

# In-Game Script Editor v1.1

Text file editor; by Faguss (ofp-faguss.com)

## 1. Overview

**In-GameScriptEditor** is a script for **Operation Flashpoint / ArmA: Cold War Assault** which allows to edit text files from the game itself. It speeds up mission building process by eliminating the need for frequent window switching between the game and an external text editor software.

## 2. Installation

IGSE requires **Fwatch v1.16** scripting extension. Download it from [ofp-faguss.com/fwatch](http://ofp-faguss.com/fwatch) and extract it (password is „fwatch“) to the game folder. To install IGSE extract `in-game_script_editor.zip` to the game folder. Launch the game using `fwatch.exe`.

## 3. Usage

### Quickstart:

- Launch the game with parameter: `fwatch.exe -mod=In-Game-Script-Editor` OR copy mission from the `In-Game-Script-Editor\Missions\Users\` to the `Users\<your name>\Missions\`
- Open Mission Editor and pick Desert Island. Load mission `IGSE_demo`. Preview.
- Select `IGSE` from the action menu.
- List of files will be displayed. Use arrow keys to select `Rotate.sqs` and press ENTER to open it.
- Text file contents will be displayed. Use arrow keys to select a line. Type on the keyboard to make changes in the input field on the bottom and then press ENTER to save the line.

### Using IGSE in your own mission:

In the script `Init.sqs` or in the player initialization field (in the Mission Editor) add line:

```
Player AddAction ["IGSE", "..\In-Game-Script-Editor\Start.sqs"]
```

Start the mission. Select `IGSE` from the action menu. A window will appear saying „Would you like to add IGSE dialog to the description.ext?“. Select „OK“, reload and restart the mission. Launch the script again from the action menu. IGSE menu will appear.

### Overview:

IGSE consists of two parts:

- **File Manager** where you browse a list of files, perform file operations and open files for editing,
- **Text Editor** where you modify lines in a text file.

## 4. File Manager

### **Keyboard / mouse control:**

UP / DOWN  
PAGE UP / DOWN  
HOME  
END  
Double-click LMB / ENTER  
Backspace  
Fourth mouse button  
Fifth mouse button  
Middle mouse button  
Letters and numbers  
Backspace  
.  
F1  
F2  
F5  
F12  
CTRL + N  
CTRL + SHIFT + N  
CTRL + (SHIFT) + C  
CTRL + (SHIFT) + X  
CTRL + V  
DELETE  
CTRL + P  
CTRL + SHIFT + P  
CTRL + (SHIFT) + TAB  
RMB + SCROLL

### **Effect:**

Select previous / next file  
Scroll list backward / forward by the amount of rows  
Go to the top of the list  
Go to the bottom of the list  
Open file in text editor, unpack pbo, debinarizeconfig  
Go back to the parent directory  
Go back to the parent directory / exit  
Go back to the previous directory / file  
Exit  
Type file filter  
Delete file filter  
Type file filter extension  
Show list of controls  
Renamefile  
Reload file list  
Edit configuration file  
Create new file  
Create new folder  
Copy file to the Windows clipboard(hold shift to add another file)  
Cut file to the Windows clipboard(hold shift to add another file)  
Paste file from the Windows clipboard  
Move file to recycle bin  
Pack folder to a PBO file (without compression)  
Pack folder to a PBO file (with compression)  
Switch to a recent file  
Switch to a recent file

By default IGSE will load most recent file in the Text Editor. This can be changed in the configuration. Alternatively you can hold LCTRL or RMB while launching the script to force File Manager.

File filter is for reducing amount of items in the file list. For example: you can type on keyboard: "." (dot), "s", and "q" and IGSE will limit the list of files to .sqns and .sqf files.

Windows clipboard is used for copying files so for example you can copy files in the Windows Explorer and then paste them in the IGSE or vice versa.

When un/packing PBO the output will appear in the same folder only if it's an allowed location (per Fwatch rules) such as current mission folder, *in-game-script-editor*, *flashpointcutscenemaker*, *missioneditor3d*, *@addontest*, *set-pos-in-game*, *fwatch\idborfwatch\lmp*. For any other location the file will be saved in the *fwatch\lmp*.

