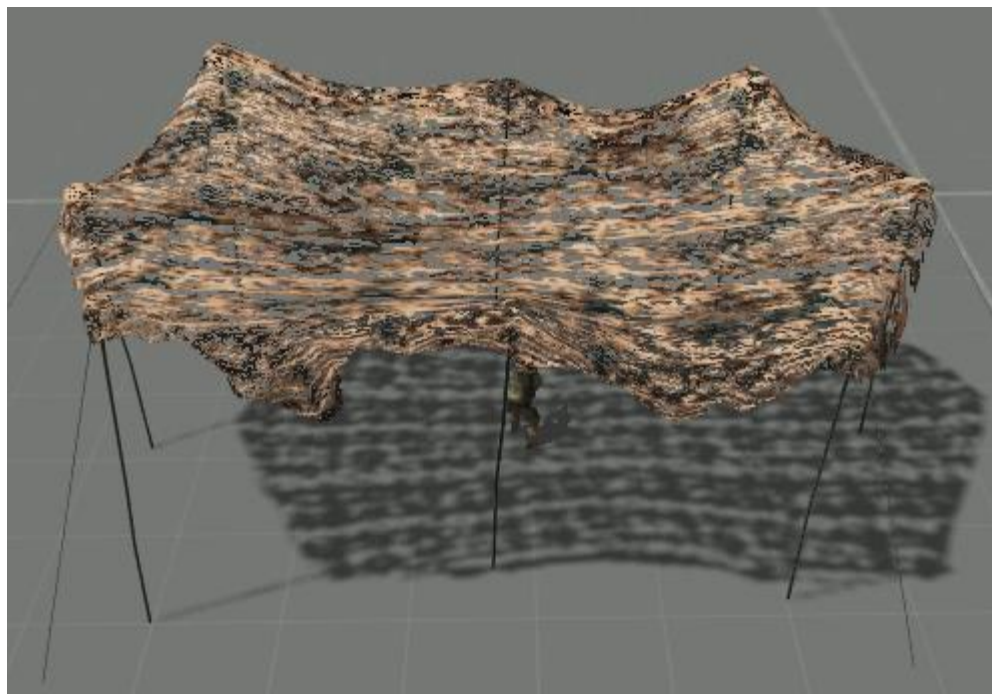
The “standard” camo net is now available in both styles and all the color patterns. These are available directly within the editor, and can also be deployed and stowed to/from inventory for rapid deployment within the mission.

The “East” pattern uses the woven burlap style (aka the M.A.S.H net). The “West” pattern uses the common waffle cut fabric style.

East Pattern (CDF Woodland Camo)



West Pattern (Flecktarn Desert)



VEHICLE NETS

The vehicle nets are back! The vehicle nets provide a set of different nets that were fashioned to work with specific vehicles in mind. There are also ground vehicle nets that are more “generic” in their design.

The ground vehicle nets are arranged by different sizes. for land vehicles in three different sizes: "Vehicle Medium" for M113 sized and smaller vehicles, "Vehicle Large" for tank-sized vehicles, and "Vehicle XL" for vehicles up to 5T trucks.

The vehicle nets can be placed via the editor. They are also able to be added to a vehicle within the editor via scripting (see below). The scripts are the recommended placement solution for mission makers.

VEHICLE SCRIPT USAGE

The net scripts have been optimized to provide a better streamlined configuration process. The scripts add a user action to the vehicle to Deploy/Stow the vehicle camo net.

The vehicle net scripts are configured to automatically stow the nets if the vehicle starts its engine. It will automatically be removed if the vehicle is destroyed. These features are automatic; mission makers do not need to do anything else.

To use the scripts, simply add this to the vehicle INIT within the editor.

