

TOGGLE_NVG Utility

(brought to you by kuschmu)

A simple utility to toggle the helmet mounted sensor/visor equipment of specific aircraft modules of a DCS World mission.

By default, in a day time mission, some of the aircrafts (Hornet, Viper, Harrier, Mirage) do not have NVG¹ helmet sensor/visor equipment installed or activated. However, for night time operations, NVGs might be most useful, right? So, for night time missions, you have to manually 'install' the NVG equipment for these aircrafts in the mission editor. But for a large amount of respective aircrafts, the manual re-configuration might be quite cumbersome. However with the TOGGLE_NVG utility, you can very easily equip such aircrafts with NVGs in order to prepare a mission for night time operation, with NVGs enabled.

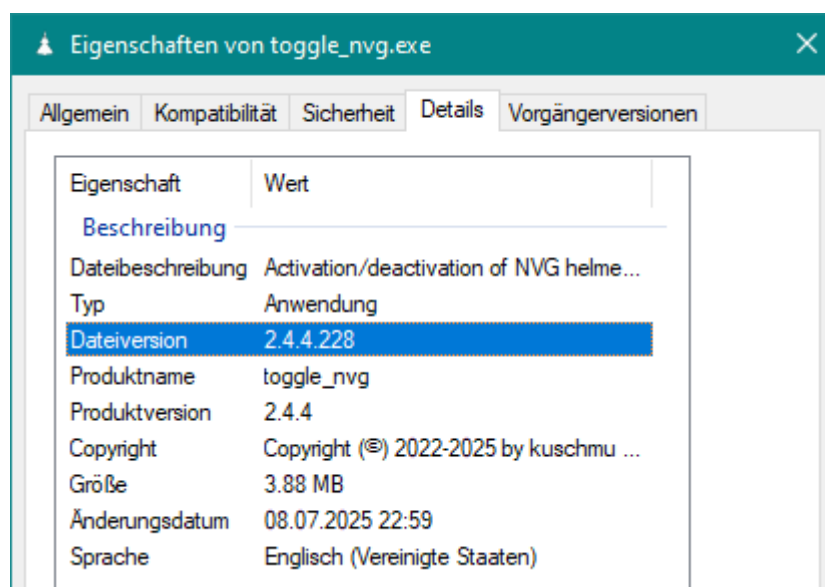
The utility now additionally allows to generally modify three specific helo attributes, which so far can only be set in the mission editor. The three attributes include external hardpoints, IR suppressors and additional armor. Take note that these attributes are modified by the utility regardless of the specific helo model, be it a Mi-8, an Apache or whatever. This particular function may be helpful in order to efficiently optimize the weight of ALL concerned helos in a (fire-fighting or a SAR) mission, without using the DCS ME.

IMPORTANT: This version **requires** the **7-Zip** tool for automatic un-zipping and re-zipping. You may already have the tool installed, otherwise you can download/install it from here:

<https://www.7-zip.org/>.

You can also use the portable version from the portableapps web site:

https://portableapps.com/apps/utilities/7-zip_portable.



