

In-Game Script Editor v1.0

Editing mission scripts; by Faguss (ofp-faguss.com)

1. Overview

In-Game Script Editor is a script for **Operation Flashpoint** which allows to edit mission text files from the game. It can speed up mission building process by eliminating the need for frequent window switching between the game and text editor program.

2. Requirements

Fwatch 1.15

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

3. Installation

- Extract archive contents to the game directory.
- **In-Game Script Editor** requires it's own dialogs added into mission. It features a script which can do that automatically.

If you want to do that manually then copy line below to the *description.ext* in your mission.

```
#include "In-Game-Script-Editor\Include.hpp"
```

Alternatively, if you don't want to repeat this for every mission then copy this code to the *Resource.cpp* (at the end). It's safe to use both methods at once.

```
#include "..\..\In-Game-Script-Editor\Res.hpp"  
or  
#include "..\In-Game-Script-Editor\ResCWA.hpp"
```

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

```
player addAction ["IGSE", "..\In-Game-Script-Editor\Start.sqs"]
```

4. Usage

Open Mission Editor, load your mission and preview. When you click on the action a dialog appears with the list of files. Double click one of them to open text editor dialog. Pick a line you wish to change, type text in the input box and press ENTER key to save.

Standard controls in OFP dialogs

TAB	switch focus to the next dialog element
HOME / END	go to the beginning / end (input field)
CTRL + LEFT / RIGHT	go to previous / next word (input field)
SHIFT + LEFT / RIGHT	mark characters (input field)
CTRL + SHIFT + LEFT / RIGHT	mark words (input field)
CTRL + HOME / END	mark to the end of the line (input)
CTRL + C / X	copy / cut selection (input)
CTRL + V / SHIFT + INSERT	paste from clipboard (input)
ESC	close top dialog

Arrows are programmed to always move selection up / down so I recommend having focus set on the input box (use TAB key).

For complete list of controls in File Manager and Text Editor press **F1**.

5. Configuration

Any time you have access to the configuration (**F12**). It contains definitions regarding dialog size, font, colour and a few options regarding functionality. Comments in the files explain their usage.

If you have modified dialog configuration you'll have to reload mission for the changes to take effect. If you have included dialogs in the resource file – you'll have to restart the game.

Set up an end trigger with condition IGSE_END to automatically terminate mission when you leave dialog configuration.

Settings example: how to modify editor window so that it doesn't overlap with game chat?

```
#define IGSE_rows 42
#define IGSE_rowSize 0.02
#define IGSE_fontSize 0.02
#define IGSE_customY 0
```

6. Version history

0.2 (04.10.11)

First release.

0.21 (15.06.12)

- added ResCWA.hpp
- changed dialogs classnames so it doesn't collide with SPIG script
- updated internet address which script uses to check version

0.3 (22.07.12)

- added option to move line up / down
- added option to rename / create file
- goes to parent folder in case of error
- selecting, cutting, copying, pasting multiple lines
- suited for Fwatch v1.11 (not compatible with older version)

0.4 (29.12.12)

- added bookmarks
- added clock
- added scrolling acceleration
- changed key combination for pasting lines
- colour for lines can be changed in script configuration
- configuration accessible under F11, F12 (instead of F1,F2)
- file isn't reloaded when user finished marking
- improved marking lines
- removed IGSE_CTR variable from script configuration
- scripts quit if igse dialog not visible and not if any dialog
- title informing about new version is now in red
- updated version check script

0.41 (16.05.13)

- title informing about new version appears in all dialogs
- added option in dialog configuration to change window Y position
- added option to automatically include IGSE dialog in description.ext if not present

0.42 (24.08.13)

- added option to create folders
- added option to search for text in a file
- bookmarks position is shifted when lines are added / removed / replaced

- config files have the same line limit as regular files
- copied lines are stored in a file and reloaded when starting IGSE
- database can store file names up to 123 characters
- disabled marking lines when going through bookmarks
- editor centers view on a current bookmark when F2 is pressed
- editor cycles through bookmarks when F2 is held
- fixed clock disappearance issue
- icon is displayed in file input menu
- last version check date will be updated even if failed to download version number
- reduced loading times (:io2 command)
- removed IGSE_MEASURE variable from script configuration file
- shows correct icon (in file list) regardless extension letter case
- uses fwatch v1.12 multi input method

1.0 (01.06.16)

- uses Fwatch 1.15 (faster loading, no line limit, version check doesn't block the game)
 - options are now in only one file *IGSE configuration.hpp*
 - removed option IGSE_ENTERNEXT (Ctrl+Enter is used instead)
 - removed option IGSE_LINES (it's detected automatically)
 - removed options IGSE_HOLDKEYMIN, HOLDINTERVAL, HOLDACC (asynchronous input instead)
 - removed option IGSE_TOOLONG_CLR (not needed)
 - added option IGSE_listFocus for disabling listbox focus
 - added safeguard to prevent multiple instances
 - no error when executing Text Editor / File Manager scripts standalone
 - F1 displays list of controls
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- **File Manager:** F2 is used to rename files instead of Ctrl + R
 - **FM:** Ctrl + Shift + N is used to create folders instead of Ctrl + M
 - **FM:** can type a wildcard to filter file list
 - **FM:** double-clicking on two different files does not start text editor
 - **FM:** updated txt, sqf, sqs icons
 - **FM:** can copy / cut / paste files (uses Windows clipboard) and delete them
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- **Text Editor:** Ctrl + Shift + Arrow is used to shift lines instead of Ctrl + Arrow
 - **TE:** Ctrl + Arrow now scrolls listbox
 - **TE:** Ctrl + T to insert tabulator in the input box
 - **TE:** Alt + C/V is used to copy/cut lines instead of Shift + C/V
 - **TE:** Ctrl + Enter commits changes and creates a new line
 - **TE:** Ctrl + N on the top will add new line before the rest of the file (instead of creating it below)
 - **TE:** does not measure number of characters in a line
 - **TE:** added option to find and replace text
 - **TE:** lines are now copied to the Windows clipboard (instead of global variable)