M4 SOPMOD MOD

Thanks for downloading the M4 SOPMOD MOD.
This PDF will try and help explain most questions you may have.

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The SOPMOD MOD

This mod brings the M4 SOPMOD to GhostRecon with many different configurations this mod is sure to please M4 fans. It also includes new sounds, reticules, kit icons, models, and guns.

Quick Notes

•Designed for GhostRecon v1.4 **(Desert Seige and Island Thunder are Not Required)**

•This mod is free to distribute

•Introduces 22 M4 SOPMOD variations and 2 variations of the MK23 Socom Pistol

•This mod Includes the 3D Studio Max files. **(check page 7)**

M4 SOPMOD (Special Operations Peculiar Modification)

Accessory Kit

This kit contains multiple M4 modifications that allow the operator to adapt his weapon quickly for different enviroments

Accessories:
•Detachable CarryHandel
•Trijicon Acog Reflex2
•Trijicon Acog TAO1
•Aimpoint M2
•Eotech 550AA
•Crane LMT Stock
•Magpul M93a Stock
•M203/LeafSight
•Vertical Grip
•Harris Bipod
•Surefire Tactical Light
•VLI
•AN PEQ2
•KAC QD Suppressor

The SOPMOD MOD – Sub MODS

Sub mods are made to modify the standard (or stock) M4 SOPMOD models

Skin Sub Mods

M4 SOPMOD MOD Woodland Skins: Replaces the M4 textures to a woodland camo texture.
M4 SOPMOD MOD Desert Skins: Replaces the M4 textures to a desert camo texture.
M4 SOPMOD MOD Artic Skins: Replaces the M4 textures to a artic camo texture.

Model Sub Mods

M4 SOPMOD MOD Magpul Stocks: Replaces the stock with the Magpul m93a stock.
M4 SOPMOD MOD Crane Stocks: Replaces the stock with the Crane LMT stock.

The SOPMOD MOD includes these optional sub mods.
These mods include new skin and models for the m4.
You can choose between different Butt Stocks or
Camoflauge paint on your rifle.

If you are unfamiliare on how to run these mods please
refer to page 4.

General Information

This mod Includes

2 New guns, M4 Sopmod with 22 variations and the MK23 SOCOM with 2 variations.
New Sounds
New Reticules
There are 110 new kits

General notes

This mod was made for GhostRecon v1.4.
Desert Seige and Island Thunder are not required for this mod to work.
This MOD may not work with other MODS.
This mod is free to distribute without alteration
If you wish to use this in your own MOD please include credits in your readme.

All Gun models are in the Model Pack and is free to use at your discreation. See page 7 for more details.

Known Errors:

-Bad installation or download will cause textures to not show up on the models.
-Polygon count on the weapon models may make gr laggy on low end machines.

Installation

1. A: Extract "m4_sopmod_mod.zip" to your GhostRecon mods folder.
(i.e. "C:\Program Files\Red Storm Entertainment\Ghost Recon\Mods\")

    B: Sub mods installation (optional). Extract the following files to your Ghost Recon mods folder.

       "m4_sopmod_magpulstocks.zip" Stock Mod
       "m4_sopmod_cranestocks.zip" Stock Mod

       "m4_sopmod_woodland_skins.zip" Skin mod
       "m4_sopmod_desert_skins.zip" Skin mod
       " m4_sopmod_artic_skins.zip" Skin mod

2. A: Start Ghost Recon, Go into the Options Menu. Click on the mods
      tab at the top right of the screen.

Now click on M4 SOPMOD in the list on the left and hit the activate button.

You are now ready to play.

    B: If you extracted the optional files listed above you can configure
     them in a order similare to the ones below.

Lowest priority

-M4 SOPMOD
-M4 Stock
-M4 Skin

Highest Priority

*Note
**Stock and Skin mods will not run
without the M4 SOPMOD beeing
activated.**

Error Reporting

To report an error please check the following first.
- **You are patched to GhostRecon v1.4**
- **You are not running any other mods**

To submit an error please do the following:

Send an email to
jbe355@hotmail.com

Title the email "M4 SOPMOD error"

Please include:
1. Your Name (Gamer tag).
2. Where you found the error and if it can be replicated.
3. Detailed explination of the error .

Please make sure your clear and detailed when reporting error.

Model Pack Information

This mod was released with the 3d Studio max 5.1 models. This way people can customize the m4 model anyway they want for the game.

You may use the models in your own mods with no restrictions

The pz_mod_pack also comes with other models including the m16a4, m16a2, and other models.

<u>Quick setup:</u>
1. Extract the "pz_mod_pack.zip" files to a location of your choice.
2. You must copy and paste all of the textures that come with the m4_sopmod_mod into the folder you just extracted.

This will let you open the models without having to reassign textures to the model.

Credits

Author: Prozac360
Assistance by: Jay316

Beta Testers:
Prozac
Baz
PantyMan
Stalker zero
Jay
GRT

Special Recognitions:
Jay316, Tech advisor, multiplayer kit restrictions
EricJ, Weapon refrence photos.