¹ NVG: Night Vision Goggles

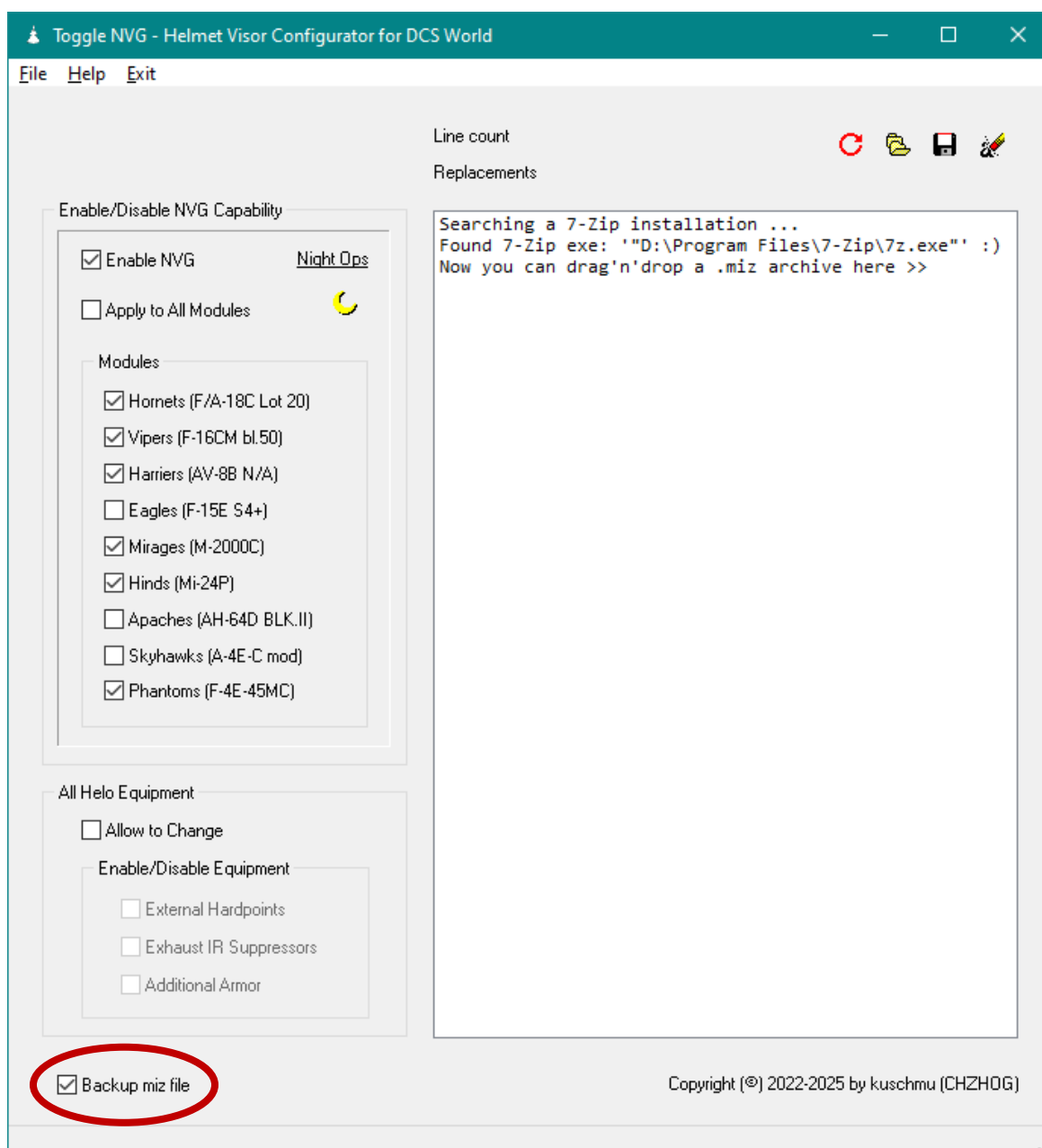
Before using the TOGGLE_NVG utility, verify that the 7-Zip tool is available on your computer, either as a standard installation (recommended) or as a portable version.

When using the 7-Zip Portable version then you need to create a specific entry in the PC's registry in order to enable the utility to auto-find the according executable. If you are uncertain how to deal with the registry then please use the 7-Zip standard installation.

Maybe you need to restart your computer and/or to close/reopen the utility after installation.

