

Loadscreen Library

for ArmA2 : Operation Arrowhead

tested with ArmA2 : CO v. 1.57.76815

Part 1: Library

[ArmA2 : OA](#)

[ArmA2 : OA BAF](#)

[ArmA2 : OA PMC](#)

[ArmA2 : OA Misc](#)

Part 2: Custom Loadscreens

[Custom Loadscreens](#)

[Images](#)

[Info and Links](#)

ArmA2 : OA

Path #01 \CA\Missions_e\campaign\missions\CE0_Backstab.Zargabad\img\loading01_co.paa
Picture #01



Path #02: \CA\Missions_e\campaign\missions\CE1_GoodMorningTStan.Takistan\img\loading02_goodmorning_co.paa
Picture #02



Path #03
Picture #03

\\CA\Missions_e\campaign\missions\CE2_Pathfinder.Takistan\img\loading03_co.paa



Path #04
Picture #04

\\CA\Missions_e\campaign\missions\CE3_ColtanBlues.Takistan\img\loading04_co.paa



Path #05
Picture #05

\\CA\Missions_e\campaign\missions\CE4_OpenSeason.Takistan\img\loading05_co.paa



Path #06
Picture #06

\\CA\Missions_e\campaign\missions\CE5A_Sandstorm.Takistan\img\loading06_sandstorm_co.paa



Path #07
Picture #07

\\CA\Missions_e\campaign\missions\CE5B_FromHell.Takistan\img\loading06_fromhell_co.paa



Path #08 \CA\Missions_e\campaign\missions\CE6_EyeOfTheHurricane.Zargabad\img\loading07_co.paa
Picture #08



Path #09 \CA\Missions_e\campaign\missions\CE7A_FinishingTouch.Takistan\img\loading08_finishingtouch_co.paa
Picture #09



Path #10 \CA\Missions_e\campaign\missions\CE7B_PhoenixOp.Takistan\img\loading08_phoenixop_co.paa
Picture #10



Path #11 \CA\Missions_e\campaign\missions\CE8_scenePressConf.Zargabad\img\loading09_press.paa
Picture #11



Path #12 \CA\Missions_e\scenarios\SPE1_Benchmark1.Takistan\loading_benchmark_co.paa
Picture #12



Path #13 \CA\Missions_e\scenarios\SPE1_DeathFromAbove.Takistan\loading_deathfromabove_co.paa
Picture #13



Path #14 \CA\Missions_e\scenarios\SPE1_HikeInTheHills.Takistan\loading_hikeinthehills_co.paa
Picture #14



Path #15 \CA\Missions_e\scenarios\SPE1_Jackal.Takistan\loading_jackal_co.paa
Picture #15



Path #16 \CA\Missions_e\scenarios\SPE1_LaserShow.Takistan\loading_lasershow_co.paa
Picture #16



Path #17 \CA\Missions_e\scenarios\SPE1_Littlebird.Takistan\loading_littlebird_co.paa
Picture #17



Path #18
Picture #18

\\CA\Missions_e\scenarios\SPE1_OneShotOneKill.Takistan\loading_oneshotonekill_co.paa



Path #19
Picture #19

\\CA\Missions_e\scenarios\SPE1_SteelPanthers.Takistan\loading_steelpanthers_co.paa



Path #20
Picture #20

\\CA\Missions_e\scenarios\SPE1_Vehicles_Allies.Takistan\loading_shownato_co.paa



Path #21
Picture #21

\\CA\Missions_e\scenarios\SPE1_Vehicles_Civilian.Zargabad\loading_showciv_co.paa



Path #22
Picture #22

\\CA\Missions_e\scenarios\SPE1_Vehicles_TKA.Zargabad\loading_showtk_co.paa



Path #23 \CA\Missions_e\scenarios\SPE1_Vehicles_TKG.Zargabad\loading_showgue_co.paa
Picture #23



Path #24 \CA\Missions_e\scenarios\SPE1_Vehicles_US.Takistan\loading_showus_co.paa
Picture #24



Path #25 \CA\missions_e\MPScenarios\MPE_MountainWarfare.Takistan\loading_mpwarfare_co.paa
Picture #25



Path #26 \CA\missions_e\MPScenarios\MPE_SectorControl.Zargabad\img\loading_mpsectorcontrol_co.paa
Picture #26



Path #27 \CA\missions_e\MPScenarios\MPE1_Dogfighters.Takistan\loading_mpdogfight_co.paa
Picture #27



ArmA2 : OA BAF

[jump to TOP](#)

Path #01 \CA\missions_baf\campaign\missions\cb01.takistan\img\loading_screen_cb1_co.paa

Picture #01



Path #02 \CA\missions_baf\campaign\missions\cb02.takistan\img\loading_screen_cb2_co.paa

Picture #02



Path #03 \CA\missions_baf\campaign\missions\cb03.takistan\img\loading_screen_cb3_co.paa

Picture #03



Path #04 \CA\missions_baf\campaign\missions\cb04.takistan\img\loading_screen_cb4_co.paa

Picture #04



Path #05 \CA\missions_baf\scenarios\sp_bafshowcase.takistan\img\loading_screen_bafshow_co.paa

