

BN_tracer_red v1.3

Bn880's tracer addon modified by Faguss (ofp-faguss.com)

1. Overview

This addon adds greater customization to the original bn_tracer_addon. You can change tracer model, texture, condition of occurrence etc.

2. Usage

Copy bn_tracer_red.pbo to the addons folder.

For every unit call this function:

```
[<unit>, <tracer frequency>] call loadFile {\bn_tracer_red\addTracerUnit.sqf}
```

For example:

```
{[_x, 3] call loadFile {\bn_tracer_red\addTracerUnit.sqf}} forEach units player
```

This will enable tracers for all units in the player's group. Tracer will appear every third shot.

Script works locally.

3. Customization

To modify tracers simply change one of the global variables anywhere.

a) Texture

Each side has its own texture. Here are the default values:

```
BNTRACERRED_TEXTUREWEST = "\bn_tracer_red\yellow.paa"  
BNTRACERRED_TEXTUREEAST = "\bn_tracer_red\green.paa"  
BNTRACERRED_TEXTUREGUER = "\bn_tracer_red\blue.paa"  
BNTRACERRED_TEXTURECIV = "\bn_tracer_red\blue.paa"  
BNTRACERRED_TEXTUREENEMY = "\bn_tracer_red\red.paa"
```

Original „red” texture has been renamed to „yellow”. Models have been modified to use a single texture file (instead of two in the original).

Addon also contains other textures:

- `\bn_tracer_red\electricblue.paa`
- `\bn_tracer_red\pinkred.paa`
- `\bn_tracer_red\violet.paa`
- `\bn_tracer_red\warning.paa`

b) Specifying Valid Weapons

```
BNTRACERRED_WEAP = []
```

If this array is empty, script will check if unit's weapon is equal to the `primaryWeapon`. If the array is not empty then unit's weapon name has to be in this array for the tracer to be created.

c) Tracer Vehicle Class

```
BNTRACERRED_MODEL = "bn_tracer_red"
```

By default large model (compared to the original) is used.

Addon contains other classes which you can assign to this variable:

- `bn_tracer_red_small`
- `bn_tracer_red_short`
- `bn_tracer_red_short_small`

Set it to "" (empty string) to disable the tracers.

d) Ricochets

```
BNTRACERRED_BOUNCE = 100  
BNTRACERRED_RIOCHETDMG = true
```

First value determines probability of ricochets occurring: from 0% (disabled) to 100% (almost every round bounce). In multiplayer you should only use 0 or 100.

Second value determines if ricochets deal damage.

e) Custom Code

```
BNTRACERRED_CUSTOMCODE = ""
```

Script executes code stored in this variable before each tracer is created. You can use this feature to customize the tracers.

Input data is an array that contains:

- 0 – unit
- 1 – weapon
- 2 – muzzle
- 3 – mode
- 4 – ammo
- 5 – texture set in initialization
- 6 – tracer frequency
- 7 – unit id

Unit id number is an index for `BNTRACERRED_SHOTCOUNT` array (used for checking tracer frequency) and `BNTRACERRED_LASTWEAPON` array (stores unit's weapon; if changed then shot count is reset).

Additionally there are two local variables which you can modify:

- `_BNTRACERRED_MODEL` – class name for the current tracer
- `_BNTRACERRED_TEXTURE` – texture name for the current tracer

See example missions to learn how to use this function.

5. Credits

This addon was based on a modification by Pulverizer who added:

- larger tracer model
- bounce probability

Thanks to Pulverizer for help.

Thanks to Kenoxite for fixing a bug when initializing tracers on deleted units.

Thanks to Rožek for reporting bug in 1.99 version of the game.

Thanks to Macser for making models use a single texture and updating existing textures.

6. Version history

1.0 (15.05.09)

First release.

1.1 (21.07.09)

- added small (original) model
- more customization options
- tracers weren't working after weapon change – fixed
- tracers weren't bouncing (forgot to copy bullet class) - fixed

1.11 (05.08.09)

- fixed color issue on changing weapon
- removed 'exit' variable

1.2 (03.09.11)

- `BNTRACERRED_COLOR` changed to local
- added `_BNTRACERRED_MODEL`
- uses Fwatch v1.1 to detect if DxDLL is enabled
- added WW4mod25 cfg setting

1.3 (01.06.21)

- models edited by Macser to use a single texture
- model length increased; shorter versions kept as separate models
- added textures: blue, electricblue, violet, warning
- textures edited by Mascser to cover both selections
- models are binarized
- Kenoxite added condition to initialize tracers only for non-null and alive units
- removed file tracerSettings.cfg
- global variables are not initialized if they already exist
- renamed global variables to begin with `BNTRACERRED_`
- added variable to specify texture for the ENEMY side
- default resistance and civilian tracer color has been changed from red to blue
- removed code that generates variables for each weapon (which was bugged in the first place)
- removed code that blocked „find” command (thx to Rožek for finding that one)
- shortened initialization delay
- in 1.99 command `isServer` is used
- custom code is now stored directly a variable (instead of storing file name to load)
- variable `BNTRACERRED_INTERRUPT` changed to `BNTRACERRED_CUSTOMCODE`
- removed DxDLL detection code introduced in previous version
- code clean up
- probability of ricochet occurring has been changed from 50% to 100%