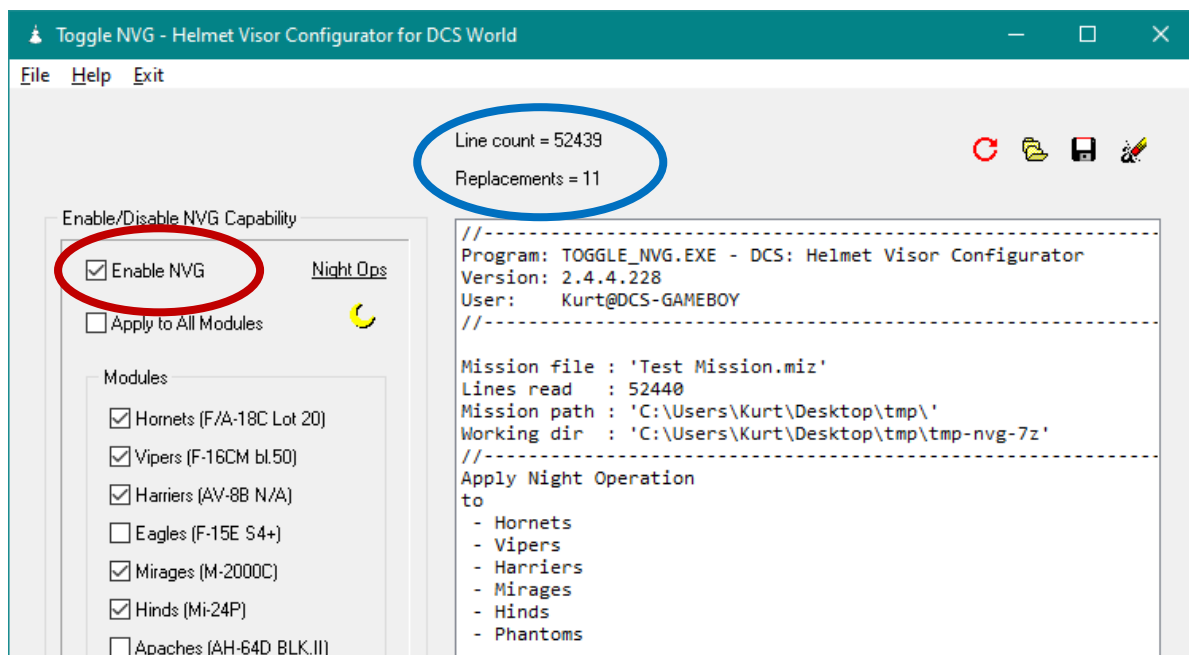
How-To

1. Start the TOGGLE_NVG utility. If a 7-Zip installation is available (i.e. the Path is found in the Windows registry) then the main form will directly pop up as shown below.



2. Check the '**Backup miz file**' check box if you want