You can view images in the File Manager. File has to be .paa, .pac, .jpg or .jpeg and its dimensions have to be a power of two (e.g. 128x64). IGSE will also show PAA image type and if it has an alpha flag.

## 5. Text Editor

### **Keyboard / mouse control:**

UP / DOWN  
CTRL + UP / DOWN  
PAGE UP / PAGE DOWN  
CTRL + HOME / END  
F1  
F2  
SHIFT + F2  
F3  
SHIFT + F3  
F4  
ENTER  
CTRL + ENTER  
CTRL + SHIFT + ENTER  
CTRL + N  
CTRL + SHIFT + N  
CTRL + DELETE  
CTRL + BACKSPACE  
CTRL + SHIFT + UP / DOWN  
CTRL + T  
CTRL + SHIFT + T  
CTRL + Q  
Hold ALT + UP / DOWN  
Hold ALT + A  
Hold ALT + C  
Hold ALT + X  
Hold ALT + V  
CTRL + F2  
CTRL + F  
CTRL + H  
CTRL + G  
CTRL + O  
CTRL + W  
F5  
F12  
Middle / fourth mouse button  
CTRL + (SHIFT) + TAB  
RMB + scroll

### **Effect:**

Go to the previous / next line  
Scroll list without changing selection (limitation: has to be centered first)  
Scroll list backward / forward by the amount of rows  
Go to the top / bottom line  
Show list of controls  
Go to next bookmark  
Go to previous bookmark  
Go to the next search result  
Go to the previous search result  
Replace search result in the current line  
Save input to the file  
Save input to the file and create a new line below  
Save input to the file and create a new line above  
Create a new line below the current  
Create a new line above the current  
Delete current line  
Clear current line  
Move current line up / down  
Insert tab at the beginning of the line  
Remove tab from the beginning of the line  
Toggle comment (semi-colon or double slashes)  
Mark lines  
Mark everything  
Copy marked lines  
Cut marked lines  
Paste text from the clipboard below the current line  
Set / unset bookmark  
Search for a phrase  
Search and replace  
Go to line number  
Open file manager  
Exit IGSE  
Reload file  
Edit configuration  
Close text editor  
Switch to a recent file  
Switch to a recent file

Due to how OFP dialogs function, in IGSE you don't edit directly the list of lines (like in a typical text editor) but instead you make changes via input field on the bottom. This field will show contents of the currently selected line. You modify that single line and then press ENTER to save the file.

Text editor automatically hides chat so that it doesn't get in the way of editing. This functionality can be disabled in the config.

Arrow keys in the Text Editor are programmed to move selection up / down so I recommend to always keep focus on the input box (use TAB key).

To copy multiple lines of text to the Windows clipboard you have to hold ALT key, move selection up or down and then press C or X keys.

Optionally in the Mission Editor you can add a trigger with type: `End #` and in the `onActivation` field write: `IGSE_END`. This will make the mission automatically end when you modify `description.ext` or `User Configuration.cpp` using IGSE Text Editor.

## 6. Configuration

Press F12 to access `User Configuration.cpp`. It is generated automatically and stored in `fwatch\idb\igse` folder so that when you update IGSE your personal config won't be overwritten. You can delete this file and it will be recreated automatically. If you delete any of the options IGSE will restore them automatically.

This file contains properties of windows for File Manager and Text Editor (like position, color or size). Description of each option is in a comment at the end of the line. OFP dialogs can't be reloaded on the fly so you'll have to reload the mission after making changes.

Here's an example how to have more lines shown in the Text Editor:

- Press F12 to open the config file.
- Scroll down until you find `//#define IGSE_rowSize 0.023`.
- Remove the slashes and lower the number, e.g.: `#defineIGSE_rowSize 0.018`.
- Exit to the mission Mission Editor. Press "Save", "OK" and then "Preview".
- Launch IGSE script.