1. Add these lines to the vehicle's INIT line in the editor:

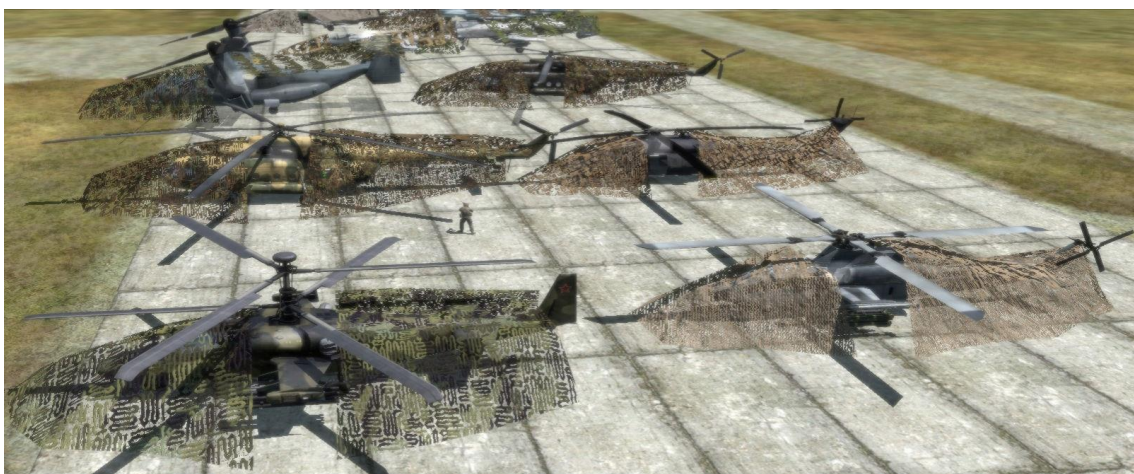
```
this setVariable ["vehicle_camonetDeployed", false, true];  
  
this addAction ["Deploy Camo Net", "pook_camonets\scripts\camonetvehicle.sqf", ["Deploy","XXX"], 51, false, true, "", "!( _target getVariable 'vehicle_camonetDeployed')"];  
  
this addAction ["Stow Camo Net", "pook_camonets\scripts\camonetvehicle.sqf", ["Stow","XXX"], 50, false, true, "", "!( _target getVariable 'vehicle_camonetDeployed')"];
```

2. Replace “XXX” with the appropriate net name for the type of net you desire. This example would equip the vehicle (presumably an MV22) with an MV22 East style net in the Flecktarn camo pattern:

```
this setVariable ["vehicle_camonetDeployed", false, true];  
  
this addAction ["Deploy Camo Net", "pook_camonets\scripts\camonetvehicle.sqf", ["Deploy","pook_camonet_airheloMV22_east6"], 51, false, true, "", "!( _target getVariable 'vehicle_camonetDeployed')"];  
  
this addAction ["Stow Camo Net", "pook_camonets\scripts\camonetvehicle.sqf", ["Stow","pook_camonet_airheloMV22_east6"], 50, false, true, "", "!( _target getVariable 'vehicle_camonetDeployed')"];
```

Consult the class name list (below) for a comprehensive list of vehicle nets.





SIGNAL MARKER PANELS

The signal panel markers are intended for ground-to-air communications where other communication methods are either not feasible or not desired. The intent of this set is to assist in multiplayer scenarios. The in-game signal panels are modelled on real-life signal markers.

The use of signal panel markers in Real Life is used when radio communications are either undesired or impossible. In-game communications between players in multiplayer scenarios are enhanced by providing ground troops with an instant way to mark their position for overhead CAS units, resupply units, etc. and communicate basic game-relevant information. This is ideal for use in Veteran mode multiplayer scenarios where “friendly tags” are disabled.

The signal panels are available in red, yellow, and purple. There are 7 different signal panel arrangements in each color for a total of 21 different signal panel choices:

1. Triangle - Land Here
2. Directional Arrow
3. X - Unable/Negative
4. W - Require Mechanic
5. Chevron - Require Ammo
6. I - Require Medical Assistance
7. L - Require Fuel

Signal Panels In-game



Reference List of Real-World Ground-to-Air signal markers

I	II	X	F	≧	K
Require Doctor serious injury	Require Medical Supplies	Unable To Proceed	Require Food and Water	Require Firearms AND Ammo	Indicate Direction To Proceed
↑	I>	↩	Δ	LL	L
Am Proceeding in this direction	Will Attempt Take Off	Aircraft Badly Damaged	Probably Safe to Land Here	All Well	Require Fuel and Oil
N	Y	JL	W	□	!
No	Yes	Not Understood	Require Mechanic	Require Map and Compass	Require Signal Lamp with Battery and Radio

If in doubt, use international symbol — **SOS**

Figure 5-31. EMERGENCY CODES.

The signal panels are available to mission makers via the Editor. They may also be selected via the Inventory system, in the same fashion as the sniper nets. They are found in the 3D editor under “Camo Nets (Pook)” > “Signal Panels”. A basic selection is available via the editor.

