


# The Viper Variations Mod Readme v1.0

## Installation Guide




### General Installation:

When you have downloaded the Mod you will find this zip file.



 Release Version 1.0

It is recommended to Save the entire zip file somewhere on your computer.

It contains these Folders, but you already knew that, since you are reading this.

 Installation Files  
 Mod Files  
 Readme File

The Mod Files folder contains these folders


 Viper Mod v1.0  
 Viper Texture Customization v1.0

Put them into the following directory:

E:\DCS.openbeta\Mods\Aircraft

your Mods folder might be on a different drive.




### Aircraft Installation:

To install the aircraft of your choice go into  Installation Files




Then select one of these

 F-16A Block 10  
 F-16A Block 15  
 F-16AM Block 20 MLU  
 F-16N  
 F-16V Block 70

Inside of them you will find these

 Bazar  
 CoreMods  
 Mods

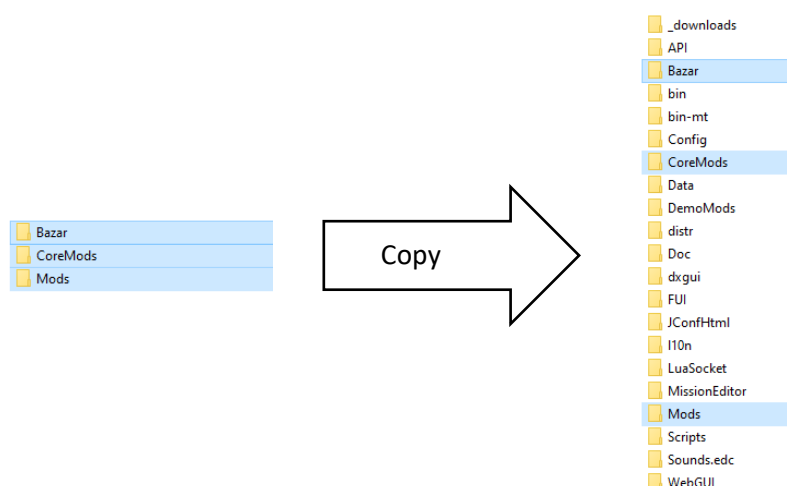
Copy all of them

 Bazar  
 CoreMods  
 Mods

into the follow directory:

D:\DCS OpenBeta\DCS World OpenBeta

your folder might be on a different drive, but the inside of it, should look somewhat like this.



If you have followed the instructions correctly, your chosen aircraft is installed and has replaced the F-16C Block 50.

### **Alternative Weapons Install:**

For some aircraft, I have added additional weapons, which can be swapped with the default ones, that get installed with the aircraft installation.

For this to work, the correct aircraft has to be installed and only alternative weapons, which are labeled with the same aircraft designation will work reliably.

For the installation we will use the example of the F-16AM Block 20 MLU.

The F-16AM Block 20 MLU has already been installed, to swap weapons go into this folder.

\_Alternative Weapons

Here you will find a selection of aircraft designations.

F-16A Block 10 Alternative Weapons  
 F-16A Block 15 Alternative Weapons  
 F-16A Block 20 MLU Alternative Weapons  
 F-16N Alternative Weapons  
 F-16V Block 70 Alternative Weapons

Enter the folder F-16AM Block 20 MLU Alternative Weapons.

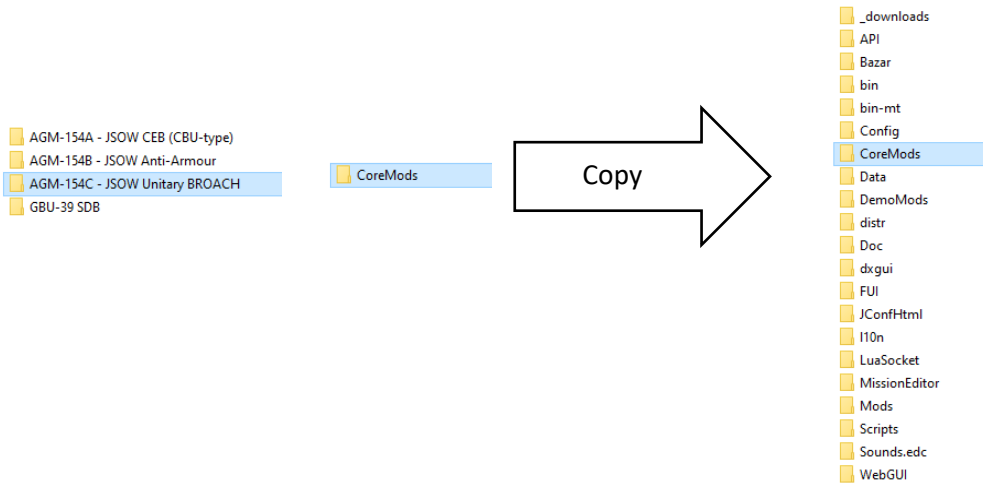
Here you will find two separate types of weapons.