Picture #05



Path #06 \CA\missions_baf\scenarios\sp_concreteoasis.zargabad\img\loading_screen_coasis_co.paa

Picture #06



Path #07 \CA\missions_baf\scenarios\sp_footpatrol.takistan\img\loading_screen_sad_co.paa

Picture #07



Path #08 \CA\missions_baf\scenarios\sp_grandtheftinfo.shapur_baf\img\loading_screen_gti_co.paa

Picture #08



Path #09 \CA\missions_baf\scenarios\sp_humanitarian_aid.shapur_baf\img\loading_screen_ha_co.paa

Picture #09



Path #10 \CA\missions_baf\scenarios\sp_merlin.takistan\img\loading_screen_merlin_co.paa
Picture #10



Path #11 \CA\missions_baf\scenarios\sp_morningdew.takistan\img\loading_screen_mdew_co.paa
Picture #11



Path #12 \CA\missions_baf\scenarios\sp_scudbusters.desert_e\img\loading_screen_scudb_co.paa
Picture #12



Path #13 \CA\missions_baf\scenarios\sp_tankbusters.zargabad\img\loading_screen_thunt_co.paa
Picture #13



Path #14 \CA\missions_baf\scenarios\sp_wildcatsupport.takistan\img\loading_screen_wcat_co.paa
Picture #14



ArmA2 : OA PMC

[jump to TOP](#)

Path #01 \CA\missions_pmc\data\loading_CP00_co.paa
Picture #01



Path #02 \CA\missions_pmc\data\loading_CP01_co.paa
Picture #02



Path #03 \CA\missions_pmc\data\loading_CP02_co.paa
Picture #03



Path #04 \CA\missions_pmc\data\loading_CP03_co.paa
Picture #04



Path #05 \CA\missions_pmc\data\loading_CP04_co.paa
Picture #05



Path #06 \CA\missions_pmc\data\loading_CP05_co.paa
Picture #06



Path #07 \CA\missions_pmc\data\loading_CP06_co.paa
Picture #07



Path #08 \CA\missions_pmc\data\loading_CP07_co.paa
Picture #08



Path #09 \CA\missions_pmc\data\loading_CP08A_co.paa
Picture #09



Path #10 \CA\missions_pmc\data\loading_CP08B_co.paa
Picture #10



Path #11 \CA\missions_pmc\data\loading_CP09_co.paa
Picture #11



Path #12 \CA\missions_pmc\data\loading_CP010A_co.paa
Picture #12



Path #13 \CA\missions_pmc\data\loading_CP010B_co.paa
Picture #13



ArmA2 : OA Misc (THX @ Xeno & Mr.Burns)

[jump to TOP](#)

Path #01 \CA\ui\data\loadscreen_test_a_co.paa
Picture #01



Path #02 \CA\ui\data\loadscreen_test_b_co.paa
Picture #02



Path #03 \CA\ui\data\loadscreen_test_c_co.paa
Picture #03



Path #04 \CA\ui\data\loadscreen_test_d_co.paa
Picture #04



Path #05 \CA\ui\data\loadscreen_test_e_co.paa
Picture #05



Path #06 \CA\ui\data\loadscreen_test_f_co.paa
Picture #06



Path #07 \CA\ui\data\loadscreen_test_g_co.paa
Picture #07



Path #08 \CA\ui\data\loadscreen_test_h_co.paa
Picture #08



Path #09 \CA\ui\data\loadscreen_test_i_co.paa
Picture #09



Path #10 \CA\ui\data\loadscreen_test_j_co.paa
Picture #10



Path #11 \CA\ui\data\ui_background_armory_co.paa
Picture #11



Custom Loadscreens

[jump to TOP](#)

Can be used by putting an image in the mission-folder.
The path is now relative to the mission folder.

e.g:

```
loadScreen = "pictures\test.paa";
```

Will work if the picture "test.paa" lies in a sub-folder called "pictures" within your mission-folder.

Images

working image-types are .paa and .jpg

.paa can handle transparency but is big in size

.jpg cannot handle transparency but will achieve good tradeoff between size and quality.

For ArmA2 textures / images generally applies:

- aspect ratio should be 2:1 or 1:1
- pixel resolution should be a number divisible by 2
- currently supported max resolution is 2048 x 2048 afaik

Good pixel resolutions for Loadscreens would be:

2048 x 1024
1024 x 512
512 x 256

TexView 2 is a texture viewer and conversion tool for .paa and .pac files

http://community.bistudio.com/wiki/TexView_2

and part of BI Tools 2

http://community.bistudio.com/wiki/BI_Tools_2

PAAplug v1.2 is a PAA format plugin for Adobe Photoshop

and part of Kegety's Arma Tools package

<http://www.kegetys.net/arma/>

IrfanView is a freeware/shareware image viewer that can view, edit, and convert image files

<http://www.irfanview.de/>

GIMP is a free raster graphics editor

<http://www.gimp.org/>

LoadingScreen (how-to) at BI-Forums a guide for a more complex variant

<http://forums.bistudio.com/showthread.php?t=104552>

detailed info on .paa format

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