The primary intention for use is to equip via the Inventory. The Signal Panel crate found under “Camo Nets (Pook)” > “Crates” contains all 21 of the signal panels. To use, employ the same fashion as with the sniper nets. Simply open the “Gear” menu and drop/stow the panel within inventory.

As with the sniper nets, the signal panels utilize a minimum of gear space to accommodate the carry of several signal markers at once. This simulates the real life ability to strap a lightweight marker to one’s gear.

VEHICLE FLAGS

I have included an expanded vehicle flag solution within this pack. This will allow mission makers to enhance convoys and decorate vehicles with “native” for their favorite CUP factions.

The vehicle flags are found in the 3D editor under “Signs” > “Flags”. They are representative of all CUP factions. They include:

- | | |
|------------------------|----------------------|
| - ACR | - Russian Navy |
| - CDF | - Takistani Guerilla |
| - ChDKZ | - Takistani Militia |
| - Chernarus (Civilian) | - Takistan Army |
| - Germany | - UK |
| - NAPA | - UNO |
| - PMC | - US |
| - Russia | |

Also included are Red Cross, Red Crystal, and a solid red flag.

The vehicle flags are fully animated and can be attached to any vehicle via the **attachTo** command. Further information about the **attachTo** command may be found here:

<http://community.bistudio.com/wiki/attachTo>

Some experimentation may be required to find the ideal “attachTo” location for each vehicle.



CLASSNAMES

The camo numbers are arranged so as to allow mission makers the ability to script the creation of nets within a mission.

The “no number” and number 2 versions are specific BIS patterns that are hard coded and have no analog in the alternate patterns. The numbers 3-22 are identical camo textures, regardless of the net pattern.

CAMO NUMBER SCHEME

The numbers represent the camo type (0-22):

(no number) = BIS Chernarus Camo (East Pattern)	(no number) = BIS Nato Green (West Pattern)
2. BIS Desert Brown (East Pattern)	2. BIS Nato Tan (West Pattern)
3. CADPAT	13. DPM Forest
4. Desert Storm	14. MARPAT
5. DPM Desert	15. Multicam
6. Flecktarn	16. Snow
7. Flecktarn Desert	17. Spec camo
8. Russian Desert Camo	18. SURPAT
9. Russian Forest Camo	19. Woodland
10. AOR Forest	20. Nogovan Oak
11. ATACS Desert	21. Duala Brown
12. ATACS Forest	22. Lingor Jungle

GROUND VEHICLE NETS

Medium Vehicle (M113 sized) pattern:

pook_camonet_vehmed_east	pook_camonet_vehmed_west
pook_camonet_vehmed_east2	pook_camonet_vehmed_west2
pook_camonet_vehmed_east3	pook_camonet_vehmed_west3
pook_camonet_vehmed_east4	pook_camonet_vehmed_west4
pook_camonet_vehmed_east5	pook_camonet_vehmed_west5
pook_camonet_vehmed_east6	pook_camonet_vehmed_west6
pook_camonet_vehmed_east7	pook_camonet_vehmed_west7
pook_camonet_vehmed_east8	pook_camonet_vehmed_west8
pook_camonet_vehmed_east9	pook_camonet_vehmed_west9
pook_camonet_vehmed_east10	pook_camonet_vehmed_west10
pook_camonet_vehmed_east11	pook_camonet_vehmed_west11
pook_camonet_vehmed_east12	pook_camonet_vehmed_west12
pook_camonet_vehmed_east13	pook_camonet_vehmed_west13
pook_camonet_vehmed_east14	pook_camonet_vehmed_west14
pook_camonet_vehmed_east15	pook_camonet_vehmed_west15
pook_camonet_vehmed_east16	pook_camonet_vehmed_west16
pook_camonet_vehmed_east17	pook_camonet_vehmed_west17
pook_camonet_vehmed_east18	pook_camonet_vehmed_west18
pook_camonet_vehmed_east19	pook_camonet_vehmed_west19
pook_camonet_vehmed_east20	pook_camonet_vehmed_west20
pook_camonet_vehmed_east21	pook_camonet_vehmed_west21
pook_camonet_vehmed_east22	pook_camonet_vehmed_west22