IR-Air to Air Missiles  
 Loitering Munitions

You can swap out both of these types of weapons independently but only one weapon of each type at a time.

So let's say, you choose Loitering Munitions. Enter the folder and choose one, enter the chosen weapons folder and copy all the containing folders like in the Aircraft Installation and paste them into the same directory:

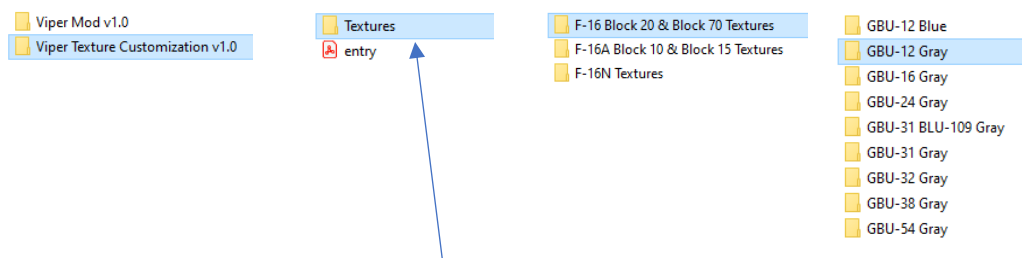
D:\DCS OpenBeta\DCS World OpenBeta



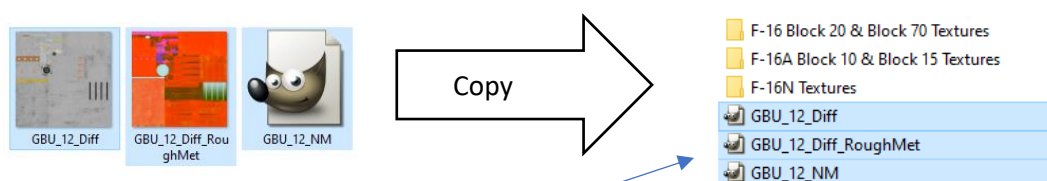
### Alternative Textures Install:

I have also added additional textures for some of the aircraft.

To select such a texture, go to E:\DCS.openbeta\Mods\Aircraft



Then Copy the Textures into the Textures folder





If you don't want these textures anymore just delete them.

I have made these textures selectable in this fashion, to avoid residual files in your core install of the game.

All changes that have been made by this mod can be reversed by running a repair.

This should also be done, before installing a different aircraft.

The only exception is changes that are made by the

 Viper Mod v1.0  
 Viper Texture Customization v1.0

These Folders have to be deleted manually if you wish to remove them, they stay untouched by running a repair.

## Variants

**The Following is a list of “features” or the lack there off, for the different Versions**

### **F-16A Block 10**

pre MLU version

Removed:

- datalink
- all guided A/G weapons
- JHMCS
- NVG
- Targeting and HTS Pod
- AIM-120s
- AIM-9 X

Added:

- Python-3
- Shafrir-2
- Appropriate Engine and Weight changes (Pratt & Whitney F100-PW-200)

### **F-16A Block 15**

pre MLU version

Removed:

- datalink
- most of the guided A/G weapons
- JHMCS
- NVG
- Targeting and HTS Pod
- AIM-120s
- AIM-9X

Added:

- AIM-9JULI
- AIM-9P5
- Magic II
- AIM-7 Sparrow
- AGM-119 Penguin (only a reskin of the AGM-65G unfortunately)
- Appropriate Engine and Weight changes (Pratt & Whitney F100-PW-200)

### **F-16AM Block 20 MLU**

Mid Life Upgrade Version

Removed:

- AIM-120C-5
- HTS Pod

Added:

- IRIS-T
- AIM-7 Sparrow
- CATM-120A
- GBU-54 (only reskin of GBU-38 unfortunately)
- Appropriate Engine and Weight changes (Pratt & Whitney F100-PW-220)

### **F-16N**

Navy F-16C Block 30

Removed:

- Datalink
- All weapons including the gun
- JHMCS
- Targeting and HTS Pod
- Wing Fuel Tanks

Added:

- AIM-9J Captive for ACM training
- None lethal simulated weapons, IR- and radar guided
- Appropriate Engine and Weight changes (General Electric F110-GE-100)

### **F-16V Block 70**

Very loosely based on available information, probably very inaccurate

Removed:

AIM-120B and C-5

Added:

- ASRAAM
- Python 5
- A-Darter
- IRIS-T
- Meteor
- AIM-120D
- GBU-54 (only reskin of GBU-38 unfortunately)

- GBU-39 SDB
- Storm Shadow
- AGM-154B
- AGM-154C
- AGM-84H SLAM-ER
- CFTs
- Reduced Radar Cross Section due to Radar absorbent coating
- In lack of actual Engine and Weight information, data of the Block 60 was used
- Engine (General Electric F110-GE-132)

## Recommended Skins for these aircraft:

### F-16A Block 10

<https://forum.dcs.world/topic/216041-israeli-air-force-liveries-of-barak-and-netz-variants-template-for-skin-creators/>

<https://www.digitalcombatsimulator.com/de/files/3306560/>

<https://www.digitalcombatsimulator.com/de/files/3311372/>

### F-16A Block 15

<https://www.digitalcombatsimulator.com/en/files/3311473/>

<https://www.digitalcombatsimulator.com/de/files/3306782/>

<https://www.digitalcombatsimulator.com/en/files/3313941/>

<https://www.digitalcombatsimulator.com/en/files/3309531/>

### F-16AM Block 20 MLU:

<https://www.digitalcombatsimulator.com/de/files/3328129/>

<https://www.digitalcombatsimulator.com/de/files/3306782/>

<https://www.digitalcombatsimulator.com/de/files/3311471/>

<https://www.digitalcombatsimulator.com/de/files/3316191/>

<https://www.digitalcombatsimulator.com/en/files/3318376/>

<https://www.digitalcombatsimulator.com/en/files/3328031/>

<https://www.digitalcombatsimulator.com/en/files/3328063/>

<https://www.digitalcombatsimulator.com/en/files/3328208/>

<https://www.digitalcombatsimulator.com/en/files/3328469/>

F-16N:

<https://www.digitalcombatsimulator.com/de/files/3314806/>

<https://www.digitalcombatsimulator.com/de/files/3309147/>

F-16V Block 70:

<https://forum.dcs.world/topic/283660-hellenic-air-force-ultrapack-13-skins>

<https://www.digitalcombatsimulator.com/en/files/3314093/>

<https://www.digitalcombatsimulator.com/en/files/3319542/>

<https://www.digitalcombatsimulator.com/fr/files/filter/user-is-scoobyon/apply/>

<https://www.digitalcombatsimulator.com/en/files/3317010/>

<https://www.digitalcombatsimulator.com/en/files/3313800/>

<https://www.digitalcombatsimulator.com/en/files/3316830/>

<https://www.digitalcombatsimulator.com/en/files/3314092/>

### **Alternative Cockpit Skins for F-16 Block 20 MLU:**

<https://www.digitalcombatsimulator.ch/de/files/3316167/>

<https://www.digitalcombatsimulator.com/fr/files/3316180/>

### **Disclaimers:**

F-16A Block 15

The AIM-7 Sparrow that I have added uses the AIM-120 guidance logic, so it still is unfortunately an active radar guided missile, but except for that, everything is as close to the Sparrow in DCS as possible.

F-16N

The real live F-16N obviously did not carry lethal weapons, but since it is very hard to convince AI opponents to knock it off, once you have them under your piper, I have added a lethal variant of these simulated weapons. The non-lethal weapons are most likely only practical in a PVP scenario. The alternative lethal weapons also add a “simulated” gun to the aircraft.

F-16 Block 20 & Block 70

The glide bombs tend to hit a bit short I don't know why or how to prevent that, so maybe just aim a little bit higher.

All the loitering munitions that I have added use the AGM-154A guidance logic.