At the bottom there are `Other options` which do not require reloading the mission. These are:

- `IGSE_listFocus` – you can set it to `false` which will block control of the Text Editor listbox but you won't have to switch focus with TAB.
- `IGSE_updatecheck` – IGSE automatically makes an Internet connection to check if a new version is available. Set it to `false` to disable it.
- `IGSE_loadlastfile` – by default while starting IGSE opens Text Editor with the most recent file. If you change this option to `false` then it will open File Manager instead.
- `IGSE_hidechat` – set it to `false` to stop hiding chat while in the Text Editor.

## 7. Version history

### **0.2** (04.10.2011)

First release.

### **0.21** (15.06.2012)

- 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** (22.07.2012)

- 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** (29.12.2012)

- 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** (16.05.2013)

- 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** (24.08.2013)

- 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** (01.06.2016)

- 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

### File Manager:

- F2 is used to rename files instead of Ctrl + R
- Ctrl + Shift + N is used to create folders instead of Ctrl + M
- can type a wildcard to filter file list
- double-clicking on two different files does not start text editor
- updated txt, sqf, sqs icons
- can copy / cut / paste files (uses Windows clipboard) and delete them

### Text Editor:

- Ctrl + Shift + Arrow is used to shift lines instead of Ctrl + Arrow
- Ctrl + Arrow now scrolls listbox
- Ctrl + T to insert tabulator in the input box
- Alt + C/V is used to copy/cut lines instead of Shift + C/V
- Ctrl + Enter commits changes and creates a new line
- Ctrl + N on the top will add new line before the rest of the file (instead of creating it below)
- does not measure number of characters in a line
- added option to find and replace text
- lines are now copied to the Windows clipboard (instead of global variable)

## **1.02** (28.07.2017 – unofficial release on the Fwatch website)

- reduced input delay

### Text Editor:

- Ctrl + Shift + N causes the line to insert above the current one
- Ctrl + Shift + Enter now modifies the line and adds a new line above
- removed special behavior when a new line was added at the top (aka it would go to the top)
- Ctrl + T will now edit the line instead of adding tabulator in the input field. Holding SHIFT will remove the tab
- Ctrl + Q will toggle comment in the current line

- Ctrl + W to mark everything
- Alt + A to mark everything
- fixed issue with "Search" dialog being unresponsive
- fixed key combinations in "Search" dialog not working properly
- file will be automatically reloaded after doing search & replace
- fixed issue with search result display showing incorrect numbers
- text editor width was changed from 90% to 100%
- text editor rows were increased from 23 to 33
- text editor font size in the config is now set to be relative to the row size
- fixed error in a function updating the bookmarks

#### File Manager:

- added 7z, rar, zip, ace, dll, lnk, vdf to the list of files that can't be opened
- file list is cached in a temporary file to speed up filtering files
- files with "htm" extension are treated as "html"
- using backspace when typing file filter would close the window so a timeout was added
- window height now depends on the font size (instead of row size) defined in the config
- config options IGSE\_LOADLASTFILE and IGSE\_VERSIONCHECK were incorrectly bound – fixed

#### **1.03** (19.12.2017 – unofficial release on the Fwatch website)

- text editor: fixed issue where pressing ENTER would not save changes if only letter case was changed
- text editor: Ctrl + G now opens window to jump to a specific line number
- file manager: when typing filter the current file selection is reset

#### **1.05** (14.06.2019 – unofficial release on the Fwatch website)

- now requires Fwatch 1.16
- save data is now stored in a binary file (uses Fwatch 1.16 command)

#### Text editor:

- chat is now hidden
- fixed issue where "goto line" menu was showing incorrect current line number

#### File Manager:

- added "cfg", "url", "lip" extensions to the list of files that can be opened
- added shortcuts to the game root folder and to the user missions folder at the top of the file list
- added icons for shortcuts and for parent directory