Large Vehicle (Tank sized) pattern:

pook_camonet_vehtank_east	pook_camonet_vehtank_west
pook_camonet_vehtank_east2	pook_camonet_vehtank_west2
pook_camonet_vehtank_east3	pook_camonet_vehtank_west3
pook_camonet_vehtank_east4	pook_camonet_vehtank_west4
pook_camonet_vehtank_east5	pook_camonet_vehtank_west5

pook_camonet_vehtank_east6	pook_camonet_vehtank_west6
pook_camonet_vehtank_east7	pook_camonet_vehtank_west7
pook_camonet_vehtank_east8	pook_camonet_vehtank_west8
pook_camonet_vehtank_east9	pook_camonet_vehtank_west9
pook_camonet_vehtank_east10	pook_camonet_vehtank_west10
pook_camonet_vehtank_east11	pook_camonet_vehtank_west11
pook_camonet_vehtank_east12	pook_camonet_vehtank_west12
pook_camonet_vehtank_east13	pook_camonet_vehtank_west13
pook_camonet_vehtank_east14	pook_camonet_vehtank_west14
pook_camonet_vehtank_east15	pook_camonet_vehtank_west15
pook_camonet_vehtank_east16	pook_camonet_vehtank_west16
pook_camonet_vehtank_east17	pook_camonet_vehtank_west17
pook_camonet_vehtank_east18	pook_camonet_vehtank_west18
pook_camonet_vehtank_east19	pook_camonet_vehtank_west19
pook_camonet_vehtank_east20	pook_camonet_vehtank_west20
pook_camonet_vehtank_east21	pook_camonet_vehtank_west21
pook_camonet_vehtank_east22	pook_camonet_vehtank_west22

X-Large Vehicle (Truck sized) pattern:	
pook_camonet_vehtruck_east	pook_camonet_vehtruck_west
pook_camonet_vehtruck_east2	pook_camonet_vehtruck_west2
pook_camonet_vehtruck_east3	pook_camonet_vehtruck_west3
pook_camonet_vehtruck_east4	pook_camonet_vehtruck_west4
pook_camonet_vehtruck_east5	pook_camonet_vehtruck_west5
pook_camonet_vehtruck_east6	pook_camonet_vehtruck_west6
pook_camonet_vehtruck_east7	pook_camonet_vehtruck_west7
pook_camonet_vehtruck_east8	pook_camonet_vehtruck_west8
pook_camonet_vehtruck_east9	pook_camonet_vehtruck_west9
pook_camonet_vehtruck_east10	pook_camonet_vehtruck_west10
pook_camonet_vehtruck_east11	pook_camonet_vehtruck_west11
pook_camonet_vehtruck_east12	pook_camonet_vehtruck_west12
pook_camonet_vehtruck_east13	pook_camonet_vehtruck_west13
pook_camonet_vehtruck_east14	pook_camonet_vehtruck_west14
pook_camonet_vehtruck_east15	pook_camonet_vehtruck_west15
pook_camonet_vehtruck_east16	pook_camonet_vehtruck_west16
pook_camonet_vehtruck_east17	pook_camonet_vehtruck_west17
pook_camonet_vehtruck_east18	pook_camonet_vehtruck_west18
pook_camonet_vehtruck_east19	pook_camonet_vehtruck_west19
pook_camonet_vehtruck_east20	pook_camonet_vehtruck_west20
pook_camonet_vehtruck_east21	pook_camonet_vehtruck_west21
pook_camonet_vehtruck_east22	pook_camonet_vehtruck_west22

HELICOPTER VEHICLE NETS

Helicopter nets are available for the AH1, KA52, Mi17, Mi24, MV22, UH60, and MH6

AH-1 pattern:	
pook_camonet_airheloAH1_east	pook_camonet_airheloAH1_west
pook_camonet_airheloAH1_east2	pook_camonet_airheloAH1_west2
pook_camonet_airheloAH1_east3	pook_camonet_airheloAH1_west3
pook_camonet_airheloAH1_east4	pook_camonet_airheloAH1_west4
pook_camonet_airheloAH1_east5	pook_camonet_airheloAH1_west5
pook_camonet_airheloAH1_east6	pook_camonet_airheloAH1_west6
pook_camonet_airheloAH1_east7	pook_camonet_airheloAH1_west7
pook_camonet_airheloAH1_east8	pook_camonet_airheloAH1_west8
pook_camonet_airheloAH1_east9	pook_camonet_airheloAH1_west9
pook_camonet_airheloAH1_east10	pook_camonet_airheloAH1_west10
pook_camonet_airheloAH1_east11	pook_camonet_airheloAH1_west11
pook_camonet_airheloAH1_east12	pook_camonet_airheloAH1_west12
pook_camonet_airheloAH1_east13	pook_camonet_airheloAH1_west13
pook_camonet_airheloAH1_east14	pook_camonet_airheloAH1_west14

pook_camonet_airheloMH6_east21	pook_camonet_airheloMH6_west21
pook_camonet_airheloMH6_east22	pook_camonet_airheloMH6_west22