to backup the original miz file or leave it unchecked if you want to overwrite the miz file with the applied changes.

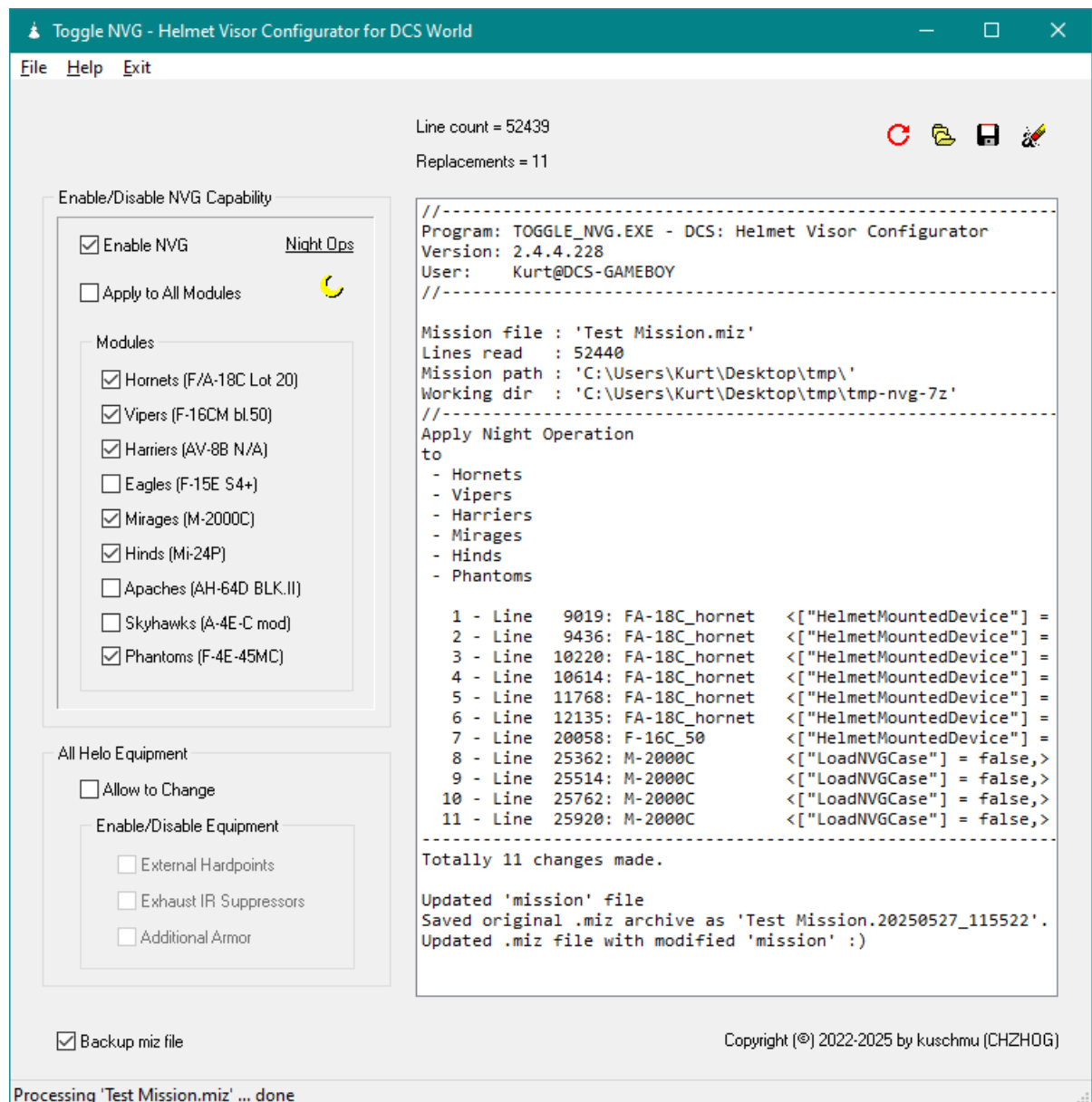
3. Toggle the Ops-Mode ('**Enable NVG**' check box) and select/check the modules to which you want the Ops-Mode be applied.



