

Footprints v1.1

Soldiers leave footprints; by Faguss (fgs.er.pl)

1. Usage

```
<array> exec {\Footprints\Init.sqs}
```

Where `<array>` is array filled with units names.

It works locally. You may launch *init.sqs* more than once but don't do it with the same units in the array. Script creating prints is meant to work with standard animations.

Each print is saved to array:

```
FootprintsX=[PrintX_Y_Z, PrintX_Y_Z, ...]
```

Where X is ID, Y is print counter and Z is hidden selection number (0 – left foot, 1 – right foot). ID number depends on unit position in the array passed to the *init.sqs*. Example:

```
[p1,p2,p3] exec {\Footprints\Init.sqs}
```

Unit *p1* will leave prints with ID number 0, *p2* – with number 1, *p3* - 2.

Enhancing:

In the archive you'll find scripts to:

- make prints disappear after given time
- set prints on the objects
- remove all prints immediately
- replace print texture

Disadvantages:

- prints aren't created when unit is running sideways and turning simultaneously
- they are created horizontally which makes them hardly visible on steep hills
- walk (gun on back) / holding AT animations aren't supported

Feel free to write your own code creating prints. See 'Docs' for explanation how scripts work.

2. Reserved variables

- `PRINT_NUMBER` – used to assign ID numbers.
- `PRINT_INTERVAL` – time interval **multiplier** between creating prints. Default value is 1. Increase it to make footprints placed less frequently.

3. Credits

Thanks to Kalasnikov471 for help with Objektiv2Light.
Thanks to Pulverizer for advice on MP compatibility.

4. Version history

1.0 (27.05.09)

First release.

1.1 (22.07.09)

- script works locally
- removed *multi* version