

CheckStancePlayer 1.1

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

1. Overview

Scripts uses Fwatch to get current player animation ID and based on that number it determines what is the player's stance. Requires Fwatch 1.1 or newer. Also it's compatible with WW4 mod 2.5.

2. Usage

- Download Fwatch <http://ofp-faguss.com/fwatch> and start game with `fwatch.exe`
- Copy `CheckStancePlayer.sqs` to the mission directory.
- Write in `Init.sqs`:

```
[ ] exec "CheckStancePlayer.sqs"
~0.1
```

To check stance use function:

```
_stanceName = call CheckStancePLR
```

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 = call loadFile ":mem getplayeranim"
? _current in CSP_CROUCH : _stance="Crouching"
? _current in CSP_LYING : _stance="Lying"
hint _stance
```

3. Global Variables

Scripts initializes five global arrays:

CSP_LYING	- list of lying animations
CSP_CROUCH	- list of crouching animations
CSP_RESTRICTED	- list of transitional animations (like changing stances, taking items, etc.)
CSP_HANDGUN	- list of animations where pistol is in hands
CSP_NOGUN	- list of animations where unit doesn't have a weapon
CSP_BASE	- only for vanilla OFP (not in WW4), indicates first animation from <code>o.pbo</code>

4. Version history

v1.0 (12.12.11)

First release on BI forums (made together with Icarus).

v1.1 (25.09.14)

- rewritten the script from scratch
- running from crouching is considered as „standing”
- changed global variables names; added `_restricted`, `_handgun`, `_nogun` and `_base`
- added function for checking stance
- standard OFP and WW4 support now in one script
- when finding base handgun animation player's unit could froze - fixed