4. Drag'n'drop a DCS mission file (*.miz) onto the utility's form or use the 'Folder' button to select a mission via a file open dialog. Processing will start immediately after dropping a file or after file open confirmation.

It may take a while until the whole mission is processed. You can observe the progress on the '**Line count**' and the '**Replacements**' indications. All changes made are logged on the form's list box.

- When processing has finished then the total changes made is logged and mission update is reported as shown below. You can save the log using the 'Floppy' button.



Note:

If the 'Backup miz file' check box is checked, then a backup of the original mission is created using a '.date_time' extension of the original file attributes. Should you want to, then you can simply revert to the original file by re-naming the '.date_time' extension back to '.miz'.

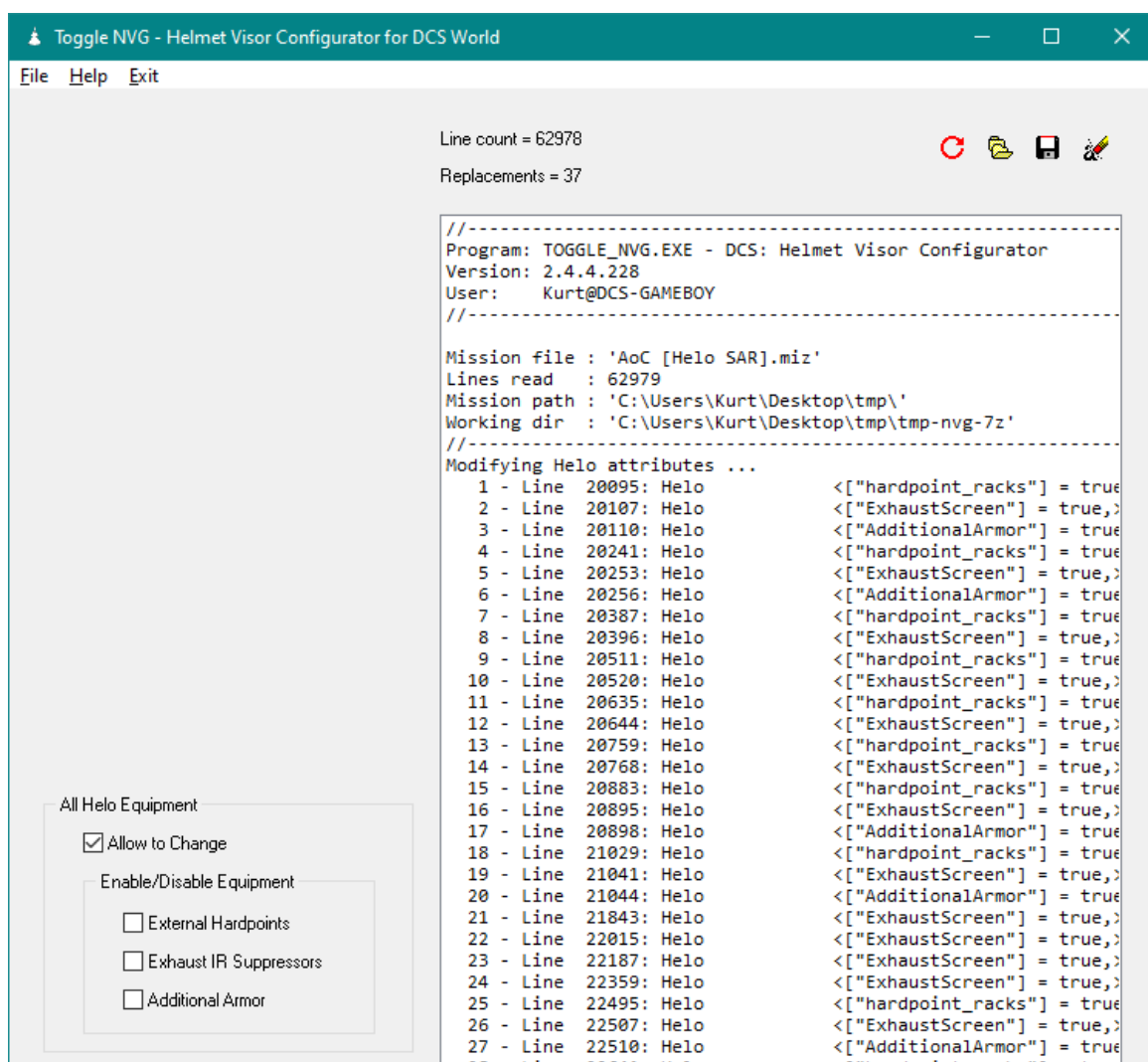
- Repeat step 2 to 4 as applicable for any other mission (.miz) file.
- When finished, close the TOGGLE_NVG utility and clean-up your missions folder as necessary.

