

FindInArray

Function searching for item in an array; by Faguss (ofp-faguss.com)

1. Overview

Operation Flashpoint 1.96 does not have a native command for searching arrays. This package contain function providing that functionality.

2. Usage

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

```
FindInArray = preProcessFile "FindInArray.sqf"
```

Function call syntax:

```
[<search FOR>, <search IN>, <optional mode>, <opt position>] call FindInArray
```

Where `<search For>` is the element you're looking for and `<search IN>` is the array that the function will go through. Optional arguments are explained further.

Functions returns integer – index of the first occurrence of the item in the array. If it was not found then `-1` is returned.

For example:

```
_index = ["c", ["a","b","c"]] call FindInArray  
hint format ["%1", _index]
```

Game will display:

2

3. Optional Comparison Method

By default function uses `a == b` to compare elements. It's case insensitive and will generate error if the data types aren't identical (e.g. you're searching for string in array containing numbers).

The alternative is to use `a in [b]` which is safer (no error messages) and also case sensitive. Pass argument "in" to activate it. For example:

```
_index = ["c", [0,1,"c"], "in"] call FindInArray  
hint format ["%1", _index]
```

Game will display:

2

Another way to avoid comparison error is to convert both elements to strings by using `Format` command. So now it will look like this: `Format["%1",a] == Format["%1",b]`. It also could prove useful when you're looking for a number in the array that has numbers as strings or vice versa. For example:

```
_index = [2, ["0","1","2"], "format"] call FindInArray  
hint format ["%1", _index]
```

Game will display:

2

You can combine both methods by using `formatIn` argument. For example:

```
_index = [_item, _array, "formatIn"] call FindInArray
```

4. Optional Starting Position

By default function conducts search from index zero (beginning of the array). To change it (and e.g. start searching from the middle) pass additional number. For example:

```
_index = ["c", ["a", "b", "c", "d", "e", "c"], "", 3] call FindInArray  
hint format ["%1", _index]
```

Game will display:

5

5. Version history

v1.0 (24.08.14)

First release.