#### **1.06** (22.06.2019 – unofficial release on the Fwatch website)

- minor code fixes

#### **1.07** (27.07.2021 – unofficial release on the Fwatch website)

- improved handling of save data

#### **1.071** (15.07.2021 – unofficial release on the OFP Game Schedule website)

- minor bugfix

#### **1.08** (25.01.2023 – unofficial release on the OFP Game Schedule website)

- improved key list (F1) display
- uses Fwatch 1.16 aspect ratio detection

- updated quicksort function from 1.3 to 1.5
- update find function
- holding left control or right mouse button while launching script will force file manager
- removed unnecessary messages when on-line check failed

#### Config:

- increased default number of rows in file manager from 19 to 33
- added option to disable hiding chat
- variableAR\_modifX and AR\_modifY can be used in IGSE\_WIDTH and IGSE\_customY
- slightly shorter text editor width

#### File manager:

- when selected folder it doesn't display 0 B but "folder" instead
- added shortcut to return to the current mission folder
- removed code relating to "fwatch\_check.sqf" as its obsolete
- added "jpeg" and "cab" extensions to the list of unopenable files
- message is displayed when you press CTRL+X/C/V
- brought back showing files cut to clipboard
- file filter is saved when you exit the script
- file filter is cleared when you change folder
- fixed bugs with typing file filter (onScreenTyping script was executed multiple times)

#### Text editor

- faster switching to config with F12
- added recent files feature
- in case of error chat is restored so that message is visible
- fixed bug with data not being saved when exiting text editor (bug from previous version)

#### **1.081** (01.06.2023 – unofficial release on the OFP Game Schedule website)

- fixed db corruption when renaming a file
- when renaming a file the name in recent file list is also changed

#### **1.082** (15.04.2025 – unofficial release on the OFP Game Schedule website)

##### Config:

- customconfig changes are now done through file "IGSE user config.hpp" (instead of "IGSE configuration.hpp")
- user can now change dialog height value (instead of row count)
- color macros were renamed
- file manager font size was set to be half of the row size
- values for IGSE\_autocomplete now aren't written in quotation marks
- improved description of options

##### File Manager:

- background is now gray instead of white
- vertical and horizontal margins are the same size now
- increased row size
- added "opened folder" icon that's shown when selecting a folder
- added icon for PBO files



- PBO files can now be unpacked
- folders can now be packed to PBO (CTRL+P)
- added .hashdb, .dat, .db to the list of extensions that can't be opened
- recent file list can now be accessed from the File Manager
- recent file list is updated properly when user renames, cuts, pastes, trashes files
- now showing messages when user uses clipboard
- fixed issue with uppercase extensions not being handled properly
- fixed error message when cancelling trashing file by pressing arrow key

#### Text Editor:

- fixed tiny gap between frames in the dialog
- dialog is now properly centered vertically
- error messages are now shown in the dialog (instead of showing them in the chat)
- recreates user config when it's empty

#### Other:

- automatically generates file "IGSE user config.hpp"
- fixed issue with not loading mission-related data when IGSE\_LOADLASTFILE was disabled

### **1.1 (18.10.2025)**

#### File Manager:

- added image preview for paa and jpg files
- added file icons for paa, jpg, bin files
- Ctrl + Shift + C/X – can be used to copy/cut multiple files
- fixed issue where user could press Ctrl+C/V on the shortcut to the current mission
- fixed issue where script would get unresponsive after pressing F2 on a shortcut
- fixed issues with displaying list of files

#### Config:

- user configuration was moved to fwatch\idb\igse folder and renamed to "User Configuration.cpp"
- added IGSE\_FM\_OFF\_X and IGSE\_FM\_OFF\_Y – vertical and horizontal offset for the File Manager window
- added IGSE\_FM\_IP\_X, IGSE\_FM\_IP\_Y, IGSE\_FM\_IP\_OFF\_X, IGSE\_FM\_IP\_OFF\_Y, IGSE\_FM\_IP\_SIZE – image preview window size and position

#### Text Editor:

- when IGSE\_listFocus is disabled current line is now marked with a different color
- user configuration defines are now restored on reload (if deleted)

#### General:

- clock display bugfix