

BN_tracer_red v1.2

Bn880's tracer addon modified by Faguss (fgs.er.pl)

1. Modifications

- added red textures; former 'red' renamed to *yellow*
- no tracers after changing weapon - bug removed
- texture customization
- limit or enhance list of affected weapons
- bounce probability customization
- interrupts to customize your own code to change tracer attributes

This addon was based on modification by Pulverizer who made:

- larger tracer model
- bounce probability

2. Usage

Be sure to see the readme for the original addon first: http://s92713009.onlinehome.us/OFP/BN_tracers1_24.zip

Usage is the same as with *bn_tracers*. Except that path to the function should be changed, e.g.:

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

It works locally.

3. Customization

a) Textures

You may replace the textures with your own ones. See *tracerSettings.cfg*:

```
bn_trcolorwest="yellow";      bn_trpathwest="\bn_tracer_red\";
bn_trcoloreast="green";      bn_trpatheast="\bn_tracer_red\";
bn_trcolorguer="red";        bn_trpathguer="\bn_tracer_red\";
bn_trcolorciv="red";         bn_trpathciv="\bn_tracer_red\";
```

Filename must be <name>.paa and <name>b.paa. In configuration use only the <name> part. Then specify the path for your files. If you change the values to an empty string game will use images from current mission directory.

b) Weapons

There is a global array:

```
BNTRACERRED_WEAP
```

If this array is empty, script will only check if unit's weapon is equal to `primaryWeapon` before creating a tracer. If the array contains anything then unit's weapon name would have to be one of it's elements.

c) Global model

Tracer is created using this variable:

```
BNTRACERRED_MODEL
```

Possible values are „bn_tracer_red” (big tracer) and „bn_tracer_red_small” (small tracer). Set it to " " (empty string) to switch the tracer off.

d) Bouncing

In the script that creates bounced tracer there is a line to quit if a randomly created number exceeds:

```
BNTRACERRED_BOUNCE
```

Range of values: from 0 (no bouncing) to 100 (almost every round bounce).

e) Custom code

If this variable is set to true...

```
BNTRACERRED_INTERRUPT
```

...the script executes `bn_tracer_red.sqf` from mission folder. You can write there your own code to modify variables before the tracer is created. See examples in this archive.

To this function an array is passed containing variables:

0 – unit	4 – ammo
1 – weapon	5 – color set in config
2 – muzzle	6 – every which shot tracers are created
3 – mode	7 – unit counter

f) Current texture

`_BNTRACERRED_COLOR`

This local variable is always set inside the function which creates tracers. You can modify it through interrupt function.

g) Local model

`_BNTRACERRED_MODEL`

This local variable is always set inside the function which creates tracers. You can modify it through interrupt function.

4. Note on colour red

In OFP red color is not visible at night. That's why my „red” texture is pink red. Though, if you're using Kegetys' **DxDLL** red color is clearly visible.

If you have **Fwatch** version 1.1 enabled then addon automatically detects if you're using **DxDLL** and changes pink red to pure red.

5. Credits

Thanks to Pulverizer for help.

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