Changing Helo Attributes

You may have a (downloaded) .miz file e.g. with a fire-fighting or a SAR scenario, featuring several helicopters with the helo attributes set to their defaults as per DCS mission editor. This means that they are set up with external hardpoints, IR suppressors and additional armor, as applicable to the helo model. Now, in a fire-fighting or a SAR scenario, this means a lot of extra weight, which can noticeably limit the capabilities of all the respective helos. So, for this particular situation, you can easily get rid of all the extra weight for all helicopters as follows:

In the '**All Helo Equipment**' panel

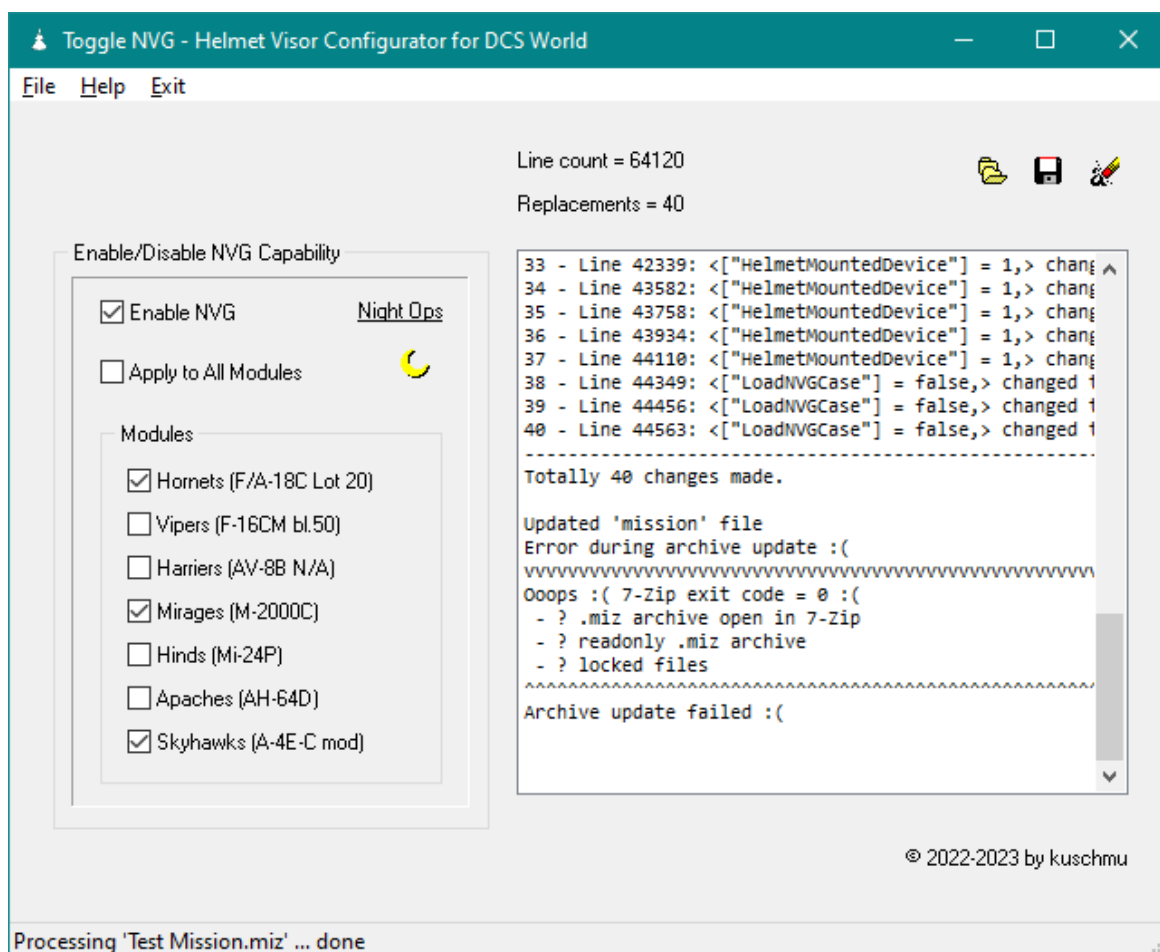
- Check the '**Allow to Change**' check box. The NVG Toggle panel will be hidden.
- Uncheck all attribute check boxes. These equipments will be dismounted from all the helos to which the attributes apply.
- Drag'n'drop a DCS mission file (*.miz) onto the utility's form. The processing will start immediately after dropping a file.
- Repeat above as appropriate.
- Uncheck the '**Allow to Change**' check box to unhide the NVG Toggle panel.



This feature is not very sophisticated and may suffer from limited practical use, except for the above described one. Well, it is there, but if you can't use it, just ignore it 😊!

Special Error Case

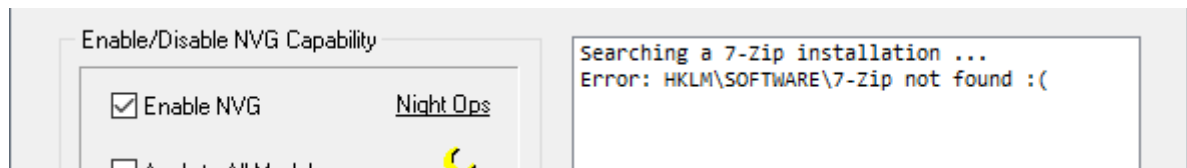
If for example a .miz archive is accidentally open in 7-Zip then a modification cannot be re-zipped. In such a case an error message is presented, e.g. as shown below, and although the 'mission' file was updated, it could not be replaced in the .miz archive.



In such a case just close the archive and retry (step 3).