AIRCRAFT VEHICLE NETS

Aircraft nets are available for the A10, AV8, Su25, and Su34

A-10 pattern:	
pook_camonet_airplaneA10_east	pook_camonet_airplaneA10_west
pook_camonet_airplaneA10_east2	pook_camonet_airplaneA10_west2
pook_camonet_airplaneA10_east3	pook_camonet_airplaneA10_west3
pook_camonet_airplaneA10_east4	pook_camonet_airplaneA10_west4
pook_camonet_airplaneA10_east5	pook_camonet_airplaneA10_west5
pook_camonet_airplaneA10_east6	pook_camonet_airplaneA10_west6
pook_camonet_airplaneA10_east7	pook_camonet_airplaneA10_west7
pook_camonet_airplaneA10_east8	pook_camonet_airplaneA10_west8
pook_camonet_airplaneA10_east9	pook_camonet_airplaneA10_west9
pook_camonet_airplaneA10_east10	pook_camonet_airplaneA10_west10
pook_camonet_airplaneA10_east11	pook_camonet_airplaneA10_west11
pook_camonet_airplaneA10_east12	pook_camonet_airplaneA10_west12
pook_camonet_airplaneA10_east13	pook_camonet_airplaneA10_west13
pook_camonet_airplaneA10_east14	pook_camonet_airplaneA10_west14
pook_camonet_airplaneA10_east15	pook_camonet_airplaneA10_west15
pook_camonet_airplaneA10_east16	pook_camonet_airplaneA10_west16
pook_camonet_airplaneA10_east17	pook_camonet_airplaneA10_west17
pook_camonet_airplaneA10_east18	pook_camonet_airplaneA10_west18
pook_camonet_airplaneA10_east19	pook_camonet_airplaneA10_west19
pook_camonet_airplaneA10_east20	pook_camonet_airplaneA10_west20
pook_camonet_airplaneA10_east21	pook_camonet_airplaneA10_west21
pook_camonet_airplaneA10_east22	pook_camonet_airplaneA10_west22

A-V8 pattern:	
pook_camonet_airplaneAV8_east	pook_camonet_airplaneAV8_west
pook_camonet_airplaneAV8_east2	pook_camonet_airplaneAV8_west2
pook_camonet_airplaneAV8_east3	pook_camonet_airplaneAV8_west3
pook_camonet_airplaneAV8_east4	pook_camonet_airplaneAV8_west4
pook_camonet_airplaneAV8_east5	pook_camonet_airplaneAV8_west5
pook_camonet_airplaneAV8_east6	pook_camonet_airplaneAV8_west6
pook_camonet_airplaneAV8_east7	pook_camonet_airplaneAV8_west7
pook_camonet_airplaneAV8_east8	pook_camonet_airplaneAV8_west8
pook_camonet_airplaneAV8_east9	pook_camonet_airplaneAV8_west9
pook_camonet_airplaneAV8_east10	pook_camonet_airplaneAV8_west10
pook_camonet_airplaneAV8_east11	pook_camonet_airplaneAV8_west11
pook_camonet_airplaneAV8_east12	pook_camonet_airplaneAV8_west12
pook_camonet_airplaneAV8_east13	pook_camonet_airplaneAV8_west13
pook_camonet_airplaneAV8_east14	pook_camonet_airplaneAV8_west14
pook_camonet_airplaneAV8_east15	pook_camonet_airplaneAV8_west15
pook_camonet_airplaneAV8_east16	pook_camonet_airplaneAV8_west16
pook_camonet_airplaneAV8_east17	pook_camonet_airplaneAV8_west17
pook_camonet_airplaneAV8_east18	pook_camonet_airplaneAV8_west18
pook_camonet_airplaneAV8_east19	pook_camonet_airplaneAV8_west19
pook_camonet_airplaneAV8_east20	pook_camonet_airplaneAV8_west20
pook_camonet_airplaneAV8_east21	pook_camonet_airplaneAV8_west21
pook_camonet_airplaneAV8_east22	pook_camonet_airplaneAV8_west22

