

# Check stance v1.1

Detects if unit stands or lies; by Faguss (fags.er.pl)

Idea based on the script from wolf addon by Itweas.

## 1. Required addon

dummyBullet <http://euro-net.pl/~faguss/files/dummyBullet.pbo>

## 2. Usage

```
<unit> exec "Check_stance.sqs"
```

## 3. Explanation

The idea of the script is to create bullet at unit's position, on certain height. If it hits it means the unit is standing, if not – the unit is lying.

May not work properly when FPS is low. Some animations (turning clockwise, throwing grenade from sprint) script will detect as „lying”.

## 4. Credits

Thanks to Itweas for creating great addons.

## 5. Version history

**1.0** (21.04.09)

First release.

**1.1** (28.04.09)

- uses dummyBullet addon