

Absolute Height

Functions handling absolute altitude; by Faguss (ofp-faguss.com)

1. Overview

Operation Flashpoint 1.96 does not have native commands for finding object's absolute height and changing it. This package contains two functions providing that functionality.

2. Finding Absolute Height

- Copy `getPosABS.sqf` to the mission directory.
- Write in `Init.sqs`:

```
getPosABS = preProcessFile "getPosABS.sqf"
```

Function call syntax:

```
<object variable> call getPosABS
```

OR

```
[<object variable>, <optional method>] call getPosABS
```

Optional method is a string class name of a temporary object used in measurement. Default is `"emptyDetector"` (altitude from the sea is returned). Alternative value is `"logic"` (altitude from the ground is returned).

For example:

```
_pos = player call getPosABS  
hint format ["%1", _pos select 2]
```

Game could display:

```
29.8336
```

3. Modyfing Absolute Height

- Copy `setPosABS.sqf` to the mission directory.
- Write in `Init.sqs`:

```
setPosABS = preProcessFile "setPosABS.sqf"
```

Function call syntax:

```
[<object>, <position>] call setPosABS
```

OR

```
[<object>, <position>, <optional method>] call setPosABS
```

Where `<position>` is an array `[X, Y, Z]` OR a single number – wanted height.

Optional method is a string class name of a temporary object used in measurement. Default is `"emptyDetector"` (object will be placed given number of meters from the sea).

Alternative value is `"logic"` (object will be placed given number of meters from the ground).

Function returns position that object was placed on (contains relative height).

For example:

```
_pos = [player, 29.8336] call setPosABS  
hint format ["%1", _pos select 2]
```

Game could display:

```
0
```

4. Credits

Functions are based on [getpos2.sqf](#) by toadlife.

5. Version history

v1.0 (23.08.14)

First release.