Su-25 pattern:	
pook_camonet_airplaneSu25_east	pook_camonet_airplaneSu25_west
pook_camonet_airplaneSu25_east2	pook_camonet_airplaneSu25_west2
pook_camonet_airplaneSu25_east3	pook_camonet_airplaneSu25_west3

pook_camonet_airplaneSu25_east4	pook_camonet_airplaneSu25_west4
pook_camonet_airplaneSu25_east5	pook_camonet_airplaneSu25_west5
pook_camonet_airplaneSu25_east6	pook_camonet_airplaneSu25_west6
pook_camonet_airplaneSu25_east7	pook_camonet_airplaneSu25_west7
pook_camonet_airplaneSu25_east8	pook_camonet_airplaneSu25_west8
pook_camonet_airplaneSu25_east9	pook_camonet_airplaneSu25_west9
pook_camonet_airplaneSu25_east10	pook_camonet_airplaneSu25_west10
pook_camonet_airplaneSu25_east11	pook_camonet_airplaneSu25_west11
pook_camonet_airplaneSu25_east12	pook_camonet_airplaneSu25_west12
pook_camonet_airplaneSu25_east13	pook_camonet_airplaneSu25_west13
pook_camonet_airplaneSu25_east14	pook_camonet_airplaneSu25_west14
pook_camonet_airplaneSu25_east15	pook_camonet_airplaneSu25_west15
pook_camonet_airplaneSu25_east16	pook_camonet_airplaneSu25_west16
pook_camonet_airplaneSu25_east17	pook_camonet_airplaneSu25_west17
pook_camonet_airplaneSu25_east18	pook_camonet_airplaneSu25_west18
pook_camonet_airplaneSu25_east19	pook_camonet_airplaneSu25_west19
pook_camonet_airplaneSu25_east20	pook_camonet_airplaneSu25_west20
pook_camonet_airplaneSu25_east21	pook_camonet_airplaneSu25_west21
pook_camonet_airplaneSu25_east22	pook_camonet_airplaneSu25_west22

Su-34 pattern:

pook_camonet_airplaneSu34_east	pook_camonet_airplaneSu34_west
pook_camonet_airplaneSu34_east2	pook_camonet_airplaneSu34_west2
pook_camonet_airplaneSu34_east3	pook_camonet_airplaneSu34_west3
pook_camonet_airplaneSu34_east4	pook_camonet_airplaneSu34_west4
pook_camonet_airplaneSu34_east5	pook_camonet_airplaneSu34_west5
pook_camonet_airplaneSu34_east6	pook_camonet_airplaneSu34_west6
pook_camonet_airplaneSu34_east7	pook_camonet_airplaneSu34_west7
pook_camonet_airplaneSu34_east8	pook_camonet_airplaneSu34_west8
pook_camonet_airplaneSu34_east9	pook_camonet_airplaneSu34_west9
pook_camonet_airplaneSu34_east10	pook_camonet_airplaneSu34_west10
pook_camonet_airplaneSu34_east11	pook_camonet_airplaneSu34_west11
pook_camonet_airplaneSu34_east12	pook_camonet_airplaneSu34_west12
pook_camonet_airplaneSu34_east13	pook_camonet_airplaneSu34_west13
pook_camonet_airplaneSu34_east14	pook_camonet_airplaneSu34_west14
pook_camonet_airplaneSu34_east15	pook_camonet_airplaneSu34_west15
pook_camonet_airplaneSu34_east16	pook_camonet_airplaneSu34_west16
pook_camonet_airplaneSu34_east17	pook_camonet_airplaneSu34_west17
pook_camonet_airplaneSu34_east18	pook_camonet_airplaneSu34_west18
pook_camonet_airplaneSu34_east19	pook_camonet_airplaneSu34_west19
pook_camonet_airplaneSu34_east20	pook_camonet_airplaneSu34_west20
pook_camonet_airplaneSu34_east21	pook_camonet_airplaneSu34_west21
pook_camonet_airplaneSu34_east22	pook_camonet_airplaneSu34_west22