

Flashpoint Cutscene Maker v1.12

Interface for camera work; by Faguss (ofp-faguss.com)

1. Overview

Flashpoint Cutscene Maker is a script for **Operation Flashpoint** creating an interface for camera scripting. You're able to quickly set up a film and export it to a script.

2. Requirements

Fwatch 1.15

<http://ofp-faguss.com/fwatch/download>

3. Installation

- Extract archive contents to the game directory.
- **Optional:** copy the line below and paste it to the *description.ext* in your mission.

```
#include "FlashpointCutsceneMaker\Dialogs.hpp"
```

- Add ability to launch the script. Copy this code to the *init.sqs* file in your mission.

```
player addAction ["FCM", "..\FlashpointCutsceneMaker\Start.sqs"]
```

4. Key Bindings

W, S, HOME, END	reduce camera's distance to the target
A, D, DELETE, PAGEDOWN	rotate camera
Q, Z, INSERT, PAGEDOWN	change camera altitude
-, +	zoom in / out
X	keep camera angle
C	place camera target on the ground
V	switch between target 3D rotation and 2D movement
M	move camera to the place selected on the map
RBUTTON (hold)	change camera target position
MBUTTON, E (while holding rbutton)	change target's distance to the camera in 2D mode: change camera target altitude
SHIFT, ALT	reduce movement speed
CTRL	increase movement speed
RBUTTON (on menu)	open context menu
SPACE (during playback)	stop and go to this segment
MOUSE WHEEL	next / previous segment

5. Usage

Cutscene is divided into segments (also called „moves“). Dialog always display properties of two moves. Blue sub-background shows which segment (left or right one) is currently active. You can switch to other one by moving mouse cursor over the gray sub-background.

First move represent camera starting position and all the other ones show where to camera will move.

When cursor is not hovering over lower background you are able to manipulate camera but input fields are locked. If cursor is on the dialog then camera is locked and inputs are free.

Red particle appears when you move camera target. It's there to help with orientation – e.g. if you move mouse clockwise, the particle moves clockwise as well.

Any changes done to the segment are stored instantly.

Most of the options are explained within internal help system (enabled by default).

Actors are predefined objects. To create a list, define array `FCM_ACTORS` in *Init.sqs*:

```
FCM ACTORS = ["player", "a1"]
```

Fill it with objects variable names wrapped in quotation marks.

Keep angle – this option will block Q and Z keys. Instead camera height is changed (in a regular manner) when you move camera farther / closer to the target.

Freeze (hourglass icon) – this option will reduce velocity to zero and set captivity for all actors. When you turn it off previous velocity / captivity settings are brought back.

First move – is the camera initialization so the position / target must be defined (they can't be disabled) and commit value is always zero.

Move cursor to the upper edge of the screen to show second background. It contains project title and buttons:

Options

Check version on-line

If enabled then it downloads every week script version number.

Auto save on quit

Project is saved every time you quit editor. It must be saved manually first.

Auto load last project

When you start FCM it loads last project you saved from this mission.

Auto play auto loaded project

If the option above is enabled then the cutscene is played right after loading.

Help text

Show text describing dialog options.

Set „no change” for the new moves

Newly added moves inherit attributes from the previous moves.

Clear comment for the new/pasted moves

Newly added moves have blank name.

Also current script version is displayed in the lower right corner.

Save

Saves project to a file in the *fwatch/idb/FCM/* folder. Files have *.fcm* extension. Existing save file is moved to the recycle bin. Press ESC to abort operation and keep current save.

Load

Reads project from a file in the *fwatch/idb/FCM/* folder. You cannot load a file which version is higher than version of the script you're using. Older versions are converted. If you press ESC during operation then project prior to loading is brought back.

Export

Writes a cutscene script in the mission directory. Max filename length and camera variable name is 254 characters. If you enable **Add to Init.sqs** then the generated script is executed at the beginning of *Init.sqs* – just restart mission to preview it. If you have code that could interfere with the cutscene then enable **Halt other operations** to stop it until the camera is finished. If you press ESC during operation then process is stopped and an unfinished script is kept.

6. Version history

1.0 (19.12.12)

First release.

1.1 (11.07.15)

- requires Fwatch 1.14
- uses Fwatch „input multi” method
- improved on-line version check

- save files are now stored in *fwatch\ldb\FCM* instead of *fwatch\mdb*
- changed save file format
- faster project loading from file
- added option to load old save files

- added two menu options (no change for the new moves and clear comment)
- added option to automatically include dialogs in description.ext
- added hotkey to put camera target to the ground
- camera target rotates around camera; added option to switch the old movement type
- camera target is moved when you change camera position by map
- cursor was moved to the right after delete, cut, copy, paste – fixed
- faster script startup
- mouse scroll is used to go to previous/next moves

1.11 (01.06.16)

- requires Fwatch 1.15
- file is not deleted when user stopped saving
- no length limit for condition code and for project title
- file name and camera variable name limits to 254 characters
- fixed bug with moves changing their properties when scrolling
- in condition code FCM_CAM is used to refer to the camera instead of _c
- when exporting to a script, FCM_CAM (in condition) is replaced with wanted camera name

1.12 (19.03.17)

- fixed bug where input fields couldn't be modified
- reverted to previous saving method (save file is replaced by a new file)
- removed time delays in saving procedure