

GUIDE TO THE MAGELLAN SCRIPT

Welcome

If your aircrafts often suffer from fuel shortage then you came to the right place.

1. Theory

Map too small? Players constantly worry about crossing the map borders? Stepping out of the map is a problem of many computer games. Best we can do is to take real example. We can't just fly out of the world moving straight ahead.

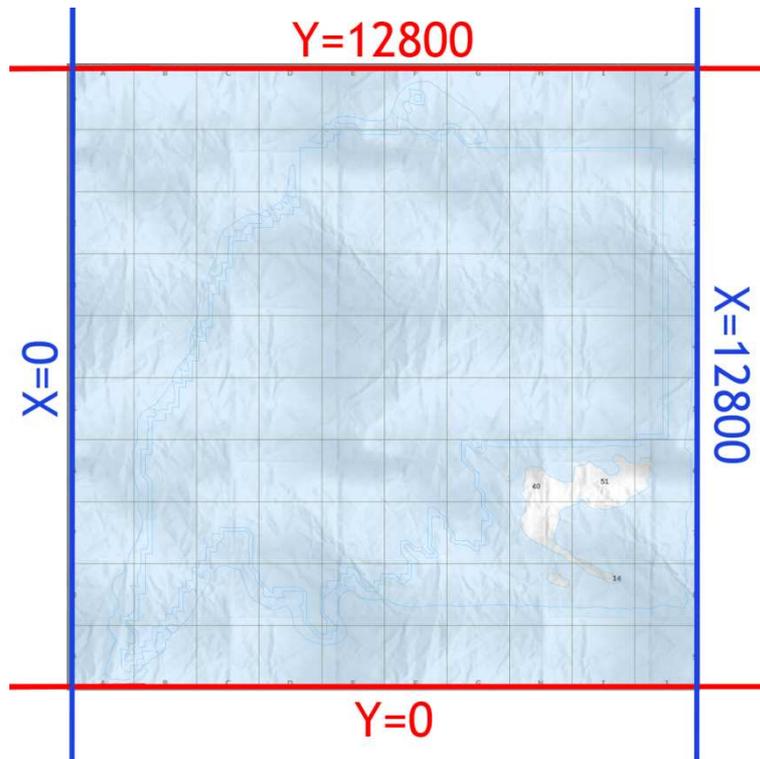
The idea is simple – if player crosses map border he appears on the other side.

2. Practice - Introduction

Every map for Operation Flashpoint is square-shaped.

Number of cells	Map size (in meters)
2	100
4	200
8	400
16	800
32	1600
64	3200
128	6400
256	12800
512	25600
1024	51200

Standard OFP maps are sized 256. Borders coordinates for them are:



3. Practice – Script

Server will check if anybody has fled out of the map. Place in your mission a game logic and name it *server*. To execute script use:

```
? local server : <array> exec "Magellan.sqs"
```

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

Program checks position of every unit given in the array. Script code in brief:

```
if x<0 then set on 12800  
if x>12800 then set on 0
```

```
if y<0 then set on 12800  
if y>12800 then set on 0
```

4. Enhancing

These two variables set the area of transition.

```
_borderMax=12800  
_borderMin=0
```

When island's shore is close to the map border and player gets „teleported” the land appears immediately. To prevent it these variables' values need to be changed. For example:

```
_a=1500  
_borderMax=12800+_a  
_borderMin=0-_a
```

It's the best to rely on view distance. You can combine it with *negoview* script (from Daddl's website <http://daddliddl.de/>).

```
_a=DDL_globalserverdistance
```

Execute *Magellan* script after *negoview* is done working.

How to define each border?

```
_borderN=12800  
_borderS=0  
_borderW=12800  
_borderE=0
```

```
... <_borderE ... [_borderW ...  
... >_borderW ... [_borderE ...
```

```
... <_borderS ... [..., _borderN ...  
... >_borderN ... [..., _borderS ...
```

5. Afterword

Disadvantages:

- player experiences „teleportation”,
- the other side doesn't appear in player's sight, radar can't scan it etc.
- AI may have problems with chasing, keeping formation etc.

Fernão de Magalhães (Ferdinand Magellan) hasn't in fact travelled around the world. He died, in the halfway, on Philippines archipelago. Only 18 crew members managed to return to Seville and they are ones who actually circumnavigated the Earth.