













# DCS Draw Tool Mod

The DCS Draw Tool Mod ©2021 *Backy 51 Productions*, unleashes the power of the Map Tool for mission planners. It activates dozens of additional APP6 and MIL STD 2525 Symbology icons and creates over 30 new icons. In this first WIP release, the goal was to get a working icon set into the hands of mission planners. Future releases will focus on icon readability, tooltip hints, and organization. Enjoy this Version 1.0 release of the DCS Draw Tool Mod. - *Backy 51*

It is recommended you use OvGME with this mod. I will provide manual instructions for install locations of relevant files. When using any OvGME ready package, make sure that your unzipped file main folder is not “double-nested”, i.e., \\ folder name\folder name.

The five organized kneeboard pages follow and are inside the kneeboard pages folder of the mod package main zip file. New icons are designated with an asterisk.

LAND UNITS	
ICON	DEFINITION
	MECH AD
	BROADCAST TV ANT *
	INSTALLATION
	FARP
	SIGINT
	RAILROAD
	WAREHOUSE
	INDUSTRIAL III
	INDUSTRIAL II
	INDUSTRIAL I
	POL
	MIJI
	Warehouse Supplier
	CARGO PALLET
	SLING LOAD


## DCS WORLD DRAW TOOL ICON PACK

- ACTIVATES 165 CORE ICONS
- CREATES 30 NEW ICONS \*
- USES APP6 and MIL STD 2525 SYMBOLOGY SETS TO THE MAXIMUM EXTENT
- 5 KNEEBOARD PAGES:

P1 - LAND UNITS  
P2 - AIR DEFENSE UNITS  
P3 - AIR and NAVAL UNITS  
P4 - GROUND UNITS  
P5 - AIRFIELD/NAVAID UNITS

**MAP TOOL TIP:**  
When placing an icon, you can delete it by selecting it. Then, use you keyboard DELETE key to delete it.

Icons look best at Scale = 1.



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AIR DEFENSE UNITS			
ICON	DEFINITION	ICON	DEFINITION
	SA-2 Guideline *		ZSU-57-2 *
	SA-3 Goa *		ZU-23-X *
	SA-5 Gammon *		AD SAM Short Rng
	SA-6 Gainful *		AD Short Rng
	SA-7 Strella *		AD SAM Short Rng
	SA-8 Gecko *		AD SAM Med Rng
	SA-9 Gaskin *		AD SAM Long Rng
	SA-10 Grumble *		AD MSIL Launcher
	SA-11 Gadfly *		AD GUN AAA
	SA-13 Gopher *		Mobile SAM Short
	SA-15 Gauntlet *		AD RADAR
	SA-18 Grouse *		Mobile SAM Short
	SA-19 Grison *		AD SAM RADAR
	SA-24 Grinch *		AD SAM RADAR
	ZSU-23-4 ZEUS *		AD SAM Short Rng

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AIR AND NAVAL UNITS			
ICON	DEFINITION	ICON	DEFINITION
	UAS		Civil Aircraft
	FIGHTER		LTA VEHICLE
	ATTACK		BALLOON
	RECCE		LHA *
	BOMBER		CARRIER
	CARGO		CRUISER
	AWACS EW		DESTROYER
	LIGHT CARGO		FRIGATE
	INTERCEPTOR		SUBMARINE
	TANKER		PATROL BOAT
	SEAD		MERCHANT CIVIL
	RECON HELO		SHIP CONVOY
	UTILITY HELO		CIVIL SHIP
	ATTACK HELO		EXPLOSION
	ASW HELO		FIRE

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GROUND UNITS			
ICON	DEFINITION	ICON	DEFINITION
	ARMOR		MARINE *
	MECH INFANTRY HVY		AMPHIBIOUS *
	RECON CAV SCOUT		RANGER *
	MECH INFANTRY LT		AMPHIB AAV *
	SUPPLY		CMD AND CNTL *
	Self-Propelled ARTY		Anti-Tank Rocket
	MLRS		JTAC *
	HQ C2 UNIT		NGO *
	Field Artillery		OGA *
	INFANTRY		SEAL *
	Anti-Tank Armor		SOF *
	AT Armor Wheeled		STT *
	MORTAR		INTEL
	MECH INF AIRBORNE		BRIDGE
	ENGINEER		JAMMING EW

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AIRFIELD AND NAVAID UNITS			
ICON	DEFINITION	ICON	DEFINITION
	AIRFIELD Class I		NAV POINT
	AIRFIELD Class II		TURNPOINT
	AIRFIELD Class III		TERRAIN SPOT ELEV
	AIRSTIP		AREA
	AIRSTIP GRASS		TARGET
	DME		POSITION
	RSBN		POI
	TACAN		Battle Node Posn
	VOR		WX HI/LO PRESSURE
	VOR/DME		Spearmint *
	VORTAC		Peppermint *
	NDB MARKER		Cow
	NDB NO MARKER		4M33
	BULLSEYE		RESERVED
	AIMPOINT		RESERVED

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## **OvGME INSTALL INSTRUCTIONS :**

Step 1: Create a OvGME folder path to your root E:\DCS World OpenBeta folder.

Step 2: Drop the unzipped DRAW TOOL ICON MOD V1.0 (26OCT21) folder into the OvGME folder you made in step 1. Enable it with OvGME!

Step 3: Run DCSW, create a new mission and use the Draw Tool. Enjoy!

## **MANUAL INSTALL INSTRUCTIONS:**

Step 1: Locate the icons.lua file in the mod package.

**NOTE:** Back up your original icons.lua file before proceeding or do a DCS repair later if you mess something up. Use mod at own risk!

Step 2: Copy icons.lua to the folder below and accept overwrite.

E:\DCS World OpenBeta\MissionEditor\data\NewMap\images\draw\icons.lua

Step 3: Locate the New Icons folder in the mod package and copy all 30 PNG files to the folder below:

E:\DCS World OpenBeta\MissionEditor\data\NewMap\images\nato\\*.png

Step 4: Run DCSW, create a new mission and use the Draw Tool. Enjoy!

Step 5: Download, install and learn how to use OvGME!

If you enjoyed this mod please consider a small donation to my PayPal account at [paypal.me/bns130](https://paypal.me/bns130) ... thank you for your support!