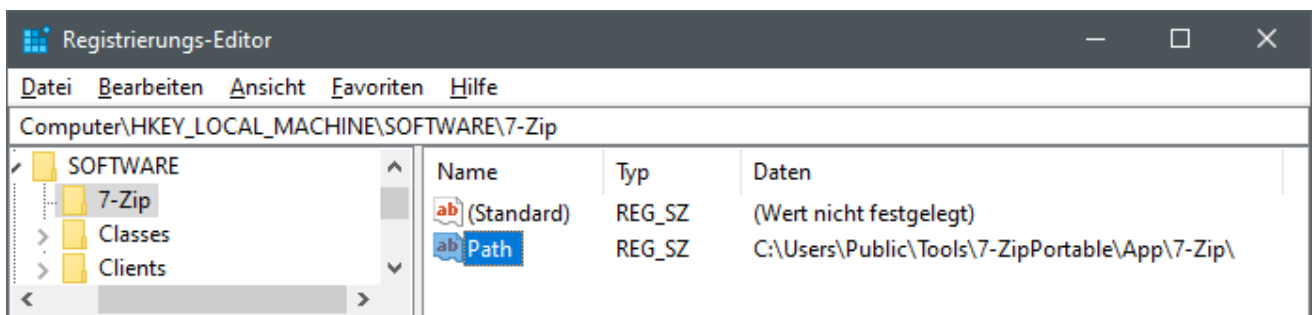
How-To with a 7-Zip Portable Version

If you don't have a 7-Zip installation then you should also have no according entry in the registry and therefore an error message may occur as shown below.

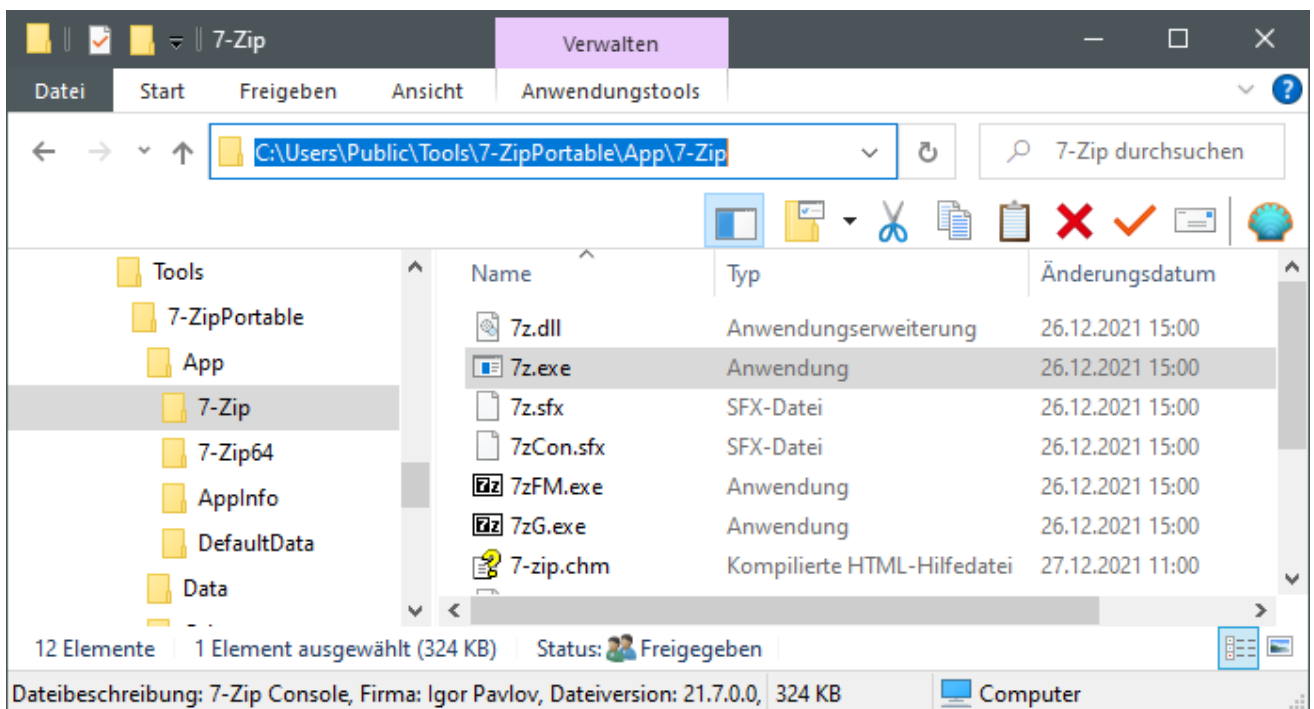


So, either perform a standard 7-Zip installation (which is recommended from my part) or, if you want to work with the 7-Zip Portable version, set up a dedicated registry key to define the **Path** to your portable **7z.exe** (see below). Be sure to include a final back-slash in the **Path** definition of the registry key.

Note: Modification of the registry requires admin rights, only apply if you are sure what you are doing!



Get the path to the **7z.exe** from the proper subfolder of your portable version, e.g. as shown below.



If you prefer, you could set the Path to the 7-Zip64 folder instead.