

Check Stance CWA

Detects if player is standing, crouching or lying for version 1.99; by Faguss (ofp-faguss.com)

1. Overview

This function uses `animchanged` event handler to detect animation and based on its name it determines what is the unit's stance. Requires **Arma: Cold War Assault 1.99**. Also it's compatible with **WW4 mod 2.5**.

2. Usage

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

```
call loadFile "CheckStanceCWA.sqf"
```

- For every unit (that you want to check) call function `CHECK_STANCE_CWA_INIT` and assign `animchanged` event handler calling function `CHECK_STANCE_CWA_SET_ANIM`. For example:

```
_units = [soldier1, soldier2, soldier3];  
{_x call CHECK_STANCE_CWA_INIT; _x addEventHandler  
["animchanged", "_this call CHECK_STANCE_CWA_SET_ANIM"]}  
forEach _units
```

To check stance use function:

```
_stanceName = _unit call CHECK_STANCE_CWA
```

It returns a string "Stand" (default) or "Crouch" or "Lie". If the current animation is a transition between stances then end result is considered.

You can also write your own code for checking stance. For example:

```
_stance = "Standing"  
_current = _unit CHECK_STANCE_CWA_GET_ANIM  
? _current in CSP_CHECK_STANCE_CWA_CROUCH : _stance="Crouching"  
? _current in CSP_CHECK_STANCE_CWA_LYING : _stance="Lying"  
hint _stance
```

3. Global Variables

Scripts initializes seven global arrays:

CSP_CHECK_STANCE_CWA_UNIT_LIST - list of units which can be checked

CSP_CHECK_STANCE_CWA_ANIMATION_LIST - list of last units animations

CHECK_STANCE_CWA_LYING - list of lying animations

CHECK_STANCE_CWA_CROUCH - list of crouching animations

CHECK_STANCE_CWA_RESTRICTED - list of transitional animations (like changing stances, taking items, etc.)

CHECK_STANCE_CWA_HANDGUN - list of animations where pistol is in hand

CHECK_STANCE_CWA_NOGUN - list of animations where unit doesn't have a weapon

4. Version history

v1.0 (11.06.17)

First release