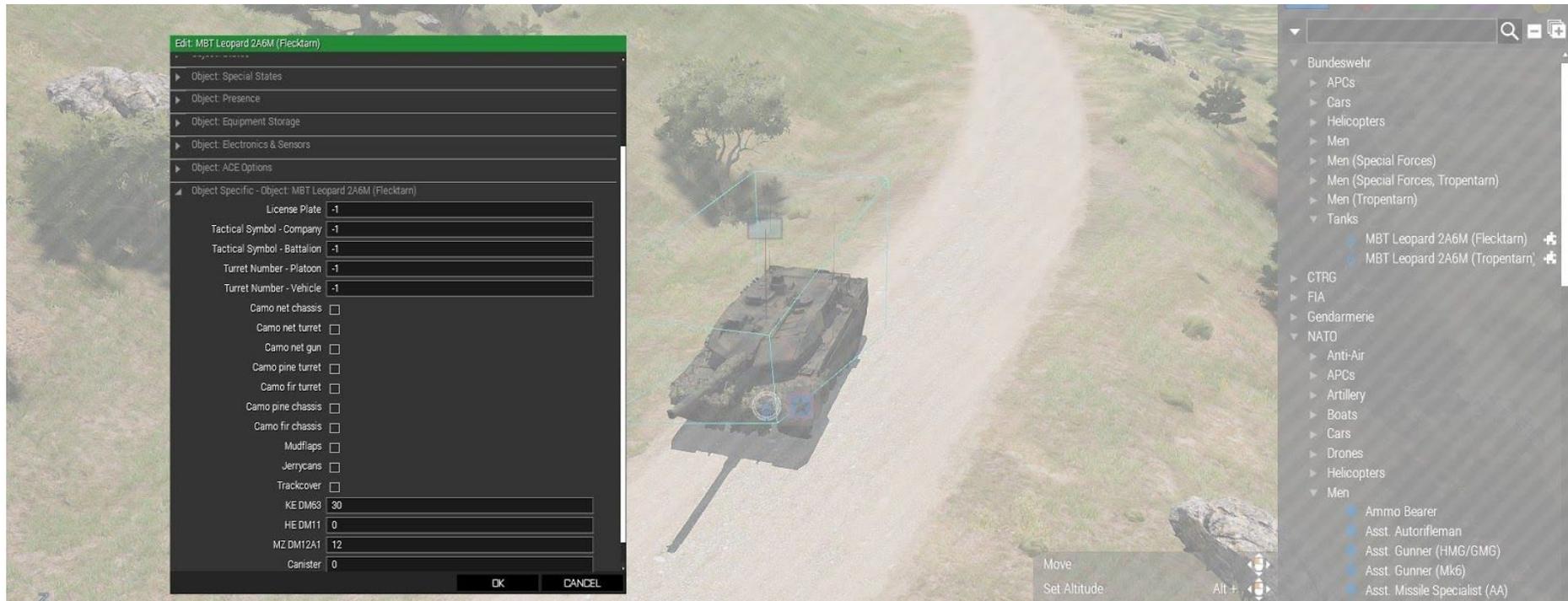# Guideline on improvised camouflage

Revision: December 2017

Eden 3D Editor

To equip the additional camouflage in the editor, open the vehicles' options and choose pine or fir camouflage. Pine is dominant, meaning that if both are selected, pine is used.

Use in the field

Walk up to the vehicle and equip the camo nets for the hull and turret.

Equipping the nets will unlock the options for equipping the improvised camouflage, which is available if the vehicle is within 30m of a pine (on Arma 3 maps) or a fir (on Arma 2 maps). The ACE3 options are pictured. If ACE3 is not available, the options are provided by the action menu.

Camouflage Types

There are two types available: firs on Arma 2 (picture 1), and pines on Arma 3 maps (picture 2).

Both are only available within 30m of one of these trees:

Arma 3 maps: *BWA3_CamoTypesA3[] = {"t_pinuss1s", "t_pinuss2s", "t_pinuss3s"};*

Arma 2 maps: *BWA3_CamoTypesA2[] = {"t_picea1s", "t_picea2f", "t_picea3f"};*

These values are defined in-config and cannot be modified by script.