

Itweaswolf_add v1.02

Modified wolf addon compatible in multiplayer; by Faguss (ofp-faguss.com)

1. Required addon

itweas_wolf ftp://ofpr.info/ofpd/unofaddons2/ITWEAS_WOLF.zip

2. Name/class reference

Display name	Class name	Mission editor
Grey Wolf	wolfadd_greywolf	East -> wolf
White Wolf	wolfadd_whitewolf	West -> wolf
Enable Wolf AI	wolfadd_logic	Game Logic

3. Modifications

- added wolf with new textures to east side
- AI attacks more frequently
- fixed model
- localization (Polish, Finnish, Czech, German, French)
- replaced unit image displayed in leading bar
- unable to lock on vehicles with driver
- units are compatible in multiplayer
- when wolf dies it's 'weapons' disappears

4. Wolf AI

There are two methods of activation:

a) Automatic

Place Game Logic „Enable Wolf AI”

b) Manual

Place standard Game Logic and name it `server`. In `init.sqs` write:

```
WOLFADD_MANUAL = true
WOLFADD_AI = <array>
? local server : <array> exec "\itweaswolf_add\sqsAI\initM.sqs"
```

Where `<array>` is list of units.

It is important to declare variables before any time interval because scripts in addon are using them. *initM.sqs* can be executed any time.

5. Using with Fwatch v1.13

Key bindings:

Key	Effect
TAB	Enable / Disable Targeting
F	Auto / Manual Lock
R	Lock / Unlock Target
Y	Replace „Attack” with „JumpAttack”

Set `WOLFADD_JUMPATTACK` variable to `true` to allow change to jump attack weapon.

6. Reserved variables

<code>WOLFADD_INIT</code>	– indicates if initialization script is active.
<code>WOLFADD_UNIT</code>	– the wolf that is kicking. Used to synchronize wolf kick.
<code>WOLFADD_TARGET</code>	– kick target. Used to synchronize wolf kick.
<code>WOLFADD_AI</code>	– array from which server selects local units.
<code>WOLFADD_MANUAL</code>	– prevents filling <code>WOLFADD_AI</code> automatically.
<code>WOLFADD_ID</code>	– used to assign ID number for each AI wolf unit.

For each Wolf AI unit 7 variables are created:

<code>WOLFADD_LOCKON_X</code>	<code>WOLFADD_LOCKED_X</code>	<code>WOLFADD_ENABLE_X</code>
<code>WOLFADD_INAIR_X</code>	<code>WOLFADD_ATTACK_X</code>	<code>WOLFADD_ACTION_X</code>
<code>WOLF_AUTO_X</code>		

Where X is ID number.

7. Credits

Model fixed by Sanctuary.
Grey Wolf textures by STGN.

German localization by [CiA]Tony. Polish by Faguss & Kraps. Finnish by Osku. Czech by Kalasnikov471. French by Nikiller.

Thanks to Pulverizer for help.

8. Version history

0.5 (21.04.09)

First release.

1.0 (09.11.09)

- converted AI scripts to multiplayer
- retextured Grey Wolf (by STGN)
- fixed model (by Sanctuary)

1.01 (02.09.11)

- compatibility with Fwatch v1.1

1.02 (21.05.15)

- added *WOLF_VIDEO.kegnoecain_snow* demo mission
- uses „input multi” method (Fwatch v1.13)